

SFWR ENG 3A04: Software Design II

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Term 1

Outline of Part I

SFWR ENG 3A04:
Software Design II

Dr. R. Khedri

Outline

Part I: Review of
Previous Lecture

Part II: Today's
Lecture

1 Questions???

Outline of Part II

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**Part II: Today's
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- 2 Overview
- 3 Where does software design sit in SDLC?
- 4 What is meant by Software Architecture?
- 5 Software Architecture Design Guidelines

Part I

Review of Previous Lecture

Part II

Today's Lecture

Introduction to Software Architecture Overview

- During the last half century, the world witnessed growth in the scale, complexity, and space distribution of software systems

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Overview

Where does
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Introduction to Software Architecture Overview

- During the last half century, the world witnessed growth in the scale, complexity, and space distribution of software systems
- When a system is complex in its functionality, its aspects (qualities), and its environment, an obvious need to reduce that complexity emerges

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- When a system is complex in its functionality, its aspects (qualities), and its environment, an obvious need to reduce that complexity emerges
- A top-down strategy in software construction to divide and conquer the complexities faced by the constructors

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- When a system is complex in its functionality, its aspects (qualities), and its environment, an obvious need to reduce that complexity emerges
- A top-down strategy in software construction to divide and conquer the complexities faced by the constructors
- Roughly speaking, the decomposition of a system/artifact into “manageable” parts is one of aims of design

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What is Design?

- One cannot define design as would define a mathematical activity such as “rewriting”, “derivation”, etc.

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- The nature of design is not easy to grasp in a clear definition

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- Design can be seen in any human artefact and in nature

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- Looking for a definition of design may not help you grasp what it is
- Design can be seen in any human artefact and in nature
- The single word “design” encompasses an awful lot of objectives and subjective aspects

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- They can be

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- They can be
 - aesthetic (subjective)

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- They can be
 - aesthetic (subjective)
 - functional (Objective)

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- They can be
 - aesthetic (subjective)
 - functional (Objective)
 - many other aspects of an object or a process (Objective or subjective), which usually requires considerable
 - research,
 - thought,
 - modeling,
 - interactive adjustment,
 - and re-design

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- Depending on the designed entity, either the objective or the subjective aspects might takeover

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- When the subjective aspects take over, design is then viewed as a more **rigorous form of art**, or art with a clearly defined purpose

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- When the subjective aspects take over, design is then viewed as a more **rigorous form of art**, or art with a clearly defined purpose
- When the objective aspects take over, design is then viewed as a **simple mathematical transformation of the mathematical entities expressing the functional requirements into a design which is a collection of mathematical entities with their mathematical connectors**

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- When the objective aspects take over, design is then viewed as **a simple mathematical transformation** of the mathematical entities expressing the functional requirements into a design which is a collection of mathematical entities with their mathematical connectors
- So, design involves both **mathematics and art as transformation means (and may be other skills?!!!)**

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Example

Design as a mathematical activity Construction a *deterministic finite automaton* (DFA) that accepts all binary strings with an even number of 0's and the number of 1's is a multiple of 3.

Design Process: Let $L(M_3)$ be the language that contains only all binary strings with an even number of 0's and the number of 1's is a multiple of 3.

$$\begin{aligned} & L(M_3) \\ = & \quad \langle \text{From the textual description of the languages} \\ & \quad \text{as given by the question.} \rangle \\ & \{x \mid x \in \{0,1\}^* \wedge x \text{ contains even number of 0's} \\ & \quad \wedge x \text{ contains a number of 1's that is multiple of 3}\} \\ = & \quad \langle \text{Definition of set intersection} \rangle \\ & \{x \mid x \in \{0,1\}^* \wedge x \text{ contains even number of 0's} \\ & \quad \cap \{x \mid x \in \{0,1\}^* \wedge x \text{ contains a number of 1's that is multiple of 3}\} \end{aligned}$$

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From the above derivation, we can notice that $L(M_3)$ is the intersection of two languages:

- ① $L(M_1) = \{x \mid x \in \{0, 1\}^* \wedge$
 x contains even number of 0's}
- ② $L(M_2) = \{x \mid x \in \{0, 1\}^* \wedge x \wedge$
 contains a number of 1's that is multiple of 3}

$L(M_1)$ and $L(M_2)$ are regular since they are accepted by the machine M_1 and M_2 , respectively.

Since $L(M_3) = L(M_1) \cap L(M_2)$, then M_3 can be obtained from M_1 and M_2 using the product construction.

Example

Continued ...

Product construction:

- ❶ $Q_3 = \{\alpha, \beta\} \times \{a, b, c\} = \{(\alpha, a), (\alpha, b), (\alpha, c), (\beta, a), (\beta, b), (\beta, c)\}$
- ❷ $\Sigma = \{0, 1\}$
- ❸ $s_3 = (s_1, s_2) = (\alpha, a)$
- ❹ $F_3 = F_1 \times F_2 = \{\alpha\} \times \{a\} = \{(\alpha, a)\}$
- ❺ δ_3 is given by the following table.

