

# SFWR ENG 3A04: Software Design II

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Term 1

**Acknowledgments:** Material based on *Software Architecture Design* by Tao et al. (Chapter 6)

# Outline of Part I

- 1 Repository Architecture Style
- 2 Blackboard Architecture Style

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Software Design II

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## Outline

Part I: Review of  
Previous Lecture

Part II: Today's  
Lecture

# Outline of Part II

- 3 Overview
- 4 Main/Subroutine Software Architecture
- 5 Master/Slaves Software Architecture
- 6 Layered Architecture
- 7 Virtual Machine

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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

# Hierarchy Architecture Overview

- In this architectural style, the system is viewed as a hierarchical structure

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Software Design II

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## Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- In this architectural style, the system is viewed as a hierarchical structure
- The software system is decomposed into functional modules (sub-systems)

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Software Design II

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## Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- In this architectural style, the system is viewed as a hierarchical structure
- The software system is decomposed into **functional modules** (sub-systems)
- The modules at different levels are connected by **explicit method invocations**

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Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

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- **A lower level module provides services to its adjacent upper level modules**

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Software Design II

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- In this architectural style, the system is viewed as a hierarchical structure
- The software system is decomposed into **functional modules** (sub-systems)
- The modules at different levels are **connected** by **explicit method invocations**
- A lower level module provides services to its adjacent upper level modules
- In procedure orientation, the lower level function and procedures may be organized in a header file or library

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- In the object orientation, the lower level services may be organized in a package of classes

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- In the object orientation, the lower level services may be organized in a package of classes
- Many system software (e.g., Unix) are built by hierarchical architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- In the object orientation, the lower level services may be organized in a package of classes
- Many system software (e.g., Unix) are built by hierarchical architecture
- The services at lower levels provide more specific fundamental utility service

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Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- In the object orientation, the lower level services may be organized in a package of classes
- Many system software (e.g., Unix) are built by hierarchical architecture
- The services at lower levels provide more specific fundamental utility service
- The middle layer provides all business logic or core processing services

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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- Many system software (e.g., Unix) are built by hierarchical architecture
- The services at lower levels provide more specific fundamental utility service
- The middle layer provides all business logic or core processing services
- The upper layer provides user with interface
- Each layer is supported by its lower layer and provides service interface to its upper layer

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

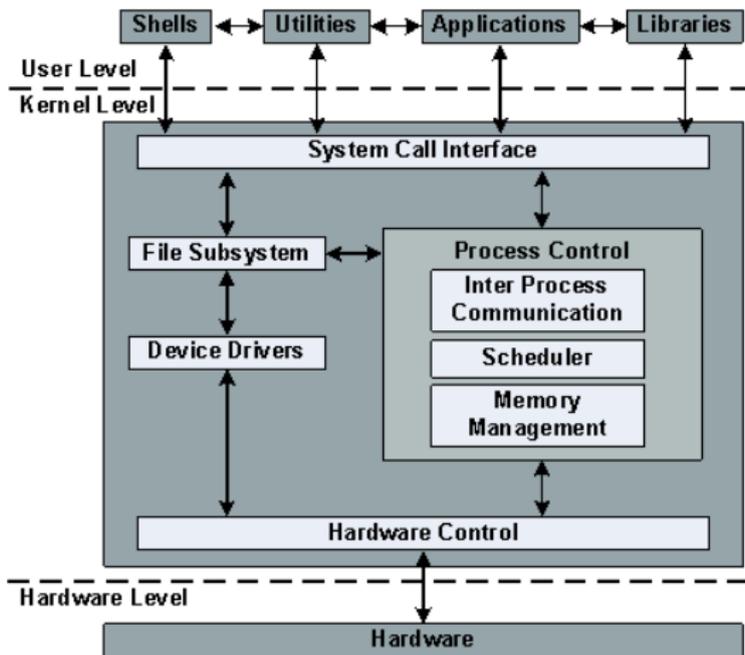


Figure: Unix Architecture

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- The HA is characterized by explicit method invocation (call-and-return) connection styles

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

## Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture Overview

- The HA is characterized by explicit method invocation (call-and-return) connection styles
- It is used in the organization of class library
- It can be applied to procedure-oriented design, object-oriented design, component-oriented design, domain-specific design, and many others

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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- It is hard to see any software that only uses one type architectural style

