

# CS2212

## Introduction to Software Engineering

# Deployment Diagram

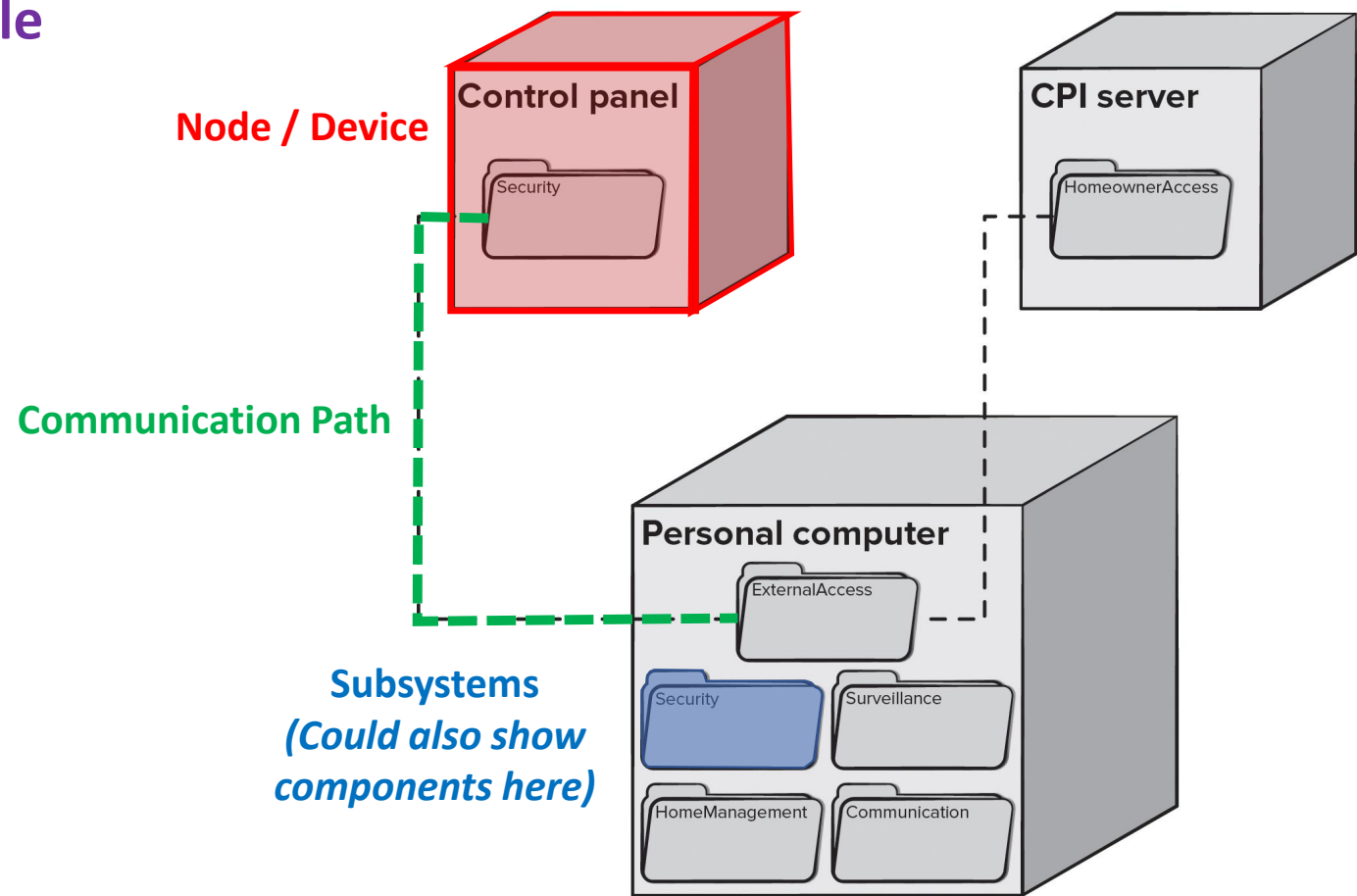


# Deployment-Level Design Elements

- **Deployment-level design** indicates **how software functionality and subsystems will be allocated** within the physical computing environment.
- Modeled using **UML deployment diagrams**.
  - **Descriptor form deployment diagrams** show the computing environment, but do not explicitly indicate configuration details.
  - **Instance form deployment diagrams** identifying specific named hardware configurations, are developed during the latter stages of design.

