



SWINBURNE  
UNIVERSITY OF  
TECHNOLOGY

# **SWE20001**

## **Managing Software Projects**

Lecture 2a

Architectural Design



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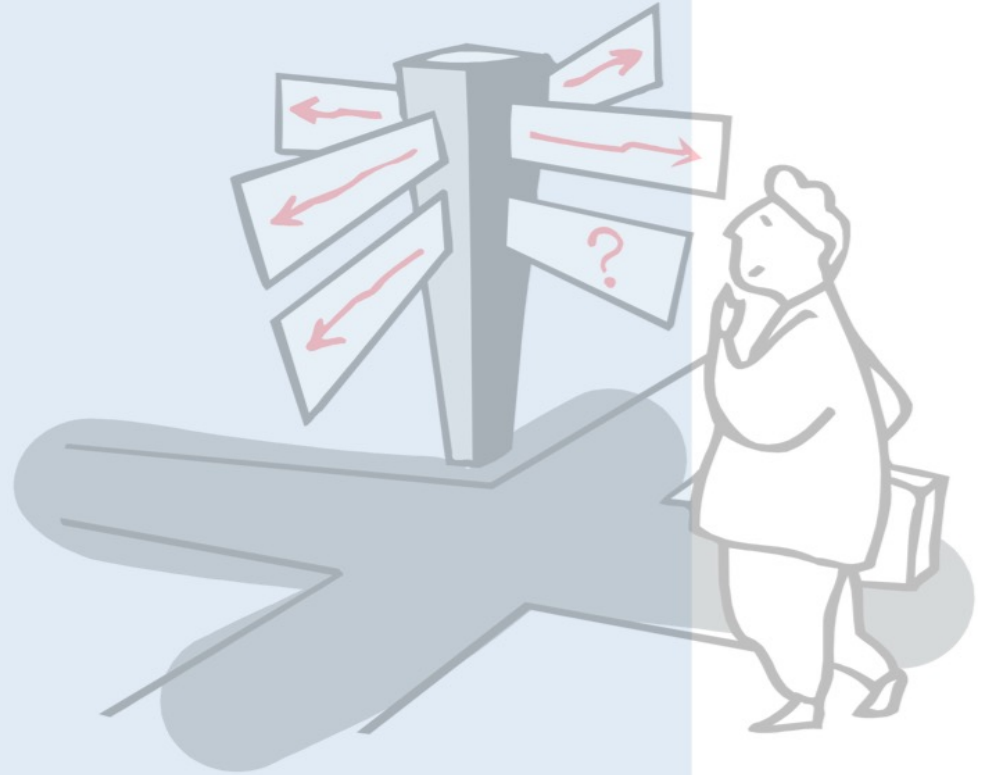
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# Roadmap



