

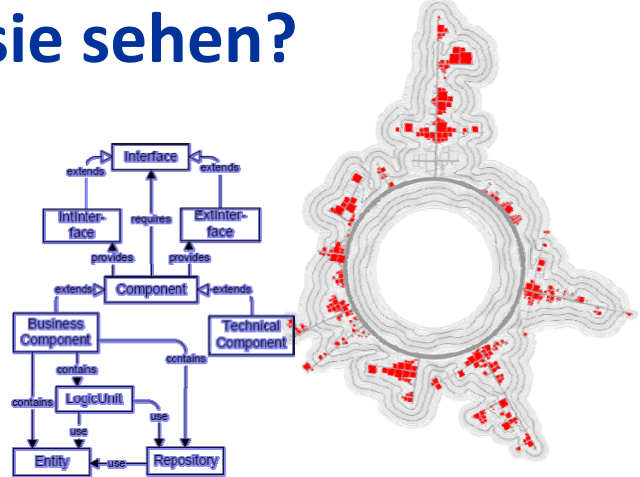
Wie beschreiben wir Softwarearchitekturen und wie wollen wir sie sehen?

info Ontology	
$N_C :=$	{Component, BusinessComponent, Techni
$N_I :=$	{Interface, ExtInterface, LogicUnit, Repository,
$N_R :=$	{contains, provides, requires, use, name}
Axioms	
(1)	$BusinessComponent \sqsubseteq Component, Techni$
(2)	$IntInterface \sqsubseteq Interface, ExtInterface \sqsubseteq Inter$
(3)	$\top \sqsubseteq \forall name.String$
(4)	$InverseFunctional(contains)$
(5)	$Entity \sqcup Repository \sqcup LogicUnit \sqsubseteq \forall contains$
(6)	$Repository \sqsubseteq \exists use.Entity$
(7)	$Repository \sqsubseteq \forall use.LogicUnit$
(8)	$Entity \sqsubseteq \forall use.(LogicUnit \sqcup Repository)$
(9)	$BusinessComponent \sqsubseteq \sqcup contains.LogicUnit$
(10)	$BusinessComponent \sqcap TechnicalComponent \sqcup Busin$
(11)	$Component \equiv TechnicalComponent \sqcup Busin$