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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- It can be applied to procedure-oriented design, object-oriented design, component-oriented design, domain-specific design, and many others
- It is hard to see any software that only uses one type architectural style
- The hierarchical structure is one of the most popular styles that often combine with other styles

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

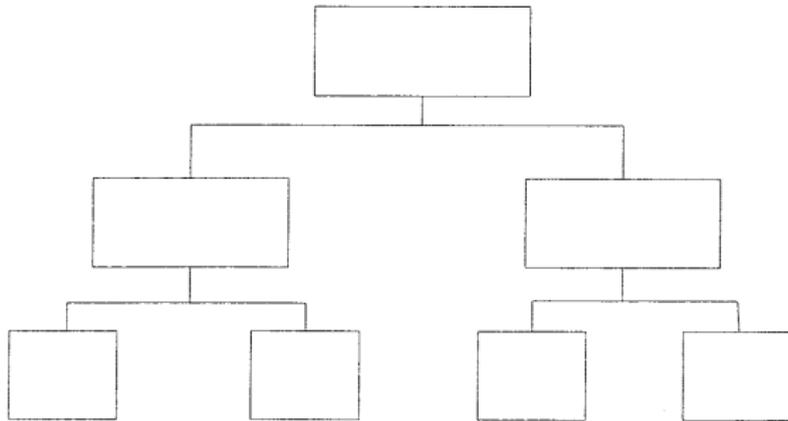


Figure: Typical hierarchical software architecture

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- The main/subroutine design architecture has dominated the software design methodologies for very long time

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- The **main/subroutine design architecture** has dominated the software design methodologies for very long time
- Its purpose is to have **maximum reuse of subroutines** and make **individual subroutine** be developed **independently**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

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- In the classical procedure orientation, often all the data are shared by related subroutines at lowest level

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

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- **In the object orientation, the data is encapsulated in each individual object**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- The **main/subroutine design architecture** has dominated the software design methodologies for very long time
- Its purpose is to have **maximum reuse of subroutines** and make individual **subroutine be developed independently**
- In the classical procedure orientation, often all the data are shared by related subroutines at lowest level
- In the object orientation, the data is encapsulated in each individual object
- Often M/S style is referred to as the traditional style

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- A system is decomposed into subroutines hierarchically according to the desired functionality of the system

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- A system is decomposed into subroutines hierarchically according to the desired functionality of the system
  - Behaviour hiding (secrets = input formats, screen formats, messages)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

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  - Behaviour hiding (secrets = input formats, screen formats, messages)
  - Software decision hiding (secrets= algorithms and data structures)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- A system is decomposed into subroutines hierarchically according to the desired functionality of the system
  - Behaviour hiding (secrets = input formats, screen formats, messages)
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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- A system is decomposed into subroutines hierarchically according to the desired functionality of the system
  - Behaviour hiding (secrets = input formats, screen formats, messages)
  - Software decision hiding (secrets= algorithms and data structures)
  - Machine hiding (secrets= hardware machine, virtual machine, interfaces, etc.)
- The refinements are conducted vertically until the decomposed subroutine is simple enough

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine



# Hierarchy Architecture

## Main/Subroutine Software Architecture

- The main program is the program driver that has a mater control over the sequencing of its subroutines

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- The main program is the program driver that has a mater control over the sequencing of its subroutines
- How to map a requirement specification to the Main/Subroutine design structure?

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

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    - Transform Flow (flow feeds in an external format, it is transformed into an internal format, and then carried out)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- How to map a requirement specification to the Main/Subroutine design structure? (Continued)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- How to map a requirement specification to the Main/Subroutine design structure? (Continued)
  - A transform flow is mapped to an M/S architecture with a controlling module for incoming, transform and outgoing information processing

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- How to map a requirement specification to the Main/Subroutine design structure? (Continued)
  - A transform flow is mapped to an M/S architecture with a **controlling module** for incoming, transform and outgoing information processing
  - A transaction center is located at the fork origin of action paths

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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  - Classify each action path to transform or transaction flows

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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  - A transaction center is located at the fork origin of action paths
  - Classify each action path to transform or transaction flows
  - The transaction centre becomes a dispatcher control module

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

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  - A transaction center is located at the fork origin of action paths
  - Classify each action path to transform or transaction flows
  - The transaction centre becomes a **dispatcher control module**
  - Factoring analysis continues until each module in the software architecture has its **sole responsibility**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

