

# SFWR ENG 3A04: Software Design II

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Term 1

# Outline of Part I

1 Questions???

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Outline

Part I: Review of  
Previous Lecture

Part II: Today's  
Lecture

# Outline of Part II

- 2 Overview
- 3 Where does software design sit in SDLC?
- 4 What is meant by Software Architecture?
- 5 Software Architecture Design Guidelines

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Outline

Part I: Review of  
Previous Lecture

**Part II: Today's  
Lecture**

## 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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Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# 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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

## What is Design?

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

### Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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Software Design II

Dr. R. Khedri

### Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

### Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

### Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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- Design can be seen in any human artefact and in nature
- The single word “design” encompasses an awful lot of objectives and subjective aspects

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

### Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

- They can be

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

- They can be
  - aesthetic (subjective)

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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

- 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

# Introduction to Software Architecture Overview

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture Overview

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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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture Overview

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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**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture Overview

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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?!!!)**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

## 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.

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

### Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

## Example

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

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

$L(M_1)$  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.

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

## Example

Continued ...

### Product construction:

- 1  $Q_3 = \{\alpha, \beta\} \times \{a, b, c\} = \{(\alpha, a), (\alpha, b), (\alpha, c), (\beta, a), (\beta, b), (\beta, c)\}$
- 2  $\Sigma = \{0, 1\}$
- 3  $s_3 = (s_1, s_2) = (\alpha, a)$
- 4  $F_3 = F_1 \times F_2 = \{\alpha\} \times \{a\} = \{(\alpha, a)\}$
- 5  $\delta_3$  is given by the following table.

	0	1
$(\alpha, a)$	$(\beta, a)$	$(\alpha, b)$
$(\alpha, b)$	$(\beta, b)$	$(\alpha, c)$
$(\alpha, c)$	$(\beta, c)$	$(\alpha, a)$
$(\beta, a)$	$(\alpha, a)$	$(\beta, b)$
$(\beta, b)$	$(\alpha, b)$	$(\beta, c)$
$(\beta, c)$	$(\alpha, c)$	$(\beta, a)$

### Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

## Example

Continued ...

The graphical representation of  $M_3$ .

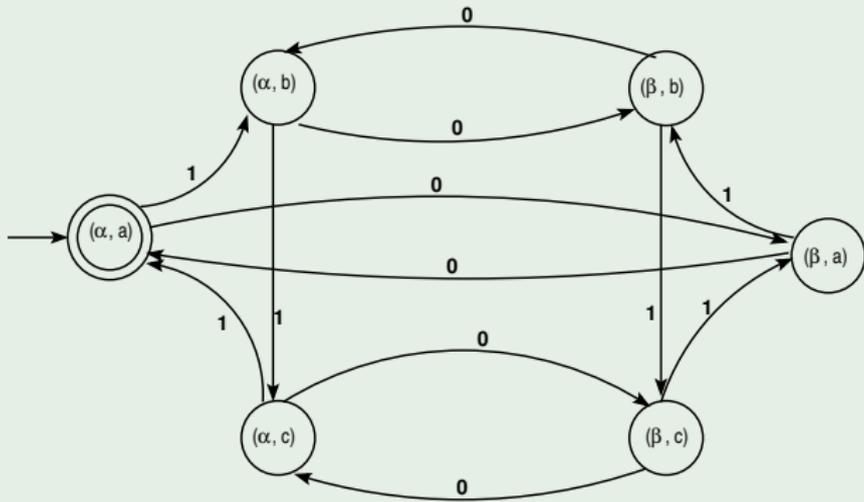


Figure: Machine  $M_3$  (The product of  $M_1$  and  $M_2$ )

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### Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

## Example

### Design as an artistic activity



Figure: Game Interface

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

### Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

## Example

### Design as an artistic activity (Continued...)



Figure: Game Interface

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

#### Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture Overview

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”

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

# Introduction to Software Architecture Overview

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” !!!!!!!**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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” !!!!!!!
- “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]

- 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

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

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

- 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**
- 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**

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

# Introduction to Software Architecture Overview

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

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- Design is a creative process based around the "building up" of ideas

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

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

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

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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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

- 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

- 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

- A bad software design may result in

## Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

- A bad software design may result in
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  - A system that is not adaptive to any further requirement changes

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## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

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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

- A good software design

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

- A good software design
  - Reduces risks in software production

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

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

- A good software design
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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)

## Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

# Introduction to Software Architecture

## Where does software design sit in SDLC?

### Software Development Life Cycle (SDLC)

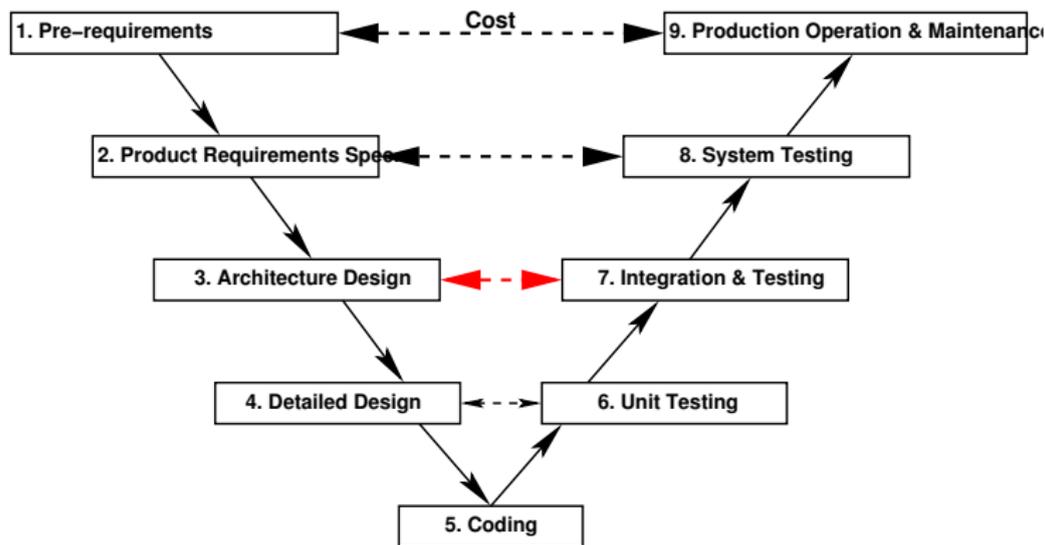


Figure: Software Process V-model

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Software Design II

Dr. R. Khedri

Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

# Introduction to Software Architecture

## What is meant by Software Architecture?

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

## What is meant by Software Architecture?

- Software architecture can be seen as a blueprint guideline for developing a large and complex software system based on the software requirement analysis specification
- The architecture highlights early design decisions that have a decisive impact on the ultimate success of software products

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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  - **Connection types**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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  - **Set of constraints (space, time, budget, etc.) on how they can be planned**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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  - Set of constraints (space, time, budget, etc.) on how they can be planned
  - **Set of desired quality attributes (such as performance)**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

## What is meant by Software Architecture?

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

## What is meant by Software Architecture?

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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  - **The control transfer among the elements in the system**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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  - The connections and interactions among the elements
  - The control transfer among the elements in the system
  - The semantic constraints and behaviors concerning data transfer of the architecture style
  - **The quality attributes trade-off**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

## What is meant by Software Architecture?

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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- **An architecture style represents tradeoffs among many conflicting quality attributes**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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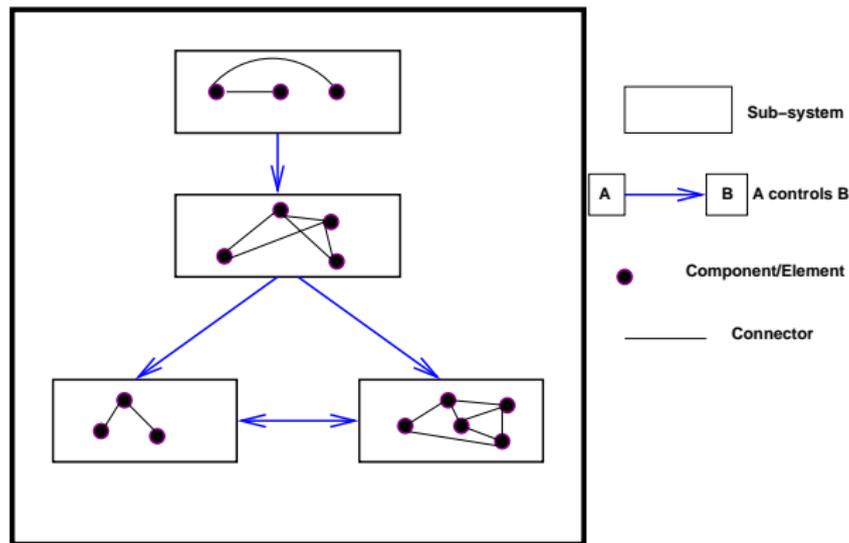


Figure: Rough representation of a software system architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does software design sit in SDLC?

What is meant by Software Architecture?

Software Architecture Design Guidelines

# Introduction to Software 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"

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

## What is meant by Software Architecture?

### Role of the software architect

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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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- Analysis of the trade-off on quality attributes during the selection of architecture styles

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

## 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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

**What is meant by  
Software  
Architecture?**

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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  - 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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

**Software  
Architecture  
Design Guidelines**

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

# Introduction to Software Architecture

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- 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

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

Software  
Architecture  
Design Guidelines

## SFWR ENG 3A04: Software Design II

**Dr. R. Khedri**

Overview

Where does  
software design sit  
in SDLC?

What is meant by  
Software  
Architecture?

**Software  
Architecture  
Design Guidelines**