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The four views of the model are logical, development, process and physical view. In addition, selected use cases or scenarios are used to illustrate the architecture serving as the 'plus one' view. Hence, the model contains 4+1 views: Logical view: The logical view is concerned with the functionality that the system provides to end-users.

4+1 architectural view model - Wikipedia

Architectural Blueprints The 4+1 View Model of Software Architecture Philippe Kruchten Rational Software Corp. Abstract This article presents a model for describing the architecture of software-intensive systems, based on the use of multiple, concurrent views. This use of multiple views allows to address separately the concerns of the various stakeholders of the architecture: end-user, developers, systems engineers, project managers, etc., and to handle separately the ...

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end-users, developers, system engineers, project managers. An Architectural Model The 4 + 1 Views. logical views, process views, physical view, development view, use cases (scenarios) Note: in the paper, terms like architecture, views, blueprints are used. Logical Views The Object-Oriented Decomposition. Concerns.

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Architectural drawings - The National Archives

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Blueprint - Wikipedia

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of both fiction and nonfiction, as well as writers across all media from theater to film to TV.

This book investigates solutions incorporated by architecture boards in global enterprises to resolve issues and mitigate related architecture risks, while also proposing and implementing an adaptive integrated digital architecture framework (AIDAF) and related models and approaches/platforms, which can be applied in companies to promote IT strategies using cloud/mobile IT/digital IT. The book is divided into three main parts, the first of which (Chapters 1-2) addresses the background and motivation for AIDAF aligned with digital IT strategies. The second part (Chapter 3) provides an overview of strategic enterprise architecture (EA) frameworks for digital IT, elaborates on the essential elements of EA frameworks in the digital IT era, and advocates using AIDAF, models for architecture assessment/risk management, knowledge management on digital platforms. In turn, the third part (Chapters 4-7) demonstrates the application and benefits of AIDAF and related models, as shown in three case studies. "I found this book to be a very nice contribution to the EA community of practice. I can recommend this book as a textbook for digital IT strategists/practitioners, EA practitioners, students in universities and graduate schools." (From the Foreword by Scott A. Bernard) "In this new age of the digital information society, it is necessary to advocate a new EA framework. This book provides state-of-the-art knowledge and practices about EA frameworks beneficial for IT practitioners, IT strategists, CIO, IT architects, and even students. It serves as an introductory textbook for all who drive the information society in this era." (From the Foreword by Jun Murai)

Use this book as your one-stop shop for architecting a world-class DevOps environment with Microsoft technologies. .NET DevOps for Azure is a synthesis of practices, tools, and process that, together, can equip a software organization to move fast and deliver the highest quality software. The book begins by discussing the most common challenges faced by developers in DevOps today and offers options and proven solutions on how to implement DevOps for your team. Daily, millions of developers use .NET to build and operate mission-critical software systems for organizations around the world. While the marketplace has scores of information about the technology, it is completely up to you to put together all the blocks in the right way for your environment. This book provides you with a model to build on. The relevant principles are covered first along with how to implement that part of the environment. And while variances in tools, language, or requirements will change the needed implementation, the DevOps model is the architecture for the working environment for your team. You can modify parts of the model to customize it to your enterprise, but the architecture will enable all of your teams and applications to accelerate in performance. What You Will Learn Get your .NET applications into a DevOps environment in Azure Analyze and address the part of your DevOps process that causes delays or bottlenecks Track code using Azure Repos and conduct acceptance tests Apply the rules for segmenting applications into Git repositories Understand the different types of builds and when to use each Know how to think about code validation in your DevOps environment Provision and configure environments; deploy release candidates across the environments in Azure Monitor and support software that has been deployed to a production environment Who This Book Is For .NET Developers who are using or want to use DevOps in Azure but don't know where to begin

This textbook aims to prepare students, as well as, practitioners for software design and production. Keeping in mind theory and practice, the book keeps a balance between theoretical foundations and practical considerations. The book by and large meets the requirements of students at all levels of computer science and engineering/information technology for their Software design and Software engineering courses. The book begins with concepts of data and object. This helps in exploring the rationale that guide high level programming language (HLL) design and object oriented frameworks. Once past this post, the book moves on to expand on software design concerns. The book emphasizes the centrality of Parnas's separation of concerns in evolving software designs and architecture. The book extensively explores modelling frameworks such as Unified Modelling Language (UML) and Petri net based methods. Next, the book covers architectural principles and software engineering practices such as Agile - emphasizing software testing during development. It winds up with case studies demonstrating how systems evolve from basic concepts to final products for quality software designs. TARGET AUDIENCE - Undergraduate/postgraduate students of Computer Science and Engineering, and Information Technology - Postgraduate students of Software Engineering/Software Systems

44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices

This book offers a comprehensive report on the technological aspects of Mobile Health (mHealth) and discusses the main challenges and future directions in the field. It is divided into eight parts: (1) preventive and curative medicine; (2) remote health monitoring; (3) interoperability; (4) framework, architecture, and software/hardware systems; (5) cloud applications; (6) radio technologies and applications; (7) communication networks and systems; and (8) security and privacy mechanisms. The first two parts cover sensor-based and bedside systems for remotely monitoring patients' health condition, which aim

at preventing the development of health problems and managing the prognosis of acute and chronic diseases. The related chapters discuss how new sensing and wireless technologies can offer accurate and cost-effective means for monitoring and evaluating behavior of individuals with dementia and psychiatric disorders, such as wandering behavior and sleep impairments. The following two parts focus on architectures and higher level systems, and on the challenges associated with their interoperability and scalability, two important aspects that stand in the way of the widespread deployment of mHealth systems. The remaining parts focus on telecommunication support systems for mHealth, including radio technologies, communication and cloud networks, and secure health-related applications and systems. All in all, the book offers a snapshot of the state-of-art in mHealth systems, and addresses the needs of a multidisciplinary audience, including engineers, computer scientists, healthcare providers, and medical professionals, working in both academia and the industry, as well as stakeholders at government agencies and non-profit organizations.

This book constitutes revised selected papers from the International Symposium on Formal Aspects of Component Software, FACS 2014, held in Bertinoro, Italy, in September 2014. The 20 full papers presented in this volume were carefully reviewed and selected from 44 submissions. They are organized in topical sections named: compositional approaches; adaptation and evolution; application and experience; tools; scheduling, time and hybrid systems; other verification approaches and safety and liveness of composition. The volume also contains two invited talks, one full paper and one abstract.

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