

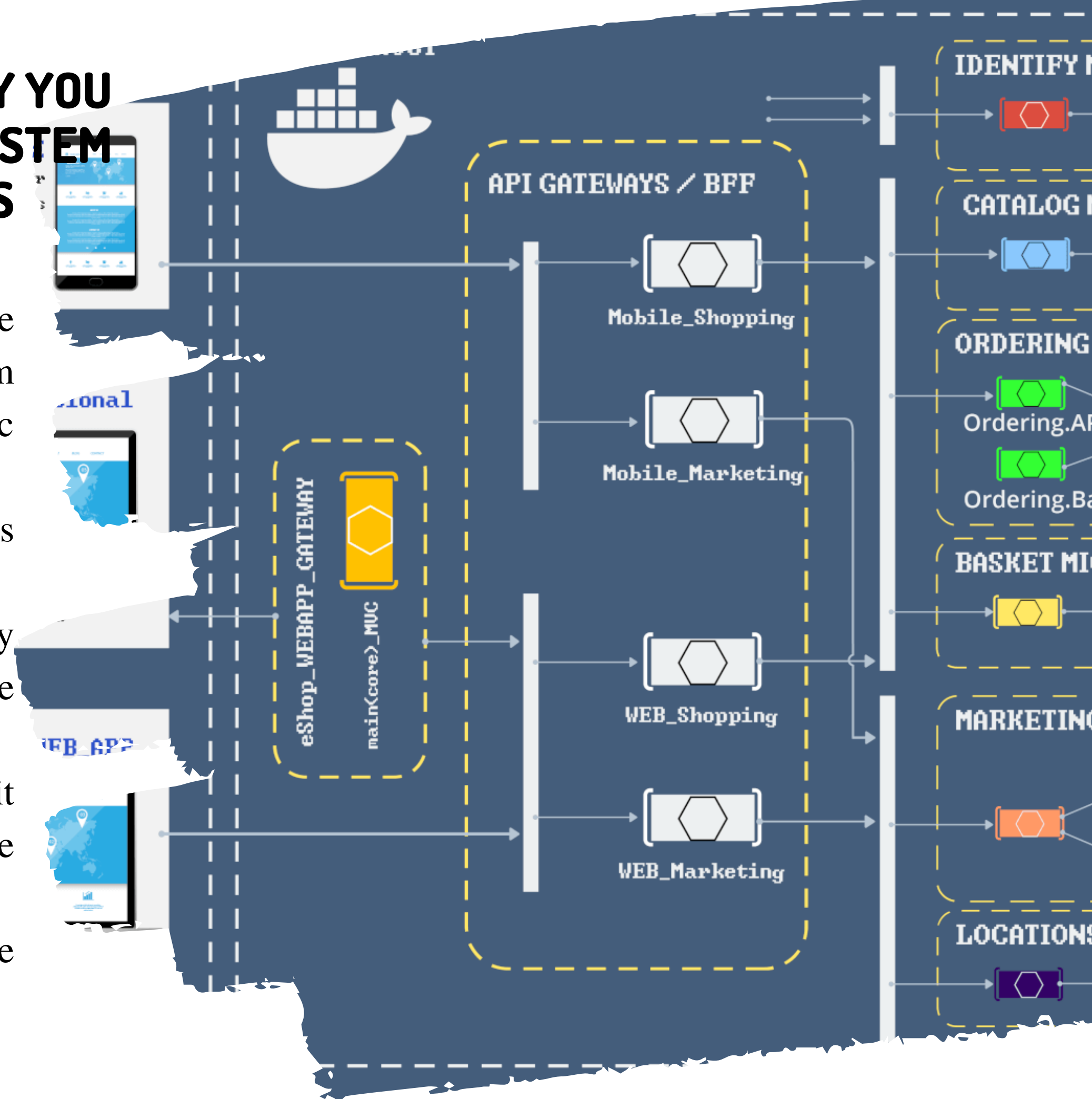


SOFTWARE ENGINEERING, ASSIGNMENT #03

20B030299,
Rymbayeva Anelya,
FIT, 3 course

WHEN DESCRIBING A SYSTEM, EXPLAIN WHY YOU MAY HAVE TO START THE DESIGN OF THE SYSTEM ARCHITECTURE BEFORE THE REQUIREMENTS SPECIFICATIONS IS COMPLETE:

- When describing a systems we may have to start the design of the systems architecture before system requirement beca it's required to realize the basic requirement of the systems.
- Without the basic necessity of the systems specification has no in the system architecture.
- System architecture design is the basic of any architecture which shows how the design of the architecture works actually in the system.
- Design defines the south of the architecture also it clarify the working procedure and also describes the requirement of the architectural design.
- Architectural design and systems requirement both are pillars of the system which efficient working system.



