



Object-Oriented Software Engineering

Practical Software Development using UML and Java

Chapter 9: Architecting and Designing Software

Lecture 12

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9.1 The Process of Design

Definition:

- *Design* is a problem-solving process whose objective is to find and describe a way:
 - To implement the system's *functional requirements*...
 - While respecting the constraints imposed by the *quality, platform and process requirements*...
 - including the budget
 - And while adhering to general principles of *good quality*

Design as a series of decisions

A designer is faced with a series of *design issues*

- These are sub-problems of the overall design problem.
- Each issue normally has several alternative solutions:
 - *design options*.
- The designer makes a *design decision* to resolve each issue.
 - This process involves choosing the best option from among the alternatives.

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Making decisions

To make each design decision, the software engineer uses:

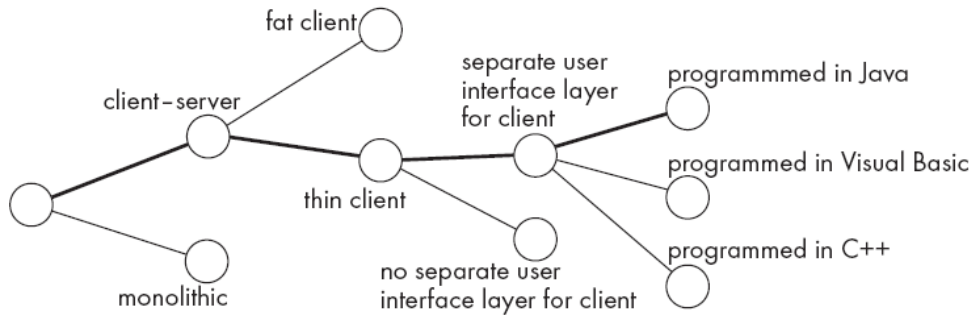
- Knowledge of
 - the requirements
 - the design as created so far
 - the technology available
 - software design principles and ‘best practices’
 - what has worked well in the past

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Design space

The space of possible designs that could be achieved by choosing different sets of alternatives is often called the *design space*

- For example:



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Component

Any piece of software or hardware that has a clear role.

- A component can be isolated, allowing you to replace it with a different component that has equivalent functionality.
- Many components are designed to be reusable.
- Conversely, others perform special-purpose functions.

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Module

A component that is defined at the programming language level

- For example, methods, classes and packages are modules in Java.

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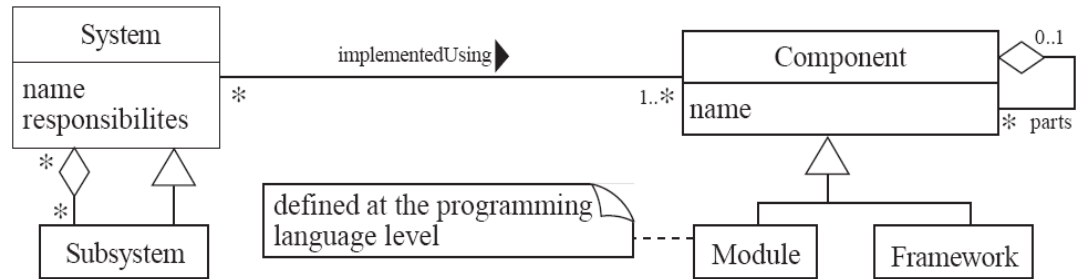
System

A logical entity, having a set of definable responsibilities or objectives, and consisting of hardware, software or both.

- A system can have a specification which is then implemented by a collection of components.
- A system continues to exist, even if its components are changed or replaced.
- The goal of requirements analysis is to determine the responsibilities of a system.
- **Subsystem:**
 - A system that is part of a larger system, and which has a definite interface

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UML diagram of system parts



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Top-down and bottom-up design

Top-down design

- First design the very high level structure of the system.
- Then gradually work down to detailed decisions about low-level constructs.
- Finally arrive at detailed decisions such as:
 - the format of particular data items;
 - the individual algorithms that will be used.

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Top-down and bottom-up design

Bottom-up design

- Make decisions about reusable low-level utilities.
- Then decide how these will be put together to create high-level constructs.

A mix of top-down and bottom-up approaches are normally used:

- Top-down design is almost always needed to give the system a good structure.
- Bottom-up design is normally useful so that reusable components can be created.

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Different aspects of design

- *Architecture design:*
 - The division into subsystems and components,
 - How these will be connected.
 - How they will interact.
 - Their interfaces.
- *Class design:*
 - The various features of classes.
- *User interface design*
- *Algorithm design:*
 - The design of computational mechanisms.
- *Protocol design:*
 - The design of communications protocol.

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9.2 Principles Leading to Good Design

Overall *goals* of good design:

- Increasing profit by reducing cost and increasing revenue
- Ensuring that we actually conform with the requirements
- Accelerating development
- Increasing qualities such as
 - Usability
 - Efficiency
 - Reliability
 - Maintainability
 - Reusability

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Design Principle 1: Divide and conquer

Trying to deal with something big all at once is normally much harder than dealing with a series of smaller things

- Separate people can work on each part.
- An individual software engineer can specialize.
- Each individual component is smaller, and therefore easier to understand.
- Parts can be replaced or changed without having to replace or extensively change other parts.