# Deployment Diagram

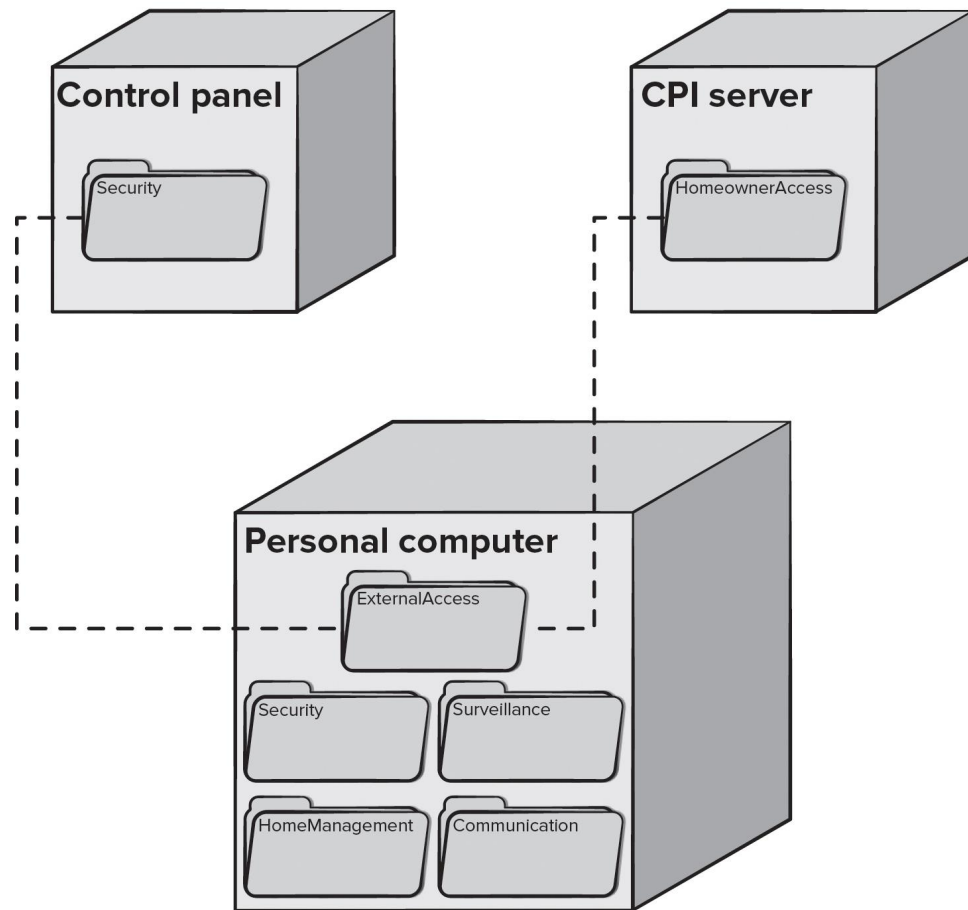
## Descriptor Form Example



# Deployment Diagram

## Descriptor Form Example

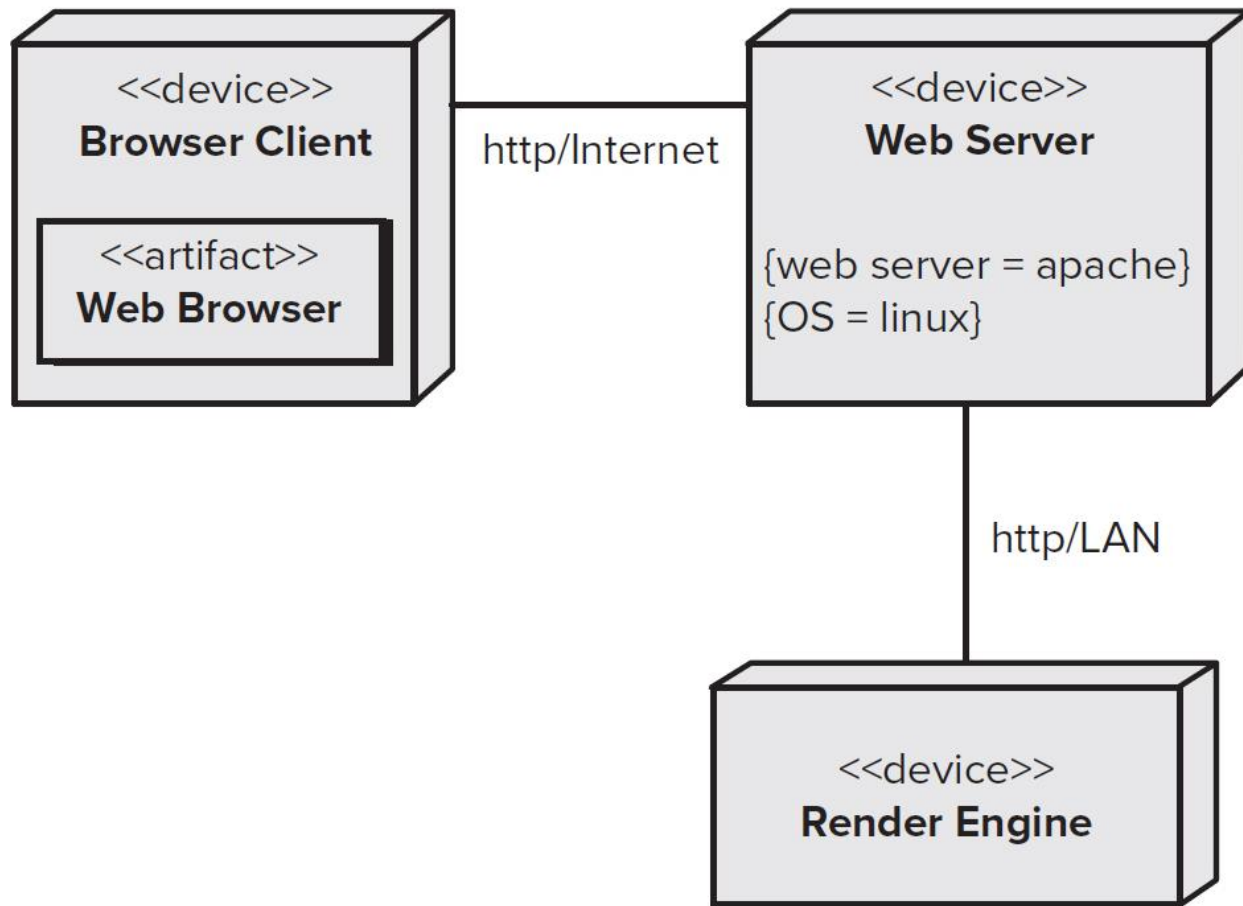
- An example **UML deployment diagram** for *SafeHome*.
- In this case, we can see that a **personal computer houses subsystems** that implement security, surveillance, home management, and communication features.
- In addition, an **external access subsystem** has been designed to manage access to the *SafeHome* system from an external source.
- Each **subsystem could be elaborated to indicate the components** that it implements.
- Other elements like sensors and cameras have been omitted but could be added in.



