How to Represent the Architecture of Your Enterprise Application Using UML 2.0 and More

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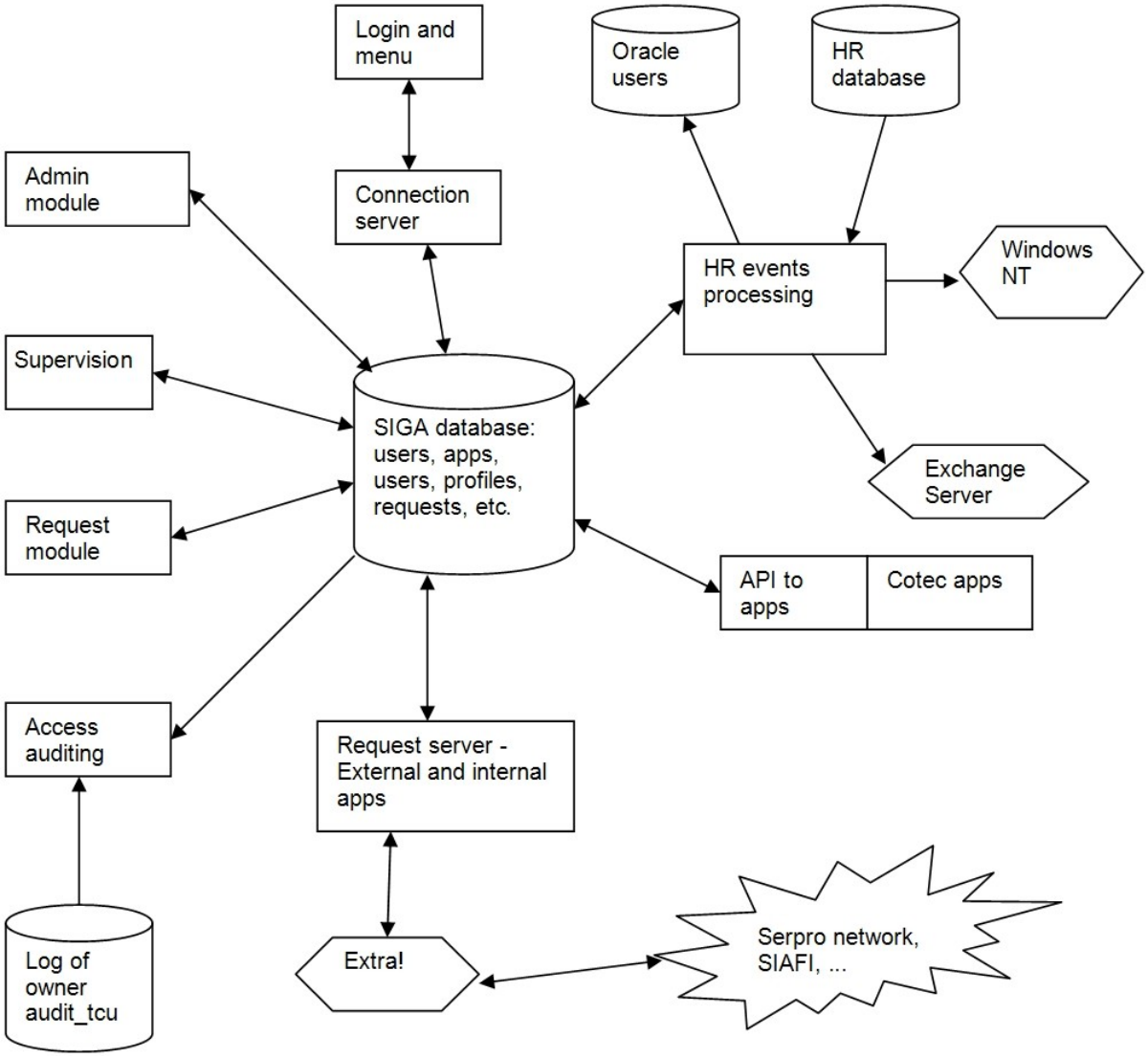
www.sei.cmu.edu/architecture

Session TS-4619

We Can Do Better Than This!



I created this diagram eight years ago

The design may be OK

But the design description is bad and in one hour I'll have told you why!

Goals of This Talk

- Tell you what information about an architecture should be captured
- Show you UML 2.0 and other notations and guidelines for architecture representation
- Give you a break from reading code :^)

Agenda

- Introduction
- Multi-View Architecture
  - Module Views
  - Runtime Views
  - Deployment Views
  - Data Model
- Template for an Architecture Document
- Outroduction

Agenda

Introduction

Multi-View Architecture

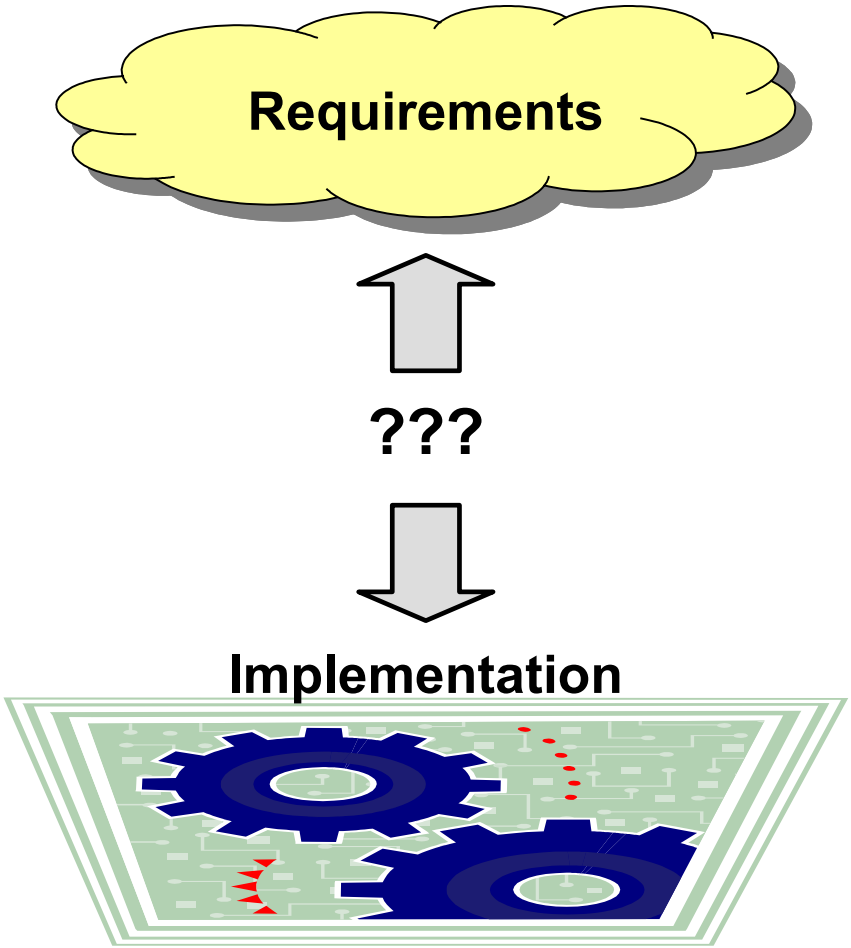
- Module Views
- Runtime Views
- Deployment Views
- Data Model

Template for an Architecture Document

Outroduction

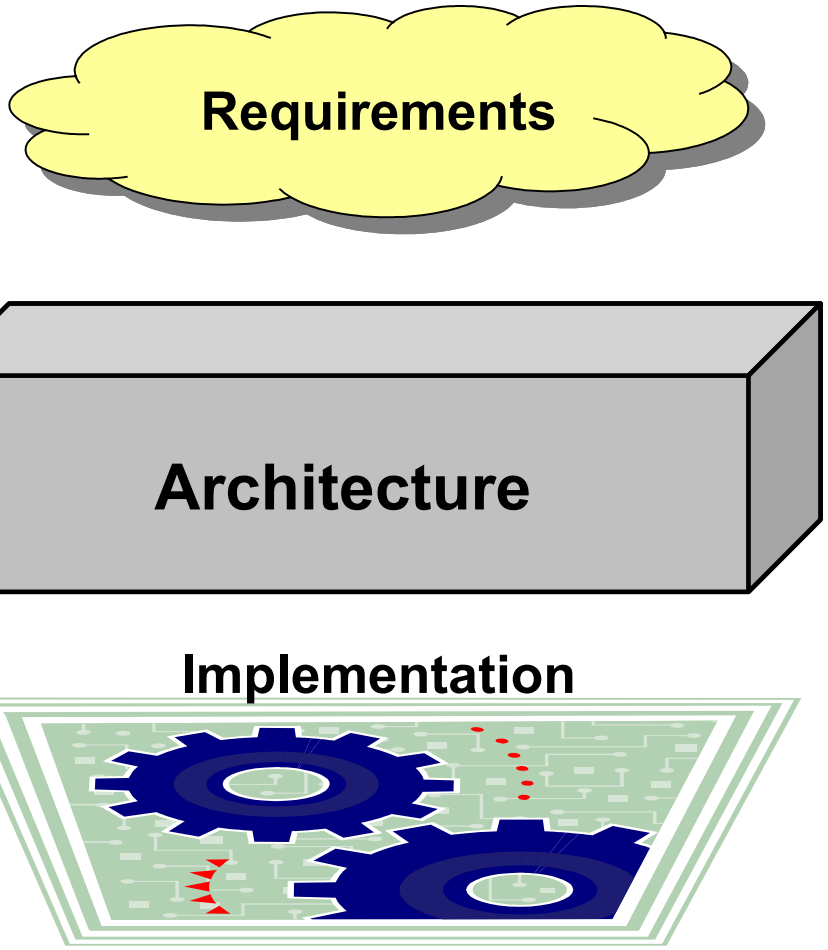
Motivation for Software Architecture(1)

The Problem



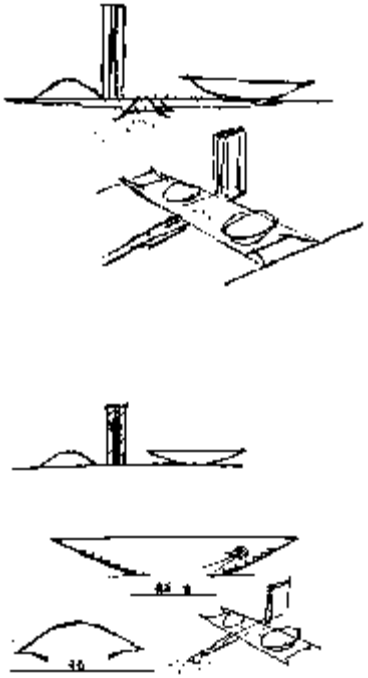
Motivation for Software Architecture(2)

The Role of Software Architecture



What Is Software Architecture?

