Abstract

It is presented as objective to carry out a comparative framework applied to methods of architectural design of the software incorporating goals, aspects and/or quality standards to specify non-functional requirements RNF, to identify a set of appropriate features, and thus to be able to define a general method for architectural design, which we call Architectural Design goal-oriented, and quality aspects (DAOMAC). The main results are the framework of comparison of these methods and the set of features that must be considered in a general method for architectural design based on goals, aspects and quality standards. Currently, there is a consensus to consider non-functional goals (MNF) in early stages of the life cycle of the software, view that its postponement cause dispersion in the resulting code, making the evolution of the system. It is expected, that a goal is regarded as an objective of high-level abstraction of the organization of the system or of the persons involved or actors. At the level of the software system, the functional goals (MF) represent the intent of the actor; the MNF correspond to RNF or non-functional roles that are not directly perceived by the actor; when these intertwined to other roles in the system, correspond to transverse incumbencies. One aspect is a structure that encapsulates a competence cross and its origin is at the level of implementation, however, it is considered now also in stages of the business modeling, requirements engineering and architectural design. In general, reference is made to the architecture of the software system is considered a link between requirements and code.

Keywords

Software architecture, Methods of architectural design, Architectural assessment methods, Standards of software quality.