

Architecture in Practice

- Mappings between structures
- Modules vs components
- Architectural Patterns
- Structural Rules of Thumb
- Why is architecture important
- Technical context of architecture

Architecture in Practice

Bass, Clemens and Kazman

- General definition of Architecture
- Abstraction
- Structures and Views
- Architecture as a set of structures
 1. Module
 2. Component and Connector
 3. Allocation

Architecture in Practice

- System requirements
 - Functional requirements
 - Quality attribute requirements
 - Constraints
- Specifying Quality Attribute Requirements
 - General scenario
- Achieving Quality Attributes Through Tactics
 - Definition of Tactic
- Design Decisions Checklist

Architecture in Practice

- Tactics for quality properties
 - Availability
 - Interoperability
 - Modifiability
 - Performance
 - Security
 - Testability
 - Usability
 - Misc

Architecture in Practice

- Software Architecture Pattern Catalogue
 - Module patterns
 - Component and Connector Patterns
 - Allocation Patterns
- Trade-off of properties
- Advantages/benefits vs limitations of different pattern solutions
- Relation Between Tactics and Patterns