Question Set 4. Software Architecture.

Due Date: 1 February, 2002.

Please complete this assignment individually. Read these instructions carefully.

You should have received an email to your CSE account listing the names of your group members. Listed next to the name of each group member is a letter – A through F.

Group Representative 'A', 'B', and 'C': Read Topic 29 in the textbook, pp. 157-165. This topic describes the "Model, View, Controller" architecture pattern.

Group Representative 'D', 'E', and 'F': Read Topic 30 in the textbook, pp. 165-170. This topic describes the "Blackboard" architecture pattern.

1. Using just a sentence and a diagram, describe the essence of the architecture pattern described in your reading. Be prepared to present the sentence and the diagram to the class on Friday.

2. Evaluate the architecture with respect to the 3 properties of good design. Does it allow for robustness? Is it easy to understand? Is it easy to change things?

3. How does this architecture pattern affect a system's "change strategy"? What rules does it set up for communication? What kinds of changes are easy to do? What exactly needs to be done when such a change has to occur? Use the examples given in Wednesday's lecture as a guide.

Please type everything except the diagram. Make 2 copies of this assignment – turn one in and place one in your binder.