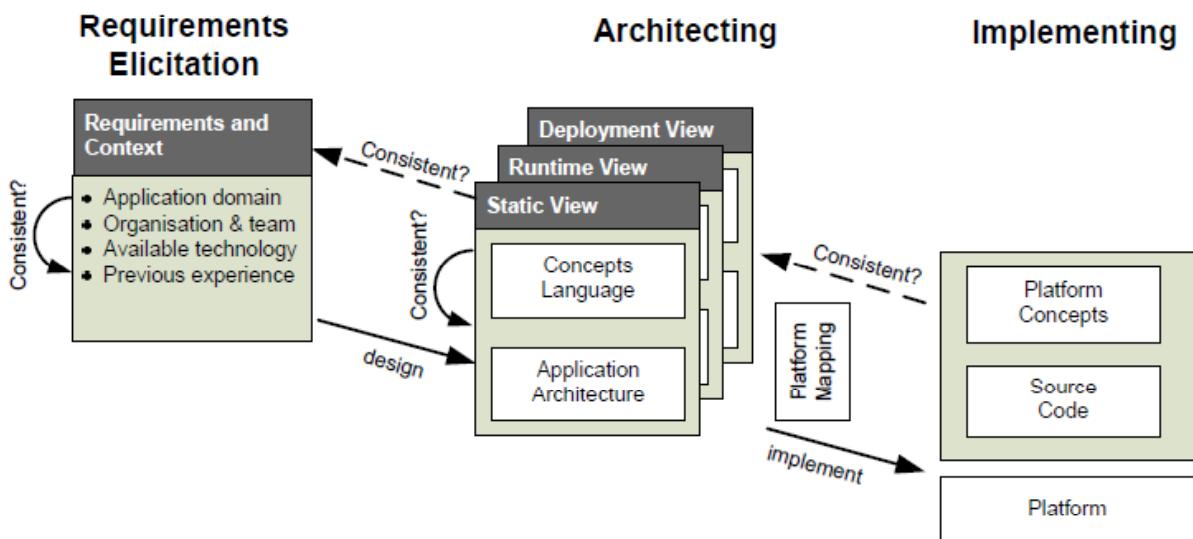
Claus Lewerentz



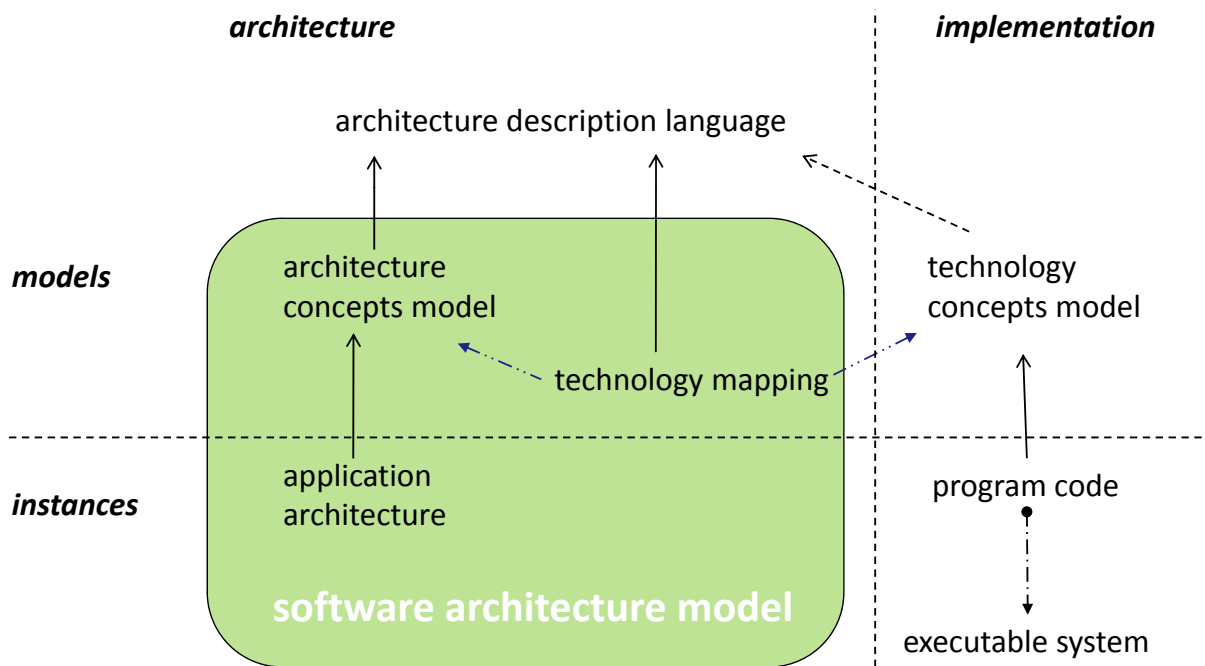
Brandenburgische
Technische Universität Cottbus
Lehrstuhl Software-Systemtechnik