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Ways of dividing a software system

- A distributed system is divided up into clients and servers
- A system is divided up into subsystems
- A subsystem can be divided up into one or more packages
- A package is divided up into classes
- A class is divided up into methods

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DESIGN PRINCIPLE 2. INCREASE COHESION WHERE POSSIBLE

A subsystem or module has high cohesion if it keeps together things that are related to each other, and keeps out other things

- This makes the system as a whole easier to understand and change
- Type of cohesion:
 - Functional, Layer, Communicational, Sequential, Procedural, Temporal, Utility

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Functional cohesion

This is achieved when *all the code that computes a particular result is kept together - and everything else is kept out*

- i.e. when a module only performs a *single* computation, and returns a result, *without having side-effects*.
- Benefits to the system:
 - Easier to understand
 - More reusable
 - Easier to replace
- Modules that update a database, create a new file or interact with the user are not functionally cohesive

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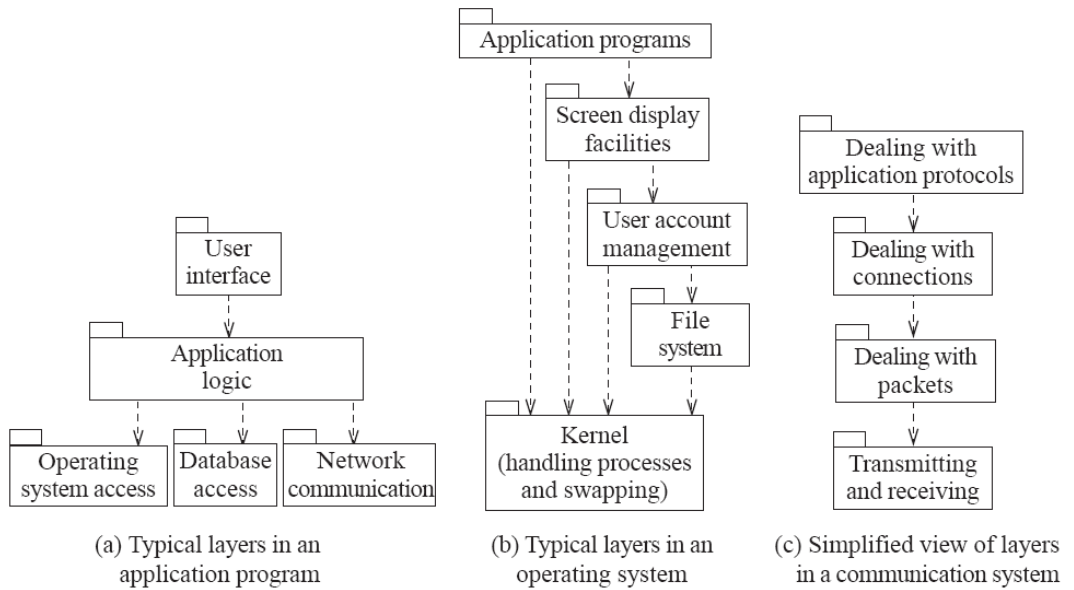
Layer cohesion

All the *facilities for providing or accessing a set of related services* are kept together, and everything else is kept out

- The layers should form a hierarchy
 - Higher layers can access services of lower layers,
 - Lower layers do not access higher layers
- The set of procedures through which a layer provides its services is the *application programming interface (API)*
- You can replace a layer without having any impact on the other layers
 - You just replicate the API

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Example of the use of layers



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Communicational cohesion

All the *modules that access or manipulate certain data* are kept together (e.g. in the same class) - and everything else is kept out

- A class would have good communicational cohesion
 - if all the system's facilities for storing and manipulating its data are contained in this class.
 - if the class does not do anything other than manage its data.
- Main advantage: When you need to make changes to the data, you find all the code in one place

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Sequential cohesion

Procedures, in which one procedure provides input to the next, are kept together – and everything else is kept out

- You should achieve sequential cohesion, only once you have already achieved the preceding types of cohesion.

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Procedural cohesion

Procedures that are used one after another are kept together

- Even if one does not necessarily provide input to the next.
- Weaker than sequential cohesion.

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Temporal Cohesion

Operations that are performed during the same phase of the execution of the program are kept together, and everything else is kept out

- For example, placing together the code used during system start-up or initialization.
- Weaker than procedural cohesion.

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Utility cohesion

When related utilities which cannot be logically placed in other cohesive units are kept together

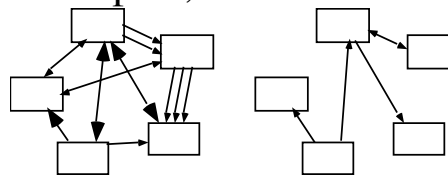
- A utility is a procedure or class that has wide applicability to many different subsystems and is designed to be reusable.
- For example, the **java.lang.Math** class.

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Design Principle 3. Reduce coupling where possible

Coupling occurs when there are *interdependencies* between one module and another

- When interdependencies exist, changes in one place will require changes somewhere else.
- A network of interdependencies makes it hard to see at a glance how some component works.
- Type of coupling:
 - Content, Common, Control, Stamp, Data, Routine Call, Type use, Inclusion/Import, External



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Content coupling:

Occurs when one component *surreptitiously* modifies data that is *internal* to another component

- To reduce content coupling you should therefore *encapsulate* all instance variables
 - declare them `private`
 - and provide get and set methods
- A worse form of content coupling occurs when you directly modify an instance variable *of* an instance variable

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Example of content coupling

```
public class Line
{
    private Point start, end;
    ...
    public Point getStart() { return start; }
    public Point getEnd() { return end; }
}

public class Arch
{
    private Line baseline;
    ...
    void slant(int newY)
    {
        Point theEnd = baseline.getEnd();
        theEnd.setLocation(theEnd.getX(),newY);
    }
}
```

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Common coupling

Occurs whenever you use a *global variable*

- All the components using the global variable become coupled to each other
- A weaker form of common coupling is when a variable can be accessed by a *subset* of the system's classes
 - e.g. a Java package
- Can be acceptable for creating global variables that represent system-wide default values
- The Singleton pattern provides encapsulated global access to an object