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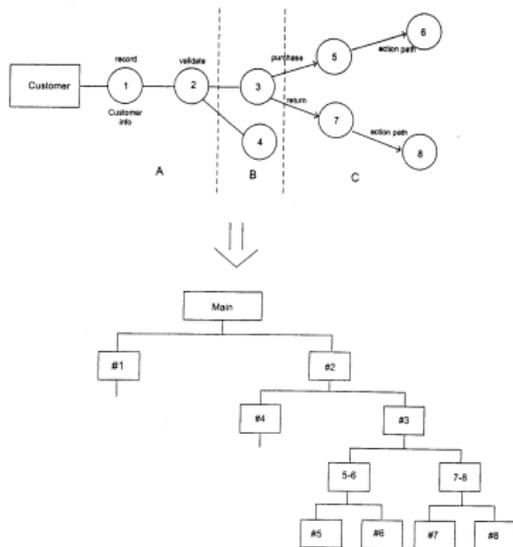


Figure: Mapped M/S structure

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Software Design II

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- Benefits

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- Benefits
  - Easy to decompose the system based on the definition of the tasks in a top down refinements manner

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- **Benefits**
  - Easy to decompose the system based on the definition of the tasks in a top down refinements manner
  - This architecture can still be used in a sub-system of OO Design

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

- **Benefits**
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- **Limitation**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

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- **Limitation**
  - Globally shared data in classical main/subroutines are vulnerable

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Main/Subroutine Software Architecture

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  - This architecture can still be used in a sub-system of OO Design
- **Limitation**
  - Globally shared data in classical main/subroutines are vulnerable
  - **Tight coupling may cause ripple impacts compared to OO Design**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

**Main/Subroutine  
Software  
Architecture**

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

### Master/Slaves Software Architecture

- The Master/Slaves architecture is a variant of the main/subroutine architecture style

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

**Master/Slaves  
Software  
Architecture**

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

### Master/Slaves Software Architecture

- The Master/Slaves architecture is a variant of the main/subroutine architecture style
- It supports fault tolerance and system liability

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

**Master/Slaves  
Software  
Architecture**

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

### Master/Slaves Software Architecture

- The Master/Slaves architecture is a variant of the main/subroutine architecture style
- It supports **fault tolerance** and **system liability**
- The slaves provide replicated services to the master

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

**Master/Slaves  
Software  
Architecture**

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

### Master/Slaves Software Architecture

- The Master/Slaves architecture is a variant of the main/subroutine architecture style
- It supports **fault tolerance** and **system liability**
- The slaves provide replicated services to the master
- The master selects a particular result among slaves by certain selection strategy

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

### Master/Slaves Software Architecture

- The Master/Slaves architecture is a variant of the main/subroutine architecture style
- It supports **fault tolerance** and **system liability**
- The slaves provide replicated services to the master
- The master selects a particular result among slaves by certain selection strategy
- The slaves may perform the same functional task by different algorithms and methods

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

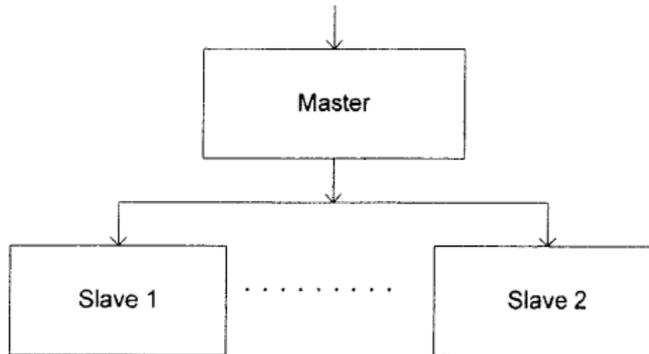


Figure: Block diagram for master/slaves architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

