

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

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Part I: Review of
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Part II: Today's
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- 1 Repository Architecture Style
- 2 Blackboard Architecture Style

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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Part I: Review of
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**Part II: Today's
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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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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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- 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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Hierarchy Architecture Overview

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

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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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Hierarchy Architecture Overview

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

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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

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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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- The services at lower levels provide more specific fundamental utility service
- The middle layer provides all business logic or core processing services

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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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Hierarchy Architecture Overview

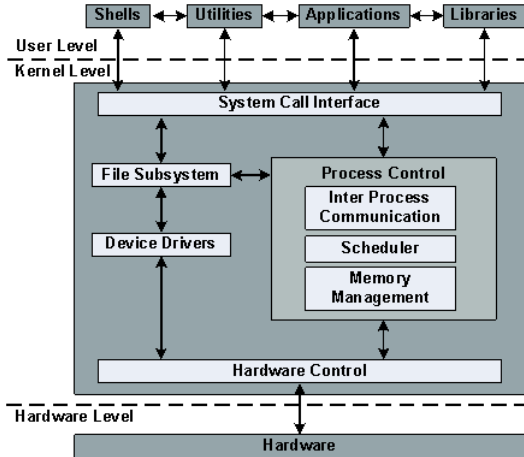


Figure: Unix Architecture

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Hierarchy Architecture Overview

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

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- It can be applied to procedure-oriented design, object-oriented design, component-oriented design, domain-specific design, and many others

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

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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

Hierarchy Architecture

Main/Subroutine Software Architecture

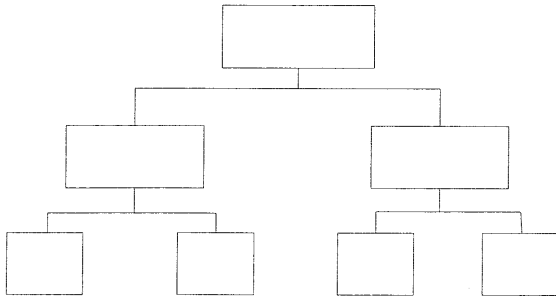


Figure: Typical hierarchical software architecture

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Main/Subroutine Software Architecture

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

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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

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

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- 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**

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Main/Subroutine Software Architecture

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

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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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 - 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

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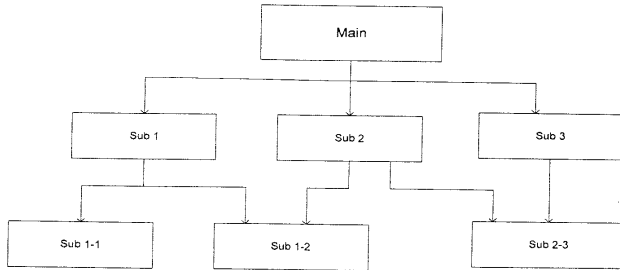


Figure: Main/subroutines architecture

Hierarchy Architecture

Main/Subroutine Software Architecture

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

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Main/Subroutine Software Architecture

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

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Main/Subroutine Software Architecture

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

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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

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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

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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

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 - 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**

Hierarchy Architecture

Main/Subroutine Software Architecture

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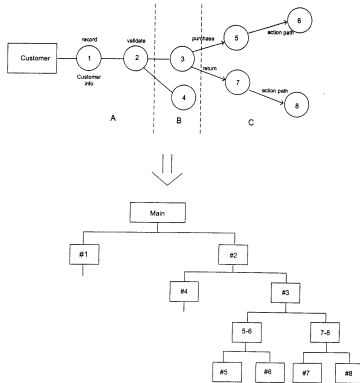


Figure: Mapped M/S structure

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- Benefits

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

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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

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Main/Subroutine Software Architecture

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

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

- Globally shared data in classical main/subroutines are vulnerable

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- 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

- **Limitation**

- Globally shared data in classical main/subroutines are vulnerable
- **Tight coupling may cause ripple impacts compared to OO Design**

