#### **Advanced Software Architecture**

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v1.0.3

### **Software Architecture**

**Introduction** 

# What is an Architectural Style

What is an »architectural style«?

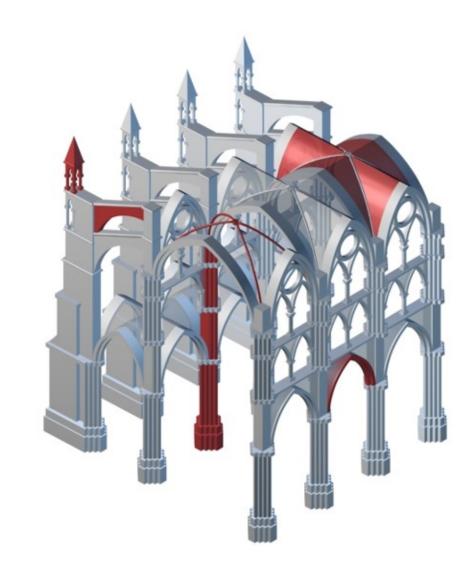






# Architectural Style Example

- An example: Gothic style
- Gothic style provides the following features:
  - cross-ribbed vault
  - two instead of four roman arches
  - high, broken-up walls
  - rose windows
  - pointed arches
  - gothic buttress



# Architectural Style Example

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# Software Architecture vs Software Design

#### **Software Architecture**

#### Technopedia says^2:

Software architecture is a structured framework used to **conceptualize software elements**, **relationships and properties**. This term also references software architecture documentation, which facilitates stakeholder communication while \*\*documenting early and high-level decisions regarding design and design component and pattern reuse for different projects. The software architecture process works through the abstraction and separation of these concerns to reduce complexity.

## **Software Design**

Ian Simmerville, Software Engineering, 10. Edition:

Architectural design is concerned with understanding how a system should be organized and designing the overall structure of that system. In the model of the software development process, [...], architectural design is the first stage in the software design process. It is the critical link between design and requirements engineering, as it identifies the main structural components in a system and the relationships between them. The output of the architectural design process is an architectural model that describes how the system is organized as a set of communicating components.

# **Software Architecture Design**

The Process of Describing Software Architectures

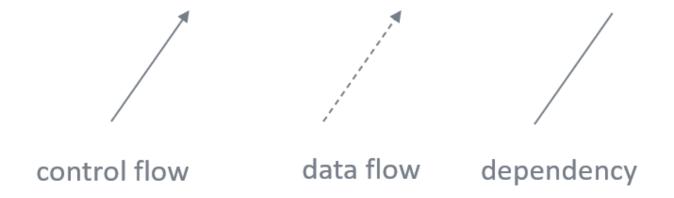
#### From Boxes...

- Software architecture based on the process: »software architect design«
- Software architecture design is a process where data structures, algorithms and software components are organized in a way to achieve the desired behaviour of a system
- Requirements are mapped to software components



### ... and Lines

- Relationships between components usually consist of
  - control flows
  - data flows
  - dependencies
- The collaboration of the components is described using these relationships



#### **How to Choose Architectures**

#### **Practical tips**

- The is not the »one an only« architecture for a requirement
- Requirements can be fulfilled using various architectures
- New technologies might require an architectural change
- Architectures are often based on the experience, external factors (e.g. company guidelines) or even the personal preferences of an architect

Let me tell you something a true story about someone who wanted to call himself an »Architect«...

#### **Levels of Abstraction**

- To fully describe an architecture you probably need various levels of abstraction
- Examples
  - Static view (system components)
  - Dynamic view (processes, programm sequence)
  - Developer view (classes, packages)
  - Physical view (infrastructure, physical components)
  - Deployment view (virtual machines, containers)
- Use different views based on your needs
- Good bet: Do not put everything on one single view been there, seen it!

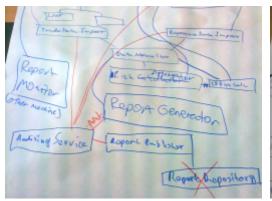
## **Documentation Approaches**

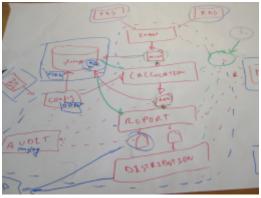
- There are various approaches how to document software architectures
- Architectural description languages (ADL): Formal languages which allow you to talk about architectures
- Various research projects do exists<sup>2</sup>
- UML-based approaches: ArchMate, SysML
- Problem 1: No or little acceptance within the industry
- Problem 2: Formal approaches are neglected in favour for the much simpler boxes and lines

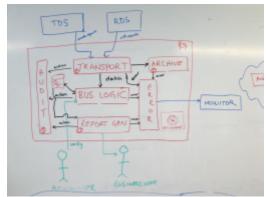
Consequence: simple boxes and lines are the most common approach for documenting and communicating architectures

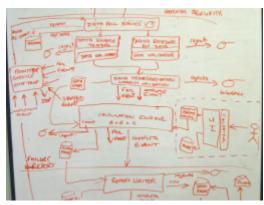
## Software Architecture Challenge

- These are real world examples^3
- Would you be able to build the drawn system based on those architectural drawings?



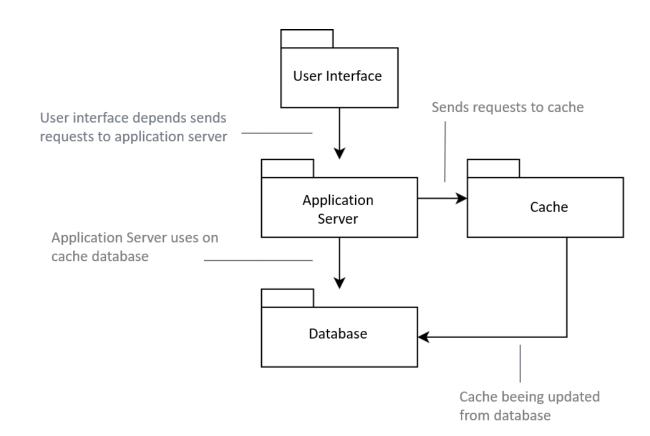






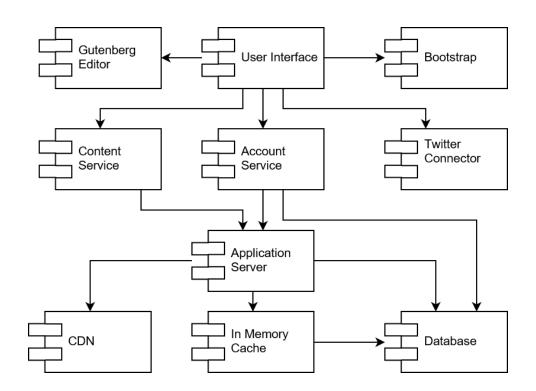
## Usage of UML (1)

- Usage of UML package structures
- Bear in mind, there is only one view on the architecture
- But you see various levels of abstractions



## Usage of UML (2)

- Usage of UML component structure
- This is *another* view on the previous architecture
- Still different levels of abstractions



## Acknowledgments

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