



Software System Architectures (NSWI130)

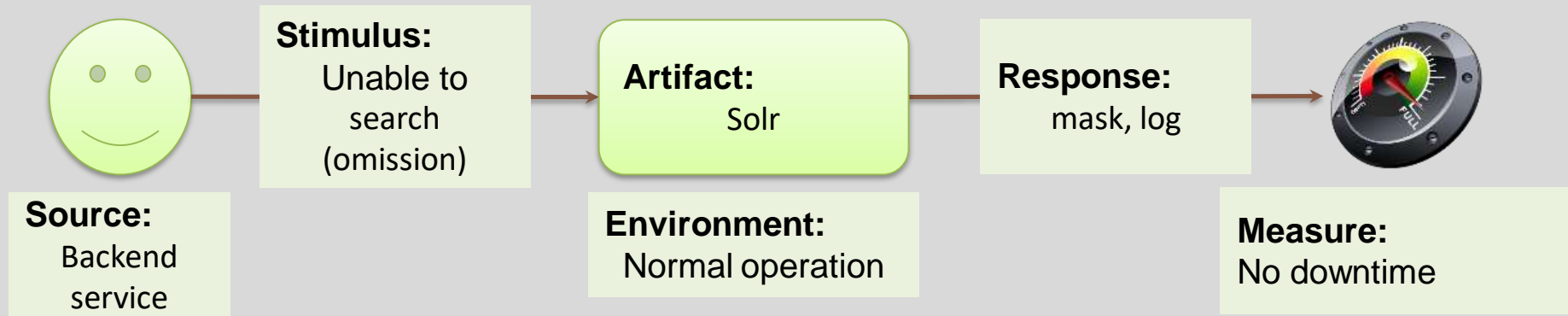
Quality attributes in C4 model

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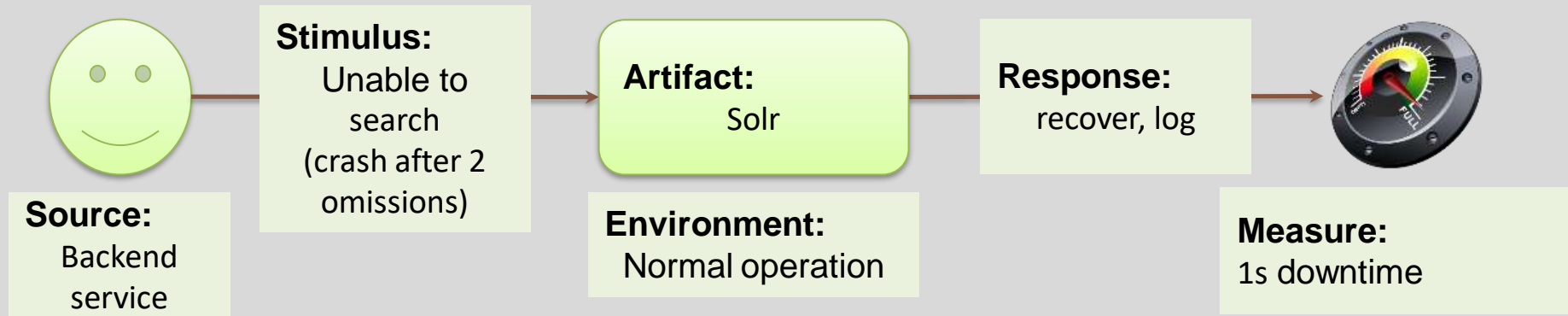
Availability

- refers to a property of software that it is there and ready to carry out its task when users need it
 - ability to mask problems
 - ability to repair problems

