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COS301 Mini Project Functional Architecture Requirements

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COS301MiniProjectArchitectureRequirements](https://github.com/thinusn/COS301MiniProjectArchitectureRequirements)

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1 Introduction

This document was compiled by our group during our meetings and was produced as a whole by the team.

This document contains specifications of the software architecture requirements. This is the infrastructure upon which the application functionality will be developed. The following non-functional requirements are addressed in depth with supporting diagrams (when necessary):

- Quality requirements.
- Integration and access channel requirements.
- Architectural constraints
- Architectural patterns or styles
- Architectural tactics or strategies
- Use of reference architectures and frameworks
- Access and integration channels
- Technologies

2 Architecture Requirements

2.1 Architectural Scope

2.2 Critical Quality Requirements

2.2.1 Scalability

Description

Scalability is an essential aspect of a system and is the ability of a system to be easily enlarged in order to accommodate a growing amount of work.

Justification

As the Buzz System should allow for more than a million concurrent users, the system must be able to handle that large number without breaking down or reducing performance.

Mechanism

1. Strategy:

Scalability can be achieved by:

- Clustering: using more resources by running many instances of the application over a cluster of servers or instances.
- Efficient use of storage: data storage can be efficiently used through compression of the data (reducing data size to make room for more) paging (ensuring that primary storage is used only for more crucial data) as well as de-fragmentation (organizing the data into continuous fragments and free more storage space). by ensuring that no data duplications occur, storage space can be conserved, thus the load on system resources will be reduced.
- Efficient persistence: through indexing and query optimization, the amount of system power used to persist a database will be reduced, as data retrieval will be quicker and costly queries will be done without, thus also reducing system load. In addition, connections can be grouped and accessed via a central channel in order to aid persistent storage to the database.
- Load Balancing: by spreading the systems load across time or across resources the load on the system can be distributed, therefore no system resource will be heavily strained. In the case that the limit for a server has been reached, a new instance or so will have to be created in order to handle the number of increasing

requests. On the other hand, if the usage of a server is way below the capacity, the number of instances will have to be reduced.

- Caching: to ensure no duplication or repeated retrieval of frequent objects or queries; a separate module can facilitate caching; thus system resources will not be used up unnecessarily.

2. Architectural Pattern(s):

- Blackboard Architectural Pattern
 - This pattern functions by providing a framework for a systems that need to integrate varying, large specialized modules. It entails the use of three components, namely a knowledge source, a control as well as a blackboard in order to facilitate the distributed solving of problems in a system wherein there is no defined process to solve these problems. This pattern is in itself scalable, through its distributed architecture, and as such scalability can be easily achieved across a grid of processors.
- Master-Slave Architecture Pattern
 - This pattern functions by splitting independent tasks over a number of independent processing grid slaves; wherein the slaves do the main work and the master manages the entire process. This allows for parallel processing, wherein each slave simultaneously performs a system operation and the results of each operation are later merged.

- Aspects of the Scalability discussed above can be seen as an illustration in Figure 1 below.

