

SEI SERIES IN SOFTWARE ENGINEERING

# Designing Software Architectures

A Practical Approach



Humberto Cervantes

Rick Kazman

# Designing Software Architectures A Practical Approach

**Peter Eeles, Kelli Houston, Wojtek  
Kozaczynski**



## **Designing Software Architectures A Practical Approach:**

**Designing Software Architectures** Humberto Cervantes,Rick Kazman,2016-04-29 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

**Designing Software Architectures** Humberto Cervantes,Rick Kazman,2024-06-14 Learn how to create successful architectural designs and improve your current design practices Designing Software Architectures 2nd Edition provides a practical step by step methodology for architecture design that any professional software engineer can use with structured methods supported by reusable chunks of design knowledge and rich case studies that demonstrate how to use the methods The Attribute Driven Design method may not have changed since this book s first printing but almost everything else about the industry has In this newly updated edition you will find new chapters on supporting business agility through API centric design deployability cloud based solutions and technical debt in design Humberto Cervantes and Rick Kazman illuminate best practices for how architects should design complex systems so you can make design decisions in systematic repeatable and cost effective ways This book will help you become a better more confident designer who can create high quality architectures with ease The new edition includes A clear explanation of the Attribute Driven Design method New chapters focused on the technical environments and contexts of contemporary design Two new case studies on The Hotel Pricing System and Digital Twin Platform Coverage of current architecture topics like cloud computing DevOps and large scale systems Methods to make architecture design agile and achievable Register your product at [informit.com](http://informit.com) register for convenient access to downloads updates and or corrections as they become available [Designing Software Architectures](#) Humberto Cervantes,Rick Kazman,2016 **Applied**

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**Designing Software Product Lines with UML** Hassan Gomaa, 2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Gomaa's process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II

Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author s wide experience and deep knowledge PLUS is well harmonized with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard practice in traditional manufacturing the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2 0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Gomaa explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2 0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality

and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics

**Use Case Modeling** Kurt Bittner,Ian Spence,2003 Discusses how to define and organize use cases that model the user requirements of a software application The approach focuses on identifying all the parties who will be using the system then writing detailed use case descriptions and structuring the use case model An ATM example runs throughout the book The authors work at Rational Software Annotation copyrighted by Book News Inc Portland OR

**The Rational Unified Process** Philippe Kruchten,2004 bull Reflects all of the changes that were integrated into RUP v2003 the latest version of the very popular produc t bull Learn the key concepts fundamentals of structure integral content and motivation behind the RUP bull Covers all phases of the software development lifecycle from concept to delivery to revision

**Design and Use of Software Architectures** Jan Bosch,2000 A practical guide to designing and implementing software architectures

**The Art of ClearCase Deployment** Christian D. Buckley,Darren W. Pulsipher,2005 *ATL Internals* Chris Tavares,2007 The Active Template Library ATL is a set of small efficient and flexible classes created by Microsoft that facilitate the creation of interoperable components for developing Windows applications The latest version of ATL is version 8 released with Visual Studio 2005 While NET has been getting all the attention recently there is still a huge base of installed COM ATL code Many programmers are dealing with difficult issues adding new NET code to that installed base At the same time there are many instances where ATL is still the superior choice for new applications applications that have to run fast and efficiently on Windows where the CPU doesn t have the memory or bandwidth to run NET This book will be a godsend to developers in both of those situations As one tech reviewer put it Any programmer needing to transition ATL code to NET will need this book The first edition was widely praised and sold close to 20 000 units While ATL is no longer the cutting edge of Microsoft developer tools there should still be a strong market for authoritative complete deep coverage of the newest version of this standard tool

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**Design of Secure IoT Systems: A Practical Approach Across Industries** Sumeet Arora,Ramachandra Gambheer,Meenakshi Vohra,2021-07-16 Build secure IoT devices and networks for a wide range of industries This practical guide fully explains the technology behind the Internet of Things machine to machine communication and automation Written by a team of experts from leading firms Design of Secure IoT Systems A Practical Approach Across Industries covers all aspects of system architecture protocols requirements and design You will discover how to design and engineer IoT devices and networks with trust and security The book features industrial automation case studies and simulation examples from a wide range of fields Coverage includes IoT architecture and technology fundamentals Connected machines and M2M communication Network protocols and architecture IoT hardware design fundamentals WAN IP and MAC configuration IoT data systems design Designing with trust and security Data security policies and regulations Cybersecurity threats and risks

