

00. Presentation

Software Architectures
Master in Informatics Engineering

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Master in Informatics Engineering

... aims to train professionals ...

- *... in advanced topics in the field of computer engineering ...*
- *... [with] personalized specialization in diverse areas ...*
- *... [balancing] theoretical foundations with their application to real problems ...*



Goals of Curricular Unit

1. Know relevant software architectures
2. Identify impact factors;
3. Knowing how and when to choose the most suitable software architecture for each case
4. Design architectures for specific cases



Content organization

(subject to modification)

1. Module 1 - Software architecture Intro (3 hours)
2. Module 2 - Software development principles for Architecture Design (6 hours)
3. Module 3 - Designing Software architectures (18 hours)
4. Module 4 - Software architecture Patterns (9 hours)
5. Spare time: practical assignments review and presentation (6 hours)



Online Support documentation

Preference for all digital documentation to which they have access, as they are UA students!

- O'Reilly (<https://www.ua.pt/pt/sbidm/oreilly>)
 - Login with your UU at <https://go.oreilly.com/universidade-de-aveiro>
- B-on (<https://www.b-on.pt/>)
 - may require vpn or on campus access
- Also...
 - <https://github.com/herrera-ignacio/architect-handbook/tree/master>
 - <https://github.com/mehdihadeli/awesome-software-architecture/blob/main/docs/software-architecture.md>
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Evaluation

- Final Exam: 30%
- Intermediate assignments:
 - Assignment 1: 10%
 - Data privacy exercise web app (launched in week #2, due in week #3)
 - Individual
 - Assignment 2: 10%
 - TBD
- Final group assignment: 50%
 - Practical assignment to be presented in the last class day of course



Teacher's office hours

- Undefined
- Arrange by email => claudio@ua.pt
- Use elearning forum



Groups

- <https://docs.google.com/spreadsheets/d/19ME5MBCrpHI0GMmnfPky41ZrWuNDDJ9UzLSJAfXoxA8/edit?usp=sharing>