

Software Architecture and UML

The System Architecture

- “The software architecture of a program or computing system is the structure or structures of the system, which comprise software components, the externally visible properties of those components, the relationships between them and the system documentation.” (Wikipedia)

System Architecture & Design

- The system architecture and the system design are two different terms.
- The software architecture deals with the global design constraints while the software design deals with the local design ones.

It is common to analogue software architecture and design with strategy and tactics. Good example would be a client server system. The client server is an architecture. Developing the system using RMI would be a design choice.

Choosing The Architecture

- There is a range of various architectural styles (patterns) to choose from. Some of the most popular ones include:

Client Server Architecture

Distributed Computing

Plugin Architecture

Peer to Peer Architecture

Service Oriented Architecture

Event Driven Architecture

Software Architecture and UML

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The software architecture draws the line between the architectural decisions and the design ones.

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