Automation Use cases across industries Industry compliance and standards      **Aspect-oriented Software Development with Use Cases** Ivar Jacobson, Pan-Wei Ng, 2005 A refreshingly new approach toward improving use case modeling by fortifying it with aspect orientation Ramnivas Laddad author of AspectJ in Action Since the 1980s use cases have been a way to bring users into software design but translating use cases into software has been an art at best because user goods often don't respect code boundaries Now that aspect oriented programming AOP can express crosscutting concerns directly in code the man who developed use cases has proposed step by step methods for recognizing crosscutting concerns in use cases and writing the code in separate modules If these methods are at all fruitful in your design and development practice they will make a big difference in software quality for developers and users alike Wes Isberg AspectJ team member This book not only provides ideas and examples of what aspect oriented software development is but how it can be utilized in a real development project Michael Ward ThoughtWorks Inc No system has ever been designed from scratch perfectly every system is composed of features layered in top of features that accumulate over time Conventional design techniques do not handle this well and over time the integrity of most systems degrades as a result For the first time here is a set of techniques that facilitates composition of behavior that not only allows systems to be defined in terms of layered functionality but composition is at the very heart of the approach This book is an important advance in modern methodology and is certain to influence the direction of software engineering in the next decade just as Object Oriented Software Engineering influenced the last Kurt Bittner IBM Corporation Use cases are an excellent means to capture system requirements and drive a user centric view of system development and testing This book offers a comprehensive guide on explicit use case driven development from early requirements modeling to design and implementation It provides a simple yet rich set of guidelines to realize use case models using aspect oriented design and programming It is a valuable resource to researchers and practitioners alike Dr Awais Rashid Lancaster University U K and author of Aspect Oriented Database Systems AOSD is important technology that will help developers produce better systems Unfortunately it has not been obvious how to integrate AOSD across a project's lifecycle This book shatters that barrier providing concrete examples on how to use AOSD from requirements analysis through testing Charles B Haley research fellow The Open University U K Aspect oriented programming AOP is a revolutionary new way to think about software engineering AOP was introduced to address crosscutting concerns such as security logging persistence debugging tracing distribution performance monitoring and exception handling in a more effective manner Unlike conventional development techniques which scatter the implementation of each concern into multiple classes aspect oriented programming localizes them Aspect oriented software development AOSD uses this approach to create a better modularity for functional and nonfunctional requirements platform specifics and more allowing you to build more understandable systems that are easier to configure and extend to meet the evolving needs of stakeholders In this highly anticipated new book Ivar Jacobson and Pan Wei Ng demonstrate how to apply

use cases a mature and systematic approach to focusing on stakeholder concerns and aspect orientation in building robust and extensible systems Throughout the book the authors employ a single real world example of a hotel management information system to make the described theories and practices concrete and understandable The authors show how to identify design implement test and refactor use case modules as well as extend them They also demonstrate how to design use case modules with the Unified Modeling Language UML emphasizing enhancements made in UML 2 0 and how to achieve use case modularity using aspect technologies notably AspectJ Key topics include Making the case for use cases and aspects Capturing and modeling concerns with use cases Keeping concerns separate with use case modules Modeling use cases slices and aspects using the newest extensions to the UML notation Applying use cases and aspects in projects Whatever your level of experience with aspect oriented programming Aspect Oriented Software Development with Use Cases will teach you how to develop better software by embracing the paradigm shift to AOSD

**Software Configuration Management Strategies and Rational ClearCase** Brian A. White,2000 An introduction to the core practices of software configuration management a software engineering discipline that secures against cost over runs while insuring project timeliness and quality [A Practical Approach to Real-time Systems](#) Phillip A. Laplante,2000 Under the same cover this volume offers both modern and classic papers focusing on real time systems design and analysis Rather than focusing in theoretical observations of real time systems it is intended for the practical professional who is building real real time systems The editor himself the author of a course on real time systems has selected articles to provide a deep exploration of issues raised in his other works In particular emphasis is placed on applying practical but theoretically sound approaches in software engineering rate monotonic design and analysis testing and architecting systems for real time applications

**Software Architecture for Product Families** Mehdi Jazayeri,A. C. M. Ran, Frank van der Linden,2000 Software development organizations are now discovering the efficiencies that can be achieved by architecting entire software product families together In Software Architecture for Product Families experts from one of the world s most advanced software domain engineering projects share in depth insights about the techniques that work and those that don t The book offers a solutions oriented case study approach covering the entire development lifecycle based on advanced work done by three of Europe s leading technology companies and their academic partners Discover the challenges that drive companies to consider architecting product families and the new problems they encounter in doing so Master concepts and terms that can be used to describe the architecture of a product family then learn how to assess that architecture and transform it into working applications The authors also present chapter length real world case studies of domain engineering projects at Nokia Philips and ABB *Succeeding with Use Cases* Richard Denney,2005 From best selling author and noted teacher and speaker Yehuda Berg comes a thought provoking call to action on our current global crisis Positing that our collective abdication of responsibility in every facet of our lives including business and the economy the environment government and

politics healthcare education and religion has contributed to the problems and challenges we face Berg asserts that taking responsibility for our actions or lack thereof and their consequences is the key to achieving change for the better Berg urges readers to access the power within each of us using the principles of Kabbalah in order to create the consciousness shift required for lasting positive change *Building J2EE Applications with the Rational Unified Process* Peter Eeles, Kelli Houston, Wojtek Kozaczynski, 2003 PLEASE PROVIDE SUMMARY **Modeling XML Applications with UML** David Carlson, 2001 XML is rapidly becoming the standard platform for delivering e Business information and integrating e Business systems XML developers desperately need mature software development processes and tools for developing effective applications David Carlson fills the gap showing exactly how to leverage the worldwide UML standard for modeling complex systems in advanced XML development In *Modeling XML Applications with UML* he presents the first comprehensive framework for modeling communications in any B2B software system Carlson presents in depth coverage of UML based analysis design and modeling of XML content within e Business environments The book includes detailed coverage of using UML to support the creation of new XML based B2B vocabularies and industry portals that reflect the requirements of several key stakeholder communities including consumers business analysts web application specialists system integration specialists and content developers Carlson presents several B2B use cases and then decomposes them into scenarios illustrated with class diagrams sequence diagrams and activity diagrams showing how XML fits into an overall e Business solution Each chapter concludes with steps for success that distill UML s general principles into specific recommendations for action *Technology of Object-oriented Languages and Systems : TOOLS 30* Donald G. Firesmith, 1999 The August 1999 conference concentrated on the delivery of high quality software on schedule and within budget offering practical experience from both industry and academia The 37 technical papers provide insights from lessons learned on real projects covering such topics as databases object ori

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