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Control coupling

Occurs when one procedure calls another using a *'flag'* or *'command'* that explicitly controls what the second procedure does

- To make a change you have to change both the calling and called method
- The use of polymorphic operations is normally the best way to avoid control coupling
- One way to reduce the control coupling could be to have a *look-up table*
 - commands are then mapped to a method that should be called when that command is issued

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Example of control coupling

```
public routineX(String command)
{
    if (command.equals("drawCircle"))
        drawCircle();
    else
        drawRectangle();
}
```

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Stamp coupling:

Occurs whenever one of your application classes is declared as the *type* of a method argument

- Since one class now uses the other, changing the system becomes harder
 - Reusing one class requires reusing the other
- Two ways to reduce stamp coupling,
 - using an interface as the argument type
 - passing simple variables

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Example of stamp coupling

```
public class Emailer
{
    public void sendEmail(Employee e, String text)
    {...}
    ...
}
```

Using simple data types to avoid it:

```
public class Emailer
{
    public void sendEmail(String name, String email, String text)
    {...}
    ...
}
```

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Example of stamp coupling

Using an interface to avoid it:

```
public interface Addressee
{
    public abstract String getName();
    public abstract String getEmail();
}

public class Employee implements Addressee {...}

public class Mailer
{
    public void sendEmail(Addressee e, String text)
    {...}
    ...
}
```

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Data coupling

Occurs whenever the types of method arguments are either primitive or else simple library classes

- The more arguments a method has, the higher the coupling
 - All methods that use the method must pass all the arguments
- You should reduce coupling by not giving methods unnecessary arguments
- There is a trade-off between data coupling and stamp coupling
 - Increasing one often decreases the other

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Routine call coupling

Occurs when one routine (or method in an object oriented system) calls another

- The routines are coupled because they depend on each other's behaviour
- Routine call coupling is always present in any system.
- If you repetitively use a sequence of two or more methods to compute something
 - then you can reduce routine call coupling by writing a single routine that encapsulates the sequence.

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Type use coupling

Occurs when a module uses a data type defined in another module

- It occurs any time a class declares an instance variable or a local variable as having another class for its type.
- The consequence of type use coupling is that if the type definition changes, then the users of the type may have to change
- Always declare the type of a variable to be the most general possible class or interface that contains the required operations

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Inclusion or import coupling

Occurs when one component imports a package

- (as in Java)

or when one component includes another

- (as in C++).
- The including or importing component is now exposed to everything in the included or imported component.
- If the included/imported component changes something or adds something.
 - This may raise a conflict with something in the includer, forcing the includer to change.
- An item in an imported component might have the same name as something you have already defined.

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External coupling

When a module has a dependency on such things as the operating system, shared libraries or the hardware

- It is best to reduce the number of places in the code where such dependencies exist.
- The Façade design pattern can reduce external coupling

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Design Principle 4. Keep the level of abstraction as high as possible

Ensure that your designs allow you to hide or defer consideration of details, thus reducing complexity

- A good abstraction is said to provide *information hiding*
- Abstractions allow you to understand the essence of a subsystem without having to know unnecessary details

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Abstraction and classes

Classes are data abstractions that contain procedural abstractions

- Abstraction is increased by defining all variables as private.
- The fewer public methods in a class, the better the abstraction
- Superclasses and interfaces increase the level of abstraction
- Attributes and associations are also data abstractions.
- Methods are procedural abstractions
 - Better abstractions are achieved by giving methods fewer parameters

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Design Principle 5. Increase Reusability where possible

Design the various aspects of your system so that they can be used again in other contexts

- Generalize your design as much as possible
- Follow the preceding three design principles
- Design your system to contain hooks
- Simplify your design as much as possible

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Design Principle 6. Reuse existing designs and code where possible

Design with reuse is complementary to design for reusability

- Actively reusing designs or code allows you to take advantage of the investment you or others have made in reusable components
 - *Cloning* should not be seen as a form of reuse

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Design Principle 7: Design for flexibility

Actively anticipate changes that a design may have to undergo in the future, and prepare for them

- Reduce coupling and increase cohesion
- Create abstractions
- Do not hard-code anything
- Leave all options open
 - Do not restrict the options of people who have to modify the system later
- Use reusable code and make code reusable

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Design Principle 8: Anticipate obsolescence

Plan for changes in the technology or environment so the software will continue to run or can be easily changed

- Avoid using early releases of technology
- Avoid using software libraries that are specific to particular environments
- Avoid using undocumented features or little-used features of software libraries
- Avoid using software or special hardware from companies that are less likely to provide long-term support
- Use standard languages and technologies that are supported by multiple vendors

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Design Principle 9: Design for Portability

Have the software run on as many platforms as possible

- Avoid the use of facilities that are specific to one particular environment
- E.g. a library only available in Microsoft Windows

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Design Principle 10: Design for Testability

Take steps to make testing easier

- Design a program to automatically test the software
 - Discussed more in Chapter 10
 - Ensure that all the functionality of the code can be driven by an external program, bypassing a graphical user interface
- In Java, you can create a `main()` method in each class in order to exercise the other methods

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Design Principle 11: Design defensively

Never trust how others will try to use a component you are designing

- Handle all cases where other code might attempt to use your component inappropriately
- Check that all of the inputs to your component are valid: the *preconditions*
 - Unfortunately, over-zealous defensive design can result in unnecessarily repetitive checking

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Design by contract

A technique that allows you to design defensively in an efficient and systematic way

- Key idea
 - each method has an explicit *contract* with its callers
- The contract has a set of assertions that state:
 - What *preconditions* the called method requires to be true when it starts executing
 - What *postconditions* the called method agrees to ensure are true when it finishes executing
 - What *invariants* the called method agrees will not change as it executes

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Techniques for making good design decisions

Using priorities and objectives to decide among alternatives

- Step 1: List and describe the alternatives for the design decision.
- Step 2: List the advantages and disadvantages of each alternative with respect to your objectives and priorities.
- Step 3: Determine whether any of the alternatives prevents you from meeting one or more of the objectives.
- Step 4: Choose the alternative that helps you to best meet your objectives.
- Step 5: Adjust priorities for subsequent decision making.

