

Software Architecture

the “fundamental organization of a system embodied in its components, their relations to each other, and the environment”

Architecture Views

Module or Code

Modules: principal units of implementation

- Used to explain system functionality + structure of code base
- A blueprint for code construction and incremental development
- Analysis of code dependency

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Component and Connector

Components: elements that have some runtime presence (processes, objects, clients, servers).  
Connectors: components' pathways of interaction (protocols, information flows).

- Show how the system works
- Guide development around structure & behavior of runtime elements
- To reason about performance and reliability

Deployment

Deployment View: a mapping between software and nonsoftware elements in the former's environment.

The Problem



Previous Solutions

Trinity's Approach

Design

Example