

Chapter 13

■ Architectural Design

Slide Set to accompany

Software Engineering: A Practitioner's Approach, 8/e

by Roger S. Pressman and Bruce R. Maxim

Slides copyright © 1996, 2001, 2005, 2009, 2014 by Roger S. Pressman

For non-profit educational use only

May be reproduced ONLY for student use at the university level when used in conjunction with *Software Engineering: A Practitioner's Approach, 8/e*. Any other reproduction or use is prohibited without the express written permission of the author.

All copyright information MUST appear if these slides are posted on a website for student use.

Why Architecture?

The architecture is not the operational software. Rather, it is a representation that enables a software engineer to:

- (1) **analyze the effectiveness of the design** in meeting its stated requirements,
- (2) **consider architectural alternatives** at a stage when making design changes is still relatively easy, and
- (3) **reduce the risks** associated with the construction of the software.

Why is Architecture Important?

- Representations of software architecture are an enabler for communication between all parties (stakeholders) interested in the development of a computer-based system.
- The architecture highlights early design decisions that will have a profound impact on all software engineering work that follows and, as important, on the ultimate success of the system as an operational entity.
- Architecture “constitutes a relatively small, intellectually graspable mode of how the system is structured and how its components work together” [BAS03].

Architectural Descriptions

- The IEEE Computer Society has proposed IEEE-Std-1471-2000, *Recommended Practice for Architectural Description of Software-Intensive System*, [IEE00]
 - to establish a conceptual framework and vocabulary for use during the design of software architecture,
 - to provide detailed guidelines for representing an architectural description, and
 - to encourage sound architectural design practices.
- The IEEE Standard defines an *architectural description* (AD) as a “a collection of products to document an architecture.”
 - The description itself is represented using multiple views, where each *view* is “a representation of a whole system from the perspective of a related set of [stakeholder] concerns.”

Architectural Genres

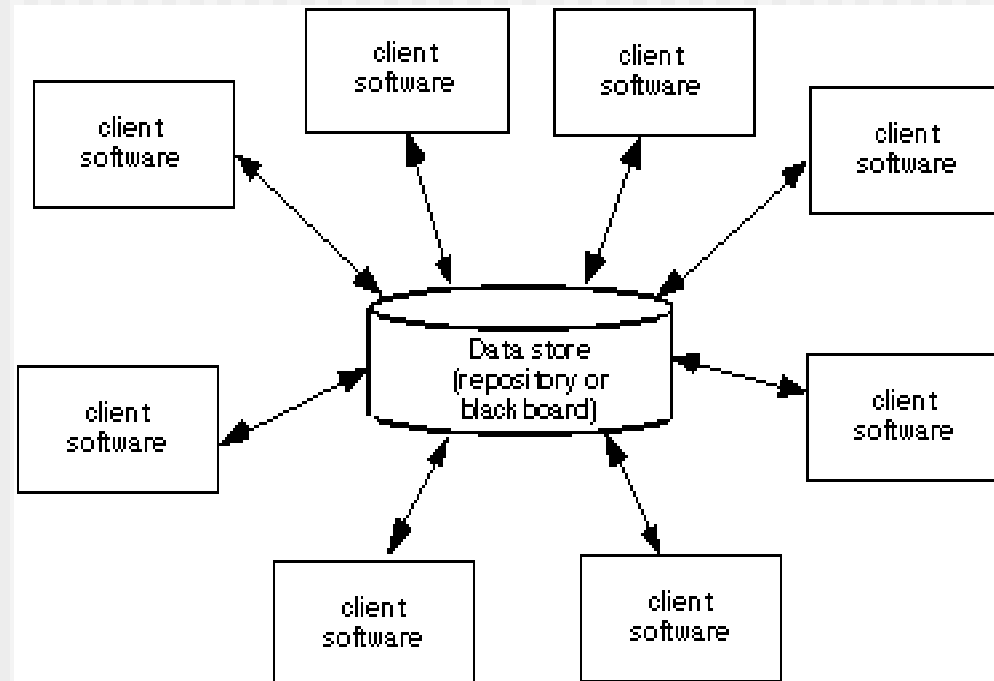
- *Genre* implies a specific category within the overall software domain.
- Within each category, you encounter a number of subcategories.
 - For example, within the genre of *buildings*, you would encounter the following general *styles*: houses, condos, apartment buildings, office buildings, industrial building, warehouses, and so on.
 - Within each general style, more specific styles might apply. Each style would have a structure that can be described using a set of predictable patterns.

