

COS 301

DEPARTMENT OF COMPUTER SCIENCE

Main Project Architectural Requirements and Initial Architecture Design Functional Requirements

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May 24, 2016

IMPAKD LINK

For further references see gitHub. May 24, 2016

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1 Vision

2 Background

3 Software Architecture

3.1 Architecture requirements

- 3.1.1 Architectural scope
- 3.1.2 Quality requirements
- 3.1.3 Integration and access channel requirements
- 3.1.4 Architectural constraints

3.2 Architectural patterns or styles

MVC (Model View Controller)

Allows the system's states to change and it encapsulates the interactions from the user and transforms these intercations into business logic.

REASON:

- Reduce presentation layers complexity and improves flexibility
 - Separates responsibilities
 - * Provide view onto information ${\it View}$
 - * React to user events Controller
 - * Provide business services and data *Model*
 - Allows each component to change independently
- Full decoupling
 - Model from both *view* and *controller*
- Simplification
 - Through separation of concerns
- Reuse
 - Model components and View components
- Maintainability
 - Different components can be used, developed and maintained by different members of a team
 - * Model backened developers
 - * View UI designers
 - * Controller Front-end developers
- Improved Testability
 - Model/business services tested independently of UI
 - UI tested with mock model

- 3.3 Architectural tactics or strategies
- 3.4 Use of reference architectures and frameworks
- 3.5 Access and integration channels
- 3.6 Technologies

4 Functional requirements and application design

4.1 Use case prioritization

Critical:

- calculateROI
- getDefaultValues
- \bullet setDeafultValues

important:

- Register
- Login
- logout
- addProperty
- updateProperty
- deleteProperty
- \bullet displayGraphs
- displayStatistics

Nice-to-have:

- \bullet updateProfile
- \bullet generateReport
- 4.2 Use case/Services contracts
- 4.3 Required functionality
- 4.4 Process specifications
- 4.5 Domain Model

5 Open Issues