

Software Architecture and Design

An Overview



Content

- Popular examples
- Context
- Architecture vs. Design
- Uses
- Aspects

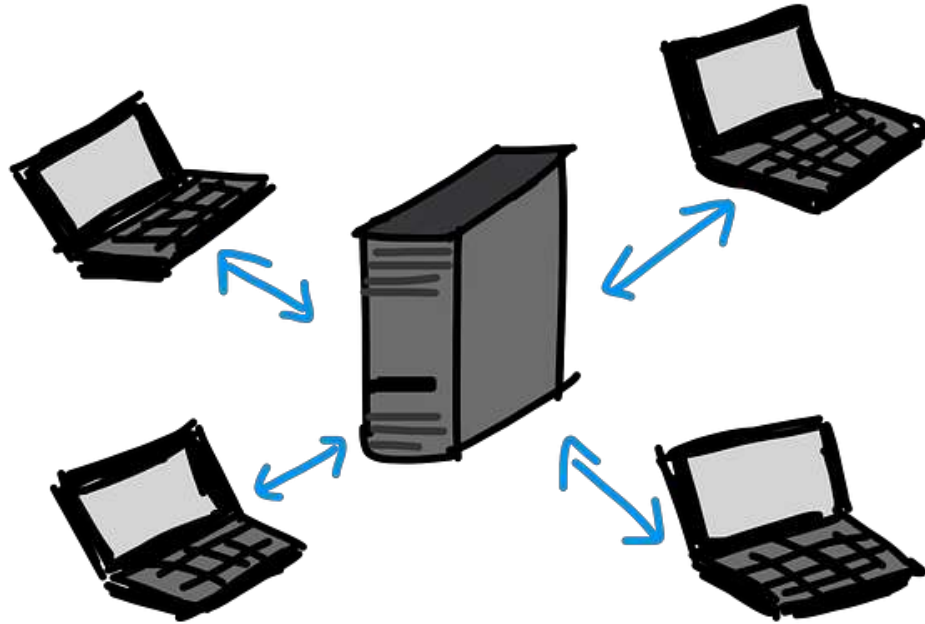


Popular Examples

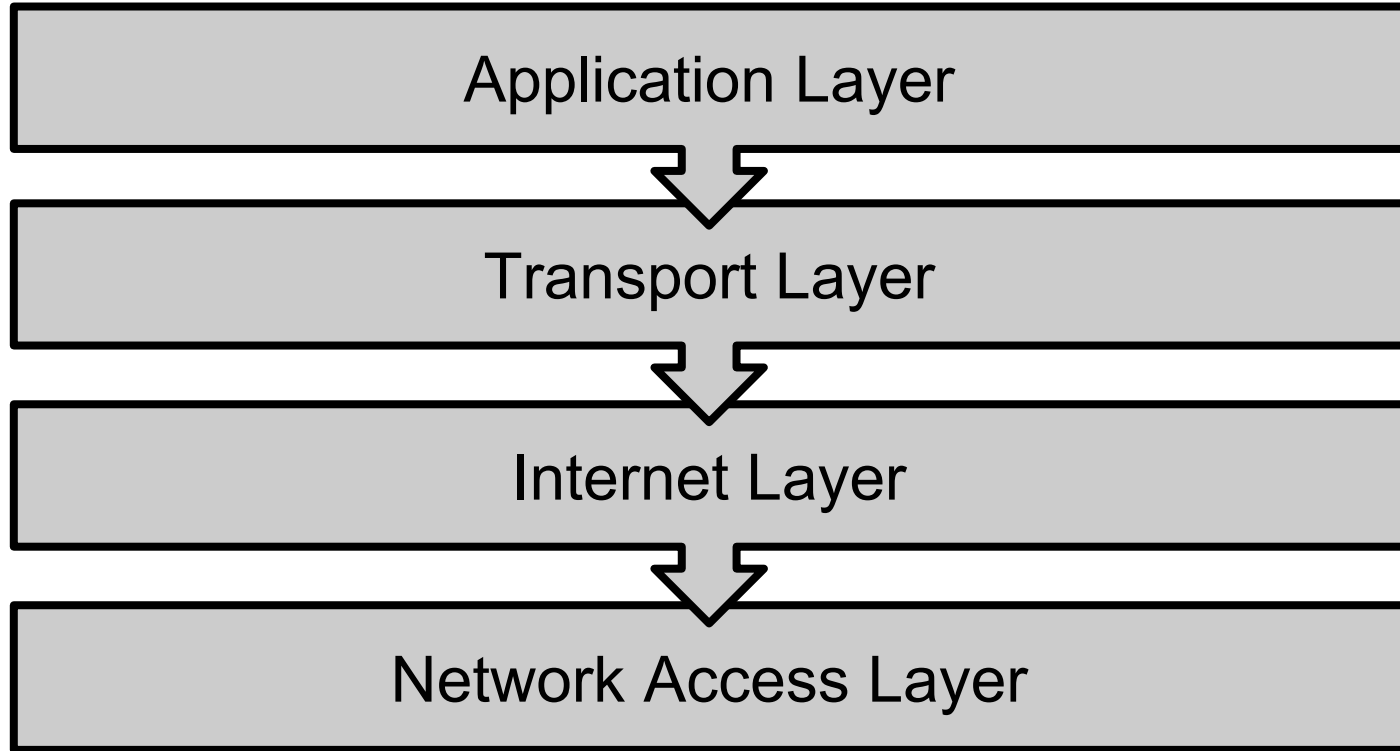
Stuff you may know



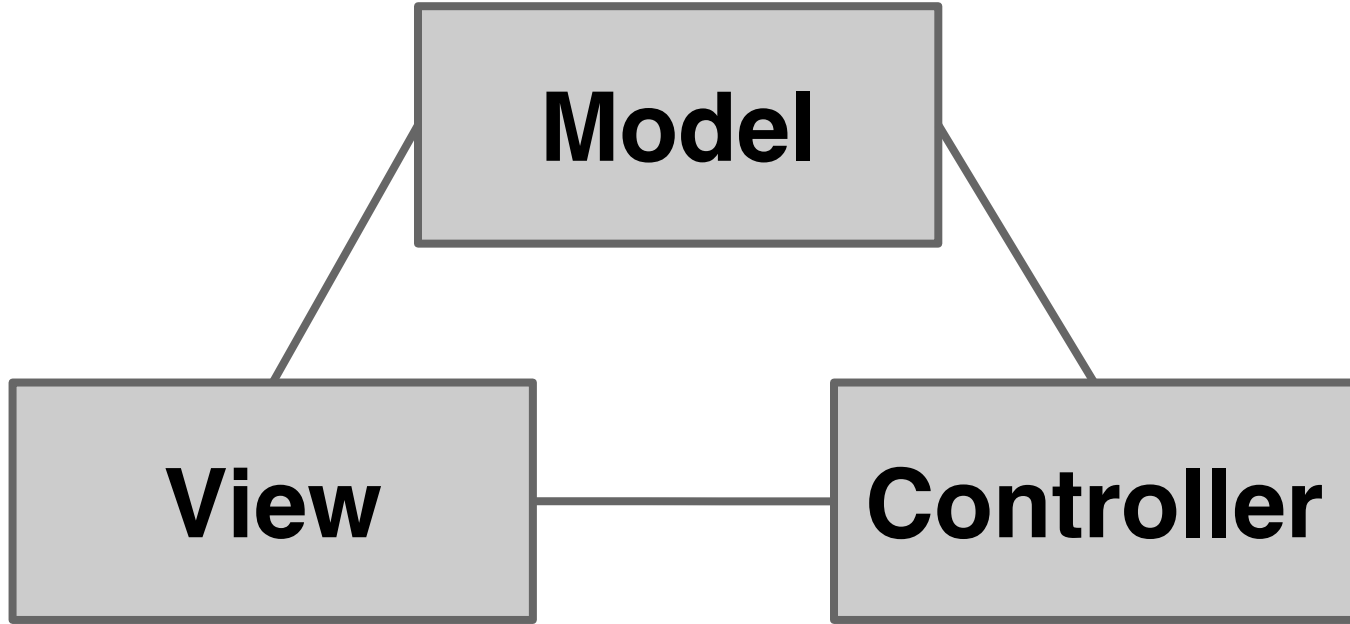