Architectural Styles

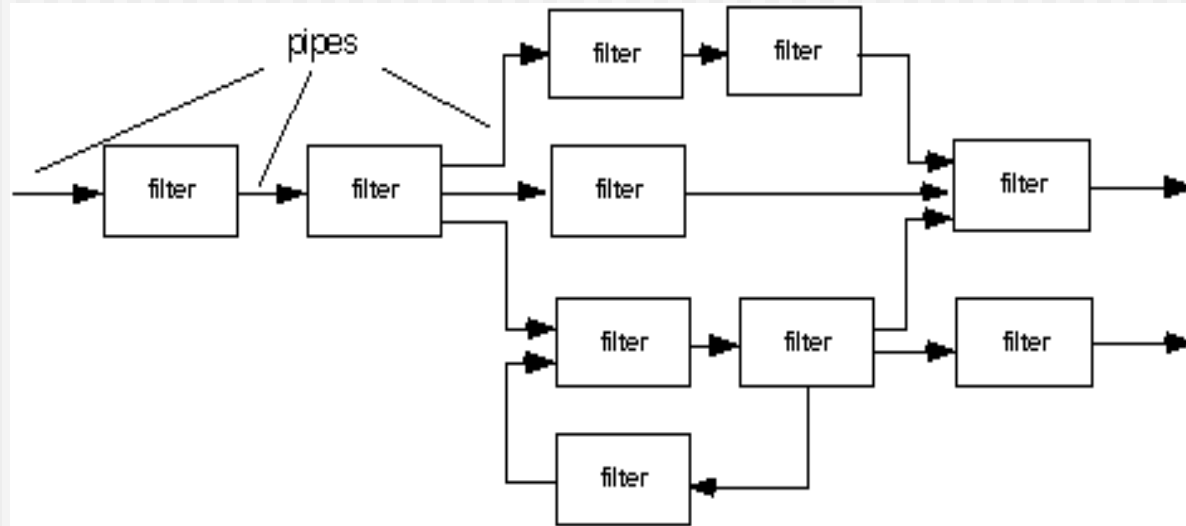
Each style describes a system category that encompasses: (1) a **set of components** (e.g., a database, computational modules) that perform a function required by a system, (2) a **set of connectors** that enable “communication, coordination and cooperation” among components, (3) **constraints** that define how components can be integrated to form the system, and (4) **semantic models** that enable a designer to understand the overall properties of a system by analyzing the known properties of its constituent parts.

- Data-centered architectures
- Data flow architectures
- Call and return architectures
- Object-oriented architectures
- Layered architectures

