

Main purposes

- what is the architecture?
- The role of the architect and software lifecycle

Artifacts

- ▶ Problem
- ▶ Functional requirements
- ▶ Non-functional requirements
- ▶ Constraints

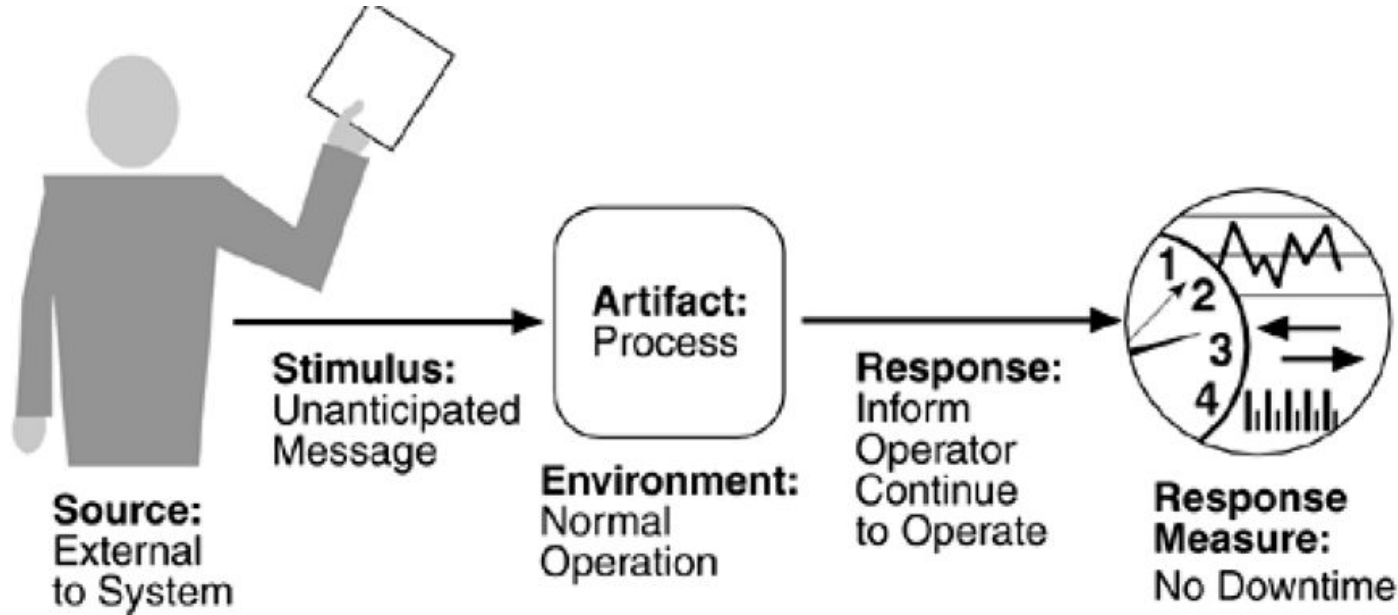
Functional requirements

- ▶ User story
- ▶ Required is the ability to start, update and complete a transaction in as many different touch points as the consumer wants. The transaction might be paid for at the initial point of creation or paid for only upon completion in the store. A transaction can be touched multiple times in multiple touch points. Even after they have been completed, they can be adjusted and returned. System alerts upstream consumers that a new document is available
- ▶ Upstream consumer retrieves document using repository keys without reference to information internal to the document