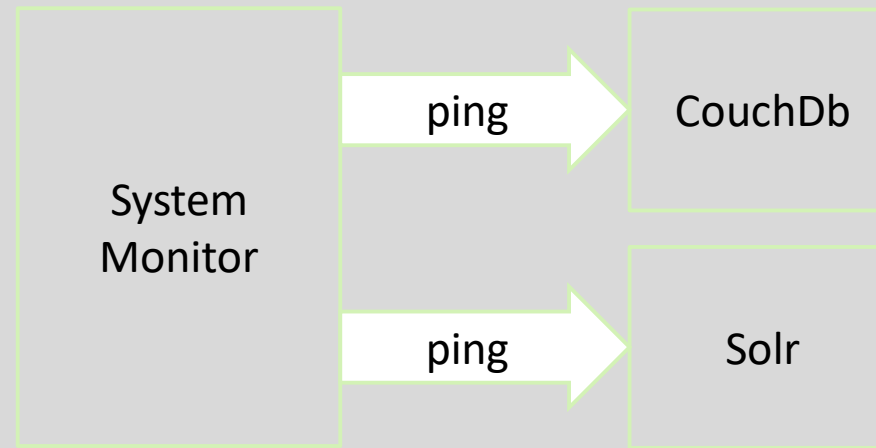
Availability - scenario



Availability - scenario



Availability – solution of monitoring



Availability – solution of monitoring (C4 model)

- System monitor can be an infrastructural node in the live deployment

```
model {  
  deploymentEnvironment "Live" {  
    deploymentNode "NODC UPAAS" {  
      deploymentNode "NODC-upaas-monitor" {  
        monitor = infrastructureNode "System monitor" "" "Zabbix"  
      }  
    }  
  }  
  monitor -> recordIndexInstance  
  monitor -> recordStorageInstance  
}
```

sampleworkspace10.dsl

Availability – solution of monitoring (C4 model)

- System monitor can be a container which reuses an existing solution, and which is then deployed.

```
model {  
    systemMonitor = container "System Monitor" "" "Zabbix configuration"  
    ...  
    deploymentNode "NODC-upaas-monitor" {  
        deploymentNode "Zabbix" {  
            monitor = containerInstance systemMonitor  
        }  
    }  
}
```


sampleworkspace11.dsl

Availability – solution of monitoring (C4 model)

- System monitor can be a container with own implementation which is then deployed.

```
model {  
  systemMonitor = container "System Monitor" "" ".Net"  
  systemMonitorDb = container "System Monitor Database" "" "Relational database"  
  ...  
  deploymentNode "NODC-upaas-monitor" {  
    deploymentNode ".Net" {  
      monitor = containerInstance systemMonitor  
      monitorDb = containerInstance systemMonitorDb  
    }  
  }  
}
```

sampleworkspace12.dsl

Availability – solution of recovery (C4 model)

- Database replication – given database system usually provides some replication features
- e.g. CouchDB -
<https://docs.couchdb.org/en/stable/replication/intro.html>

Availability – solution of recovery (C4 model)

