# 20IT32E2 - SOFTWARE ARCHITECTURE

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| Course Category: | Professional Elective | Credits: | 3 |
| Course Type: | Theory | Lecture-Tutorial-Practical: | 3-0-0 |
| Prerequisite: | Need to know the fundamentals of Software engineering | Sessional Evaluation:  Univ. Exam Evaluation:  Total Marks: | 40  60  100 |
| Objectives: | * Understand basic software architecture requirements, views and patterns etc. * Evaluate software architecture and quality attributes * Select and explore appropriate key architectural structures, tactics and methods * Defining guidelines for documenting software Architecture | | |

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| Course Outcomes | Upon successful completion of the course, the students will be able to: | |
| CO1 | Understand the basics of software architectural requirements, views, patterns and influences on business and technical issues |
| CO2 | Analyze the quality attributes and to apply the same to prepare the documentation based on the suitability of attributes |
| CO3 | Specify the key structures, tactics and patterns to design and specify the architecture. |
| CO4 | Study different methods of agility and understand the business goals using other methods including various design strategies |
| CO5 | Prepare a document for a given architecture using views |
| CO6 | Identify the factors that influence the management and governance |
| Course Content | UNIT-I  **Introduction to Software Architecture:** Definitions**,** Architectural Structures and Views, Patterns, What Makes a “Good” Architecture.  **Importance of Software Architecture:** System’s Quality Attributes, change and prediction, communication enhancement, Design Decisions, Constraints, Influences, Evolutionary Prototyping, Improving Cost and Schedule Estimates, Transferable, Reusable Model, Independently Developed Components, Vocabulary of Design Alternatives and Training.  UNIT-II  **Context of Software Architecture:** Technical Context, Project Life-Cycle, Business, Professional**,** Stakeholders and influences.  **Quality Attributes:** Understanding quality attributes, Availability, Interoperability, Modifiability, Performance and Security.  UNIT-III  **Architectural Tactics and Patterns:** Architectural Patterns, Overview, Relationships between Tactics and Patterns.  **Quality Attribute Modelling and Analysis:** Modelling Architectures, Attribute Analysis and Checklists, Experiments, Simulations, and Prototypes, Different Stages of the Life.  UNIT-IV  **Architecture in Agile Projects: Overview,** Agility and Architecture Methods, examples, Guidelines for the Agile.  **Architecture and Requirements:** Gathering ASRs from Requirements Documents, Stakeholders, Understanding the Business Goals, Utility Tree and Methods.  **Designing an Architecture:** Design Strategy, The Attribute-Driven Design Method and supporting steps.  UNIT-V  **Documenting Software Architectures:** Uses and Audiences for Architecture Documentation, Notations, and Views, Choosing and Combining Views, Building the Documentation Package, Documenting Behavior, Architecture Documentation and Quality Attributes.  **Architecture, Implementation, and Testing:** Architecture and Implementation, Architecture and Testing.  **Architecture Reconstruction and Conformance:** Architecture Reconstruction Process, View Extraction, Database Construction, View Fusion, Finding Violations and Guidelines.  UNIT-VI  **Architecture Evaluation:** Evaluation Factors, Architecture Tradeoff Analysis Method and Evaluation.  **Management and Governance:** Planning, Organizing, Implementing, Measuring and Governance.  **Architecture in the cloud:** Basic cloud definitions, Service models and deployment options, Economic justification, Base mechanisms, Sample Technologies, Architecture in a cloud environment. | |
| Text Books &  Reference  Books | **TEXT BOOKS:**   1. Len Bass, Paul Clements, Rick Kazman “Software Architecture in Practice”, Third Edition, Addison Wesley Publishers, 2013.   **REFERENCE BOOKS:**   1. Mary Show, David Garlan, “S/W Arch. Perspective: on an Emerging Discipline”, 1996, PHI. 2. Jeff Garland, Richard Anthony, “Large-Scale Software Architecture A Practical Guide using UML”, John Wiley and Sons Ltd, 2003. 3. Oliver Vogel, Ingo Arnold, ArifChughtai, TimoKehrer “Software Architecture A Comprehensive Framework and Guide for Practitioners”, Springer, 2009. 4. Ian Gorton, “Essential Software Architecture”, Second Edition, Springer Publishers, 2011. | |
| E-Resources | 1. <https://nptel.ac.in/courses> 2. <https://freevideolectures.com/university/iitm> | |