

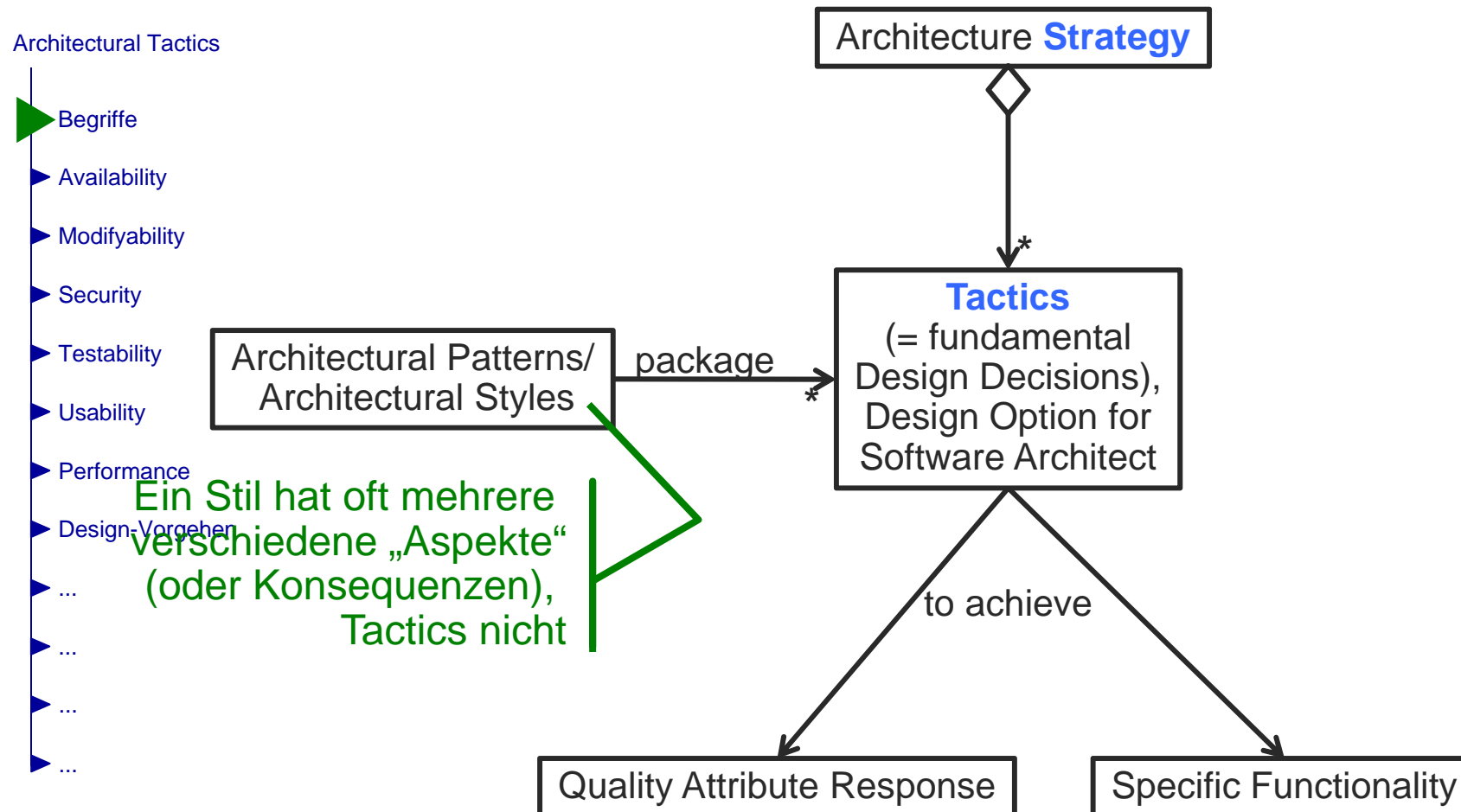


Architectural Tactics

- Begriffe
- Tactics
 - Availability
 - Modifyability
 - Security
 - Testability
 - Usability
 - Performance
- Einsatz beim Design