# Deployment Diagram

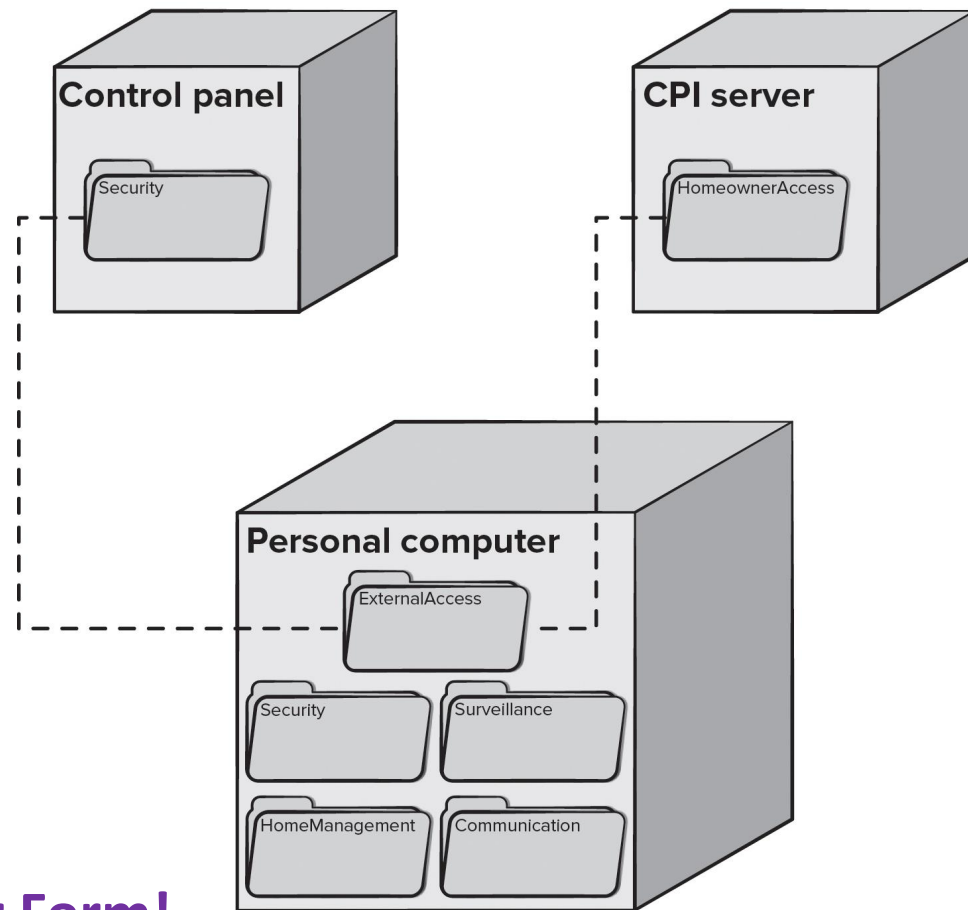
## Instance form

- Each node annotated with details about the device.
- `<<device>>` denotes hardware components.
- `<<artifact>>` denotes software running on the device.
- Values in `{}`s are tag values that show configuration details.
- Communication paths may have optional labels that denotes the protocol.



# Deployment Diagram Activity

- Add a **Sensor node** with a **SensorMonitor subsystem**.
- Add a **Camera node** with a **CameraControl** and **CameraFeed subsystem**.
- Add a **Mobile Device node** with a **MobileApplication subsystem**.
- The **Camera** and **Mobile** nodes communicate with the **CPI server** (you can add a new subsystem for this).
- The **Sensor node** communicates with the **Control Panel's Security subsystem**.
- The **Camera node** also communicates with the **Personal Computer's ExternalAccess subsystem**.



Should be in Descriptor Form!