Five things every developer should know about **software architecture**

Simon Brown
@simonbrown

1. Software architecture isn't about big design up front

Historically there's been
a tendency towards
big design up front

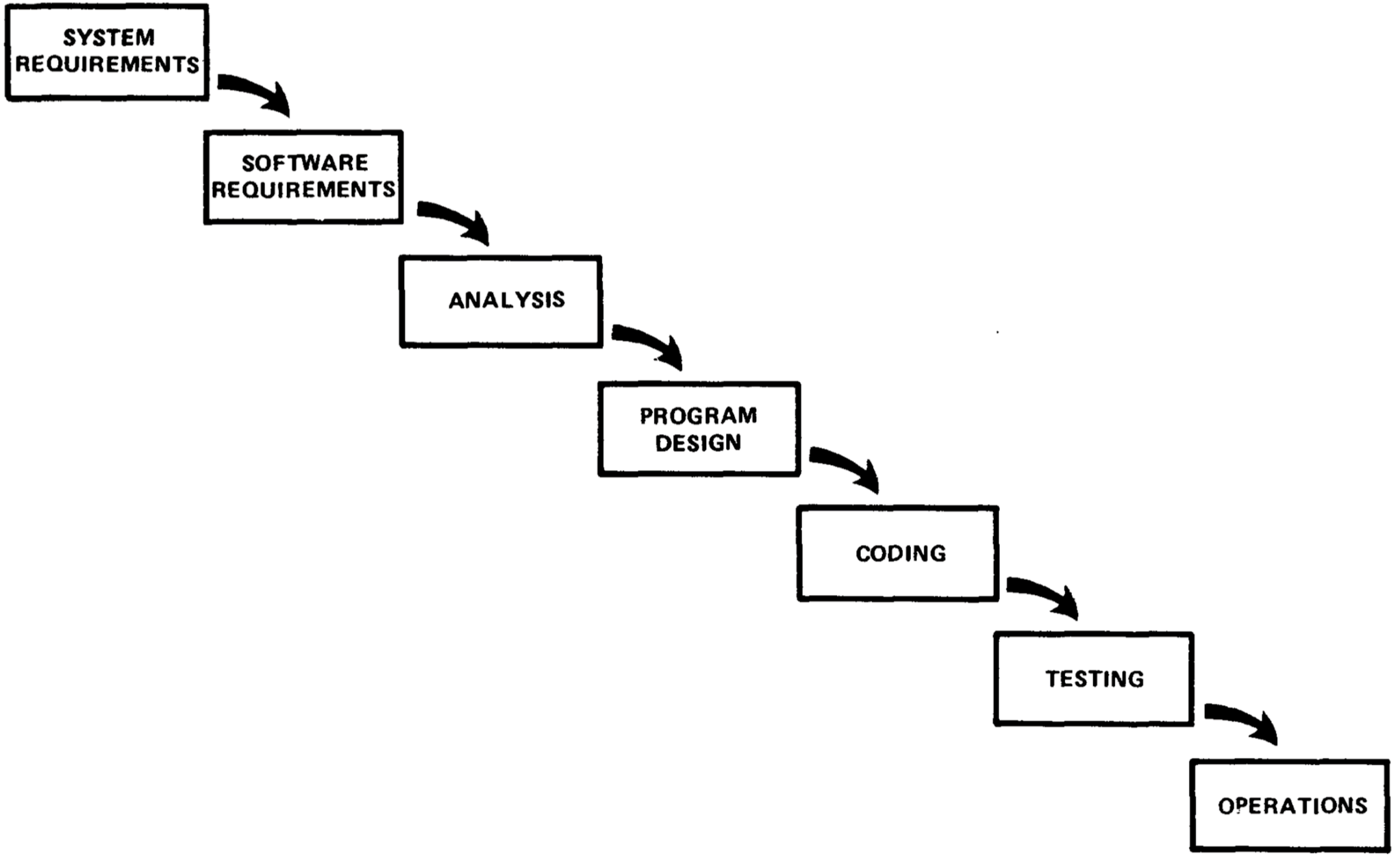


Figure 2. Implementation steps to develop a large computer program for delivery to a customer.

I believe in this concept, but the implementation described above is risky and invites failure.

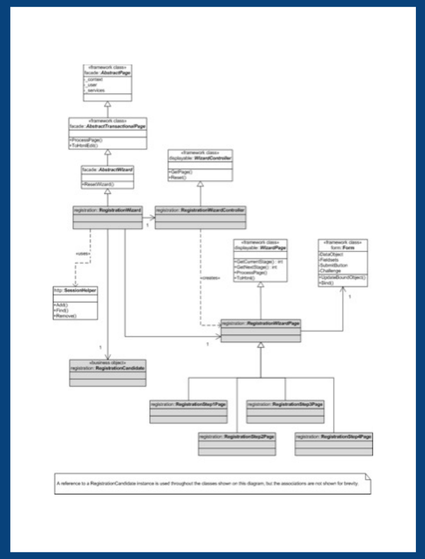
Managing the development of large software systems

Dr Winston W. Royce

Responding to change
over
following a plan

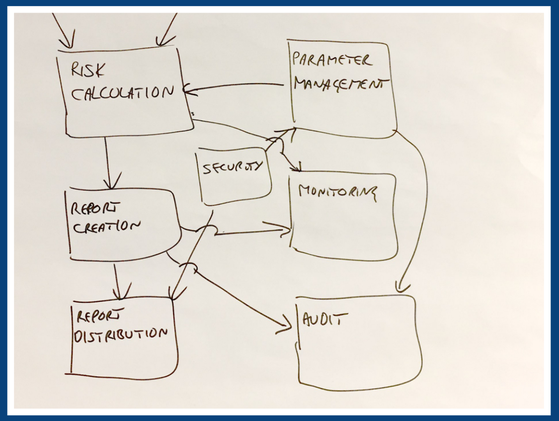
Big design up front

Software Architecture Document



vs

No design up front



Big design up front is dumb.
Doing no design up front
is even dumber.

Dave Thomas

How much **up front design** should you do?

