



**FACULTY OF COMPUTER SCIENCE AND INFORMATION
TECHNOLOGY**

**DEPARTMENT OF SOFTWARE ENGINEERING AND INFORMATION
SYSTEM**

SSE4350 - SOFTWARE ARCHITECTURE

Group Assignment

PROGRAMME : BACHELOR OF SOFTWARE ENGINEERING

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GROUP MEMBERS:

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1. Identify Quality Attributes for the system proposed

- Performance

- System must be able to handle 100 transactions per second for the food reservation and food ordering service. These transactions are processed with an average latency of 3 seconds.
- Time taken for the system to load a page must not exceed 5 sec when the user chooses the page for sign up, log in, view the menu, track incomes, order food, and so on.
- Time taken for the system to verify the validity of UPM residents during the sign up process must not exceed 5 sec.
- System must calculate daily, weekly and monthly income and store it in the FRFDS database by 2 am so that hawkers are able to track the latest income every day.

- Security

- System should provide a secured login interface
- System should allow only hawkers to modify their own food menu
- System should only allow user to update their own personal details and extra personal details
- System should only allow user to view their own food order
- System should encrypt data of credit/debit card while requesting verification

- Availability

- This system should be available from 7 am to 9.30 pm 7/52, except for the public holidays where the cafe is not opening.
- The downtime for this system should not exceed 1 hour as scheduled.

- Usability

- System should be available in different languages
- System should allow users to retrieve forgotten password
- System should be able to save contact information and address for future orders
- System should use high-quality images of food along with image zooming feature
- System interfaces should have easy navigation guide for first-time user
- System should show error messages that is simple to understand when the wrong action is taken by the users

2. Suggest and describe tactics to achieve the Quality Attributes

- Performance

Resource demand: System must be able to increase the efficiency of computation, minimize the computational overhead, manage event rate and control frequency of sampling.

Resource management: System must be able to introduce concurrency, maintain multiple copies and increase available resources.

Resource arbitration: System should be able to schedule and synchronise the policy.

- Availability

Detect faults: The system must be able to perform sanity checking, condition monitoring, exception detector and self-test from time to time to detect the faults in the first instance.

Recover from faults: For preparation and Repair, the system must be able to perform exception handling, rollback, software update and reconfiguration. After that, state resynchronization, escalating restart and non-stop forwarding should be performed as a reintroduction.

Prevent faults: Lastly, to prevent faults from happening, transactions, predictive model and exception prevention should be performed.

- Security

Detecting attacks: The system must be able to detect intrusion, service denial and message delay. Moreover, the system must be able to verify message integrity in order to detect attacks.

Resisting attacks: The system should be able to perform actors authentication, actors authorization, actors identification, data encryption, access limitation and exposure limitation to resist incoming attacks.

Recovering from attacks: The system should be able to maintain audit trail and restore lost data.

- Usability

Design time tactics: Separate user interface from the rest of the system using model-view-controller method

Run time tactics (user initiative): system should allow cancel request.