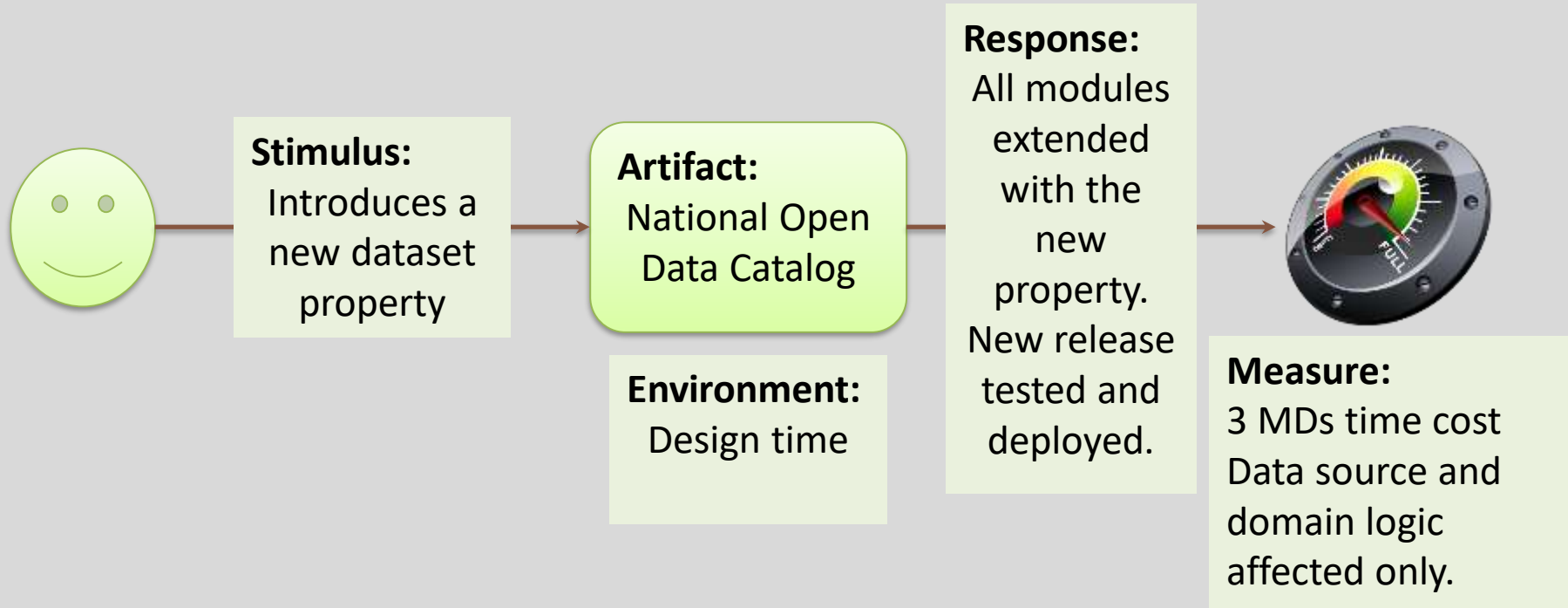
```
model {  
  deploymentEnvironment "Live" {  
    deploymentNode "NODC UPAAS" {  
      deploymentNode "Apache CouchDB Cluster" {  
        deploymentNode "NODC-upaas-storage" "" "Ubuntu 18.04 LTS" "" 2 {  
          deploymentNode "Apache CouchDB" "" "Apache CouchDB 3.*" {  
            recordStorageInstance = containerInstance recordStorage  
          }  
        }  
      }  
    }  
  }  
}
```

sampleworkspace13.dsl

Modifiability

- Change is the only constant in the universe.
- It is ubiquitous in the software lifecycle.
- Our interest in modifiability centers on the cost and risk of making changes.

Modifiability - scenario



Modifiability – solution of cohesion (C4 model)

- Component view of the NODC server container from our running example aims at increasing **cohesion**.
How?
 - Separation of infrastructural responsibilities (APIs and gateways), business responsibilities (controllers) and model responsibilities.

Modifiability – solution of cohesion (C4 model)

- Component view of the NODC server container from our running example aims at decreasing **coupling**.
How?
 - Layering of infrastructural responsibilities (APIs and gateways), business responsibilities (controllers) and model responsibilities.
 - Infrastructural layer cannot access domain model layer
 - Domain layer cannot access anything

Modifiability – intersystem coupling (C4 model)

- Consider a new situation – NODC is accessed by a government reporting system which reports on the current state of individual government organizations
- How to reduce coupling between NODC and the reporting system?
- NODC has a query interface to all metadata in the catalog.
 - Advantages? The reporting system can read anything.
 - Disadvantages? The reporting system creates couplings.

compare:

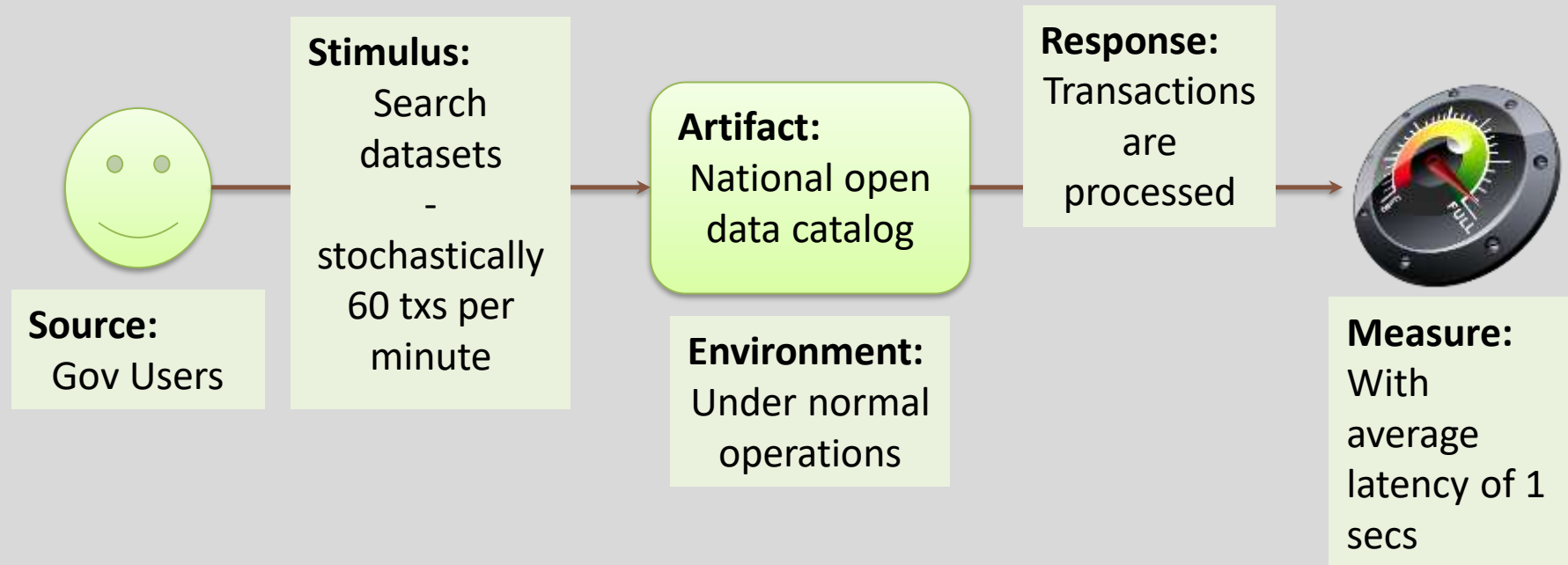
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sampleworkspace15.dsl

Performance

- performance is measure of how long it takes system to respond to events

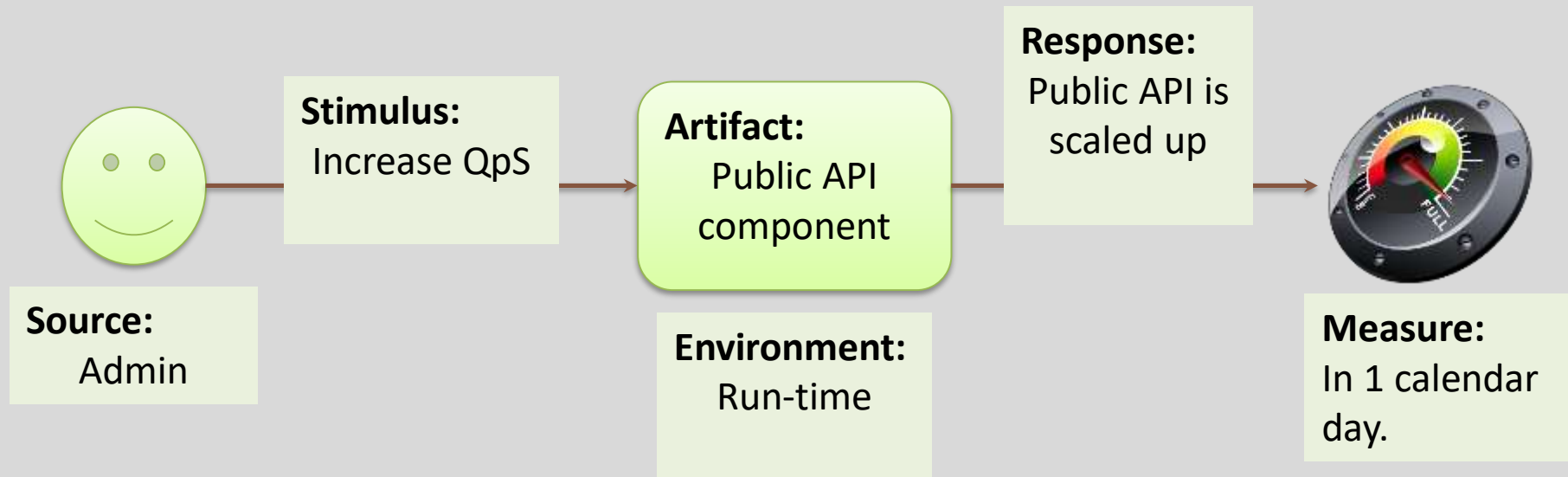
Performance - scenario



sampleworkspace16.dsl (live deployment)