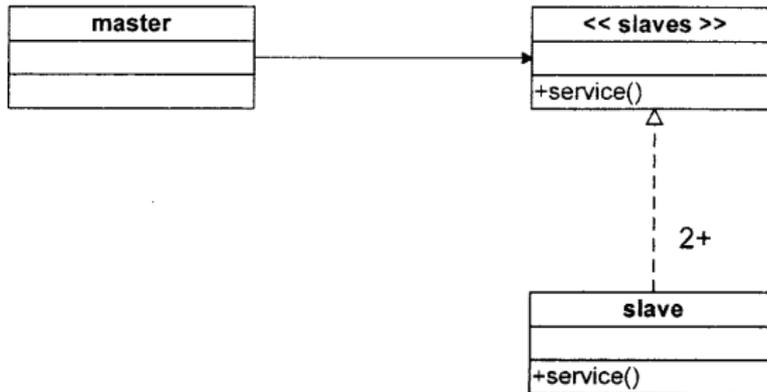


Figure: Class diagram for master/slaves architecture

# Hierarchy Architecture

## Master/Slaves Software Architecture

- This architecture is suitable for parallel computing and accuracy of computation

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

**Master/Slaves  
Software  
Architecture**

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

- This architecture is suitable for parallel computing and accuracy of computation
  - All slaves can be executed in parallel

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

**Master/Slaves  
Software  
Architecture**

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

- This architecture is suitable for parallel computing and accuracy of computation
  - All slaves can be executed in parallel
  - A task is delegated to several different implementations, inaccurate results can be detected

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

- This architecture is suitable for parallel computing and accuracy of computation
  - All slaves can be executed in parallel
  - A task is delegated to several different implementations, inaccurate results can be detected
- **Applicable Design Domains**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

**Master/Slaves  
Software  
Architecture**

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

- This architecture is suitable for parallel computing and accuracy of computation
  - All slaves can be executed in parallel
  - A task is delegated to several different implementations, inaccurate results can be detected
- Applicable Design Domains
  - Software system where the liability is critical

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Master/Slaves Software Architecture

- This architecture is suitable for parallel computing and accuracy of computation
  - All slaves can be executed in parallel
  - A task is delegated to several different implementations, inaccurate results can be detected
- Applicable Design Domains
  - Software system where the liability is critical
  - Software system where performance is critical (to a certain limit –communication overhead–)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

### Layered Architecture

- System is decomposed into a number of higher and lower layers

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

### Layered Architecture

- System is decomposed into a number of higher and lower layers
- Each layer consists of a group of related

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

### Layered Architecture

- System is decomposed into a number of higher and lower layers
- Each layer consists of a group of related
  - classes in a format of package or deployed component (OOD)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

### Layered Architecture

- System is decomposed into a number of higher and lower layers
- Each layer consists of a group of related
  - classes in a format of package or deployed component (OOD)
  - a group of subroutines in the format of method library or header file

# Hierarchy Architecture

## Layered Architecture

### Layered Architecture

- System is decomposed into a number of higher and lower layers
- Each layer consists of a group of related
  - classes in a format of package or deployed component (OOD)
  - a group of subroutines in the format of method library or header file
- Each layer should have its own sole responsibility for the entire system

# Hierarchy Architecture

## Layered Architecture

- A request to layer  $i + 1$  invokes the services provided by the layer  $i$  via the later interface

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- A request to layer  $i + 1$  invokes the services provided by the layer  $i$  via the later interface
- The response may go back to the layer  $i + 1$  if the task is completed by this layer  $i$

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- A request to layer  $i + 1$  invokes the services provided by the layer  $i$  via the later interface
- The response may go back to the layer  $i + 1$  if the task is completed by this layer  $i$
- Otherwise, layer  $i$  continually invokes the layer  $i - 1$  below for services

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- A request to layer  $i + 1$  invokes the services provided by the layer  $i$  via the later interface
- The response may go back to the layer  $i + 1$  if the task is completed by this layer  $i$
- Otherwise, layer  $i$  continually invokes the layer  $i - 1$  below for services
- The interface of each layer encapsulates all detail service implementations in the current layer or below



# Hierarchy Architecture

## Layered Architecture

- The request from higher layer to the layer below is made via the method invocation and the response goes back up via the method return

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- The request from higher layer to the layer below is made via the method invocation and the response goes back up via the method return
- Each layer has two interfaces

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- The request from higher layer to the layer below is made via the method invocation and the response goes back up via the method return
- Each layer has two interfaces
  - up interface provides services to its upper layer

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- The request from higher layer to the layer below is made via the method invocation and the response goes back up via the method return
- Each layer has two interfaces
  - up interface provides services to its upper layer
  - low interface requires services from its lower layer

