#### 西安电子科技大学

考试时间 120 分钟

题号	_	1 1	111	总分
分数				

1. 考试形式: 闭券■ 开券□

2. 考试日期: 2020 年 8 月 18 日(答题内容请写在装订线外)

Note: Write all answers on the answer sheet(请将答案写在答题纸上).

Question 1: Explanations (10 points)

According to your understanding, please describe what software architecture is.

Please describe the "virtual machine hitecture style, and give one typical application scenario.

Question 2: Multiple Choice (单项选择) (20 points)

可用性

N. Which of the following tactic cannot be used to achieve the Availability?

A) Heartbeat

B) Semantic coherence M语意连贯???

C) Passive redundancy

D) Active redundancy /x

这个题没找到

2. Which of the following tactic can be used to achieve the Modifiability? A) Process monitor A

B) Authenticate users

C) Semantic coherence /M

D) Built-in monitors

3. Which of the following tactic can be used to achieve the Performance?

A) Ping/echo A

B) Limit access 5

C) Use an intermediary  $\mathcal{M}$ 

D) Fixed-priority scheduling  $\mathcal{T}$ 

4. Which of the following tactic can be used to achieve the Security?

A) Ping/echo

B) Authenticate users

C) Use an intermediary M

D) Removal from service A

5. Which of the following tactic can be used to achieve the Testability?

A) Maintain data confidentiality

B) Record/playback

C) Heartbeat A

D) Rollback A

 $\chi$ 6. Which diagram is suitable to represent an external view of a system?

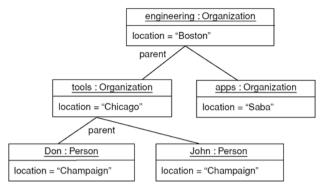
- 1 -

A) Use case diagram

B) Deployment diagram

C) Activity diagram

- D) Interaction overview diagram
- 7. Which kind of diagram is the following diagram?



A) Class diagram

B) Component diagram

C) Object diagram

D) Sequence diagram

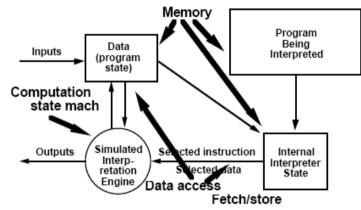
8. Which diagram is suitable to show the interactions between objects?

A) Sequence diagram

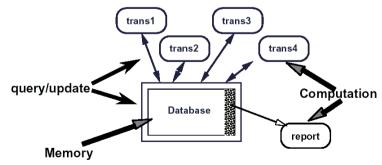
B) Use case diagram

C) Activity diagram

- D) State diagram
- 9. Which architecture style does the following diagram describe?



- A) Process control B) Interpreter C) Blackboard D) batch sequential
- 10. Which architecture style does the following diagram describe?



A) Blackboard

**B) Repository** 

C) Implicit invocation

D) Layered

**Question 3: Architecture Analysis and Design (70 points)** 

1. Quality Attribute and Architecture Style (34 points)

A software company plans to develop a Supermarket Member Management System (short for SMMS) for a membership-based (会员制) supermarket. The membership-based supermarket means that only members can consume in this supermarket. One of the most important functionality of SMMS is to calculate the discount for each product according to a member level and records of her/his consumption(消费). There are three different member levels in the supermarket, as silver, gold and platinum. Meanwhile, the member level will be extended in the future. Besides, the way to calculate discount may change from time to time.

#### 关键

Followings are some detailed requirements for SMMS system.

The SMMS should not be accessible remotely to updating without internal protocols.

b) The code coverage of SMMS should be bigger than 70%.

**Manage** the UI at development time, the **change** must be made with no effects in 2 days.

m / hhha) When an unanticipated message from external arrives in SMMS under .。 <sub>就是实现了一个新功能</sub> normal operations of the system, the operator(操作人员) must be informed and she/he can continue to operate without downtime. 器的)停止工作期

When a member initiates (发起) a "purchase order" transaction under normal operations of SMMS, the transaction must be processed with average latency of one second. 性能——延迟

> The SMMS should have a friendly look-and-feel (外观), so it is easy for members to accomplish a desired task in PC, Mobile Phone and Tablet.

