1. C4 (static & dynamic)

2. Comparing Experiences with UML/C4 Notations

Using UML or C4 notations, some things about the Open Hospital system were easy to model, while others were harder.

- **Easy to Model**: With UML or C4, it was simple to show the main components of the system and their connections. These models make it clear how the different parts are linked.
- **Hard to Model**: Representing specific actions, like error handling or detailed business rules, was more challenging in the C4 model, as it can be slightly more complex than UML. This higher level of abstraction can sometimes leave out important details.
- **Impossible to Model**: Certain code specifics or small changes to the user interface couldn't be captured with these models. Additionally, subtle aspects of user interactions were difficult to represent.
- **Consistency**: To ensure consistency across models, I checked that each part in the structural model aligned with the actions shown in the dynamic model. This approach helped confirm that each part of the system was used accurately across all diagrams.

Finally, We chosen C4 modal because C4 modal is little bit more complicated than UML diagram but It's more comprehensive than UML modal. Additionaly we used uml diagram a lot and we know detaily. So we want to learn C4 modal too.

3. Available and Missing Architectural Documentation

On the Open Hospital project site and GitHub page, there was some basic architectural information like project goals, main modules, and features. But some important details were missing, like all component interactions and workflows. Without this information, I had to make some assumptions about how different parts of the system work together, which might have affected the accuracy of my models.

Finaly, We search a lot for that project on web and github because of missing infos or details. We don't think this is problem, We learn how to search new datas and infos on the web or git.

4. Budget Allocation for Software Architecture Documentation

As a project manager, I would allocate about 20-25% of the project's budget for architectural documentation because if we make a proper architecture before starting project, problems and changing thing will be degrease. Actually architecture is important for communication too. It is important for clear communication and can save time in the future by reducing errors and making the system easier to maintain. The cost and benefit of this investment could be measured by checking saved time, maintenance costs, and the productivity of the team.

Finaly, For more quality project and works, we must pay attention to software architecture.

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