

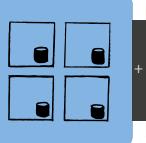
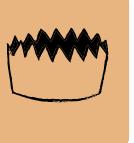
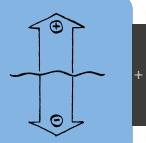
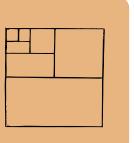
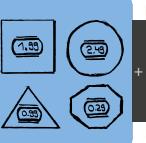
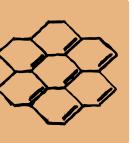
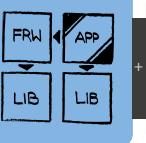
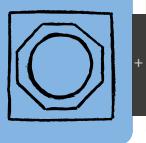
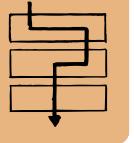
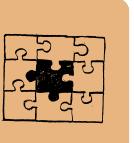
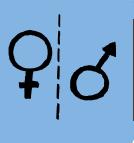
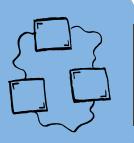
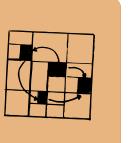
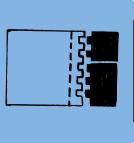
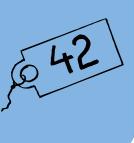
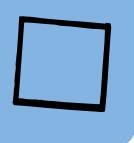
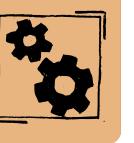
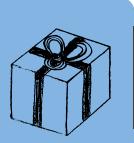
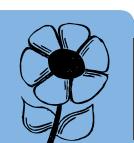


TECHNISCHE
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Software Engineering in der industriellen Praxis (SEIP)

Dr. Ralf S. Engelschall

Architecture Principles

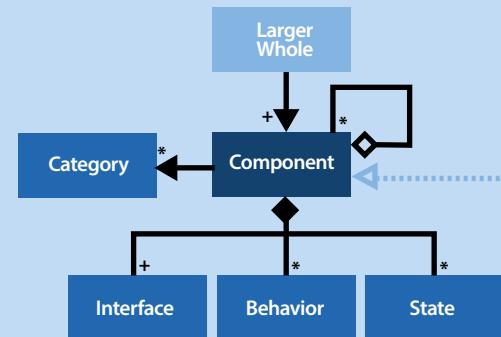
FL Factual Locality Resources are as spatially and temporarily local-scoped to solution components as possible		ES Exclusive Sovereignty Exclusive resource sovereignty by the enclosing component	
CA Contextual Adequacy Neither insufficient nor exaggerated solutions for each context		SP Solution-oriented Proportionality Good expected proportionality in each solution context	
HC Holistic Consistency Full consistency across all aspects of a solution		SH Structural Homogeneity Maximum homogeneity in the structure of a solution	
CR Constructional Reusability High reuse of proven structural components and partial solutions		FS Fulfilled Standards Compliance to standards as much as possible and as little as necessary	
FA Functional Abstraction Suitable level of abstraction across all functional aspects of a solution		FT Functional Traceability Suitable traceability across all functional aspects of a solution	
CI Communicative Interoperability Maximum interoperability in communication between solutions		EH Environmental Harmony Maximum harmony in the integration of the solution with its environment	
AR Avoided Redundancy Minimum total number of copies of a single resource		MS Minimum Special-Cases Minimum total number of special-cases in a solution	
LS Logical Separation Separation of concerns between the components of a solution		SM Structural Modularity Splitting of a solution into manageable structural components	
LC Loose Coupling Loose coupling in communication and referencing between solution components		SC Strong Cohesion Strong relationship between functionalities within a single solution component	
OE Open Extensibility Solution components can be extended by third-parties at fixed interfaces		CC Closed Changeability Solution components are protected against direct change by third-parties	
UI Unique Identification Unique identification of all components of a solution		UA Uniform Addressing Uniform addressing of all components of a solution	
OS Overall Simplicity All design aspects of a solution are as simple as possible and only as complicated as necessary		EC Encapsulated Complexity Complex related aspects of a solution are encapsulated into a single responsible component	
LA Least Astonishment All design aspects of a solution are as little astonishing as possible and only as esoteric as necessary		SD Self Documentation All design aspects of a solution are preferably self-documenting	
OD Operational Delight The solution provides users true delight even on long-term operation		AA Artistic Aesthetics The solution has holistic aesthetics and artistic love in details	