Popular Examples: Client-Server



Popular Examples: Layer



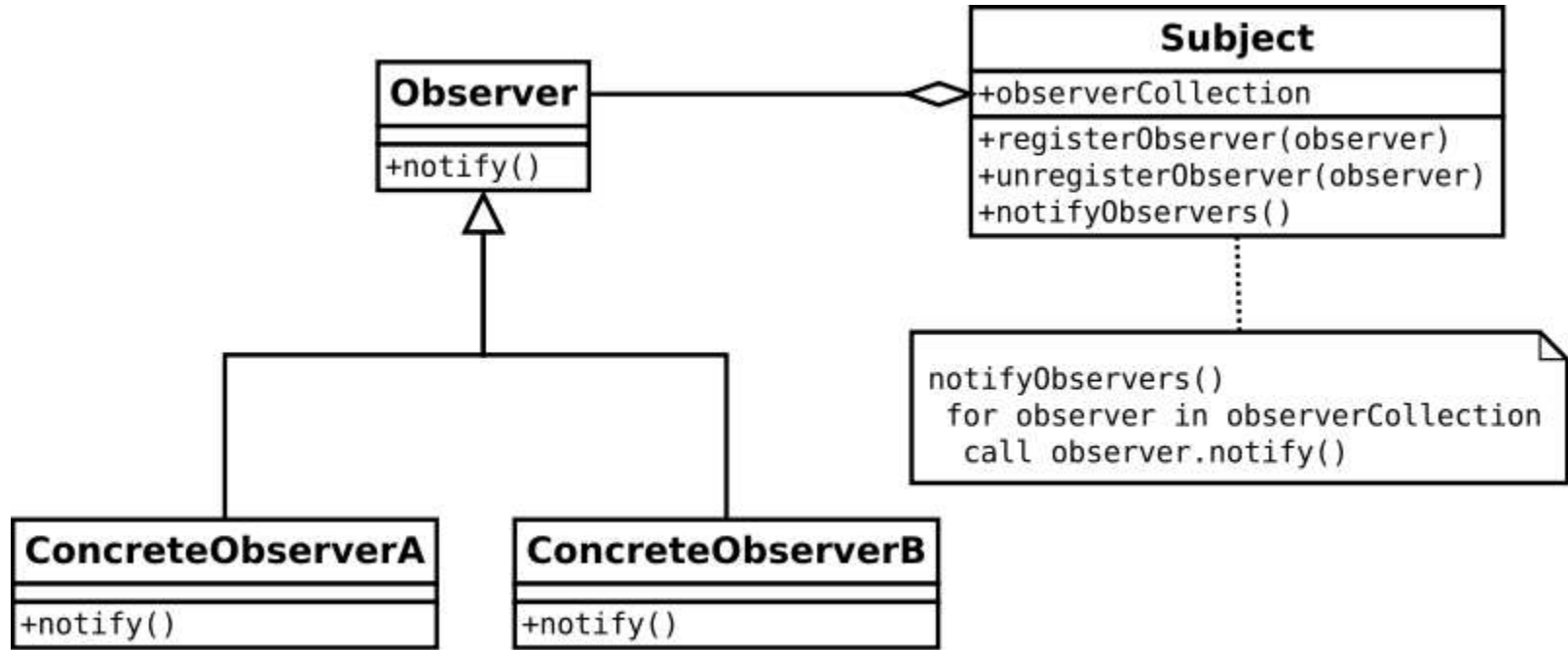
Popular Examples: MVC



Popular Examples: Singleton

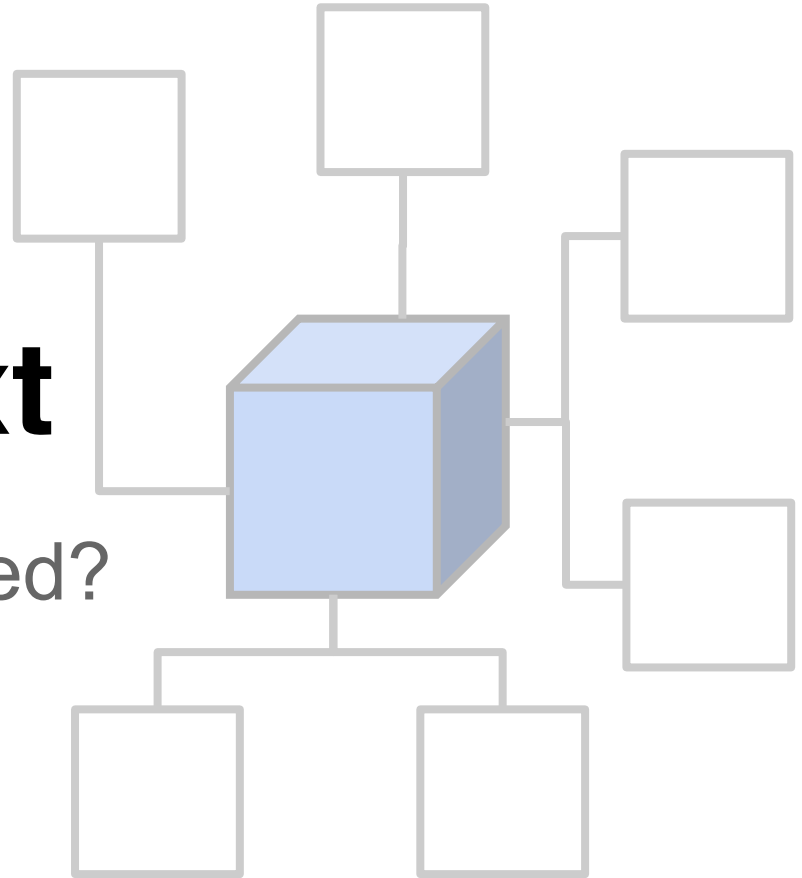
| Singleton |
|--|
| - <u>instance: Singleton</u> |
| - Singleton() + <u>getInstance(): Singleton</u> |

