## Overview

- Architectural Styles (Garlan \& Shaw)
- Design Pattern (Gamma)
- Types of Architecture (Hassan, Bowman)
- Architectural Views (Kruchten)
- Enterprise Architecture (class slides)


## Not on Exam

- Guest Presentations
- Ian Davis (LSEdit)
- Norm Young (Case studies)
- Design Processes
- normal vs radical design
- agile, RUP
- Case Studies
- Linux, web servers
- Invariants, properties, verification, etc.


## Exam Format

- Short answer questions


## Architectural Styles

- Styles
- pipe \& filter
- data abstraction
- implicit invocation
- layered
- repository
- interpreter style
- For each
- know the intent, diagram, advantages, disadvantages, variations, applications


## Architectural Styles Case Studies

- Case Studies
- case study 1: KWIC
- case study 2: Instrumentation Software
- case study 3: A Fresh View of Compilers
- How the different designs are applied
- advantages and disadvantages


## Design Pattern

- Patterns
- Singleton, Adapter, Bridge, Façade, Command, Iterator, Observer, Strategy, Visitor, Interpreter
- For each
- intent, class diagram
- applicability
- given a scenario, which and why
- discussion in the class


## Types of Architectures

- Reference, Conceptual, Concrete
- definition \& differences
- The role of each in the software design process
- drift \& erosion
- definitions


## Architectural Views

- 4+1 View
- Kruchten
- For each view
- definition
- diagram
- purpose
- usage
- what views are required and what views are not and when


## Enterprise Architecture

- Types of Architectural Styles
- Evolution
- know the differences between
- first, second, \& third (gwt) generation
- improvement \& weaknesses
- draw the diagrams
- identify components \& connectors clearly
- request-response cycle


## Enterprise Architecture

- Synchronous \& asynchronous
- Separation of concerns
- responsibility of each tier
- Functional vs. non-functional requirements
- know the difference
- which ones are
- honoured (\& why)
- violated (\& why)

