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### The Problem

- An architectural description language needs many constructs that are already available in a standard language
  - Control-flow constructs
  - Iteration, Recursion
  - Data types
- Reasoning is simpler if components and architecture are described in the same language (same analysis tools)



# Literature (To Be Read)

- ▶ J. Aldrich, G. Chambers, D. Notkin. Architectural Reasoning in ArchJava. European Conference on Object-Oriented Programming (ECOOP) 2002, LNCS
- http://www.archjava.org







# **Communication Integrity**

Provided and required interfaces enable **communication integrity**:

Every implementation component can only communicate with the neighbors that were specified in the interface or the architecture (connection topology)











### Ports in ArchJava

- ▶ In ArchJava, ports are call services (call ports)
  - Required, provided, broadcast ports

```
public component class Parser {
  public port in {
    provides void setInfo(Token symbol, SymTabEntry e);
    requires Token nextToken() throws ScanException;
}
public port out {
    provides SymTabEntry getInfo(Token t);
    requires void compile(AST ast);
}
public void parse() {
    Token tok = in.nextToken();
    AST ast = parseFile(tok);
    out.compile(ast);
}
AST parseFile(Token lookahead) { ... }
void setInfo(Token t, SymTabEntry e) {...}
SymTabEntry getInfo(Token t) { ... }
...
}
```





### **Asynchronous Connections**

- By default, only call connectors (and broadcasting call connectors) are supplied
- Asynchronous connectors must be defined by the user



## **Connections and Subcomponents**

- Connectors specified with connect keyword (as in Unicon)
- Broadcast ports are similar to required ports, but can be connected to many recipients
- Nested component hierarchies are possible with nested subcomponents (*final* means *atomic*)





- All object-oriented concepts can be used to model architectures
  - Inheritance for sharing features of architectures
  - Abstract and generic classes for architectural frameworks
  - Framework hook technology for frameworks
  - Dynamic architectures with polymorphism, constructors, and abstract factories



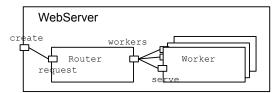








# Run-Time, Dynamic Architectures



```
public component class WebServer {
   private final Router r = new Router();
   // initial configuration
   connect r.request, create;
   // A connection pattern allows for dynamic calls to connect function
   connect pattern Router.workers, Worker.serve;

public void run() { r.listen(); }
   private port create {
    provides r.workers requestWorker() {
        final Worker newWorker = new Worker();
        // dynamic connection of new workers with port r.workers
        r.workers connection = connect(r.workers, newWorker.serve);
        // connect expressions return connection objects
        return connection;
   }
}
```





### What Have We Learned?

- ArchJava is a ready-to-use architectural extension of Java
- Inherits benefits from object-orientation and architectural languages
- Violations of the Law of Demeter create problems



# **Experience**

- ▶ Taprats is a pattern-designing program for islamic tile patterns
  - 12.5 KLOC Java
- Was reengineered with
  - 5.5 hours, 30 minutes per KLOC
  - Since ArchJava enforces communication integrity, code had to be reengineered, dependencies must be cut
  - Violations of the Law of Demeter create problems
  - Law of Demeter: "Don't call grandneighbors, only neighbors"







### The End







