아키텍쳐 설계의 시나리오 기반 접근 방법

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1. Introduction

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The Role of Software Architecture

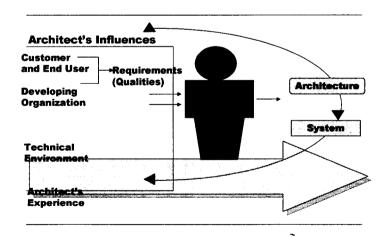
- ☐ Blueprint for system and project
- ☐ Carrier of system qualities performance, modifiability, security etc.
 - ♦ Can not achieved without unifiying architectural vision
- ☐ Vehicle for early analysis to make sure design approach for acceptable system
- ☐ Artifact for key to post-deployment system understanding or mining efforts.

Elements of Architectural Descriptions

- ☐ The architectural definition of a system identifies its
 - * Components: define the locus of computation
 - Examples: filters, databases, objects, ADTs
 - Connectors: mediate interactions of components
 - Examples: procedure call, pipes, event broadcast
 - * Properties: specify information for construction & analysis
 - Examples: signatures, pre/post conditions, RT specs, protocols
- ☐ An architectural style defines a family of architectures including
 - Component/connector vocabulary (the types of building blocks)
 - * Constraints on how the building blocks can be used, including
 - topological rules
 - Interface standards
 - **I**required properties
 - Analyses (that allow one to reason about critical properties)

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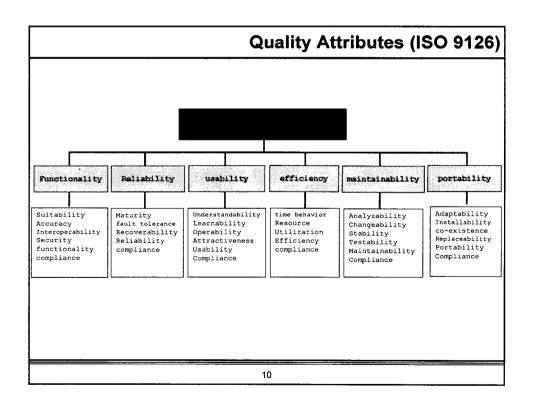
Architecture Development Cycle □ Architectures are influenced by technical and organizational factors □ Architecture affects the factors that influenced it

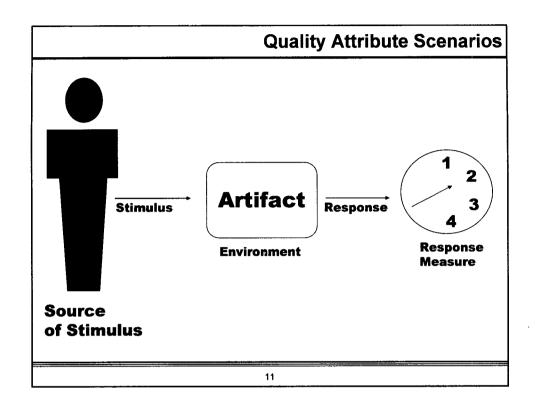


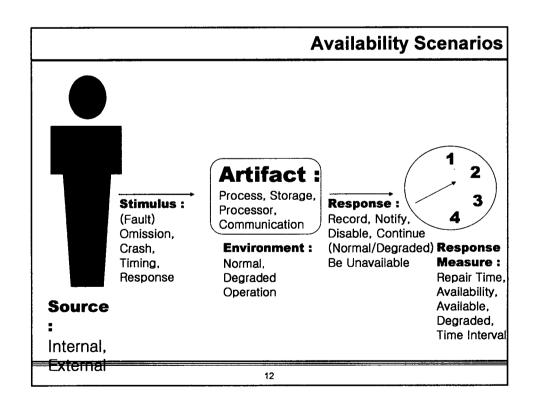
Architecture Based Process Steps
□ Creating the business case for the system
□ Understanding the requirements
☐ Creating or selecting the architecture
□ Documenting and communicating the architecture
☐ Analyzing or evaluating the architecture
☐ Implementing the system based on the architecture
☐ Ensuring that the implementation conforms to the architecture
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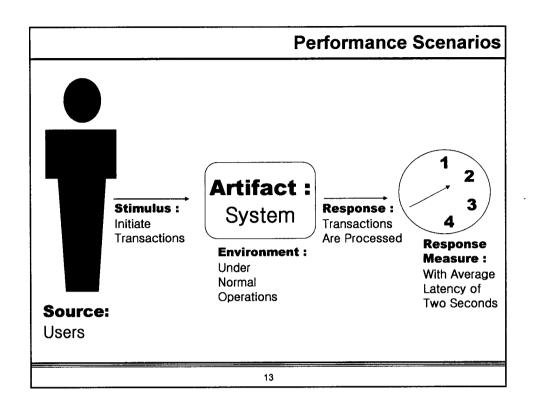
2. Quality Attributes