Definition of a Component (of a Larger Whole):

a know-how encapsulating, potentially reusable and substitutable unit of hierarchical composition with explicit context dependencies, which hides the complexity of its optional behavior and state realization behind small contractually specified interfaces, defines its added value in terms of provided and consumed interfaces and optionally belongs to zero or more categories of similar units.

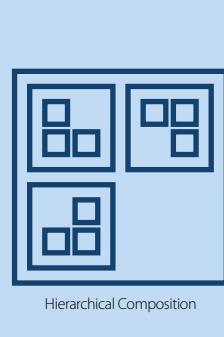
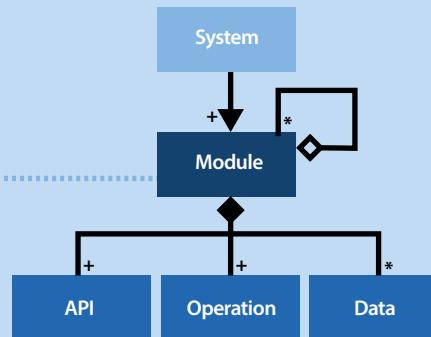
Example Categories of Components:

- Namespace
- Directory, File
- Configuration, Section, Directive
- Host, Virtual Machine, Container
- Process Group, Process, Thread
- Application, Microservice, Program
- Package, Class, Function
- Database, Schema, Table, Record
- Datamodel, Entity Group, Entity
- User Interface, Dialog, Widget
- ...any group of anything!



Definition of a Module (of a System):

a know-how encapsulating, potentially reusable and substitutable source-code unit of hierarchical composition with explicit context dependencies which hides the complexity of its operation and data implementation behind small contractually specified Application Programming Interfaces (API), defines its added value in terms of provided and consumed APIs and optionally belongs to zero or more categories of similar units.



How to find Components (or Modules)?

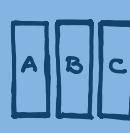
DCA Domain Concept Abstraction

Model domain concepts as entity components and then group at higher levels.



UCC Use-Case Clustering

Build domain components for each use-case or each logical use-case cluster.



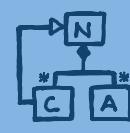
DDD Domain-Driven Design

Model domain "Bounded Contexts" through DDD and derive components from them.



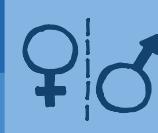
OOD Object-Oriented Design

Model Object-Oriented Design entities (and/or OOP constructs) as components.



SOC Separation of Concerns

Build components for clearly distinct concerns.



SRP Single Responsibility Principle

Build components for clearly distinct responsibilities.



CNC Coupling and Cohesion

Decide on components based on their loose coupling and strong cohesion.



DEP Dependency Encapsulation

Decide on components based on their encapsulation of dependencies.



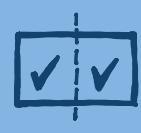
USE Reusability Potential

Decide on components based on their reusability potential.



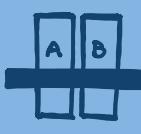
DCC Divide & Conquer Complexity

Master overall complexity by splitting larger things into smaller things.



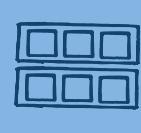
CCC Cross-Cutting Concerns

Build common cross-cutting concerns as cross-cutting components.