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Example priorities and objectives

Imagine a system has the following objectives, starting with top priority:

- **Security:** Encryption must not be breakable within 100 hours of computing time on a 400Mhz Intel processor, using known cryptanalysis techniques.
- **Maintainability.** No specific objective.
- **CPU efficiency.** Must respond to the user within one second when running on a 400MHz Intel processor.
- **Network bandwidth efficiency:** Must not require transmission of more than 8KB of data per transaction.
- **Memory efficiency.** Must not consume over 20MB of RAM.
- **Portability.** Must be able to run on Windows 98, NT 4 and ME as well as Linux

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Using cost-benefit analysis to choose among alternatives

- To estimate the *costs*, add up:
 - The incremental cost of doing the *software engineering* work, including ongoing maintenance
 - The incremental costs of any *development technology* required
 - The incremental costs that *end-users and product support personnel* will experience
- To estimate the *benefits*, add up:
 - The incremental software engineering time saved
 - The incremental benefits measured in terms of either increased sales or else financial benefit to users

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Software Architecture

***Software architecture* is process of designing the global organization of a software system, including:**

- Dividing software into subsystems.
- Deciding how these will interact.
- Determining their interfaces.
 - The architecture is the core of the design, so all software engineers need to understand it.
 - The architecture will often constrain the overall efficiency, reusability and maintainability of the system.

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The importance of software architecture

Why you need to develop an architectural model:

- To enable everyone to better understand the system
- To allow people to work on individual pieces of the system in isolation
- To prepare for extension of the system
- To facilitate reuse and reusability

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Contents of a good architectural model

A system's architecture will often be expressed in terms of several different *views*

- The logical breakdown into subsystems
- The interfaces among the subsystems
- The dynamics of the interaction among components at run time
- The data that will be shared among the subsystems
- The components that will exist at run time, and the machines or devices on which they will be located

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Design *stable* architecture

To ensure the maintainability and reliability of a system, an architectural model must be designed to be *stable*.

- Being stable means that the new features can be easily added with only small changes to the architecture

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Developing an architectural model

Start by sketching an outline of the architecture

- Based on the principal requirements and use cases
- Determine the main components that will be needed
- Choose among the various architectural patterns
 - Discussed next
- *Suggestion*: have several different teams independently develop a first draft of the architecture and merge together the best ideas

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Developing an architectural model

- Refine the architecture
 - Identify the main ways in which the components will interact and the interfaces between them
 - Decide how each piece of data and functionality will be distributed among the various components
 - Determine if you can re-use an existing framework, if you can build a framework
- Consider each use case and adjust the architecture to make it realizable
- Mature the architecture

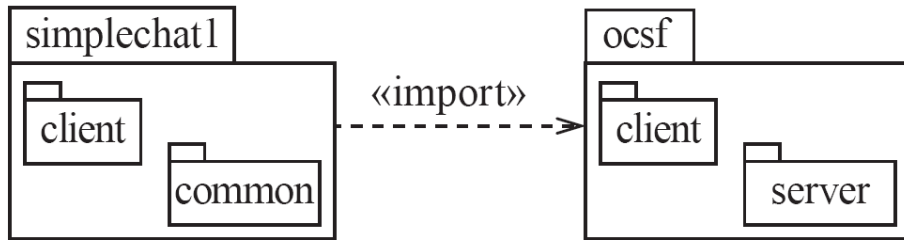
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Describing an architecture using UML

- All UML diagrams can be useful to describe aspects of the architectural model
- Four UML diagrams are particularly suitable for architecture modelling:
 - Package diagrams
 - Subsystem diagrams
 - Component diagrams
 - Deployment diagrams

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Package diagrams



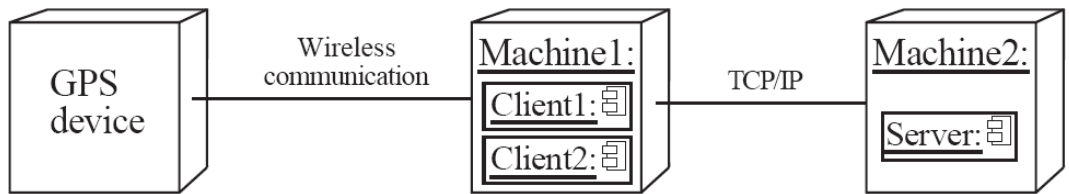
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Component diagrams



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Deployment diagrams



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Architectural Patterns

The notion of patterns can be applied to software architecture.

- These are called *architectural patterns* or *architectural styles*.
- Each allows you to design flexible systems using components
 - The components are as independent of each other as possible.