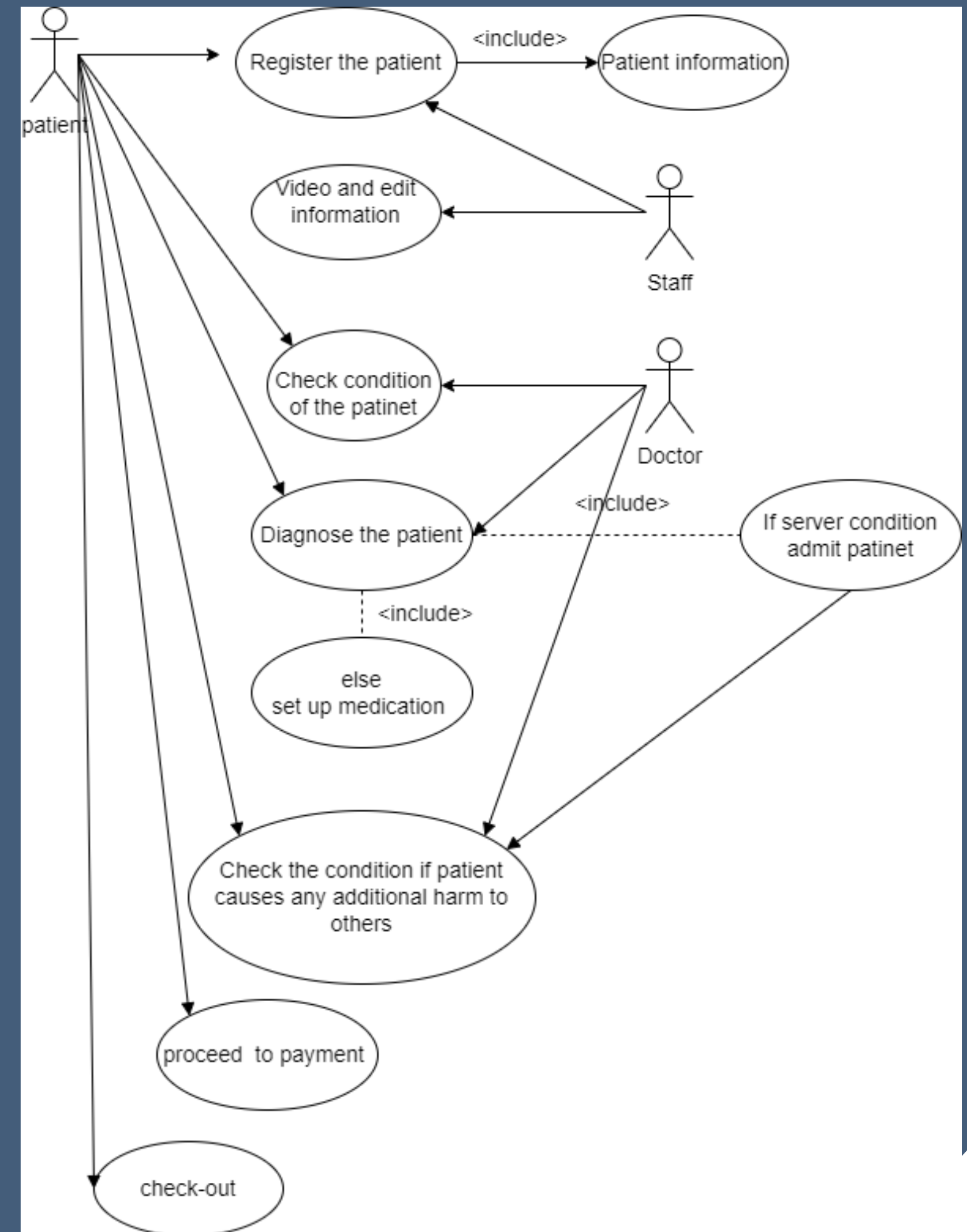
02 SUGGEST AN ARCHITECTURE FOR A SYSTEM (SUCH AS ITUNES) THAT IS USED TO SELL AND DISTRIBUTE MUSIC ON THE INTERNET. WHAT ARCHITECTURAL PATTERNS ARE THE BASIS FOR YOUR PROPOSED ARCHITECTURE?

