

Architecture Modeling

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Overview

- UML package diagram
- Case study: POS system

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UML package diagram

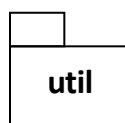
- To organize elements and diagrams into groups
- To show packages and dependencies between the packages
- Can illustrate layered architecture
 - A layer, such as UI layer, can be modeled as a package named UI
 - Depicts relations between packages that make up a model

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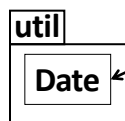
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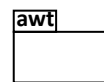
Legends with JDK Packages



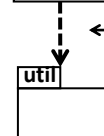
Package: a general purpose mechanism to group together semantically related elements.



Class: a member of the package. It can be represented as a brief or detailed class diagram or simply text.



Members of a package can be classes or other packages.



Dependency: to show "use" relationship.

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Case Study: POS system

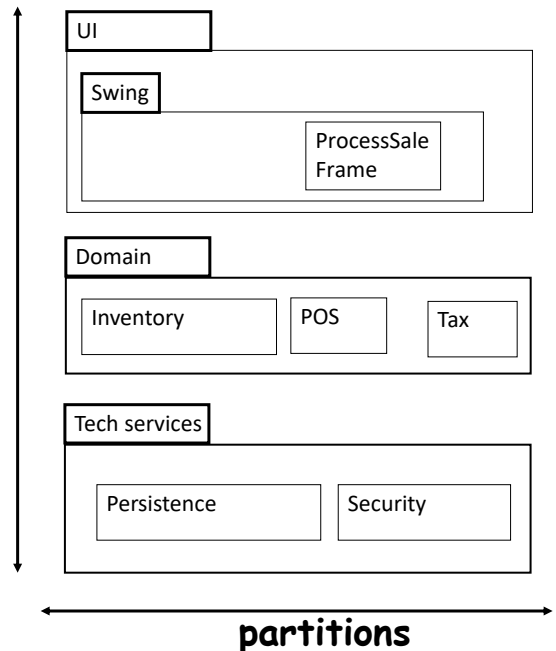
- 3-layer architecture
 - User interface
 - Software objects representing domain concepts, such as **Sale**
 - Application logic and domain objects
 - Software objects representing domain concepts, such as **Sale**
 - Technical services
 - General-purpose objects and subsystems that provide supporting services, such as interfacing with database or error logging
 - Usually application-independent and reusable across systems

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What is the relationship between SSDs and Layers?



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