Popular Examples: Observer

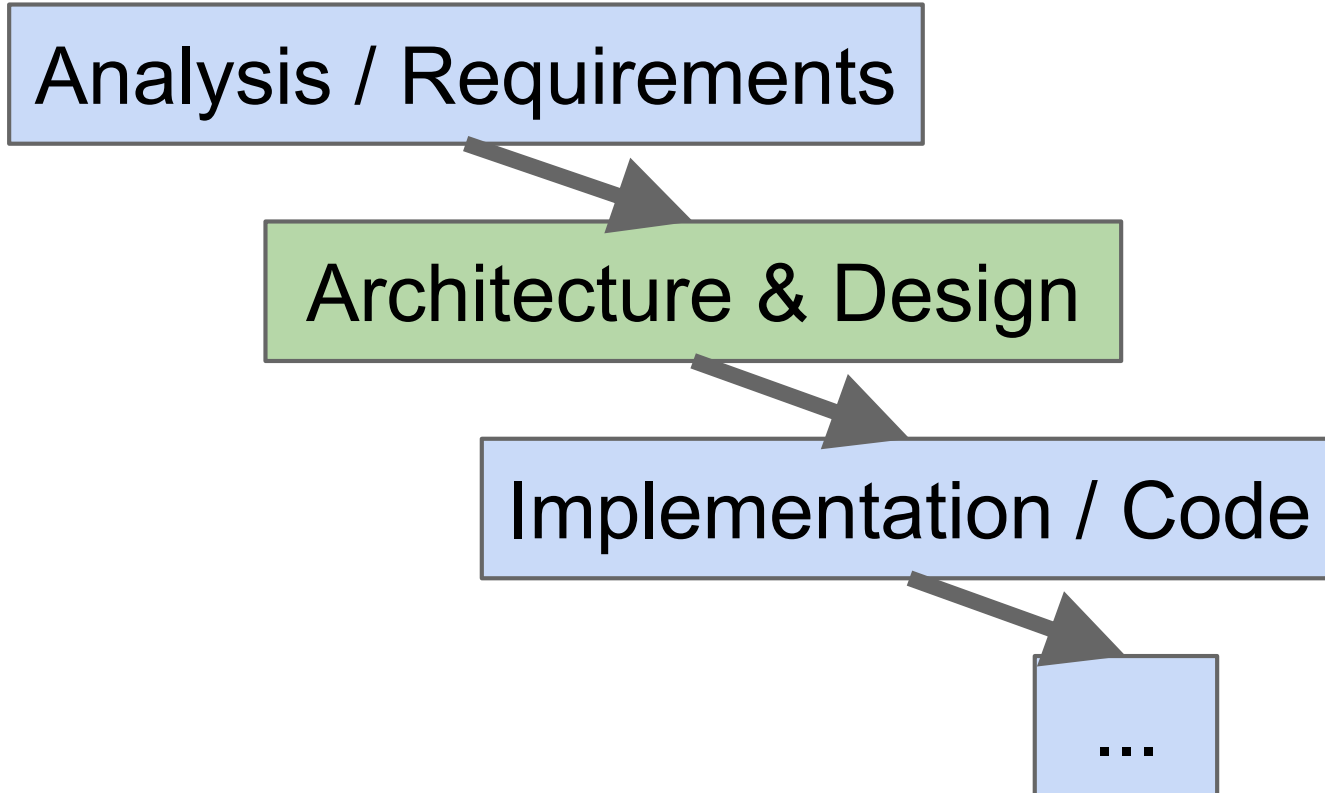


Context

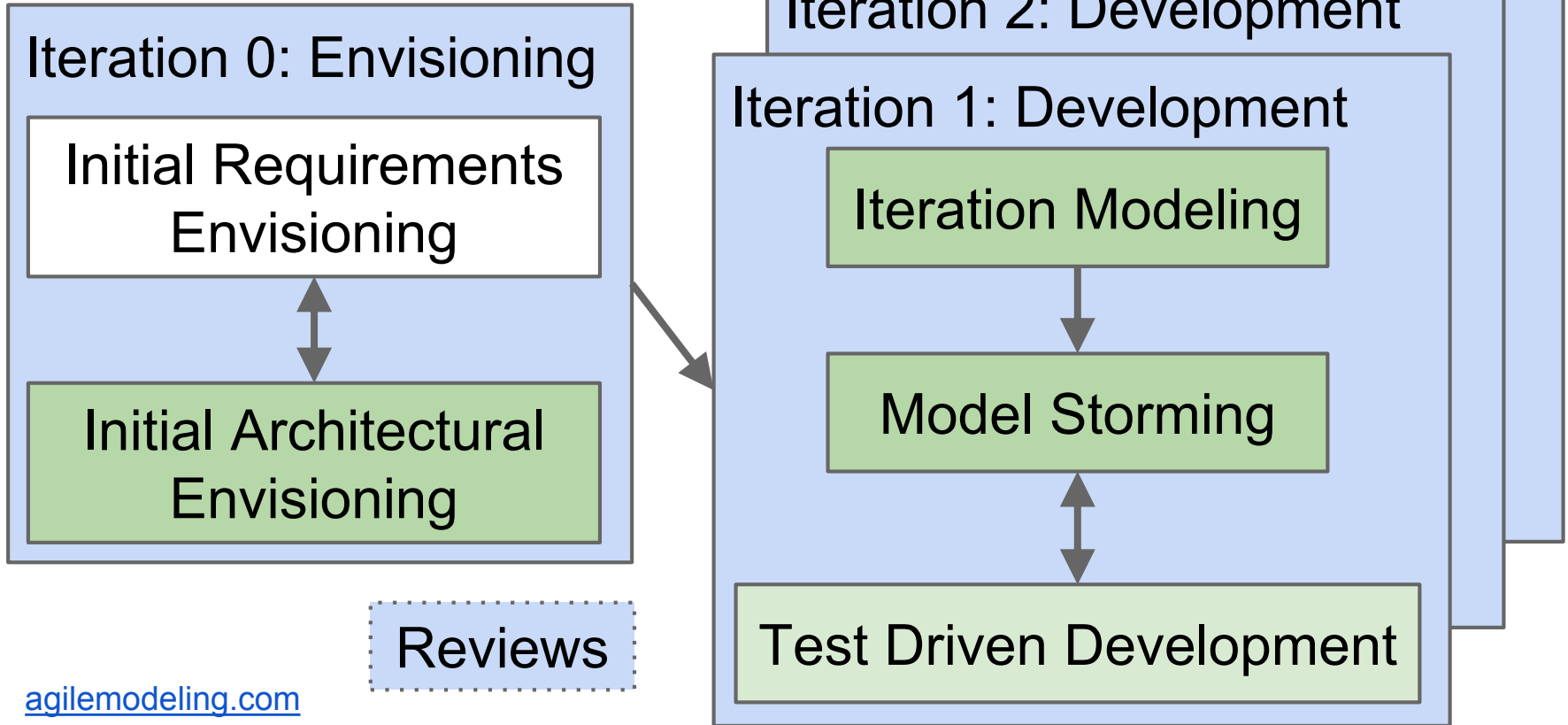
When is it used?