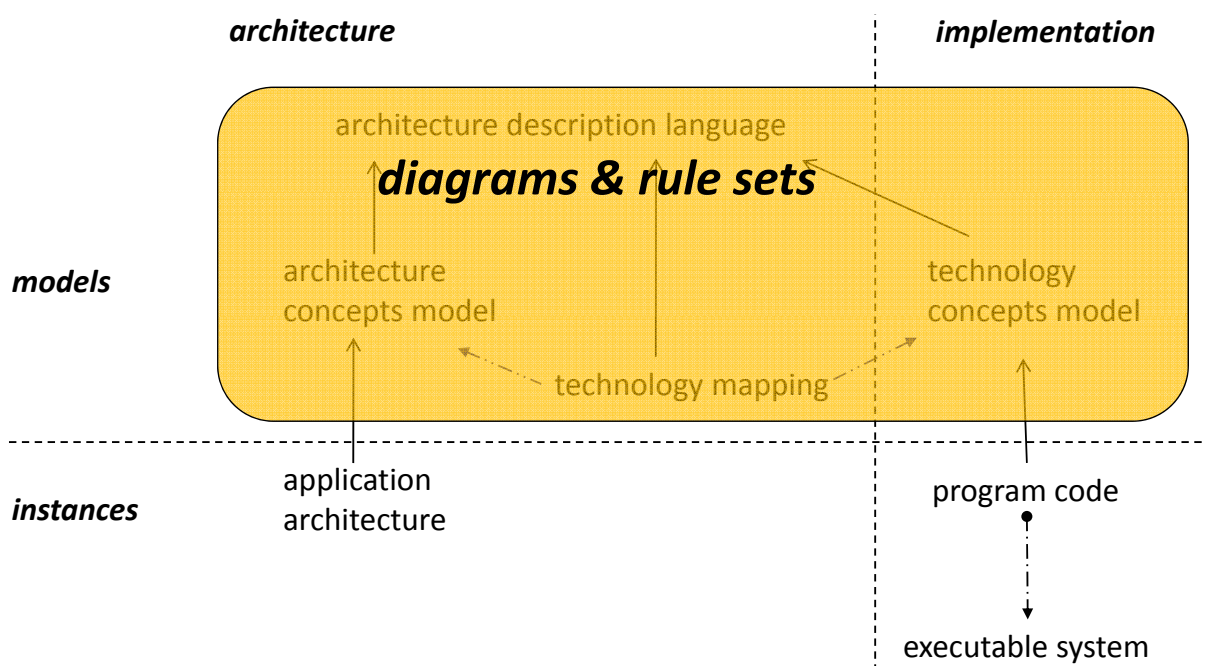
Architekturzentrierter Entwicklungsprozess



