































Software Engineering in der industriellen Praxis (SEIP)

Dr. Ralf S. Engelschall

FL Factual Locality Resources are as spatially and temporally local-scoped to solution components as possible 	ES Exclusive Sovereignty Exclusive resource sovereignty by the enclosing component 	LS Logical Separation Separation of concerns between the components of a solution 	SM Structural Modularity Splitting of a solution into manageable structural components 
CA Contextual Adequacy Neither insufficient nor exaggerated solutions for each context 	SP Solution-oriented Proportionality Good expected proportionality in each solution context 	LC Loose Coupling Loose coupling in communication and referencing between solution components 	SC Strong Cohesion Strong relationship between functionalities within a single solution component 
HC Holistic Consistency Full consistency across all aspects of a solution 	SH Structural Homogeneity Maximum homogeneity in the structure of a solution 	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 
CR Constructural Reusability High reuse of proven structural components and partial solutions 	FS Fulfilled Standards Compliance to standards as much as possible, as long as the benefits predominate the drawbacks 	UI Unique Identification Unique identification of all components of a solution 	UA Uniform Addressing Uniform addressing of all components of a solution 
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 	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 
CI Communicative Interoperability Maximum interoperability in communication between solutions 	EH Environmental Harmony Maximum harmony in the integration of the solution with its environment 	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 
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 	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 

In IT Architecture, one follows **Architecture Principles**, which summarize basic principles and procedures. One knows 28 principles that can be grouped into 14 pairs since always two principles are very close regarding the content. The architect should follow the principles in general, but he may violate them as long as he has a good reason for it. The best reason would be a particular project-specific requirement.

Note: The principle **Logical Separation** (aka **Separation of Concern**) is one of the most important, since from it several other principles almost automatically follow, including, e.g., **Structural Modularity**.

Note: The principles **Loose Coupling** and **Strong Cohesion** are known in the literature as the combined principle "Loose Coupling, Strong Cohesion." The principles **Open Extensibility** and **Closed Changeability** are known in the literature as the combined principle "Open-Close."

Note: The principle **Overall Simplicity** is one of the hardest to implement because nothing in IT is really easy. Everything only looks simple as long as one does not have enough understanding about it. After that, one first has to make it "simple" painstakingly. That's the art of architecture: simplify difficult things! If something cannot be simplified further and still has a certain complexity, following the principle **Encapsulated Complexity**, one at least can try to shadow it.

Questions

? List at least 4 essential **Architecture Principles**!

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, ...	
Types of Software Interfaces		Characteristics of Good Interfaces	
API Application Programming Interface Example: foo("bar", 42) (call and use)		AP Appropriate & Proportional Appropriate to consumer requirements, proportional to provider functionality.	
SPI Service Provider Interface Example: register("foo", (x,k) => ...) (extend and implement)		SA Shielding & Abstracting Shields from direct access, abstracts and hides implementation details.	
SCI Startup Configuration Interface Examples: INI, Java Properties, TOML, YAML, JSON, XML, etc.		IE Inviting & Expressive Invites through "outside-in" design, powerful in expressiveness.	
BPI Batch Processing Interface Examples: Unix at(1), Unix ts(1), GNU Batch, Spring Batch, Java Batch, SAP LO-BM, etc.		IF Intuitive & Foolproof Intuitive to grasp and use, hard to misuse.	
CLI Command-Line Interface Example: foo -x --bar=baz quux		OC Orthogonal & Concise Supports combinatorial use-cases, causes minimum boilerplate.	
GUI Graphical User Interface Examples: Windows/WPF, macOS/Cocoa, KDE/Qt, GNOME/GTK		TP Tolerant & Predictable Tolerant on input, predictable on output.	
RNI Remote Network Interface Examples: GraphQL/HTTP, REST, SOAP, RMI, WebSockets, AMQP, MQTT, etc.		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.	V1.2
		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.	302 MOVED TEMPORARILY

An **interface** is a **well-defined, shielding, abstracting boundary** of a passive providing **component**, which consists of one or more clearly distinguishable **interaction endpoints**.