A Software Architecture for a System Is the Structures of the System, Which Comprise Elements, Relations Among Them, and the Externally Visible Properties of Those Elements and Relations[1]



[1] Adapted from Bass, L.; Clements, P.; and Kazman, R. *Software Architecture in Practice, 2nd Edition*. Addison-Wesley, 2003.

Why Document the Architecture?

- In the software lifecycle we:
  - Create an architecture
    - Using architectural patterns, design patterns, experience
  - Evaluate the architecture
    - Using ATAM® for example
  - Refine, update and refactor the architecture along the way
  - Use the architecture to guide implementation
  - (Try to) enforce the architecture during implementation

Software Architecture Documentation Is the Key Artifact in All These Activities

Agenda

Introduction

Multi-View Architecture

- Module Views
- Runtime Views
- Deployment Views
- Data Model

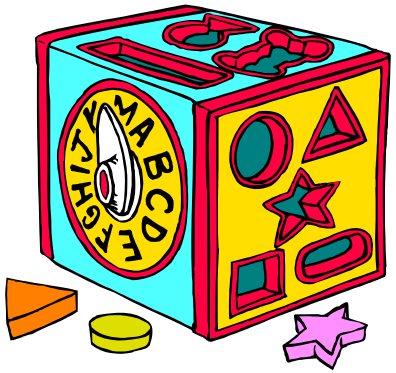
Template for an Architecture Document

Outroduction

Views(1)

- Systems are composed of many structures
  - Code units, their decomposition and dependencies
  - Processes and how they interact
  - How software is deployed on hardware
  - Many others

A View Is a Representation of a Structure, That Is, a Representation of a Set of System Elements and the Relations Associated With Them



What Views Are Available?

- An architect can consider the system in at least four ways:

1. How is it structured as a set of code units?

   Module Views

3. How is it structured as a set of elements that have runtime presence?

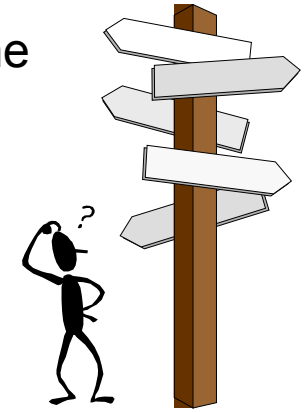
   Runtime Views

5. How are artifacts organized in the file system and how is the system deployed to hardware?

   Deployment Views

7. What is the structure of the data repository?

   Data Model



Agenda

Introduction

Multi-View Architecture

- **Module Views**
- Runtime Views
- Deployment Views
- Data Model

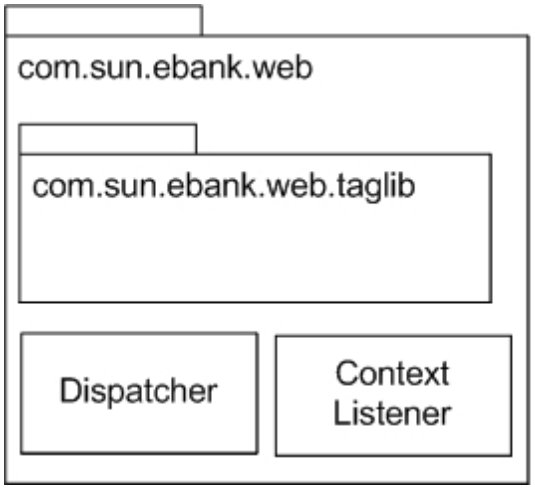
Template for an Architecture Document

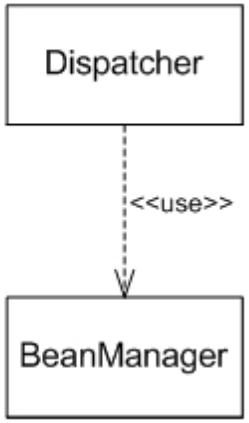
Outroduction

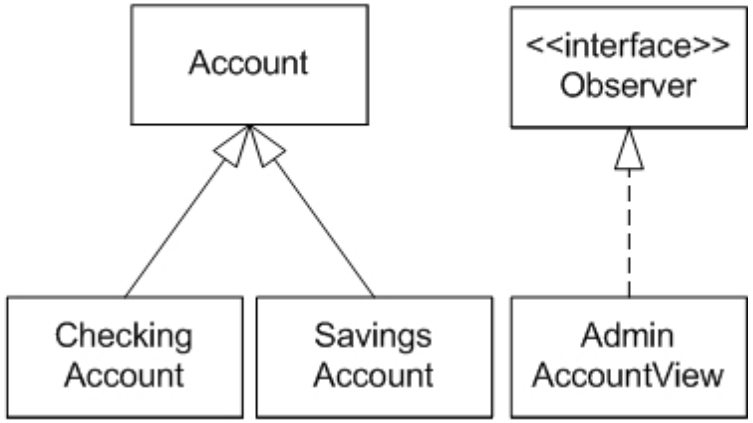
Module Views

- Show structure of the system in terms of units of implementation
- **Elements:** modules, i.e., code units that implement some functionality
- **Relations:**
  - A is part of B: part-whole relation among modules
  - A depends on B: dependency relation among modules
  - A is a B: specialization/generalization relation among modules, or interface realization

UML Relations Between Modules







"Is part of"

Package contains subpackages or classes

"Depends on"

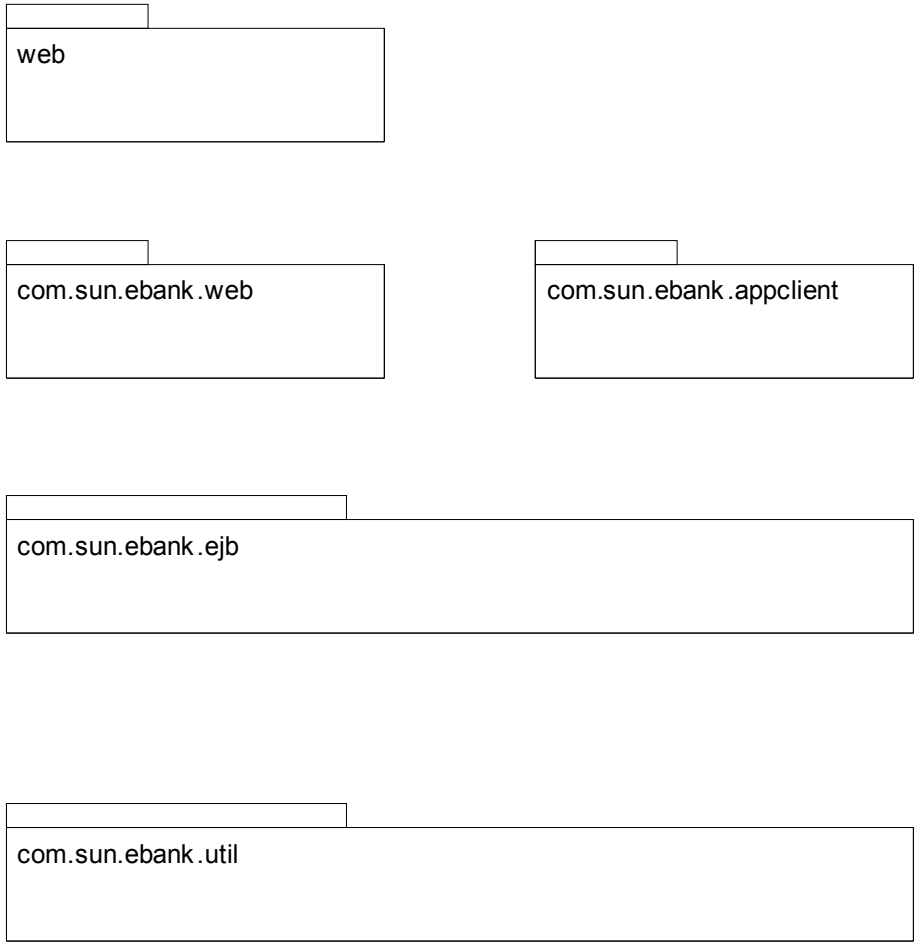
Dependency can be <<use>>, <<refine>>, <<instantiate>>, etc.