PAT Architecture Patterns

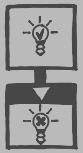
Build inner components to comply to outer structure, slicing and clustering architectures.



Interface Design

Definition of an Interface:

well-defined shielding and abstracting **boundary** of a passive, providing **component**, consisting of one or more distinguished, **outside-in** designed, **interaction endpoints**, each accessed and controlled by active, consuming components through the **exchange of input/output information** and operating under a certain **syntactical and semantical contract**.



Endpoint: Name, Directive, Command, Function, Method, Procedure, Address, Port, URL, Dialog, ...

Exchange: Option, Argument, Parameter, Return Value, Result, Request/Response Message, Error/Exception, Interaction, ...

Contract: Syntax, Pre-Condition, Invariant, Post-Condition, Side-Effect, Idempotence, Determinism, Functionality, ...

AF 05.2

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Types of Software Interfaces

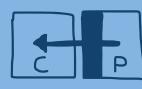
API Application Programming Interface

Example: `foo("bar", 42)`
(call and use)



SPI Service Provider Interface

Example: `register("foo", (x, k) => ...)`
(extend and implement)



SCI Startup Configuration Interface

Examples: INI, Java Properties, TOML, YAML, JSON, XML, etc.



BPI Batch Processing Interface

Examples: Unix at(1), Unix ts(1), GNU Batch, Spring Batch, Java Batch, SAP LO-BM, etc.



CLI Command-Line Interface

Example: `foo -x --bar=baz quux`



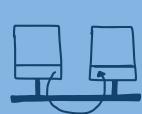
GUI Graphical User Interface

Examples: Windows/WPF, macOS/Cocoa, KDE/Qt, GNOME/GTK



RNI Remote Network Interface

Examples: GraphQL-IO, HTTP/REST, SOAP, RMI, WebSockets, AMQP, MQTT, etc.



Characteristics of Good Interfaces

AP Appropriate & Proportional

Appropriate to consumer requirements, proportional to provider functionality.



SA Shielding & Abstracting

Shields from direct access, abstracts and hides implementation details.



CE Consistent & Expressive

Easy to grasp and memorize, powerful in expressiveness.



IF Intuitive & Foolproof

Intuitive to use, hard to misuse.



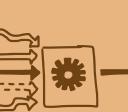
OC Orthogonal & Concise

Supports combinatorial use-cases, causes minimum boilerplate.



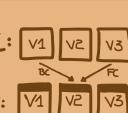
TP Tolerant & Predictable

Tolerant on input, predictable on output.



EC Extensible & Compatible

Easy to extend for providers, backward/forward-compatible for consumers.



Selected Interface Design Patterns

IVF Interface Version & Features

Provide version and feature information for algebraic comparison and feature detection.



2LF Leaky Two-Layer Facade

Provide higher-level convenient use-case and lower-level orthogonal feature interface.



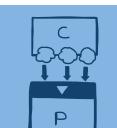
EVE Event Emitter

Emit events to previously registered, interested consumers.



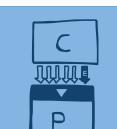
CTX Multi-Context

Use contexts to distinguish between different usage scenarios and to carry common info.



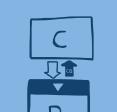
CEF Configure-Execute Flow

Spread use-cases onto a flow of configuration exchanges and a final executional exchange.



IOC Inversion Of Control

Invert control on asynchronous operations via callbacks, promises or async. mechanisms.

