

Beagle

Design and Architecture

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1 Architectural Overview

1.1 Overview of the entire system

1.2 Components' interaction

1.3 Communication between Beagle and external tools

2 Component: Beagle Core

2.1 Overview

Controller classes

The classes `Beagle_Controller` and `Measurement_Controller` manage the invocation of `Measurement_Tool` or `Result_Analyser` components. `Beagle_Controller#main` is the main control loop, managing the control flow throughout Beagle’s measuring and analysis activity. There is always exactly one `Measurement_Tool`, `Result_Analyser` or `Final_Judge` running at any given moment during the execution of `Beagle_Controller#main` (“the main loop”).

An iteration of the main loop starts by asking the `Measurement_Controller` whether it wants to conduct measurements for the current blackboard state—which will usually be the case if there is something not yet measured—, and if so, calling its `#measure` method. The `Measurement_Controller` will then decide which `Measurement_Tools` to run. Usually it will tell every tool to measure as long as there is something left to be measured.

After that, the main loop invokes one arbitrary chosen `Result_Analyser` reporting to be able to contribute. This analyser may then propose results for items that have measurement results. If there is no such analyser, the `Final_Judge` will be called. It decides whether enough information has been collected and Beagle can terminate. If this is the case, it also creates or selects the final result for each item that has proposed results.

The main loop will then be repeated until the `Final_Judge` was called and its `#judge` method returned `true`.



Figure 2.1: UML class diagram of the controller classes.

2.2 Reasons for chosen design

2.3 Chosen design patterns

2.4 Evaluable Expressions

2.5 Conversion from and to Palladio

3 Component: Beagle GUI

3.1 The most important classes

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6 Component: Final Judge

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6.2 “Averaging” Final Judge