



The design process

Slides used in the video available here

https://polimi365-my.sharepoint.com/:v/g/personal/10143828_polimi_it/EcbU-pgqCbIMiw2hIZIUFSABffi1zSZCjXuYrgt1cQfntw?e=ebYZC9

The Process of Architectural Design



- Definition:
 - ▶ *Defining the software architecture or design* is a problem-solving process whose objective is to find and describe a way:
 - To implement the system *functional requirements*...
 - While respecting the constraints imposed by the *quality, platform and process requirements*...
 - including the budget
 - And while adhering to general principles of *good quality*

Top-down and bottom-up design



- Top-down design
 - ▶ First design the very high level structure of the system.
 - ▶ Then gradually work down to detailed decisions about low-level constructs.
 - ▶ Finally arrive at detailed decisions such as:
 - the format of particular data items;
 - the individual algorithms that will be used.



Top-down and bottom-up design

- Bottom-up design
 - ▶ Make decisions about reusable low-level utilities.
 - ▶ Then decide how these will be put together to create high-level constructs.
- A mix of top-down and bottom-up approaches are normally used:
 - ▶ Top-down design is almost always needed to give the system a good structure.
 - ▶ Bottom-up design is normally useful so that reusable components can be created.

Top-down vs. bottom-up

A top-down design



- A very nice end result!
- It will take time to get it right...
- Individual components harder to re-use

A bottom-up design



- A bit rough end result
- It will be quicker to get to...
- Individual components easier to re-use

You are to find the right trade-off!



Design as a series of decisions

- A designer is faced with a series of *design issues*
 - ▶ These are sub-problems of the overall design problem.
 - ▶ Each issue normally has several alternative solutions:
 - Design *options*.
 - ▶ The designer makes a *design decision* to resolve each issue.
 - This process involves choosing the best option from among the alternatives.



Making decisions

- To make each design decision, the software engineer uses:
 - ▶ Knowledge of
 - the requirements
 - the design as created so far
 - the technology available
 - software design principles and 'best practices'
 - what has worked well in the past

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- The diagram shows a horizontal sequence of five nodes connected by lines, representing a spectrum of client-server architectures. From left to right:
- monolithic**: A single node.
 - client-server**: A node connected to the monolithic node by a thick line.
 - thin client**: A node connected to the client-server node by a thick line.
 - separate user interface layer for client**: A node connected to the thin client node by a thick line.
 - programmed in Java**, **programmed in Visual Basic**, and **programmed in C++**: Three nodes connected to the separate user interface layer node by thin lines.
- Additional connections include a thin line from the client-server node to a node labeled **fat client**, and a thin line from the thin client node to a node labeled **no separate user interface layer for client**.

