Software architecture with OO paradigm

Introduction

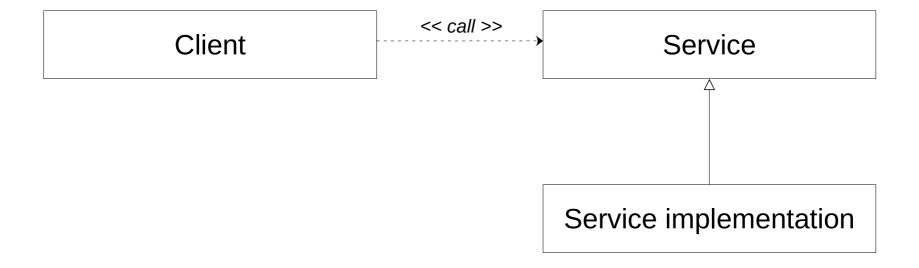
Architecture

- Structures of a software system
- Elements in those structures
- Relations among structure
- Properties of elements and structures

- ...

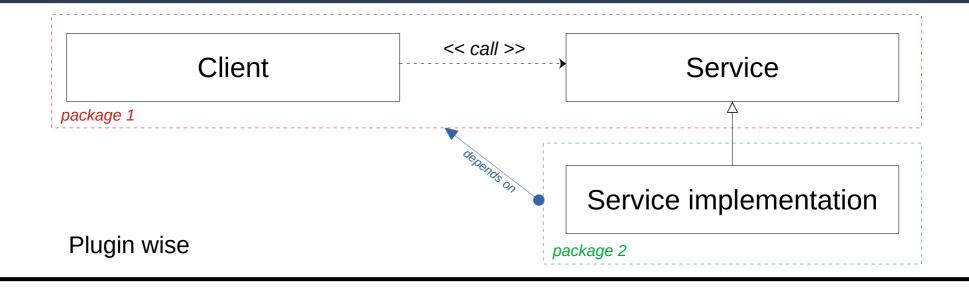
What can OO do for architecture ?

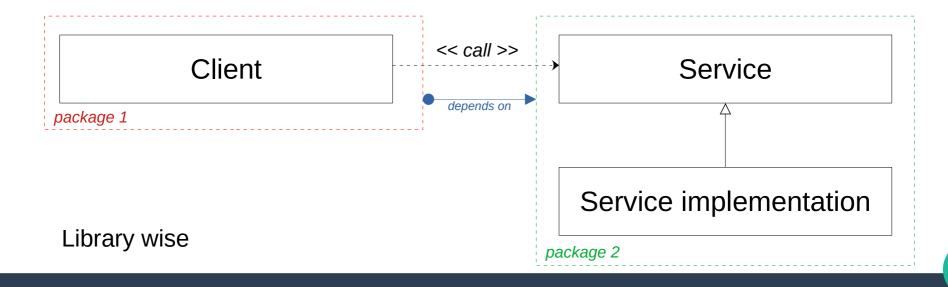
A well known pattern



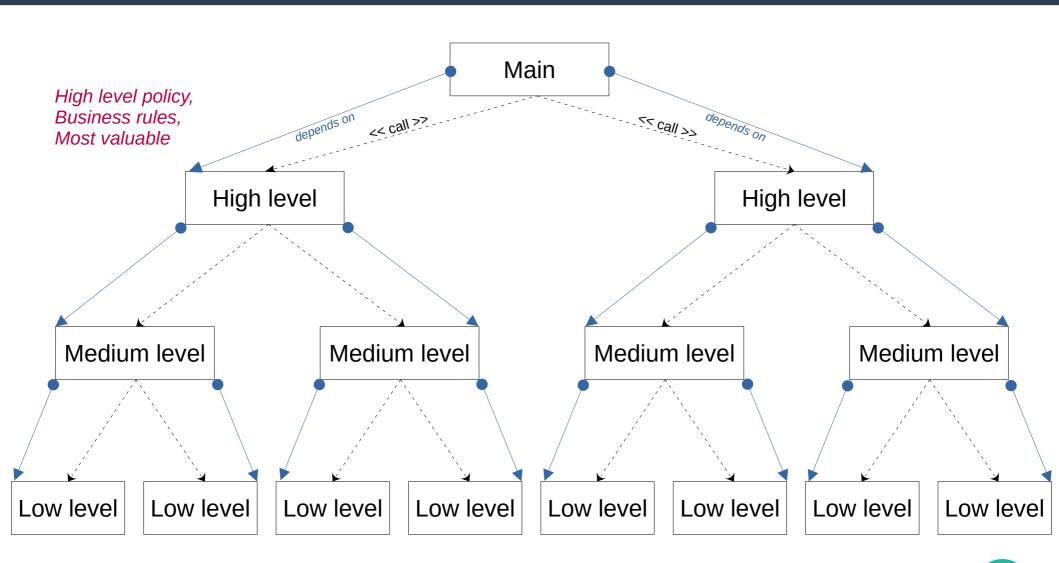
How to store all those elements into packages?