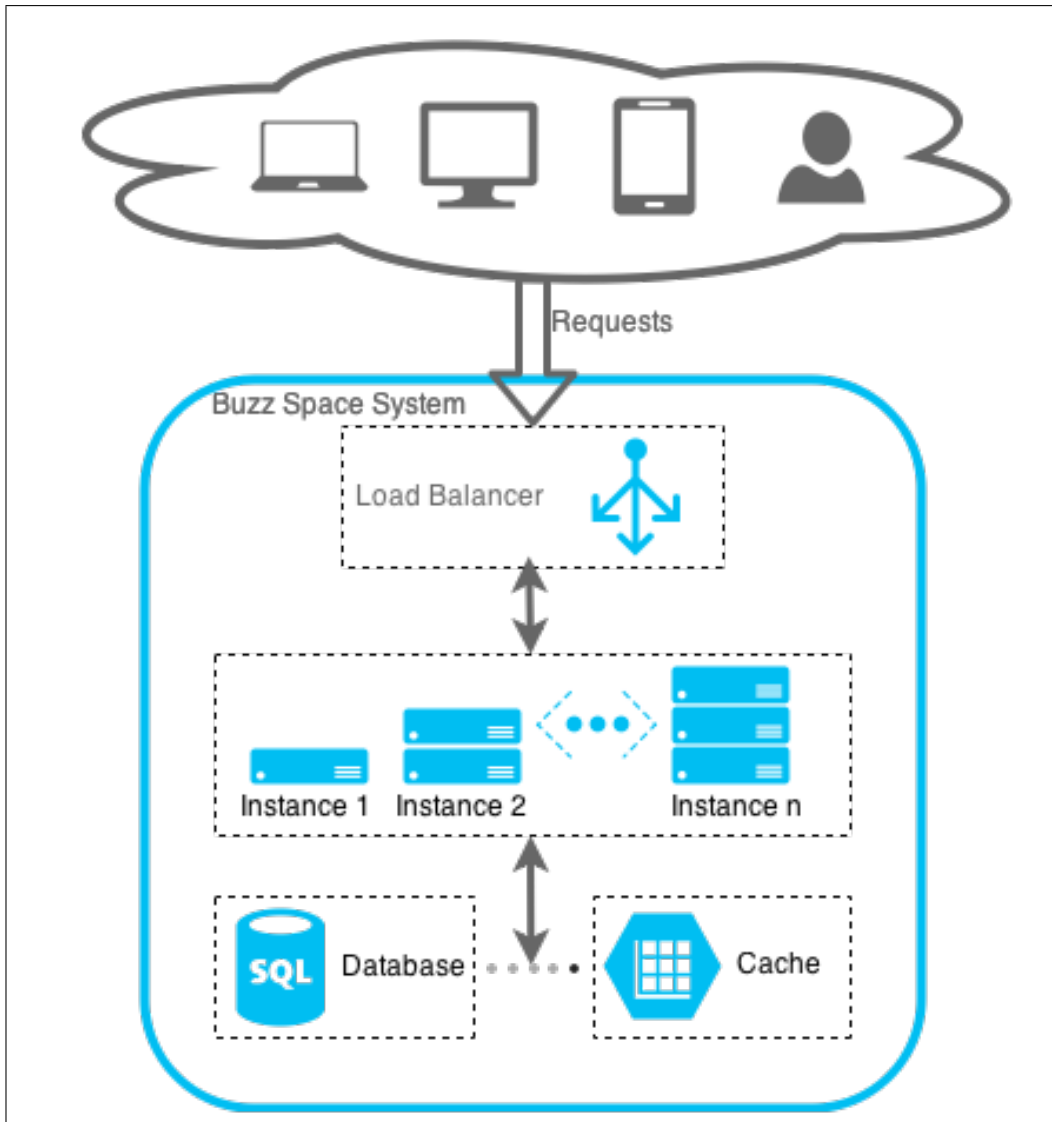


Figure 1: How the system architecture can be set-up to allow many concurrent connections.

2.2.2 Security

iiiiii HEAD Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

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Description

Security includes the securing of confidential data stored from unauthorized access and modification. For BuzzSpace, this means:

- Ensuring only genuine users may have access to the systems data.
- Different levels of access should be provided to users.
- Securing vulnerabilities that may exist in the application.

Justification

Security is a crucial aspect of the system. Poor security design and implementation can compromise the data stored by the system and hackers with malicious intentions can succeed to gain access to sensitive information. Using a combination of security strategies and patterns, we can prevent unauthorized users from accessing sensitive information or cause damage to the system.

Mechanism

1. Strategy:

Security can be achieved by using:

- Authentication: This is the process that ensures and confirms a users identity.
- Encryption: This process converts sensitive data into another form, which cannot be easily understood by unauthorized users. Data will be converted to readable format for authorized users.
- Input Validation: The process of validating all the input to an application before using it. This will prevent malicious attacks such as SQL injections.
- Auditing and Logging: This includes the recording of the implementation level events and domain-level events that occur when the system is being used. This data will help identify what went wrong if the system experiences malicious attacks.