- prioritize events
 - events from normal and governmental users are on different queues
- increased resources tactic
 - more instances of NODC Server with a load balancer to serve governmental users
- Not related to the scenario:
 - Increased resources tactic
 - Metadata harvester has 4 instances running in parallel
 - Better search algorithm, caching
 - Metadata index
 - Caching
 - Metadata storage

Scalability - scenario



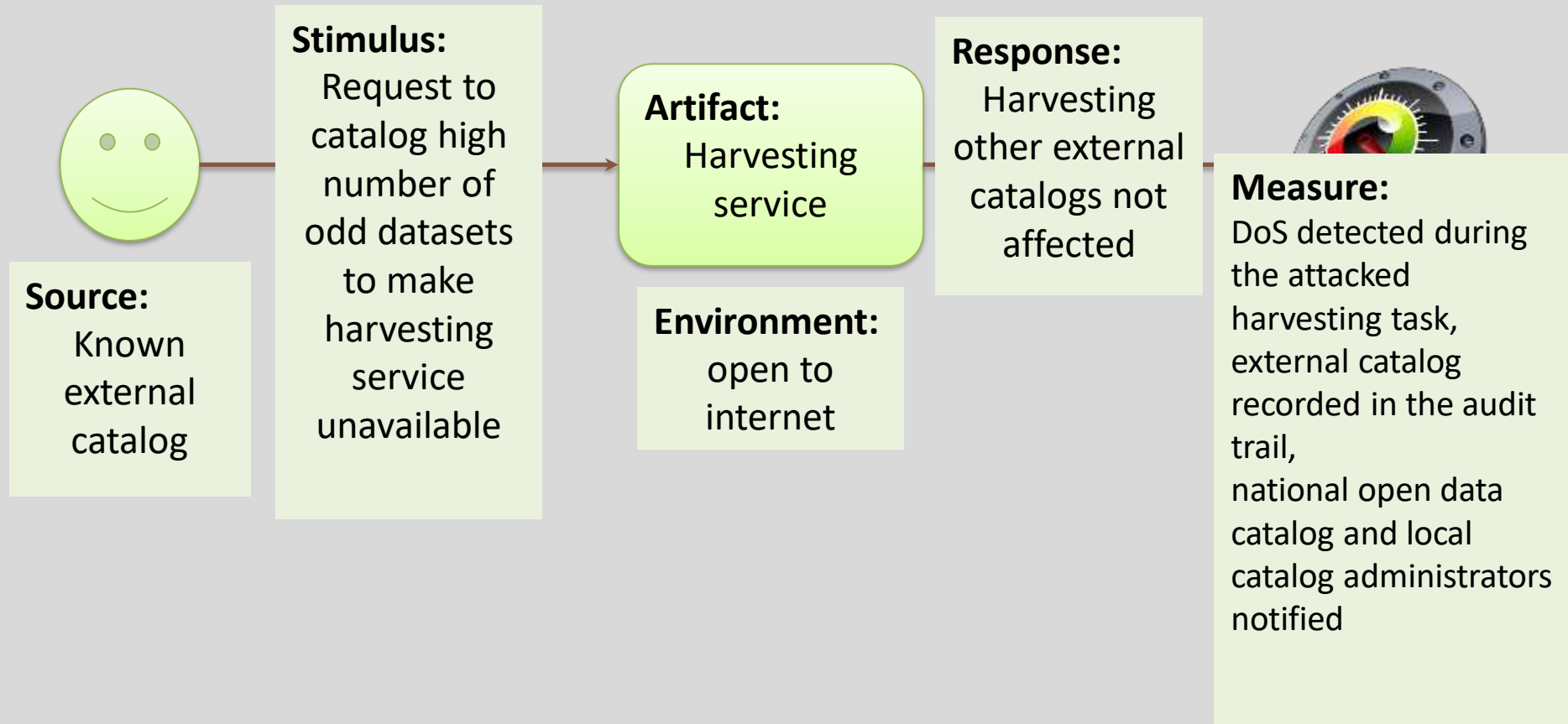
Scalability – solution of scaling (C4 model)

