

Homework #2

5.1

Component-based architecture regards the system as a loose connection of coupled components that provide services for each other. Service-oriented architecture is very similar to component-based architecture except the pieces are implemented as services.

5.2

Because there is no external database and it is an all-in-one application, a monolithic architecture would be appropriate because a single program would be doing everything.

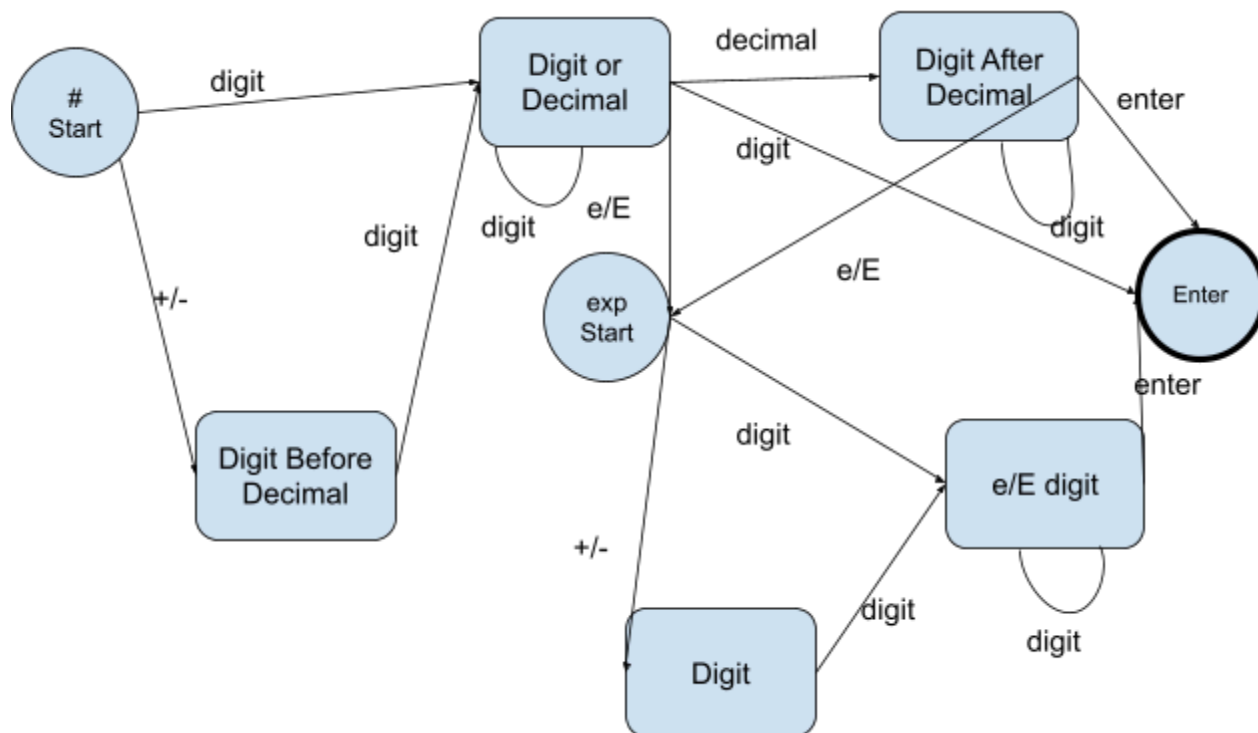
5.4

Because this game will be played over the internet, a service-oriented architecture would work because they are easy to invoke over the internet. Additionally, it could follow the rule-based architecture because of the game having to follow the rules and moves that chess requires.

5.6

Because ClassyDraw stores drawings in files and not a database, so database architecture and maintenance is not needed. Instead, a monolithic approach would make sense as it is an all-in-one application. From the idea of data maintenance though, ClassDraw could implement a version of a data warehouse where older files are stored permanently and files that are actively being edited could be temporary.

5.8



6.1

All classes will share general properties like line color, background color, line thickness/width, as well as line style. Things that they will not share are properties that are specific to a certain item. This can be the fill color of shapes like rectangle, ellipse, and star. It can also be the font for the text class. Because of this the general properties can be in the top class or a shared class and the specific properties can be in their specific classes.

6.2

