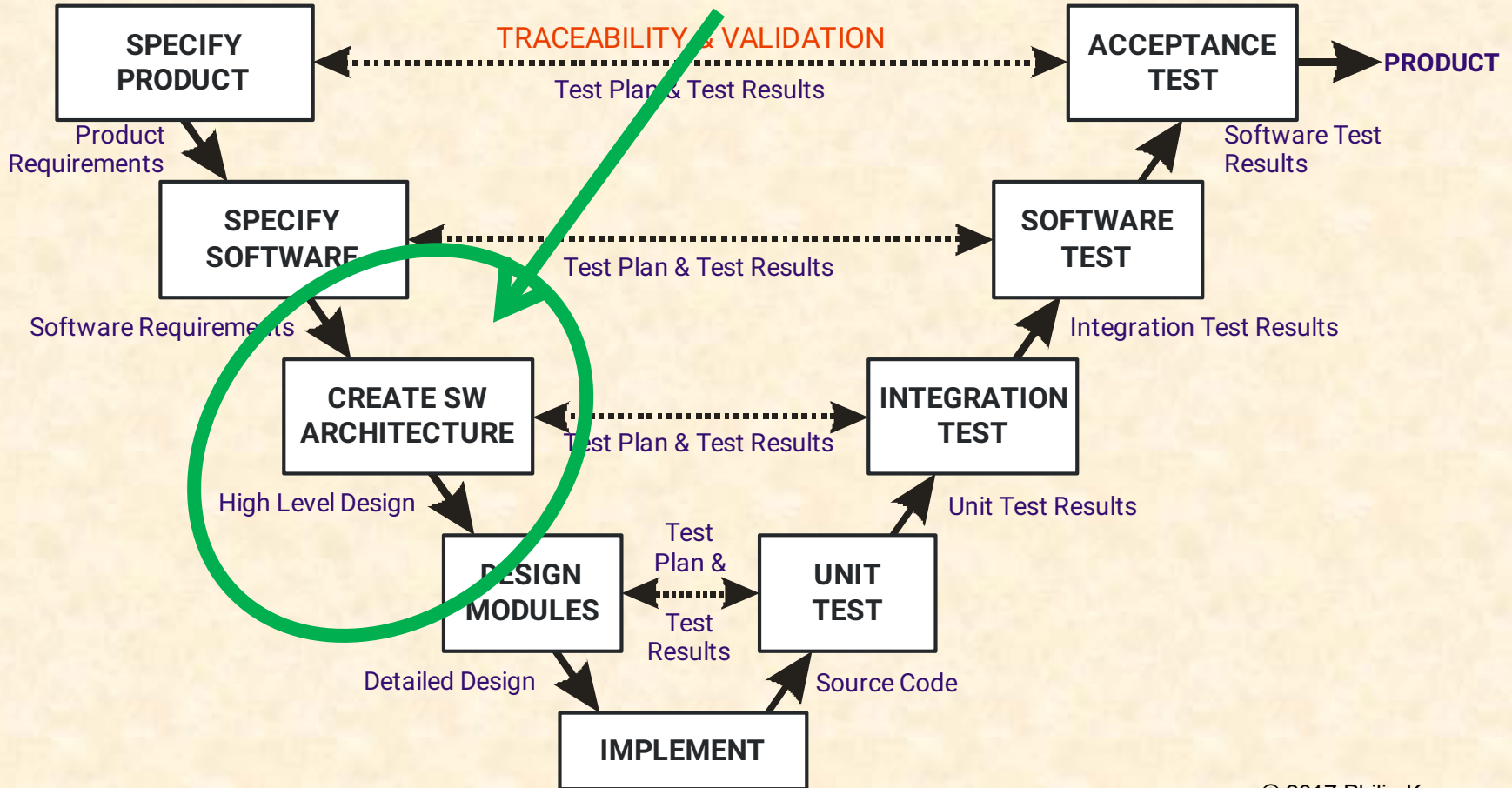


18-642: Software Architecture & High Level Design

10/4/2017



YOU ARE HERE



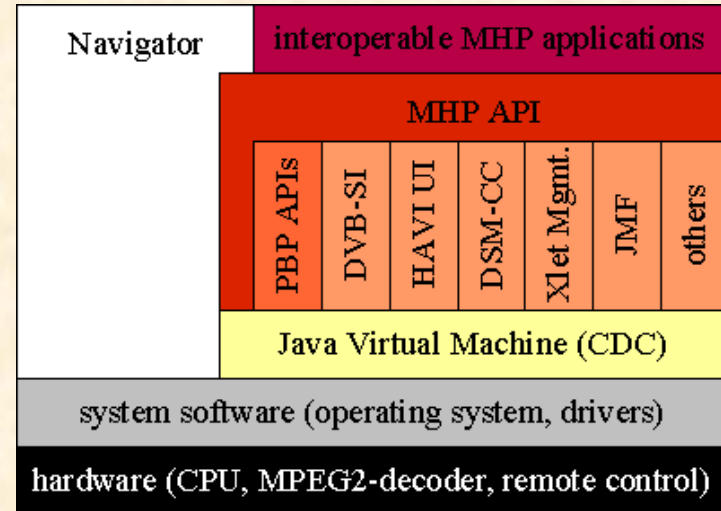
Architecture & High Level Design (HLD)

■ Anti-Patterns:

- **Skipping from requirements to code**
- **No picture that shows how all the components fit together**
- **“Wedding cake” layer diagram that omits interface information**

■ Elements of High Level Design

- Architecture: boxes, arrows, interfaces
 - Arrows/interfaces show communication paths between components
 - Recursive: one designer’s system is another designer’s component
- High Level Design (HLD) = architecture (nouns) + requirements (verbs)