0%

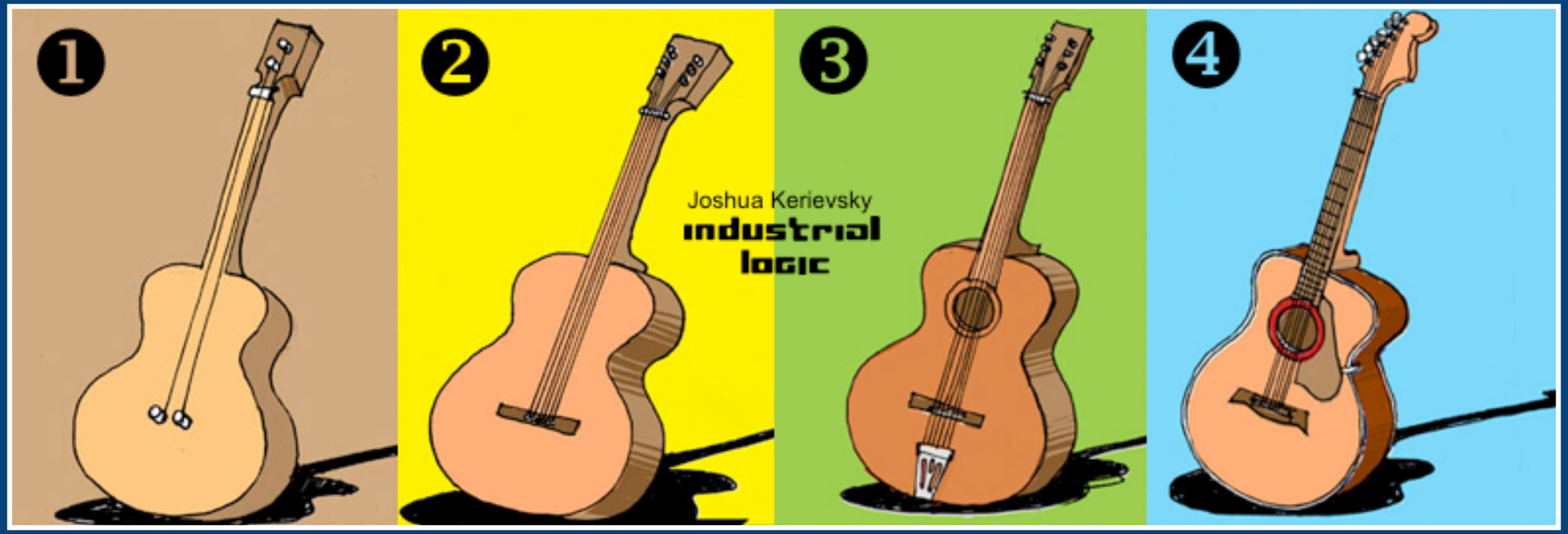
100%

Sometimes requirements are known, and sometimes they aren’t

(enterprise software development vs product companies and startups)

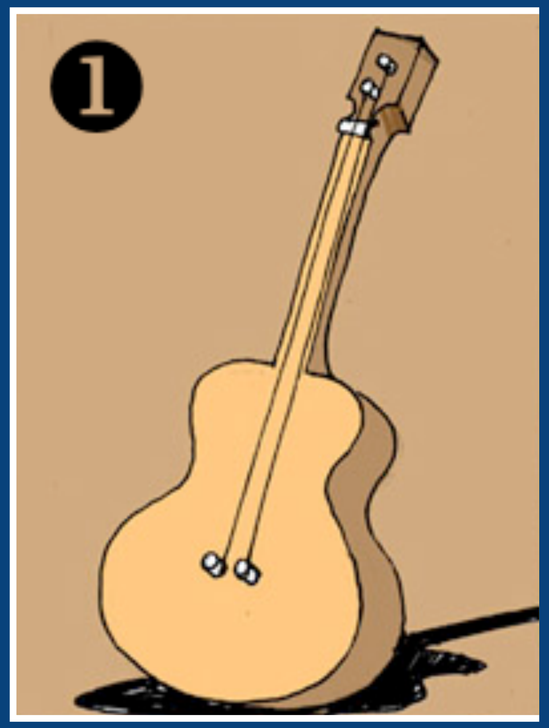
“just enough”

Up front design is not necessarily about creating a perfect end-state or complete architecture



Evolutionary Design

Beginning With A Primitive Whole

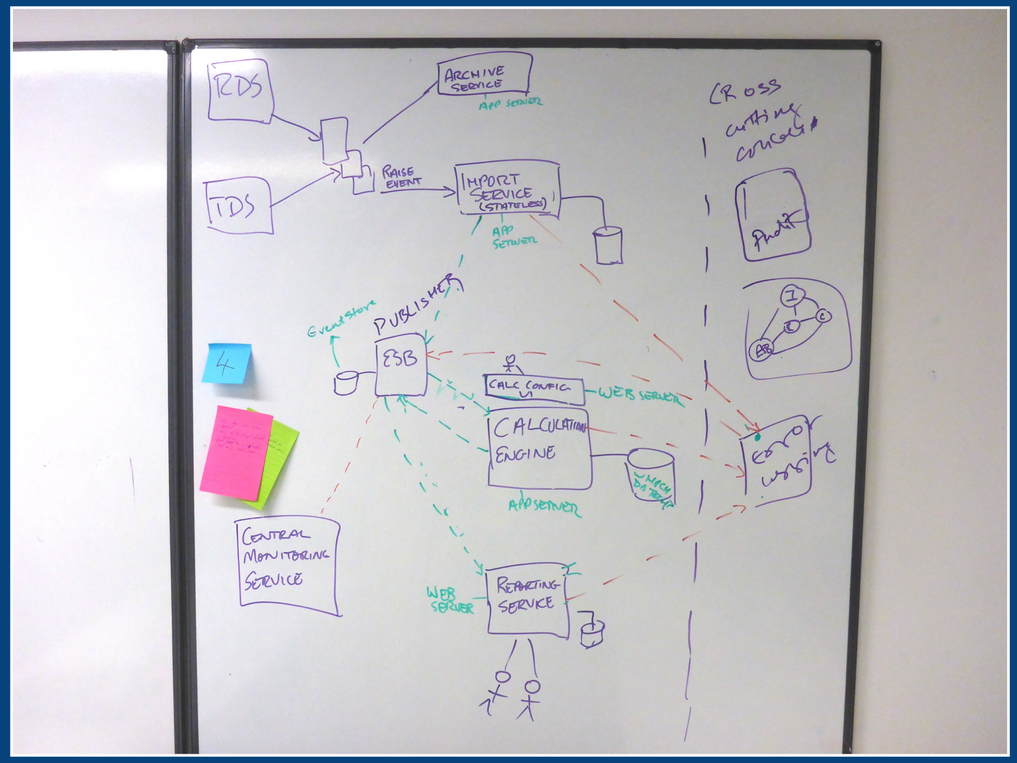


Evolutionary Design

Beginning With A Primitive Whole

A **starting point**
adds value

1. Is that what we're going to **build**?



2. Is it going to **work**?

Architecture represents the **significant decisions**, where significance is measured by **cost of change**.

Grady Booch

Architecture

Programming languages
Technologies and platforms
Monolith, microservices or hybrid approach

Design

Implementation

Curly braces on the same or next line
Whitespace vs tabs

Base your architecture on requirements, travel light and prove your architecture with concrete experiments.

