

## CSSE 477 – Software Architecture

### Learning Outcomes

1. Identify and describe the trends and technologies used in creating large-scale systems.
2. Architect a scalable system that utilizes existing codebase, libraries, and other relevant resources. Deal with issues of real-life systems.
3. Analyze the quality attributes of existing system, identify weaknesses, apply enhancement techniques, and measure the improvements to add value to the existing system.
4. Identify the right architectural pattern for the given software problem, apply the pattern, and evaluate its benefits and trade-offs.
5. Practice the process by which architectures get created in terms of technologies, economics, people and processes.