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**Grape**

**Software Architecture**

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1. **Introduction**

## 1.1. Purpose

## 1.2. Scope

## 1.3. Reference

1. **Architectural Representation**
2. **Architectural Goals and Constraints**
3. **Use-Case View**

## 4.1 Overview

## 4.2 Architecturally Significant use cases

1. **Logical View**

This section depicts firstly some important mechanisms in design model, most of which are generated by Design Patterns. Secondly, we describe the architecturally significant parts of the design model, such as the decomposition into subsystems and packages, and the logical structure of our system. We’ll start from the overview of the architecture, giving a direct and general view of the contents, then the presentation of the important structure, behavioral elements and other evaluations.

## 5.1. Overview

There are three dominant structures in the application design model:

1. Logical decomposition of the system into three layers.
2. The structure of the use case realizations derived from design patterns. Note that these mechanisms include some of the pre-defined solutions to facilitate our further implementations.

The high-level diagram of above is showed below:

You can see many mechanisms in the design model. Some of these mechanisms are derived from design patterns. In fact, the mechanisms we depict here can be of great use to any developer who intends to create a system with group operations. We use mechanisms to provide pre-designed solutions to some common problems that have to be addressed repeatedly in the application and to unify the designs of every part. That would significantly reduce our workloads.

In our grape system, two kinds of mechanisms exist:

1. Front-end Interaction with Other Components:
   1. Front Controller
   2. Command Delegator
   3. Service Locator
   4. Security Handler
2. Data Access and Operation
   1. Persistency
   2. Session Façade

These two kinds of mechanisms will be addressed below. In the following two sections, we will organize each mechanism in a strict and clear order. First, a class diagram and a sequence diagram will be displayed. Then, we will introduce how the mechanism works and the situation we apply it to our Grape system. Finally, we will address the reason why we choose this mechanism, and the advantages of using this mechanism.

## 5.2. Front-end Interaction Mechanisms

### 5.2.1. Front Controller

Class diagram and sequence diagram:

### 5.2.2. Command Delegator

### 5.2.3. Service Locator

### 5.2.4. Security Handler

## 5.3. Data Operation Mechanisms

### 5.3.1. Persistency

### 5.3.2. Session Facade

## 5.4. Architecturally Significant Use Case Realization

## 5.5. Architecturally Significant Model Elements

## 5.6. Architecturally Significant Classes

1. **Process View**
2. **Deployment View**
3. **Implementation View**
4. **Size and Performance**
5. **System Size**