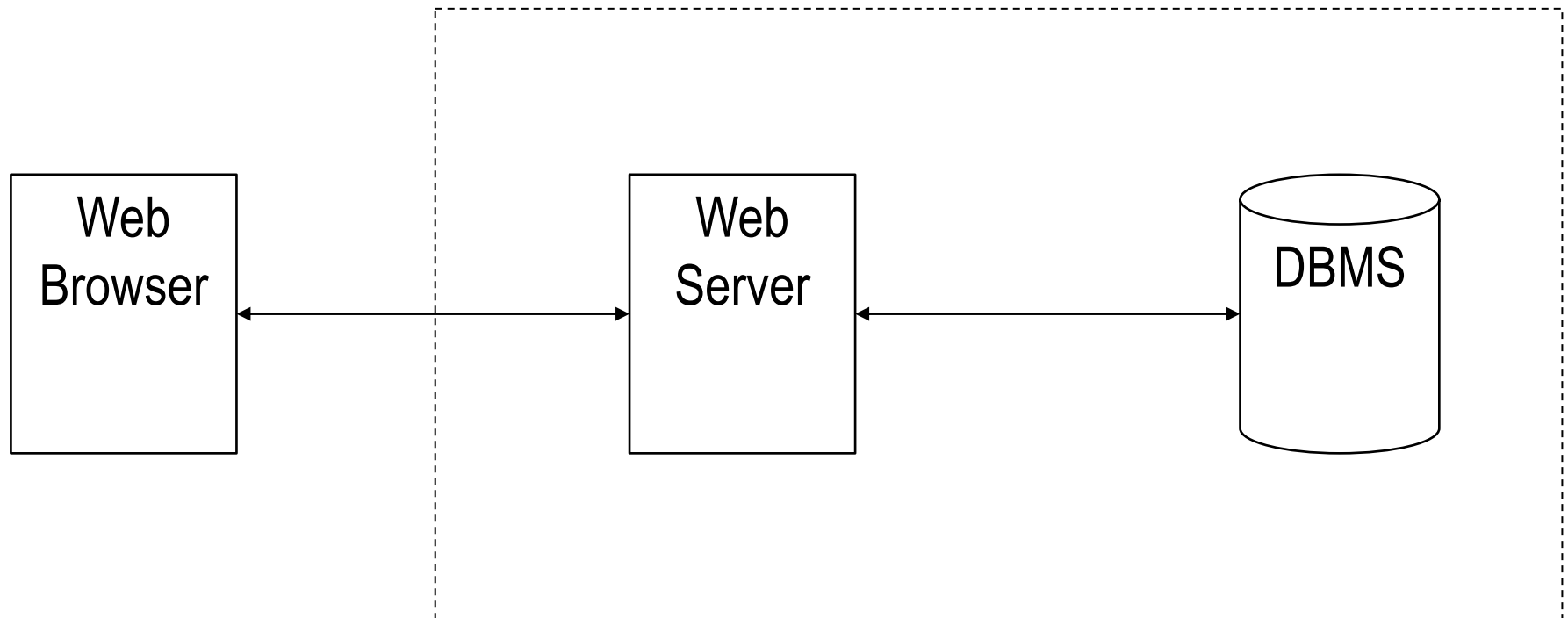
- Architectural Framework
- High Level Design



# Architectural Framework



- Architecture – a “very” high level design outlining the general components of a system
- Example: Web application



# Architecture Framework – Desktop app

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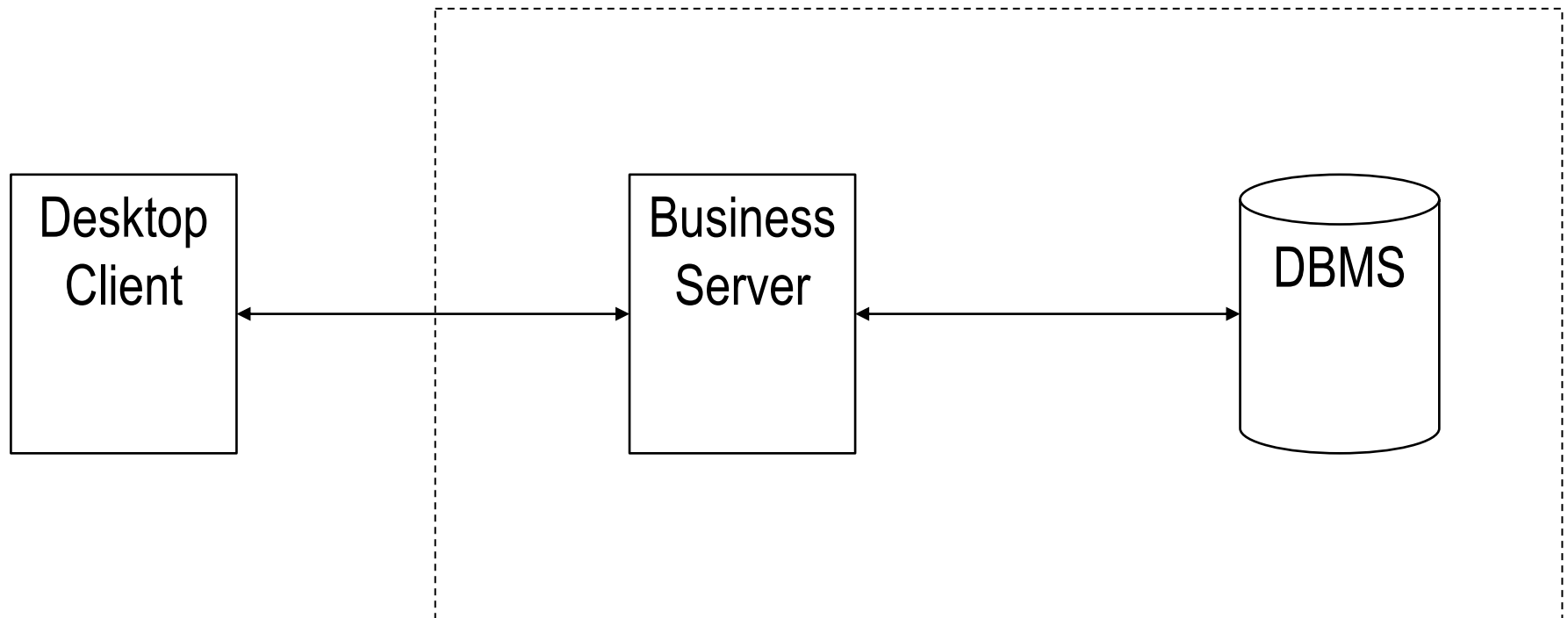
- Example: Desktop application (old days)