Context: Waterfall

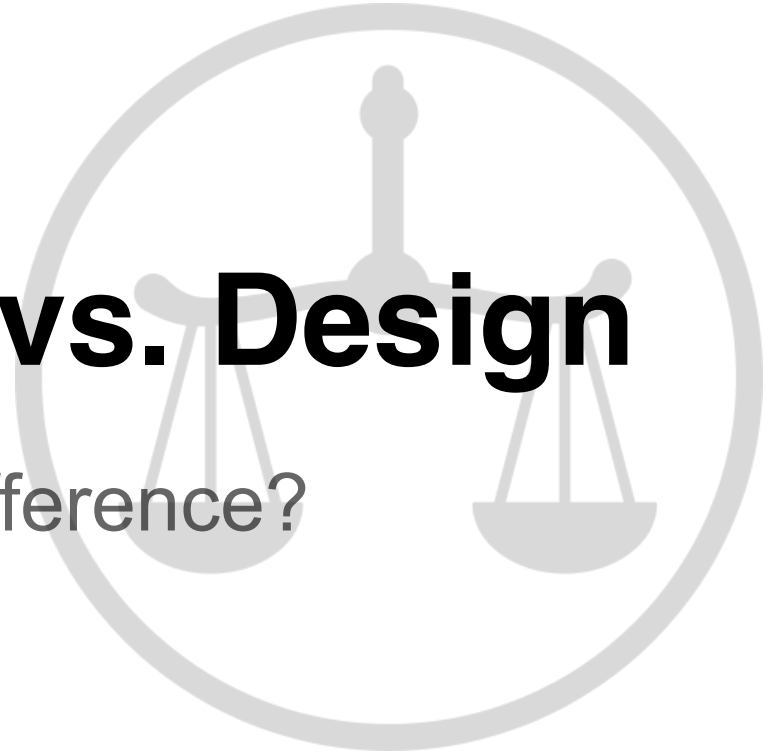


Context: Agile



Architecture vs. Design

Whats the difference?