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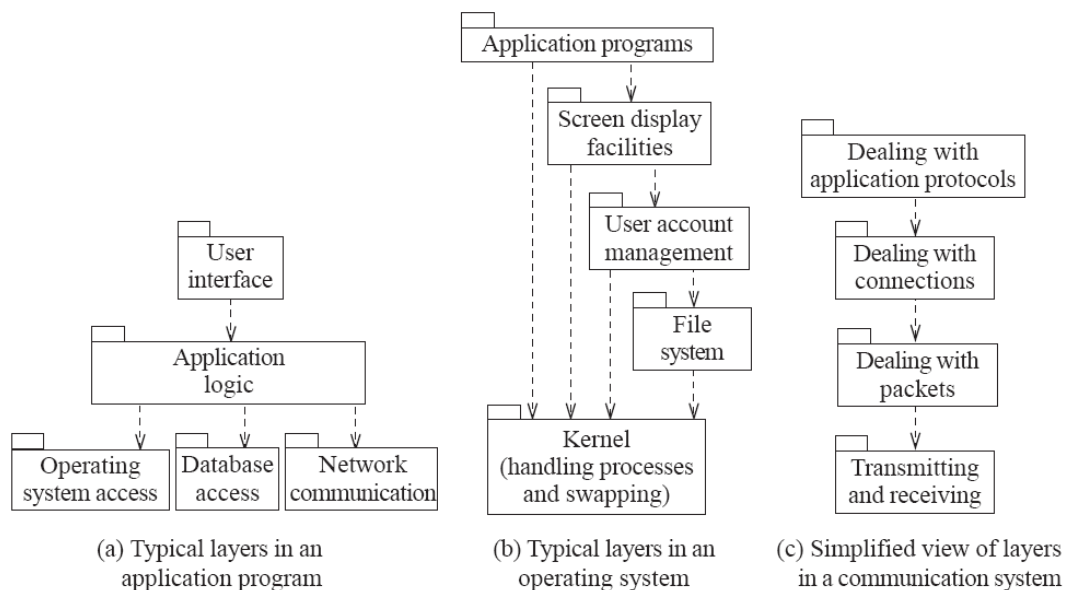
The Multi-Layer architectural pattern

In a layered system, each layer communicates only with the layer immediately below it.

- Each layer has a well-defined interface used by the layer immediately above.
 - The higher layer sees the lower layer as a set of *services*.
- A complex system can be built by superposing layers at increasing levels of abstraction.
 - It is important to have a separate layer for the UI.
 - Layers immediately below the UI layer provide the application functions determined by the use-cases.
 - Bottom layers provide general services.
 - e.g. network communication, database access

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Example of multi-layer systems



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THE MULTI-LAYER ARCHITECTURE AND DESIGN PRINCIPLES

1. *Divide and conquer*: The layers can be independently designed.
2. *Increase cohesion*: Well-designed layers have layer cohesion.
3. *Reduce coupling*: Well-designed lower layers do not know about the higher layers and the only connection between layers is through the API.
4. *Increase abstraction*: you do not need to know the details of how the lower layers are implemented.
5. *Increase reusability*: The lower layers can often be designed generically.

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THE MULTI-LAYER ARCHITECTURE AND DESIGN PRINCIPLES

6. *Increase reuse*: You can often reuse layers built by others that provide the services you need.
7. *Increase flexibility*: you can add new facilities built on lower-level services, or replace higher-level layers.
8. *Anticipate obsolescence*: By isolating components in separate layers, the system becomes more resistant to obsolescence.
9. *Design for portability*: All the dependent facilities can be isolated in one of the lower layers.
10. *Design for testability*: Layers can be tested independently.
11. *Design defensively*: The APIs of layers are natural places to build in rigorous assertion-checking.

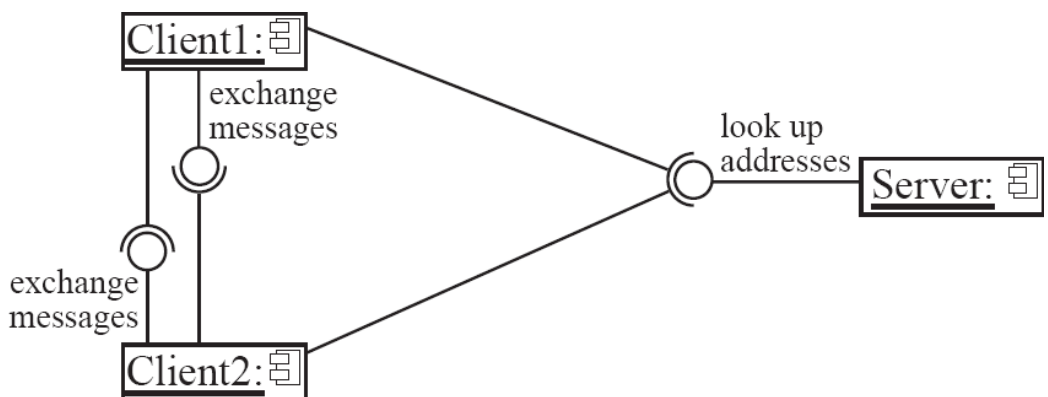
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The Client-Server and other distributed architectural patterns

- There is at least one component that has the role of *server*, waiting for and then handling connections.
- There is at least one component that has the role of *client*, initiating connections in order to obtain some service.
- A further extension is the Peer-to-Peer pattern.
 - A system composed of various software components that are distributed over several hosts.

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An example of a distributed system



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THE DISTRIBUTED ARCHITECTURE AND DESIGN PRINCIPLES

1. *Divide and conquer*: Dividing the system into client and server processes is a strong way to divide the system.
 - Each can be separately developed.
2. *Increase cohesion*: The server can provide a cohesive service to clients.
3. *Reduce coupling*: There is usually only one communication channel exchanging simple messages.
4. *Increase abstraction*: Separate distributed components are often good abstractions.
6. *Increase reuse*: It is often possible to find suitable frameworks on which to build good distributed systems
 - However, client-server systems are often very application specific.