Data-Centered Architecture



Data Flow Architecture

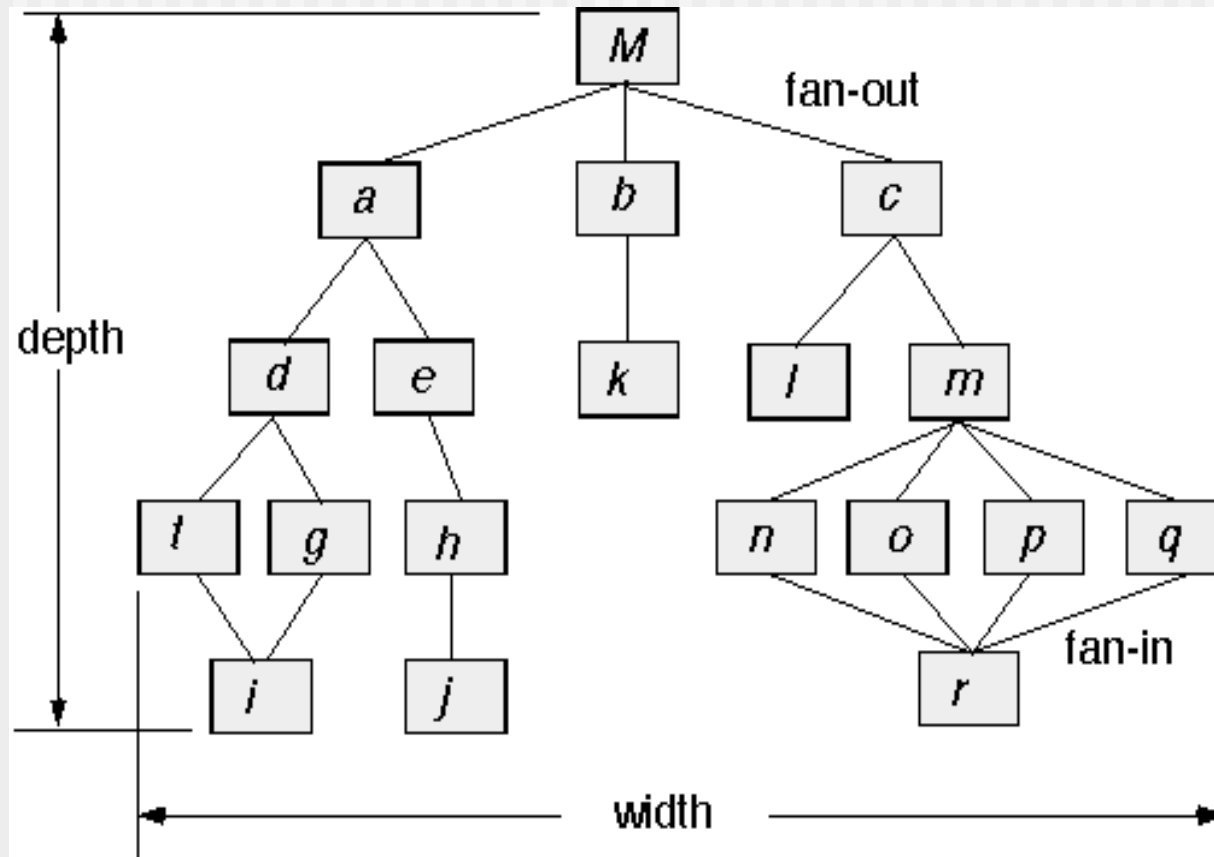


(a) pipes and filters

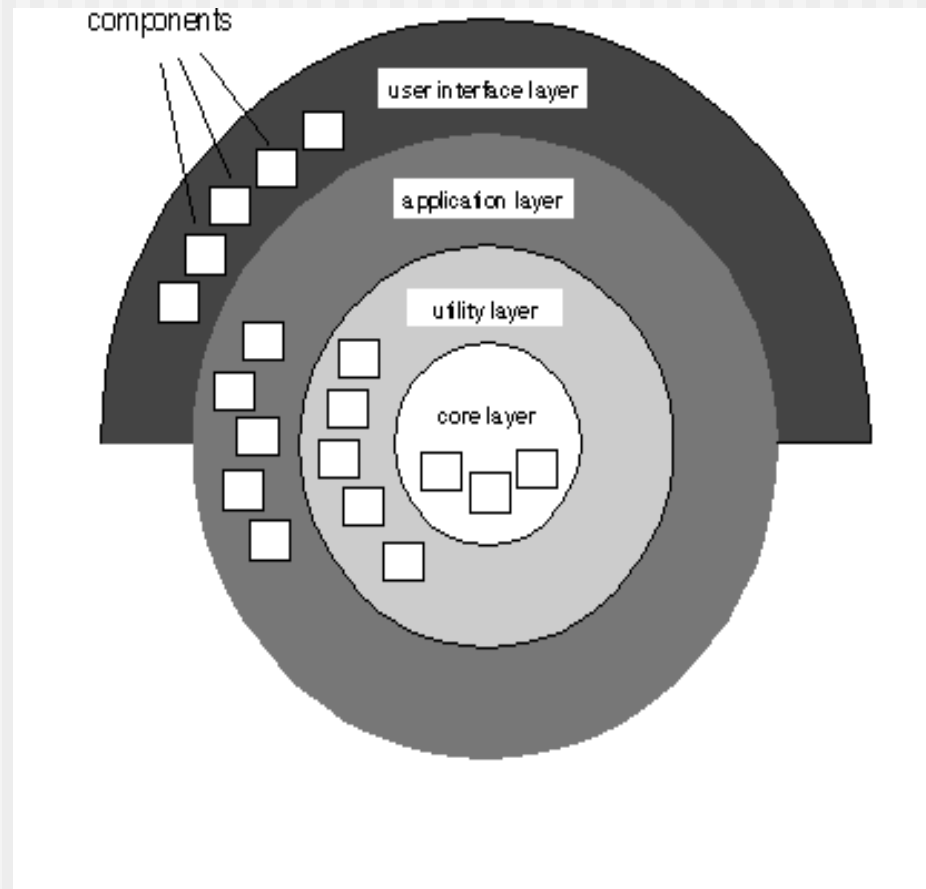


(b) batch sequential

Call and Return Architecture



Layered Architecture



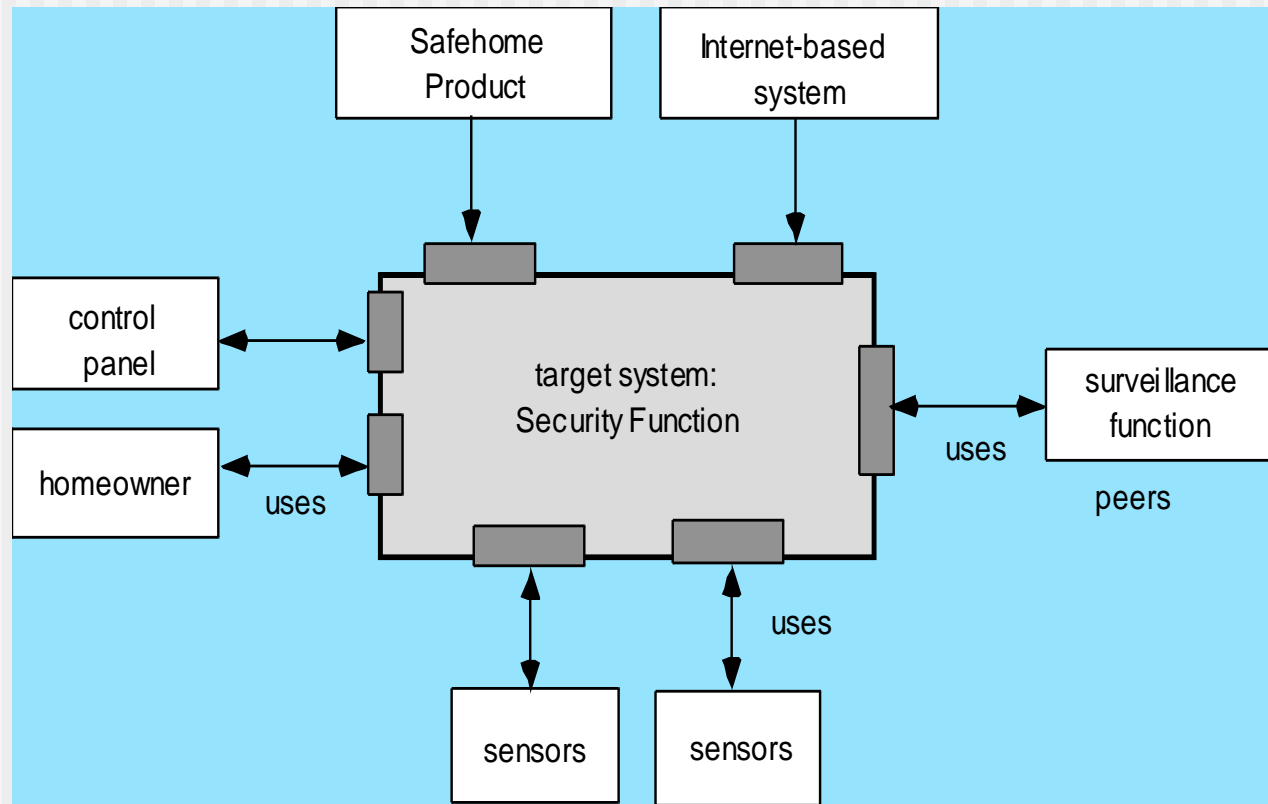
Architectural Patterns

- **Concurrency**—applications must handle multiple tasks in a manner that simulates parallelism
 - *operating system process management* pattern
 - *task scheduler* pattern
- **Persistence**—Data persists if it survives past the execution of the process that created it. Two patterns are common:
 - a *database management system* pattern that applies the storage and retrieval capability of a DBMS to the application architecture
 - an *application level persistence* pattern that builds persistence features into the application architecture
- **Distribution**— the manner in which systems or components within systems communicate with one another in a distributed environment
 - A *broker* acts as a ‘middle-man’ between the client component and a server component.

