Architect

s/w design principles

effectively manage to design

reduce errors

1 problem partitioning:divide problem into manageable pieces

Benefit:s/w simple, easy understand, test, modify

2 abstraction : consider component at abstract level not consider internal details of implementation

Types

Functional : detail of algo to accomplish function is not visible

Data: detail of data element are not visible to the users of data

3 modularity : division of s/w into different-2 modules different name and address and integrate later

4 top down and bottom up strategy : strategy of design to organize program modules in such a way such that can develop easily