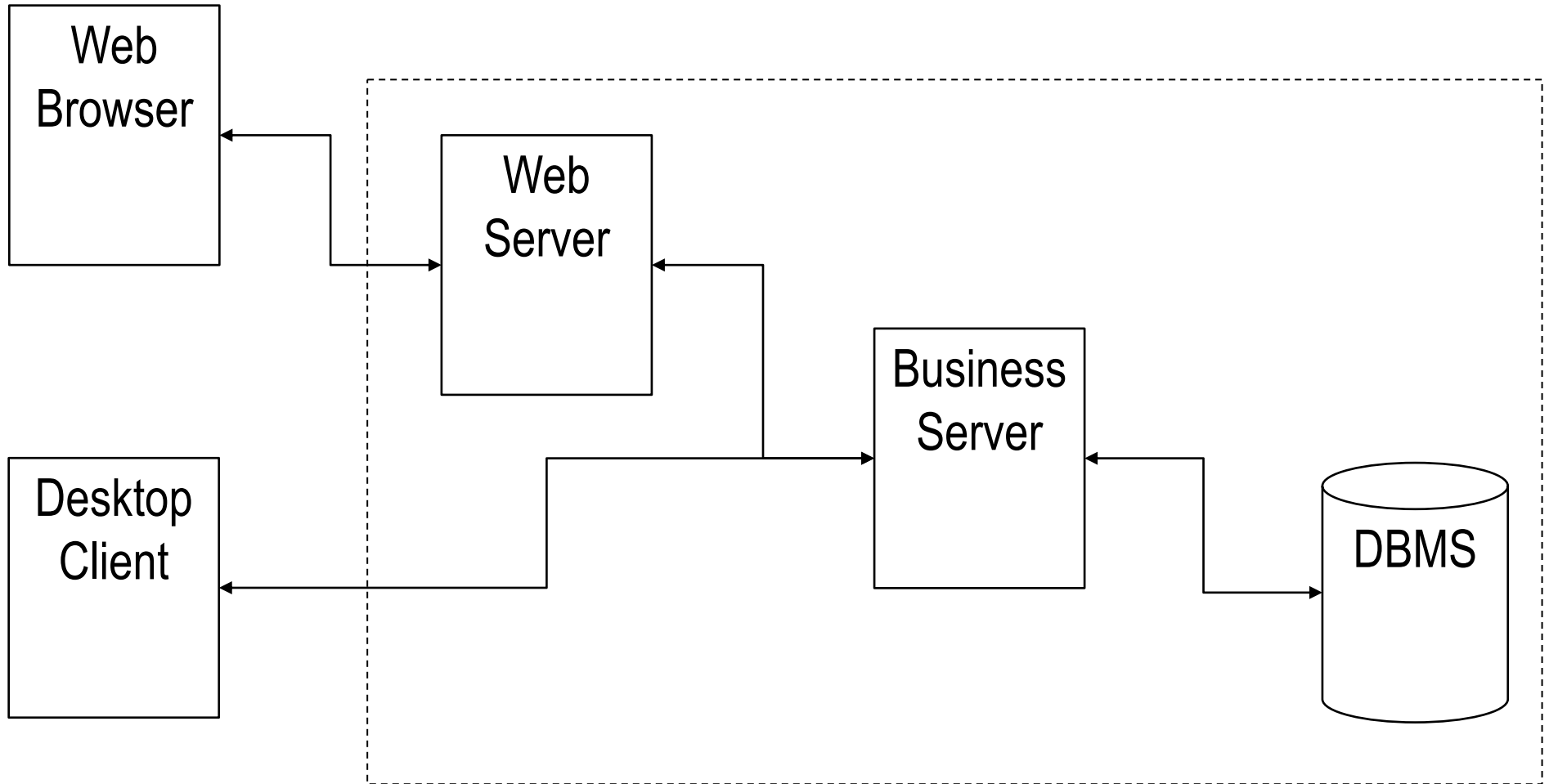
# Architecture Framework – Desktop app



- Example: Desktop application



# Enterprise Framework



# Example – Point-Of-Sales

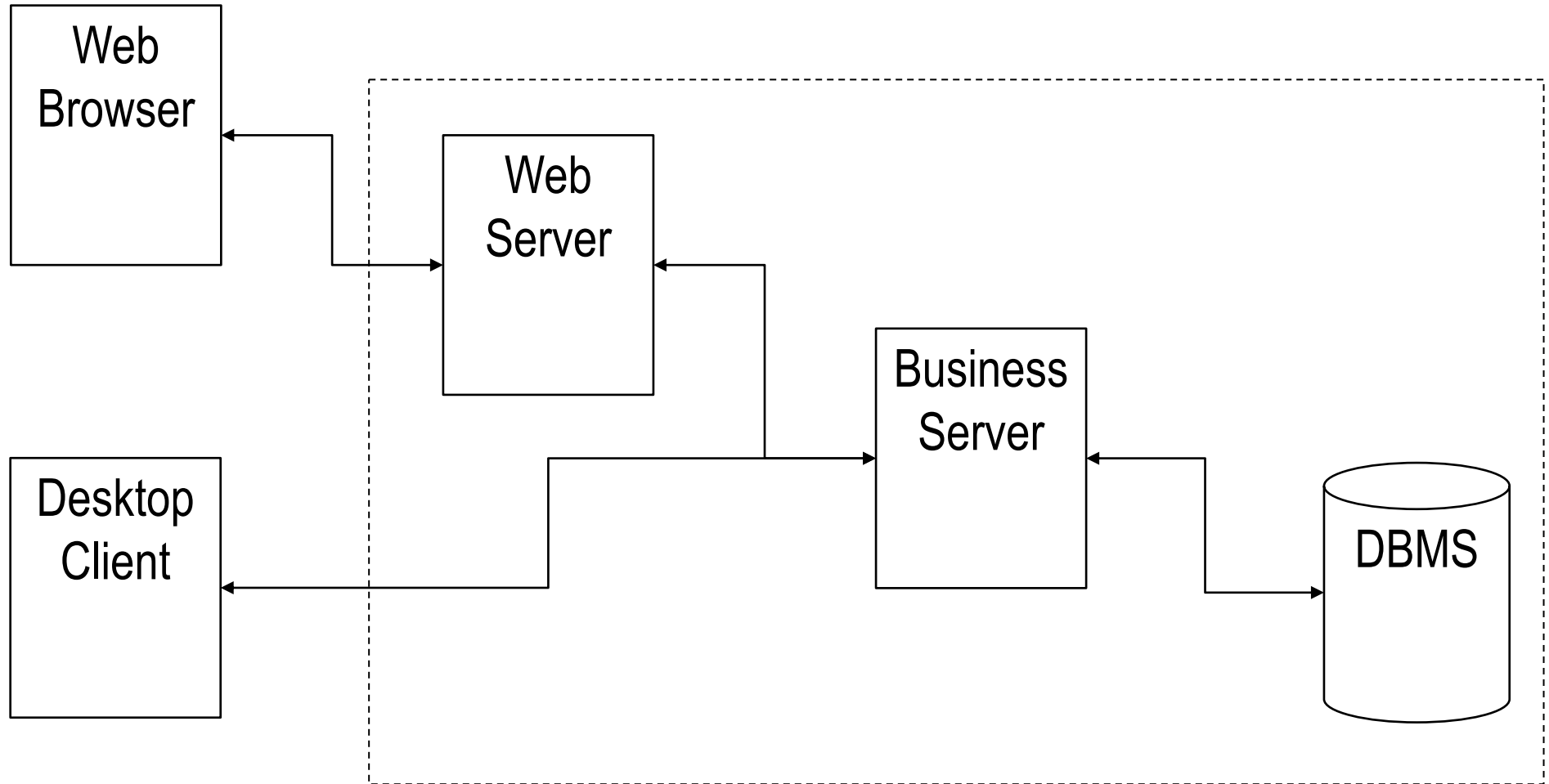
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## [Woolworths / Coles / ...]