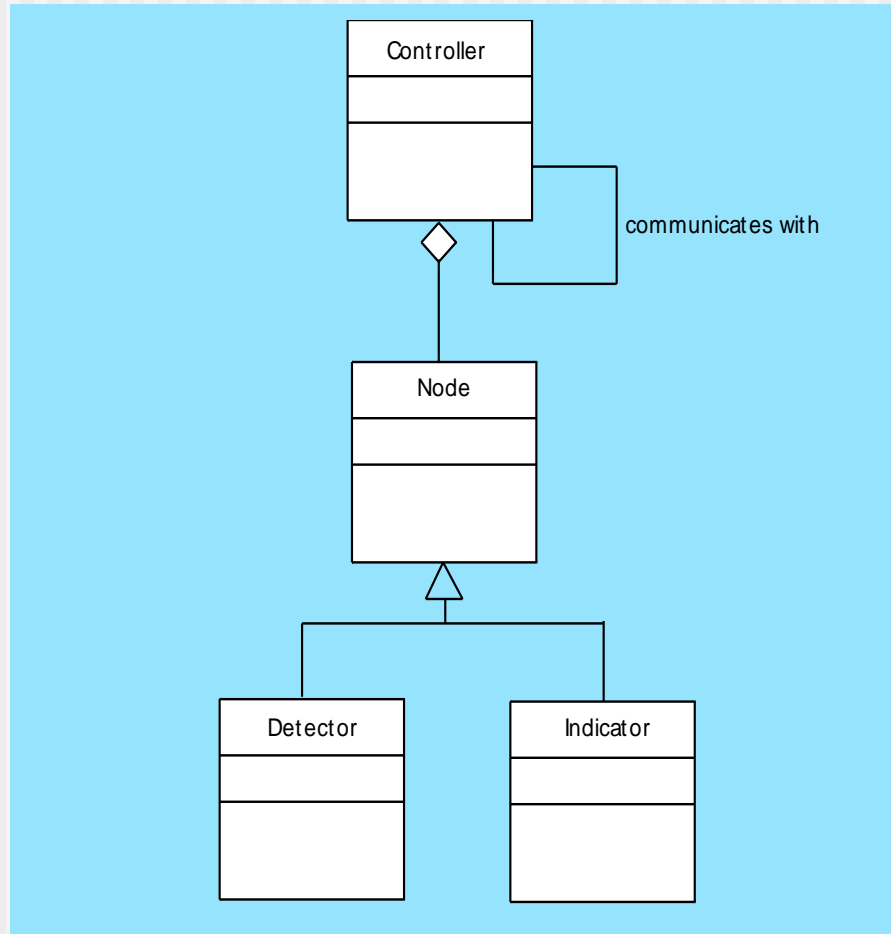
Architectural Design

- The software must be placed into context
 - the design should define the external entities (other systems, devices, people) that the software interacts with and the nature of the interaction
- A set of architectural archetypes should be identified
 - An *archetype* is an abstraction (similar to a class) that represents one element of system behavior
- The designer specifies the structure of the system by defining and refining software components that implement each archetype

