

Software Architecture

Exercise – 4+1 View Model (Linked List)

BSc





Exercise OpeningOverview

In this exercise Kruchten's 4 + 1 view model is utilized to abstract from a linked list code snippet in Java.



Exercise Agenda



■ 4+1 View Model of a Linked List



4+1 View ModelJava source code

Take the following Linked List implementation as an example. Represent the architecture of this software in both the logical, development, and physical view.

As a use case, consider this scenario: elements "1", "2", and "3" are *added* to *List<String>*. Next the *contains* method is called with a parameter "2". Finally the *plot* method is called.

```
public class Node <T> {
    private T element;
    private Node<T> next;

public Node (T element, Node<T> next) {
        this.element = element; this.next = next;
    }
    public T getElement() {
        return element;
    }
    public Node<T> getNext() {
        return next;
    }
    public void setNext(Node<T> next) {
        this.next = next;
    }
}
```



4+1 View ModelJava source code

Take the following Linked List implementation as an example. Represent the architecture of this software in both the logical, development, and physical view.

```
public class List <T> {
      private Node<T> first = null;
      private Node<T> current = null;
      public void add(T element) {
             Node<T> n = new Node<T> (element, null);
             if(first == null) {
                   first = current = n;
             } else {
                   current.setNext(n); current = n;
      public boolean contains(T element) {
             Node<T> n = first;
             while (n!=null && !n.getElement().equals(element)) { n = n.getNext(); }
             return n != null;
      public String plot() {
             String result = new String(); Node<T> n = first;
             while(n!=null) { result += n.getElement().toString() + " "; n = n.getNext(); }
             return result;
```



4+1 View ModelJava source code

Take the following Linked List implementation as an example. Represent the architecture of this software in both the logical, development, and physical view.

```
public class Client {
    public static void main(String[] args) {
        List<String> list = new List<String>();

        list.add("1");
        list.add("2");
        list.add("3");

        System.out.println(list.contains("2"));
        System.out.println(list.plot());
    }
}
```



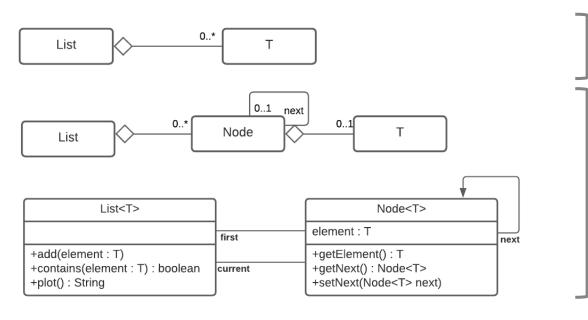


How is this represented in the development view?





How is this represented in the development view?



Black-box view

White-box views



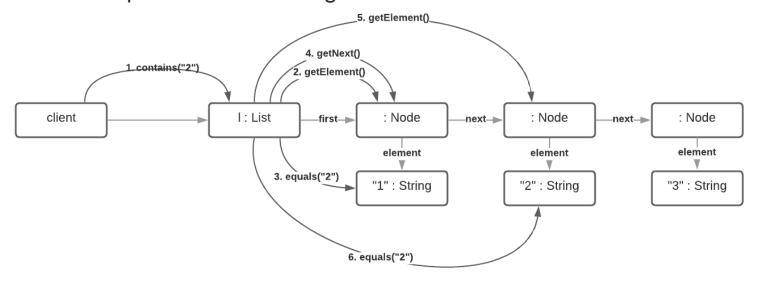


How is this represented in the logical view?





How is this represented in the logical view?





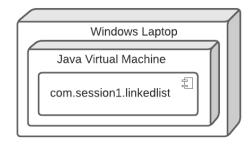
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How is this represented in the physical view?





How is this represented in the physical view?





Questions