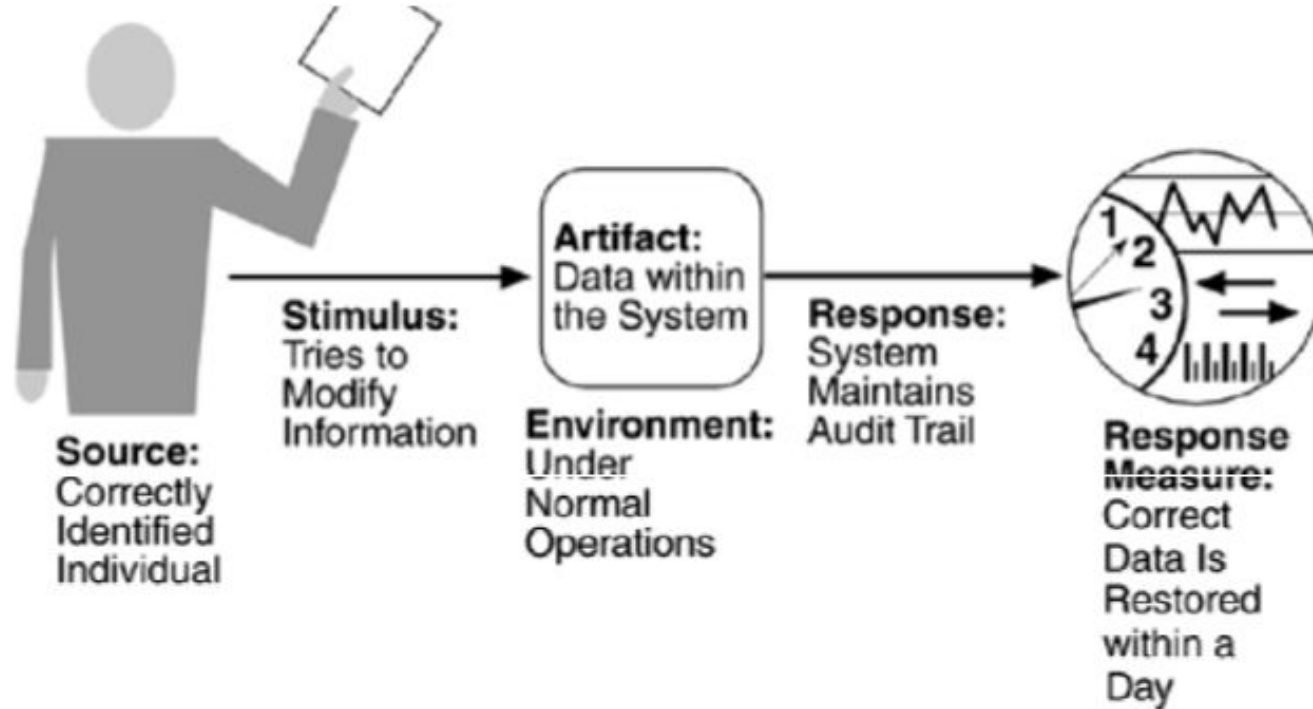
Non-functional requirements

Describes how the system or software should work and what properties or characteristics they should have