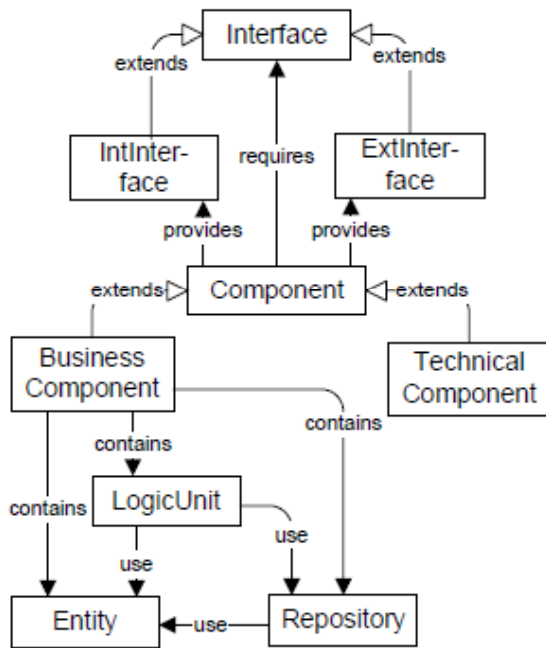
Architekturmodelle und Programme



Notationen / Visualisierungen

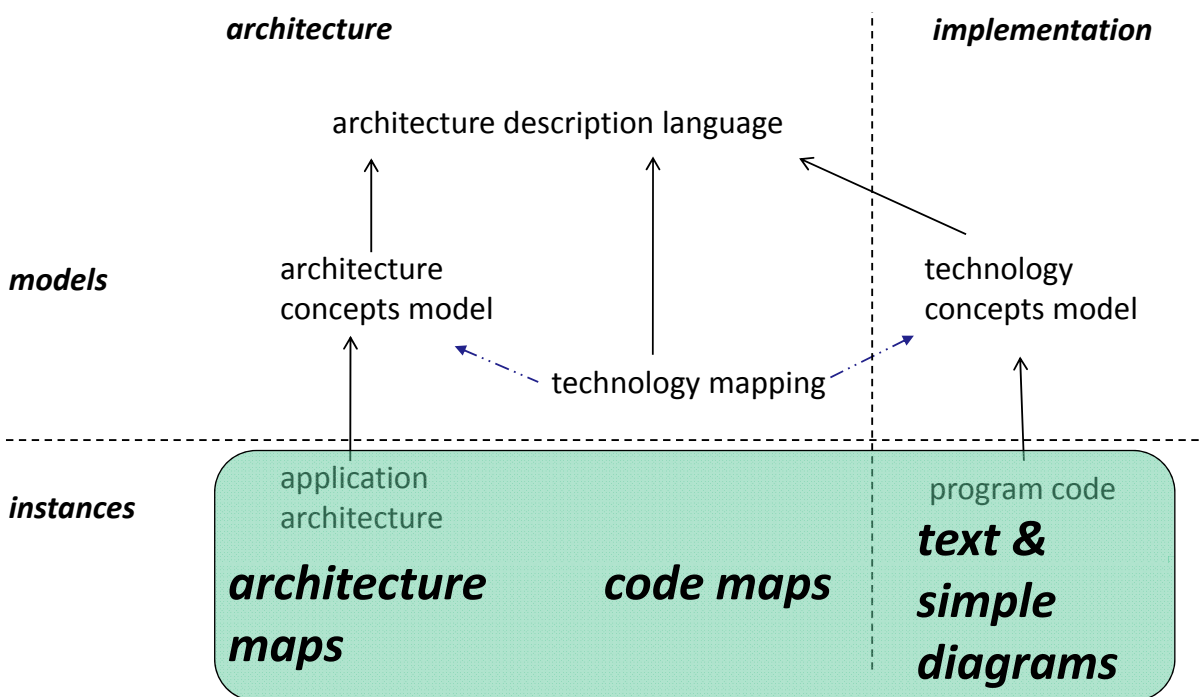


Beispiel für „architecture concept model“

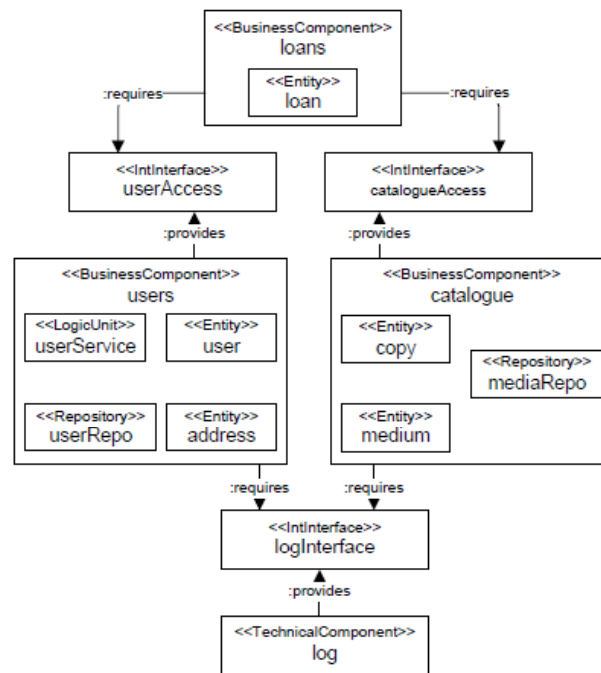


info Ontology
$N_C := \{ \text{Component, BusinessComponent, TechnicalComponent, IntInterface, ExtInterface, LogicUnit, Repository, Entity} \}$
$N_R := \{ \text{contains, provides, requires, use, name} \}$
Axioms
(1) $\text{BusinessComponent} \sqsubseteq \text{Component}$, $\text{TechnicalComponent} \sqsubseteq \text{Component}$
(2) $\text{IntInterface} \sqsubseteq \text{Interface}$, $\text{ExtInterface} \sqsubseteq \text{Interface}$
(3) $\top \sqsubseteq \forall \text{name}. \text{String}$
(4) $\text{InverseFunctional}(\text{contains})$
(5) $\text{Entity} \sqcup \text{Repository} \sqcup \text{LogicUnit} \sqsubseteq \forall \text{contains}^-$
(6) $\text{Repository} \sqsubseteq \exists \text{use}. \text{Entity}$
(7) $\text{Repository} \sqsubseteq \forall \text{use}^- . \text{LogicUnit}$
(8) $\text{Entity} \sqsubseteq \forall \text{use}^- . (\text{LogicUnit} \sqcup \text{Repository})$
(9) $\text{BusinessComponent} \sqsubseteq \exists \text{contains}. \text{LogicUnit}$
(10) $\text{BusinessComponent} \sqcap \text{TechnicalComponent} \sqsubseteq \text{BusinessComponent}$
(11) $\text{Component} \equiv \text{TechnicalComponent} \sqcup \text{BusinessComponent}$