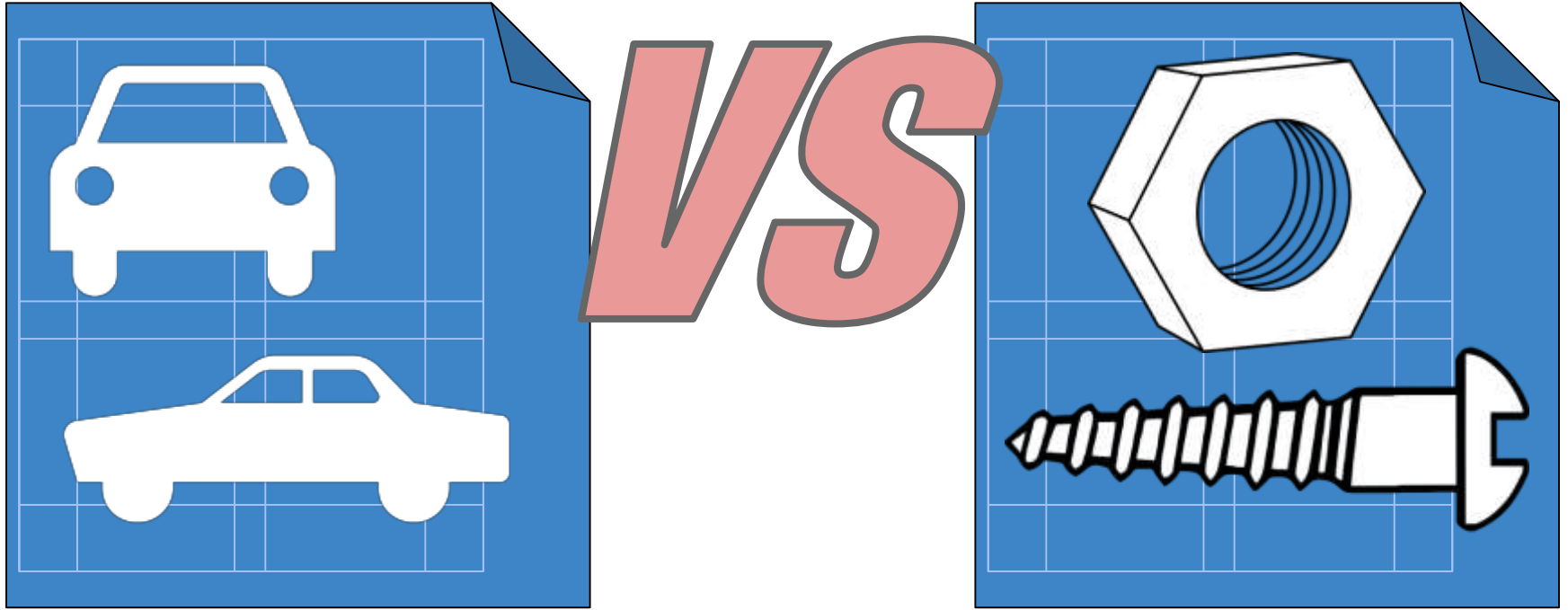


Architecture vs. Design

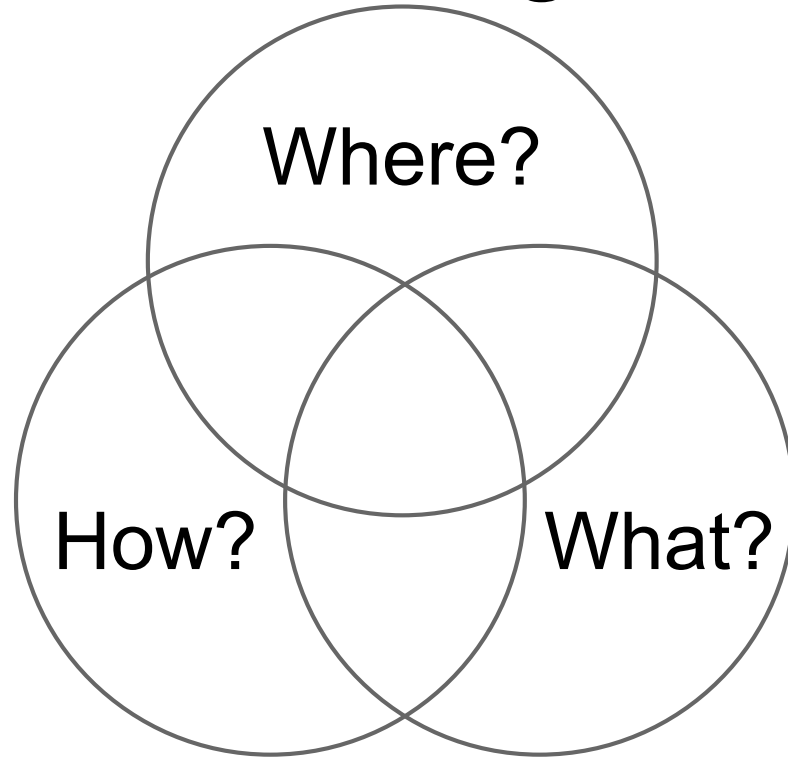
- often subjective
- different definitions
- fuzzy boundary
- both are kinds of *Models / Modelling*