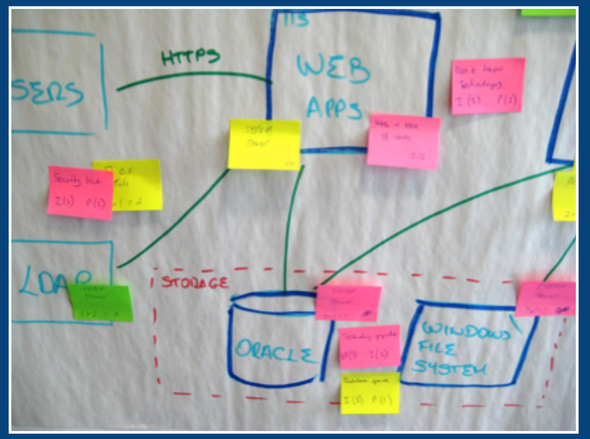
Agile Architecture: Strategies for Scaling Agile Development

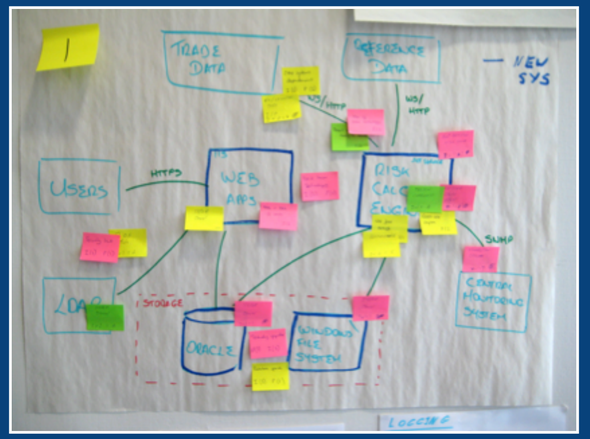
Scott Ambler

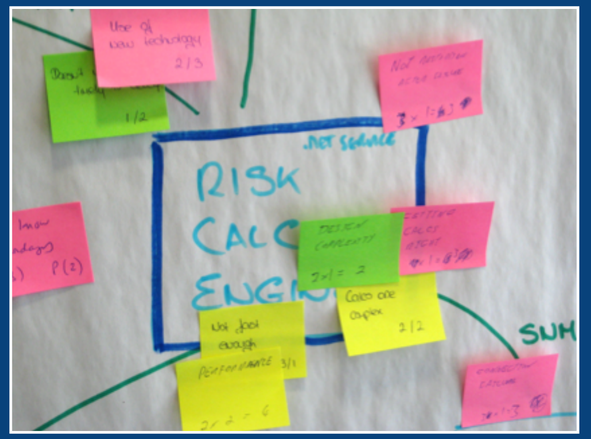
Concrete experiment

Proof of concept, prototype, spike, tracer, vertical slice, walking skeleton, executable reference architecture, …

Identify and **mitigate**
your **highest priority risks**







Risk-storming

A visual and collaborative technique for identifying risk

How much up front design should you do?

Enough up front design
to create a good
starting point and **direction**

Up front design is an iterative and incremental process; stop when:

- You understand the significant architectural drivers (requirements, quality attributes, constraints).
- You understand the context and scope of what you're building.
- You understand the significant design decisions (i.e. technology, modularity, etc).
- You have a way to communicate your technical vision to other people.
- You are confident that your design satisfies the key architectural drivers.
- You have identified, and are comfortable with, the risks associated with building the software.

Techniques: Workshops, interviews, Event Storming, Impact Mapping, domain modelling, OOAD, CRC, DDD, architecture reviews, ATAM, architecture dry runs, Risk-storming, concrete experiments, C4 model, ADRs, etc.

2. Every software team needs to consider software architecture

Chaos

Big ball of mud, spaghetti code, inconsistent approaches to solving the same problems, quality attributes are ignored, deployment problems, maintenance issues, etc

Every team needs

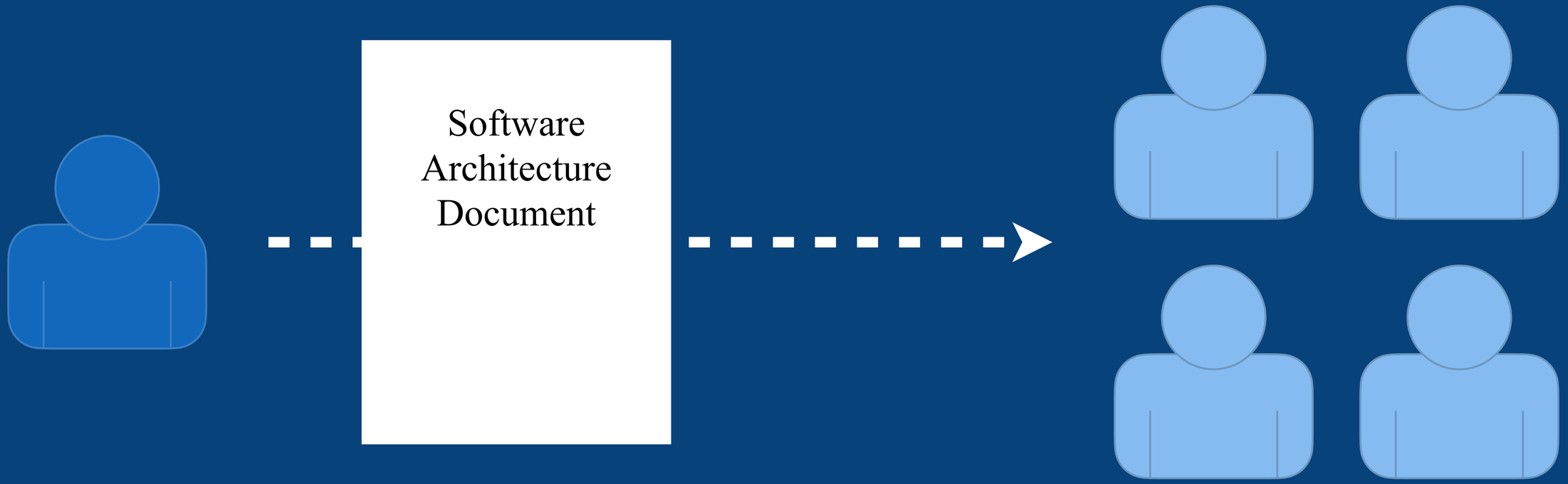
technical leadership

(irrespective of team size)

Every “software system”
needs **technical leadership**

3. The software architecture role is about coding, coaching and collaboration

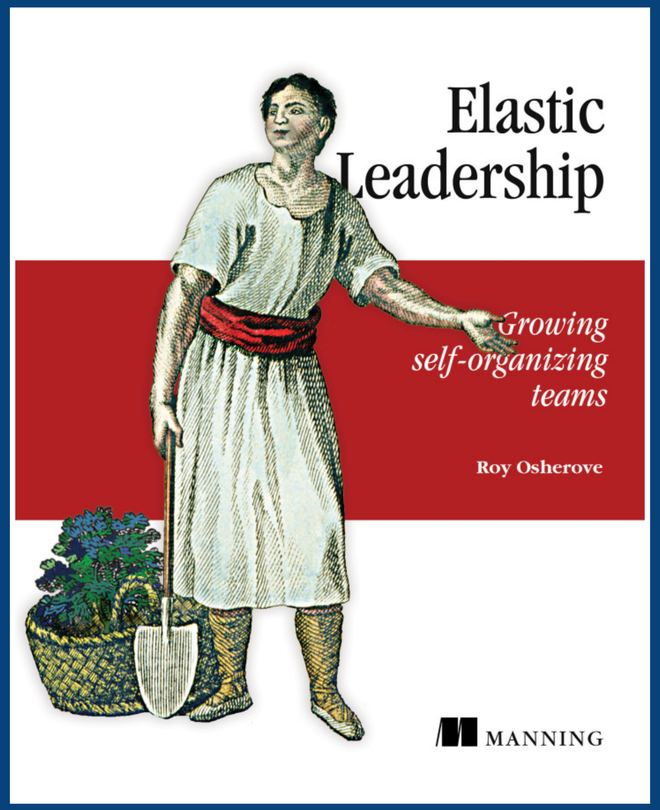
Software development is not a relay sport



