

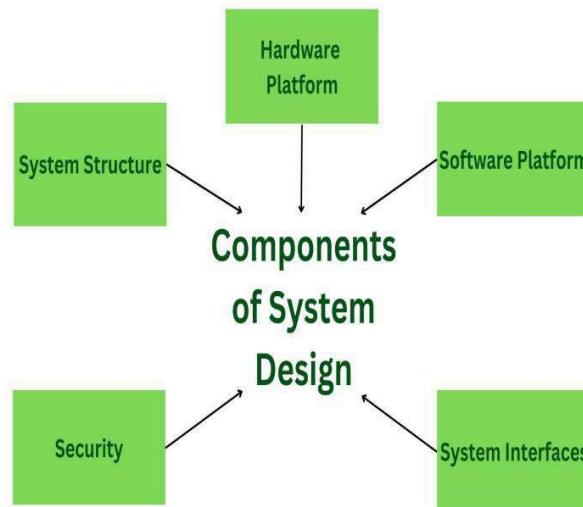
UNIT II – SOFTWARE DESIGN AND UML DIAGRAMS [9 hours]

Design Principles (Modularity, Reusability, Abstraction), UML Diagrams: Use Case, Class, Activity, Sequence, Introduction to Design Patterns (Singleton, Factory, MVC), Building Simple System Architecture (Layered & Client-Server).

BUILDING SIMPLE SYSTEM ARCHITECTURE

Architecture is a critical aspect of designing a system, as it sets the foundation for how the system will function and be built.

- It is the process of making high-level decisions about the system, including the selection of hardware and software components, design of interfaces, and the overall system structure.
- In order to design a good system architecture, it is important to make decisions based on the specific requirements and constraints of the system.
- It is also important to consider the long-term maintainability of the system and to make sure that the architecture is flexible and scalable enough to accommodate future changes and growth.



- **Hardware Platform:** Servers, storage devices, and network infrastructure.
- **Software Platform:** Operating System, application servers, and other software components that run on the hardware.

- **System interfaces:** System interfaces include the APIs and user interfaces used to interact with the system.
- **System Structure:** Overall organization of the system, including the relationship between different components and how they interact with each other.
- **Security:** To protect the system and its users from malicious attacks and unauthorized access.

Types of Architecture in system design

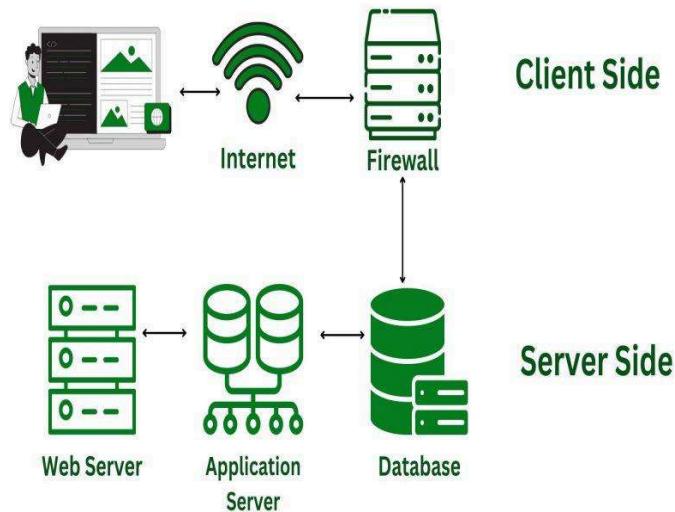
There are several different architectural styles that can be used when designing a system, such as:

- **Monolithic architecture:** This is a traditional approach where all components of the system are tightly coupled and run on a single server. The components are often tightly integrated and share a common codebase.
- **Microservices architecture:** In this approach, the system is broken down into a set of small, independent services that communicate with each other over a network. Each service is responsible for a specific task and can be developed, deployed, and scaled independently. This allows for greater flexibility and scalability, but also requires more complexity in managing the interactions between services.
- **Event-driven architecture:** This approach is based on the idea of sending and receiving events between different components of the system. Events are generated by one component, and are consumed by other components that are interested in that particular event. This allows for a more asynchronous and decoupled system.
- **Serverless architecture:** this approach eliminates the need for provisioning and managing servers, by allowing to run code without thinking about servers. In this way, the cloud provider is responsible for scaling and maintaining the infrastructure, allowing the developer to focus on writing code.

When designing a system, it is important to choose an architecture that aligns with the requirements and constraints of the project, such as scalability, performance, security, and maintainability.

Example: website for an online retail store.