2. Architectural Pattern(s):

- Authentication Enforcer pattern
 - This pattern can be used to manage and delegate authentication processes.
- Secure Base Action pattern
 - Shows centralizing handling of security tasks such as input validation in a base action class.
- Secure Logger pattern
 - This pattern can be used to log sensitive data and ensuring tamper-proof storage.
- Secure Session Manager
 - This pattern can be used to show securely centralizing session information handling.

~~~~~ origin/master

### 2.2.3 Usability

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

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#### **2.2.4 Integrability**

##### **Description:**

The Buzz system should be integrated with ease on any host site.

##### **Justification:**

The Buzz system is primarily designed for the CS website, but if in future a need to host it on another site arise, it needs to be easily integrated to the site without any extra cost and the need to change the implementation of the system.

##### **Mechanism:**

1. Strategy:

The contracts based decoupling strategy can be used to implement integrability and achieve extensibility on the system by providing an interface between the system and the host site which will improve decoupling on the host site and the system.

2. Architectural Pattern:

Messaging can be used to enhance decoupling and increase flexibility, the Buzz system or host site can change without affecting the other party, both parties will act as independent components that use an interface between them to request services and share resources.

## 2.3 Important Quality Requirements

### 2.3.1 Performance

#### Description

Performance is an indication of the responsiveness of a system to execute some action(s) within a specific time interval. This time interval is usually measured in terms of latency or throughput.

**Latency:** the time it takes the system to respond to any event(s).

**Throughput:** the number of events executed within a given amount of time by the system.

A system with high performance maximizes throughput and minimizes latency. This is ideally what we want for the BuzzSystem

#### Justification

We chose performance as an important quality requirement because the over/under performance of a system will influence other quality attributes of the system. If the system has increased latency and decreased throughput (for example due to the systems inability to handle increased load, or subpar scalability) the performance, responsiveness and usability of the system will suffer. Because the Buzz System will be used by users we want them to use a system that performs optimally and responds to their event(s) with minimal latency.

#### Mechanism

1. Strategy: The system needs to be responsive. The time it takes for a request to be sent back to a user should be minimized.
  - The system needs to be hardware and software fault tolerant (to a certain degree). The system needs to continue working/running as intended but possibly at a reduced level, rather than breaking/stopping completely. A system that is off-line has 0 throughput.
  - The UI presented to the user needs to be clean, dynamic and use minimal resources. For example using minified JavaScript files and compressed images. In order to reduce latency.

- The performance of the system needs to be optimal, memory or processor intensive tasks should run/execute when there are the least number of active users in order to minimize the impact these tasks will have on performance. For example run batch plagiarism and netetiquette checks at 2AM in the morning.
- The system needs to have a coping mechanism when there is a sudden change in its environment. For example if the system can currently handle 100 connections and suddenly there is 10000 connections. the system needs to know how to cope. Performance will suffer if this is not taken into consideration. See Scalability for possible solution.
- The system should deliver intermediate results or updates to the user when executing a request. For example, a web page that submits a form via AJAX can have a status/busy indicator to let the user know his/her request is being processed.
- When there is increased database server processing the system needs to keep latency low and throughput high. The system can achieve this by storing frequently requested database results or objects in a cache. This will ensure that frequent objects and queries aren't repeated or fetched over and over, wasting system resources and increasing database server processing.
- An important aspect of performance is to ensure the scalability of the system is optimal. Because an increase in performance directly affects the systems scalability, and in turn the lack of scalability also affects performance.

## 2. Architectural Pattern(s):

- Many/all of the patterns discussed in this document could assist in performance.
- Architectural Patterns that allow for scaling of resources are preferred.

