# https://youtu.be/ps322cRxQbc

# A2: Concrete Architecture

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- ☐ Conceptual architecture
- Derivation process
- Concrete architecture
- Reflexion analysis
- → Subsystem (Gorm)
  - Conceptual architecture
  - ☐ Concrete architecture
  - ☐ Reflexion analysis
- Architecture style
- Sequence diagrams

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# Conceptual architecture

- ☐ Two modifications made to our previous architecture:
  - added libobjc2 and Gorm as components
  - introduced new dependencies

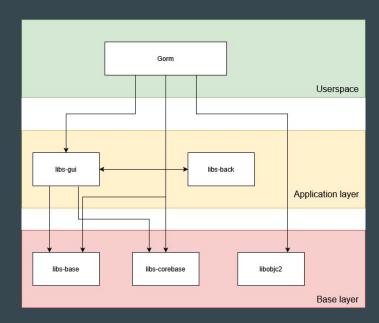


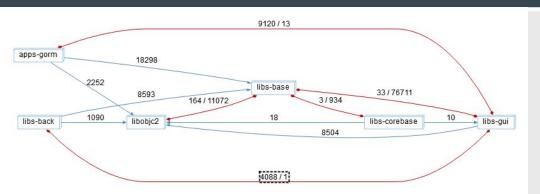
Figure 1. Updated conceptual architecture

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### **Derivation Process**

- Architecture constructed in Understand
  - ☐ Examined taking account possible mistakes
- Examined the relation between main components

Figure 2, Structure generated with understand





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### **Concrete Architecture**

☐ Same components as conceptual architecture, but many unexpected dependencies

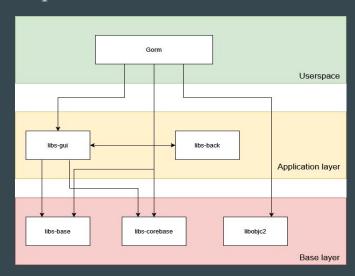


Figure 1. Updated conceptual architecture

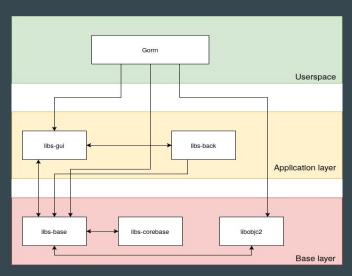


Figure 3. Concrete architecture

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# **Reflection Analysis**

- ☐ Base Layer
  - ☐ libs-base ↔ libs-corebase
  - $\Box$  libs-base  $\leftrightarrow$  libobjc2
- Application Layer
  - ☐ libs-gui ↔ Libs-base
  - ☐ libs-gui → libs-corebase
- Userspace
  - □ apps-gorm → libs-corebase

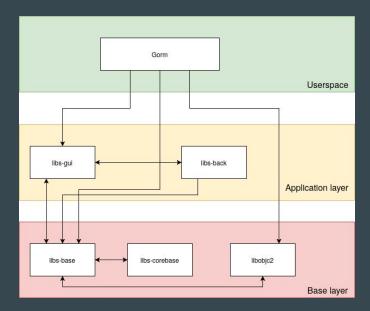


Figure 3. Concrete architecture

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# Gorm Conceptual Architecture

