

Lecture 2: Tools and technologies 1

Purpose and motivation

The purpose of this lecture is to introduce the concept of software interfaces and to discuss how to document software interfaces. We will start by defining what a software interface is and then discuss how to document software interfaces. We will also discuss how to use software interfaces in software architecture.

Furthermore we will introduce the first exercise and discuss how to work with the exercises, github and how to establish good working habits from the beginning.

Before Class

Go through the slides about the exercise from last lecture and read the literature.

Reading

Read the following before class:

- Software Interfaced[1, Ch. 15]
- Documenting Software Interfaces[2, Ch. 7]

(Find the material at the [library](#), on itslearning, or in online databases.

In class

Software Interfaces

Lecture

1. Software Interfaces
2. Introduction to the work with exercises

Exercises

1. The exercises will be introduced in the lecture

References

- [1] L. Bass et al. *Software Architecture in Practice, 4th Edition*. SEI series in software engineering. Addison-Wesley Professional, 2021. ISBN: 9780136885979. URL: <https://books.google.dk/books?id=BWpuzgEACAAJ>.
- [2] Paul Clements et al. *Documenting Software Architectures: Views and Beyond*. 2nd. Addison-Wesley Professional, 2010.