One example of a system design architecture is the design of a **website for an online retail store**. The architecture includes the following components:

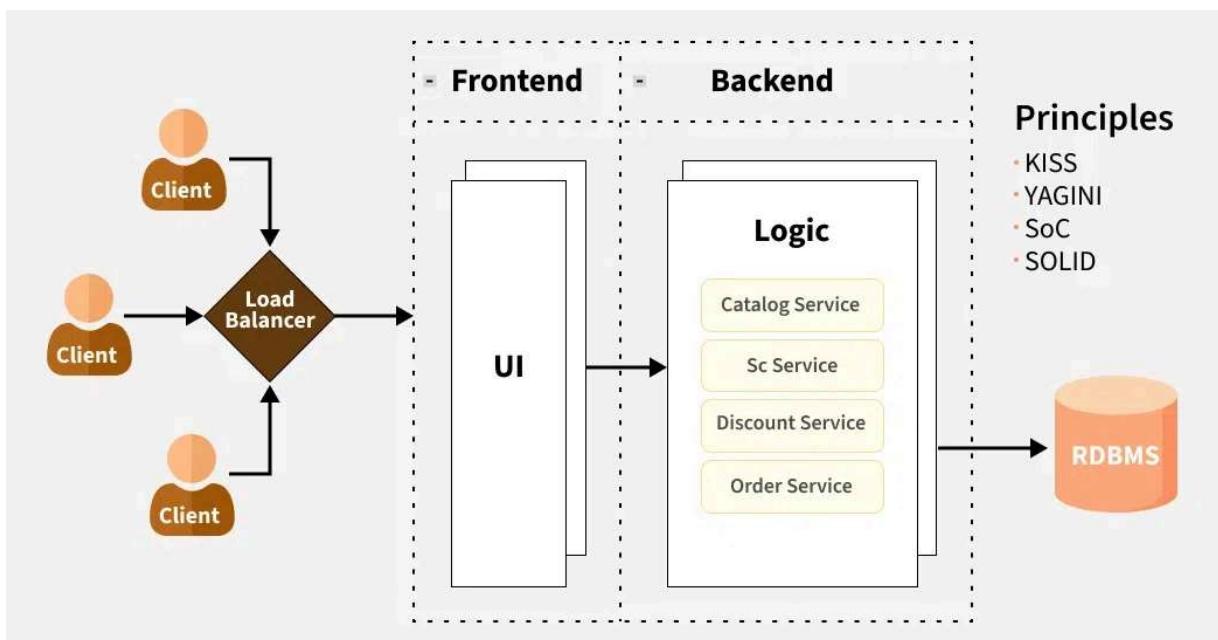


- **Front-end:** The user interface of the website, including the layout, design, and navigation. This component is responsible for displaying the products, categories, and other information to the user.
- **Back-end:** The server-side of the website, including the database, application logic, and APIs. This component is responsible for processing and storing the data, and handling the user's requests.
- **Database:** The component that stores and manages the data for the website, such as customer information, product information, and order information.
- **APIs:** The component that allows the website to communicate with other systems, such as payment systems, shipping systems, and inventory systems.
- **Security:** The component that ensures the website is secure and protected from unauthorized access. This includes measures such as SSL encryption, firewalls, and user authentication.

- **Monitoring and analytics:** The component that monitors the website's performance, tracks user behavior, and provides data for analytics and reporting.

Layered Architecture (N-Tier Architecture)

Layered Architecture (N-Tier Architecture) is a software design pattern that structures an application into multiple distinct layers, each responsible for specific tasks or concerns. This approach helps in separating different aspects of the application into modular, manageable, and reusable components. Each layer interacts with the one directly above or below it, but layers typically don't interact with each other directly, promoting a clear separation of concerns.



- **Presentation Layer (UI) :** This is where the user interacts with the application. It handles user input and displays information.
- **Application Layer (Business Logic) :** This layer contains the core logic of the application, such as processing user requests and managing business rules.
- **Data Access Layer (Database) :** Data is retrieved and stored. It interacts with the database, ensuring separation of data concerns.

Client-Server Architecture - System Design

Client-server architecture is a widely used system design where multiple clients request services or resources from a central server. The server handles processing, data storage, and resource management, while clients focus on user interaction, enabling efficient, scalable, and organized distributed systems.

- Clients send requests and receive responses using protocols like HTTP/HTTPS or SQL.
- The server centralizes data management, complex processing, and storage.
- The architecture is scalable by upgrading servers or adding multiple servers.
- Commonly used in web applications, databases, and email systems.