 - Sequence Diagrams (SDs) show interactions

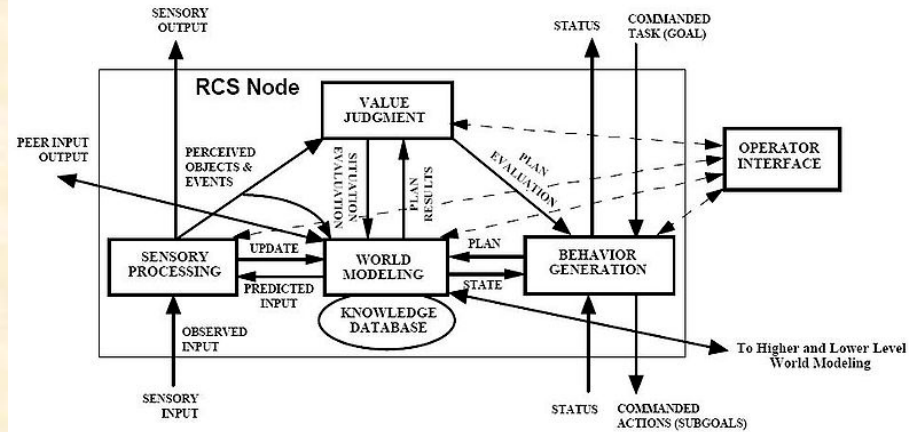


<https://goo.gl/J8MAuK>

Architecture: Boxes and Arrows

■ Software architecture shows the big picture

- Boxes: software modules/objects
- Arrows: interfaces
- Box and arrow semantics well-defined
 - Meaning of box/arrow depends on goal
- Components all on a single page
 - Nesting of diagrams is OK



<https://goo.gl/WnciF3>

■ A few architecture diagram possibilities:

- Software architecture (components and data flow types)
- Hardware architecture with software allocation
- Controls architecture showing hierarchical control
- Call graph showing run-time hierarchy

Sequence Diagram as HLD Notation

SD construction:

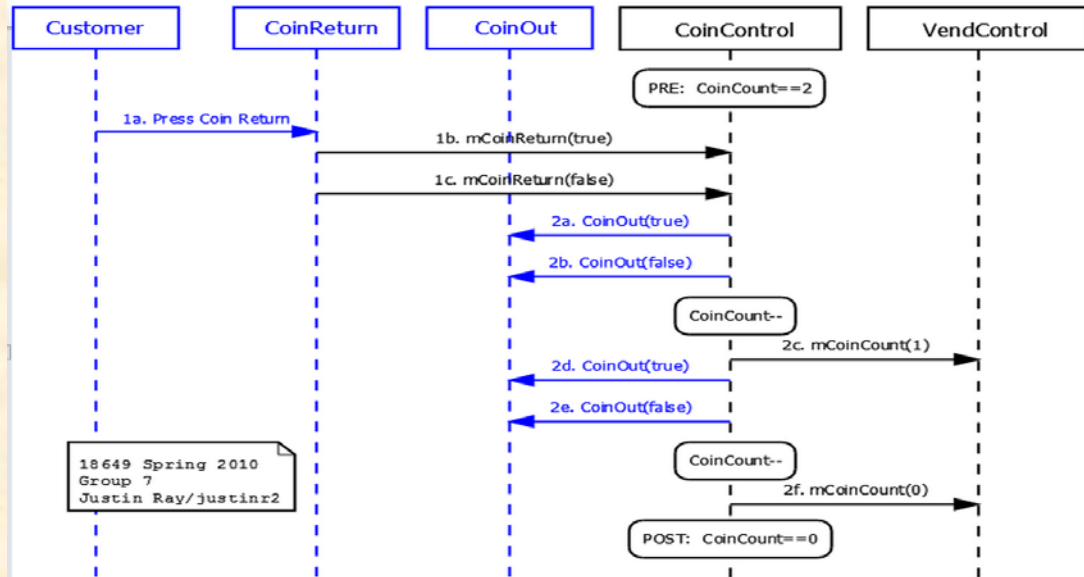
- Each object has a time column extending downward
- Arcs are interactions between objects

Each SD shows a scenario

- Top ovals are preconditions
- Middle ovals are side effects
- Bottom ovals are postconditions

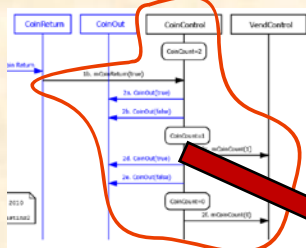
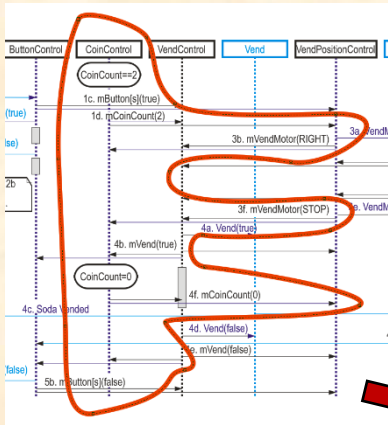
SD is a partial behavioral description for objects

Sequence Diagram 3A:

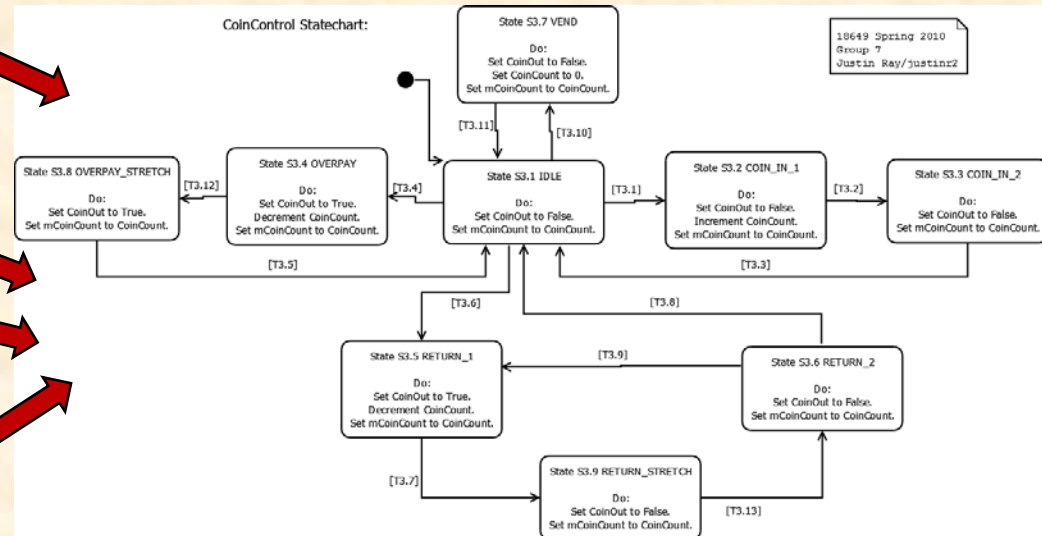


StateChart to SD Relationship

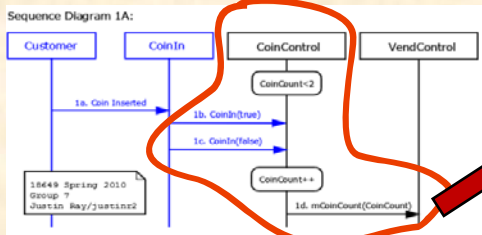
- For each object in each SD: identify input & output arcs
 - Detailed Design: design statechart that accounts for all SD behaviors



Statechart Must Exhibit All Those Behaviors



SD set specifies behaviors



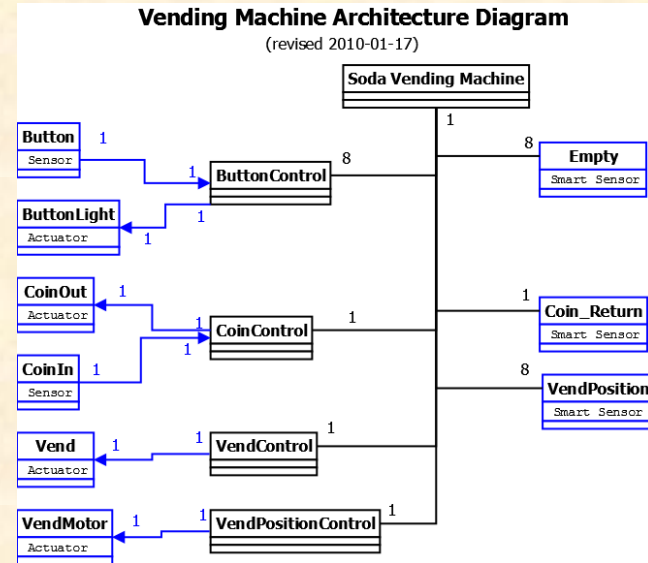
High Level Design Best Practices

■ HLD should include:

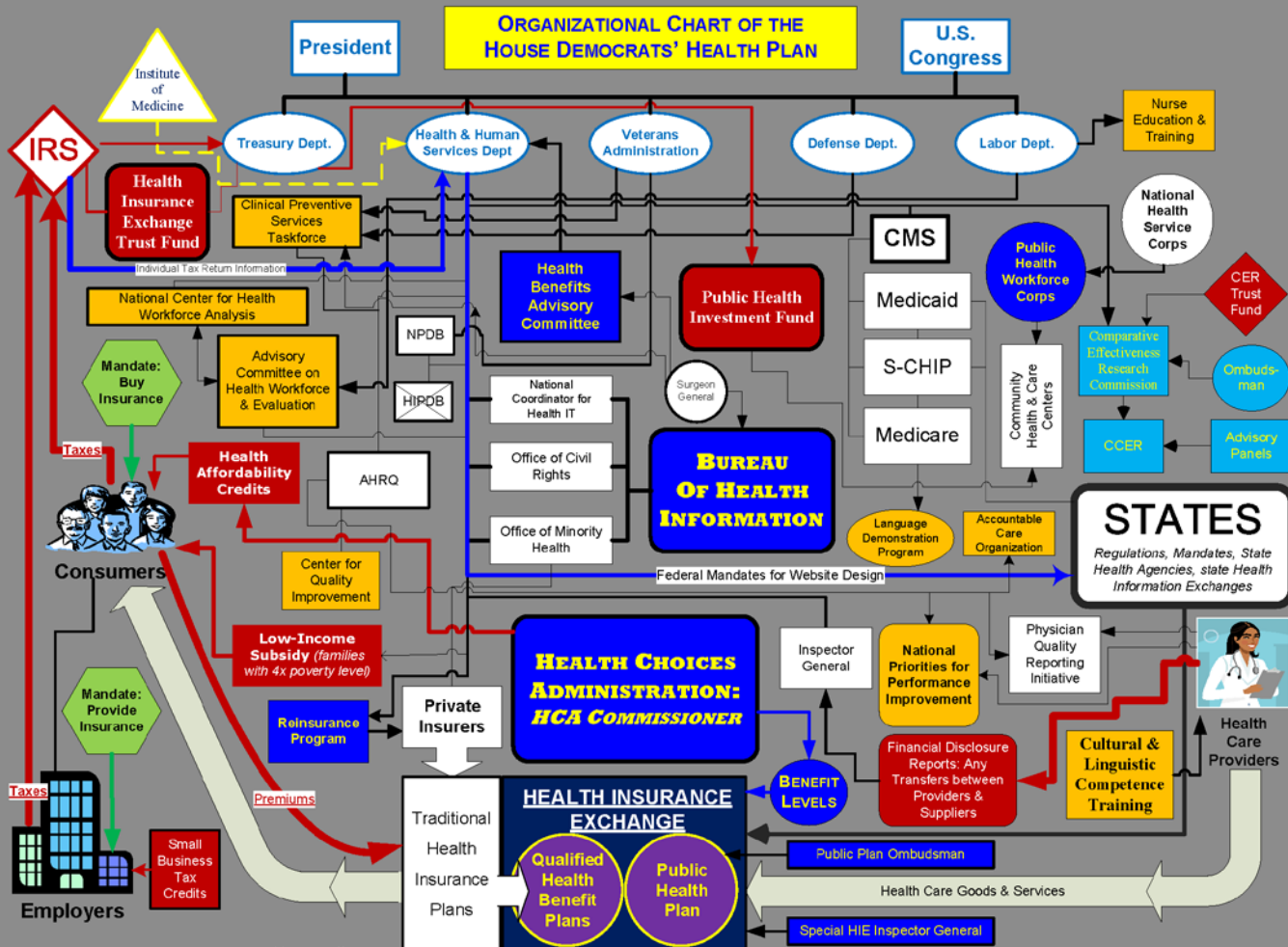
- One or more architecture diagrams
 - Defines all components & interfaces
 - HW arch., SW arch., Network arch., ...
- Sequence Diagrams
 - Both nominal and off-nominal interactions
 - See 18-649 soda machine for a fully worked example
- HLD must co-evolve with requirements
 - Need both nouns + verbs to define a system!

■ High Level Design pitfalls:

- Diagrams that leave out interactions
- Boxes and arrows don't have well defined meanings
- HLD that bleeds into detailed design information
 - Should have separate Detailed Design per component



<http://www.ece.cmu.edu/~ece649/project/sodamachine/index.html>



2011 Health Plan Flow Chart: What's wrong with this as an architecture diagram?

<https://donyoung.house.gov/uploadedfiles/house-democrats-health-plan.pdf>