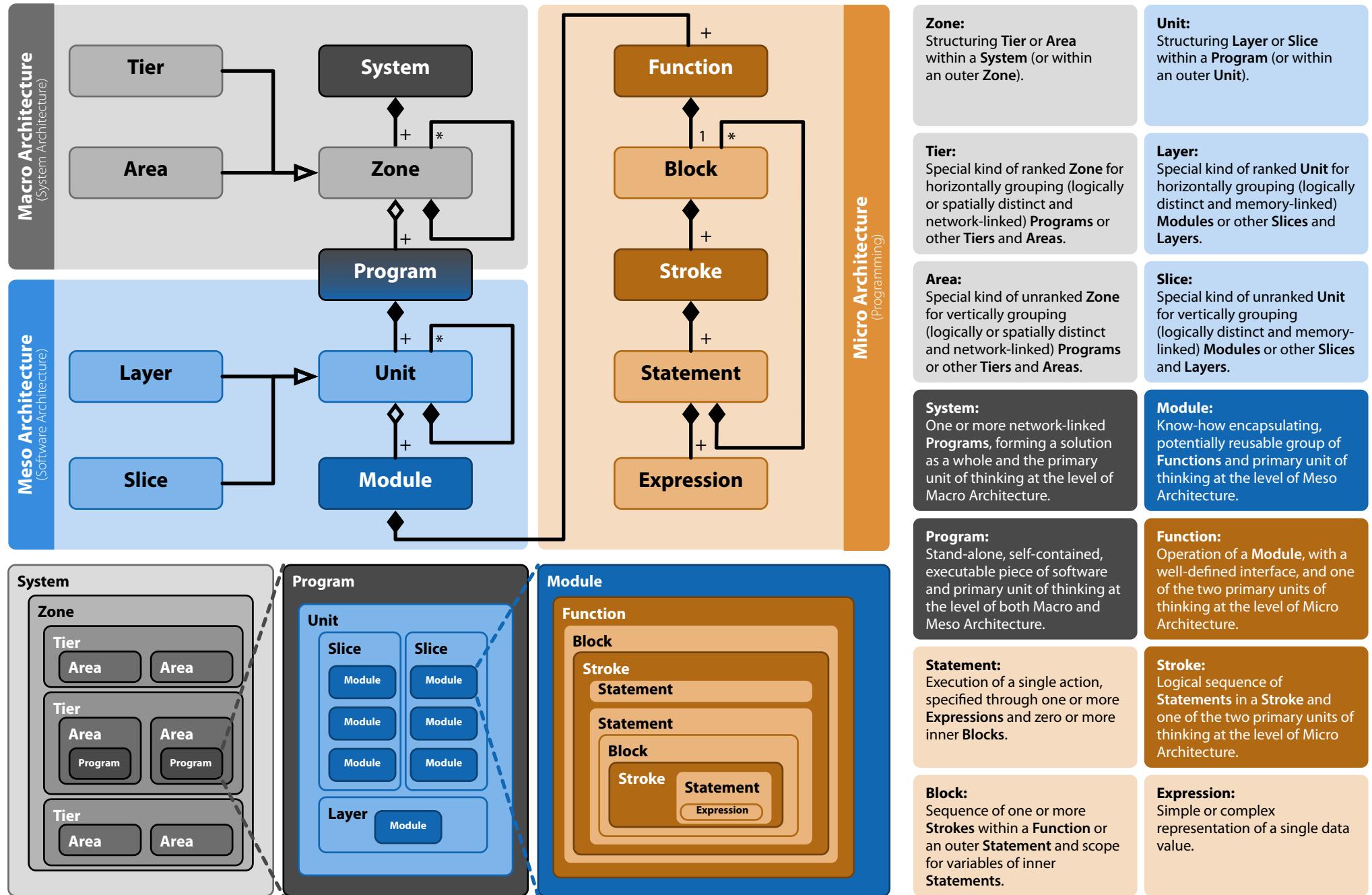


HMR Human/Machine Responses

Support humans and machines in outputs through both description and parsing-free info.



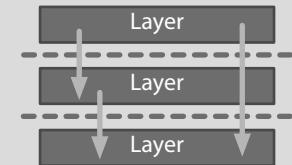
Component Hierarchy



Layering Principle

Horizontally split code or data into two or more logically, optionally also spatially, clearly distinct, isolating, named, and ranked Layers.

