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Architecting Software Intensive Systems A

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Architectural design is a crucial first step in developing complex software intensive systems. Early design decisions establish the structures necessary for achieving broad systemic properties. However, today's organizations lack synergy between software their development processes and technological methodologies.

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Overview. IEEE 1471 is the short name for a standard formally known as ANSI/IEEE 1471-2000, Recommended Practice for Architecture Description of Software-Intensive Systems. Within Institute of Electrical and Electronics Engineers (IEEE) parlance, this is a "recommended practice", the least normative of its standards.

IEEE 1471 - Wikipedia

Architecture is recognized as a critical element in successful software-intensive systems—complex systems where software contributes essential influences to the design, construction, deployment and evolution of the system as a whole. There is a growing body of knowledge in the application of architectural concepts to these systems to achieve the benefits of reduced costs and improved system qualities such as usability, flexibility, reliability, and interoperability.

The Architecture of Software-Intensive Systems

The software architecture of a program or computing system is a depiction of the system that aids in understanding how the system will behave. Software architecture serves as the blueprint for both the system and the project developing it, defining the work assignments that must be carried out by design and implementation teams.

Software Architecture

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Architecting Software Intensive Systems: A Practitioners ...

Software-intensive autonomous systems of systems. Software-intensive autonomous cyberphysical systems. We invite the submission of high-quality papers describing original and significant work in the SIAS domain. We also encourage submission of extended papers from the workshop of Adaptive and Reconfigurable Systems and Architectures (AROSA 2020).

Special Issue on Software-Intensive Autonomous Systems ...

The book is for architecting software intensive systems but many of the practices found in the book can be applied to building applications. An example of what I mean by applications is Web applications, RIAs, or thick client applications that are not delivered as bundled software releases or any system that is not hardware intensive.

Amazon.com: Customer reviews: Architecting Software ...

Today's architecting must handle systems of types unknown until very recently; for example, systems that are very high quality, real-time, closed-loop, reconfigurable, interactive, software-intensive, and, for all practical purposes, autonomous. New domains like personal computers, intersatellite

THE ART OF SYSTEMS ARCHITECTING - SDINCOSE

The pervasiveness of the communication networks increasingly has made possible to interconnect software-intensive systems that were independently developed, operated, managed, and evolved, yielding a new kind of complex system, that is, a system that is itself composed of systems, the so-called System-of-Systems (SoS).

Architecting exogenous software-intensive systems of ...

A software-intensive system is any system where software contributes essential influences to the design, construction, deployment, and evolution of the system as a whole. [from IEEE 1471. See the "Architecture defined" section below.] In this article, the term "architecture," when unqualified, is synonymous with the term "software architecture."

What is a software architecture? - IBM

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