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THE DISTRIBUTED ARCHITECTURE AND DESIGN PRINCIPLES

7. *Design for flexibility*: Distributed systems can often be easily reconfigured by adding extra servers or clients.
9. *Design for portability*: You can write clients for new platforms without having to port the server.
10. *Design for testability*: You can test clients and servers independently.
11. *Design defensively*: You can put rigorous checks in the message handling code.

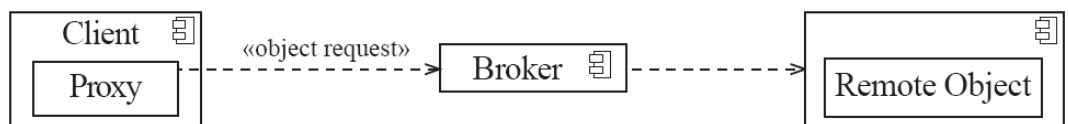
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The Broker architectural pattern

- Transparently distribute aspects of the software system to different nodes
 - An object can call methods of another object without knowing that this object is remotely located.
 - CORBA is a well-known open standard that allows you to build this kind of architecture.

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Example of a Broker system



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The broker architecture and design principles

1. *Divide and conquer*: The remote objects can be independently designed.
5. *Increase reusability*: It is often possible to design the remote objects so that other systems can use them too.
6. *Increase reuse*: You may be able to reuse remote objects that others have created.
7. *Design for flexibility*: The brokers can be updated as required, or the proxy can communicate with a different remote object.
9. *Design for portability*: You can write clients for new platforms while still accessing brokers and remote objects on other platforms.
11. *Design defensively*: You can provide careful assertion checking in the remote objects.

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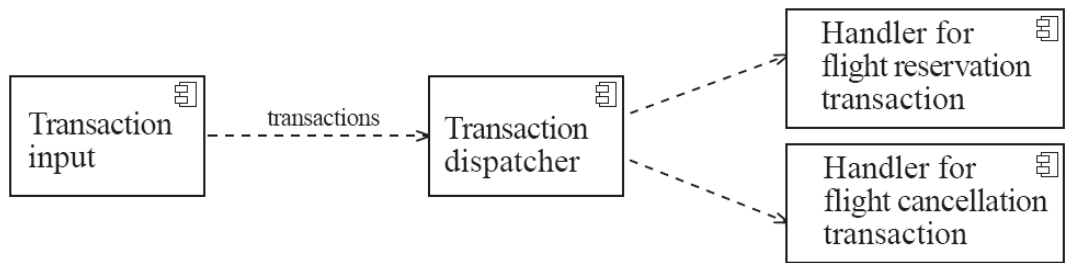
THE TRANSACTION-PROCESSING architectural pattern

A process reads a series of inputs one by one.

- Each input describes a *transaction* – a command that typically some change to the data stored by the system
- There is a transaction *dispatcher* component that decides what to do with each transaction
- This dispatches a procedure call or message to one of a series of component that will *handle* the transaction

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Example of a transaction-processing system



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THE TRANSACTION-PROCESSING ARCHITECTURE AND DESIGN PRINCIPLES

1. *Divide and conquer*: The transaction handlers are suitable system divisions that you can give to separate software engineers.
2. *Increase cohesion*: Transaction handlers are naturally cohesive units.
3. *Reduce coupling*: Separating the dispatcher from the handlers tends to reduce coupling.
7. *Design for flexibility*: You can readily add new transaction handlers.
11. *Design defensively*: You can add assertion checking in each transaction handler and/or in the dispatcher.

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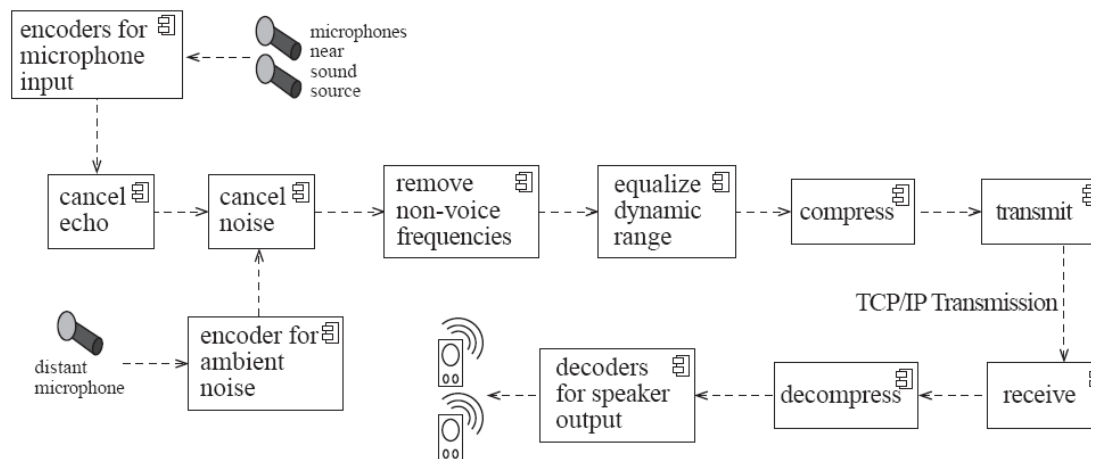
The Pipe-and-Filter architectural pattern

A stream of data, in a relatively simple format, is passed through a series of processes

- Each of which transforms it in some way.
- Data is constantly fed into the pipeline.
- The processes work concurrently.
- The architecture is very flexible.
 - Almost all the components could be removed.
 - Components could be replaced.
 - New components could be inserted.
 - Certain components could be reordered.

