

#### COORDINATION PROCESS OF LEARNING ACTIVITIES PR/CL/001



# ANX-PR/CL/001-01 LEARNING GUIDE



#### **SUBJECT**

#### 103000484 - Software architecture

#### **DEGREE PROGRAMME**

10AM - Master Universitario En Ingenieria Del Software

#### **ACADEMIC YEAR & SEMESTER**

2018/19 - Semester 2





# Index

# Learning guide

1. Description	1
2. Faculty	1
3. Prior knowledge recommended to take the subject	
4. Skills and learning outcomes	
5. Brief description of the subject and syllabus	3
6. Schedule	4
7. Activities and assessment criteria	6
8. Teaching resources	





## 1. Description

## 1.1. Subject details

Name of the subject	103000484 - Software architecture			
No of credits	4 ECTS			
Туре	Compulsory			
Academic year ot the programme	First year			
Semester of tuition	Semester 2			
Tuition period	February-June			
Tuition languages	English			
Degree programme	10AM - Master universitario en ingenieria del software			
Centre	10 - Escuela Tecnica Superior de Ingenieros Informaticos			
Academic year	2018-19			

## 2. Faculty

## 2.1. Faculty members with subject teaching role

Name and surname	Office/Room	Email	Tutoring hours *
Joimo Domiroz Dodriguoz			M - 11:00 - 13:00
Jaime Ramirez Rodriguez (Subject coordinator)	5112	jaime.ramirez@upm.es	Tu - 16:00 - 18:00
			F - 11:00 - 13:00
Angelies De Antonio			M - 12:00 - 14:00
Angelica De Antonio Jimenez	5108/3354	angelica.deantonio@upm.es	W - 11:00 - 12:00
			F - 10:30 - 13:30

<sup>\*</sup> The tutoring schedule is indicative and subject to possible changes. Please check tutoring times with the faculty member in charge.





## 3. Prior knowledge recommended to take the subject

#### 3.1. Recommended (passed) subjects

El plan de estudios Master Universitario en Ingenieria del Software no tiene definidas asignaturas previas recomendadas para esta asignatura.

#### 3.2. Other recommended learning outcomes

- Object oriented design

## 4. Skills and learning outcomes \*

#### 4.1. Skills to be learned

CE12 - Concebir y realizar el diseño de los sistemas software asegurando atributos relevantes de calidad.

#### 4.2. Learning outcomes

- RA4 To design the system according to the requirements, constraints, quality norms and organization goals.
- RA6 Ability to document the software architecture
- RA5 To apply the architectural concepts that are relevant in the architectural design
- \* The Learning Guides should reflect the Skills and Learning Outcomes in the same way as indicated in the Degree Verification Memory. For this reason, they have not been translated into English and appear in Spanish.





## 5. Brief description of the subject and syllabus

#### 5.1. Brief description of the subject

The goal of the subject is to teach the basis of the software architectural design. For that purpose, it will be shown how the quality attribute requirements of the system can be satisfied by applying some tactics. In addition, architectural styles will be addressed and their relationship with quality attributes will be explained. Then, some representative architectural patterns will be explained showing how they can be reused to solve some design problems providing well proven solutions without the need of re-inventing the wheel. Throughout the course, application examples will be briefly described to illustrate the concepts.

#### 5.2. Syllabus

- 1. Previous Concepts on Software Architecture
  - 1.1. What is Software Architecture?
  - 1.2. Architectural Views
  - 1.3. Software Architecture in the Development Process
- 2. Defining a Software Architecture
  - 2.1. Quality Attributes related to Software Architecture
  - 2.2. Achieving Quality Attributes through Tactics
  - 2.3. Architectural Styles
  - 2.4. Architectural Patterns





## 6. Schedule

## 6.1. Subject schedule\*

Week	Face-to-face classroom activities	Face-to-face laboratory activities	Other face-to-face activities	Assessment activities
	Presentación			
	Duration: 01:00			
	Lecture			
1	Previous concepts on Software			
	Architecture			
	Duration: 01:00			
	Lecture			
	2.1 Quality attributes related to software			Practical exercises on topics that are
	architecture			being explained in classroom
2	Duration: 01:00			Group work
2	Lecture			Continuous assessment
	Lociale			Duration: 00:45
	2.2 Achieving quality attributes through			Practical exercises on topics that are
	tactics			being explained in classroom
	Duration: 01:00			Group work
	Lecture			Continuous assessment
				Duration: 03:00
3				
				Practical exercises on topics that are
				being explained in classroom
				Group work
				Continuous assessment
				Duration: 00:45
	2.3 Architectural styles			
4	Duration: 02:00			
	Lecture			
	2.3 Architectural styles			Practical exercises on topics that are
	Duration: 01:00			being explained in classroom
	Lecture			Group work
				Continuous assessment
				Duration: 10:00
5				
3				Practical exercises on topics that are
				being explained in classroom
				Group work
				Continuous assessment
				Duration: 00:45
	2.2 Avabitantuval atulan			
	2.3 Architectural styles	I		
6	Duration: 02:00			
	Lecture			
	2.3 Architectural styles	l		Practical exercises on topics that are
	Duration: 02:00	I		being explained in classroom
7	Lecture	I		Group work
		I		Continuous assessment
				Duration: 05:00