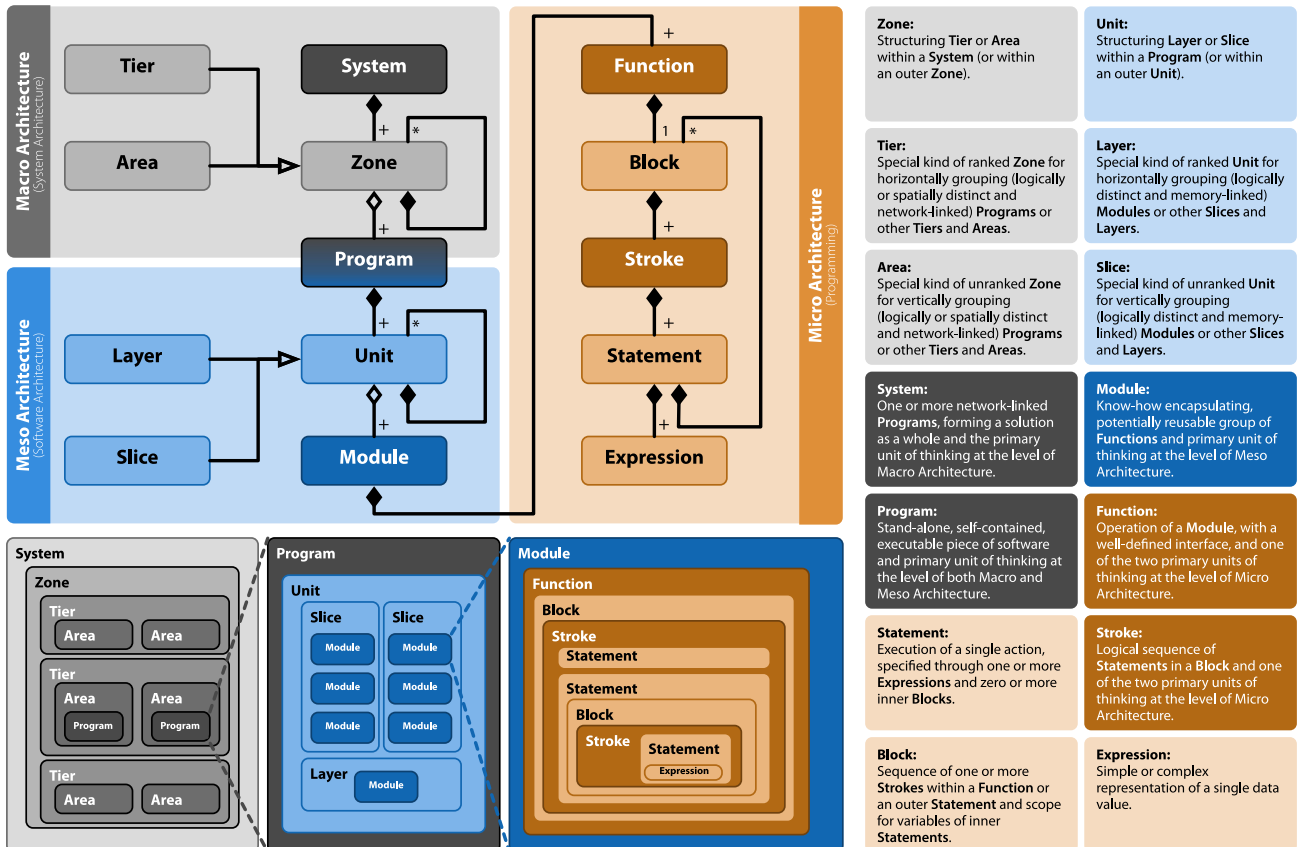
At each interaction endpoint, an active, consuming component is accessed through the **exchange** of **input/output information** and is operated under a specific **syntactical** and **semantical contract**.

There are numerous kinds of interfaces, all of which meet this definition. In addition, "good" interfaces have specific Properties/Characteristics. The four of the best properties are: **Proportional** (the interface is smaller and in size proportional to the functionality behind it), **Expressive** (the interface provides a powerful programming model), **Orthogonal** (the interface allows combinatorial Use-Cases), and **Concise** (the interface generates little "Boilerplate Code" during use).

There are numerous software patterns for interfaces. An interesting pattern is the **Leaky Two-Layer Facade**, in which a library has two interfaces: an upper, convenient, and Use-Case-related interface and a lower, orthogonal Feature-related interface. The trick is that the upper interface is implemented by the lower interface only and that the lower interface "shines through" ("leaky" or Open Layering).