"Is a"

Generalization and interface realization

UML Has Other Standard Relations, and You Can Specialize Any of Them With Stereotypes

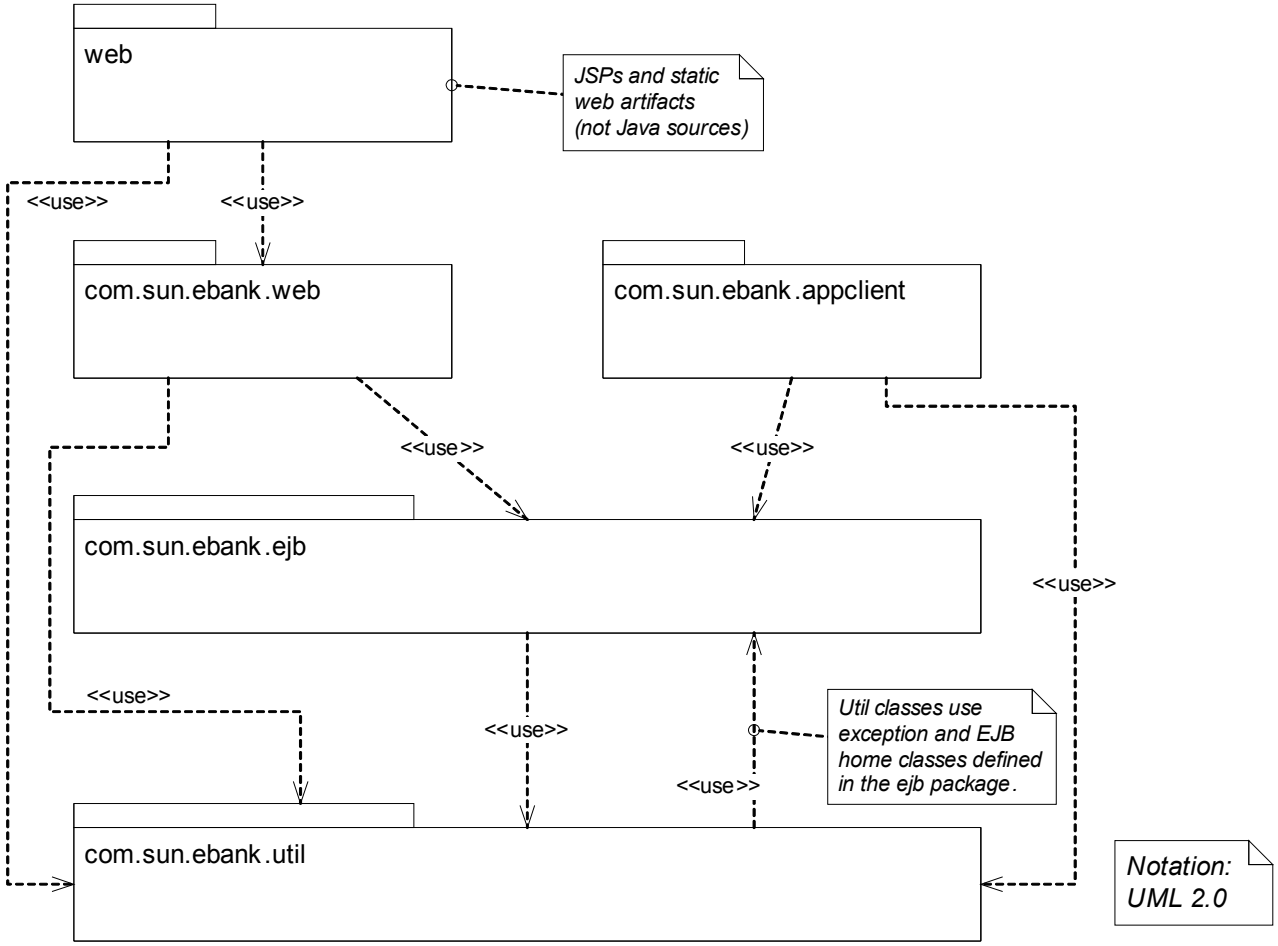
High-Level Module View—Duke's Bank(1)



Showing Only Module Decomposition

Is This a Layered Design?

High-Level Module View—Duke's Bank(2)



Showing Module Usage Decomposition

Reconstructed from Duke's Bank Application—Sun J2EE 1.3 tutorial

What Are Module Views Good For?

- Construction—they are the blueprints for the code
- Budgeting, work assignment, tracking
- Education of new developers
- Modifiability and impact analysis

Agenda

Introduction

Multi-View Architecture

- Module Views
- **Runtime Views**
- Deployment Views
- Data Model

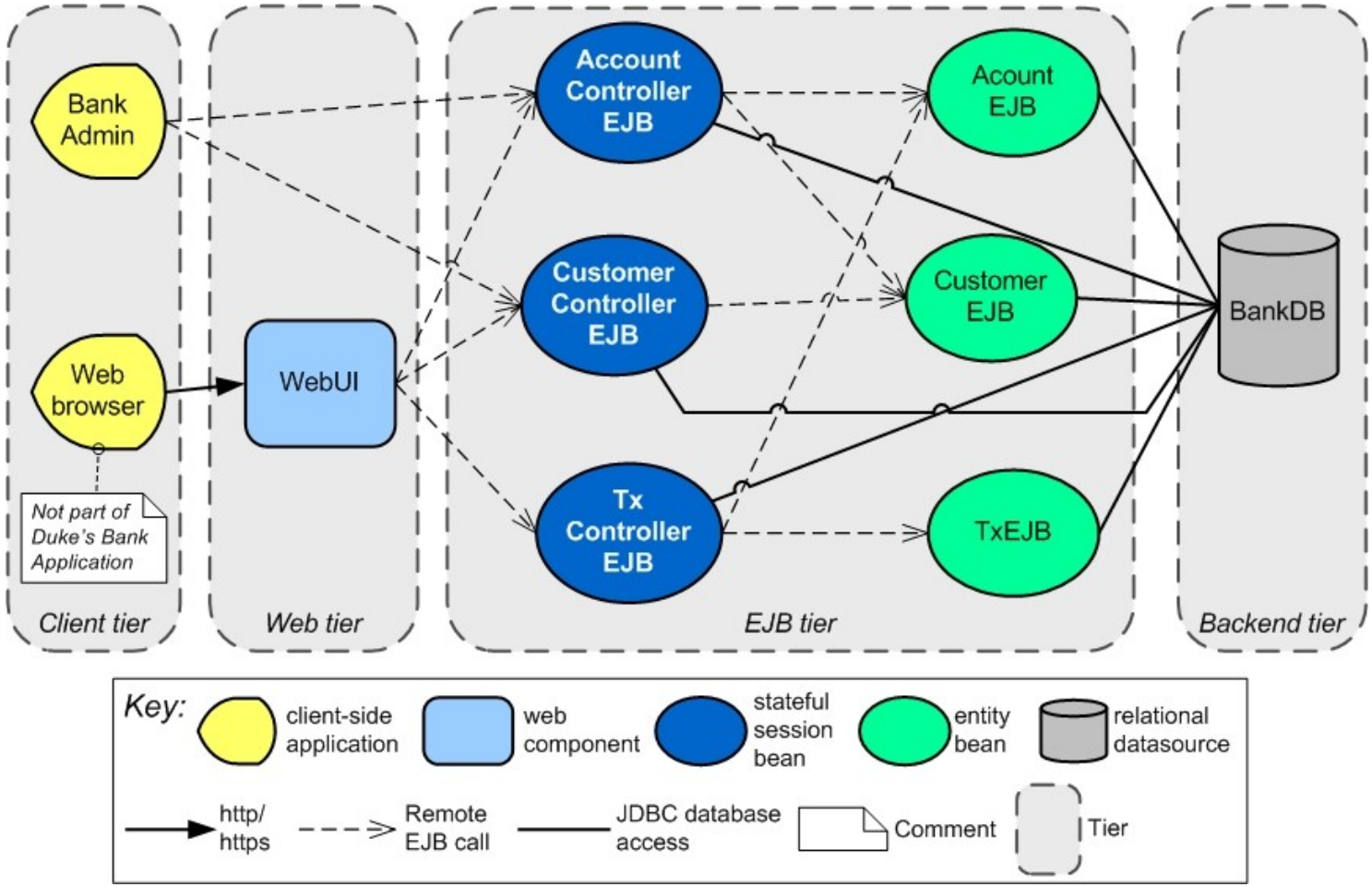
Template for an Architecture Document

Outroduction

Runtime Views

- Show structure of the system when it's executing
- **Elements:**
  - Components that have runtime presence (e.g., processes, threads, EJB™ components, servlets, DLLs, objects)
  - Data stores
- **Relations:**
  - Interaction mechanisms vary based on technology
  - Architect should differentiate:
    - Local from remote calls
    - Synchronous from asynchronous invocation

