**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 |