

Architecture Design

Amazon Sales Analysis

Written By	Freeva Dsouza
Document Version	0.2
Last Revised Date	24 th January 2022



DOCUMENT CONTROL

Change Record:

VERSION	DATE	AUTHOR	COMMENTS
0.1	23 rd January 2022	Freeva Dsouza	Introduction and architecture defined
0.2	24th January 2022	Freeva Dsouza	Architecture & Architecture description appended and Updated.



Contents

1.	Intro	Introduction		
	1.1	What is Architecture Design Document?	05	
	1.2	Scope	05	
2.	Archi	Architecture		
	2.1	Python Architecture	06	
3.	Jupyt	ter Notebook Architecture	07	
	3.1	Introduction	07	
	3.2	Ipython kernel	07	
	3 3	Junyter Notehook Interface	ns	



1. Introduction

1.1 What is Architecture design document?

Any software needs the architectural design to represents the design of software. IEEE defines architectural design as "the process of defining a collection of hardware and software components and their interfaces to establish the framework for the development of a computer system." The software that is built for computer-based systems can exhibit one of these many architectures.

Each style will describe a system category that consists of :

- A set of components (eg: a database, computational modules) that will perform a function required by the system.
- The set of connectors will help in coordination, communication, and cooperation between the components.
- Conditions that how components can be integrated to form the system.
- Semantic models that help the designer to understand the overall properties of the system.

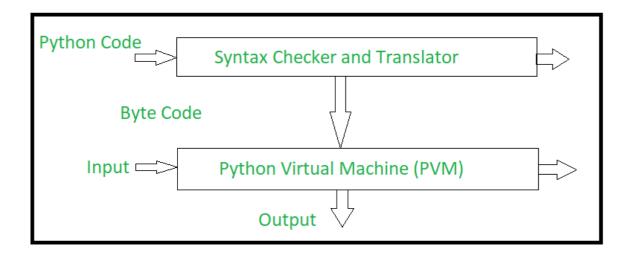
1.2 Scope

Architecture Design Document (ADD) is an architecture design process that follows a step-by-step refinement process. The process can be used for designing data structures, required software architecture, source code and ultimately, performance algorithms. Overall, the design principles may be defined during requirement analysis and then refined during architectural design work.



2. Architecture

2.1 Python Architecture



Python is an object-oriented programming language like Java. Python is called an interpreted language. Python uses code modules that are interchangeable instead of a single long list of instructions that was standard for functional programming languages. The standard implementation of python is called "cpython". It is the default and widely used implementation of Python.

Python doesn't convert its code into machine code, something that hardware can understand. It actually converts it into something called byte code. So within python, compilation happens, but it's just not into a machine language. It is into byte code and this byte code can't be understood by the CPU. So we need an interpreter called the python virtual machine to execute the byte codes.



3. Jupyter Notebook Architecture

3.1 Introduction

The notebook extends the console-based approach to interactive computing in a qualitatively new direction, providing a web-based application suitable for capturing the whole computation process: developing, documenting, and executing code, as well as communicating the results. The Jupyter notebook combines two components:

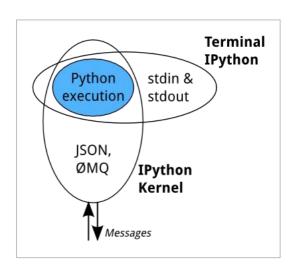
A web application: a browser-based tool for interactive authoring of documents which combine explanatory text, mathematics, computations and their rich media output.

Notebook documents: a representation of all content visible in the web application, including inputs and outputs of the computations, explanatory text, mathematics, images, and rich media representations of objects.

3.2 Ipython Kernel

The IPython Kernel is a separate process which is responsible for running user code, and things like computing possible completions. Frontends, like the notebook or the Qt console, communicate with the IPython Kernel using JSON messages sent over ZeroMQ sockets; the protocol used between the frontends and the IPython Kernel is described in Messaging in Jupyter.

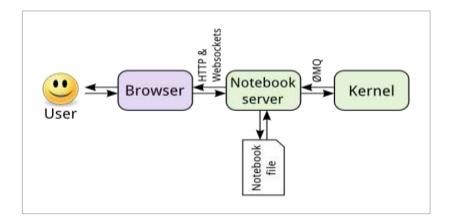
The core execution machinery for the kernel is shared with terminal IPython:





3.3 Jupyter Notebook Interface

Jupyter Notebook and its flexible interface extend the notebook beyond code to visualization, multimedia, collaboration, and more. In addition to running your code, it stores code and output, together with markdown notes, in an editable document called a notebook. When you save it, this is sent from your browser to the notebook server, which saves it on disk as a JSON file with a .ipynb extension.



The notebook server, not the kernel, is responsible for saving and loading notebooks, so you can edit notebooks even if you don't have the kernel for that language—you just won't be able to run code. The kernel doesn't know anything about the notebook document: it just gets sent cells of code to execute when the user runs them