A Heuristic Approach for Restructuring Distributed Object Oriented Software Using HCC Algorithm

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Abstract

In recent years object oriented (OO) techniques have gained popularity among the software developers because building the application is quite easy using this technique. Distributed Object Oriented (DOO) approach is used in several projects for solving complex problems in various fields. In distributed object oriented system each computer within a network system has separate classes. The main aspect of DOO is effective distribution of classes among the systems. The major challenges in DOO are interaction complexity between objects and hardware-software mismatch. In this paper I proposed a new methodology for effectively restructuring the distributed object oriented software system with better performance. We used Distributed Object Oriented Performance (DOOP) model for the evaluation of relationship between system classes. There are two phases in the proposed methodology. First phase is Recursive Graph Clustering technique and second phase deals with mapping approach in which I have used Highly Connected Clusters (HCC) algorithm.

Keywords: Distributed Object Oriented Performance model, Restructuring Methodology, Mismatch Problem, HCC.
References