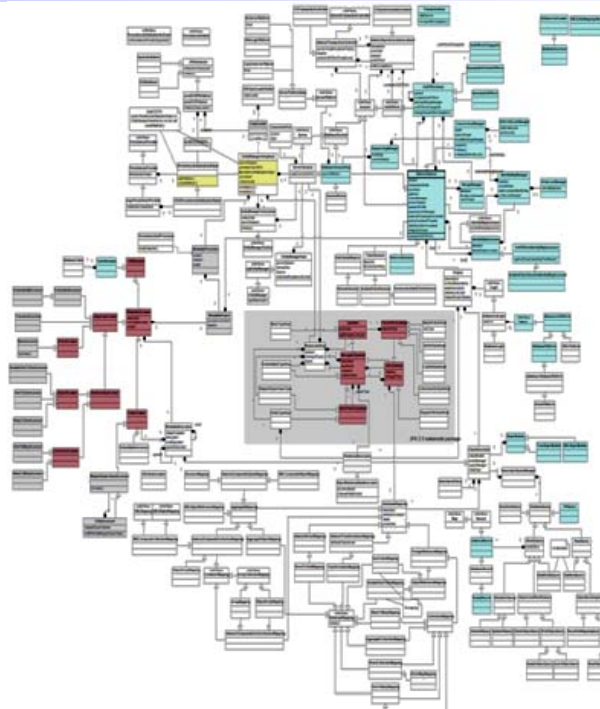
Notationen / Visualisierungen



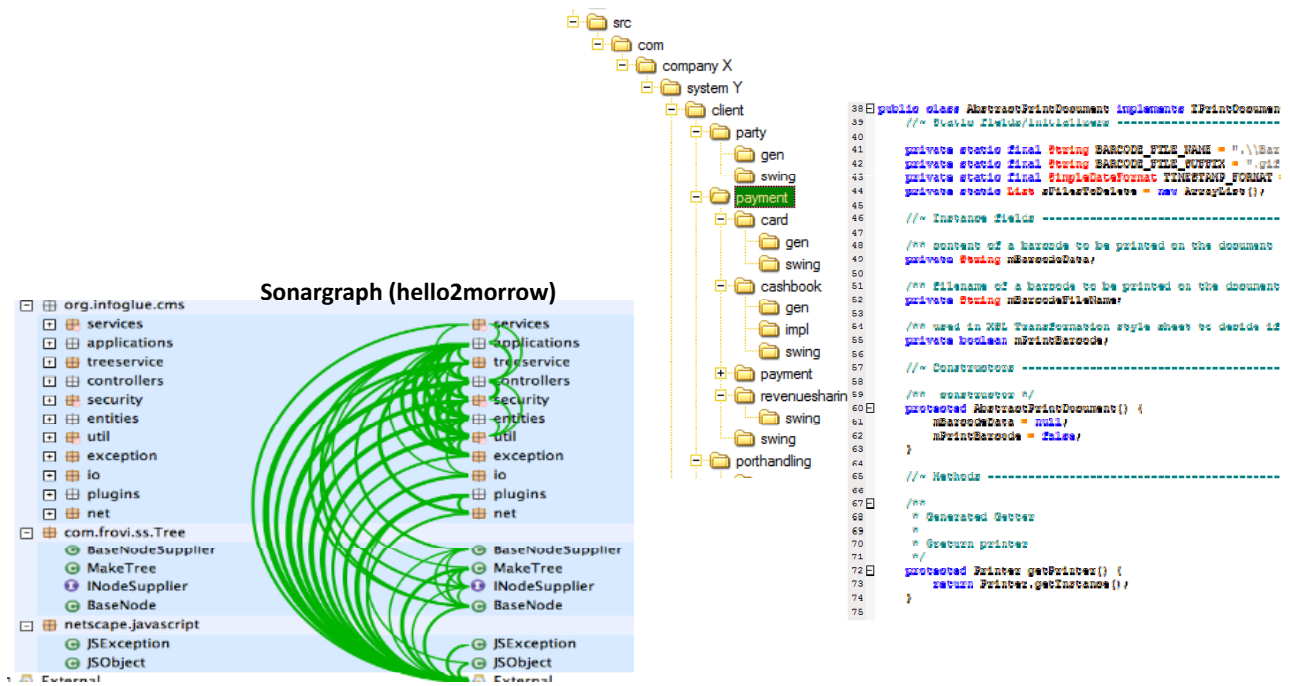
Beispiel "application architecture"



Beispiel "application architecture"

