BSE3201 Software Architecture (4CU)

Course Objectives; At the end of the course ,students will: (i)Be familiar with the latest state of the art soft ware architecture; (ii) Appreciate software system design; and (iii) Understand how system’s components are meant to interact with each other.

Course Content; The topics to be covered in this course unit are: Architectural styles, Components of architectural design, Connectors, components, composition, Architectural design guidance and Tools for architectural design, Achieving quality goals with architectural styles, Formal models and specifications, Analyzing software architecture with SAAM, Architecture description languages (ADLs), Architecture-based development, Pattern sins of software architecture, Reusing software architecture.

References

•Software Architecture in Practice, by Len Bass, Paul Clements and Rick Kazman, Addison

Wesley1998.

•Software Architecture: Perspectives on an Emerging Discipline, by Shaw and Garlan, Prentice

Hall1996.

•”UML Components: A simple process for specifying component-based software”, by Cheesman and Daniels, Addison-Wesley 2000.