

复习提纲

- **Part I** Introduction of software architecture
 - What? definition, 3 types of structures, architecture patterns & tactics
 - Why?
 - 4 Context of Software Architecture
- **Part II** Quality attributes
 - Availability, interoperability, modifiability, performance, security, testability, usability and others
 - Definitions, general scenarios & concrete scenarios of quality attributes, tactics
 - Architecture patterns and tactics
 - Quality attributes modeling and analysis: availability and performance

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- **Part III Architecture in the life cycle**
 - Architecture in agile project: architecture and agility
 - Architecture and requirement: approaches to gather ASR, utility tree
 - Designing an architecture: design strategies, ADD
 - Architecture, implementation, and testing
 - Architecture evaluations
- **Other parts**
 - Software product lines
 - Architecture in the cloud