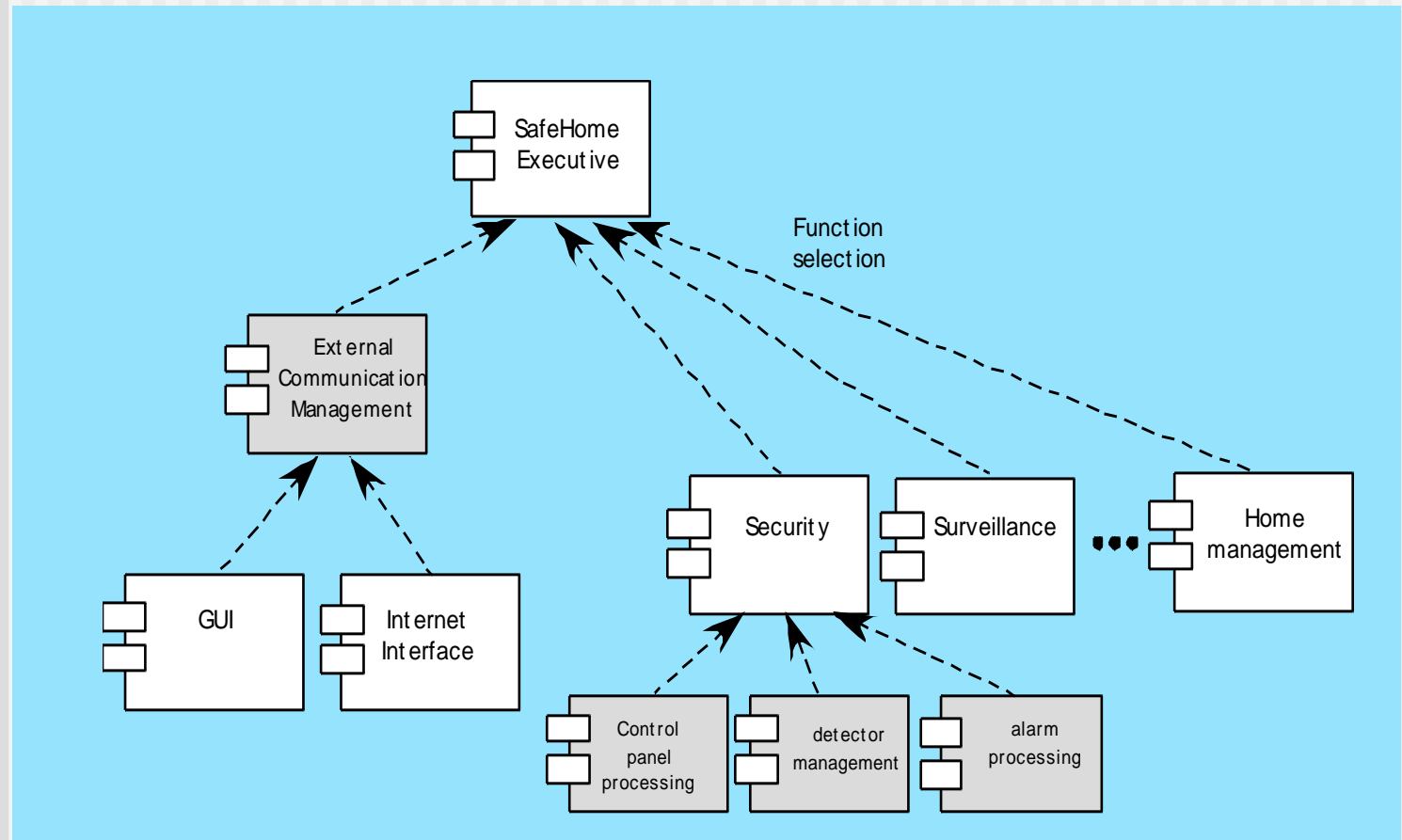
Architectural Context



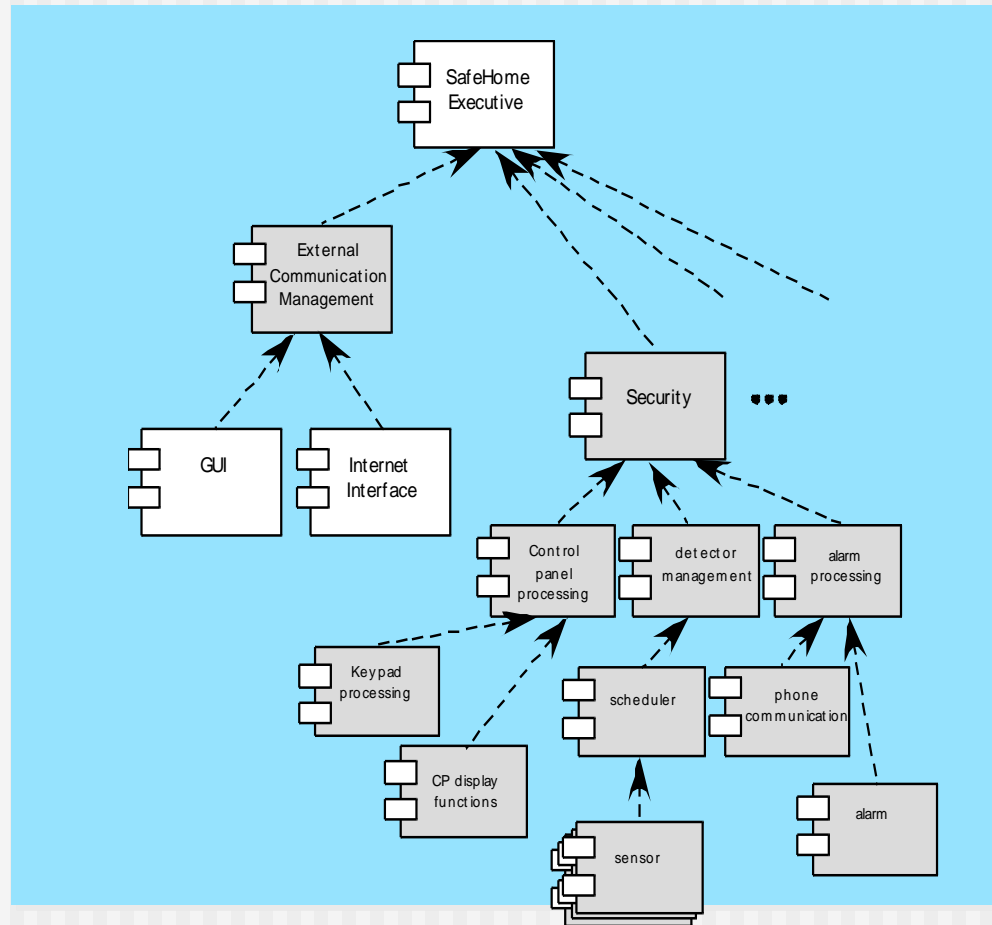
Archetypes



Component Structure



Refined Component Structure



These slides are designed to accompany *Software Engineering: A Practitioner's Approach*, 8/e (McGraw-Hill, 2014). Slides copyright 2014 by Roger Pressman.

Architectural Considerations

- **Economy** – The best software is uncluttered and relies on abstraction to reduce unnecessary detail.
- **Visibility** – Architectural decisions and the reasons for them should be obvious to software engineers who examine the model at a later time.
- **Spacing** – Separation of concerns in a design without introducing hidden dependencies.
- **Symmetry** – Architectural symmetry implies that a system is consistent and balanced in its attributes.
- **Emergence** – Emergent, self-organized behavior and control.

Architectural Decision Documentation

1. Determine which information items are needed for each decision.
2. Define links between each decision and appropriate requirements.
3. Provide mechanisms to change status when alternative decisions need to be evaluated.
4. Define prerequisite relationships among decisions to support traceability.
5. Link significant decisions to architectural views resulting from decisions.
6. Document and communicate all decisions as they are made.

Architectural Tradeoff Analysis

1. Collect scenarios.
2. Elicit requirements, constraints, and environment description.
3. Describe the architectural styles/patterns that have been chosen to address the scenarios and requirements:
 - module view
 - process view
 - data flow view
4. Evaluate quality attributes by considered each attribute in isolation.
5. Identify the sensitivity of quality attributes to various architectural attributes for a specific architectural style.
6. Critique candidate architectures (developed in step 3) using the sensitivity analysis conducted in step 5.

Architectural Complexity

- the overall complexity of a proposed architecture is assessed by considering the **dependencies** between components within the architecture [Zha98]