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

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Master/Slaves Software Architecture

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

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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

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- 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

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- 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

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Master/Slaves Software Architecture

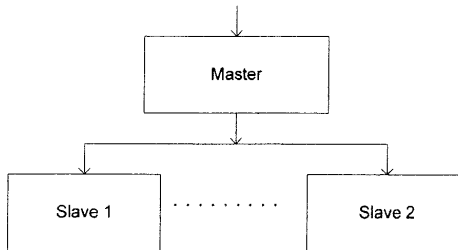


Figure: Block diagram for master/slaves architecture

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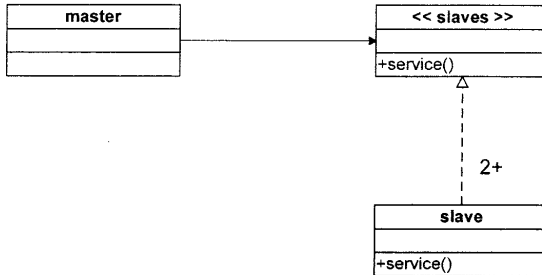


Figure: Class diagram for master/slaves architecture

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Master/Slaves Software Architecture

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

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

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- 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

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- 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

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- 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

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- 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–)

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

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

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- 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)

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- 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

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- 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

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

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- 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

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- 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

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- 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

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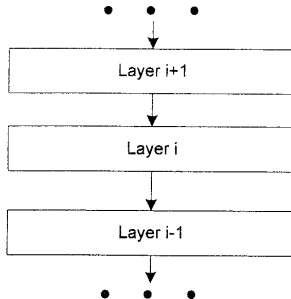


Figure: A partial layered architecture

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- 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

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- 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

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- 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

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- 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

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- 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

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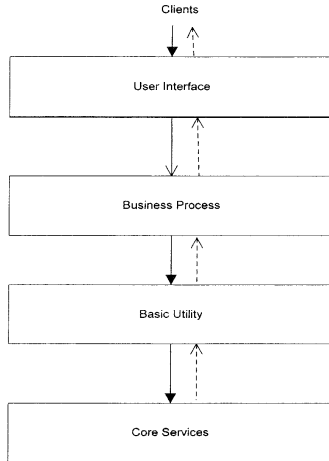


Figure: Business oriented software architecture

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

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

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- 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)))

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- 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

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- 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

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- 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

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- 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

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- 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

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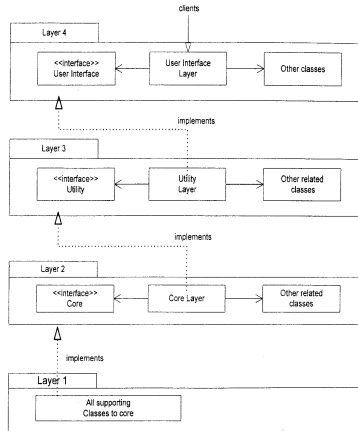


Figure: Component-based layered architecture

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

- Interaction Layer

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

- Interaction Layer
 - It provides user Interfaces to clients

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A simple software system may consist of two layers
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- Interaction Layer
 - It provides user Interfaces to clients
 - It takes requests

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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

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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**

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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

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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

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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**

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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

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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**

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A simple software system may consist of two layers
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- **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

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A simple software system may consist of two layers
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- **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)

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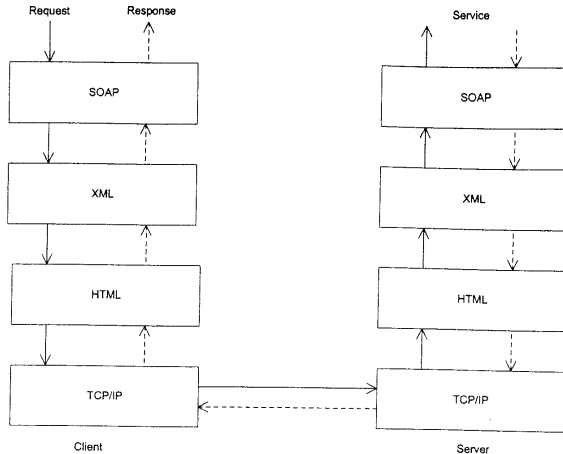