> When an authorized member tries to modify her profile under normal operations of SMMS, the system should maintain an audit trail and the modified data is restored. 系统应保持审计跟踪,并恢复修改后的数据。

Please analyze the requirements and complete following 4 questions:

- Identify and name the related quality attributes according to the 1) requirements.
- For each quality attribute, give the corresponding quality attribute 2) 可修改性 易用性 性能 安全性 可用性 可测试性:场景是刺激源、刺激那些东西吗
- For each quality attribute, list at least 2 solutions for archiving the 3) corresponding quality attribute.
- 4) According to the requirements, which software architecture style is better for the SMMS? Describe the reason and list the advantages and disadvantages of architecture style you choose for the SMMS.

未加水机、未取水化学 文法加取机的 深处 mpsh

化: 逻辑与教振病 铁、桃树石色啊

- 系统庞大,业务复杂
- 业务规则经常改变
- 24小时服务
- 业务统一管理
- 降低系统维护升级成本

- 声明式编程
  - 规则引擎允许你说"做什么",而不是"怎样去做"
- 规则系统能解决非常困难的难题
- 逻辑和数据分离
- 快捷和灵活
- 知识集中化
- 工具集成
- 良好的解释机制
- 易于理解的规则

#### 2. Utility Tree (16 points)

A software company plans to develop a data processing system. The development team analyzed the Quality Attributes, designed architecture and wanted to use Utility Tree to evaluate the architecture, followings are the scenarios.

- a) There are two roles in the system: administrator and user. An administrator can create one or more users, and grant them the permissions accordingly.
- Users are identified by their mobile phone numbers, and they can set a nickname having least 5 characters starting with letters.
- The cost for adding a new data processing algorithm to the system by a developer is less than 10-person days.
  - The processing latency on main database need to be reduced to 100ms.

    Change Web user interface in <3-person weeks.
  - f) The application can display the processing results for an authentication user, and the authentication works 99.99% of the time.
  - When power outrage happens at site 1, it takes at most 3s to redirect all traffic from site 1 to site 3.
    - If a user forgets his password, he can reset his password by receiving a message from the system.
  - The latency for processing a 1GB video data (1080p) must be less than 10s.
  - The network failure can be detected automatically and recovered in < 2.5 min.
    - k) The system must have a user authorization database to record the user permissions, and the authorization works 99.99% of the time.

According the scenarios, please construct a Utility Tree.

#### 3. Architecture Evaluation (20 points)

Identifying and recording risks and non-risks, sensitivity points and tradeoffs are important tasks in architecture evaluation. Please <u>describe the definitions</u> of risk, non-risk, sensitivity point and tradeoffs and then read the following descriptions and <u>point out</u> each description is a risk, non-risk, sensitivity point or tradeoff.

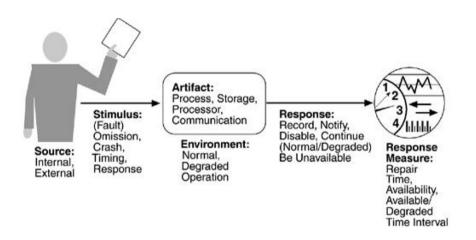
- a) The number of concurrent requests will affect the number of transactions a database can process per second.
- b) Changing the level of authentication could have a significant impact on both security and performance.

c) Some business processing component is provided by a third-party company, there is no way of detecting the failure of them directly.

d) Assuming the request arrival rate is twice per second, and the average processing time is less than 80ms; a 1 second response time seems reasonable for our system.

e) Some of the legacy data processing components are implemented by the C++ programming language, which should be encapsulated (封装) first and are hard for a Java program to maintain and modify them.

f) The selection of the encryption algorithm might be closely related to the number of bits of encryption.





