

# Experimental Software Architecture

Computer Science Day  
2011

***The only constant in software is  
change...***

*Kent Beck  
Inventor of Extreme Programming*

## Life is no different ...

New and *small* group 😊

- Head count hovering around one...
- (Web page update pending...)

Research interests

- Software Architecture in particular
- Software Engineering
  - Special emphasis on reliability and flexibility techniques

Teaching interests

- High quality teaching : Motivation, Industrial Applicable
- Part-time education



## On going projects

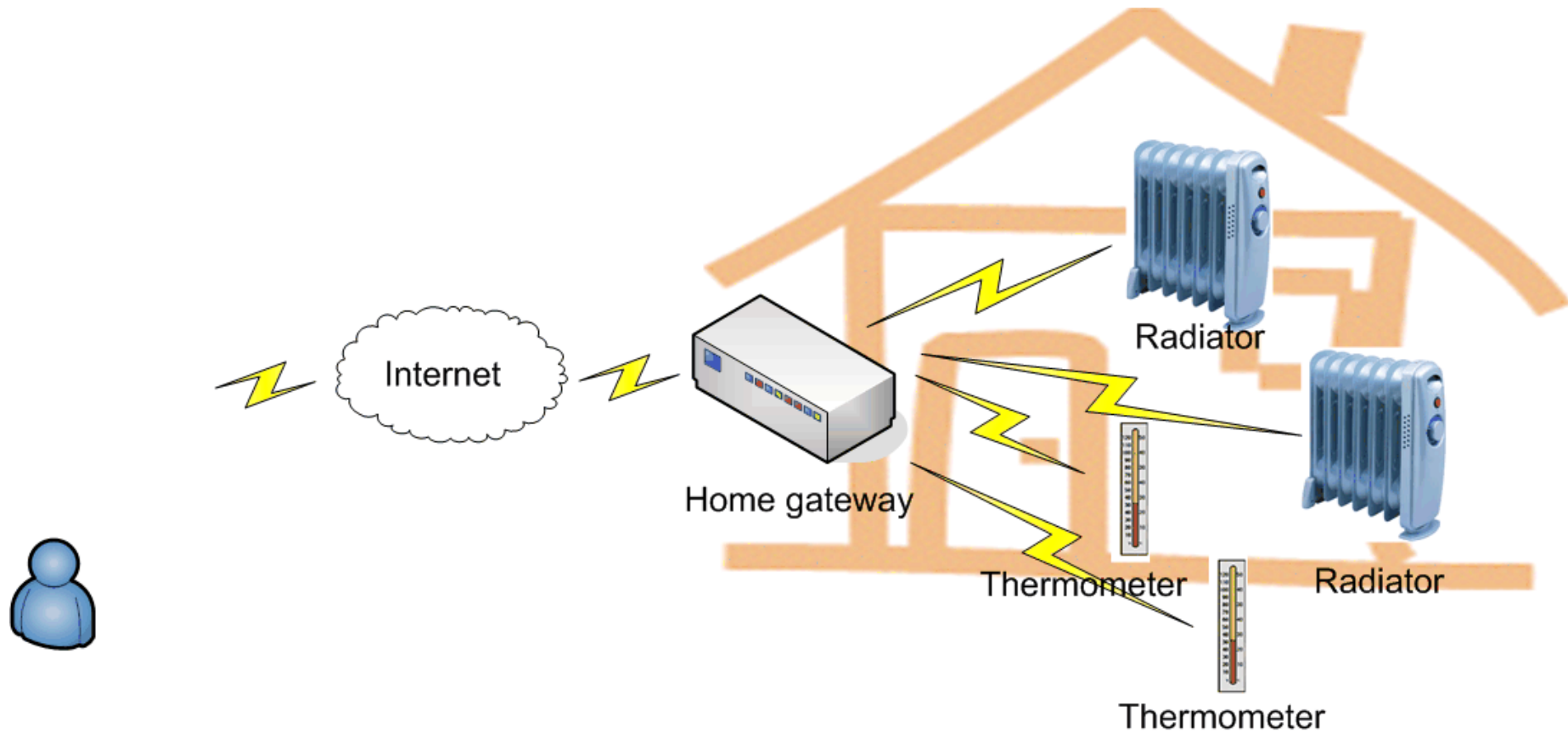
### Research

- Net4Care:
  - Software architecture ecosystem for tele medical applications
- Architectural Annotations:
  - Today's pick...
  - Joint work with a newly appointed professor at DIKU 😊

### Teaching

- Part-time education at a crossroad
  - “what will it look like (if any???) in five years?”
- Active learning
  - Basically I do not believe in lectures 😊

# Active Learning 😊: An exercise



# Architectural Reconstruction Exercise

## Code from gateway for home heating control

```
/**
 * Notify observers of temperature change
 *
 * @param temperature
 * @throws MalformedURLException
 * @throws IOException
 */
public void notifyObservers(double temperature) throws MalformedURLException, IOException {
    for (String location : observers) {
        Invoker.invoke(location, "notify", "temperatur__e", "" + temperature);
    }
}
```

What is this? *Multiple choices are allowed!*

- A) a Java method
- B) the multicast method of an Observer pattern
- C) the *connector* between gateway-radiators

# Architectural Reconstruction Exercise

What is this *modified* code then?

```
public void foobar (double temperature) throws MalformedURLException, IOException {  
    for (String location : observers) {  
        Invoker.invoke(location, "notify", "temperatur__e", "" + temperature);  
    }  
}
```

- A) a Java method
- B) the multicast method of an Observer pattern
- C) the *connector* between gateway-radiators

# Architectural Reconstruction Exercise

How the do I know what architecture this code is?

```
/**  
 * Notify observers of temperature change  
 *  
 * @param temperature  
 * @throws MalformedURLException  
 * @throws IOException  
 */  
public void notifyObservers(double temperature) throws MalformedURLException, IOException {  
    for (String location : observers) {  
        Invoker.invoke(location, "notify", "temperatur___e", "" + temperature);  
    }  
}
```

Observations:

- 1) Architectural information disappears when we write code!**
- 2) Code is often all that exists after a short while**

## Why bother?

Architectural information is vital in order to:

- Understand and document the implementation
  - Avoid architectural erosion
- Maintain and extend the system
  - Ensure quality attribute requirements are kept
- Analyze and evaluate the system
- Communicate with stakeholders

## Proposal: *Architectural Annotation*

*Architectural Annotations* directly in the code.

```
@Connector( to = "actuator" )  
@PatternMethod( pattern="Observer", method="notify" )  
public void notifyObservers(double temperature) throws Malform  
@Component( name="actuator" )  
public class Radiator {
```

### Potential:

- Lightweight – *suitable for agile development...*
- *Documentation is in the code!!!*
- Generation of views
- Architectural validation: *missing connector between a,b*
- Run-time verification: *observer never added to subject*

## Summary

### Architectural Annotations:

- Incremental approach (add to existing systems)
- Lightweight approach (little overhead)
- Not comprehensive but *less is more...*

### Key point to adoption

- Minimal effort => immediate benefit (like JavaDoc)

### Issues:

- Lots!
  - What annotations are needed?
  - What architectural aspects can be expressed?
  - Can all information be kept in code (no metafiles?)