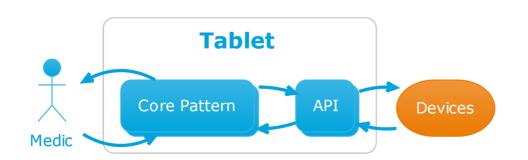
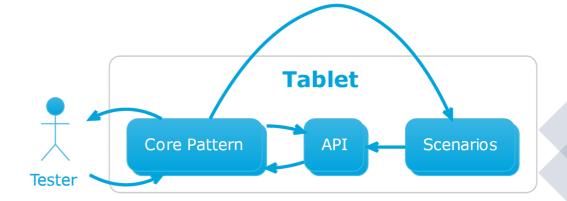


System and Object Design

25.11.2021 M-Lab 2021/2022

Design Goals for System Architecture





Rich Client

Thick Client

Robustness

High Performance

(Portability)

Reliability

User Friendly

Maintainability

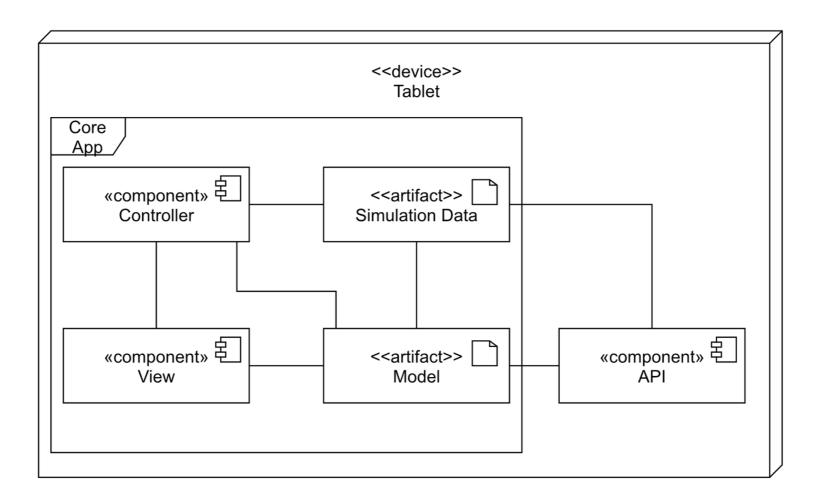
Modifiability

Ease of Use



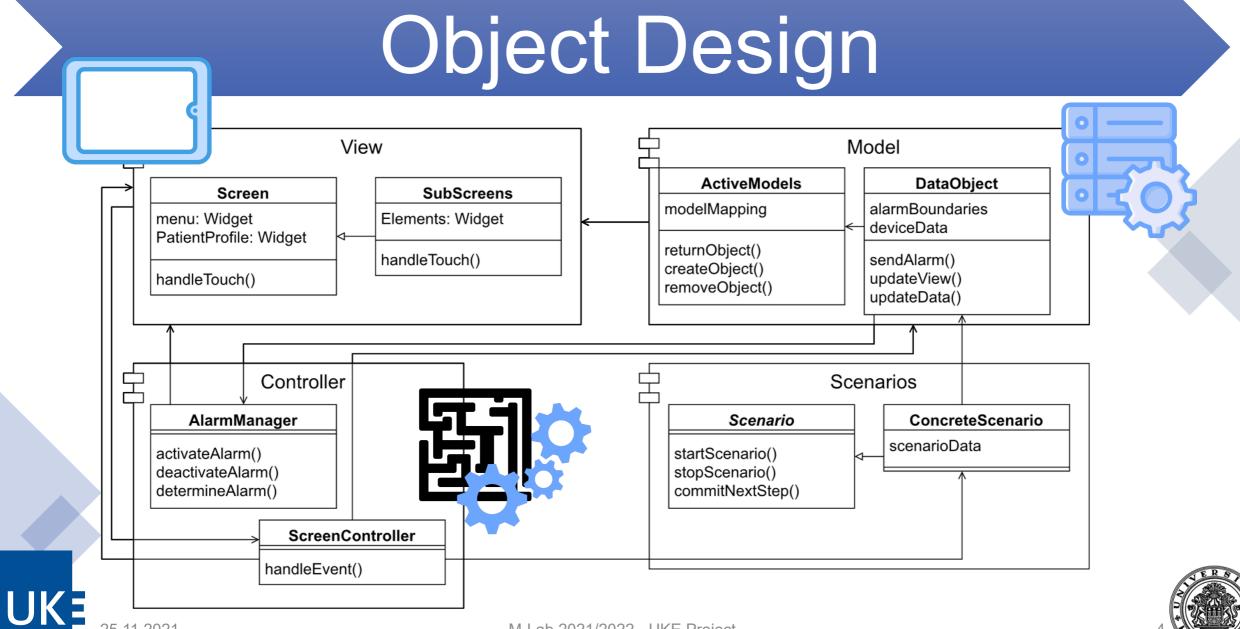


Deployment Diagram

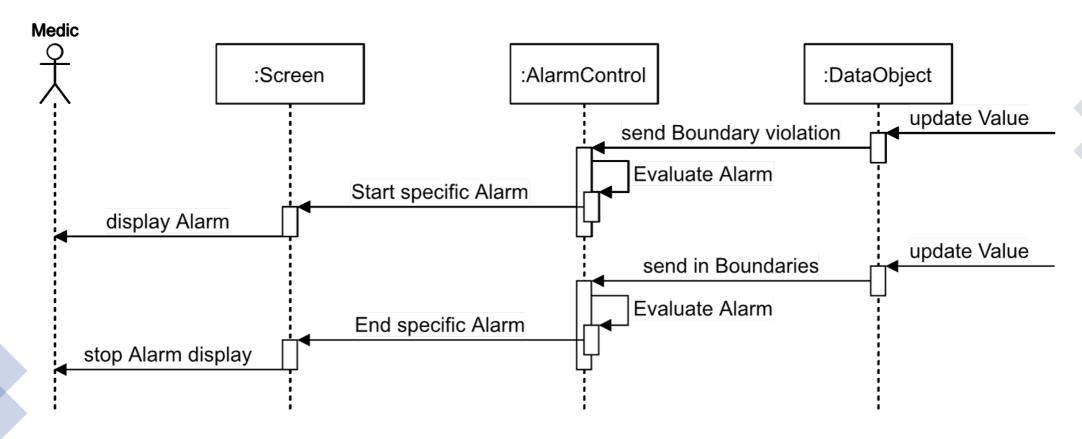








Alarm Display







Lessons Learned

Mapping Design to Code can be hard

Architecture is very volatile during design

Communication is key

Even patterns need adjustments (sometimes)