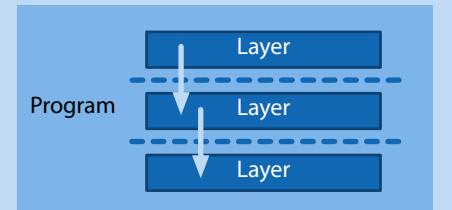
A Layer is not allowed to have relationships to or knowledge about any upper Layers. Additionally, for *Closed Layering*, each Layer is allowed to have relationships to and knowledge about the *directly lower Layer* only. In contrast to *Open Layering* or *Leaky Abstraction*, where each Layer is allowed to have relationships to and knowledge about *any* lower Layer.



LR Layer

Split related code or data of a Program into two or more logically distinct domain- or technology-induced Layers.

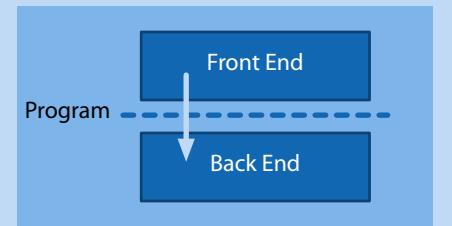
Rationale: Separation of Concern, Single Responsibility Principle, Mastering Complexity, Change Isolation, Functional Abstraction.



FB Front End / Back End

Split the code of a Program into exactly two logical Layers: a user-facing Front End and a data-facing Back End.

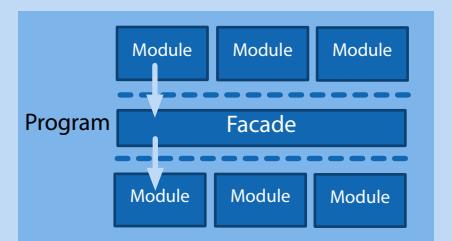
Rationale: Separation of Concern, Single Responsibility Principle, Mastering Complexity, Change Isolation, Functional Abstraction, Organisational Alignment.



FD Facade

Splice a domain-specific Facade Layer into two Layers of two or more Modules. The extra Facade Layer acts as a broker between the Modules.

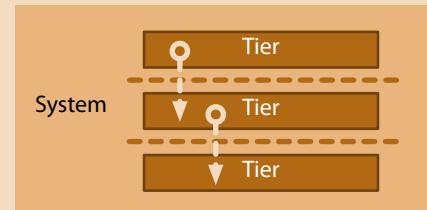
Rationale: Information Hiding, Cross-Cutting Concern Centralization, Functionality Orchestration, Authorization, Validation, Conversion.



TR Tier

Split related code or data of a System into two, three or more logically and spatially distinct, network-connected, domain- or technology-induced Tiers.

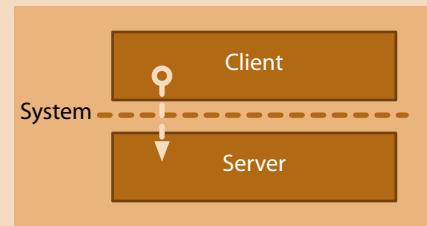
Rationale: Separation of Concern, Single Responsibility Principle, Mastering Complexity, Change Isolation, Functional Abstraction, Deployment Partitioning.



CS Client / Server

Split the code of a System into two spatially distinct, network-connected Layers, each forming a stand-alone Program: a user-facing and multi-instantiated (Rich) Client and a data-facing (and logically) single-instantiated (Thin) Server. Both contain a Front/Back End.

Rationale: Multi-User, User Computing Resource Leverage, Distributed Computing.



MW Middleware

Splice a domain-unspecific Middleware Layer into a Client/Server communication. The extra Layer is a stand-alone Program Tier and acts as a broker between Client and Server.

Rationale: Communication Peer Discovery Simplification, Transport Protocol Conversions, Network Topology Flexibility.