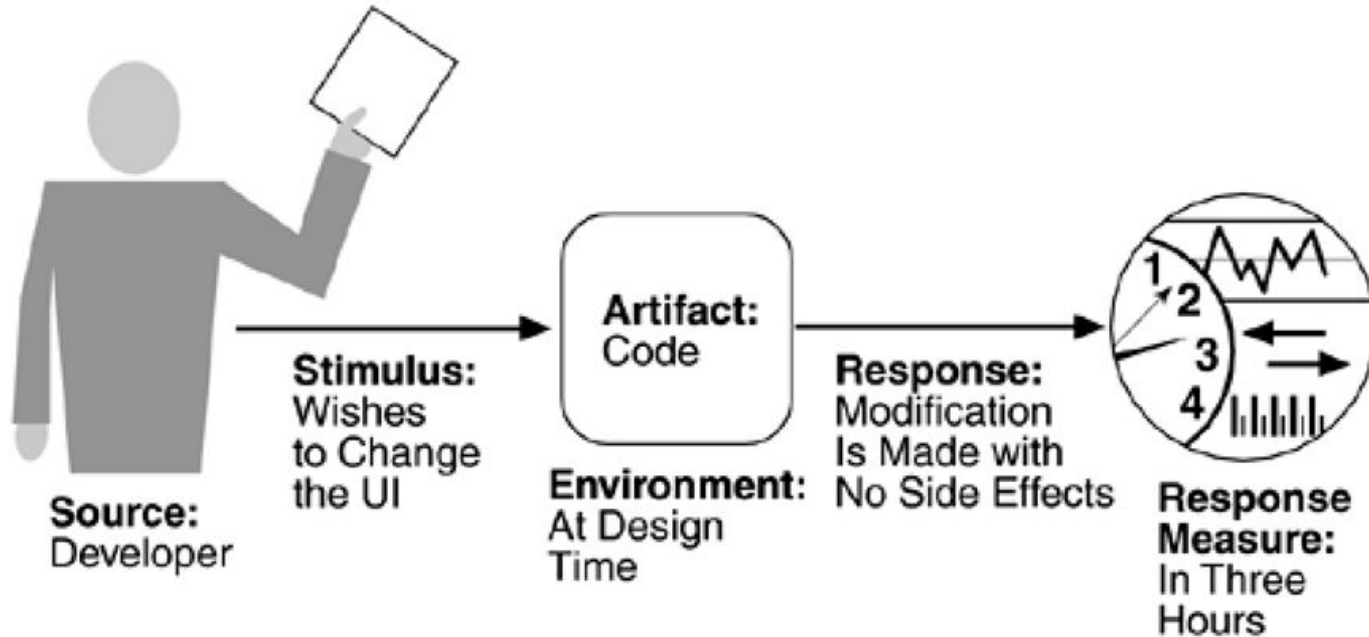
Availability



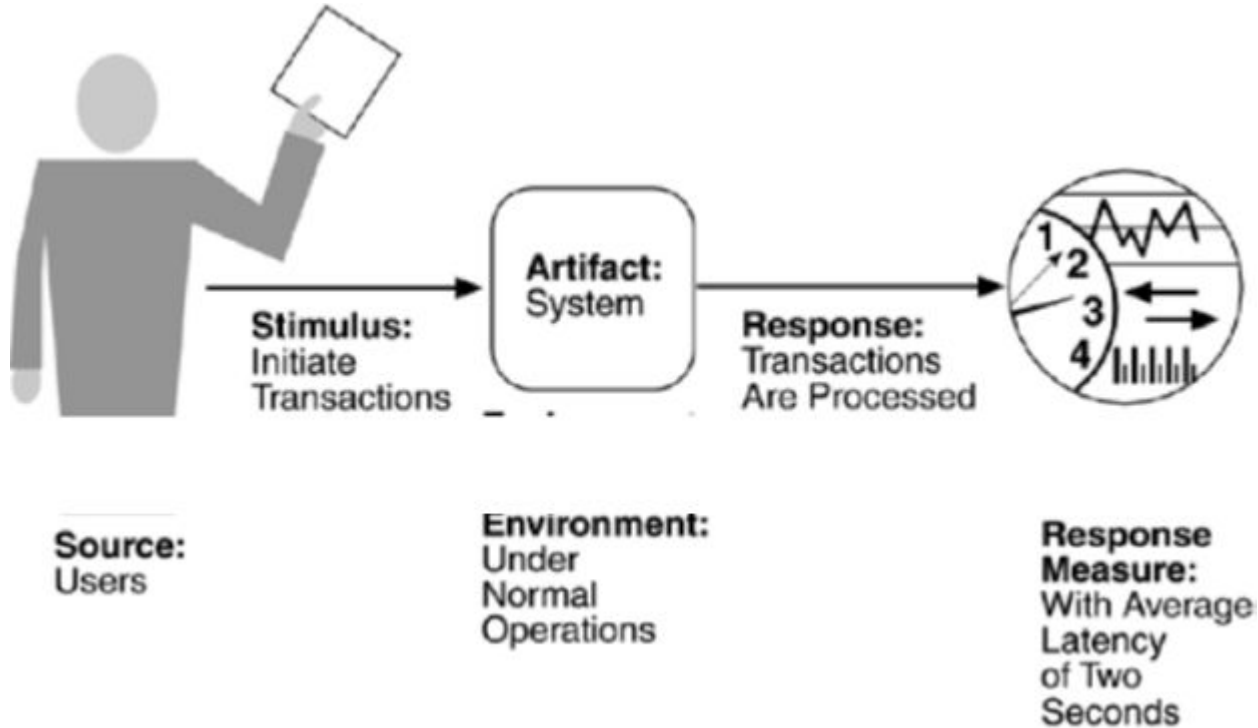