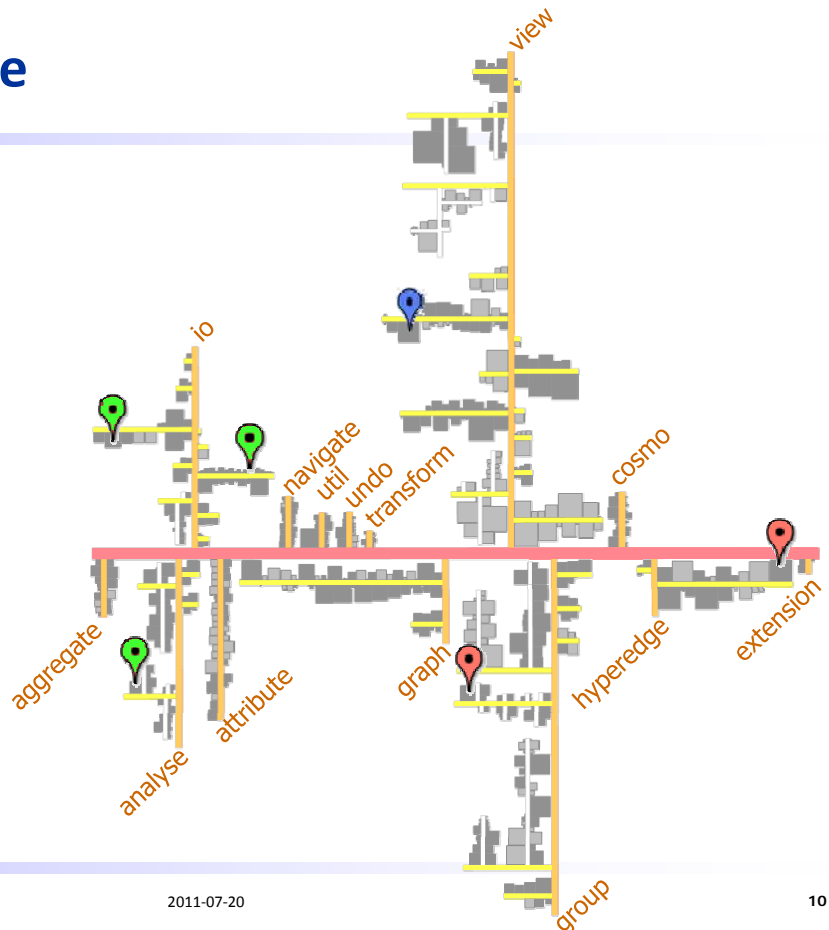


Programmcode und Implementierungsstruktur



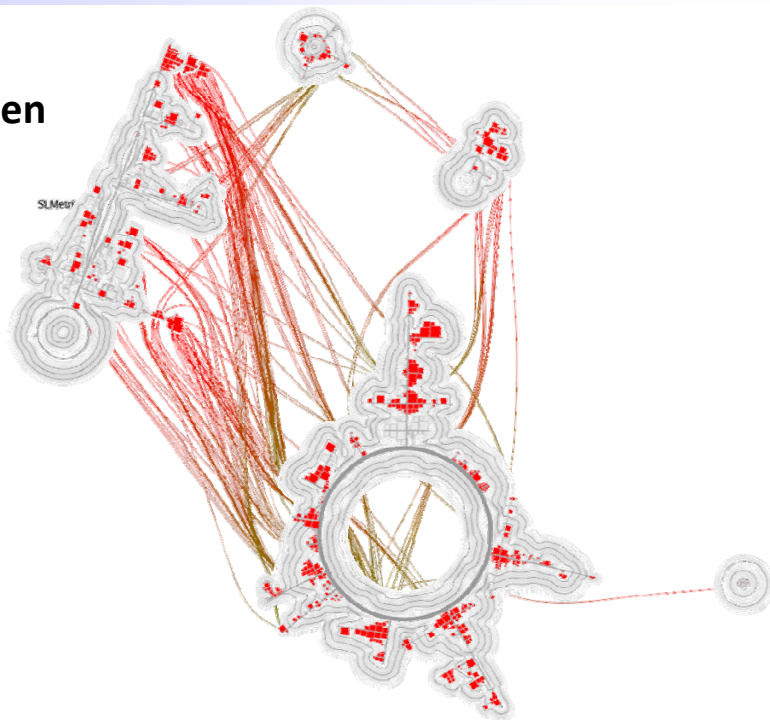
Softwarestädte

“Code-Stadtplan”



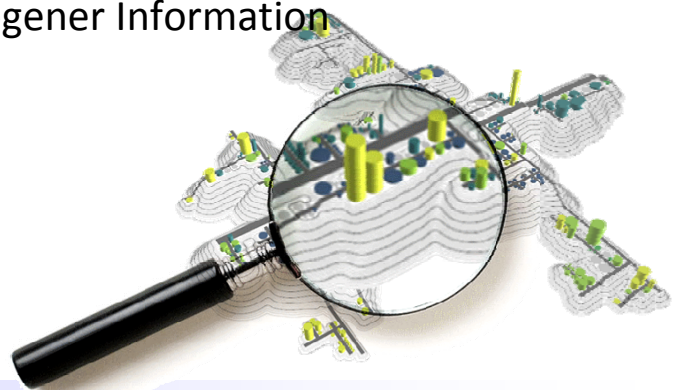
Architektur-Landschaften / -karten

Architekturkomponenten als vernetzte Städte



Entwicklungsgeschichte & thematische Landkarten

- Entwicklungsgeschichte zum Verständnis wichtig
 - stabile Basisvisualisierung
 - Verortungs- und Orientierungsstruktur
- Integration von Code- und Architekturdarstellungen
- Integration von prozessbezogener Information



Referenzen

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