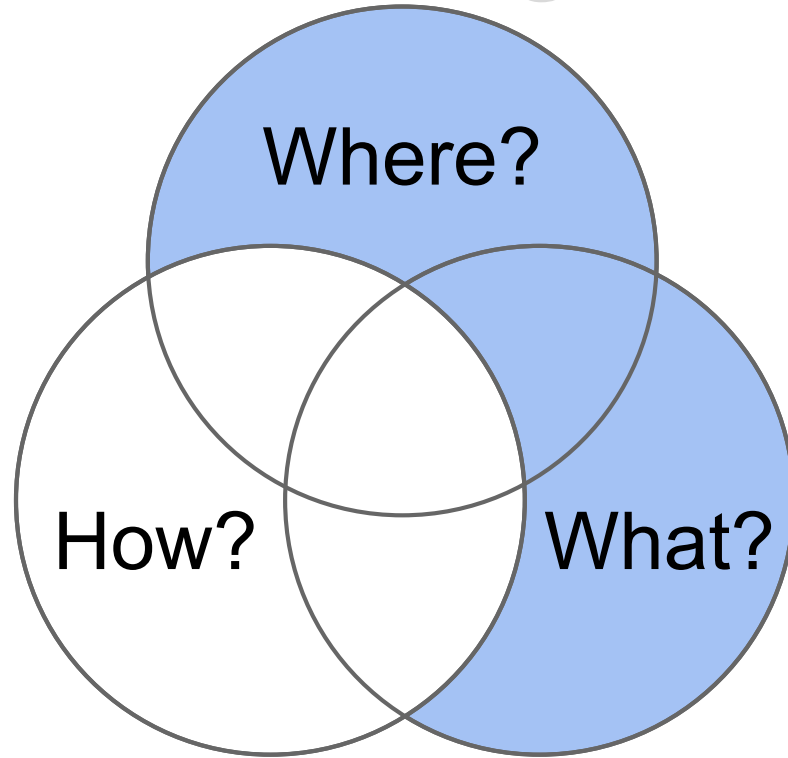
Architecture vs. Design - Granularity



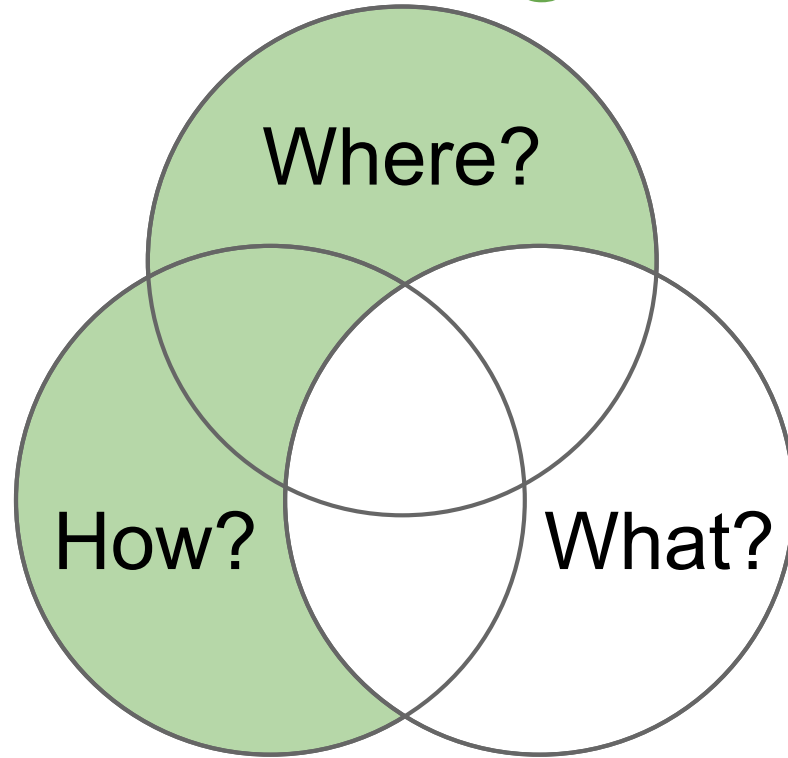
Architecture vs. Design - Question



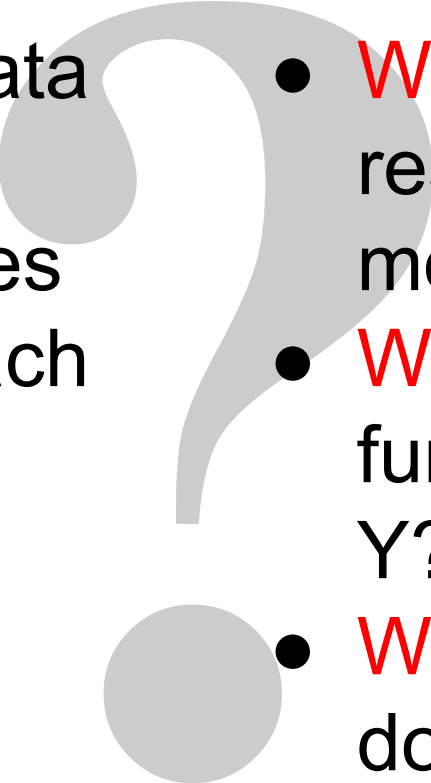
Architecture vs. Design - Question



Architecture vs. **Design** - Question



Architecture vs. Design - Examples

- 
- What kind of data storage?
 - **How** do modules interact with each other?
 - What recovery systems are in place?
 - **What** are the responsibilities of module X?
 - **What** are the functions of class Y?
 - **What** can a class do, and what not?

Architecture vs. Design - Conclusion



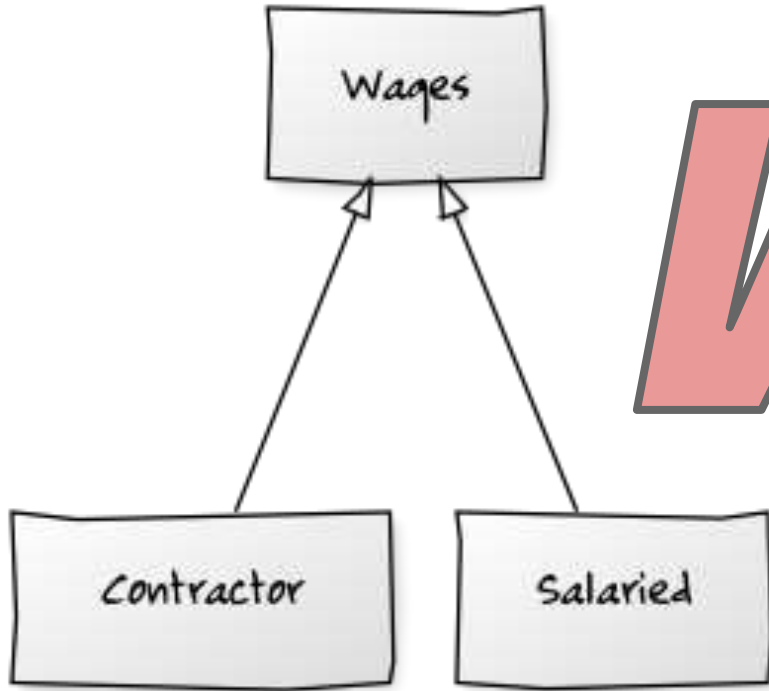
- hairsplitting → don't bother
- all are ambiguous → attach "*Software*"

Uses

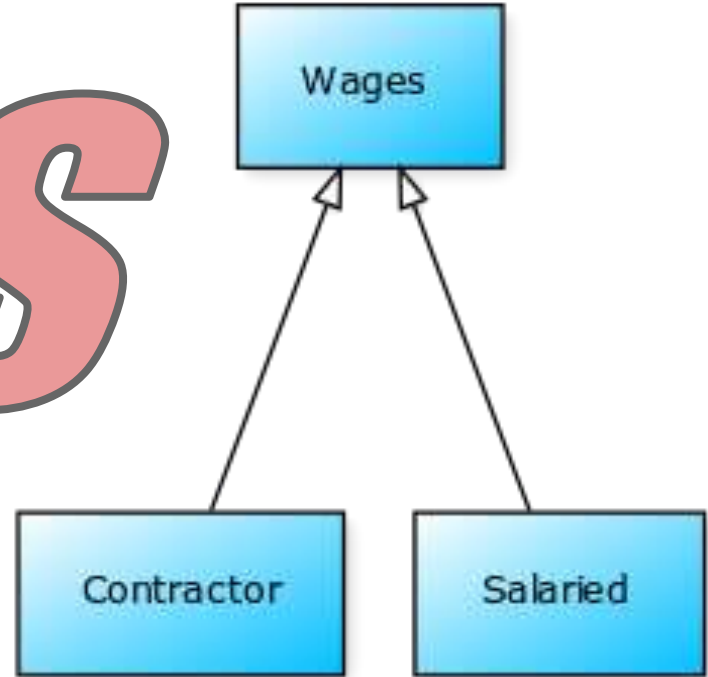
What's its purpose?



Uses: Sketch vs. CASE



VS



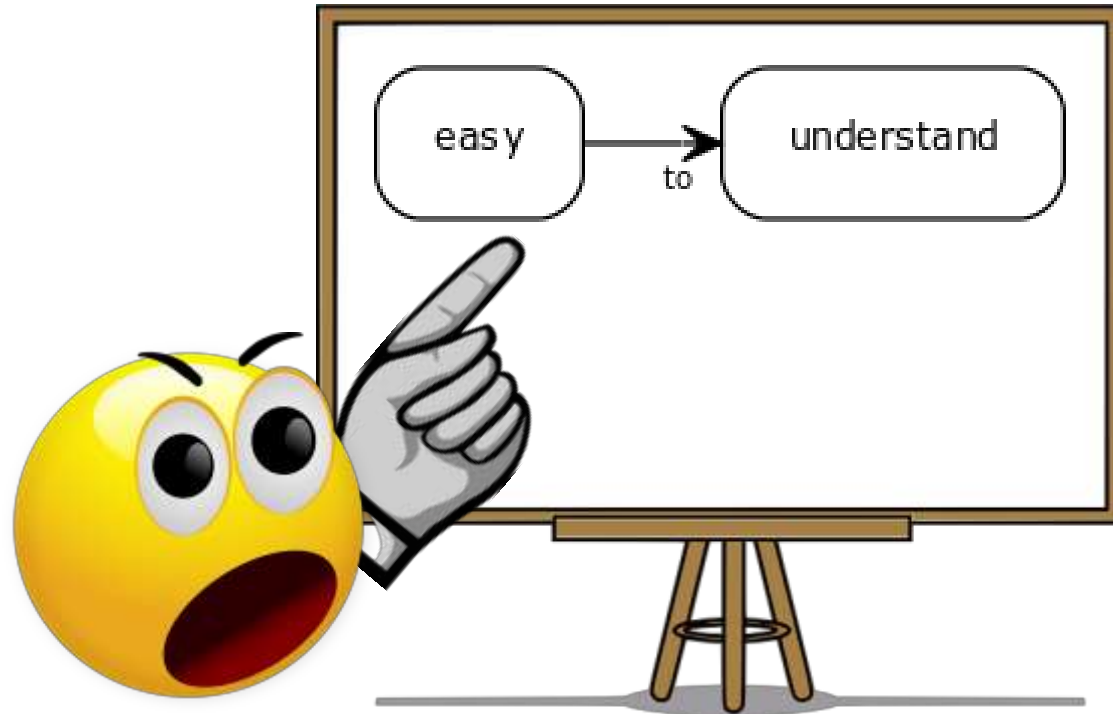
Use: Communication (1)



```
var __extends = this.__extends ||  
function (d, b) {  
    for (var p in b) if  
    (b.hasOwnProperty(p)) d[p] = b[p];  
    function __() { this.constructor =  
d; }  
    __.prototype = b.prototype;  
    d.prototype = new __();  
};
```



