Commentary on Garlan, D., & Shaw, M. ‘s atricle   
“An introduction to software architecture”

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The article an introduction to software architecture volume one is a very interesting read as it provides a really insightful introduction to the field that is software architecture. It introduces us to what the current state of software design is and shows us some of the current problems in the field.

It’s interesting to see what how it is that high level programing languages developed and how this gave way to the creation of software architecture. The article provides a time line from how because of certain routines that were executed often enough an expression that was closer to mathematical notation was developed that could be translated to machine code. This then gave way to abstract data types and that gave way to software architecture. Models such are client-server, layering, pipeline and object orientation were developed. The article then goes on to explain how some of these different architectures work and their basic workings.

Of course it’s very important for software developers to know how these software architectures work since it’s very important to have a clear definition of how the software will be developed before we start writing code.

In this class the software architecture that well most likely be geared towards in this class is that of distributed systems. Which for example will allow de use of things like ring topology or star topology organizations.

References

Garlan, D., & Shaw, M. (1994). An introduction to software architecture (Vol. 1). Carnegie Mellon University, Software Engineering Institute.