Runtime View—Duke's Bank

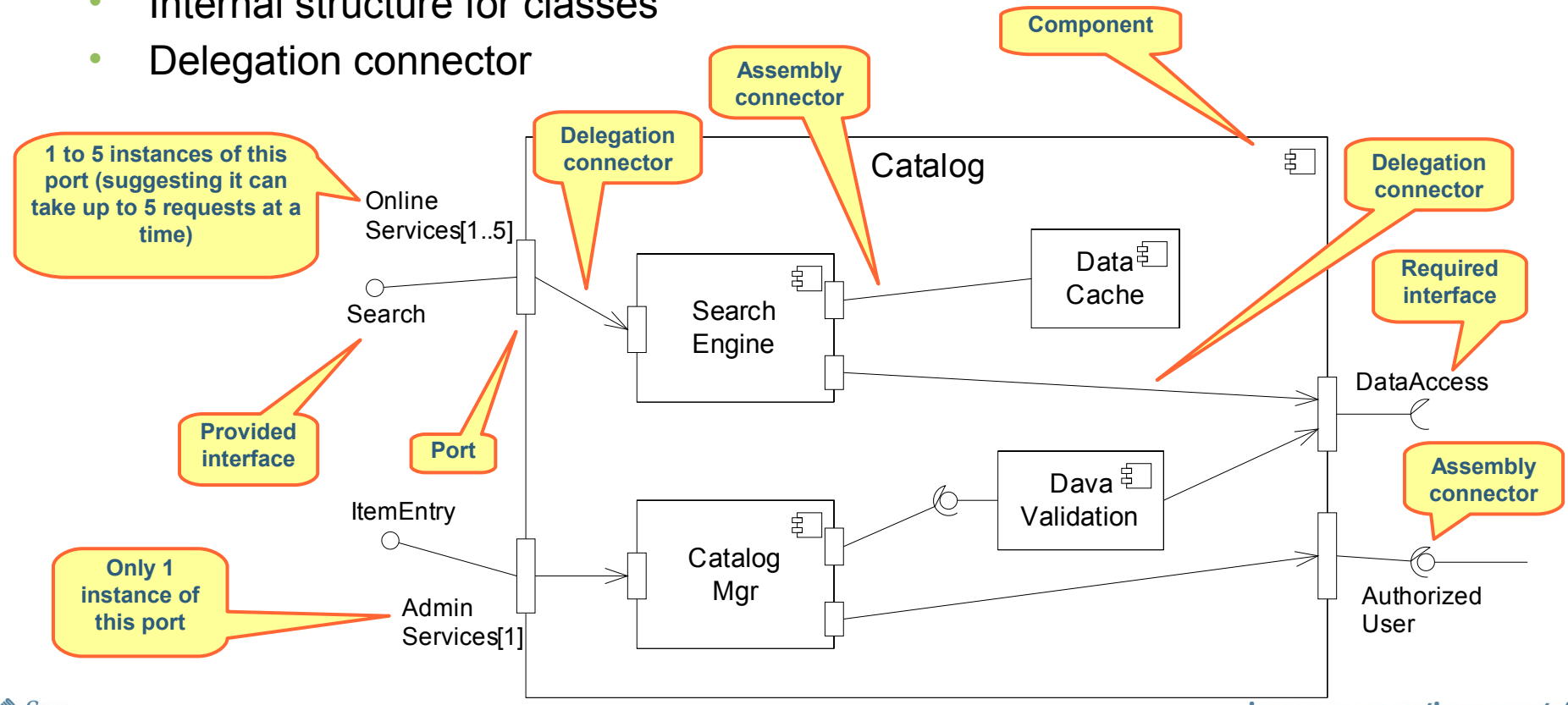


Informal Notation

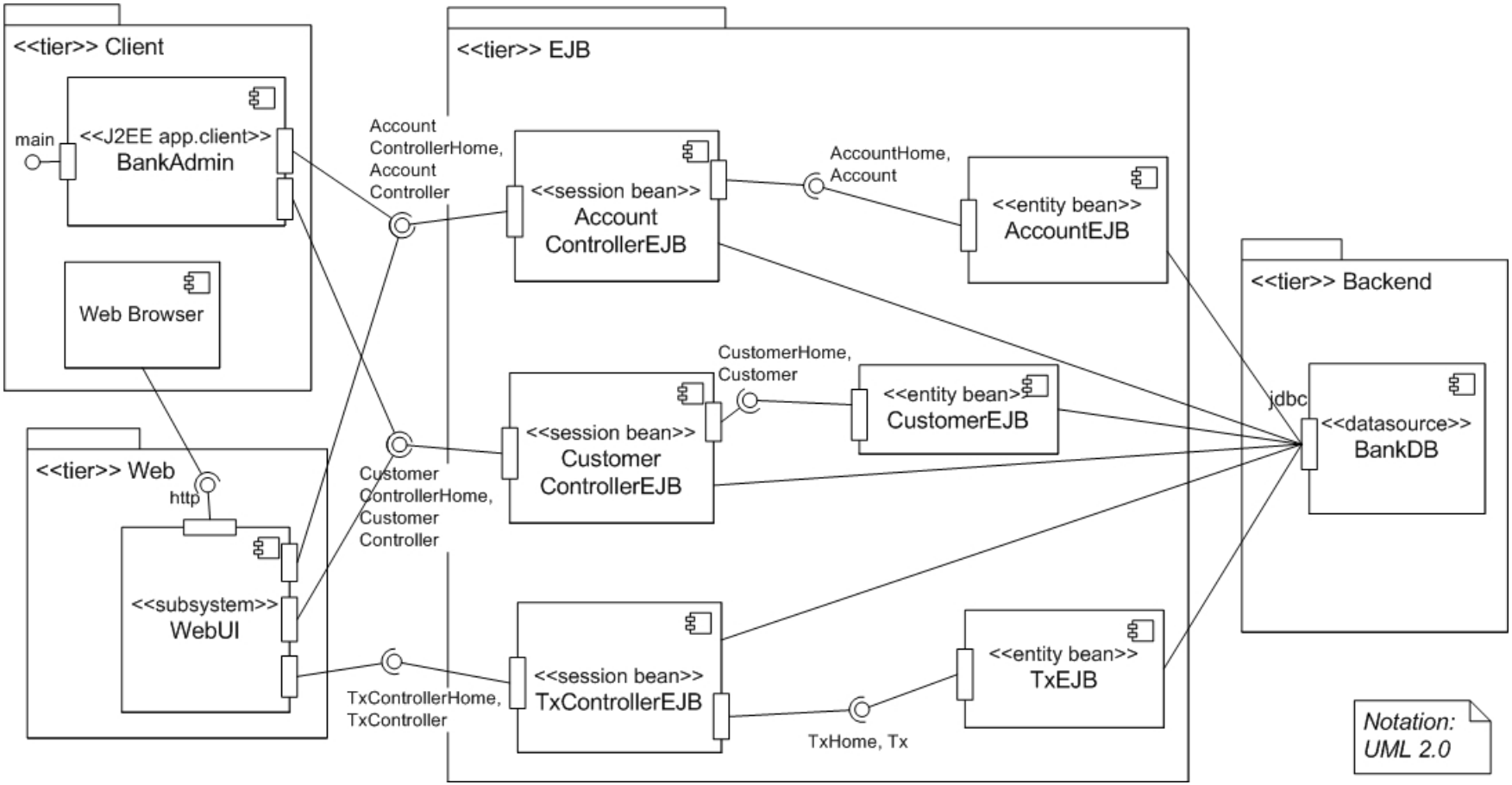
Reconstructed from Duke's Bank Application—Sun J2EE 1.3 tutorial

UML 2.0 for Runtime Views

- Component (as subtype of class)
- Port (which can have multiple instances)
- Required and provided interface (optionally connected through ports)
- Assembly connector
- Internal structure for classes
- Delegation connector

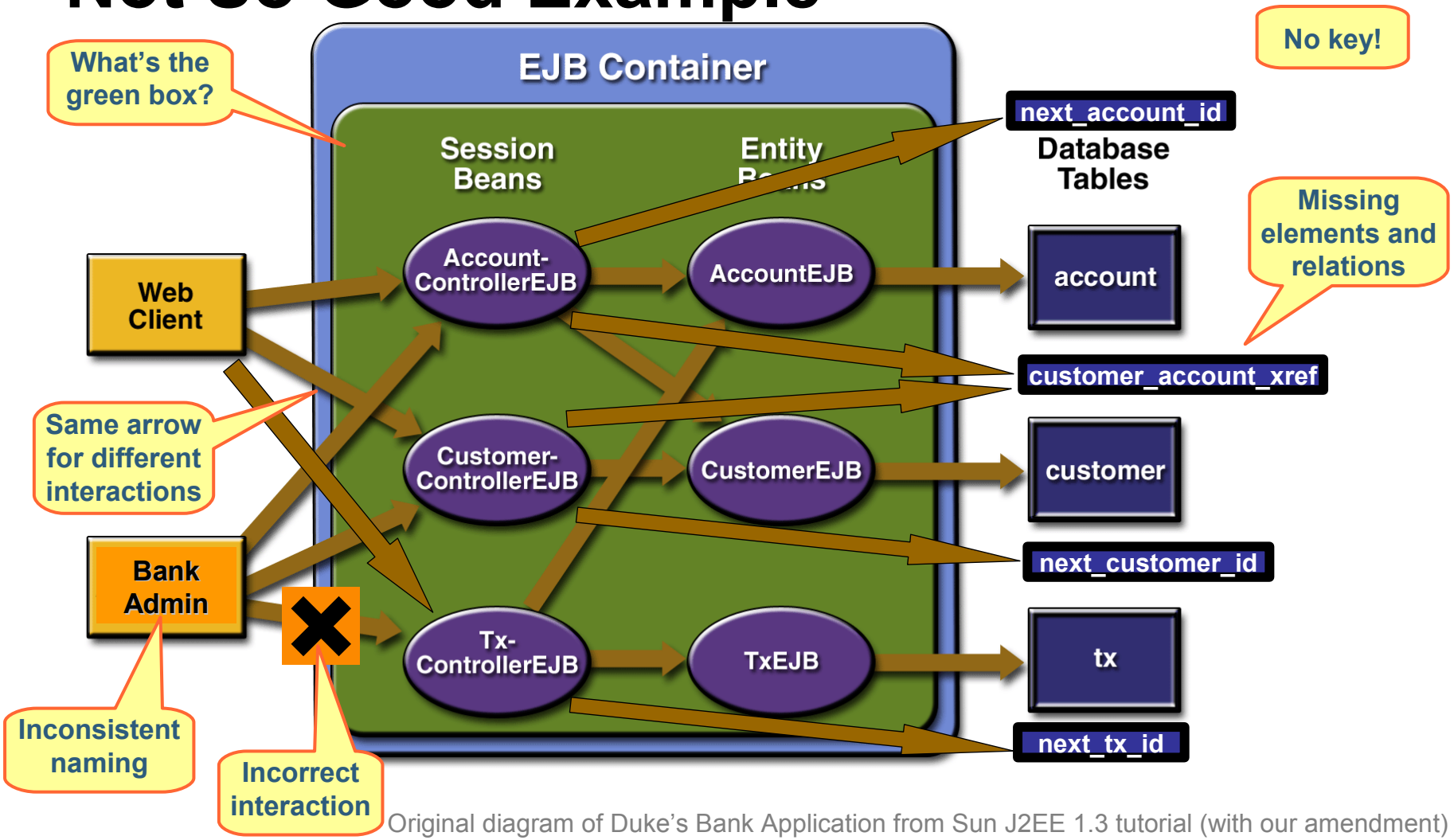


Runtime View—Duke's Bank (UML)



