Software Architecture of Project 3

In this project based on the design paradigm we are using: Top-Down Functional Decomposition, Objective-Orientated Design and the Component-Level design, also by looking through the coding itself we can conclude that we are using Pipe and Filter Architecture. To understand why we made this conclusion, we first need to know what Pipe and Filter Architecture do. The pipe is where steams of data is flowing and the filter is to eliminated unwanted data out of main streams, there will be multiple pipe and filters depends on what kind of output we want and eventually we will get the output through this process. Now looking back to our project, it is similar to what Pipe and Filter Architecture do, it first gets the input from user then depends on what result is wanted from the user, an process in which the input data is being process through multiple filters and eventually the user will receive outputs they are looking for. The Pipe and Filter Architecture is a great pattern for us to look at when we first brainstorming what we want to do for this project, it allow us to give decisions on what is needed to be filter through and also give us a good understanding of what is the overall input and output of the project interact with the filter.

Overall, we look at Pipe and Filter Architecture as a tool that allows us to develop the base code of the project, let us understand what functionality does pipe and filter give as well as what are the classes should we implement to use as pipe and filters.