Use: Communication (2)



[illegible]

Use: Understanding

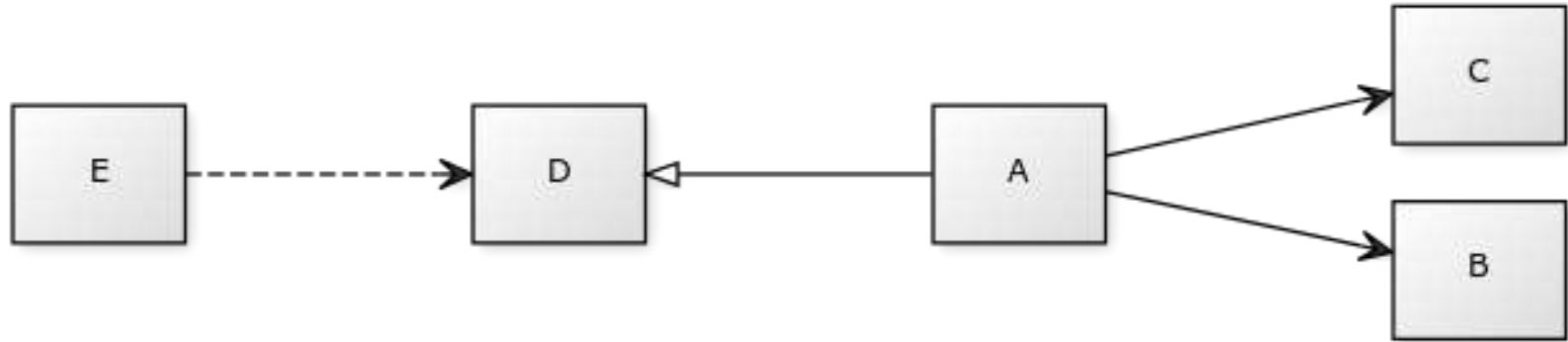
- simplification
- information hiding
- easy trial-and-error
- 2d information



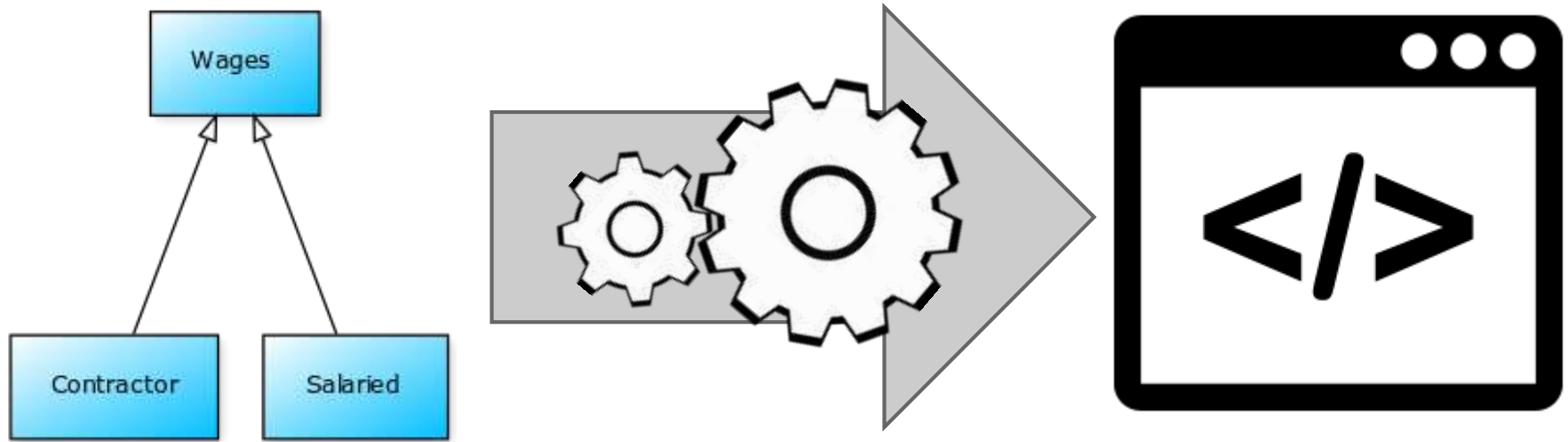
Use: Documentation (1)

```
/** =====  
 *   This class uses class B  
 *   It also uses class C  
 *   It extends class D, through  
 *   which it is used by class E  
 *   =====  
 */
```

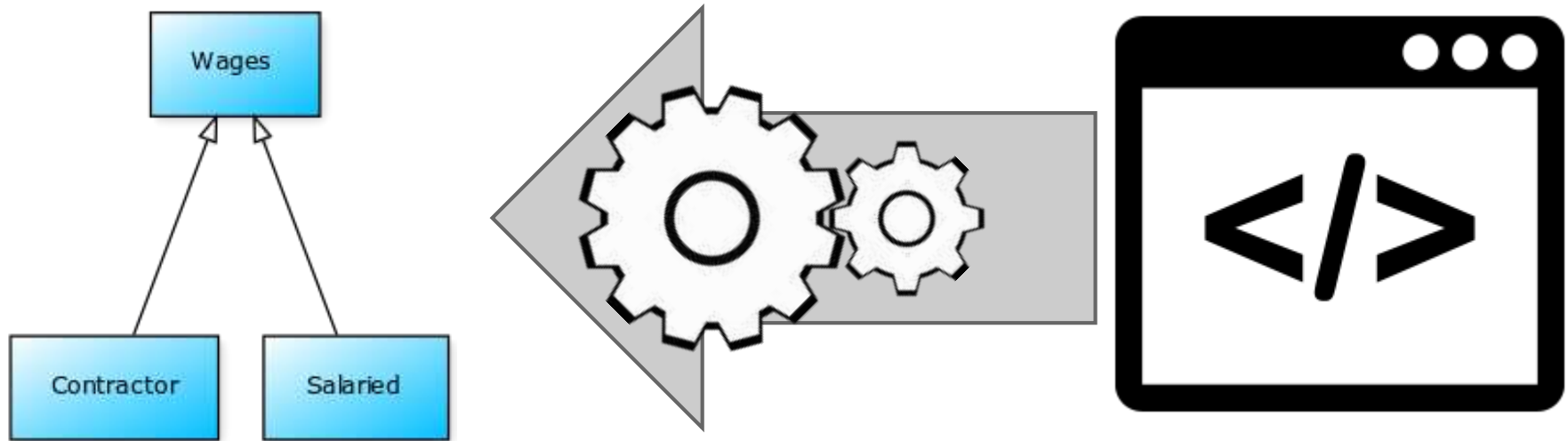
Use: Documentation (2)