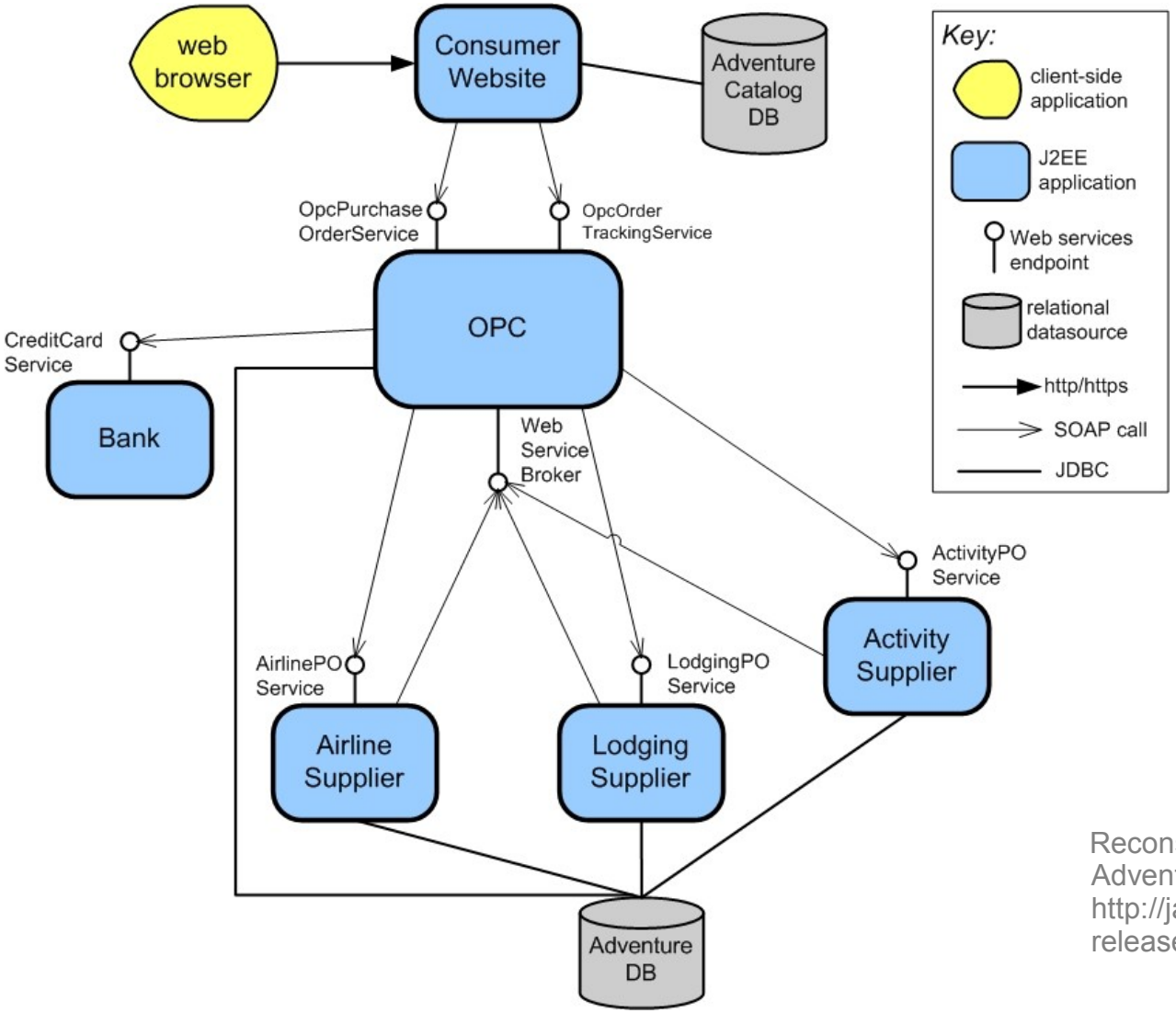
Reconstructed from Duke's Bank Application—Sun J2EE 1.3 tutorial

Runtime View—Duke's Bank—Not So Good Example



Original diagram of Duke's Bank Application from Sun J2EE 1.3 tutorial (with our amendment)
http://java.sun.com/j2ee/tutorial/1_3-fcs/doc/Ebank2.html

Runtime View—Adventure Builder

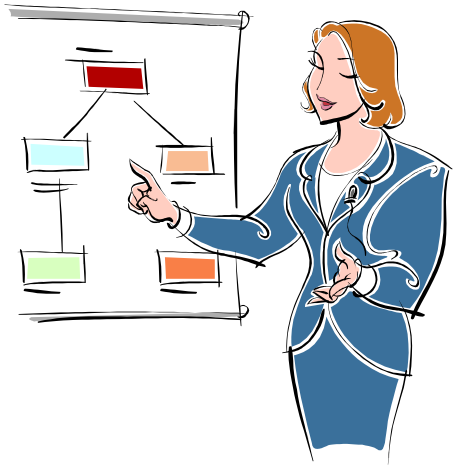


SOA Example

Reconstructed from Adventure Builder Application http://java.sun.com/developer/releases/adventure/

What Are Runtime Views Good For?

- Explaining:
  - How components interact at runtime
  - What components are replicated
  - What components access data stores
- Education—starting point to show how the system works
- Analysis of runtime properties
  - Performance
  - Security
  - Reliability



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  - Runtime Views
  - **Deployment Views**
  - Data Model
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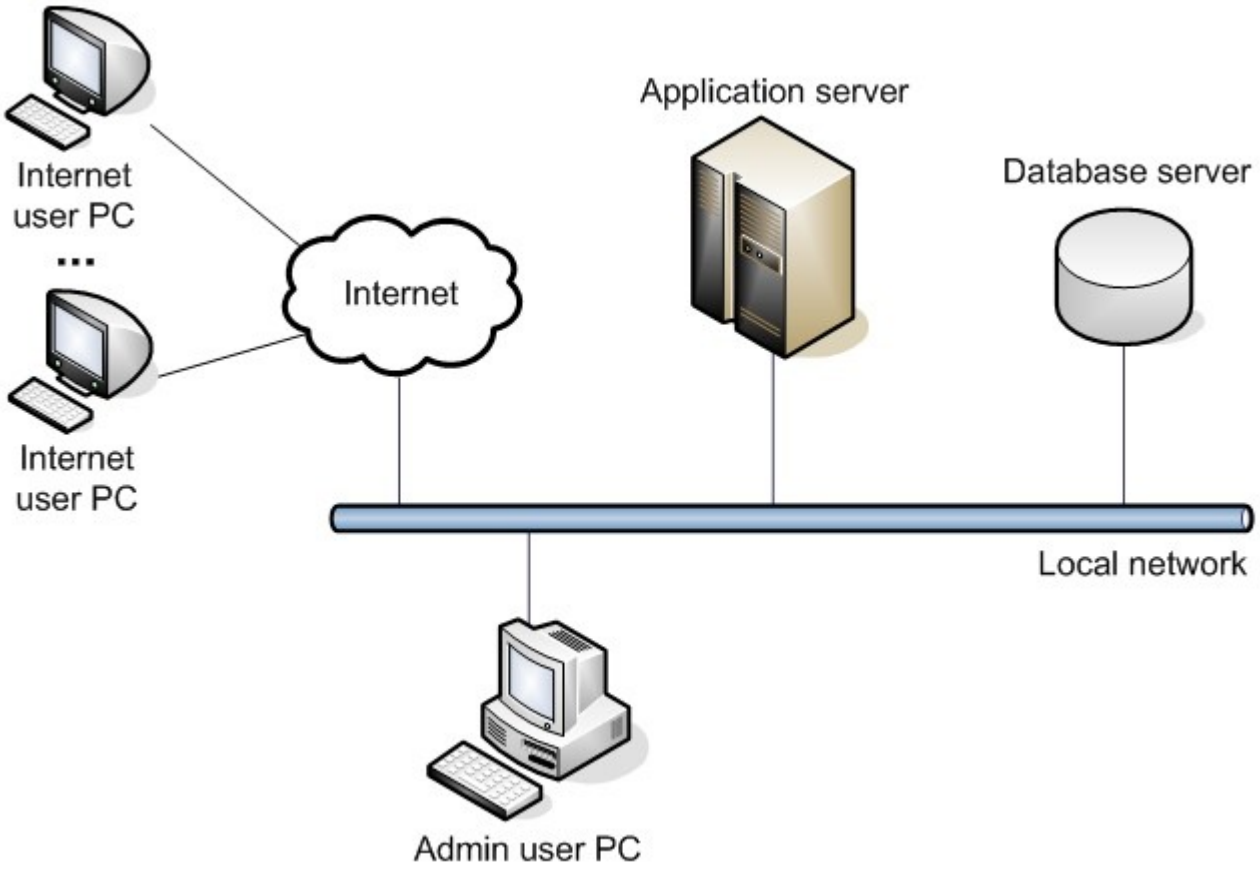
- Outroduction

Deployment Views

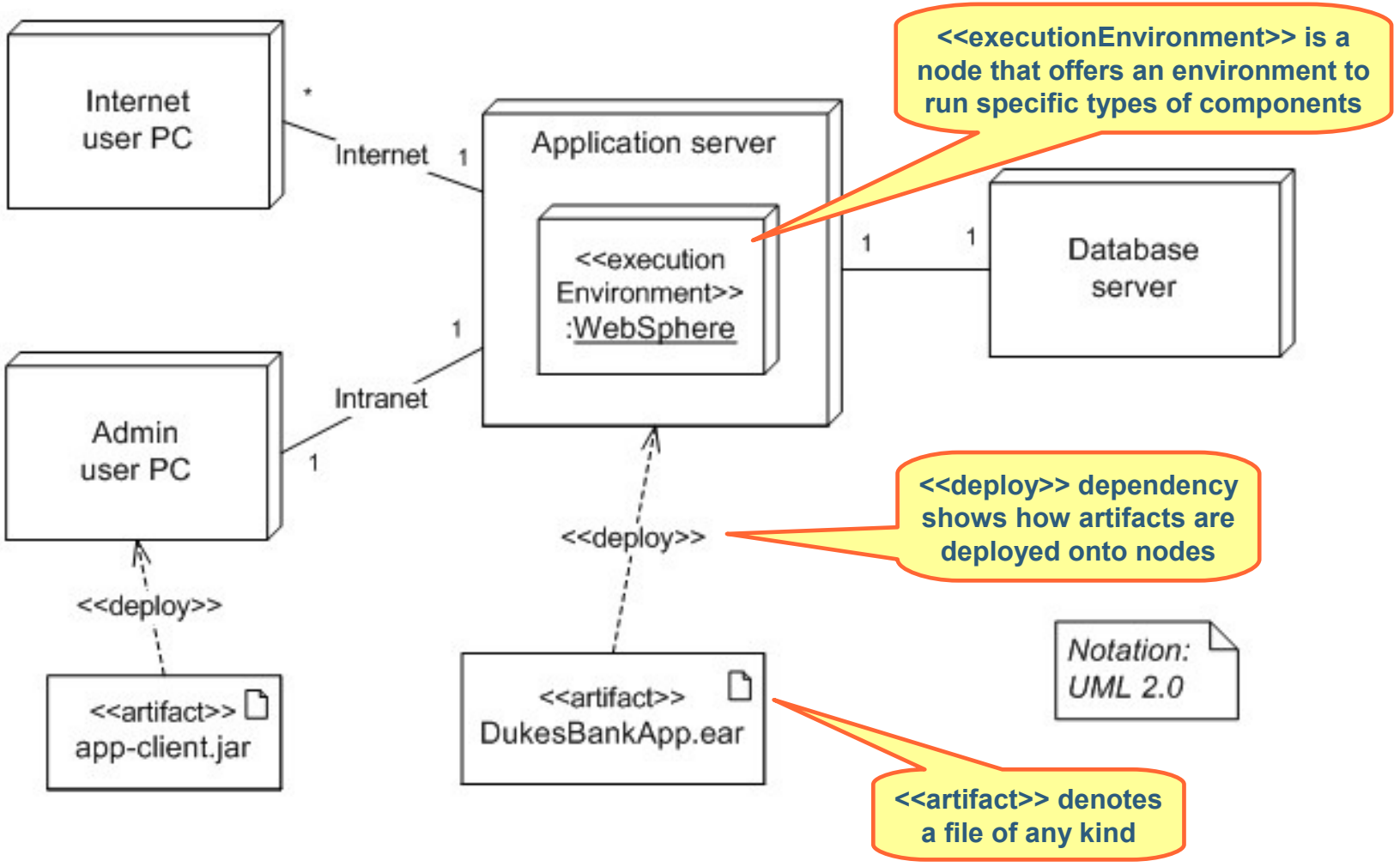
- Show at least two distinct but related structures:
  1. **Hardware** infrastructure of the production environment
  2. Structure of **directories and files** of deployed system
- **Elements**:
  1. Processing and communication nodes (e.g., server machine, router)
  2. Files, directories
- **Relations**:
  1. Interaction mechanisms between two elements are usually communication channels
  2. Containment: a directory/file contains other directories and files