### **2.3.2 Plug-ability (Maintainability)**

#### **Description**

The system as a whole should be designed and developed in such a way that it is modular allowing for additional modules to be added or even removed.

#### **Justification**

The reason why this is an important quality requirement is because the system should allow the addition of new plug-ins(modules) or the removal of old modules that are no longer required or obsolete. This allows for a more adaptable system as it can be adjusted to a specific users needs. By ensuring plug-ability the system will also be much easier to test. Diagnostics of potential flaws and module clashes can now be eliminated as the system can be tested as individual modules and even as a whole allowing for multiple module configurations.

#### **Mechanism**

1. Strategy:
  - There are multiple strategies that can ensure plug-ability one such strategy as mentioned above is to subdivide the system into separate interconnect-able modules or plug-ins.
  - Another strategy is to split the system into many services that communicate with one another to perform the required functional requirements.
2. Architectural Pattern(s): The best Architectural pattern to realize this requirement would be the micro-kernel, this is because this pattern allows for a plug-and-play infrastructure meaning that modules can easily be added or removed or even rolled back to previous versions without affecting other services on the system. This is done by using the Internal servers of the micro-kernel.

### **2.3.3 Monitor-ability**

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

## **2.4 Nice to have quality requirements**

### **2.4.1 Reliability and Availability**

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

### **2.4.2 Testability**

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:



## 2.5 Architectural Constraints

- **Neo4j**, the preferable database technology, is schema-less, which means a schema change will not affect how the data is stored. It includes other features that would improve Buzz, but JQPL has to be used.
- **JPQL** was chosen by the client, although Neo4j would have been better.
- **Java EE** is the platform that will be used to implement Buzz, the system is constrained to this platform.
- **JSF**, was chosen by the client and forms part of Java EE.
- **AJAX** the client requested that this technology be used.
- **HTML** is the only markup language that can be used as specified by the client.
- **The operating system** that will run the Buzz server is Linux, as requested by the client.

### **3 Architectural Patterns or Styles**

## 4 Architectural Tactics or Strategies

## **5 Use of Reference Architectures and Frameworks**

## **6 Access and Integration Channels**

### **6.1 Access Channels**

#### **6.1.1 Human Access Channels**

#### **6.1.2 System Access Channels**

System Access Channels is all the external services or applications that have to interact with the Buzz system in some way or another to ensure that all functionality is available to the users. The main systems that will be used in the current project scope are:

1. The UP Computer Science Website:

- The Computer Science website must be able to integrate with the system allowing students to access it from module pages providing these users with help and support in their studies.
- This system will eventually replace the current outdated CS forum that is being used.

2. LDAP:

- LDAP is the database used by the University to store and record all of the students information. This database can be modified or expanded to hold user ranks and post information.
- This means that access and permissions to the database by the Buzz system need to be provided by the database administrators.

3. The Internet:

- Since this system will be integrated with the CS website as mentioned above it will in turn also require access to the Internet allowing students to not only access the system locally but also at home or remotely as mentioned in Human Access Channels.

4. External Plagiarism Checker:

- Developing a plagiarism checker from scratch is time consuming and also outside the scope of the system so in order to assess the posts for potential copyright infringement access to an external checker will need to be incorporated.
- TurnItIn is a company that provides such a service.

## 6.2 Integration Channels

### Channels

- The Buzz system will access the CS MySQL database to retrieve information of a particular module/course.
- The Buzz system will access the CS LDAP server to gain access to and retrieve details of students, lectures and also a module's enrollment list.

### Protocols

The Buzz system will mainly use the HTTPS, LDAP and SMTP protocols.

- HTTPS: This protocol will be use for security, to ensure that a secure connection is maintained and users information is safe.
- LDAP: The protocol that will be used for the integration of the system with the CS LDAP server.
- SMTP: Notifications for plagiarism or posts not conforming to the netiquette rules will use this protocol for the Buzz email system to enable the communication between the administrator (lecture) and students.

## 7 Technologies