Design Principles for Effective Client-Server Architecture

Designing an effective client-server architecture involves several key principles that ensure the system is robust, scalable, secure, and efficient. Here are the main design principles:

1. Modularity: Modularity is a design principle that structures a system into independent, well-defined components, each handling a specific responsibility.

- Separation of Concerns: Divide the system into distinct modules, such as the client, server, and database, each responsible for specific tasks. This separation simplifies development, testing, and maintenance.
- Reusability: Design components that can be reused across different parts of the system or in different projects.

2. Scalability:

Scalability is the ability of a system to handle increasing workloads efficiently by adapting its resources.

- The system achieves horizontal scalability by handling increased load through adding more servers or instances.
- The system supports vertical scalability by upgrading server hardware such as CPU, memory, and storage.

3. Reliability and Availability:

Reliability ensures that a system continues to operate correctly and efficiently even in the presence of failures or high load.

- The system improves reliability through redundancy by using multiple servers to remain operational during failures.
- The system enhances performance using load balancing by distributing client requests across servers to avoid bottlenecks.

4. Performance Optimization:

- Efficient Communication: Optimize the communication protocols and data exchange formats to reduce latency and bandwidth usage.
- Caching: Use caching mechanisms to store frequently accessed data closer to the client to improve response times.

5. Security:

- Authentication and Authorization: Ensure that only authorized clients and users can access the server and its resources.
- Encryption: Use encryption protocols (e.g., SSL/TLS) to secure data transmission between clients and servers.
- Regular Audits: Conduct regular security audits and updates to identify and address vulnerabilities.

6. Maintainability:

- Clean Code: Write clear, well-documented, and maintainable code to simplify debugging and future enhancements.
- Version Control: Use version control systems to manage changes in the codebase and coordinate among development teams.

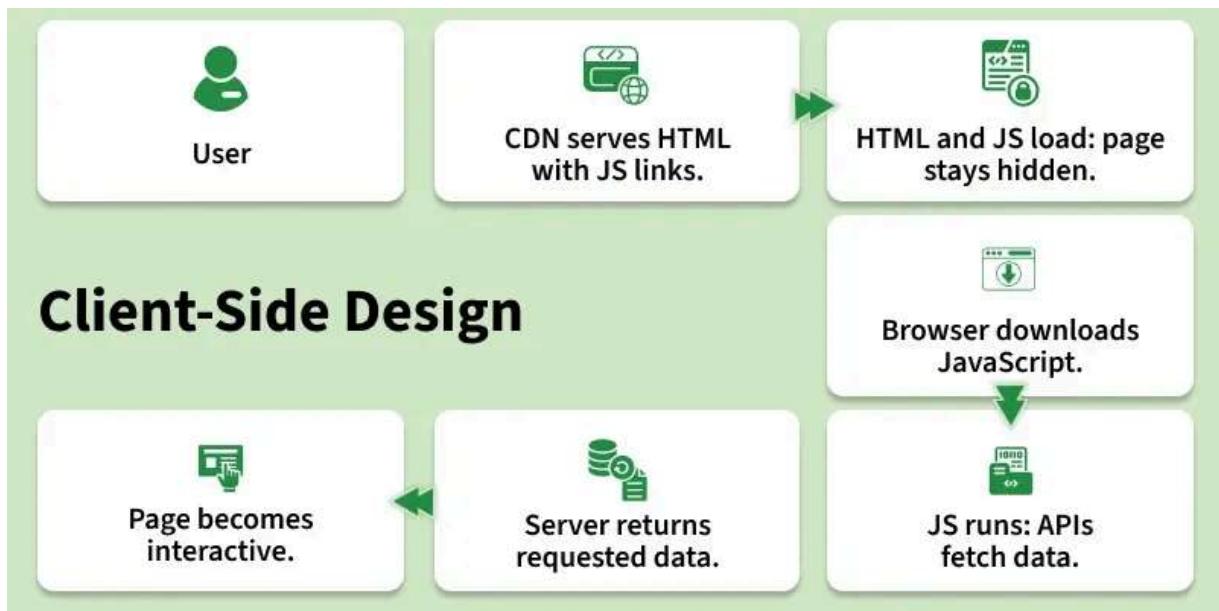
7. Interoperability:

- Standard Protocols: Use standard communication protocols (e.g., HTTP/HTTPS, REST, SOAP) to ensure compatibility between different clients and servers.
- Platform Independence: Design the system to support multiple platforms and devices, allowing various clients to interact with the server.