AaaS

Architecture as a Service

Continuous technical leadership



Different types of teams need different leadership styles

Pair architecting

Soft skills

(leadership, communication, presentation, influencing, negotiation, collaboration, coaching and mentoring, motivation, facilitation, political, etc)

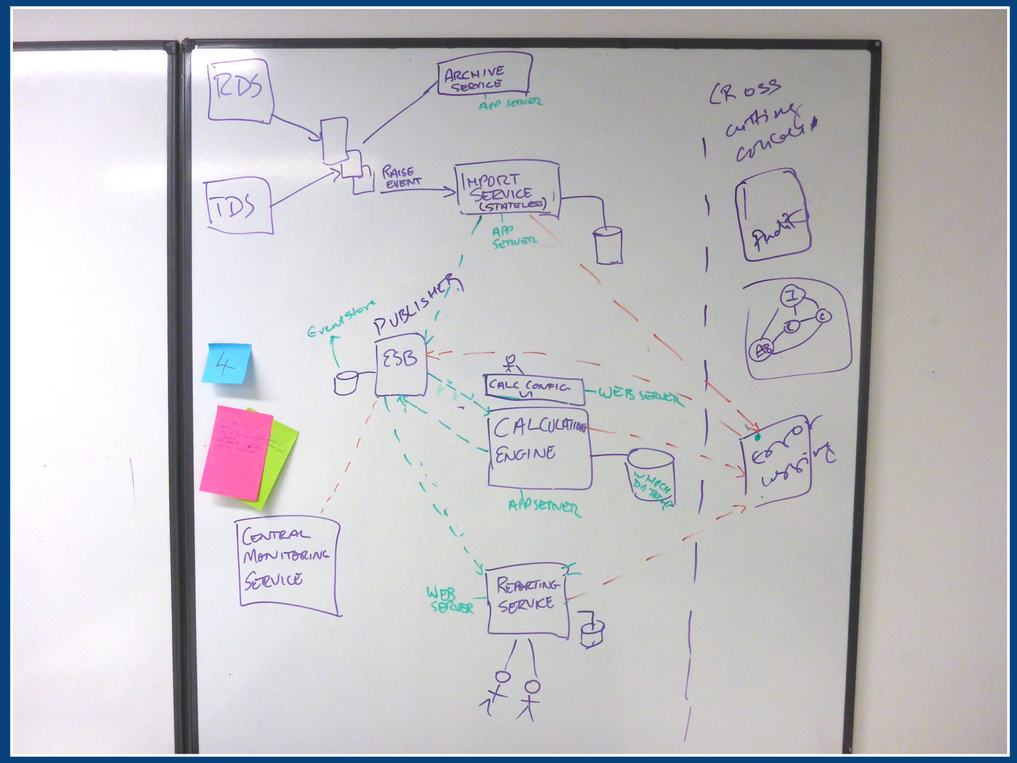
Should software architects write **code**?

Production code, prototypes, frameworks, foundations, code reviews, experimenting, etc

Good software architects
are typically
good software developers

The people designing software must understand technology …
all decisions involve trade-offs