- redundancy + infrastructural nodes (i.e. load balancers)
- see previous sample workspaces for load balancing requests from end-user's devices (container view)
- modifiability is related to but not the same as scalability (one of the next lectures)

Security

- measure of ability to protect data and information from unauthorized access

Security - scenario



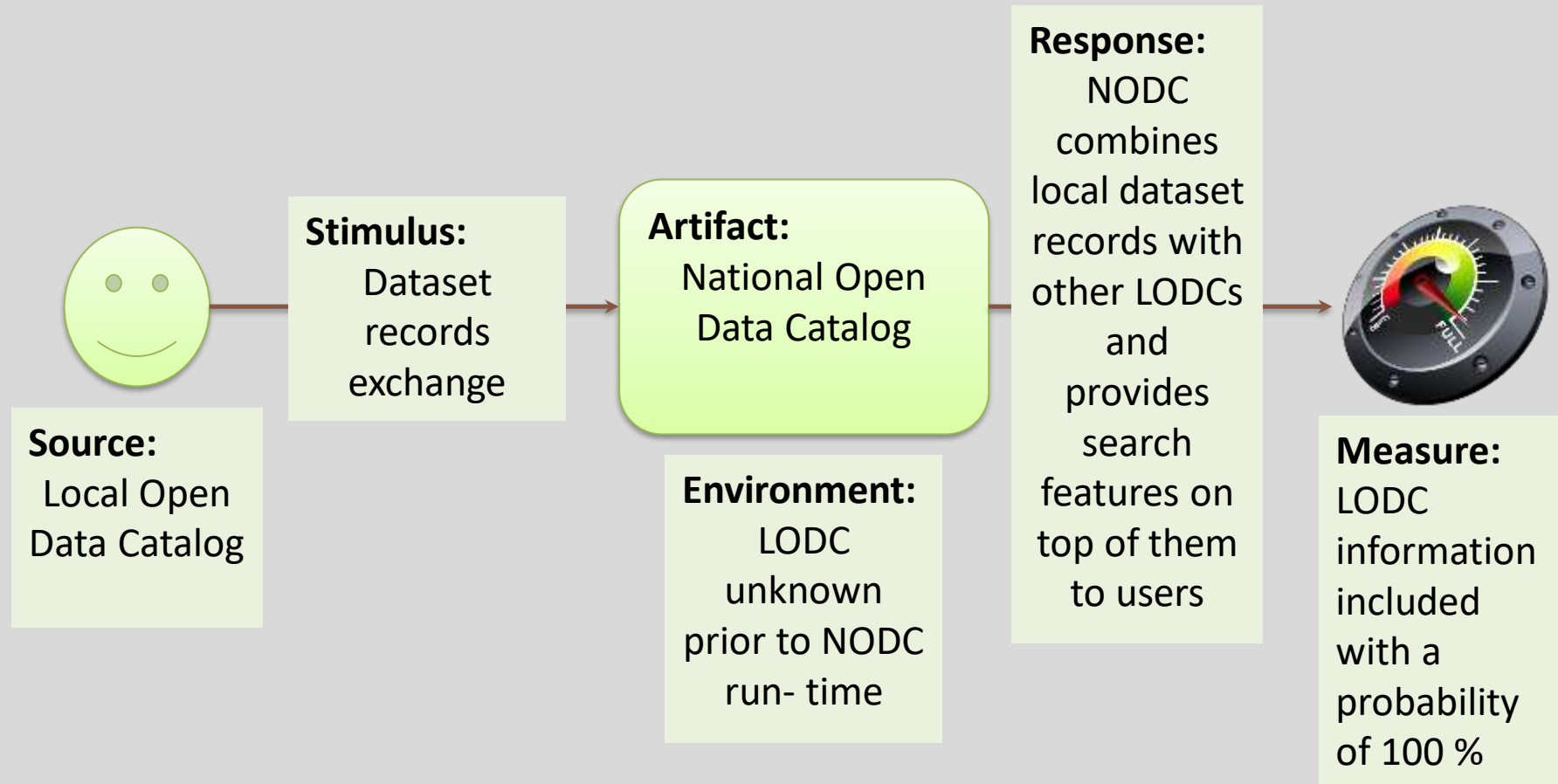
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- #NODC_Container_View > Metadata Harvester
 - logs to the Registry of local open data catalog
 - notifies NODC and LODC admins
- #Harvesting_Container_Security_Dynamic_View
 - suggests when the logging and notifications happen