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Example of a pipe-and-filter system



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The pipe-and-filter architecture and design principles

1. *Divide and conquer*: The separate processes can be independently designed.
2. *Increase cohesion*: The processes have functional cohesion.
3. *Reduce coupling*: The processes have only one input and one output.
4. *Increase abstraction*: The pipeline components are often good abstractions, hiding their internal details.
5. *Increase reusability*: The processes can often be used in many different contexts.
6. *Increase reuse*: It is often possible to find reusable components to insert into a pipeline.

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The pipe-and-filter architecture and design principles

7. *Design for flexibility*: There are several ways in which the system is flexible.
10. *Design for testability*: It is normally easy to test the individual processes.
11. *Design defensively*: You rigorously check the inputs of each component, or else you can use design by contract.

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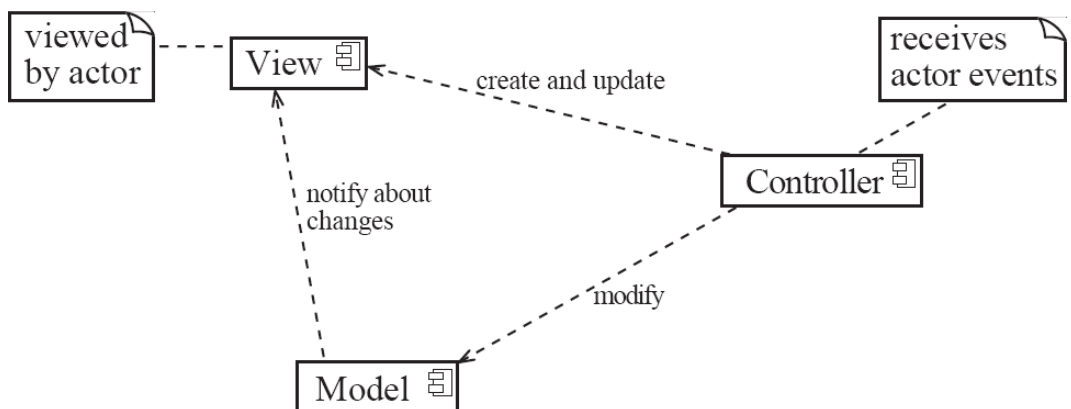
The Model-View-Controller (MVC) architectural pattern

An architectural pattern used to help separate the user interface layer from other parts of the system

- The *model* contains the underlying classes whose instances are to be viewed and manipulated
- The *view* contains objects used to render the appearance of the data from the model in the user interface
- The *controller* contains the objects that control and handle the user's interaction with the view and the model
- The Observable design pattern is normally used to separate the model from the view

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Example of the MVC architecture for the UI



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Example of MVC in Web architecture

- The *View* component generates the HTML code to be displayed by the browser.
- The *Controller* is the component that interprets ‘HTTP post’ transmissions coming back from the browser.
- The *Model* is the underlying system that manages the information.

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The MVC architecture and design principles

1. *Divide and conquer*: The three components can be somewhat independently designed.
2. *Increase cohesion*: The components have stronger layer cohesion than if the view and controller were together in a single UI layer.
3. *Reduce coupling*: The communication channels between the three components are minimal.
6. *Increase reuse*: The view and controller normally make extensive use of reusable components for various kinds of UI controls.
7. *Design for flexibility*: It is usually quite easy to change the UI by changing the view, the controller, or both.
10. *Design for testability*: You can test the application separately from the UI.

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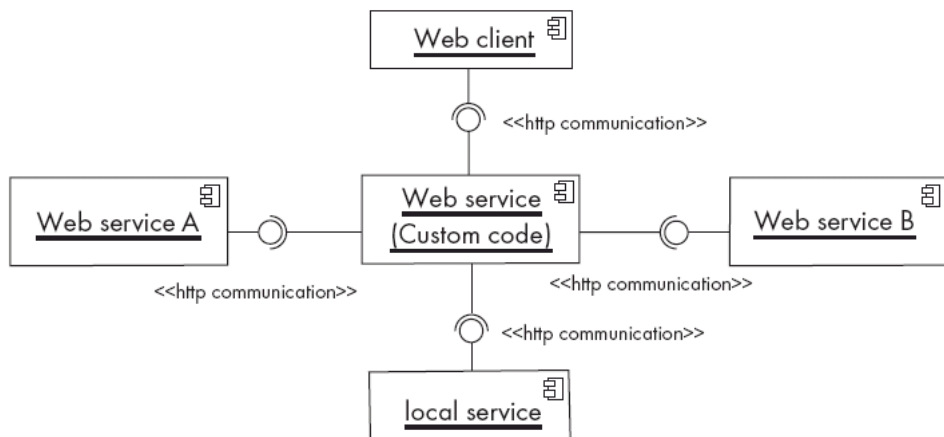
The Service-oriented architectural pattern

This architecture organizes an application as a collection of services that communicates using well-defined interfaces

- In the context of the Internet, the services are called *Web services*
- A web service is an application, accessible through the Internet, that can be integrated with other services to form a complete system
- The different components generally communicate with each other using open standards such as XML.

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Example of a service-oriented application



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THE SERVICE-ORIENTED ARCHITECTURE AND design principles

1. *Divide and conquer*: The application is made of independently designed services.
2. *Increase cohesion*: The Web services are structured as layers and generally have good functional cohesion.
3. *Reduce coupling*: Web-based applications are loosely coupled built by binding together distributed components.
5. *Increase reusability*: A Web service is a highly reusable component.
6. *Increase reuse*: Web-based applications are built by reusing existing Web services.
8. *Anticipate obsolescence*: Obsolete services can be replaced by new implementation without impacting the applications that use them.