1. Is that what we're going to **build**?

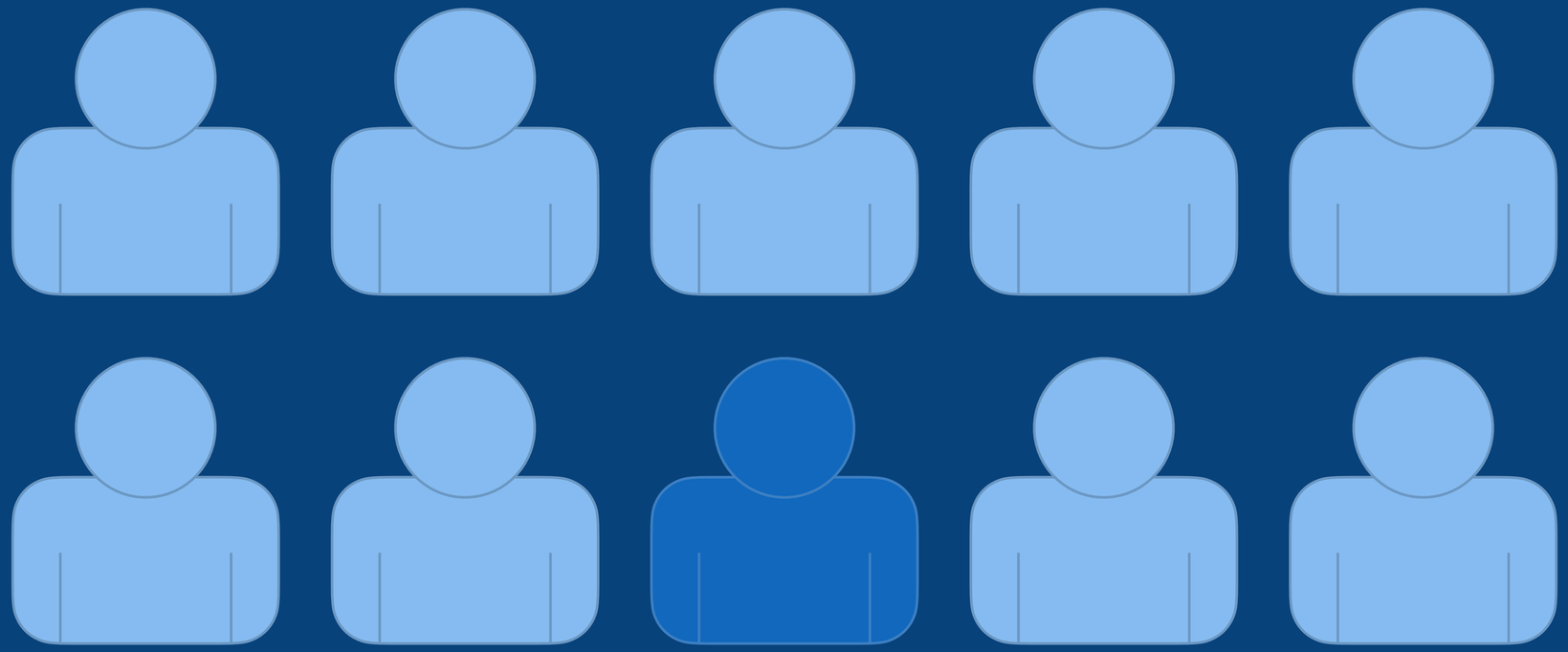


2. Is it going to **work**?

The software architecture role is **multi-faceted**

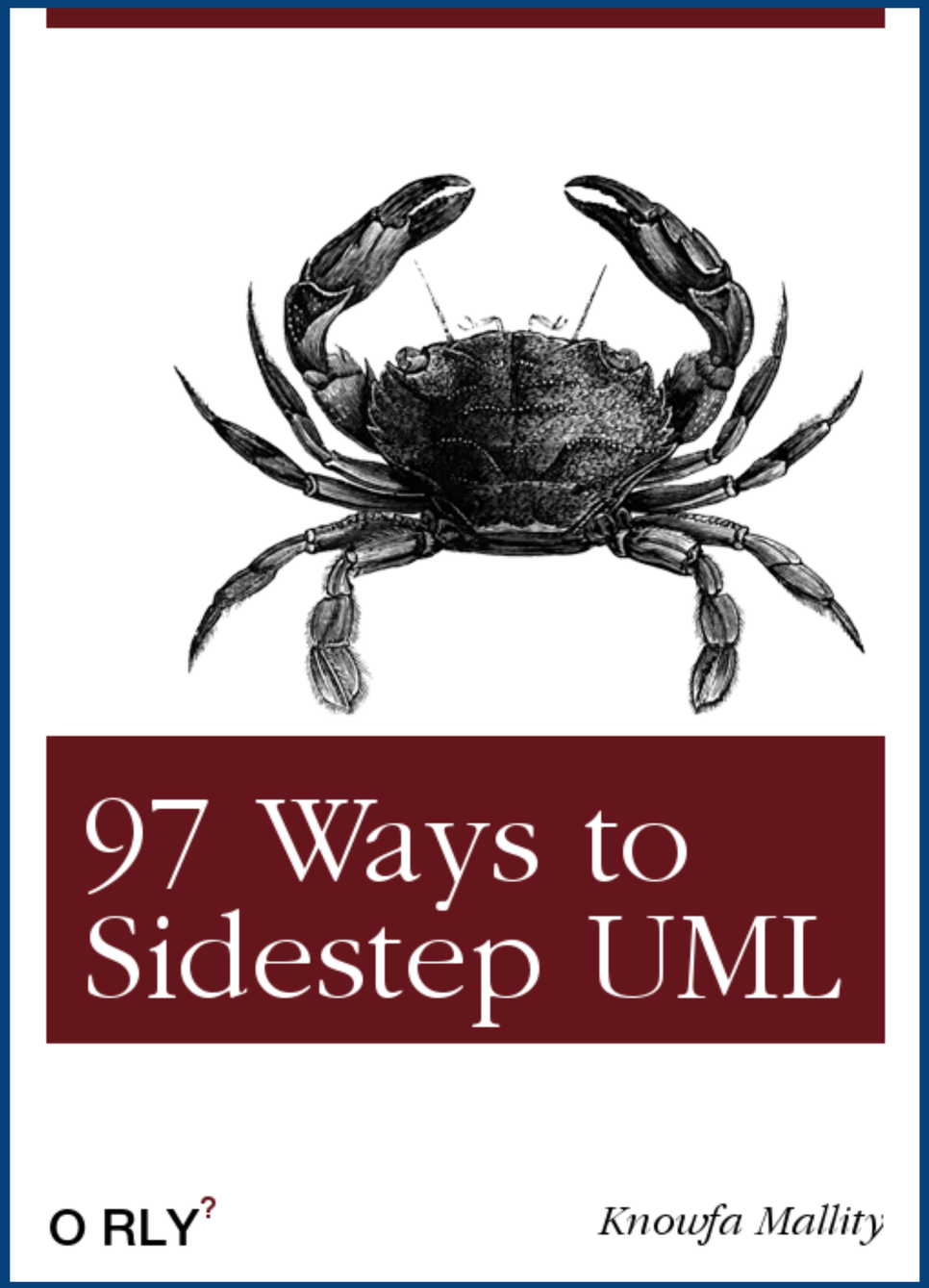
(technical depth, technical breadth, soft skills)

4. You don't need to use UML



In my experience, optimistically,

1 out of 10 people use UML



#2 “Not everybody else on the team knows it.”

#3 “I’m the only person on the team who knows it.”

#36 “You’ll be seen as old.”

#37 “You’ll be seen as old-fashioned.”

#66 “The tooling sucks.”

#80 “It’s too detailed.”

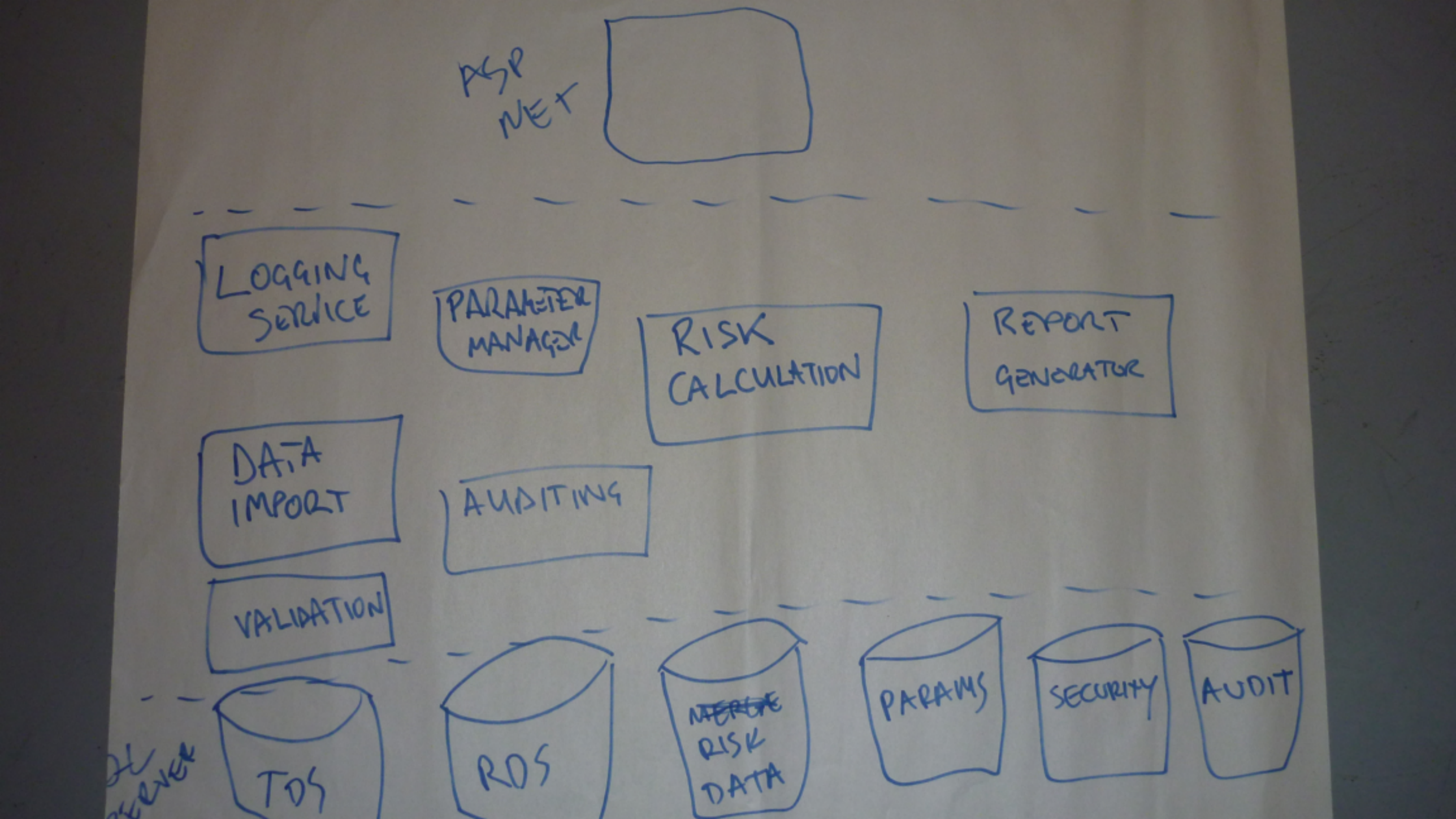
#81 “It’s a very elaborate waste of time.”