	0	1
(α, a)	(β, a)	(α, b)
(α, b)	(β, b)	(α, c)
(α, c)	(β, c)	(α, a)
(β, a)	(α, a)	(β, b)
(β, b)	(α, b)	(β, c)
(β, c)	(α, c)	(β, a)

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Example

Continued ...

The graphical representation of M_3 .

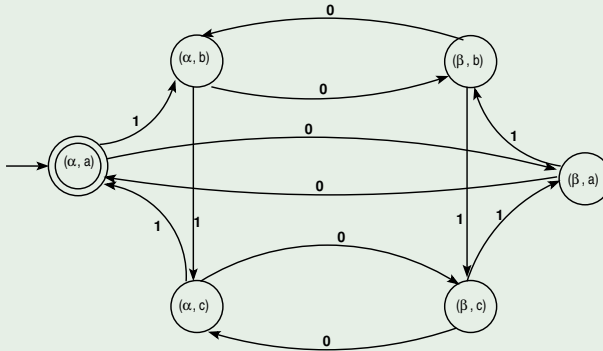


Figure: Machine M_3 (The product of M_1 and M_2)

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Example

Design as an artistic activity



Figure: Game Interface

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Example

Design as an artistic activity (Continued...)



Figure: Game Interface

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In the literature, you find some **unsuccessful attempts to define** the term design:

- In some literature, you find that design is “**making things better for people**”

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In the literature, you find some **unsuccessful attempts to define** the term design:

- In some literature, you find that design is “**making things better for people**”
- But, for instance, we all could say that we too “**make things better for people**” !!!!!!!

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- In some literature, you find that design is “**making things better for people**”
- But, for instance, we all could say that we too “make things better for people” !!!!!!!
- “Design is that area of human experience, skill and knowledge which is concerned with man’s ability to mould his environment to suit his material and spiritual needs.”
[Archer, B (1973) The Need for Design Education.
Royal College of Art]

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- Design could be viewed as an activity that translates an idea/goal/wish into a blueprint for an artefact or a process that is fit for its environment

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- We will focus on examples of design that would give each one of us his/her own understanding of design (which enhances creativity)

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- We will focus on examples of design that would give each one of us his/her own understanding of design (which enhances creativity)
- **We however agree that the obtained artefact or process is suitable for (fit for use in) the intended environment**

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What is in design more than the translation of an idea to an artefact or process?

- Design can be seen as an activity of reconciliation between conflicting needs or constraints put by the environment

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What is in design more than the translation of an idea to an artefact or process?

- Design can be seen as an activity of reconciliation between conflicting needs or constraints put by the environment
- Design is a creative process based around the "building up" of ideas

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 - Avoiding negative judgments of contributors when designing eliminates the fear of failure and encourages maximum input and participation

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- Design can be seen as an activity of reconciliation between conflicting needs or constraints put by the environment
- Design is a creative process based around the "building up" of ideas
 - Avoiding negative judgments of contributors when designing eliminates the fear of failure and encourages maximum input and participation
 - Encourage outside the box thinking in this process since this can often lead to creative solutions

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- Although design is subject to personal taste, design thinkers share a common set of values that drive innovation

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- These values are mainly creativity, fertile imagination, “whole brain thinking”, teamwork, end-user focus, curiosity

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- Although design is subject to personal taste, design thinkers share a common set of values that drive innovation
- These values are mainly creativity, fertile imagination, “whole brain thinking”, teamwork, end-user focus, curiosity
- The design thinking process should evolve through the following stages: define, research, ideate, prototype, choose, implement, and learn

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- A bad software design may result in

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- A bad software design may result in
 - a poor quality software product which does not meet user requirement,

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 - A system that is not adaptive to any further requirement changes

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- A bad software design may result in
 - a poor quality software product which does not meet user requirement,
 - A system that is not adaptive to any further requirement changes
 - A system that is not reusable

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 - a poor quality software product which does not meet user requirement,
 - A system that is not adaptive to any further requirement changes
 - A system that is not reusable
 - A system that has unpredictable behavior

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 - A system that has poor performance

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 - a poor quality software product which does not meet user requirement,
 - A system that is not adaptive to any further requirement changes
 - A system that is not reusable
 - A system that has unpredictable behavior
 - A system that has poor performance
 - Software production itself may be very ineffective in terms of time and cost

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- A good software design

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- A good software design
 - Reduces risks in software production

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- A good software design
 - Reduces risks in software production
 - Coordinates development teams to work together orderly

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- A good software design
 - Reduces risks in software production
 - Coordinates development teams to work together orderly
 - Makes the system traceable for implementation and testing
 - Allows the software product to have better overall system-qualities (quality attributes)

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Software Development Life Cycle (SDLC)

