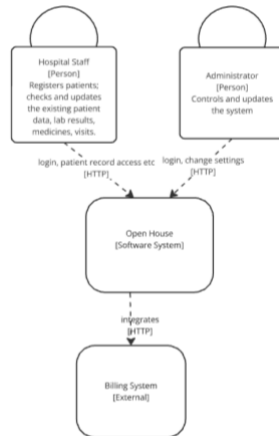


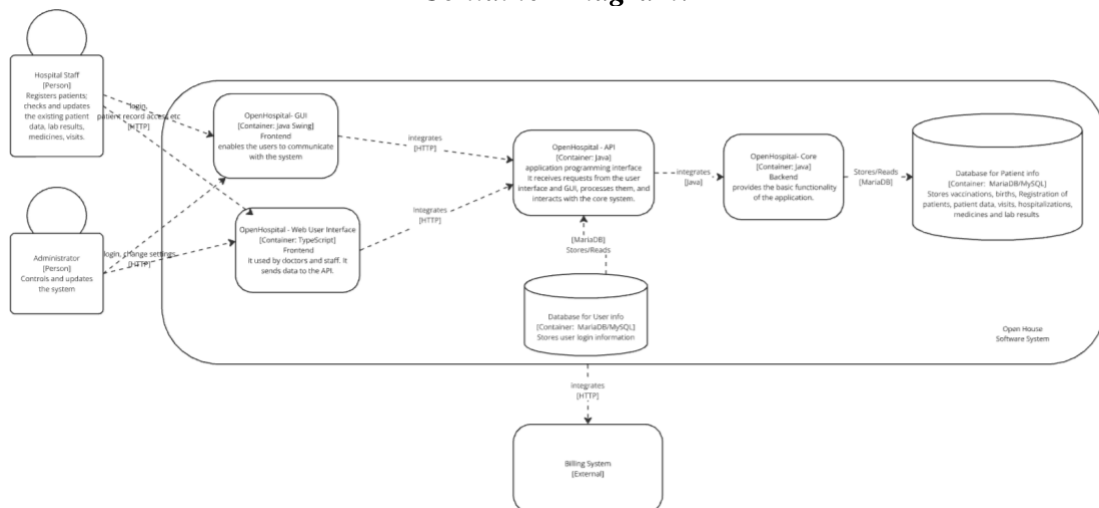
**1. Model the static aspects (from logical/structural viewpoint), and the dynamic aspects (from a behavioral viewpoint) separately, of the above mentioned software system with:**