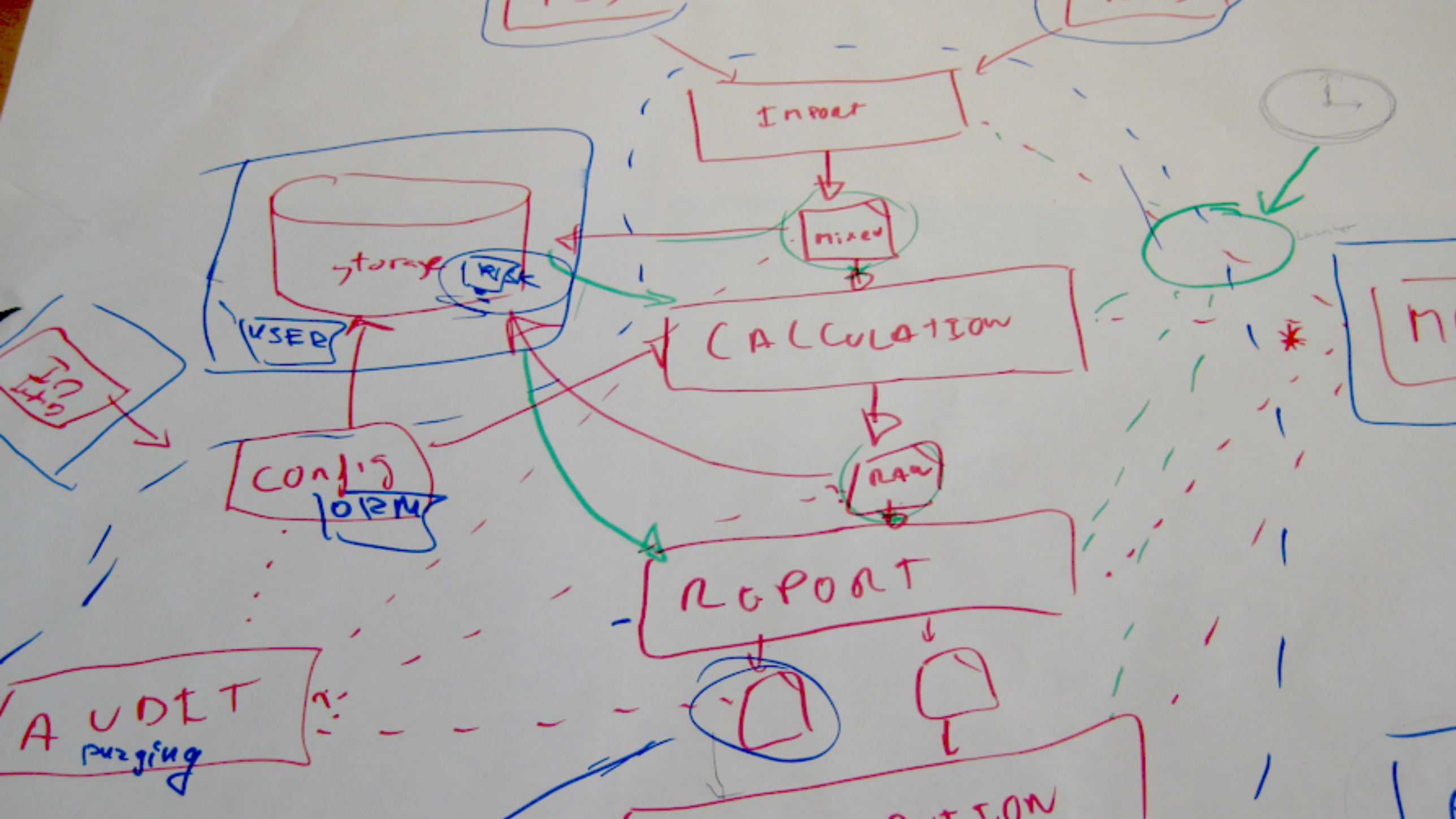
#92 “It’s not expected in agile.”

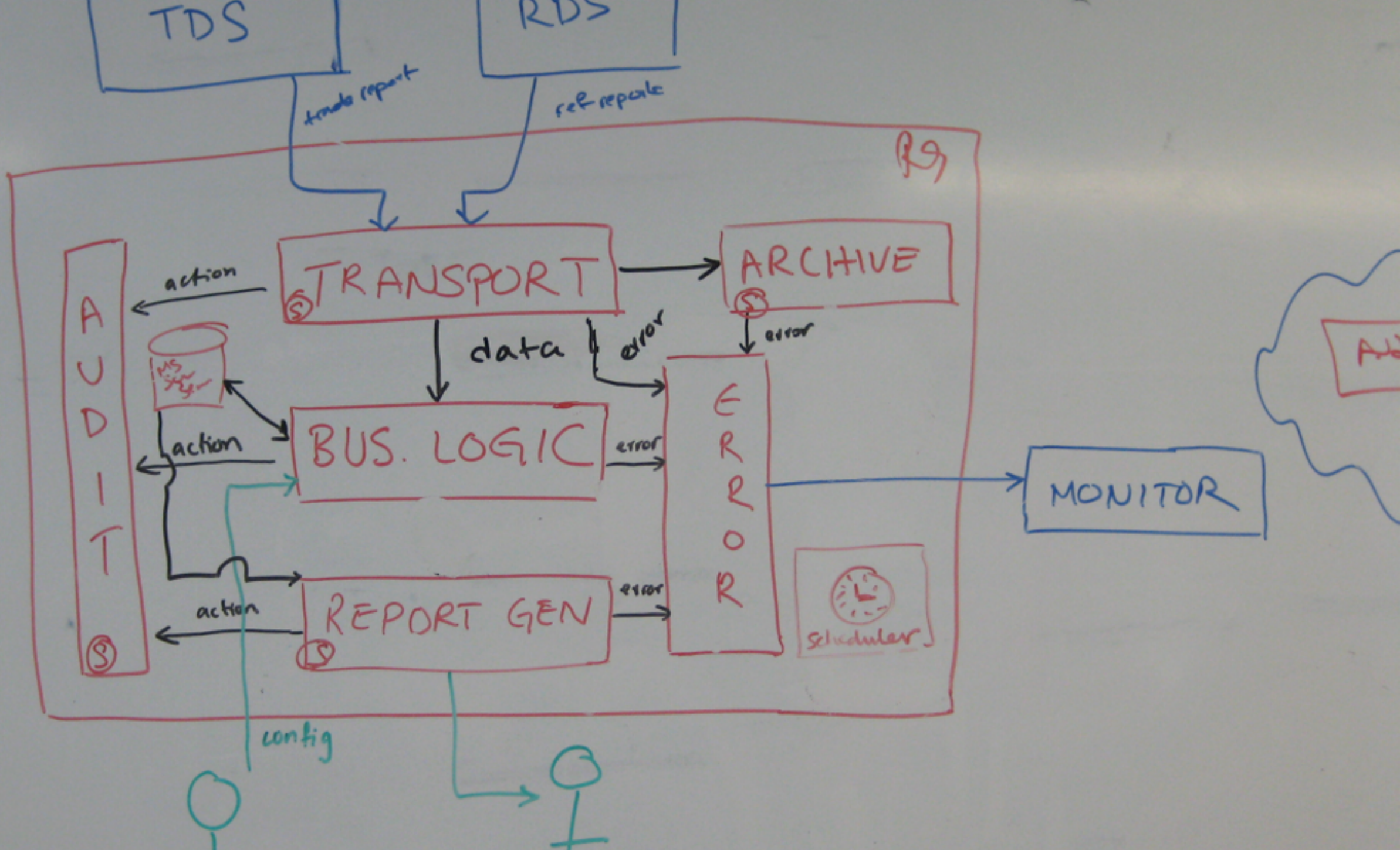
#97 “The value is in the conversation.”

