Architecture Design

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# Architecture Design: Rules

## Good Architecture Rules:

|  |  |  |
| --- | --- | --- |
| **Rule** | Description | Availability |
| **Scalability** | The ability to expand the system and increase its productivity by adding new modules. |  |
| **Maintainability** | Changing one module does not require changing other modules. |  |
| **Swappability** | The module is easy to replace with another. |  |
| **Unit Testing** | The module can be disconnected from all others and tested / repaired |  |
| **Reusability** | The module can be reused in other programs and other environments. |  |
| **Maintenance** | A module-based program is easier to understand and maintain. |  |

## S.O.L.I.D. Rules

# Architecture Design: Decomposition

Algorithm

GUI

Application