Quality Attributes | Business considerations determines qualities that must be accommodated in a system's architecture | Functionality and Architecture | Architecture and Quality Attributes | Quality of the system | Business Quality | Quality of Architecture



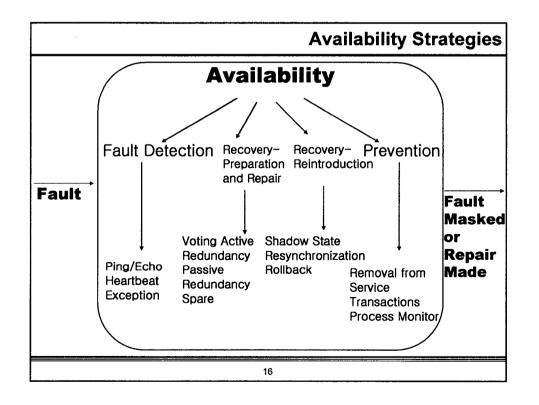


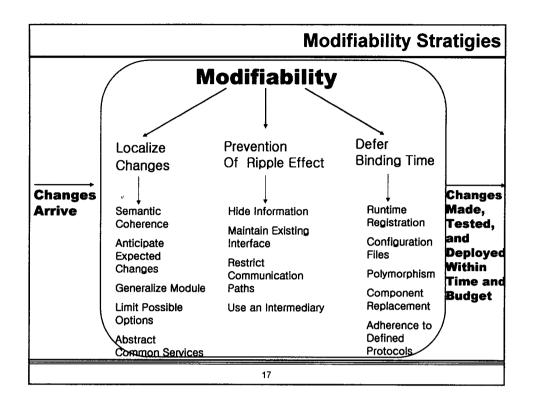


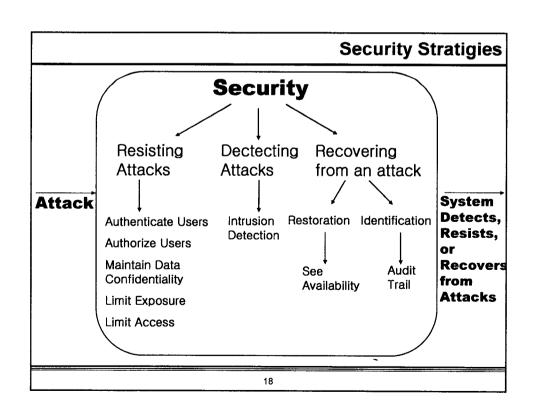


3. Strategies for Achieving Qualities

Achieving Qualities | The strategies chosen will guide the architectural decisions | As architectural pattern or strategy implements a collection of strategies | A strategy is a design decision that influences the control of a quality attribute response | We call a collection of strategies an architectural strategy | Strategies to Control Response | Response







4. Design Process

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Architectural Drivers

☐ Architecture shaping requirements

Collection of functional, quality, business requirements

☐ To determine architecture drivers

- Identify the highest priority business goals
- Turn these business goals into quality scenarios or use cases using utility trees

Input and Output

☐ Input

- * A set of quality attribute scenarios
- Employs knowledge about the relation between quality attribute achievement and architecture

□ Output

- First levels of a module decomposition view of an architecture and other views as appropriate
- The system is described as a set of containers for functionality and the interactions among them
- * This is the first articulation of architecture coarse grained

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Choose the module Choose the Architectural Drivers Choose an Architectural Pattern Instantiate Modules and Allocate Functionality Using Multiple Views Define interfaces of the Child Modules Verify and Refine Use Cases and Quality Scenarios as Constraints for the Child Modules

5. Conclusion

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Conclusion Design is originated from stakeholder's quality requirements Requirements are well described by the user's scenarios Each requirement is described by the quality attribute and scenario Each quality attribute is achieved by the strategy Quality attribute scenario is the natural input to the architecture design Scenario based design is tightly related to the evaluation process like ATAM