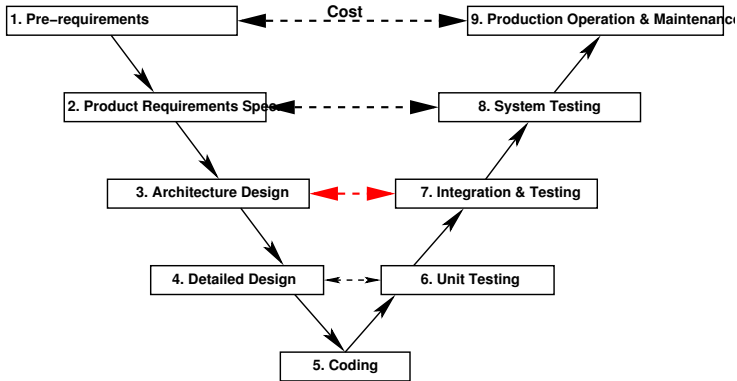


Figure: Software Process V-model

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- Software architecture can be seen as a blueprint guideline for developing a large and complex software system based on the software requirement analysis specification

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- Software architecture can be seen as a blueprint guideline for developing a large and complex software system based on the software requirement analysis specification
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- Must be included in a high level design called "software architecture"

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 - The specializations of software elements

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 - The specializations of software elements
 - **Connection types**

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- Must be included in a high level design called "software architecture"
 - The specializations of software elements
 - Connection types
 - **Set of constraints (space, time, budget, etc.) on how they can be planned**

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- Must be included in a high level design called "software architecture"
 - The specializations of software elements
 - Connection types
 - Set of constraints (space, time, budget, etc.) on how they can be planned
 - **Set of desired quality attributes (such as performance)**

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- Families of architectures that have “similar” choices on element types and connections are very often called **architecture style**
- Each architecture style represents

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What is meant by Software Architecture?

- However, the proposed architecture can address partially or totally some of the desired quality attributes
- Families of architectures that have “similar” choices on element types and connections are very often called **architecture style**
- Each architecture style represents
 - The way the elements are arranged

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 - The semantic constraints and behaviors concerning data transfer of the architecture style

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 - **The quality attributes trade-off**

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- A partial list of quality attributes: performance, reliability, portability, usability, security, maintainability, adaptability, usability, etc.

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- A partial list of quality attributes: **performance, reliability, portability, usability, security, maintainability, adaptability, usability**, etc.
- **Quality attributes are closely related to architecture styles**

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- Each architecture style contributes some quality features

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- An architecture style represents tradeoffs among many conflicting quality attributes

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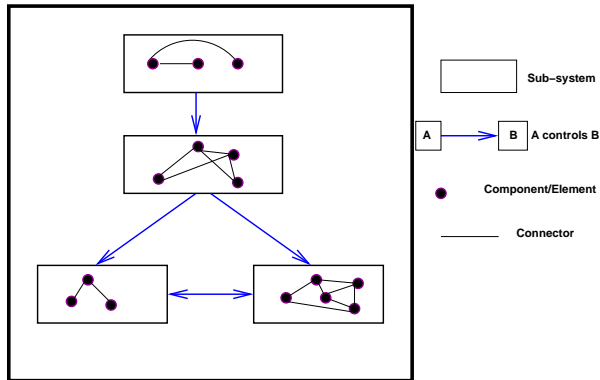


Figure: Rough representation of a software system architecture

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- IEEE Std 1471 defines the system architecture as "the fundamental organization of a system embodied in its components, their relationships to each other, and to the environment, and the principle guiding its design and evolution"

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- Software requirements has two aspects (functional, non-functional)

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Role of the software architect

- System static partitioning and decomposition into sub-systems and communications between sub-systems

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- Considering and evaluating all alternative architecture styles for the problem domain

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- Establishing dynamic control relationships between different sub-systems in data flow controlling, or control flow orchestration, or message dispatching
- Considering and evaluating all alternative architecture styles for the problem domain
- Analysis of the trade-off on quality attributes during the selection of architecture styles

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What is meant by Software Architecture?

- Map a requirement specification to the software architecture and guarantee that the software architecture satisfies all functional and non-functional requirements

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- Map a requirement specification to the software architecture and guarantee that the software architecture satisfies all functional and non-functional requirements
 - There are many kind of traceabilities

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 - The architect does backward traceability

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 - The architect does backward traceability
 - Might get involved in the forward traceability

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- Map a requirement specification to the software architecture and guarantee that the software architecture satisfies all functional and non-functional requirements
 - There are many kind of traceabilities
 - The architect does backward traceability
 - Might get involved in the forward traceability
- If the requirements cannot be practically materialized, system analysts and software architects can go back to stakeholders in order to amend the requirements

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- Think of what to do in abstract terms before think of how to do

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- Think of non-functional requirements as early as possible

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- Think of what to do in abstract terms before think of how to do
- Think of non-functional requirements as early as possible
- Think of software reusability and extensibility as much as possible

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- Think of non-functional requirements as early as possible
- Think of software reusability and extensibility as much as possible
- Try your best to promote the high cohesion within each element and loose-coupling between elements

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- Think of non-functional requirements as early as possible
- Think of software reusability and extensibility as much as possible
- Try your best to promote the high cohesion within each element and loose-coupling between elements
- **ALWAYS** keep the design guiding principles in mind when thinking about design

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