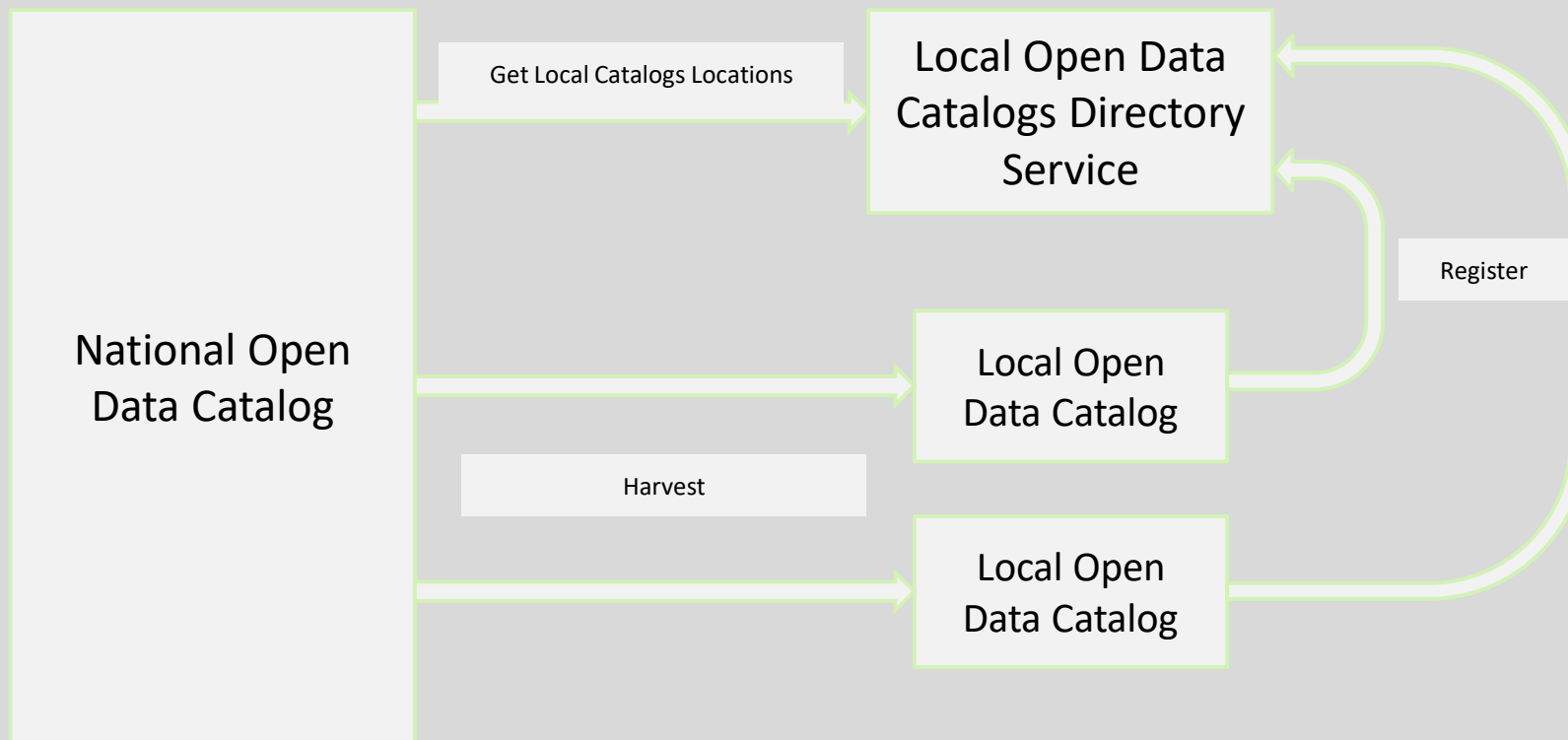
Interoperability

- degree to which two or more systems can usefully exchange meaningful information via their interfaces in a given context.

Interoperability - scenario



Interoperability – directory service tactic



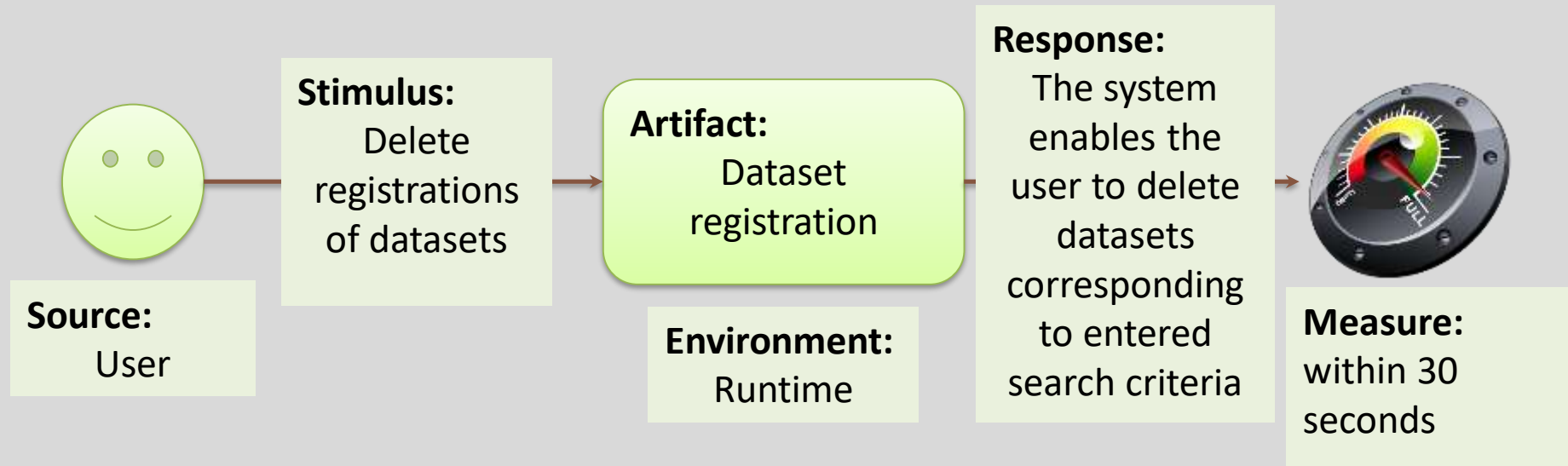
sampleworkspace16.dsl

- #NODC_Container_View > Registry of local open data catalogs is a directory service
- Specifies the DCAT-AP standard for exchanging metadata records between the Metadata Harvester and LODCs to achieve syntactic and semantic interoperability

Usability

- concerned with how easy it is for the user to accomplish a desired task and the kind of user support the system provides

Usability - scenario



sampleworkspace16.dsl

- Think about the quality requirement w. r. t. our NODC architecture.
- Is it supported somehow? Is it real to implement it?

sampleworkspace16.dsl

- Possible answer : The current architecture does not support deleting datasets at all. This requirement is not about changing UI. The architecture itself disables such kind of requirement. It cannot be implemented without changing the architecture. It is possible to do it, but we would have to rebuild the basic building blocks of the system. It would cost a lot of resources and time.
- This situation can happen – that there are architectural reasons for not implementing some requirements which seem functional. But they are architectural since the architecture disables them.