Deployment View—Hardware Infrastructure—Duke's Bank(1)

Informal Notation

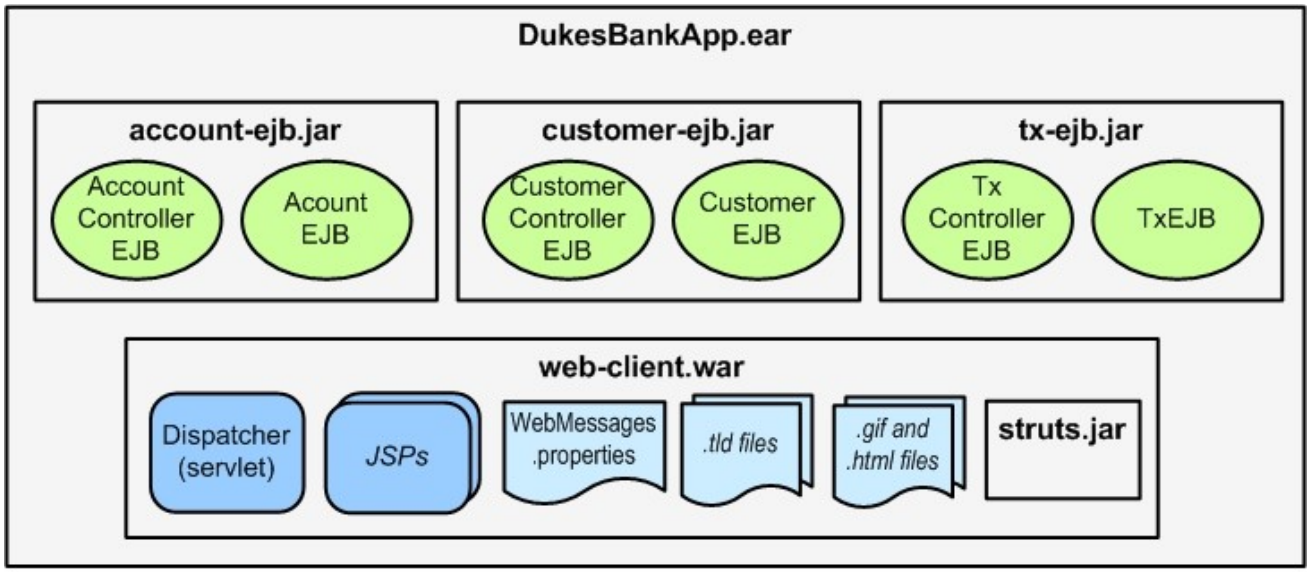


Deployment View—Hardware Infrastructure—Duke's Bank(2)

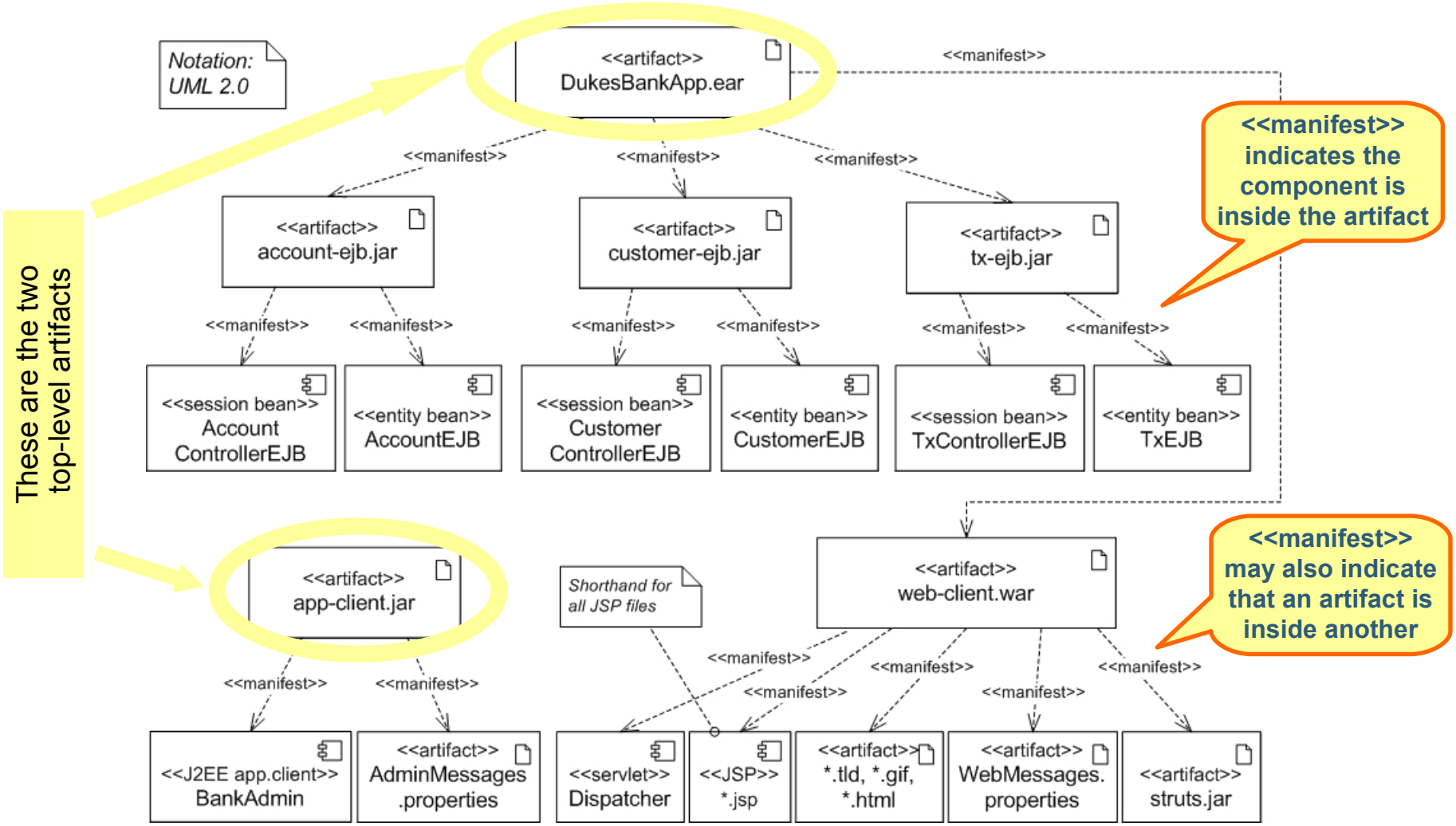


Deployment View—Deployment Files —Duke's Bank(1)

Informal Notation



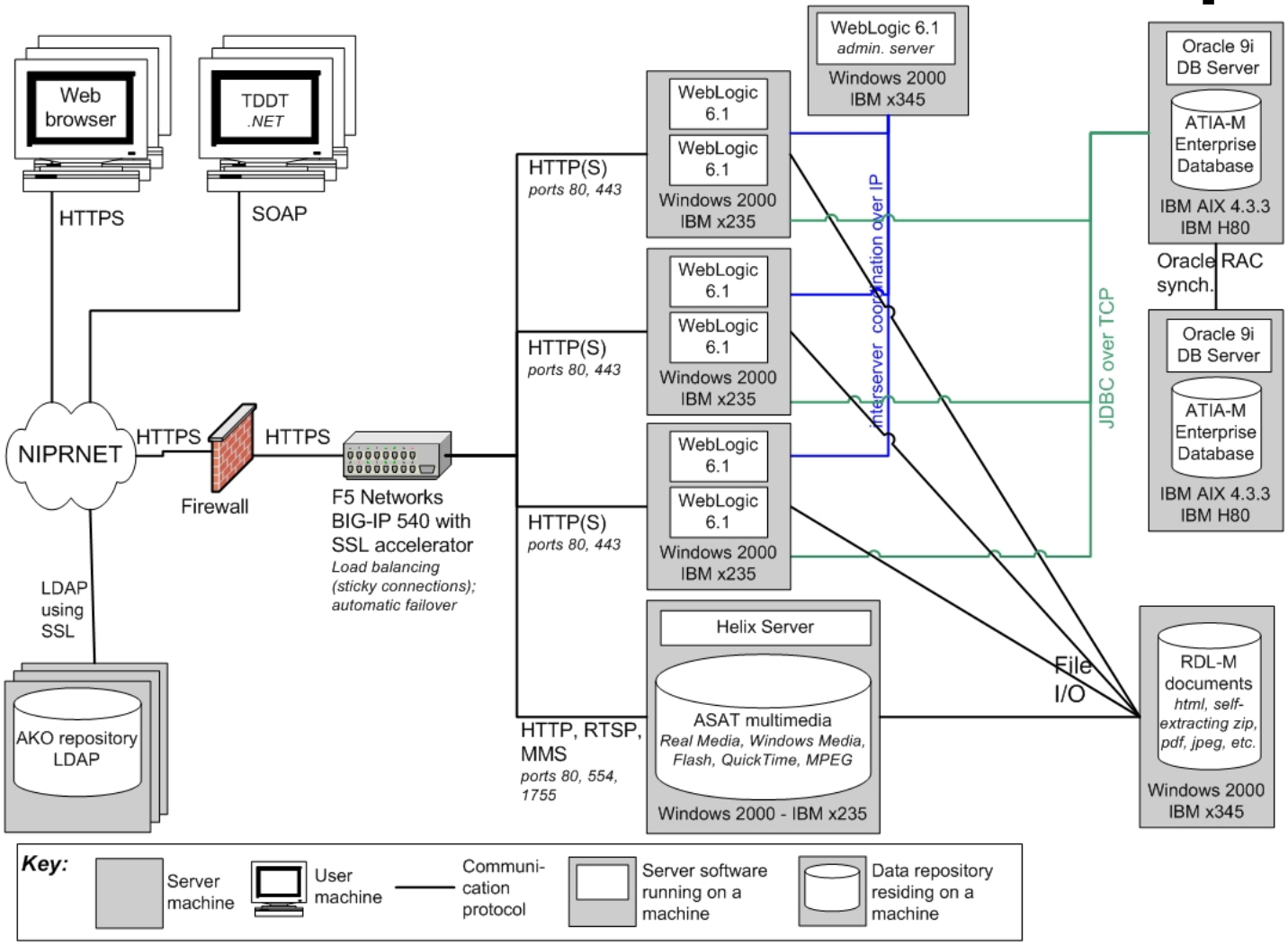
Deployment View—Deployment Files —Duke's Bank(2)