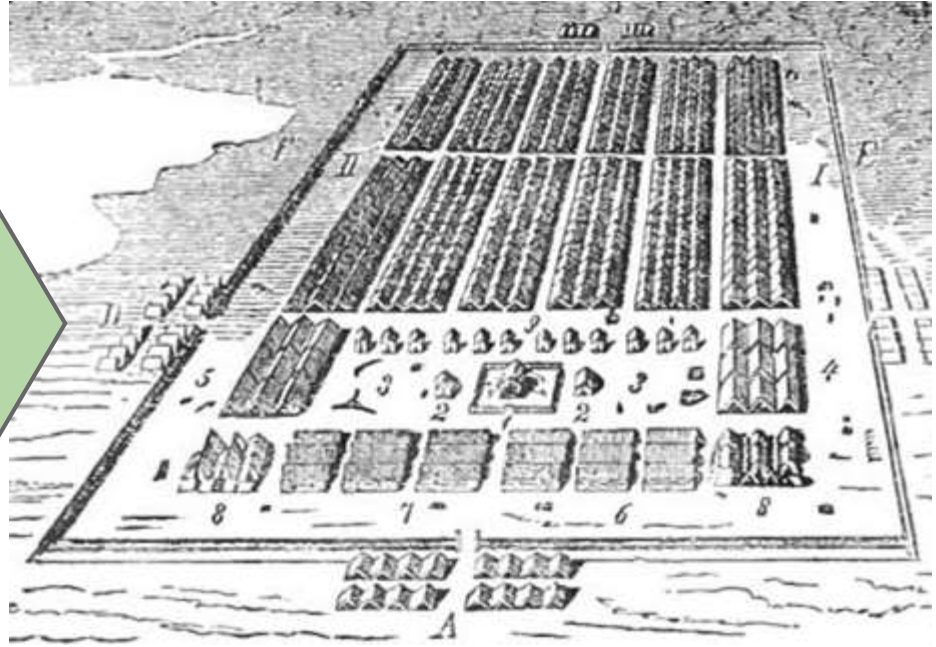
Use: Model Driven Development



Use: Reverse Engineering



Use: Clean Scaling

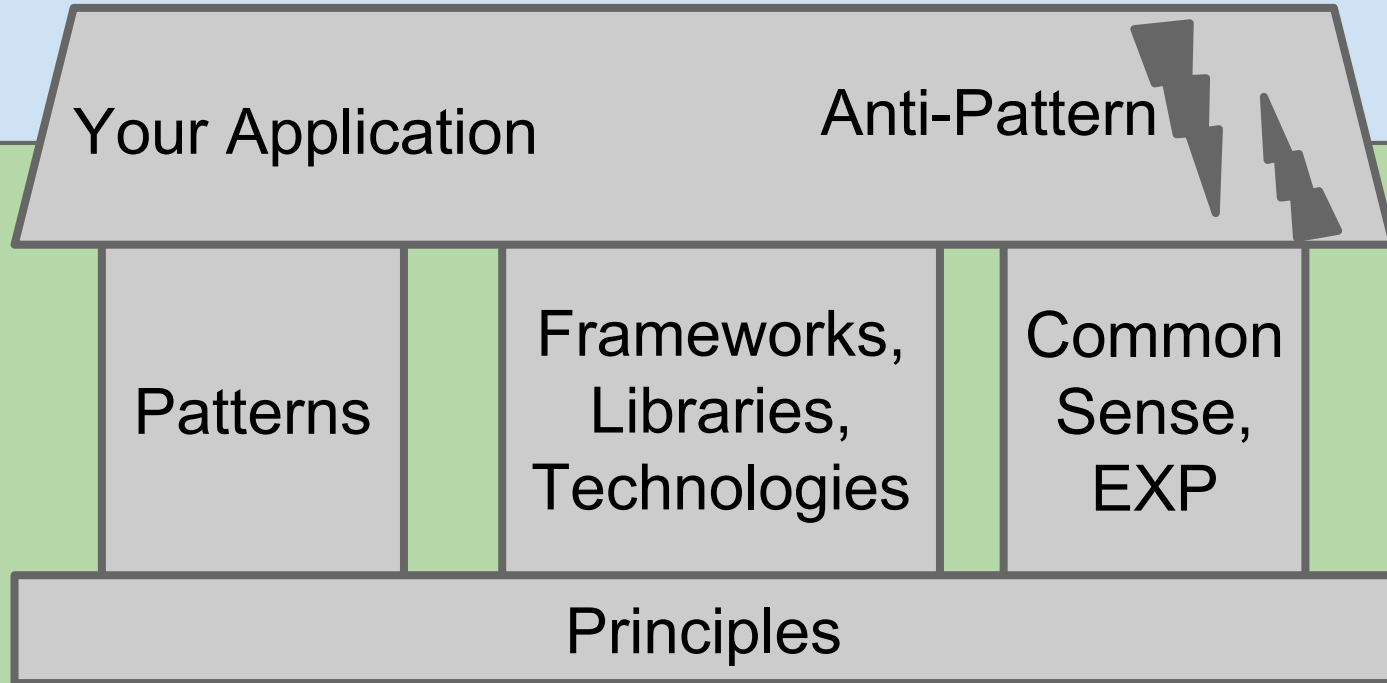


Aspects

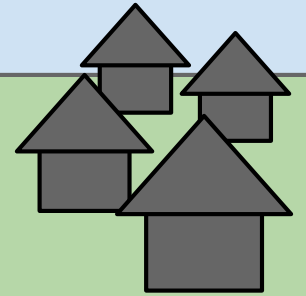
What to consider?



Aspects: Structure of A 'n' D



Best
Practices



Aspects: A 'n' D