Figure: Object Access Protocol (SOAP) layered architecture

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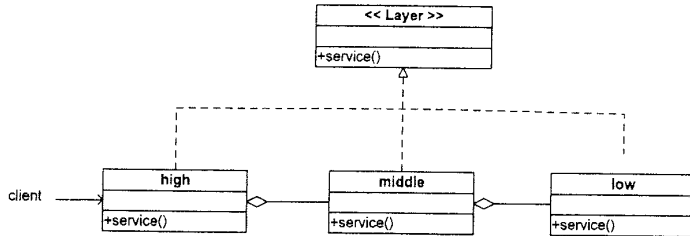


Figure: Class diagram for layered architecture

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- Applicable Design Domains

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

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- 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

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- 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.

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- 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

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- Benefit

- Incremental software development based on increasing levels of abstraction

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- Applications that have clean divisions between **core services**, **critical services**, **user interface services**
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- Benefit

- Incremental software development based on increasing levels of abstraction
- **Enhanced independence of layers**

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- 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**
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- Benefit

- Incremental software development based on increasing levels of abstraction
- Enhanced independence of layers
- **Enhanced reusability**

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- **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)**

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- 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**

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- Limitations

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Dr. R. Khedri

Overview

Main/Subroutine
Software
Architecture

Master/Slaves
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**Layered
Architecture**

Virtual Machine

Hierarchy Architecture

Layered Architecture

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

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- Related architecture

- Repository, client/server, virtual machine

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

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- It plays the role of an emulation software

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 - It provides an emulation of the functions of one system using a different system

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- 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

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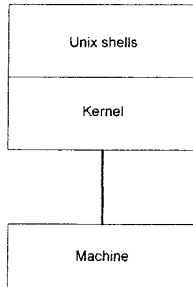


Figure: Unix virtual machine

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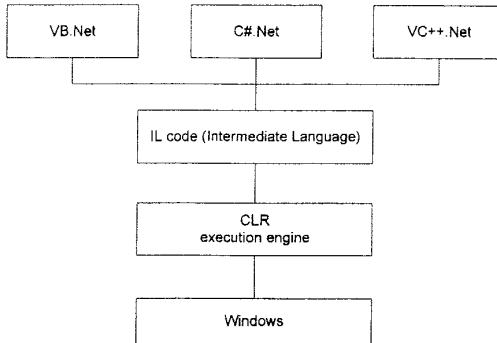


Figure: Common Language Runtime (CLR) virtual machine in .NET platform

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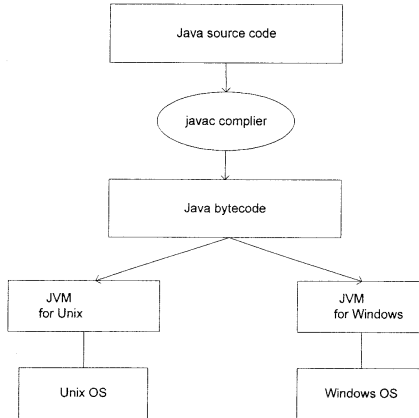


Figure: Java virtual machine

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 - Solving a problem by simulation or translation

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Virtual Machine

- Applicable Design Domain
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 - Interpreters of microprogramming, XML processing, script command language execution, rule-based system execution, Small talk and Java interpreter typed programming language

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 - Portability and machine platform independence

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- Simulation for non-native model

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- Limitations

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- Limitations
 - Slow execution of the interpreter

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 - Additional overhead due to the new layer

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 - Interpreter, repository, layered architecture

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