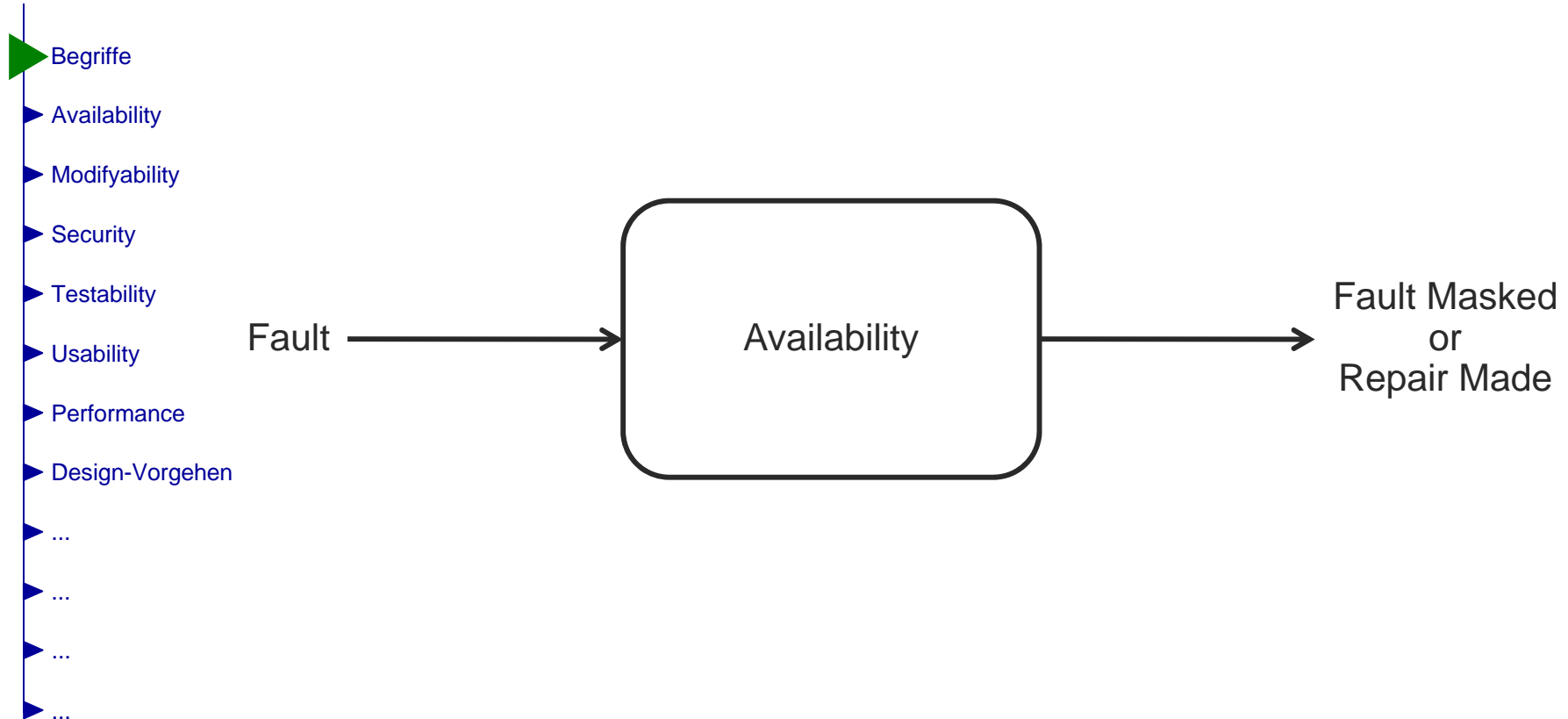
Motivation: *Architectural Tactics* (SEI-Vokabular)





