* 1. <Insert OrganizationName>

<Insert Project Name>  
Software Architecture Document (SAD)

CONTENT OWNER: <Insert Name>

|  |  |  |
| --- | --- | --- |
| DOCUMENT NUMBER: | RELEASE/REVISION: | RELEASE/REVISION DATE: |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

|  |
| --- |
| **BACKGROUND**  This template is based on the Software Engineering Institute’s “View and Beyond” method for documenting software architectures, as described in Clements, et al., [*Documenting Software Architecture: Views and Beyond*](http://www.sei.cmu.edu/architecture/books.html) (Addison Wesley, 2002). The current version is available for [free download](http://www.sei.cmu.edu/architecture/arch_doc.html) from the SEI’s architecture web site. |

# Documentation Roadmap

The Documentation Roadmap should be the first place a new reader of the SAD begins. But for new and returning readers, it is intended to describe how the SAD is organized so that a reader with specific interests who does not wish to read the SAD cover-to-cover can find desired information quickly and directly.

## How the SAD Is Organized

|  |
| --- |
| **CONTENTS OF THIS SECTION**: This section provides a narrative description of the major sections of the SAD and the overall contents of each. Readers seeking specific information can use this section to help them locate it more quickly. |

## Stakeholder Representation

This section provides a list of the stakeholder roles considered in the development of the architecture described by this SAD. For each, the section lists the concerns that the stakeholder has that can be addressed by the information in this SAD.

## How a View is Documented

|  |
| --- |
| **CONTENTS OF THIS SECTION**: This section describes how the documentation for a view is structured and organized. If you change the *organization* of information in Section 3, then you should also change its description in here. Otherwise, this section is all boilerplate.  If you choose to document all information in a view in a single presentation, then you will not need view packets. In that case, the template is as follows:   * Section 3.i: Name of view * Section 3.i.1: View description * Section 3.i.2: Primary presentation. This section presents the elements and the relations among them that populate this view packet, using an appropriate language, languages, notation, or tool-based representation. * Section 3.i.3: Element catalog. Whereas the primary presentation shows the important elements and relations of the view packet, this section provides additional information needed to complete the architectural picture. It consists of subsections for (respectively) elements, relations, interfaces, behavior, and constraints. * Section 3.i.4: Context diagram. This section provides a context diagram showing the context of the part of the system represented by this view packet. It also designates the view packet’s scope with a distinguished symbol, and shows interactions with external entities in the vocabulary of the view. * Section 3.i.6: Architecture background. This section provides rationale for any significant design decisions whose scope is limited to this view packet. |

# Views

This section contains the views of the software architecture. A view is a representation of a whole system from the perspective of a related set of concerns [IEEE 1471]. Concretely, a view shows a particular type of software architectural elements that occur in a system, their properties, and the relations among them. A view conforms to a defining viewpoint.

## <Insert view name> View

### View Description

### View Packet Overview

This view has been divided into the following view packets for convenience of presentation:

<<list, table, or diagram>>

### Architecture Background

### Variability Mechanisms

### View Packets

|  |
| --- |
| **CONTENTS OF THIS SECTION**: For each view packet in the view, this section describes it using the outline given in Section 1.6. |

#### View packet # j

##### Primary Presentation

##### Element Catalog

###### Elements

###### Relations

###### Interfaces

###### Behavior

###### Constraints

##### Context Diagram

##### Architecture Background

##### Related View Packets

# Relations Among Views

Each of the views specified in Section 3 provides a different perspective and design handle on a system, and each is valid and useful in its own right. Although the views give different system perspectives, they are not independent. Elements of one view will be related to elements of other views, and we need to reason about these relations. For example, a module in a decomposition view may be man­ifested as one, part of one, or several components in one of the component-and-connector views, reflecting its runtime alter-ego. In general, mappings between views are many to many. Section 4 describes the relations that exist among the views given in Section 3. As required by ANSI/IEEE 1471-2000, it also describes any known inconsistencies among the views.

# Referenced Materials

|  |
| --- |
| **CONTENTS OF THIS SECTION**: This section provides citations for each reference document. Provide enough information so that a reader of the SAD can be reasonably expected to locate the document. |

|  |  |
| --- | --- |
| Barbacci 2003 | Barbacci, M.; Ellison, R.; Lattanze, A.; Stafford, J.; Weinstock, C.; & Wood, W. *Quality Attribute Workshops (QAWs)*, Third Edition (CMU/SEI-2003-TR-016). Pittsburgh, PA: Software Engineering Institute, Carnegie Mellon University, 2003. <http://www.sei.cmu.edu/publications/documents/03.reports/03tr016.html>. |
| Bass 2003 | Bass, Clements, Kazman, *Software Architecture in Practice,* second edition, Addison Wesley Longman, 2003. |
| Clements 2001 | Clements, Kazman, Klein, *Evaluating Software Architectures: Methods and Case Studies,* Addison Wesley Longman, 2001. |
| Clements 2002 | Clements, Bachmann, Bass, Garlan, Ivers, Little, Nord, Stafford, *Documenting Software Architectures: Views and Beyond*, Addison Wesley Longman, 2002. |
| IEEE 1471 | ANSI/IEEE-1471-2000, *IEEE Recommended Practice for Architectural Description of Software-Intensive Systems*, 21 September 2000. |

# Glossery

## 

|  |  |
| --- | --- |
| Term | Definition |
| software architecture | The structure or structures of that system, which comprise software elements, the externally visible properties of those elements, and the relationships among them [Bass 2003]. "Externally visible” properties refer to those assumptions other elements can make of an element, such as its provided services, performance characteris­tics, fault handling, shared resource usage, and so on. |
| view | A representation of a whole system from the perspective of a related set of concerns [IEEE 1471]. A representation of a particular type of software architectural elements that occur in a system, their properties, and the relations among them. A view conforms to a defining viewpoint. |
| view packet | The smallest package of architectural documentation that could usefully be given to a stakeholder. The documentation of a view is composed of one or more view packets. |
| viewpoint | A specification of the conventions for constructing and using a view; a pattern or template from which to develop individual views by establishing the purposes and audience for a view, and the techniques for its creation and analysis [IEEE 1471]. Identifies the set of concerns to be addressed, and identifies the modeling techniques, evaluation techniques, consistency checking techniques, etc., used by any conforming view. |

1. Appendices

|  |
| --- |
| **CONTENTS OF THIS SECTION**: Appendices may be used to provide information published separately for convenience in document maintenance (e.g., charts, classified data, API specification). As applicable, each appendix is referenced in the main body of the document where the data would normally have been provided. Appendices may be bound as separate documents for ease in handling. If your SAD has no appendices, delete this page. |

Heading 2 - Appendix

Heading 2 - Appendix