# Hierarchy Architecture

## Layered Architecture

- The request from higher layer to the layer below is made via the method invocation and the response goes back up via the method return
- Each layer has two interfaces
  - up interface provides services to its upper layer
  - low interface requires services from its lower layer
- In a pure layered hierarchy, each layer only provides services to the adjacent upper layer directly and only requests services from the adjacent layer directly below

# Hierarchy Architecture

## Layered Architecture

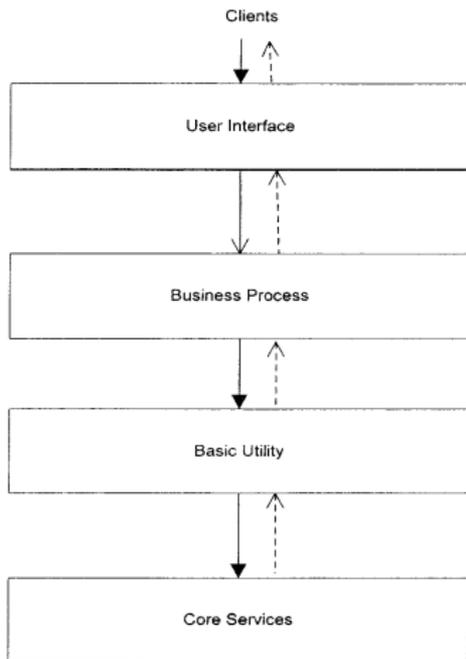


Figure: Business oriented software architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Higher layer provides more generic or application oriented services (abstract)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Higher layer provides more generic or application oriented services (abstract)
- Lower layer provides more specific utility type services

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Higher layer provides more generic or application oriented services (abstract)
- Lower layer provides more specific utility type services
- To encapsulate all the services in one layer, we can deploy each layer in a component format (such as a JAR file (Java ARchive) ))

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Higher layer provides more generic or application oriented services (abstract)
- Lower layer provides more specific utility type services
- To encapsulate all the services in one layer, we can deploy each layer in a component format (such as a JAR file (Java ARchive) ))
- A JAR file is a compressed file which is deployed as a component of a package

# Hierarchy Architecture

## Layered Architecture

- A jar file includes all the service classes from lower level plus other related classes provided in the same layer and provided by Java API

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- A jar file includes all the service classes from lower level plus other related classes provided in the same layer and provided by Java API
  - The Java API is the set of classes included with the Java Development Environment

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- A jar file includes all the service classes from lower level plus other related classes provided in the same layer and provided by Java API
  - The Java API is the set of classes included with the Java Development Environment
  - These classes are written using the Java language and run on the JVM

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- A jar file includes all the service classes from lower level plus other related classes provided in the same layer and provided by Java API
  - The Java API is the set of classes included with the Java Development Environment
  - These classes are written using the Java language and run on the JVM
  - The Java API includes everything from collection classes to GUI classes

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

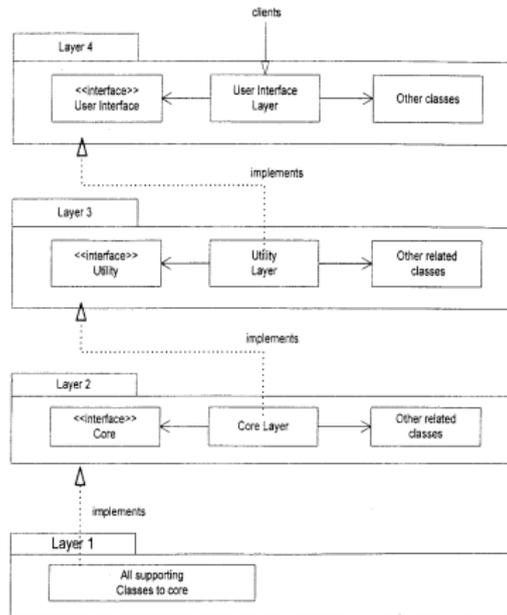


Figure: Component-based layered architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers

(Interaction & Processing)

- Interaction Layer

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- Interaction Layer
  - It provides user Interfaces to clients

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- Interaction Layer
  - It provides user Interfaces to clients
  - It takes requests

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**
  - It provides user Interfaces to clients
  - It takes requests
  - It validates and forwards request to processing layer for processing

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**
  - It provides user Interfaces to clients
  - It takes requests
  - It validates and forwards request to processing layer for processing
  - **It responds to clients**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**

