Understand Someone Else's Architecture

Group Assignment

Remember that architecture is for other people. Of course, this means that you have to communicate the architecture effectively so other people can understand it.

On the other hand, the "other people" need to do their part. In this exercise, you will take the role of the "other person."

"The Architecture of Open-Source Systems" is a collection of three books containing descriptions of the architecture of over 50 well-known and successful open-source systems.

All the chapters have been downloaded and are available to you in a zip file.

Select one of the architecture papers, and learn it.

Do the following:

- Write a summary in your own words about the architecture. Distill it down to 2-3 pages.
- Most of the architectures have rather poor diagrams, if any at all. Draw one or more diagrams to capture the architecture. Improve on what they have. Make sure that all entities in the diagram are well-explained and very clear.
- Identify architecture patterns used and describe their use. Note that in an earlier study, we found patterns in all of them, so there are patterns to be found.
- Identify and describe the important quality attributes of the system. Interestingly, most descriptions did not explicitly do this. You will have to dig a bit, and use your own understanding of the domain.
- Prepare a presentation for the class.

Note #1: you will probably have to browse through several to find one you want to study. BTW, don't necessarily start at the first one and browse sequentially.

Note #2: Prepare a 10 min presentation to be done in the next class.