Beispiel: Goal of Availability Tactics

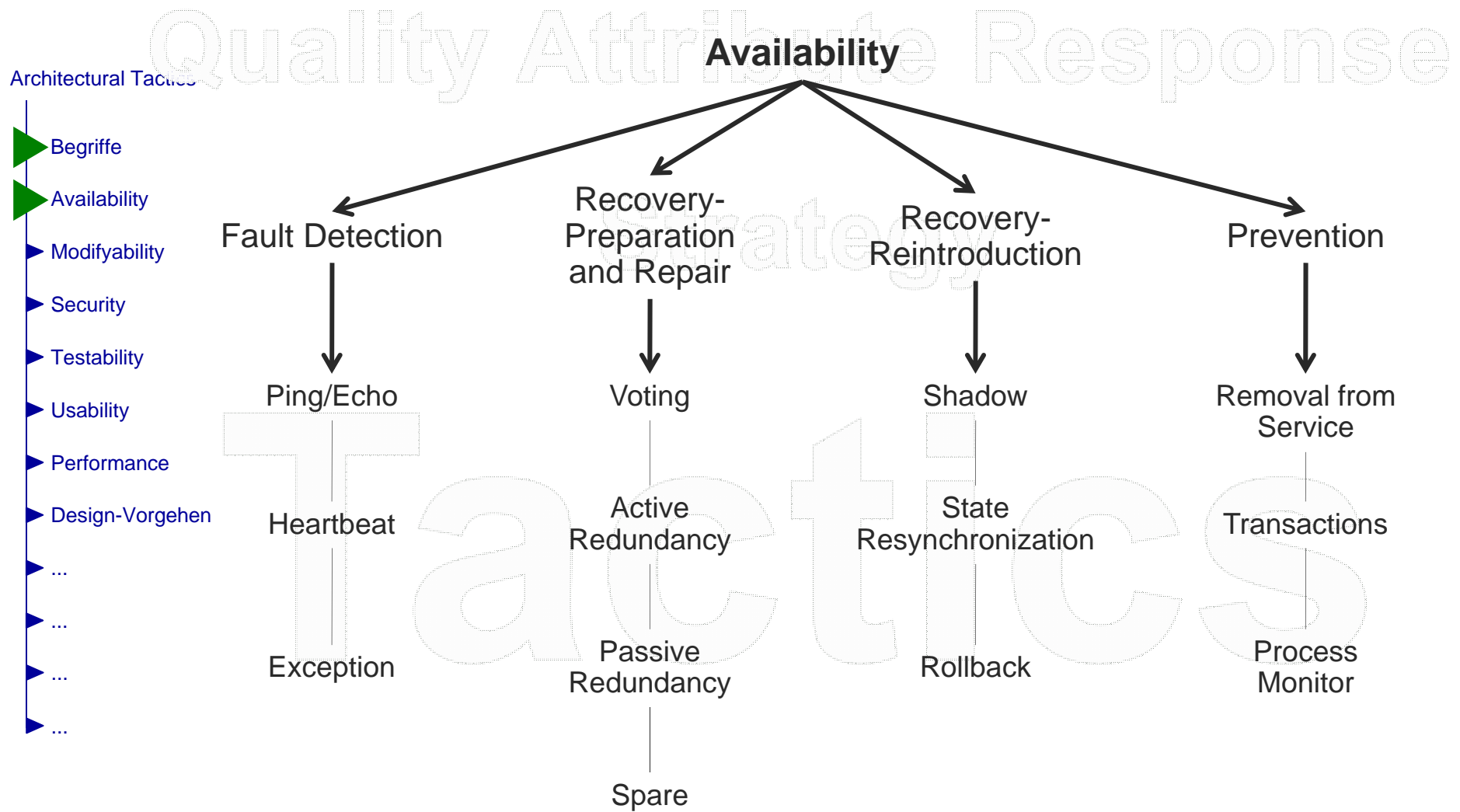
Architectural Tactics



[Software Architecture in Practice, *2nd Edition*]



Availability Tactics



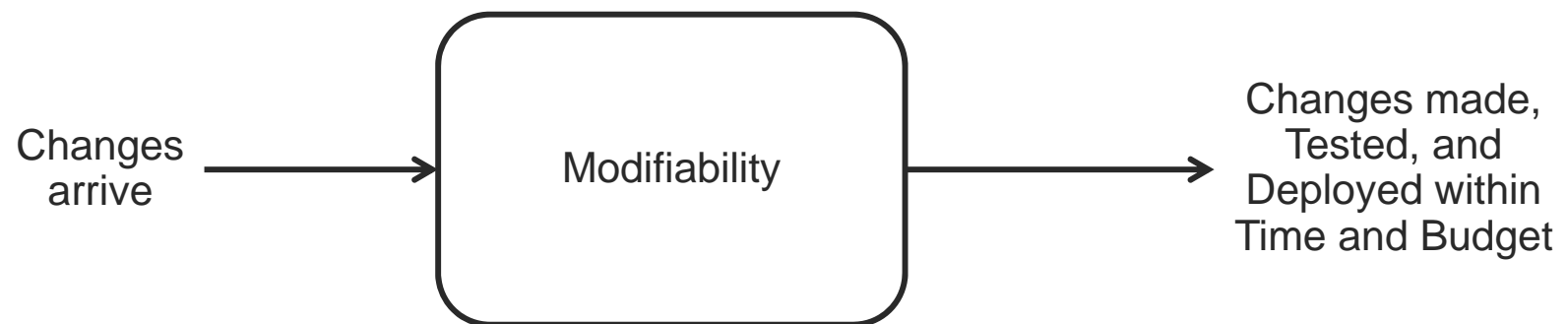
[Software Architecture in Practice, *2nd Edition*]