**b. C4 (code level not required); two separate models, one for static aspects (logical/structural viewpoint):**

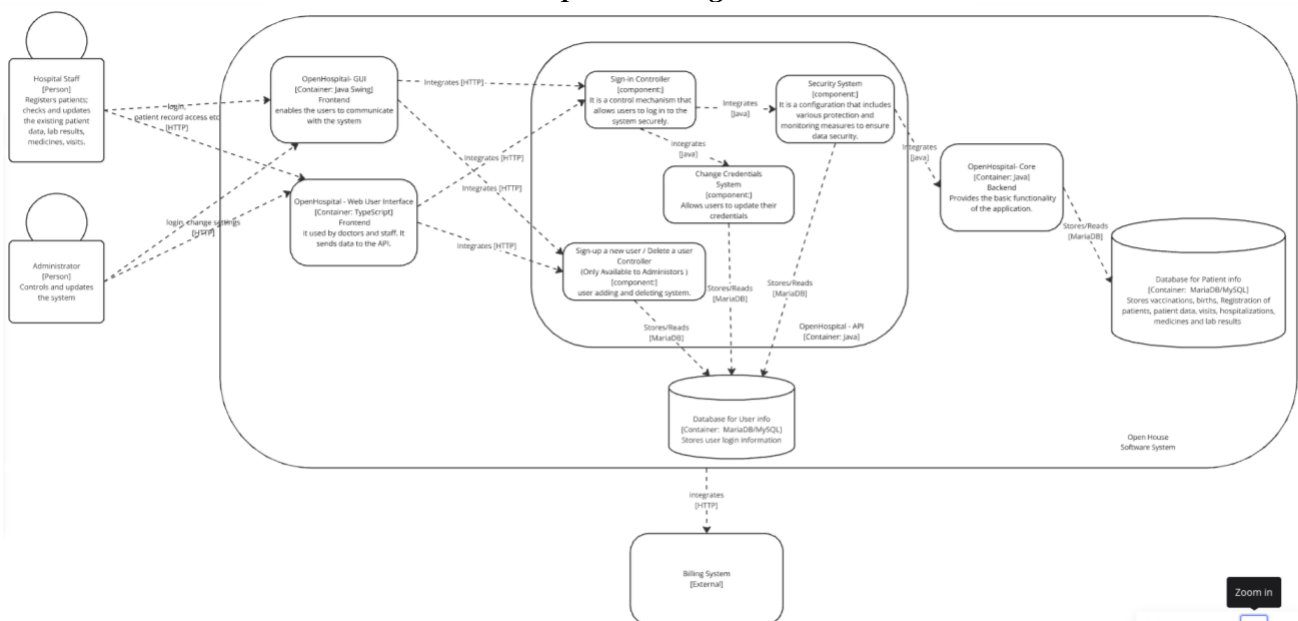
**Context Diagram**

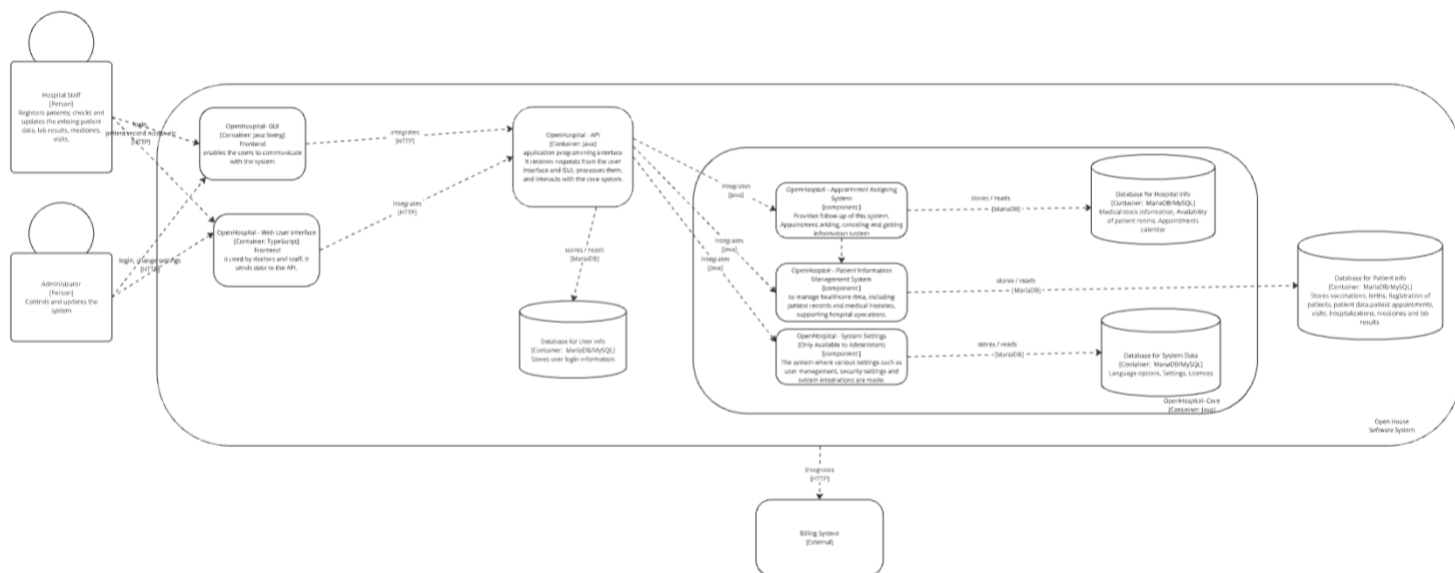


**Container Diagram:**



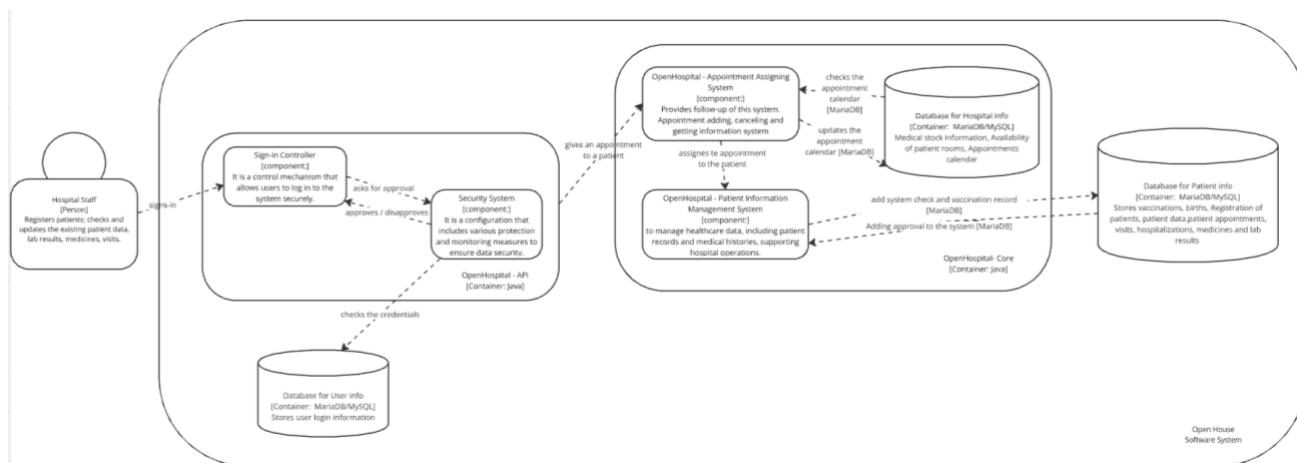
**Component Diagrams:**





## one for dynamic aspects (behavioral viewpoint):

This behavioral viewpoint shows a staff signing in and giving an appointment to a patient; after that checks the patient info and updates it accordingly.



## 2. Compare and contrast your experiences from the first part above, and note what kinds of information were easy, hard, or impossible to capture and model in either of the notations. Explain how you established the consistency among the notations?

When modeling the Open Hospital system, we found that some aspects were easy to capture, while others presented significant challenges. High-level interactions between users, could be easily identified and represented in the Context Diagram, clearly showing their relationship to the system. Additionally, relationships between large containers, such as the UI, API, and Databases, were easily visible, making it easier to create the Container Diagram. However, it was more difficult to describe interactions between internal components in detail, as documentation was limited. Understanding workflows, especially complex processes involved in appointments, required a deep dive into the codebase. Some implementation details, such as how the system managed concurrent requests were difficult to capture accurately, reflecting a lack of clarity in existing documentation. To maintain consistency across diagrams, we cross-referenced them and components to ensure that a unified terminology was used. We tried to accurately represent dynamic behaviors. We experienced some difficulties while modeling complex systems, where comprehensive architectural documentation is lacking.