Questions

- ? List at least 8 properties/aspects which define an **Interface**!
- ? List at least 4 properties/characteristics of **good Interfaces**!



A **Component** is “any group of anything” in Software Architecture. Nevertheless, there are prominent component categories that form an particular, omnipresent **Component Hierarchy** in Software Engineering. This consists of the three levels **Macro Architecture** (aka System Architecture), **Meso Architecture** (aka Software Architecture) and **Micro Architecture** (aka Programming).

In the Macro Architecture level, one has to deal with **Systems** (aka Applications) which consist of hierarchically arranged infrastructural **Zones**, which can be either (horizontal) **Tiers** or (vertical) **Areas**. The **Zones** themselves consist of **Programs**.

These **Programs**, at the level of the Meso Architecture, consist of hierarchically arranged **Units**, which can be either (horizontal) **Layers** or or (vertical) **Slices**. The **Units** themselves consist of **Modules**.

The **Modules**, at the level of the Micro Architecture, consist of **Functions** and these consist of hierarchically arranged (lexical) **Blocks**, which in turn consist of **Strokes** (aka “Thoughts”), which in turn consist of **Statements** and these at the end consist of individual **Expressions**.

The four **Primary Units of Thinking** are **Systems**, **Programs**, **Modules** and **Strokes**.

Questions

- ❓ Which three component categories are known at the level of Macro Architecture (aka System Architecture)?
- ❓ Which three component categories are known at the level of Meso Architecture (aka Software Architecture)?
- ❓ Which five component categories are known at the level of Micro Architecture (aka Programming)?

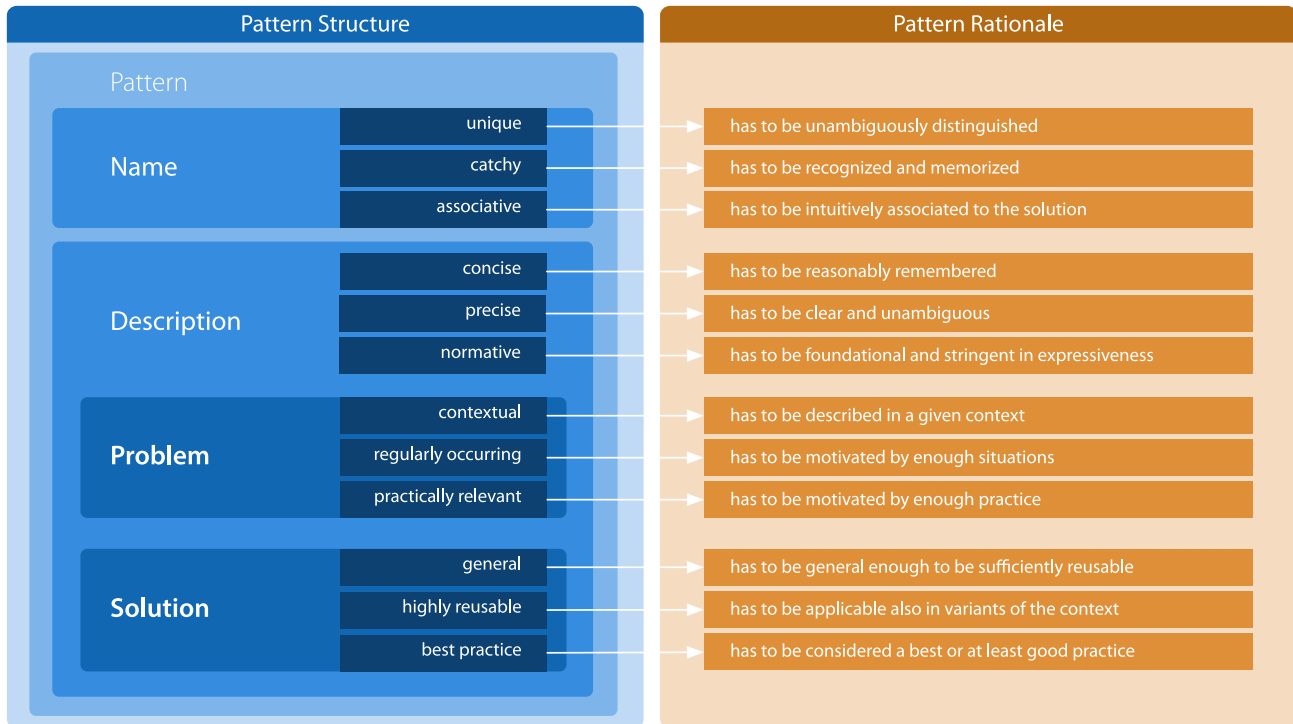
Pattern Definition

Pattern: unique, catchy, and associative **Name** and concise, precise, and normative **Description** of a contextual, regularly occurring, and practically relevant **Problem** and a general, highly reusable, and best practice **Solution** for it.