Beispiel: Goal of Modifiability Tactics

Architectural Tactics

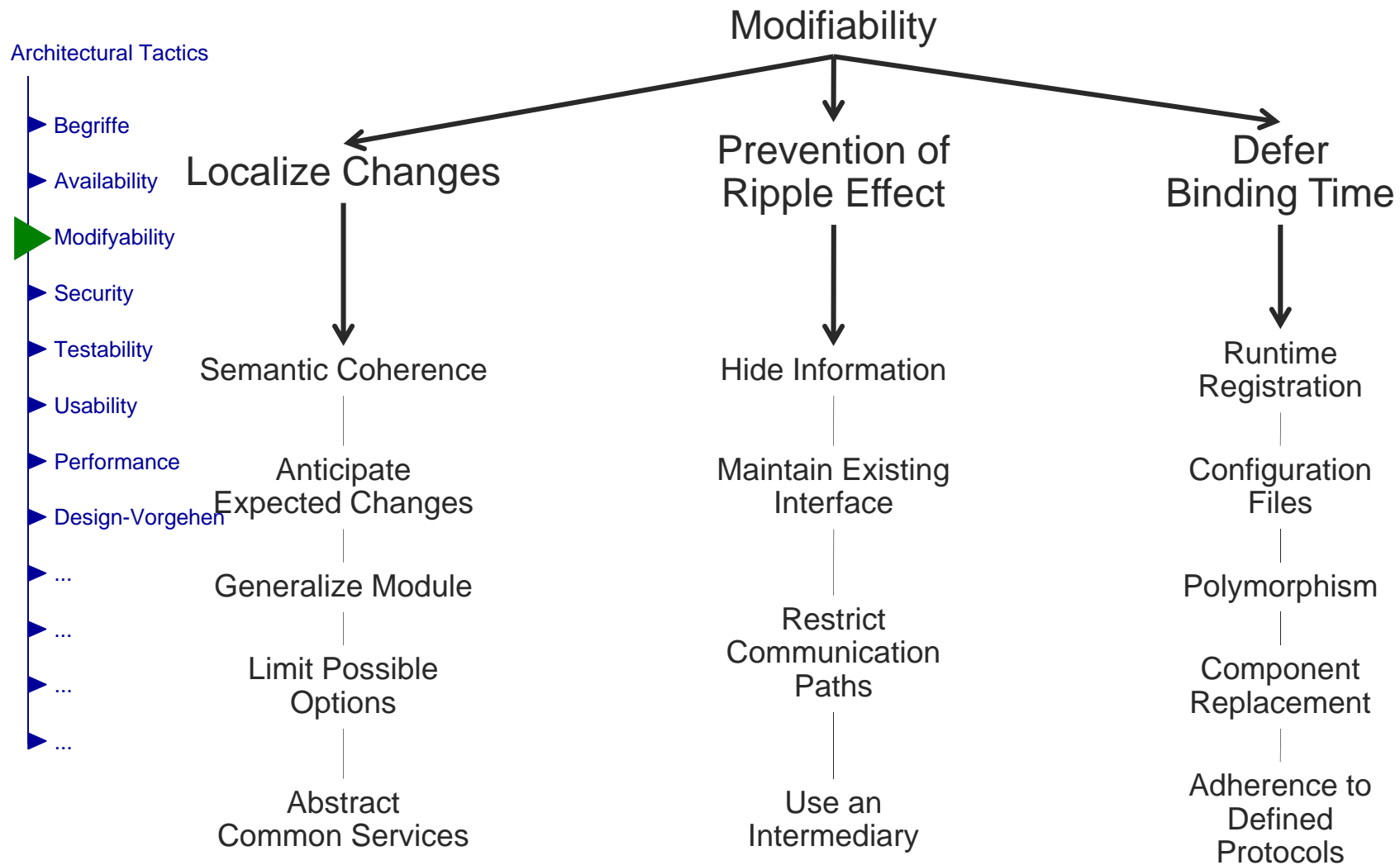
- ▶ Begriffe
- ▶ Availability
- ▶ **Modifiability**
- ▶ Security
- ▶ Testability
- ▶ Usability
- ▶ Performance
- ▶ Design-Vorgehen
- ▶ ...
- ▶ ...
- ▶ ...
- ▶ ...



