BIRLA INSTITUTE OF TECHNOLOGY & SCIENCE, PILANI WORK-INTEGRATED LEARNING PROGRAMMES DIVISION SECOND SEMESTER 2014-2015 COURSE HANDOUT

COURSE NO. : SS ZG653

COURSE TITLE : SOFTWARE ARCHITECTURES

INSTRUCTOR : Santonu Sarkar

Course Description

Systems engineering and software architectures; quality attributes and impact on architecture; strategies to address the quality concerns in software architecture, architectural design patterns; software design, UML basics and design patterns

Scope and Objectives

The scope of the course is primarily to understand architectural abstractions, localizing and codifying the ways components interact, and distinguish among the various ways in which architectural principles can be applied to software system and analysis and design.

At the end of studying this course, the student should be able:

- To illustrate the current state of the discipline of Software Architecture and examine the ways in which architectural design can affect software design.
- To study the various architectural styles used in software engineering.
- To understand the evaluate designs of existing software systems from an architectural perspective.
- To provide the intellectual building blocks for designing new systems in principled ways, using well-understood architectural paradigms.
- To present concrete examples of actual system architectures that can serve as model for new designs.

Prescribed Textbooks

- T1. Bass, Len. Software Architecture in Practice. Pearson Education, Either 2nd or 3rd Ed.
- T2. Buschmann, F. Pattern Oriented Software Architecture. Vol 1, Wiley Student Edition, 2002.

Reference Books

- R1. Mary Shaw & David Garlan, Software Architecture Perspectives on an Emerging Discipline, PHI.1996.
- R2. Stephen T. Albin, The Art of Software Architecture, Wiley Dreamtech, 2003.
- R3. Gamma, E. et. Al. Design Patterns: Elements of Reusable Object Oriented Software, Addison Wesley, 1995.

Plan of Self Study

S.No. And Learning Objective	Topics	Textbook Chapter Reference			
l Introduction to Software	Software Architecture and its Importance	T1 Ch 1 T1 Ch 2			
Architecture	Software Architecture and its Importance	TT CII 2			
2					
Understanding the Various	Software Structure and Quality Attributes	T1 Ch3			
Structures and Quality		T1 Ch4			
Attributes of Software Architecture					
3-5	Understanding the role of Availability Attribute	T1 Ch 4-5			
Quality Attributes	Understanding the role of Availability Attribute Understanding the role of Performance Attribute	11 Cli 4-3			
Quality Attributes	Understanding the role of Modifiability Attribute				
	Understanding the role of Testability Attribute				
	Understanding the role of Interoperability Attribute				
	Understanding the role of Security Attribute				
6 Introduction to Design	Introduction to OO Design	Lecture Notes			
7	Learning about classes, objects				
Introduction to UML	Learning about class diagram, sequence diagram	Lecture Notes and			
Models	Learning about Class Responsibility and Collaboration	T1 Ch-9			
	Cards				
8	Patterns	T2 Ch1 (1.1-1.6)			
Understanding the role of	What is a Pattern and What makes a pattern?				
Architecture Patterns	Pattern Categories				
	Pattern Description				
	Mud to Structure Category:	T2 Ch 2			
0	Layers Pattern : Pattern Description and Examples				
	9 Review Session Syllabus for Mid-Semester Test (Closed Book): Topics covered in S. No. 1 to 9				
10-12	Mud to Structure Category:	T2 Ch.2			
Architecture Patterns	Blackboard Architectural Style	12 CII.2			
Themtecture I atterns	Pipe and Filter Architectural Style				
	Distributed System Category:				
	Broker Architecture Pattern				
	Interactive System Category				
	Model-View-Controller				
	Adaptable System Category				
	Microkernel				
	Reflection				
13-17	What is Design Pattern?	T2 Ch 3			
Design Patterns	Components of a typical Design Pattern?	Lecture Slides			
	Categories of Design Patterns (Creational, Structural and				
	Behavioral)				
	Creational Pattern				
	Structural Pattern				
10	Behavioral Pattern				
18 Review Session					
Syllabus for Comprehensive Examination (Open Book): All topics given in the Plan.					

Evaluation Scheme:

EC	Evaluation	Duration	Weigh-	Day, Date, Session, Time
No.	Component &		tage	
	Type of Examination			
EC-1	Quiz	Over 10 days- one time	15%	1. Feb 1-10 (5%)
		attempt		2. Mar 1 – 10 (5%)
				3. Apr 1 – 10 (5%)
EC-2	Mid-Semester Test	2 Hours	35%	Feb 20 – 21, 2015 (R)
	(Closed Book)			Mar 14-15, 2015 (M)
EC-3	Comprehensive Exam	3 Hours	50%	Apr 18-19, 2015 (R)
	(Open Book)			Apr 25-26, 2015 (M)

^{*} For details of EC-1 Assignment/Quiz please check the WILP LMS Taxila web site www.taxila.bits-pilani.ac.in

AN: AfterNoon Session; FN: ForeNoon Session

Closed Book Test: No reference material of any kind will be permitted inside the exam hall.

Open Book Exam: Use of any printed / written reference material (books and notebooks) will be permitted inside the exam hall. Loose sheets of paper will not be permitted. Computers of any kind will not be allowed inside the exam hall. Use of calculators will be allowed in all exams. No exchange of any material will be allowed.

Note:

It shall be the responsibility of the individual student to be regular in maintaining the self study schedule as given in the course handout, attend the online/on demand lectures as per details that would be put up in the BITS LMS Taxila website www.taxila.bits-pilani.ac.in and take all the prescribed components of the evaluation such as Assignment (Course Page on LMS Taxila), Mid Semester Test and Comprehensive Examination according to the Evaluation Scheme given in the respective Course Handout. If the student is unable to appear for the Regular Test/Examination due to genuine exigencies, the student must refer to the procedure for applying for Make-up Test/Examination, which will be available through the Important Information link on the BITS WILP LMS Taxila website www.taxila.bits-pilani.ac.in on the date of the Regular Test/Examination. The Make-up Tests/Exams will be conducted only at selected exam centres on the dates to be announced later.

Instructor-in-Charge