

Software Engineering

Software Architecture

3 Ba INF 2018-2019

Stephen Pauwels

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1 Practical

- Deadline: **December 2, 23u55**

2 Context

Much of the problems encountered when writing large amounts of code are already encountered by others and optimal solutions are already created. These typical solutions are called Architectural Patterns. We can use these patterns to build our code in a orderly and correct way.

3 Assignment

1. Consider the class `System` in the package `Core`.
 - Analyze the current structure of the class in terms of coupling and cohesion. Explain why this is (not) a potential problem.
 - Would the `Model-View-Controller Pattern` be usable for our software project? Explain why it would or why it would not.
2. Now we will consider the `Client-Server Pattern`
 - Find information about this pattern and describe how the `Client-Server Pattern` works and what its benefits are.
 - Analyze the use of this pattern for our webshop:
 - Which parts should use the `Client-Server Pattern`?
 - Which code should be executed on the client-side?
 - Are there disadvantages about using the `Client-Server Pattern`? If so, what could be better solutions?