[Software Architecture in Practice, *2nd Edition*]

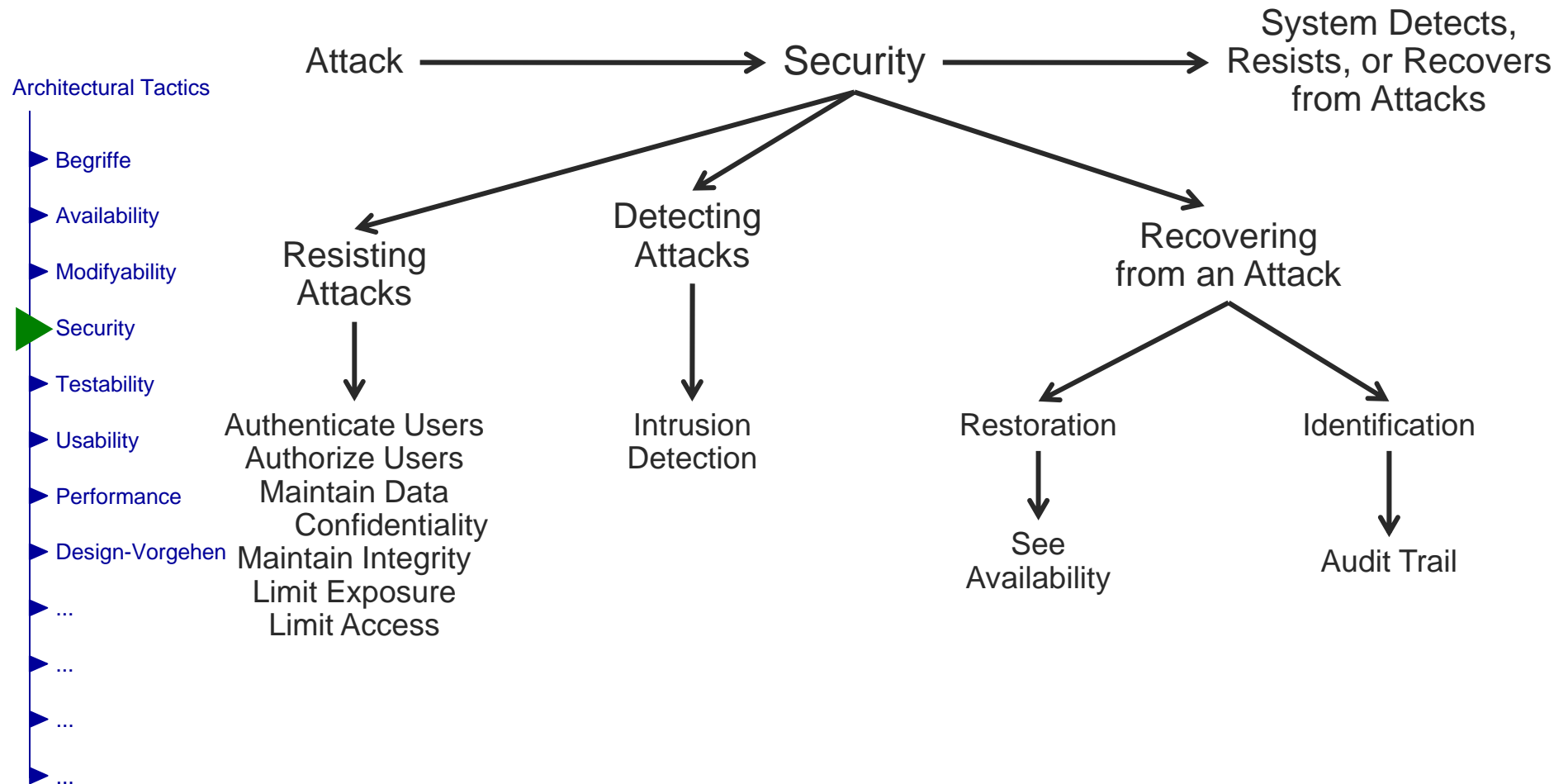


Modifiability Tactics





