

C9 - Software Architecture with UML

Objectives

- Discover the main software architecture methods and languages
- Discover component based system architectures
- Understand how to create an effective software architecture
- Learn how to apply software architecture patterns
- Learn to describe software architectures using perspectives and views
- Discover how to evaluate architecture definitions.
- Discover leading architectural processes

Course environment

- One PC for two trainees

Exercise : Labs will be conducted under Enterprise Architect Business and Software Engineering Edition

Pre-requisites

- Good knowledge of the UML language

Environnement du cours

- Cours théorique
 - Support de cours imprimé et au format PDF (en anglais).
 - Le formateur répond aux questions des stagiaires en direct pendant la formation et fournit une assistance technique et pédagogique.
- Au début de chaque demi-journée une période est réservée à une interaction avec les stagiaires pour s'assurer que le cours répond à leurs attentes et l'adapter si nécessaire

Audience visée

- Tout ingénieur ou technicien en systèmes embarqués possédant les prérequis ci-dessus.

Course Outline

First Day

Introduction

- Definitions of Architecture
 - System architecture
 - Business architecture
 - Software architecture
 - Technical architecture
 - Product line architecture
 - Enterprise architecture
- What is Software Architecture
 - What problem does it target
 - What is not Software Architecture
- Why do we need Software Architecture

- The ANSI/IEEE-1471-2000 standard
 - Architecture and Architectural descriptions
 - The IEEE 1471 Conceptual Framework
 - Views and Viewpoints
- Architecture elements and principles
 - Modules
 - Components and connectors
 - Stakeholders and concerns
 - Architecture styles
- Architecture Design Languages
- Architectural view of software development
 - System and Software Architectures
 - Software Architecture and the development cycles
 - Software Architecture and design

Software Architecture

- Definitions
- Architecture is not Design
- Components and relationships
 - Interfaces
 - Architecture models
- The basic architecture design process
 - The main steps
 - Key concerns
 - What to do and not to do
- Architectural decisions
 - Scope
 - Impact
- Architecture quality
 - Good and bad architectures
 - Being right
 - Being successful
- Making architectures work
 - The management attitude
 - The developers attitude

UML and Architecture Descriptions

- Define functional requirements
- Define non-functional requirements
- Identify components
- Model system behavior
- Create and document interfaces
- Allocate components
- Validate Architecture descriptions

Second Day

Architectural structures

- Module-based structure
 - Decomposition
 - Uses
 - Layered
 - Object
- Component and connector structure

- Communication processes
- Concurrency
- Shared data
- Client-server
- Allocation structure
 - Deployment
 - Implementation
 - Work assignment

Architectural views

- Architecture views
 - Views and stakeholders
 - Viewpoints
- Kruchten's 4+1 view model
 - Logical view
 - Process view
 - Development view
 - Physical view
 - Use cases view
- Siemens 4 view model (S4V)
 - Conceptual, Module and Code views
 - Execution view and Hardware architecture
- Software Engineering Institute (SEI) 3 view model
 - Module
 - Components and Connectors
 - Allocation
- Design rationale and the Decision view
 - The need for capturing the design rationale
 - The decision view and other view models

Third Day

Architectural styles and patterns

- Patterns, Reference models and Reference Architectures
- Basic patterns
 - Event-driven
 - Pipes and filters
 - Layered architecture
 - Three-tier architecture (MVC)
 - Client-server
 - Peer to Peer
 - Share-nothing
 - Plugins
- Object oriented architecture
 - Classes and relations
 - Components and packages
 - Interfaces and dependences

Distributed systems architectures

- The distributed constraints and tradeoffs
 - Client-server
 - Statelessness
 - Specified cacheability
 - Uniform interface and operations

- Layered System
- Dynamic code add-in
- Service oriented Architectures
 - Components versus Services
 - Domains and Lifecycles
 - Programming by contract
 - Registrars and brokers
 - Loose or late coupling
 - The OSGi/Java example
- Resource Oriented Architecture: ReST (Representational Resource Transfer)
 - What are resources
 - Resource names
 - The notion of resource representation
 - Interface constraints
 - Application state

Fourth Day

Architectural processes

- The Rational Unified Process (RUP)
 - Artefact, Roles, Workflows and Outcomes
 - Fundamentals and Best practices
 - The four phases
 - Why RUP was not so popular?
- The Eclipse Process Framework and OpenUP
 - OpenUP as an Unified Process variant
 - OpenUP as an agile process
 - EPF Composer as an OpenUP support tool
- The Two Tracks Unified Process (2TUP)
 - The Y-shaped cycle
 - The Technical track
 - The Functional track
 - The Build track
- The Visual Architecting Process (VAP)
 - The technical process
 - The organisational process
 - Guiding principles
- Leading, following or getting out of the way?
 - Leadership vs management
 - Leading implies following
 - Why getting out of the way is needed