

	<p>Ж.Н. Гумилев атындағы Еуразия ұлттық университеті</p>	<p>Пәннің оқу-әдістемелік кешені</p>	<p>Басылым: алтыншы</p>
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PRACTICAL TASKS SCHEDULE

№	Theme	Time spent
1	Explain architectural patterns. Discuss good architectural decisions.	1
2	Importance of architecture: prediction, enhancing communication, design decisions, prototyping, cost evaluation.	1
3	Contexts of Software Architecture.	1
4	Quality attributes of architecture. Discussion.	1
5	Availability concepts.	1
6	Interoperability Scenario.	1
7	Modifiability, tactics. Discussion.	1
8	Performance, tactics. Discussion.	1
9	A Design checklist for security.	1
10	Tactics for Testability. Discussion.	1
11	Usability, design checklist, tactics.	1
12	X-ability: dealing with it.	1
13	Architectural Patterns and Tactics. Using tactics.	1
14	Quality attribute modeling and analysis. Experiments, simulations and prototypes.	1
15	Agile projects and their architecture. Discussion.	1