ATAM: the Architecture Tradeoff Analysis Method

<https://resources.sei.cmu.edu/library/asset-view.cfm?assetID=5177>



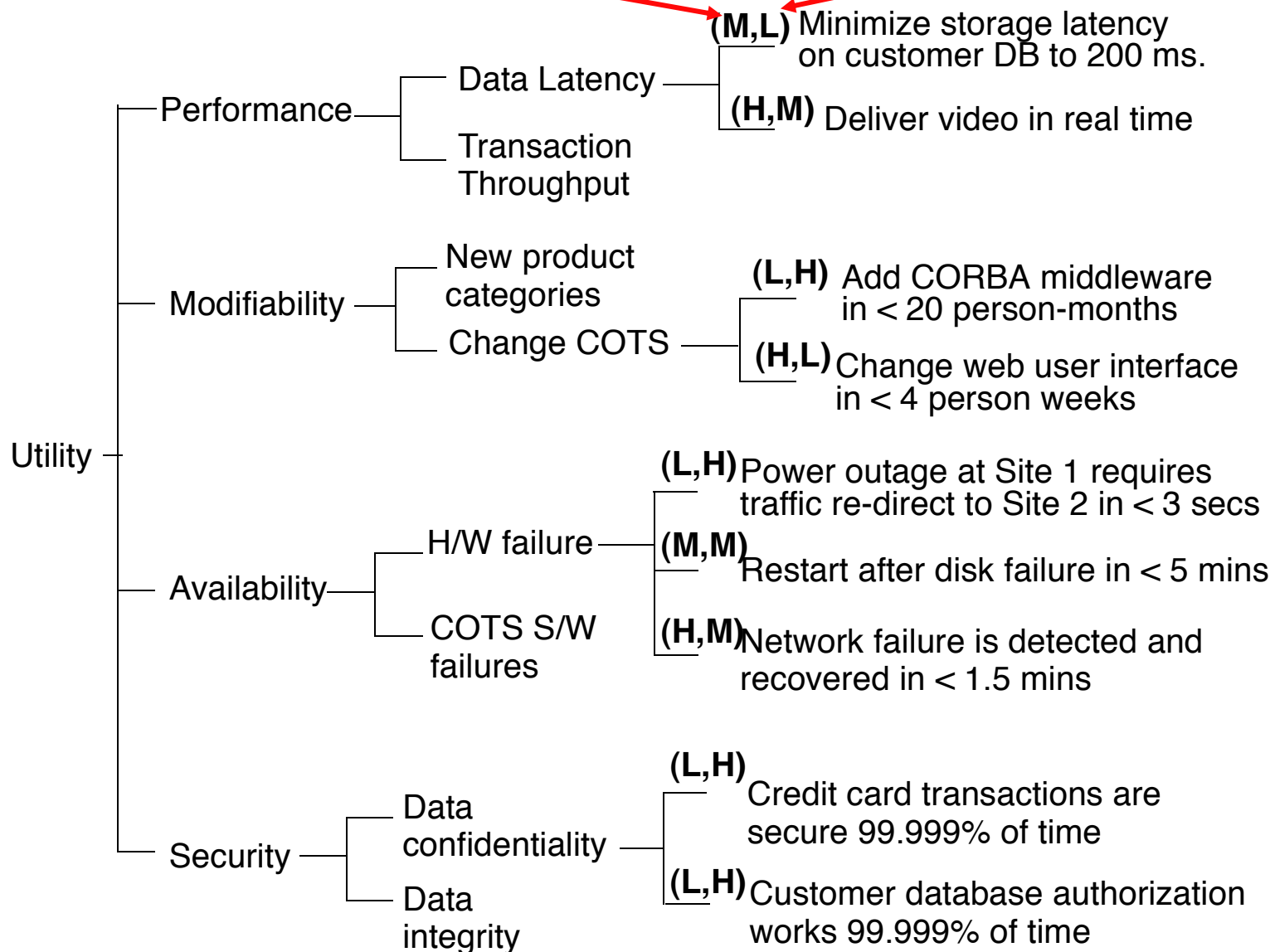
- It supports making the consequences of design decisions explicit
 - It makes possible for stakeholders to trade off the different possibilities, and make informed decisions, with clear insight into the consequences thereof
 - It supports users to determine how quality attributes interact.
 - ▶ Example1: If we decide to include an authorization component to increase security, this is likely degrading performance.
 - ▶ Example2: If we add redundancy to increase availability we increase cost and (possibly) degrade performance.
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Utility Tree

Importance for
the customer

Difficulty of
implementation





- **ATAM Investigation and Analysis phase**

- ▶ 1. **Identify architectural approaches (styles):**
Architectural approaches supporting the system and business goals are identified by the architect, but not analyzed
- ▶ 2. **Generate quality attribute utility tree:** Quality factors that comprise system “utility” (performance, availability, security, etc.) are elicited, specified down to scenarios level, annotated with stimuli and responses, and prioritized.
- ▶ 3. **Analyze architectural approaches:** The stakeholders and the architect analyze how the architectural approaches affect to the quality factors identified in Step 2.

Questionnaire



- To check whether you have got the main points in this video, please fill in the questionnaire you find here
 - ▶ <https://forms.gle/d2eHhiPT2vySFyQu5>
- Your answer will not be used for assessment of your performance