2 ways of separating components





Structured programming

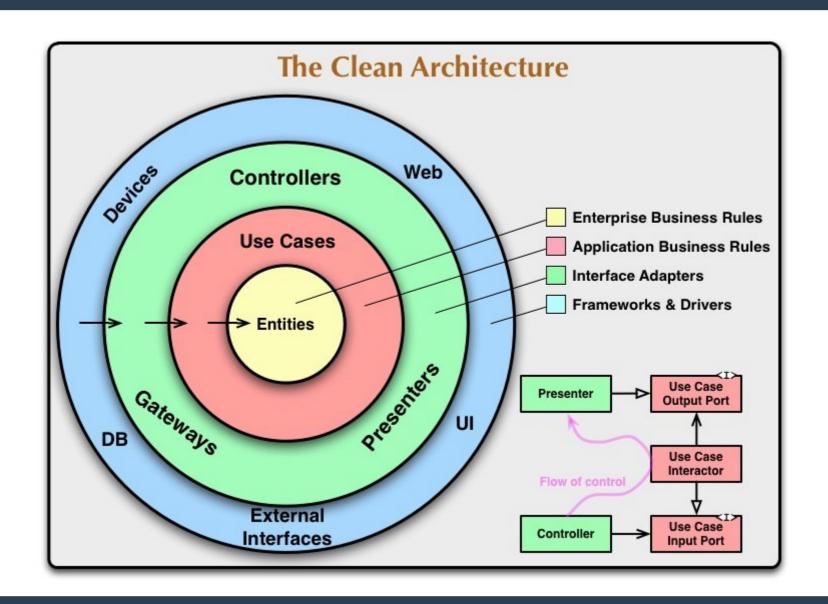


Utilities: Network, disk management...

Some software architectures

- Clean architecture
- Hexagonal architecture
- Onion architecture
- DCI
- BCE
- MVC ???
 - https://www.youtube.com/watch?v=Nsjsiz2A9mg

Clean architecture



Designing a domain model

- What about OOP for designing domain/business models?
 - It's another conception of OO
- DDD (Domain driven design)
 - Domain Driven Design, Tackling Complexity in the Heart of Software, Eric Evans
 - Domain-Driven Design Vite fait, Abel Avram & Floyd Marinescu
 - TDD, BDD, DDD

Oriented object programming paradigm

- Oriented object programming
 - imposes discipline on indirect transfer of control

 Software paradigms imposes restrictions but leads to more freedom

Structure programming paradigm

- "No goto"
 - Controlled and hidden goto

```
if (condition) {
          Hidden got
          intructions
} else {
          other_instruction
}
```

```
while (condition) {
    intructions
}
```

Structure programming

imposes discipline on direct transfer of control

Next objective

- Last software paradigm:
 - Functional programming
 - Imposes discipline upon assignment
 - NO SIDE EFFECTS (control them)

```
int a = 2;
a = 5:
```

Reference

- Clean Architecture, A craftsman's guide to software structure and design - Martin C.
 Robert
- https://blog.cleancoder.com/uncle-bob/ 2012/08/13/the-clean-architecture.html
- Structure and Interpretation of Computer Programs - Harold Abelson and Gerald Jay Sussman & Julie Sussman
- https://www.youtube.com/watch?v=-J_xL4IGhJA&list=PLE18841CABEA24090