



Special Issue on Software Architecture & Design

Call for Papers

Software architecture refers to the fundamental structures of a software system and the discipline of creating such structures and systems. Software design is the process by which an agent creates a specification of a software artifact, intended to accomplish goals, using a set of primitive components and subject to constraints. Software architecture exposes the structure of a system while hiding the implementation details. Architecture also focuses on how the elements and components within a system interact with one other. Software design delves deeper into the implementation details of the system.

In this special issue, we intend to invite front-line researchers and authors to submit original research and review articles on **Software Architecture & Design**. Potential topics include, but are not limited to:

- Design patterns and models
- Software reliability and usability
- Compatibility and extensibility
- Performance and maintainability
- Architectural pattern
- Algorithms and methods
- Modeling language
- Software requirements specification
- High-level design
- Detailed design

Authors should read over the journal's [For Authors](#) carefully before submission. Prospective authors should submit an electronic copy of their complete manuscript through the journal's [Paper Submission System](#).

Please kindly notice that the “**Special Issue**” under your manuscript title is supposed to be specified and the research field “**Special Issue – Software Architecture & Design**” should be chosen during your submission.

According to the following timetable:

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