- It provides user Interfaces to clients
- It takes requests
- It validates and forwards request to processing layer for processing
- It responds to clients

- **Processing Layer**

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**

- It provides user Interfaces to clients
- It takes requests
- It validates and forwards request to processing layer for processing
- It responds to clients

- **Processing Layer**

- It gets the forwarded requests and performs business logic process

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**

- It provides user Interfaces to clients
- It takes requests
- It validates and forwards request to processing layer for processing
- It responds to clients

- **Processing Layer**

- It gets the forwarded requests and performs business logic process
- **It accesses database**

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**

- It provides user Interfaces to clients
- It takes requests
- It validates and forwards request to processing layer for processing
- It responds to clients

- **Processing Layer**

- It gets the forwarded requests and performs business logic process
- It accesses database
- **It returns the results to its upper layer**

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**

- It provides user Interfaces to clients
- It takes requests
- It validates and forwards request to processing layer for processing
- It responds to clients

- **Processing Layer**

- It gets the forwarded requests and performs business logic process
- It accesses database
- It returns the results to its upper layer
- **It lets upper layer respond to clients**

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**

- It provides user Interfaces to clients
- It takes requests
- It validates and forwards request to processing layer for processing
- It responds to clients

- **Processing Layer**

- It gets the forwarded requests and performs business logic process
- It accesses database
- It returns the results to its upper layer
- It lets upper layer respond to clients

# Hierarchy Architecture

## Layered Architecture

A simple software system may consist of two layers  
(Interaction & Processing)

- **Interaction Layer**

- It provides user Interfaces to clients
- It takes requests
- It validates and forwards request to processing layer for processing
- It responds to clients

- **Processing Layer**

- It gets the forwarded requests and performs business logic process
- It accesses database
- It returns the results to its upper layer
- It lets upper layer respond to clients (since the upper layer has the GUI interface responsibility)

# Hierarchy Architecture

## Layered Architecture

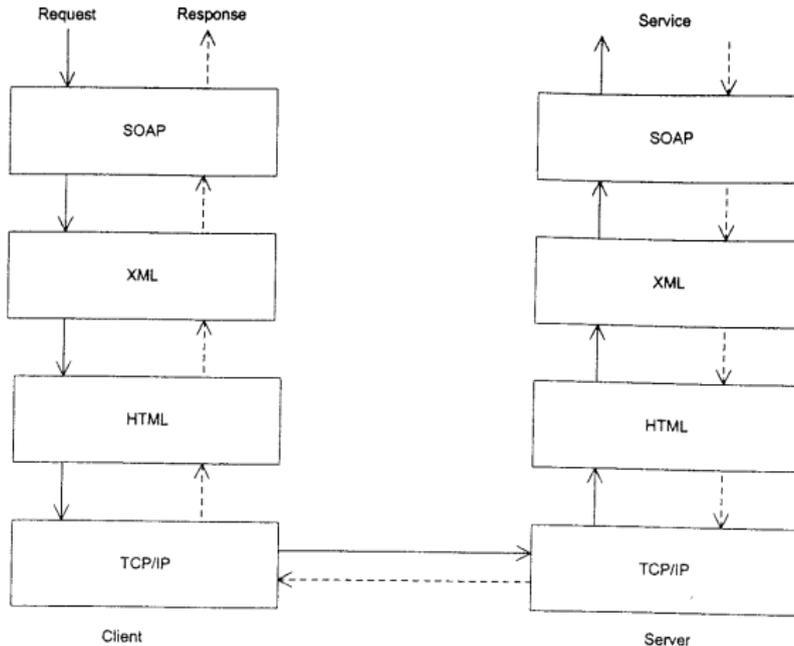


Figure: Object Access Protocol (SOAP) layered architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine



# Hierarchy Architecture

## Layered Architecture

- Applicable Design Domains

SFWR ENG 3A04:  
Software Design II

**Dr. R. Khedri**

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Applicable Design Domains
  - Any system that can be divided between the application specific portions and platform specific portions

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**
  - Any system that can be divided between the application specific portions and platform specific portions
  - **Applications that have clean divisions between core services, critical services, user interface services**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**
  - Any system that can be divided between the application specific portions and platform specific portions
  - Applications that have clean divisions between **core services**, **critical services**, **user interface services**
  - Applications that have a number of classes that are closely related to each other so that they can be grouped together to provide the services to others.