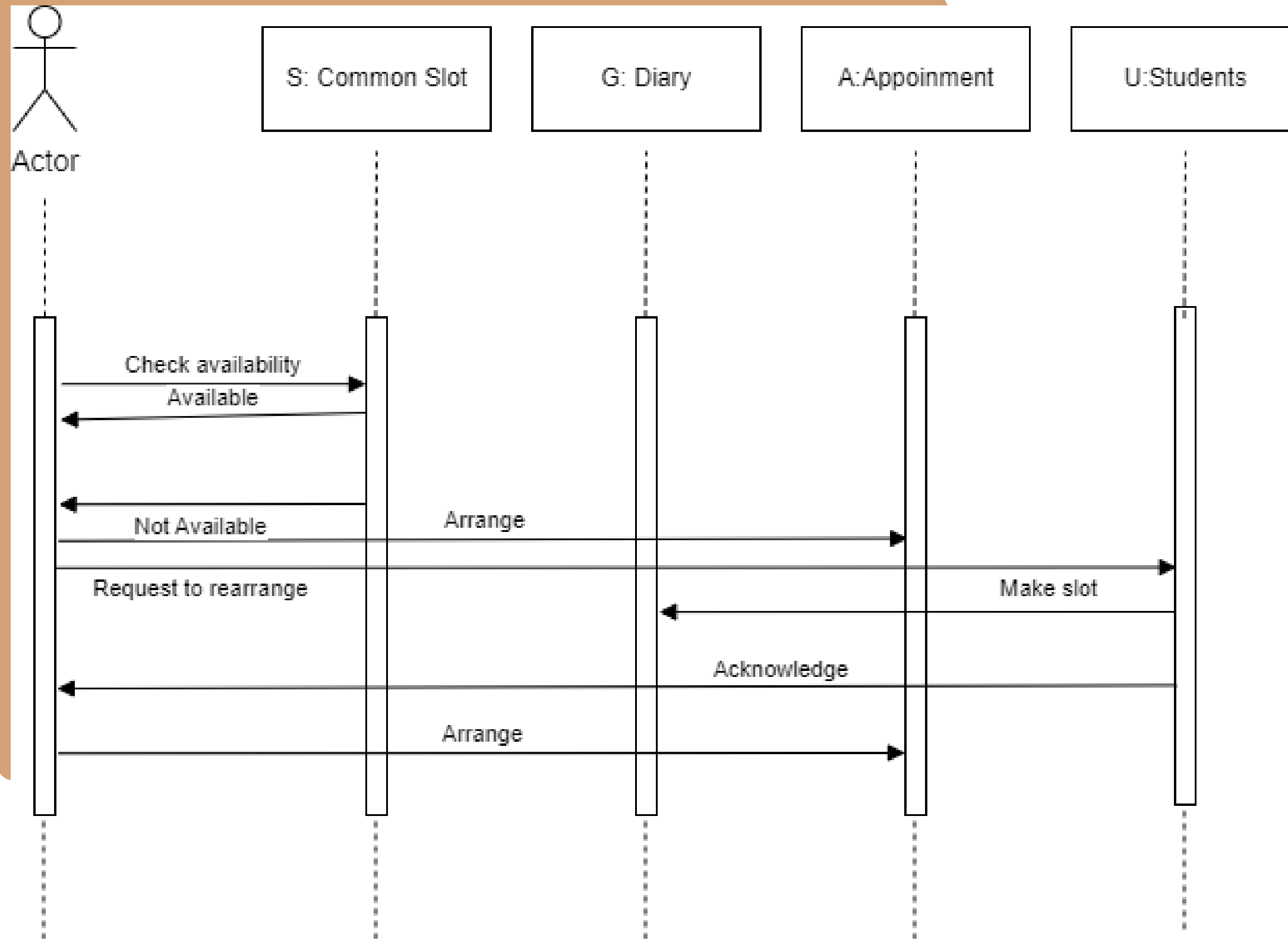
The architecture needed for this type of system is a **client-server model**. iTunes will have a database that has records on all the music that is available through their system. These music records can be searched for by the user by artist name, genre, etc., through a web based interface and downloaded for a certain price. The server handles music orders through the web based interface. The architectural pattern that is the basis for this is client-server pattern. iTunes stores all the music they sell in a database where the client can search these tracks by artist name, genre, etc. all via web based interface. Also, tracks can be downloaded and paid accordingly. Then, the server manages the music ordering also via web based interface.



03

ASSUME THAT THE MENTCARE SYSTEM IS BEING DEVELOPED USING AN OBJECT-ORIENTED APPROACH. DRAW A USE CASE DIAGRAM SHOWING AT LEAST SIX POSSIBLE USE CASES FOR THIS SYSTEM.





**DRAW A SEQUENCE DIAGRAM
SHOWING THE INTERACTIONS
OF OBJECTS IN A GROUP DIARY
SYSTEM WHEN A GROUP OF
PEOPLE ARE ARRANGING A
MEETING**