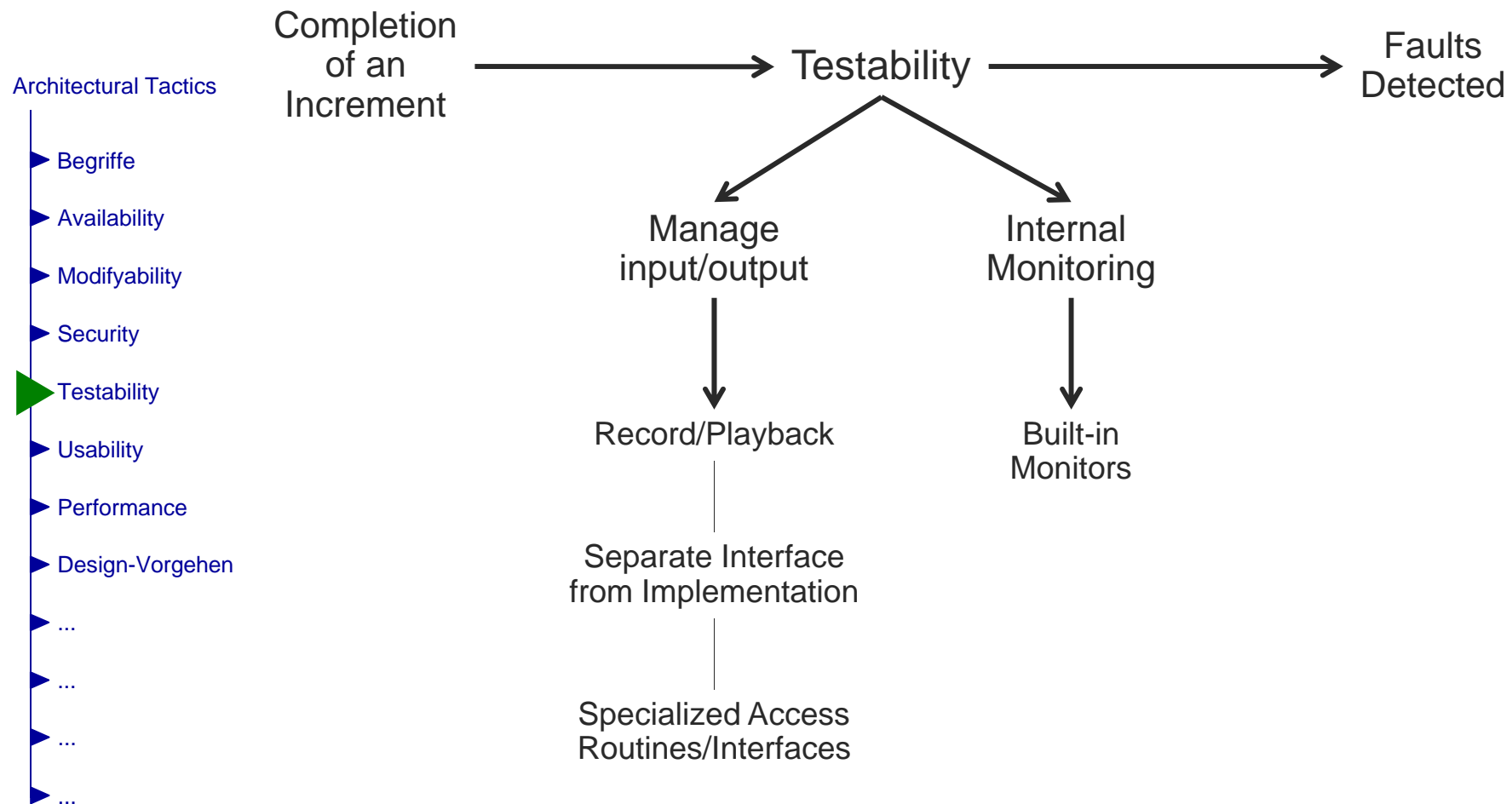
Security Tactics



[Software Architecture in Practice, *2nd Edition*]