SECURITY

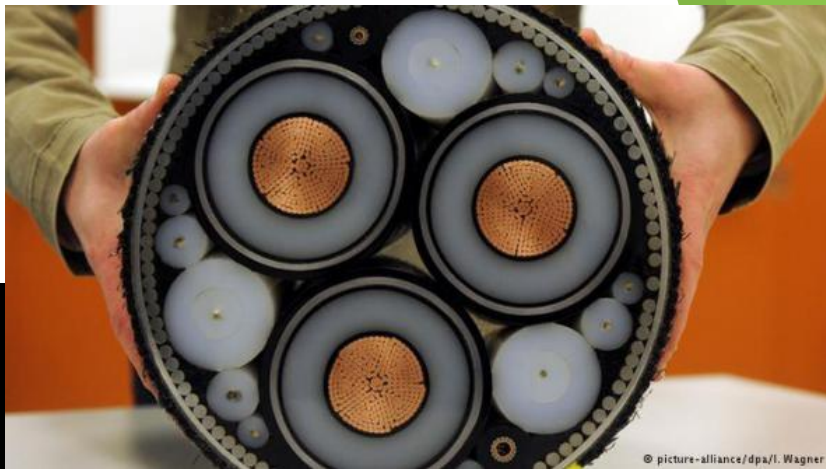
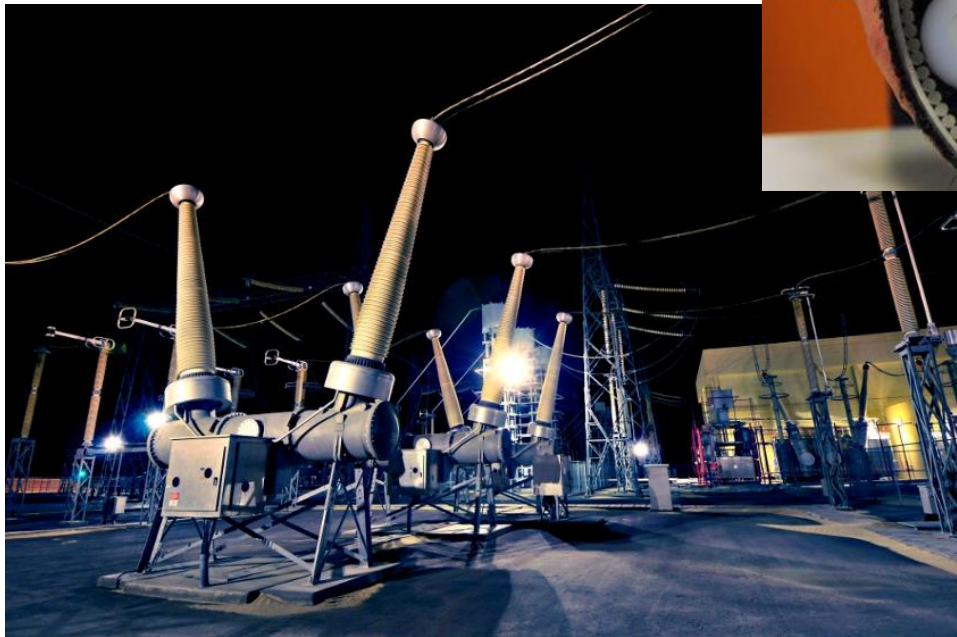


