

Using Architecture Patterns in the Conceptual Model of an eGov Software

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Abstract.

Context: A model to reuse of a successful solution for the same problem, considering different contexts, is called a Pattern. Patterns can be classified in different types from Software Engineering point of view. Objective: This work focuses on the use of architecture patterns for Conceptual Modelling of a software product. Methods: A study case on a process that supports an occupational safety monitoring application in the Public Sector was analyzed. This experience can be used as a baseline to be used in similar Electronic Government systems. Results: The application of Architecture Patterns allows to define Software Architecture planning the system structure in a middle layer of the Conceptual Modelling. Conclusion: It is feasible to incorporate architecture patterns to the eGov system modelling phase and to increase the software quality level that implements them. The patterns generated from this experience will be used to define a model to analyze the application of patterns in Conceptual Modelling of Electronic Government systems.

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