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**
  - Any system that can be divided between the application specific portions and platform specific portions
  - Applications that have clean divisions between **core services**, **critical services**, **user interface services**
  - Applications that have a **number of classes that are closely related to each other** so that they can be grouped together to provide the services to others.
- **Benefit**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**
  - Any system that can be divided between the application specific portions and platform specific portions
  - Applications that have clean divisions between **core services**, **critical services**, **user interface services**
  - Applications that have a **number of classes that are closely related to each other** so that they can be grouped together to provide the services to others.
- **Benefit**
  - **Incremental software development based on increasing levels of abstraction**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**
  - Any system that can be divided between the application specific portions and platform specific portions
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- **Benefit**
  - Incremental software development based on increasing levels of abstraction
  - **Enhanced independence of layers**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**
  - Any system that can be divided between the application specific portions and platform specific portions
  - Applications that have clean divisions between **core services**, **critical services**, **user interface services**
  - Applications that have a **number of classes that are closely related to each other** so that they can be grouped together to provide the services to others.
- **Benefit**
  - Incremental software development based on increasing levels of abstraction
  - Enhanced independence of layers
  - **Enhanced reusability**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**
  - Any system that can be divided between the application specific portions and platform specific portions
  - Applications that have clean divisions between **core services**, **critical services**, **user interface services**
  - Applications that have a **number of classes that are closely related to each other** so that they can be grouped together to provide the services to others.
- **Benefit**
  - Incremental software development based on increasing levels of abstraction
  - Enhanced independence of layers
  - Enhanced reusability
  - **Component-based technology is a suitable technology to implement the layered structure (plug-and-play)**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Applicable Design Domains**

- Any system that can be divided between the application specific portions and platform specific portions
- Applications that have clean divisions between **core services**, **critical services**, **user interface services**
- Applications that have a **number of classes that are closely related to each other** so that they can be grouped together to provide the services to others.

- **Benefit**

- Incremental software development based on increasing levels of abstraction
- Enhanced independence of layers
- Enhanced reusability
- Component-based technology is a suitable technology to implement the layered structure (plug-and-play)
- **Promotion of portability: each layer can be an abstract machine deployed independently**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Limitations

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Limitations
  - Lower runtime performance (a client's request/response goes through many layer)

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- Limitations

- Lower runtime performance (a client's request/response goes through many layer)
- Performance concerns on overhead on the data marshaling and buffering by each layer

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

**Layered  
Architecture**

Virtual Machine

# Hierarchy Architecture

## Layered Architecture

- **Limitations**

- Lower runtime performance (a client's request/response goes through many layer)
- Performance concerns on overhead on the data marshaling and buffering by each layer
- **Many applications can not fit this architecture**

# Hierarchy Architecture

## Layered Architecture

- Limitations

- Lower runtime performance (a client's request/response goes through many layer)
- Performance concerns on overhead on the data marshaling and buffering by each layer
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- Exception and error handling is an issue in the layered architecture

# Hierarchy Architecture

## Layered Architecture

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- **Related architecture**

# Hierarchy Architecture

## Layered Architecture

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- Lower runtime performance (a client's request/response goes through many layer)
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- Many applications can not fit this architecture
- Exception and error handling is an issue in the layered architecture

- **Related architecture**

- **Repository, client/server, virtual machine**

# Hierarchy Architecture

## Virtual Machine

### Virtual Machine

- It is built on an existing system

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

### Virtual Machine

- It is built on an existing system
- It separates a programming language, hardware language, or application from a physical execution platform

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

### Virtual Machine

- It is built on an existing system
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SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

### Virtual Machine

- It is built on an existing system
- It separates a programming language, hardware language, or application from a physical execution platform
- It plays the role of an **emulation software**
  - It provides an emulation of the functions of one system using a different system

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

### Virtual Machine

- It is built on an existing system
- It separates a programming language, hardware language, or application from a physical execution platform
- It plays the role of an **emulation software**
  - It provides an emulation of the functions of one system using a different system
  - It allows exact reproduction of external behavior of a system

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

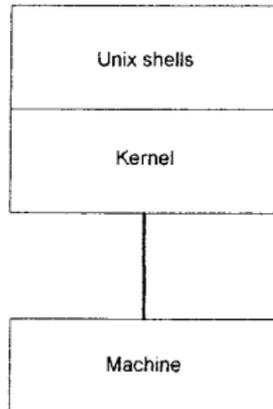


Figure: Unix virtual machine

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Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