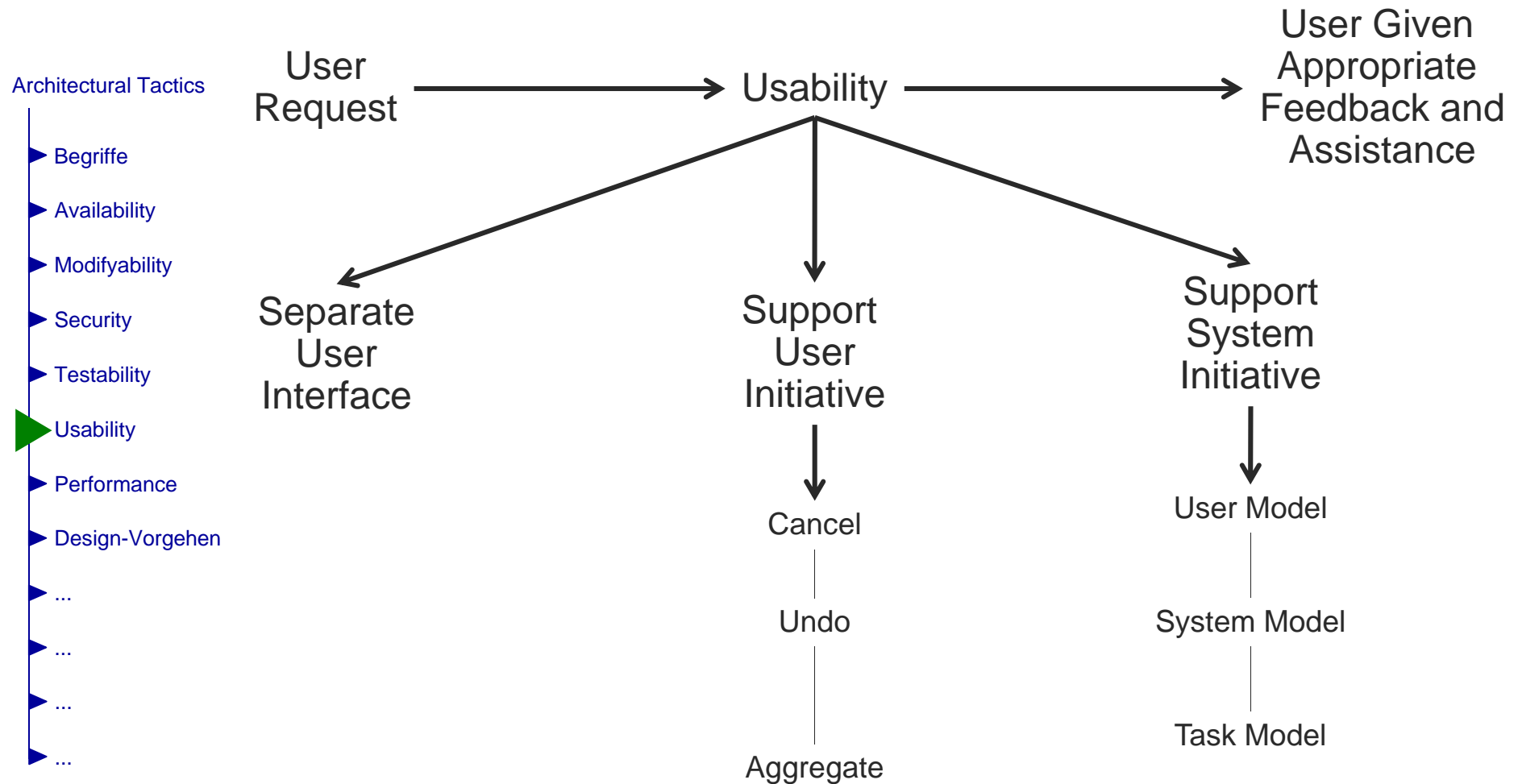
Testability Tactics



[Software Architecture in Practice, *2nd Edition*]



