

# 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.

Affiliate	Duration	Course price	ITB
Praha	2	16 200 Kč	20
Brno	2	16 200 Kč	20
Bratislava	2	700 €	20

The prices are without VAT.

## Course terms

Date	Duration	Course price	Type	Course language	Location
G 17.10.2024	2	16 200 Kč	Online	CZ/SK	GOPAS Praha online
G 17.10.2024	2	700 €	Online	CZ/SK	GOPAS Bratislava online
24.10.2024	2	16 200 Kč	Presence	CZ/SK	GOPAS Brno
G 21.11.2024	2	16 200 Kč	Presence	CZ/SK	GOPAS Praha
25.11.2024	2	700 €	Presence	CZ/SK	GOPAS Bratislava prezenčne
20.02.2025	2	16 200 Kč	Presence	CZ/SK	GOPAS Praha
26.05.2025	2	16 200 Kč	Presence	CZ/SK	GOPAS Praha

The prices are without VAT.

## 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

**GOPAS Praha**  
Kodaňská 1441/46  
101 00 Praha 10  
Tel.: +420 234 064 900-3  
[info@gopas.cz](mailto:info@gopas.cz)

**GOPAS Brno**  
Nové sady 996/25  
602 00 Brno  
Tel.: +420 542 422 111  
[info@gopas.cz](mailto:info@gopas.cz)

**GOPAS Bratislava**  
Dr. Vladimíra Clementisa 10  
Bratislava, 821 02  
Tel.: +421 248 282 701-2  
[info@gopas.sk](mailto:info@gopas.sk)



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- What is software architecture  
Conceptual modeling

**GOPAS Praha**  
Kodaňská 1441/46  
101 00 Praha 10  
Tel.: +420 234 064 900-3  
[info@gopas.cz](mailto:info@gopas.cz)

**GOPAS Brno**  
Nové sady 996/25  
602 00 Brno  
Tel.: +420 542 422 111  
[info@gopas.cz](mailto:info@gopas.cz)

**GOPAS Bratislava**  
Dr. Vladimíra Clementisa 10  
Bratislava, 821 02  
Tel.: +421 248 282 701-2  
[info@gopas.sk](mailto:info@gopas.sk)



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