Software Architecture

Course code: GOC272

The course is primarily focused on getting to know the architectural principles of creating "enterprise applications" using the method of applying adequate architectural patterns. You will learn to use architectural patterns for the effective creation of information systems, or their parts. During the course, a number of techniques, methods, procedures and practices applicable in the individual steps of software creation will be shown. The aim of the course is to bring a better understanding of the principles of using architectural patterns through practical examples. Throughout the course, the topics discussed will be demonstrated and practically solved in a case study.

What we will teach you:
- Deciding on the application architecture concept.
- To properly understand the role of patterns in the design of information systems architecture.
- Effectively design an "enterprise application" architecture model in UML (Unified Modeling Language) regardless of the programming language used.
- Practically use (not only) architectural patterns.

For whom the course is intended:
- The course is intended for analysts, software architects and programmers who they want to expand their portfolio of knowledge and skills in the field of principles creation of architecture.

Teaching methods:
- Expert explanation with practical examples, exercises on computers.

Study materials:
- Professional book publication.

Outline:
Introduction to software development (SW)
- Impact of the SW creation methodology used (iterative or agile) - on creation architecture concept
- The basic disciplines of SW development and the artifacts created in them
- What is software architecture

Conceptual modeling