Modifiability

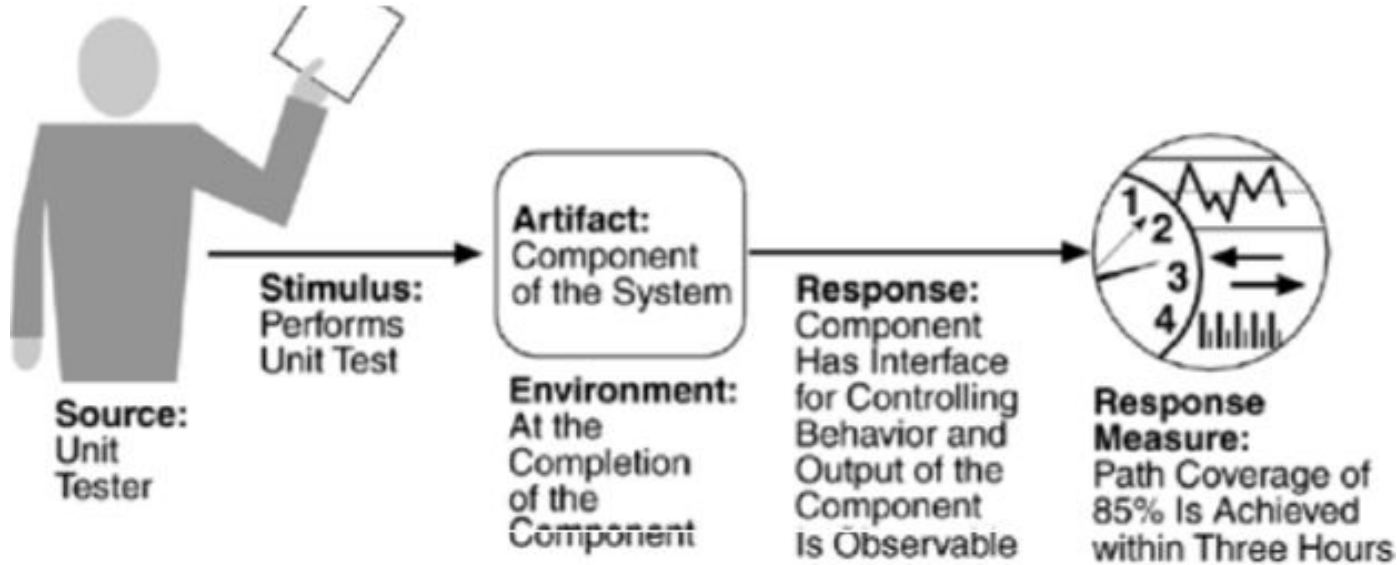


Performance

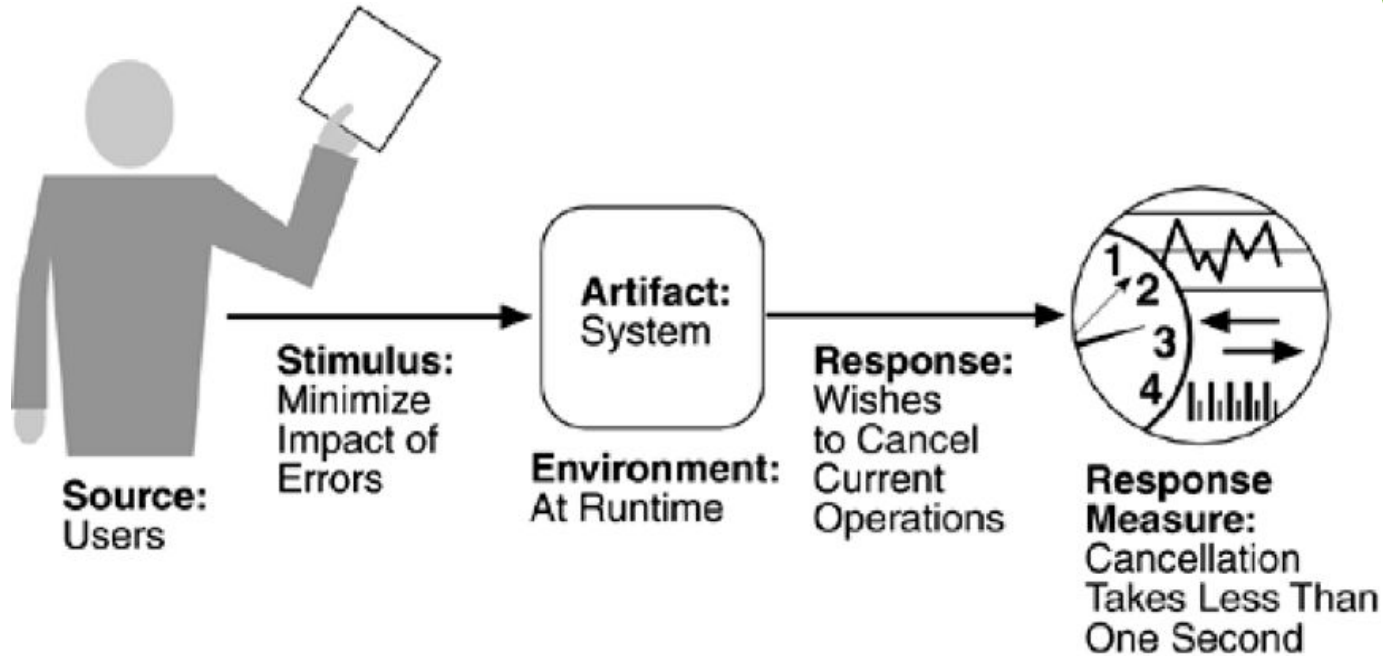




Testability



Usability



And

- *Scalability*
- *Portability*
- *Interoperability*
- *Maintainability*

The New York Times

When Nature Discovers The Same Design Over and Over

Lookalike Creatures
Spark Evolutionary Debate

Nature's Many Paths To One Goal

Even in the animal kingdom form follows function, causing members of different species to adapt in similar fashions in order to prosper in similar environments. This concept, referred to as convergent evolution, can be seen in the following examples:

**EASTERN
BLUEBIRD**
*Eastern
United States*