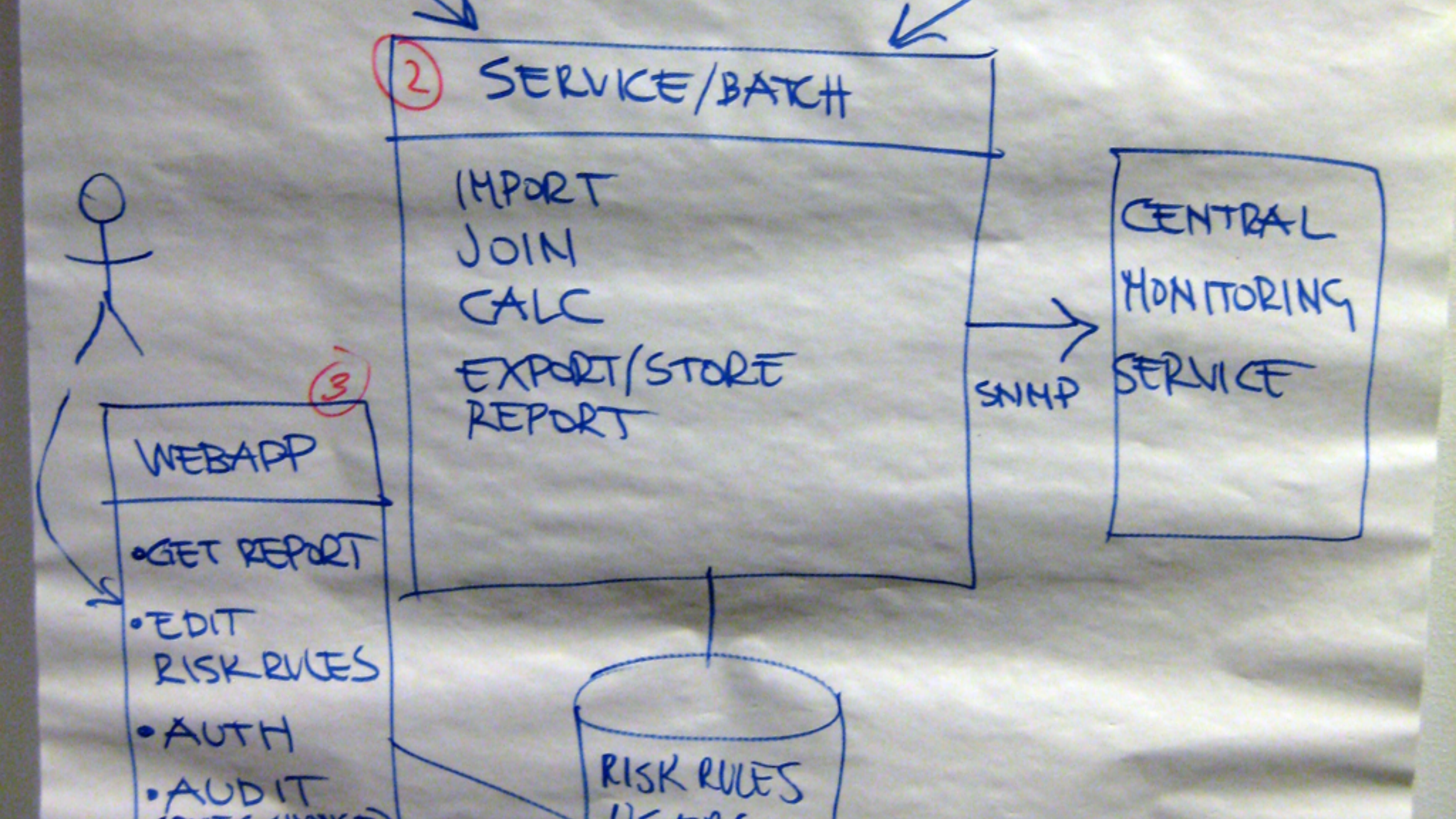

UML, Cucumber and modeling reality - MPJ's Musings - Fun Fun Function
Very elaborate waste of time
1:16 / 12:48

