- An architectural patterns : ■■ ■■■■ ■■, ■■■■■ ■■■ ■■
- 88 88 : 88 88. 888 88

- model component :
[2] Layerd Architecture - MINING AND MINING MIN
[3] Repository architecture

[4] Client- server architecture
- Set of stand-alone servers : Set of clinets : Set of cl

[5] Pipe and filter architecture

[7] Peer to Peer
Application
##

[2] information systems architecture

[3]
 ####

Design and implementation
Design and implementation

- NO NAMED BUILD B
An object-oriented design process
1.
[1]System context and interactions Activities
- context model :
[2] Architectural design
[3] Object class identification
[4] •• •• •• •• •• •• •• •• •• •• •• •• ••
E- 1888, 2008 200 2 2008 200 200 200 200 200 200

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B- BBBBB BBB BBB BB BBB BB BB BBB BB BB

== ==== ### [5] ■■■■■ ■■ # Design Patterns ## [1] Facade Patterns - Facade start, stop start, stop ## [2] The Observer Pattern - Description : HER HER HERBER - == == - == == == == == display - ■■ ■■ - ■■■ ■■ ■■ : subject, observer ## | | | | | iterator pattern : # Implementation Issues ## Implementation Issues - ---: - confiburation management : - host- target development : ### [1] Reuse #### Levels - -- -- : ------ -- ------ ----- --- -- : -- ----- ---#### Cost -----_________ ### Configuration Management - 88 888 8888 8888 CM ■■ - ---, ----- ----, ----, ----- --#### CM ■■■ - **IDENT**: Report bugs and other problems Tracking problems(who, when) - **IDENT**: Keep track of the different versions of software components - **DEFINE**: Define what versions of components are used to create each version of a system (=>automatic system building) - **IMP**: Plan the functionality of new releases and organize the software for distribution ### [3] Host Target development **SEE SEEDS SEEDS SECOND (host -target)**

Open Source Development ## Open source development

- Root : **III IIIIII**

- Open source sw : ■■■■ ■■

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licensig
BEES BE GNU General Public License(GPL) - BEES -> BEES Lesser General Public LIcense(LGPL): BEES BEES BEES BEES BEES BEES BEES BEE
Berkley Standard Distribution:
Implementation ## ■ - ■■■ ■
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BBB BB ## BBB ## BBB - BBB BB BB BB BB BB -
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BB BBBBB BB - BB BBB BBB BB BB BB - BB -> BBB BB, BB BB BB BB
8888 88888 88 88888 8888 888 88888 888 888 888 - 88 888 8
- ####

software evolution ## | | | | | | - ----- ----- -----## Evolution **EEE EE** - **II** SW**II III II**, **I IIII III III** - ----phase- out - -----### change identification and evolution processes CR -> ■■■■ -> ■■■ ■■[3■■ :■■, ■■■ ■■, ■■■ ■■■■■■ ■■] -> ■■ -> ■■■ ■■■ ### Urgent change requests - --- --- -- --- ---- -- --- --- ---------### ■■■■ ■■ ■■■ ■■■■ : ■■■■■ multiagent, multiloop feedback ■■ # Maintenance -----■■■ ■■■■■ maintenance, generic software : evolve Maintenacne■■ - --- : ----- -- --- ----## ■■■■ - ---- ----- ---## | | | | | | | ## | | | | ## ■■ ■■

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- **S- SS, SSS, SS SSS**

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S- SSS SSS SSS SS
S- SS SSS SSSSS SSS SSS
- -- --- --- -- -- ---- --- ---
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B- BBBB BBB : BBBB BBBBBB
- source code tranlation : ■■■ ■ ■■■ ■■
- Reverse engineering :
- Program structure improvement :
- program modularisation :
- data reengineering : ■■■■ ■■■
- - code conversion
- IIII automated program restructuring
- IIII restructuring
- 8888 8 888 888
- ----
## Preventative maintenance by refactoring
- ---
S- SSS SS SSS SS SSS SSS SS SSS
■- preventative maintenance : ■■■ ■■■■ ■■■■ ■■■■
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S- SSS SS
- ■■■■■ ■■■■ ■■ (not add new method)
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B- BB B BBBBBB BBBB BBB
## 8888 8888 888
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- Shotgun Surgery : 

Shot
- Feafure Envy : The seafure and the seafure Envy : The seafure Envy :
- Data Clumps : 
- Switch, if : *** *** *** *** *** ***
- Speculative Gerality : ■■ ■■■ ■■ -> ■■(■■■)
## Legacy System
- III swi II III III
- -- ---- ----- - ----
### management
- 222 2 2222
- Re-enginnering
- ----
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topic 9

Verificatino vs Validation

verification : validation : ## confidence __ __ __ __ __ __ - 888 888 : 8888 88 888888 88 88888 88 8 8 ## Program ■■■ - ---- --- -- --- ---- --- ---- --- --- -- - --- --- --- ---### ■■■ ■ ■■■■ ■■■■■ ■■■■ ■■ -> Validation Testing - for custom software : - for generic software product : **LEADER BOOK SET OF THE CONTROL OF T** - --- # Inspection and Testing ## Inspection and Testing inspection - static verification - ---- -- - -- --- --software - 88 88 - --- -- --- ---- -- -- --- --- ■■■■■■■ ■■■ ■■■■ ■ operational behavior ## Inspections ### ■■ Overview: ### inspection roles -----### inspectino checklists - ----

####

- data faults : ■■■, ■■■■, ■■■■■ ■

- control faults : ■■ ■■, ■■■■■■, ■

- input / output faults ■■, ■■ ■■ ■■, ■■■ ■■

- interface faults : ■■■■ ■■? ■■? ■■■■? ■■■■

- exception managements : ■■ ■■ ■ ■■?

inspection rate

■■■ ■■

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v&v**=======**

Automated static analyzer

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Testing

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development testing :

release testing:

user testing:

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#####
testing policies
Release Testing
Performance test
- performance test
Uesr Testing
Types of user Testing - Alpha test - Beta - Acceptance testing