

## Software Engineering Hans Van Vliet

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Johannes Cornelis (Hans) van Vliet (born 12 September 1949, Mijdrecht) is a Dutch computer scientist and Professor Emeritus of Software Engineering at the Vrije Universiteit Amsterdam, known for his work in quantitative aspects of software engineering. Van Vliet received his MA in Mathematics at the Vrije Universiteit, and in 1979 his PhD in Computer Science at the University of Amsterdam.

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This work aims to provide the reader with sound engineering principles, whilst embracing relevant industry practices and technologies, such as object orientation and requirements engineering. It includes a chapter on software architectures, covering software design patterns.

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A software architecture manifests the major early design decisions, which determine the system's development, deployment and evolution. Thus, making better architectural decisions is one of the large challenges in software engineering. Software architecture knowledge management is about capturing practical experience and translating it into generalized architectural knowledge, and using this knowledge in the communication with stakeholders during all phases of the software lifecycle. This book presents a concise description of knowledge management in the software architecture discipline. It explains the importance of sound knowledge management practices for improving software architecture processes and products, and makes clear the role of knowledge management in software architecture and software development processes. It presents many approaches that are in use in software companies today, approaches that have been used in other domains, and approaches under development in academia. After an initial introduction by the editors, the contributions are grouped in three parts on "Architecture Knowledge Management", "Strategies and Approaches for Managing Architectural Knowledge", and "Tools and Techniques for Managing Architectural Knowledge". The presentation aims at information technology and software engineering professionals, in particular software architects and software architecture researchers. For the industrial audience, the book gives a broad and concise understanding of the importance of knowledge management for improving software architecture process and building capabilities in designing and evaluating better architectures for their mission- and business-critical systems. For researchers, the book will help to understand the applications of various knowledge management approaches in an industrial setting and to identify research challenges and opportunities.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

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Models are used in all kinds of engineering disciplines to abstract from the various details of the modelled entity in order to focus on a specific aspect. Like a blueprint in civil engineering, a software architecture provides an abstraction from the full software system's complexity. It allows software designers to get an overview on the system under development and to analyze its properties. In this sense, models are the foundation needed for software development to become a true engineering discipline. Especially when reasoning on a software system's extra-functional properties, its software architecture carries the necessary information for early, design-time analyses. These analyses take the software architecture as input and can be used to direct the design process by allowing a systematic evaluation of different design alternatives. For example, they can be used to cancel out decisions which would lead to architecture - signs whose implementation would not comply with extra-functional requirements like performance or reliability constraints. Besides such quality attributes directly visible to the end user, internal quality attributes, e.g., maintainability, also highly depend on the system's architecture. In addition to the above-mentioned technical aspects of software architecture models, non-technical aspects, especially project management-related activities, require an explicit software architecture model. The models are used as input for cost estimations, time-, deadline-, and resource planning for the development teams. They serve the project management activities of planning, executing, and controlling, which are necessary to deliver high-quality software systems in time and within the budget.

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process trap with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

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