基于D Garlan, M Shaw的定义, 我们可将软件体系结构的定义理解为:

# 软件体系结构 = 组件 + 连接件 + 约束

**Software Architecture = Components + Connectors + Constrains** 

组件:具有某种功能的可重用的软件模块单元,表示了系统中主要的计算单元和数据存储。

▶ 连接件:表示了组件之间的交互,简单的连接件有:管道(pipe)、过程调用(procedure-call)、事件广播(event broadcast)等。复杂的连接件有:客户-服务器(client-server)通信协议,数据库和应用之间SOL连接等。

> 约束:表示了组件和连接件的拓扑逻辑和约束 (constraint)。

2) Please describe the "virtual machine" architecture style, and give one typical application scenario.

描述虚拟机体系结构风格,给一个应用场景

ans:虚拟机体系结构 包括 解释器风格 和 规则系统风格

解释器是用来"执行其他程序的程序"

1 解释器风格

很多脚本语言都采用解释的方式运行 即程序源代码直接被解释执行(不需编译

构成 构件:一个状态机和三个存储区(输入数据、被解释代码、内部解释器状态);

连接器:对存储区数据的访问和过程调用

约束: 执行引擎的状态转移 与 选择要解释的内容

优点: 1 可模拟非本地原生支持功能

2 可以在模拟极端条件测试系统

3 使用灵活、用途广泛

缺点: 1 效率比硬件及原生支持的系统低

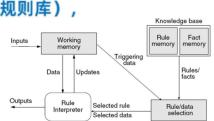
2 额外软件层正确性需要验证

应用场景: 1 解释型语言JavaScript Python

2 游戏中命令行指令 键鼠自定义按键

把频繁变化的、复杂的业务规则抽取出来(形成规则库),

2 规则系统风格:与系统其他不易发生变化的部分进行分离



Program Being Interpreted

Internal

(program state)

Engine

Computation

Outputs

state mach

#### • 优点

- 降低修改业务逻辑的成本与风险
- 缩短开发时间(运营人员可以写规则)
- 规则可在多个应用/平台中共享
- 与解释器风格的不同
  - -解释器: 在高级程序语言与OS/硬件平台间建立虚拟机
  - 基于规则的系统: 在自然语言/XML规则和高级程序语言间建立虚 拟机

#### \_\_\_\_\_\_

#### 应用场景

- · 当业务规则很复杂时,不宜用if-else结构表示
  - 多层的if-else嵌套不易理解和修改
- 常见的规则
  - 用户界面输入的合法性检查 (用户名规则、密码规则)
  - 安全规则/权限控制规则
  - 业务策略(如VIP折扣策略等)

## **Availability**

- 1、故障检测
  - 1 ping/echo
  - 2 Heartbeat
  - 3 Exceptions (抛出异常)

#### 2、故障恢复

- 1 投票
- 2 主动冗余 Active redundancy
- 3 被动冗余 passive redundancy
- 4 内测
- 5 Rollback 检查点、回滚

# 3、故障避免

- 1 Removal from service 服务下线
- 2 Transaction 事务
- 3 Process monitor 进程监控

# Modifiablility

Semantic coherence 语意连贯!!!

Use an intermediary 使用中介

## 限制修改范围:

- 1 高内聚 低耦合 high cohesion and low coupling
- 2 考虑到可能会发生的修改
- 3 让模块通用
- 4 隐藏信息
- 5 维持接口不变
- 6 限制通信路径
- 7 Use an intermediary 使用中介!!
- 8 命名服务器 (name server)
- 9 按需创建实例

# 延迟绑定时间:

- 1配置文件
- 2 发布-订阅模式
- 3 多态

### 易用性

# Security

### 优先:

- 1 Maintain data confidentiality 维持数据的完整性
- 2 Authenticate users
- 3 Built-in monitors
- 4 Limit access 限制访问

#### 抵抗攻击:

- 1 用户的证实
- 2 用户的授权
- 3 维持数据的保密性
- 4 Maintain data confidentiality 维持数据的完整性
- 5 减少暴露
- 6 Limit access 限制访问

# 检测攻击:

软件和人的结合

## 从攻击中恢复

- 1恢复状态
- 2 攻击者的识别

# Testability

- 1 Fixed-priority scheduling
- 2 Record/playback

### 性能

在要处理的数据量不变的情况下,提高计算效率 减少要处理的数据总量 限制执行时间 在规定时间内得到近似解 限制待处理事件队列长度 直接放弃处理一部分事件 利用并发机制