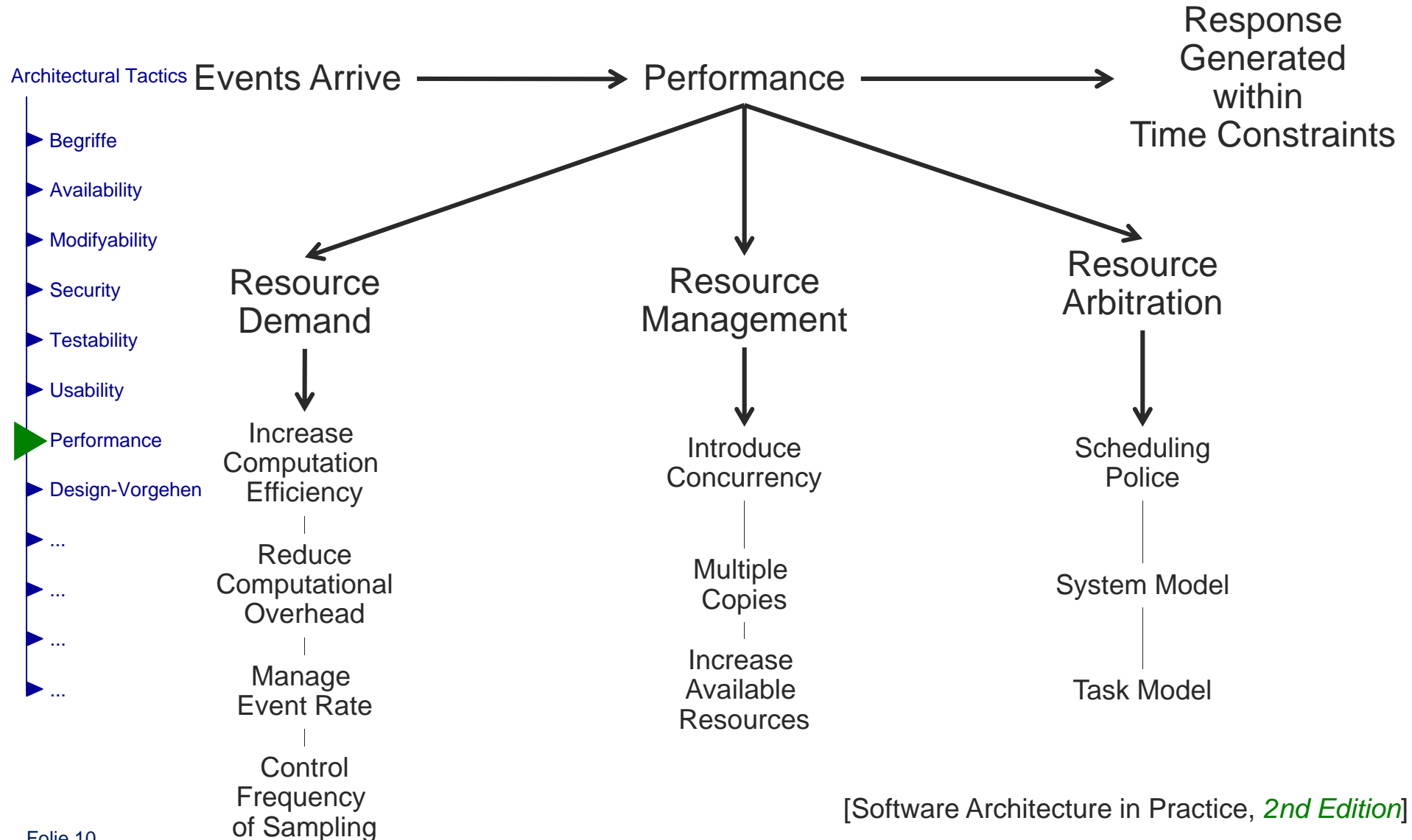
Usability Tactics



[Software Architecture in Practice, *2nd Edition*]



Performance Tactics





Idee fürs Design-Vorgehen

Architectural Tactics

- ▶ Begriffe
- ▶ Availability
- ▶ Modifyability
- ▶ Security
- ▶ Testability
- ▶ Usability
- ▶ Performance
- ▶ Design-Vorgehen
- ▶ ...
- ▶ ...
- ▶ ...
- ▶ ...

Man lässt sich von den Qualitätsanforderungen leiten und wählt geeignete *Tactics* aus (oder Stile/Pattern, welche die gefragten *Tactics* unterstützen)