



Theme	Software Architecture	
	A key component of the modern computer is its software, the set of instructions and data that drive the operation of the underlying physical equipment (in principle under the control of the user). This component can be designed and built under different models and guidelines - different "architectures" - which have a different impact on the computer's performance and type of use.	
Problems	What are monolithic architectures?	What are service-oriented architectures?
Learning outcomes	<p>At the end of the work, regarding the topic and problem studied, students should be able to:</p> <ul style="list-style-type: none"> • define the main underlying terms • present a clear, illustrated summary with clarifying examples of the underlying concepts • if possible, identify examples of the use of the underlying concepts in academic life (teaching and research) at FEUP (or U.Porto) • if possible, fit the underlying concepts into one or more of the UN Sustainable Development Goals* • present the group's vision, formed after the work has been carried out 	
Biblio	<p>Mere example:</p> <ul style="list-style-type: none"> • Wikipedia: Software architecture 	
Team #	1 e 2	3 e 4
Class	1LEIC15	
Teaching team	Supervisor: Jorge Barbosa	
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* <https://sdgs.un.org/goals>