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Siemens Four Views; C4ISR Architecture Framework; ANSI/IEEE-1471-2000; Data Flow and Control Flow; RM-ODP; Where Architecture Documentation Ends; A Final Word; For Further Reading; Appendix A. Excerpts from a Software Architecture Documentation Package; Volume I ECS Software Architecture Documentation Beyond Views; Rationale, Background, and Design Constraints

Documenting Software Architectures: Views and Beyond by ...
The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition:

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Prologue: Software Architectures and Documentation 15 The Role of Architecture 15 Uses of architecture documentation 16 Seven Rules for Sound Documentation 24 Views 31 Viewtypes and Styles 35 Viewtypes 35 Styles 36 Summary: Viewtypes, Styles, and Views 38 Glossary 41 Summary checklist 42 For Further Reading 42 Discussion questions 44

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Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system ...

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The four views of the model are logical, development, process and physical view. In addition, selected use cases or scenarios are used to illustrate the architecture serving as the 'plus one' view. Hence, the model contains 4+1 views: Logical view: The logical view is concerned with the functionality that the system provides to end-users.

4+1 architectural view model - Wikipedia

- This book describes what software architecture is and shows how to document it in multiple views, using UML and other notations. It also explains how to complement the architecture views with behavior, software interface, and rationale documentation. Accompanying the book is a wiki that contains an example of software architecture documentation.

Software architecture - Wikipedia

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The 4+1 Architectural view model was created by Philippe Kruchten and published, back in 1995, in his paper titled "Architectural Blueprints—The "4+1" View Model of Software Architecture". This way of visualising a software application architecture is based on 5 views/perspectives of the application, telling us what diagrams can be used to document each of those views.

Documenting Software Architecture – @hgraca

Documenting Software Architectures: Views and Beyond, Edition 2 - Ebook written by Paul Clements, Felix Bachmann, Len Bass, David Garlan, James Ivers, Reed Little, Paulo Merson, Robert Nord, Judith Stafford. Read this book using Google Play Books app on your PC, android, iOS devices. Download for offline reading, highlight, bookmark or take notes while you read Documenting Software ...

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Model–view–controller (usually known as MVC) is a software design pattern commonly used for developing user interfaces that divides the related program logic into three interconnected elements. This is done to separate internal representations of information from the ways information is presented to and accepted from the user.

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SySML

Architecture is crucial to the success of any large software system -- but even a superb architecture will fail if it isn't communicated well. Now, there's a language- and notation-independent guide to capturing architecture so it can be used successfully by every analyst, software designer, and developer. The authors review the diverse goals and uses of software architecture documentation, providing documentation strategies for several common scenarios.

They identify the basic unit of software architecture documentation: the viewtype, which specifies the type of information to be provided in an architectural view. For each viewtype -- Modules, Component-and-Connectors, and Allocation -- they offer detailed guidance on documenting what really matters. Next, they demonstrate how to package architecture documentation in coherent, usable form: augmenting architectural views with documentation of interfaces and behavior; accounting for architectural variability and dynamic systems; and more.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

Designing Software Architectures will teach you how to design any software architecture in a systematic, predictable, repeatable, and cost-effective way. This book introduces a practical methodology for architecture design that any professional software engineer can use, provides structured methods supported by reusable chunks of design knowledge, and includes rich case studies that demonstrate how to use the methods. Using realistic examples, you'll master the powerful new version of the proven Attribute-Driven Design (ADD) 3.0 method and will learn how to use it to address key drivers, including quality attributes, such as modifiability, usability, and availability, along with functional requirements and architectural concerns. Drawing on their extensive experience, Humberto Cervantes and Rick Kazman guide you through crafting practical designs that support the full software life cycle, from requirements to maintenance and evolution. You'll learn how to successfully integrate design in your organizational context, and how to design systems that will be built with agile methods. Comprehensive coverage includes Understanding what architecture design involves, and where it fits in the full software development life cycle Mastering core design concepts, principles, and processes Understanding how to perform the steps of the ADD method Scaling design and analysis up or down, including design for pre-sale processes or lightweight architecture reviews Recognizing and optimizing critical relationships between analysis and design Utilizing proven, reusable design primitives and adapting them to specific problems and contexts Solving design problems in new domains, such as cloud, mobile, or big data

This Book Describes Systematic Methods For Evaluating Software Architectures And Applies Them To Real-Life Cases. Evaluating Software Architectures Introduces The Conceptual Background For Architecture Evaluation And Provides A Step-By-Step Guide To The Process Based On Numerous Evaluations Performed In Government And Industry.

Software Systems Architecture is a practitioner-oriented guide to designing and implementing effective architectures for information systems. It is both a readily accessible introduction to software architecture and an invaluable handbook of well-established best practices. It shows why the role of the architect is central to any successful information-systems development project, and, by presenting a set of architectural viewpoints and perspectives, provides specific direction for improving your own and your organization's approach to software systems architecture. With this book you will learn how to Design an architecture that reflects and balances the different needs of its stakeholders Communicate the architecture to stakeholders and demonstrate that it has met their requirements Focus on architecturally significant aspects of design, including frequently overlooked areas such as performance, resilience, and location Use scenarios and patterns to drive the creation and validation of your architecture Document your architecture as a set of related views Use perspectives to ensure that your architecture exhibits important qualities such as performance, scalability, and security The architectural viewpoints and perspectives presented in the book also provide a valuable long-term reference source for new and experienced architects alike. Whether you are an aspiring or practicing software architect, you will find yourself referring repeatedly to the practical advice in this book throughout the lifecycle of your projects. A supporting Web site containing further information can be found at www.viewpoints-and-perspectives.info

"Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals, and evaluating differing options. Applied Software Architecture is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design." -- Len Bass, author of Software Architecture in Practice. Quality software architecture design has always been important, but in today's fast-paced, rapidly changing, and complex development environment, it is essential. A solid, well-thought-out design helps to manage complexity, to resolve trade-offs among conflicting requirements, and, in general, to bring quality software to market in a more timely fashion. Applied Software Architecture provides practical guidelines and techniques for producing quality software designs. It gives an overview of software architecture basics and a detailed guide to architecture design tasks, focusing on four fundamental views of architecture--conceptual, module, execution, and code. Through four real-life case studies, this book reveals the insights and best practices of the most skilled software architects in designing software architecture. These case studies, written with the masters who created them, demonstrate how the book's concepts and techniques are embodied in state-of-the-art architecture design. You will learn how to: create designs flexible enough to incorporate tomorrow's technology; use architecture as the basis for meeting performance, modifiability, reliability, and safety requirements; determine priorities among conflicting requirements and arrive at a successful solution; and use software architecture to help integrate system components. Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development. 0201325713B07092001