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THE SERVICE-ORIENTED ARCHITECTURE AND design principles

9. *Design for portability*: A service can be implemented on any platform that supports the required standards.
10. *Design for testability*: Each service can be tested independently.
11. *Design defensively*: Web services enforce defensive design since different applications can access the service.

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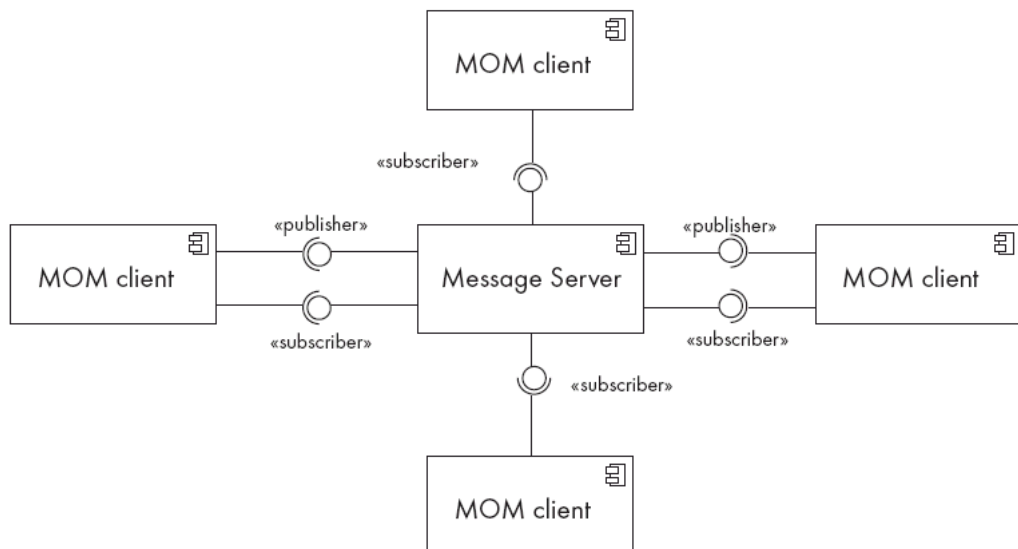
The Message-oriented architectural pattern

Under this architecture, the different sub-systems communicate and collaborate to accomplish some task only by exchanging messages.

- Also known as Message-oriented Middleware (MOM)
- The core of this architecture is an application-to-application messaging system
- Senders and receivers need only to know what are the message formats
- In addition, the communicating applications do not have to be available at the same time (i.e. messages can be made persistent)
- The self-contained messages are sent by one component (the *publisher*) through virtual channels (*topics*) to which other interested software components can subscribe (*subscribers*)

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Example of a Message-oriented application



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The message-oriented architecture and design principles

1. *Divide and conquer*: The application is made of isolated software components.
3. *Reduce coupling*: The components are loosely coupled since they share only data format.
4. *Increase abstraction*: The prescribed format of the messages are generally simple to manipulate, all the application details being hidden behind the messaging system.
5. *Increase reusability*: A component will be reusable if the message formats are flexible enough.
6. *Increase reuse*: The components can be reused as long as the new system adheres to the proposed message formats.
7. *Design for flexibility*: The functionality of a message-oriented system can be easily updated or enhanced by adding or replacing components in the system.
10. *Design for testability*: Each component can be tested independently.
11. *Design defensively*: Defensive design consists simply of validating all received messages before processing them.

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Summary of architecture versus design principles

	1	2	3	4	5	6	7	8	9	10	11
Multi-layers	■	■	■	■	■	■	■	■	■	■	■
Client-server	■	■	■	■	□	■	■	□	■	■	□
Broker	■	□	□	□	■	■	■	□	■	□	■
Transaction processing	■	■	■	□	□	□	■	□	□	□	■
Pipe-and-filter	■	■	■	■	■	■	■	□	□	■	■
MVC	■	■	■	□	□	■	■	□	□	■	□
Service-oriented	■	■	■	■	■	■	□	■	■	■	■
Message-oriented	■	■	■	■	■	■	■	□	□	■	■

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9.7 Writing a Good Design Document

Design documents as an aid to making better designs

- They force you to be explicit and consider the important issues before starting implementation.
- They allow a group of people to review the design and therefore to improve it.
- Design documents as a means of communication.
 - To those who will be *implementing* the design.
 - To those who will need, in the future, to *modify* the design.
 - To those who need to create systems or subsystems that *interface* with the system being designed.

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Structure of a design document

A. Purpose:

- What system or part of the system this design document describes.
- Make reference to the requirements that are being implemented by this design document (*traceability*).

B. General priorities:

- Describe the priorities used to guide the design process.

C. Outline of the design:

- Give a high-level description of the design that allows the reader to quickly get a general feeling for it.

D. Major design issues:

- Discuss the important issues that had to be resolved.
- Give the possible alternatives that were considered, the final decision and rationale for the decision.

E. Other details of the design:

- Give any other details the reader may want to know that have not yet been mentioned.

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When writing the document

- Avoid documenting information that would be *readily obvious* to a skilled programmer or designer.
- Avoid writing details in a design document that would be better placed as *comments* in the code.
- Avoid writing details that can be *extracted automatically* from the code, such as the list of public methods.

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9.9 Difficulties and Risks in Design

Like modeling, design is a skill that requires experience

- *Individual software engineers should not attempt the design of large systems*
- *Aspiring software architects should actively study designs of other systems*

Poor designs can lead to expensive maintenance

- *Ensure you follow the principles discussed in this chapter*

It takes constant effort to ensure a design remains good

- *Make the original design as flexible as possible so as to anticipate changes and extensions.*
- *Ensure that the design documentation is usable and at the correct level of detail*
- *Ensure that change is carefully managed*

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