	2.4. Analyticatural matters:	ī	Duint nunnementation of the sector
	2.4 Architectural patterns		Brief presentation of the project
8	Duration: 01:00		Group work
0	Lecture		Continuous assessment
			Duration: 00:45
	2.4 Architectural patterns		Project
	Duration: 02:00		Group work
9	Lecture		Continuous assessment
			Duration: 10:00
	2.4 Architectural patterns		Project
	Duration: 02:00		Group work
10	Lecture		Continuous assessment
	Lecture		Duration: 10:00
	2.4 Architectural patterns		Project
11	Duration: 02:00		Group work
	Lecture		Continuous assessment
			Duration: 12:00
			Oral presentation on the project
			Group presentation
			Continuous assessment
			Duration: 02:00
12			
			Project
			Group work
			Continuous assessment
			Duration: 20:00
			Daration: 20.00
	2.4 Architectural patterns		
13	Duration: 01:00		
	Lecture		
	2.4 Architectural patterns		Project
	Duration: 02:00		Group work
14	Lecture		Continuous assessment
			Duration: 09:00
	2.4 Architectural patterns		Exam
	Duration: 02:00		Written test
15	Lecture		Continuous assessment
			Duration: 01:00
			Duration, 01.00
16			
			Final Exam
47		l	Written test
17			Final examination
			Duration: 01:00

The independent study hours are training activities during which students should spend time on individual study or individual assignments.

Depending on the programme study plan, total values will be calculated according to the ECTS credit unit as 26/27 hours of student face-to-face contact and independent study time.

\* The subject schedule is based on a previous theorical planning of the subject plan and might go to through experience some unexpected changes along throughout the academic year.





#### 7. Activities and assessment criteria

#### 7.1. Assessment activities

#### 7.1.1. Continuous assessment

Week	Description	Modality	Туре	Duration	Weight	Minimum grade	Evaluated skills
2	Practical exercises on topics that are being explained in classroom	Group work	Face-to-face	00:45	%	/ 10	
3	Practical exercises on topics that are being explained in classroom	Group work	No Presential	03:00	5%	/ 10	CE12
3	Practical exercises on topics that are being explained in classroom	Group work	Face-to-face	00:45	%	/ 10	
5	Practical exercises on topics that are being explained in classroom	Group work	No Presential	10:00	10%	/ 10	CE12
5	Practical exercises on topics that are being explained in classroom	Group work	Face-to-face	00:45	%	/ 10	
7	Practical exercises on topics that are being explained in classroom	Group work	No Presential	05:00	10%	/ 10	CE12
8	Brief presentation of the project	Group work	Face-to-face	00:45	%	/ 10	
9	Project	Group work	No Presential	10:00	10%	5 / 10	CE12
10	Project	Group work	No Presential	10:00	10%	5 / 10	CE12
11	Project	Group work	No Presential	12:00	10%	5/10	CE12
12	Oral presentation on the project	Group presentation	Face-to-face	02:00	%	/ 10	
12	Project	Group work	No Presential	20:00	10%	5 / 10	CE12
14	Project	Group work	No Presential	09:00	10%	5 / 10	CE12
15	Exam	Written test	Face-to-face	01:00	25%	4 / 10	CE12

#### 7.1.2. Final examination

Week	Description	Modality	Туре	Duration	Weight	Minimum grade	Evaluated skills
17	Final Exam	Written test	Face-to-face	01:00	100%	4 / 10	CE12

#### 7.1.3. Referred (re-sit) examination





Description	Modality	Туре	Duration	Weight	Minimum grade	Evaluated skills
Project	Individual work	Face-to-face	00:00	100%	5 / 10	CE12

#### 7.2. Assessment criteria

Along the semester, in order to pass the course, the student will have to do the following assignments:

- Practical exercises: the student will have to do some practical exercises where he/she will have to apply the concepts, techniques and principles explained in the classroom.
- Final exam: the student will have to do a final exam where he/she will show that he/she has acquired the basic concepts explained in the classroom.
- Project: the student will have to propose a project and an architectural solution for it. This work will have to be reflected in a document. In addition, before delivering this document, the student will have to do an oral presentation in classroom where the preliminary results of his/her work will be summarized.

The final grade (FG) will be calculated from the practical exercises grade (PEG), the exam grade (EG) and project grade (PG) by means of the following formula:

FG=0.25\*PEG+0.25\*EG+0.5\*PG if PEG>=4 and EG>=4 and PG>=5

FG = 0 otherwise

Where all the grades take value between 0 and 10

When failed, in the extra exam period the final grade will be obtained from the grade of a research work or project.





# 8. Teaching resources

# 8.1. Teaching resources for the subject

Name	Туре	Notes
Moodle site	Web resource	http://moodle.upm.es/titulaciones/oficiales/course/view.php?id=2835
Bass, L. et al. (2003) Software Architecture in Practice. Addison- Wesley, Boston, MA, second edition	Bibliography	
Buschmann, F. et al. (1996) Pattern- Oriented Software Architecture: A System of Patterns, volume 1 de Software Design Patterns. John Wiley & Sons.	Bibliography	
Taylor, R. N. et al. (2009) Software Architecture: Foundations, Theory and Practice. John Wiley & Sons.	Bibliography	
Bachmann, F. et al. (2007)  Modificability Tactics. Inf. Téc.  CMU/SEI-2007-TR-002, Software  Engineering Institute - Carnegie  Mellon University, Pittsburg, PA,  USA.	Bibliography	
Gorton I. (2006) Essential Software Architecture. Springer-Verlag.	Bibliography	