AF 06.1

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Definition of an **Architecture Pattern**: unique, catchy, and associative **Name** and concise, precise, and normative **Description** of a contextual, regularly occurring, and practically relevant **Problem** and a general, highly reusable, and best practice **Solution** for it.

The rationales are that an **Architecture Pattern**: has to be unambiguously distinguished, has to be recognized and memorized, has to be intuitively associated to the solution, has to be reasonably remembered, has to be clear and unambiguous, has to be foundational and stringent in expressiveness, has to be described in a given context, has to be motivated by enough situations, has to be motivated by enough practice, has to be general enough to be sufficiently reusable, has to be applicable also in variants of the context, and has to be considered a best or at least good practice.

Architecture Patterns especially allow one to efficiently communicate (name) and benefit from their captured experience (best practice).

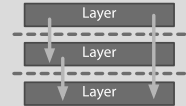
Questions

? Why are **Architecture Patterns** interesting?

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.



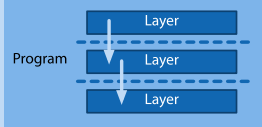
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LR Layer

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

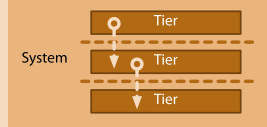
Rationale: Separation of Concern, Single Responsibility Principle, Mastering Complexity, Change Isolation, Functional Abstraction.



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.

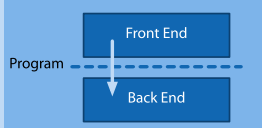
Rationale: Separation of Concern, Single Responsibility Principle, Mastering Complexity, Change Isolation, Functional Abstraction, Deployment Partitioning.



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.

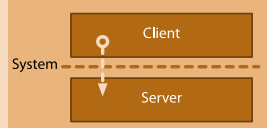
Rationale: Separation of Concern, Single Responsibility Principle, Mastering Complexity, Change Isolation, Functional Abstraction, Organisational Alignment.



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.

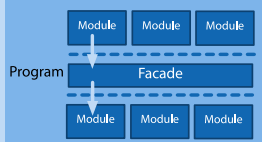
Rationale: Multi-User, User Computing Resource Leverage, Distributed Computing.



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.

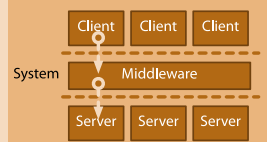
Rationale: Information Hiding, Cross-Cutting Concern Centralization, Functionality Orchestration, Authorization, Validation, Conversion.



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.



With **Layering**, code or data are cut into two or more **logically** — if necessary, also “physically” (**spatially**) — **Layer**. These layers are **clearly distinct**, **isolated** from each other, **named** and **ranked**. Layers are always drawn **horizontally**.

A layer has no **relationship** to, or **knowledge** about, any layers above him. In addition, he, in **Closed Layering**, has a relationship with, or knowledge about, the direct layer below him. In addition, he may have a relationship to, or knowledge about, any layer below him in **Open Layering** or **Leaky Abstraction**.

If the layering extends across network boundaries or a “physical” boundary, one no longer speaks of individual Layers, but of **Tiers**.

If a Program is split into a front or user interface focusing layer and a back or data focusing layer, the two layers are called **Front End** and **Back End** of the Program. This is not to be confused with **Client** and **Server**, which names two Tiers of a System through their special role. Both Client and Server are standalone Programs, each with a Front End and a Back End.

A very special and prominent layer is the **Facade**, which separates the Modules of two Layers within a Program. A variant of the Facade at the level of a System (instead of at the level of a Program) is the **Middleware**, which breaks apart a Client/Server communication.

Questions

- ❓ How do one call the resulting units if code or data is split **horizontally**?
- ❓ What is the difference between the Layer-pairs **Front/Back End** and **Client/Server**?