**3. What was available in the project web site with regard to architectural documentation of the system? What was missing? How did this affect your work for this assignment?**

The architectural documentation for the Open Hospital project provided a basic overview of the system's goals and core functionality. The website included brief descriptions of major modules and provided insights into their intended operations. However, these descriptions were not sufficient; the documentation fell short in several critical areas, particularly the lack of detailed architectural diagrams depicting the overall system structure and data flow. This lack of representation made it difficult to clearly grasp the relationships between components. Additionally, there was insufficient information about component interactions and state management processes, which complicated the modeling of dynamic behaviors. Although the GitHub repository provided access to the source code and some contextual information, extensive analysis was required to extract the architectural design. As a result, these problems led us to rely on reasonable assumptions.

**4. If you were a project manager for a software project, how much of a project's budget would you devote to software architecture documentation? Why? How would you measure the cost and the benefit?**

Because the Open Hospital is an open sourced software intended for long-term development and can be contributed by many developers; software architecture documentation being clear, understandable and overall proper is quite important. Clear architectural documentation would ensure that all team members and contributors understand the system's structure, this would reduce the risk of conflicting implementations and overall confusion.

Considering the budgeting of similar projects, we would devote approximately 10-15% of the project's budget to architecture documentation. This approximation might vary depending on factors like the project's complexity, amount of team members, and expected lifecycle.