 - *Sharing dependencies* represent dependence relationships among consumers who use the same resource or producers who produce for the same consumers.
 - *Flow dependencies* represent dependence relationships between producers and consumers of resources.
 - *Constrained dependencies* represent constraints on the relative flow of control among a set of activities.

ADL

- *Architectural description language (ADL)* provides a semantics and syntax for describing a software architecture
- Provide the designer with the ability to:
 - decompose architectural components
 - compose individual components into larger architectural blocks and
 - represent interfaces (connection mechanisms) between components.

Architecture Reviews

- Assess the ability of the software architecture to meet the systems quality requirements and identify potential risks
- Have the potential to reduce project costs by detecting design problems early
- Often make use of experience-based reviews, prototype evaluation, and scenario reviews, and checklists

Patter-Based Architecture Review

1. Identify and discuss the quality attributes by walking through the use cases.
2. Discuss a diagram of system's architecture in relation to its requirements.
3. Identify the architecture patterns used and match the system's structure to the patterns' structure.
4. Use existing documentation and use cases to determine each pattern's effect on quality attributes.
5. Identify all quality issues raised by architecture patterns used in the design.
6. Develop a short summary of issues uncovered during the meeting and make revisions to the walking skeleton.

Agility and Architecture

- To avoid rework, user stories are used to create and evolve an architectural model (walking skeleton) before coding
- Hybrid models which allow software architects contributing users stories to the evolving storyboard
- Well run agile projects include delivery of work products during each sprint
- Reviewing code emerging from the sprint can be a useful form of architectural review