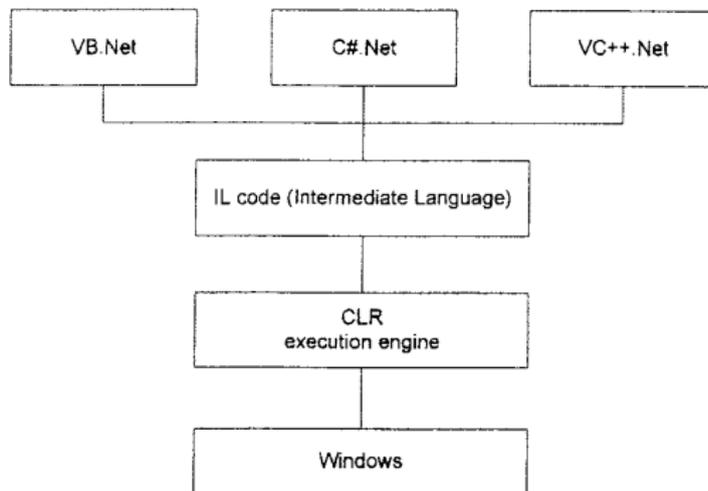


Figure: Common Language Runtime (CLR) virtual machine in .NET platform

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Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

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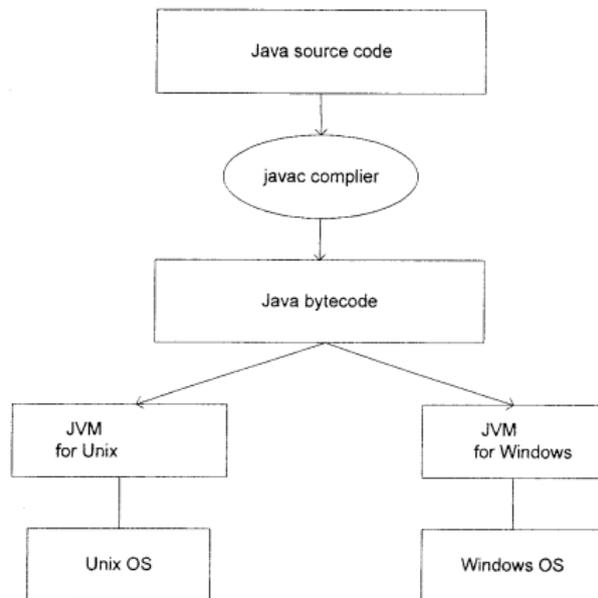


Figure: Java virtual machine

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Software Design II

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Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

Virtual Machine

# Hierarchy Architecture

## Virtual Machine

- Applicable Design Domain

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

- Applicable Design Domain
  - Solving a problem by simulation or translation

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

- Applicable Design Domain
  - Solving a problem by simulation or translation
  - Interpreters of microprogramming, XML processing, script command language execution, rule-based system execution, Small talk and Java interpreter typed programming language

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

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- **Benefits**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

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  - **Portability and machine platform independence**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

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  - Portability and **machine platform independence**
  - **Simplicity of the software development**

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Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

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  - Solving a problem by simulation or translation
  - Interpreters of microprogramming, XML processing, script command language execution, rule-based system execution, Small talk and Java interpreter typed programming language
- **Benefits**
  - Portability and **machine platform independence**
  - Simplicity of the software development
  - **Simulation for non-native model**

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

- Limitations

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Software Design II

**Dr. R. Khedri**

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

- Limitations
  - Slow execution of the interpreter

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

- Limitations

- Slow execution of the interpreter
- Additional overhead due to the new layer

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

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  - Slow execution of the interpreter
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- Related architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

# Hierarchy Architecture

## Virtual Machine

- Limitations
  - Slow execution of the interpreter
  - Additional overhead due to the new layer
- Related architecture
  - Interpreter, repository, layered architecture

SFWR ENG 3A04:  
Software Design II

Dr. R. Khedri

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**

SFWR ENG 3A04:  
Software Design II

**Dr. R. Khedri**

Overview

Main/Subroutine  
Software  
Architecture

Master/Slaves  
Software  
Architecture

Layered  
Architecture

**Virtual Machine**