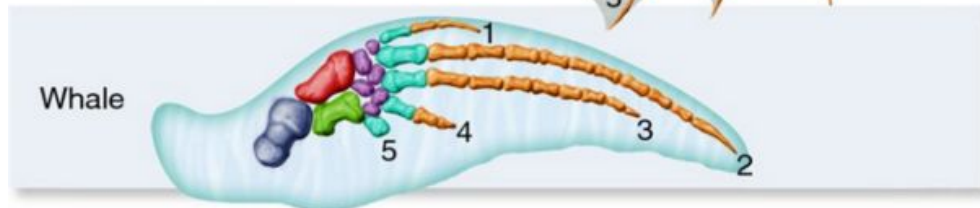
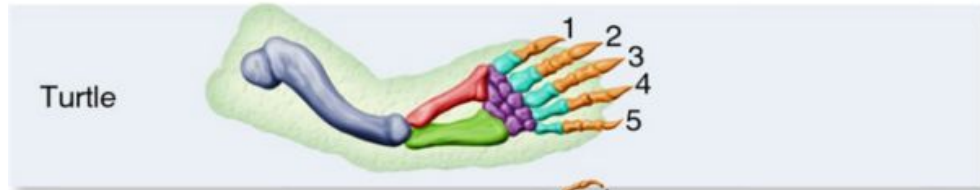
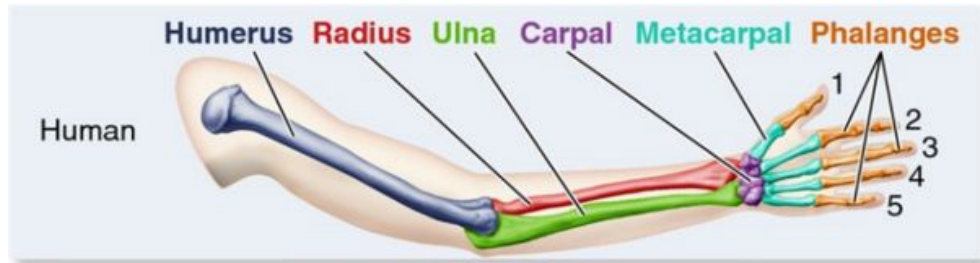
PTEROSAUR
*Tertiary Period
(extinct)*

**SAMOAN
FLYING FOX**
(fruitbat)
*Samoa
Archipelago*

Taking Flight

To take to the air, three very different species lightened bones and transformed hands into wings.





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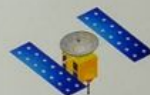
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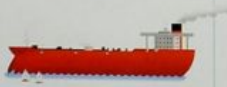
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Constraints

- *Technology*
- *Environment*
- *Cost*
- *Time*
- *People*
- *Processes*

Thanks