Majormodificationsfrom ouroriginalconceptualarchitecture

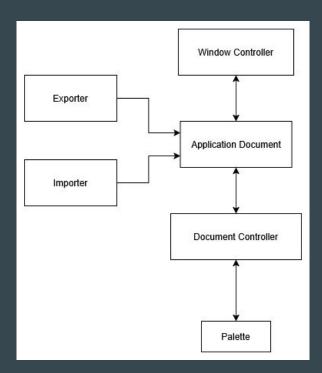


Figure 5. Updated conceptual architecture

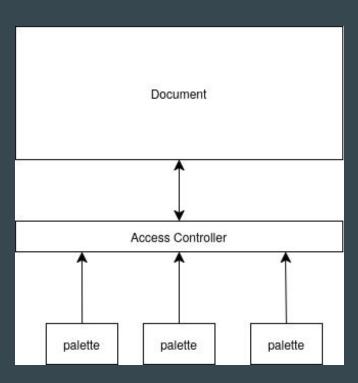


Figure 5.5 Original conceptual architecture

## **Gorm Concrete Architecture**

Features six dependencies

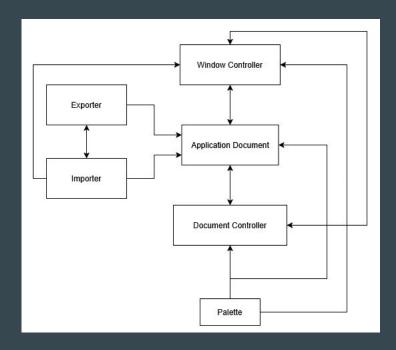


Figure 6. Concrete architecture

# **Gorm Reflection Analysis**

- $\square$  Exporter  $\leftrightarrow$  Importer
- $\square$  Importer  $\rightarrow$  Window Controller
- $\Box$  Palette  $\rightarrow$  Window Controller
- ☐ Palette → Application Document

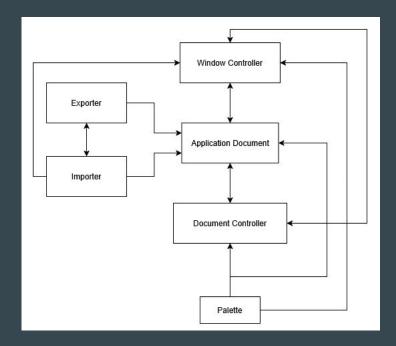


Figure 6. Concrete architecture

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# **Architecture Style of GNUstep**

☐ Layered + implicit invocation

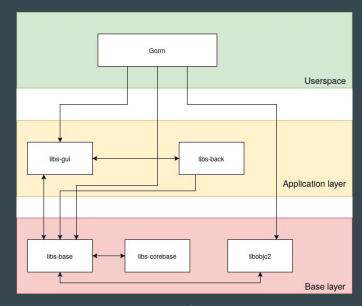


Figure 3. Concrete architecture

# Architecture Style of Gorm

☐ Hybrid repository/object-oriented

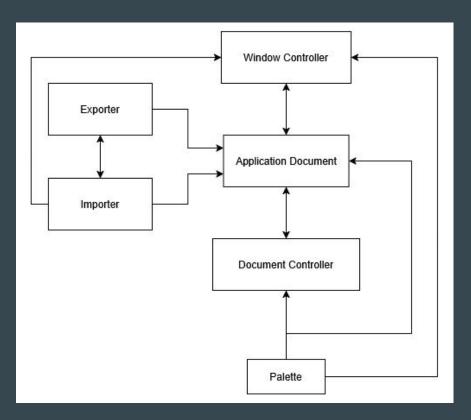


Figure 6. Concrete architecture

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# Sequence diagram (legend)

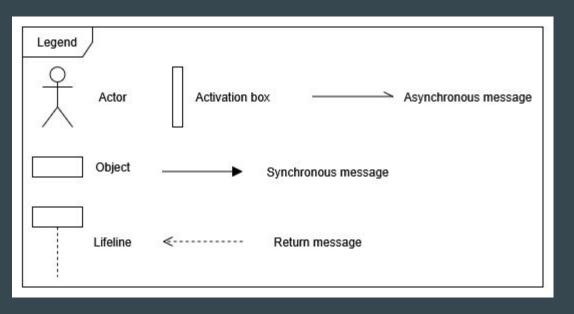


Figure 7. Sequence diagram legend

# Sequence diagram

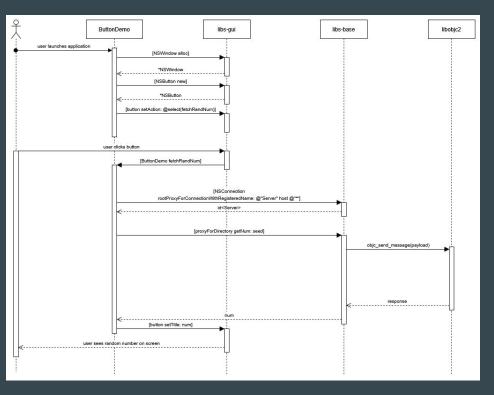


Figure 9. Sequence diagram

## **Lessons Learned**

- Confusion with Understand
- Confusion with which roles people should be filling

# Limitations

☐ Poor documentation of subsystems

# Thank You