# Example: Peer Review System (?)



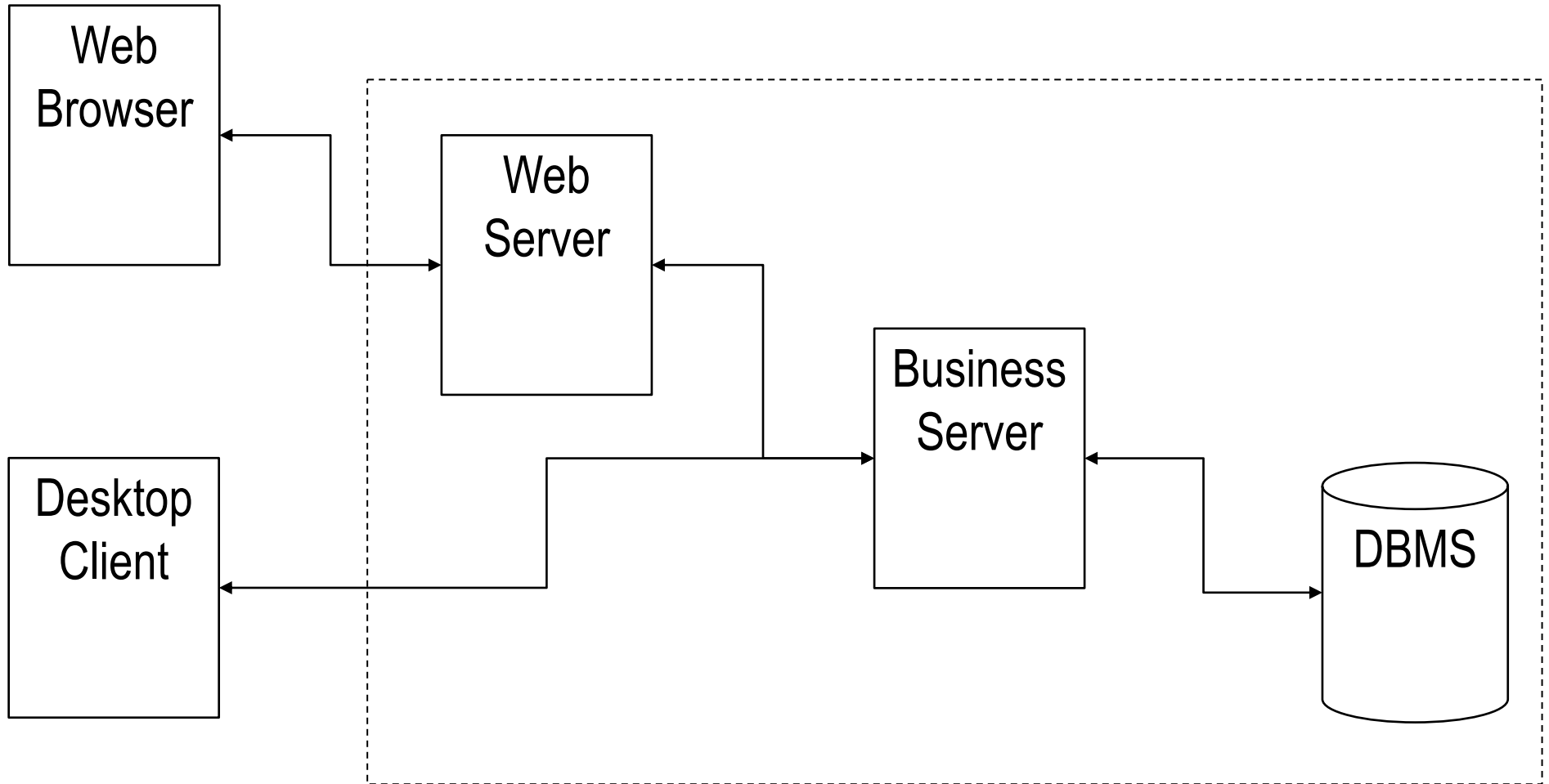
# High Level Design

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- Software Components (e.g. classes / packages / namespaces)
- Where to put each software component
- How they interact to solve the business requirements
- Roles and Responsibilities of each software component

# Enterprise Framework



# High Level Design (Example) – Ent. App.