Steps for Client-Side Design and Server-Side Design

Designing a client-server architecture involves distinct steps for both the client-side and server-side development. Here are the steps for each:

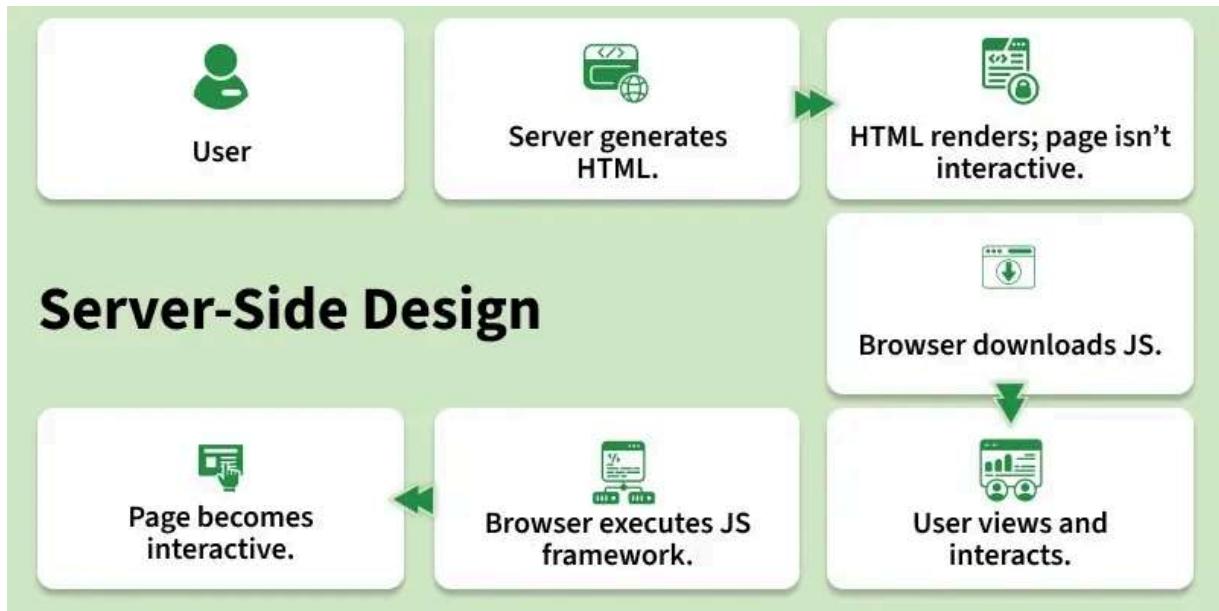
1. Client-Side Design



- User Requests a Website: The process begins when a user requests a website by entering a URL in the browser or clicking a link.
- CDN Serves HTML Files: A Content Delivery Network (CDN) quickly serves the HTML files, which contain links to the JavaScript files needed for the website.
- Browser Downloads HTML and JavaScript: The browser first downloads the HTML file and then proceeds to download the linked JavaScript files. During this phase, the site may not be fully visible to the user, as it waits for the JavaScript to render the content.
- Browser Downloads the JavaScripts: The browser continues to download the JavaScript files specified in the HTML.
- JavaScript Execution and API Calls: Once downloaded, the JavaScript is executed. During execution, the JavaScript makes API calls to the server to fetch the necessary data. At this stage, placeholders may be visible to the user while the actual data is being fetched.

- Server Responds with Data: The server responds to the API requests with the required data. This data is sent back to the client-side application.
- Data Fills Placeholders: The data fetched from the APIs fills the placeholders in the client interface. The page becomes fully interactive and visible to the user.

2. Server-Side Design



- User Requests a Website: The process starts when a user requests a website.
- Server Creates "Ready to Render" HTML Files: The server processes the request and generates HTML files that are ready to be rendered.
- The Browser Can Quickly Render the HTML but the Site Isn't Interactive: The browser receives and renders the HTML quickly, allowing the user to see the content immediately, but the site is not yet interactive.
- The Browser Downloads the JavaScript: The browser then downloads the necessary JavaScript files.
- The User Can View Content and the Interactions Can Be Recorded: The user can view the content while the JavaScript is being downloaded. User interactions can be recorded even though the site is not fully interactive yet.
- The Browser Executes the JS Framework: Once the JavaScript is downloaded, the browser executes the JavaScript framework (e.g., React, Angular).

ROHINI COLLEGE OF ENGINEERING AND TECHNOLOGY

- The Recorded Interactions Can Be Executed and the Page Is Now Interactive: The recorded interactions are executed, and the page becomes fully interactive.