What Are Deployment Views Good For?

- Defining deployment and operation procedures
- Auditing runtime failures
- Planning purchasing options
- Analyzing:
  - Availability
  - Performance (e.g., throughput, bandwidth utilization)
  - Security
  - Reliability
- Education and stakeholder communication

Deployment View—Hardware Infrastructure—Real-World Example



Agenda

Introduction

Multi-View Architecture

- Module Views
- Runtime Views
- Deployment Views
- **Data Model**

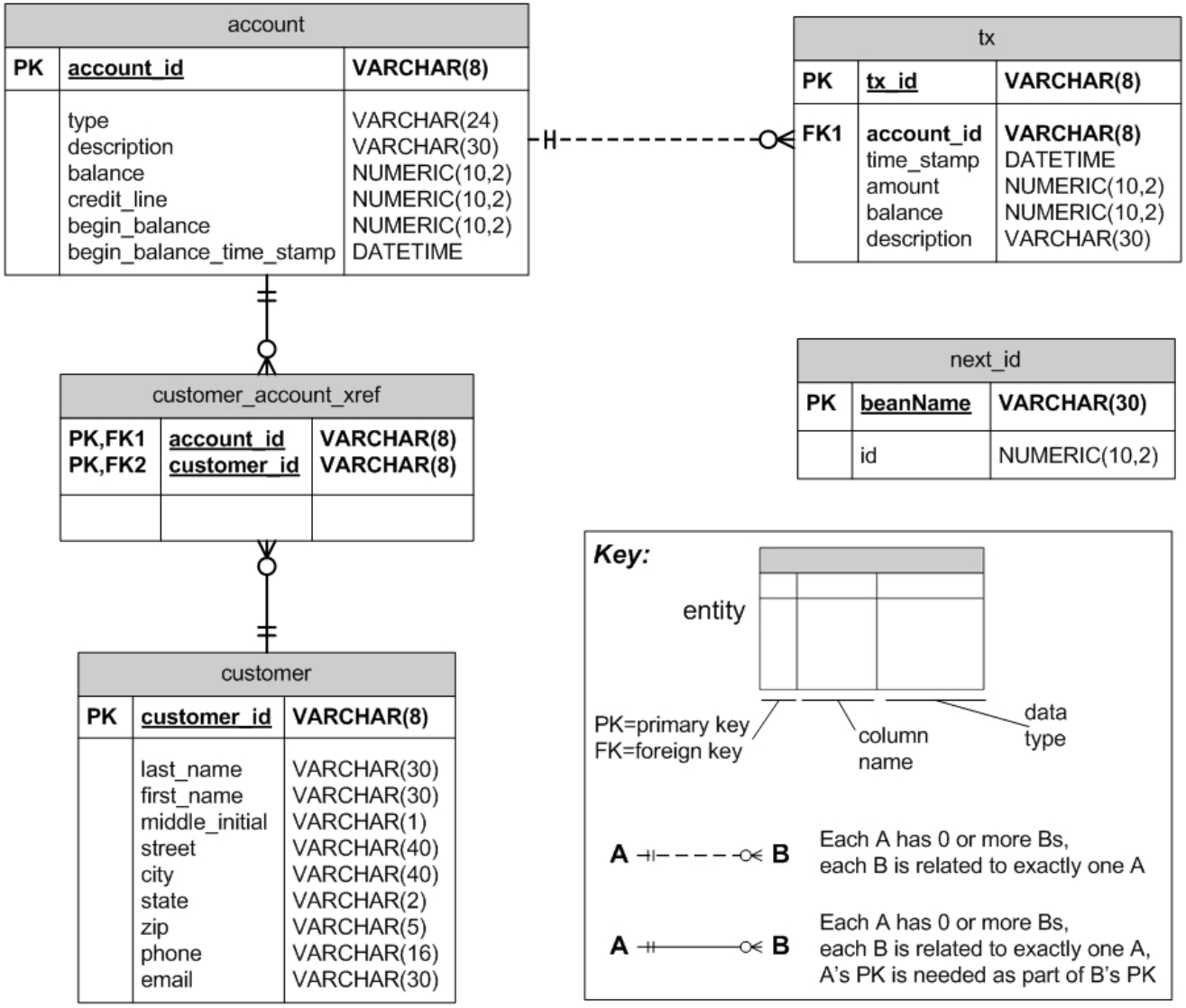
Template for an Architecture Document

Outroduction

Data Model

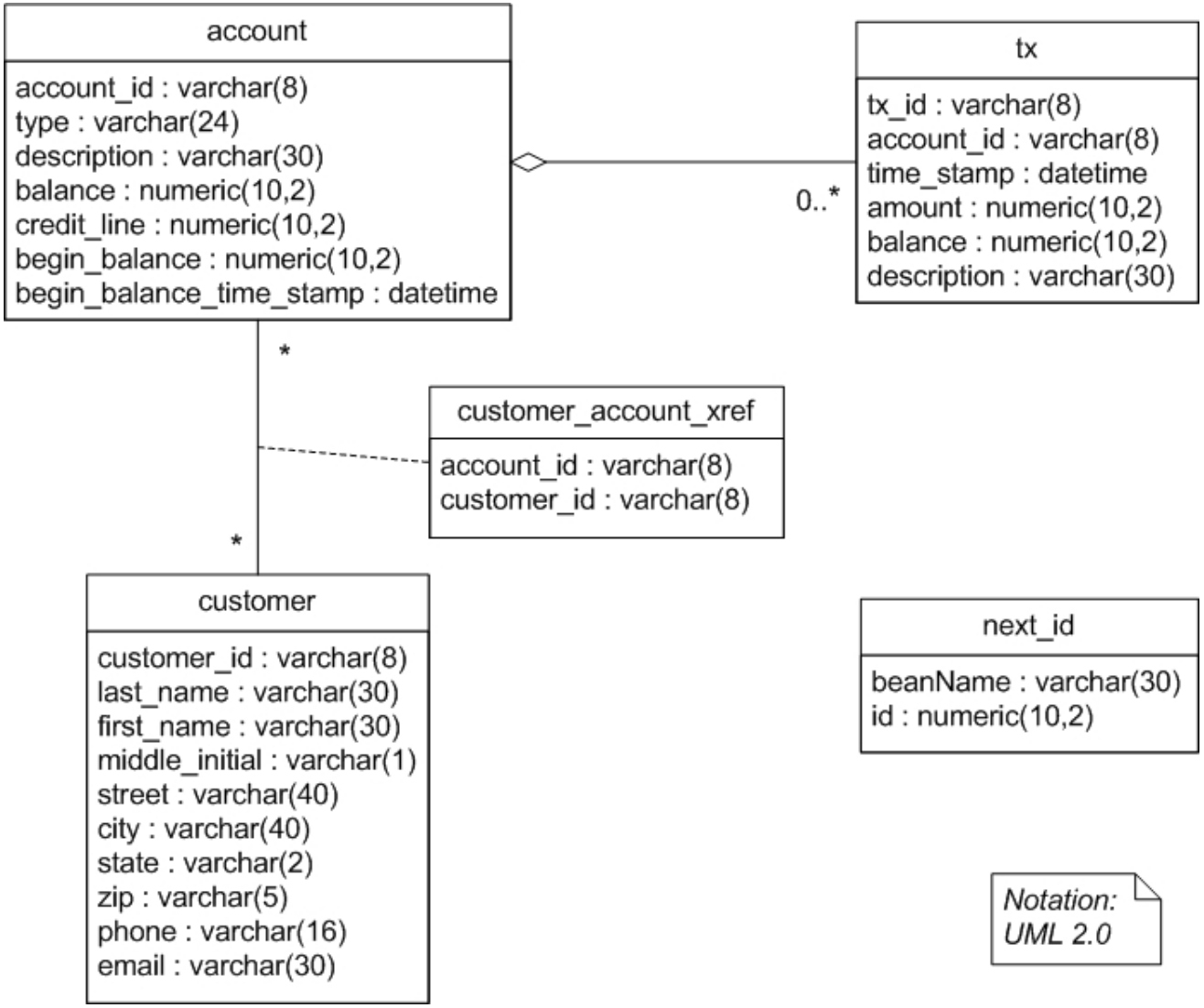
- Shows structure of the data repository
- **Elements**: entities (persisted domain elements)
- **Relations**:
  - 1:1, 1:n and n:n relationships
  - Generalization/specialization
  - Aggregation

Data Model—Duke's Bank(1)



ERD Notation

Data Model—Duke's Bank(2)



What Is the Data Model Good For?

- Blueprint for physical database
- Reference to all programs that manipulate data items
- Database tuning (e.g., via normalization):
  - For better performance and modifiability
  - To avoid redundancy
  - To enforce consistency

Agenda

Introduction

Multi-View Architecture

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- Deployment Views
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Template for an Architecture Document

Outroduction

Software Architecture Documentation

- How do we document a view?
- How do we document everything else beyond the views?

Documenting a View(1)

1. Primary presentation

- Is usually graphical
- Shows elements and relations among them
- Should include a key that explains the notation
  - Give meaning of each symbol; don't forget the lines!

Many Times, the Primary Presentation Is All You Get. It's Not Enough!

Documenting a View(2)

2. Element catalog

- Explains elements depicted in primary presentation
- Is usually a table with element name and textual description

Element	Description
RFConfigLoader	This class is able to read and parse the reasoning framework configuration file and provide its users the information required in the structure required.
vo	This package has classes that follow the value object design pattern [Fowler]. These classes hold the data being manipulated in the system. They are used by many other modules. The facts in memory are classes in this package.
corebridge	This package contains the functionality to ArchE core façade. One or more classes will be created with public methods that correspond to the command facts in ArchE core. These classes use the Jess Java API.
Jess Java API	This package has the Java API to manipulate facts/rules in the Jess rule engine. It is an external library that is not part of the studio development.
ExportDesign	This interface defines the general contract for exporting design to a specific tool. Because of this interface, the specific adapters have the same method signature and can be interchanged in the application. See the adapter design pattern in [GoF].

Documenting a View(3)

3. Variability guide

- Identify points where system can be configured
  - Number of instances in a pool
  - Optional inclusion of components (plug-ins, add-ons)
  - Selection among different implementations of a component or connector
  - Parameterized values set at build, deploy or run-time

Documenting a View(4)

4. Architecture background

- Rationale for design decisions (including relevant rejected alternatives)
- Results of analysis, prototypes, and experiments
- Assumptions and constraints affecting this view

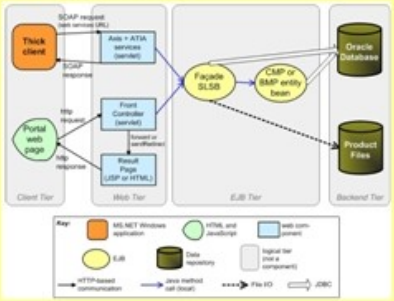
5. Related views

- Pointer to parent view or children views

Outline of a Documented View

Template for a View

1. Primary Presentation



2. Element Catalog

Element	Description
Thick client	Represents a MS .NET windows application developed using C# that communicates with the server-side components via web services (SOAP)
Portal web page	TODO
Axis + ATIA services (servlet)	This component represents the Apache Axis SOAP engine, which runs as a servlet. The Axis servlet takes http requests that point to a URL that is a web service. These http requests are actually SOAP requests. In addition to the Axis servlet, there are two other servlets used by Axis (not depicted). Thus, at runtime Axis consists of three core web components: • AxisServlet – main servlet responsible for dispatching requests (org.apache.axis.transport.http.AxisServlet) • AdminServlet – serves the Administration client application (org.apache.axis.transport.http.AdminServlet) • SOAPMonitorService – monitor service (org.apache.axis.monitor.SOAPMonitorService)
Façade SLSB	A stateless session bean that implements "business logic" functionality. Some façade session beans access the database directly (using DAO classes) and others use entity beans.
Product Files	Static content files stored in the file system. Include pdf files, images, audio and movies.

3. Variability Guide
4. Architecture Background
    - 4.1 Design Rationale
    - 4.2 Results of Analysis and Experiments
    - 4.3 Assumptions and Constraints
5. Related Views

Software Architecture Document(1)

1. Documentation roadmap

- Shows how documentation is organized
- Has reference to template used
- Includes scenarios for using the documentation

2. System overview

- Description of the system and its purpose
- Context diagram to show scope
- May point to overview elsewhere in the overall system documentation

Software Architecture Document(2)

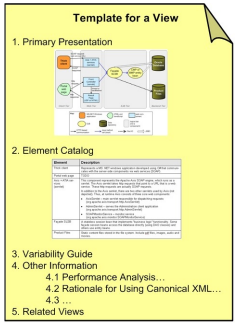
3. Requirements

- May point to separate requirements document
- Three kinds of requirements are relevant to the architecture:
  - Functional requirements (usually captured as use cases)
  - Quality attribute requirements (performance, availability, etc.)
  - Design constraints; example: “the system shall use Hibernate for persistence”

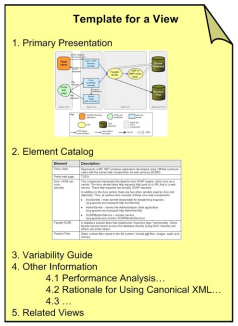
Software Architecture Document(3)

4. Views

- 4.1



- 4.2



- 4.3

…

Software Architecture Document(4)

5. Mapping between views

- Tables showing how elements in one view map to elements in another view

Only Relevant Mappings Are Documented

Element in Runtime View X	Element in Module View Y
BankAdmin	com.sun.ebank.appclient com.sun.ebank.util stubs from com.sun.ebank.ejb
Web browser	—
WebUI	web com.sun.ebank.web com.sun.ebank.util stubs from com.sun.eban.ejb
AccountControllerEJB	com.sun.ebank.ejb com.sun.ebank.util
AccountEJB	com.sun.ebank.ejb com.sun.ebank.util
...	...

Example From Duke's Bank

Software Architecture Document(5)

6. Architecture analysis and rationale

- Rationale for cross-view design decisions (including rejected alternatives)
- Results of architecture evaluation (e.g., ATAM report)

7. Mapping requirements to architecture

- Shows how each requirement is satisfied by one or more elements of the architecture, or an architectural approach

8. Glossary and acronym list

- May point to a larger glossary elsewhere

Outline of Software Architecture Document

Template for Software Architecture Document

1. Documentation Roadmap
2. System Overview
3. Requirements
4. Views
   - 4.1 View X
   - 4.2 View Y
   - etc.
5. Mapping Between Views
   - 5.1 Mapping View X to View Y
   - 5.2 Mapping View Y to View Z
   - etc.
6. Architecture Analysis and Rationale
7. Mapping Architecture to Requirements

Use Case	Architecture Solution and Architecture Notes
Create project	Project is an inherent abstraction in Eclipse and so is the navigator view. "Garage Door System" would be a project. For each project, a completely independent instance of "Jess rule engine (ArchE core)" is created. All the data for a given project is stored in "Persisted fact base (.bfj)" in. There is one such file per project. Also, the exported design (".xmi file" in) is one per project. There will be a user command to create a project triggered by a menu option, which will activate a specific action handler. This action handler will open the New ArchE Project dialog box, which is one of the dialog boxes also.
CRUD functions	The description for CRUD scenarios (above) applies here. The difference is that there is no dialog box specific to add/edit functions or function responsibility mappings.
CRUD responsibilities	The description for CRUD scenarios (above) applies here. The difference is that there is no dialog box specific to add/edit responsibilities.
Export design	There is an action handler that process this user command. It uses the Save File As dialog box to ask for the name of the file. Then it calls "Design export", which creates the "exported design" file. The external design tool is activated manually.

8. Glossary and Acronym List

Template for a View

1. Primary Presentation
2. Element Catalog
3. Variability Guide
4. Other Information
   - 4.1 Performance Analysis…
   - 4.2 Rationale for Using Canonical XML…
   - 4.3 …
5. Related Views

Template for a View

1. Primary Presentation
2. Element Catalog
3. Variability Guide
4. Other Information
   - 4.1 Performance Analysis…
   - 4.2 Rationale for Using Canonical XML…
   - 4.3 …
5. Related Views

Agenda

Introduction

Multi-View Architecture

- Module Views
- Runtime Views
- Deployment Views
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Template for an Architecture Document

Outroduction

What Else Is Important?

- Document behavior using, for example:
  - Sequence diagrams for interesting* traces
  - Statecharts for things that have interesting* states
- Document interfaces beyond syntax
- Indicate what patterns you're using
- Select views to document based on stakeholders' needs

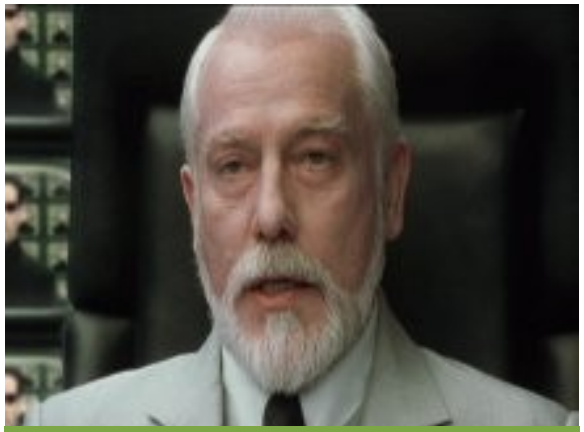
*Interesting = important and/or complex

Summary

- Important takeaways:
  - Describe the architecture in multiple views
    - Module views
    - Runtime views
    - Deployment views
    - Data Model
  - Documentation should not appeal to reader's intuition
    - Always use a key or indicate the diagram notation
  - Follow a template
  - UML is not always the best notation

For More Information

- www.sei.cmu.edu/architecture
- “Documenting Software Architectures: Views and Beyond” by Paul Clements, et al.
- UML 2.0 Superstructure Specification (www.uml.org)
- http://la.sei.cmu.edu/sad-wiki (for an example)



Or talk to This guy

Q&A

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Suggestions:

- What's the difference between architecture and detailed design?
- I use an Agile process. Should I care about this stuff?
- What if I follow RUP? What about the 4+1 views?
- Hey SEI guy, aren't you gonna talk about CMM?
- Where's the recipe for the Brazilian drink "caipirinha"?

How to Represent the Architecture of Your Enterprise Application Using UML 2.0 and More

Paulo Merson

Software Engineering Institute
www.sei.cmu.edu/architecture

Session TS-4619