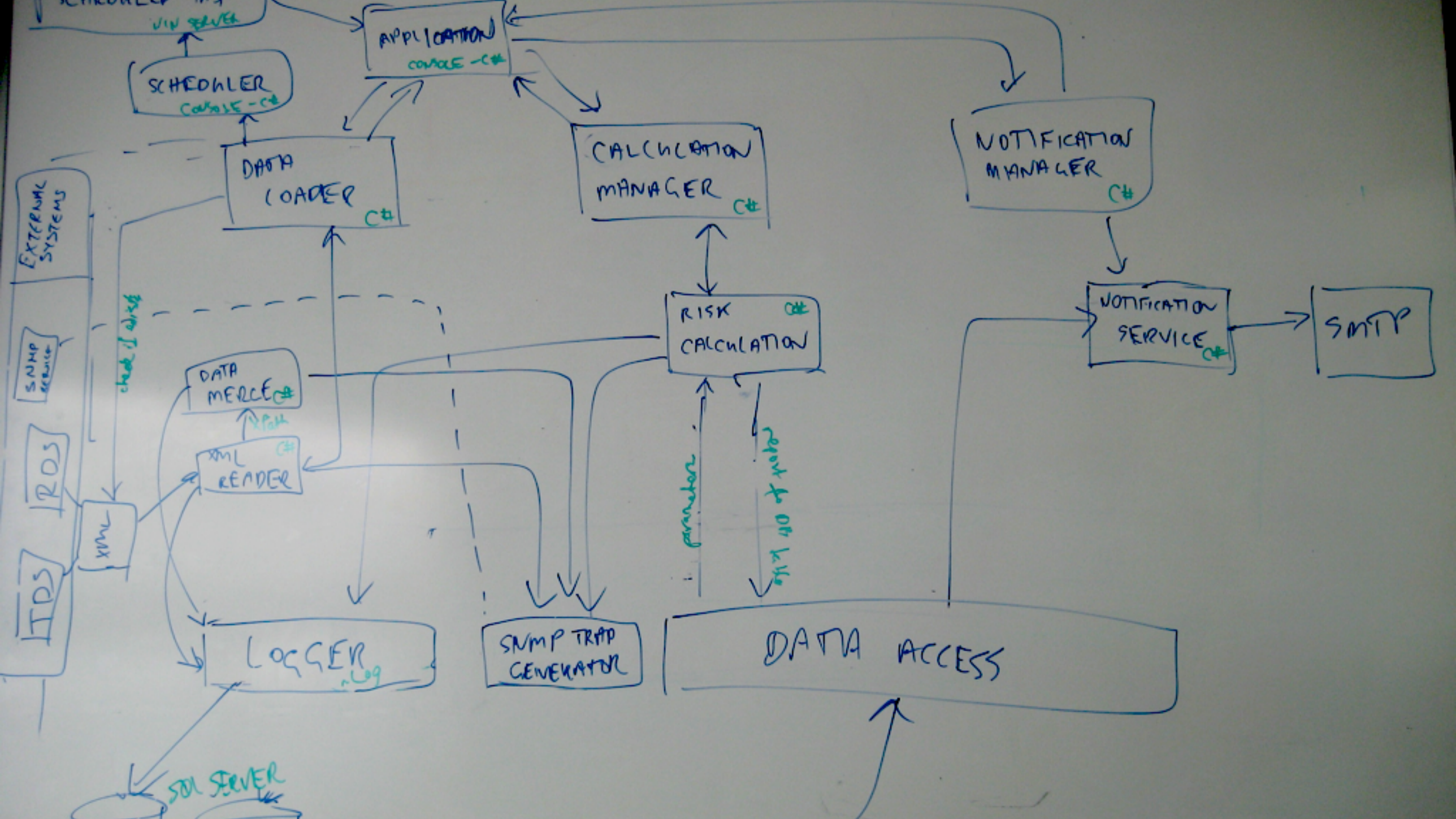

UML, Cucumber and modeling reality - MPJ's Musings - Fun Fun Function
Just use a whiteboard!
1:42 / 12:48

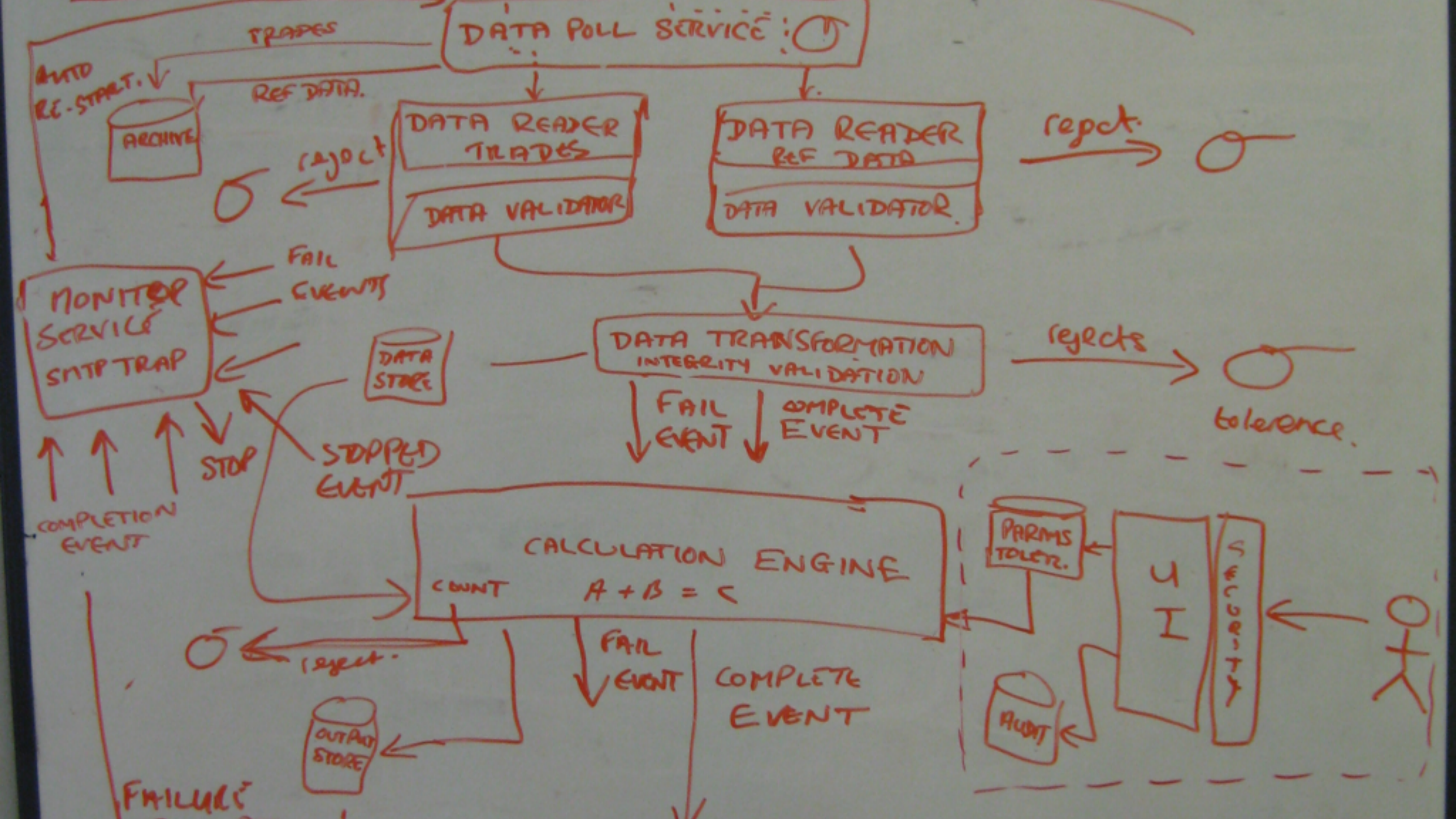

ASP NET
LOGGING SERVICE
PARAMETER MANAGER
RISK CALCULATION
REPORT GENERATOR
DATA IMPORT
AUDITING
VALIDATION
TDS
RDS
RISK DATA
PARAMS
SECURITY
AUDIT

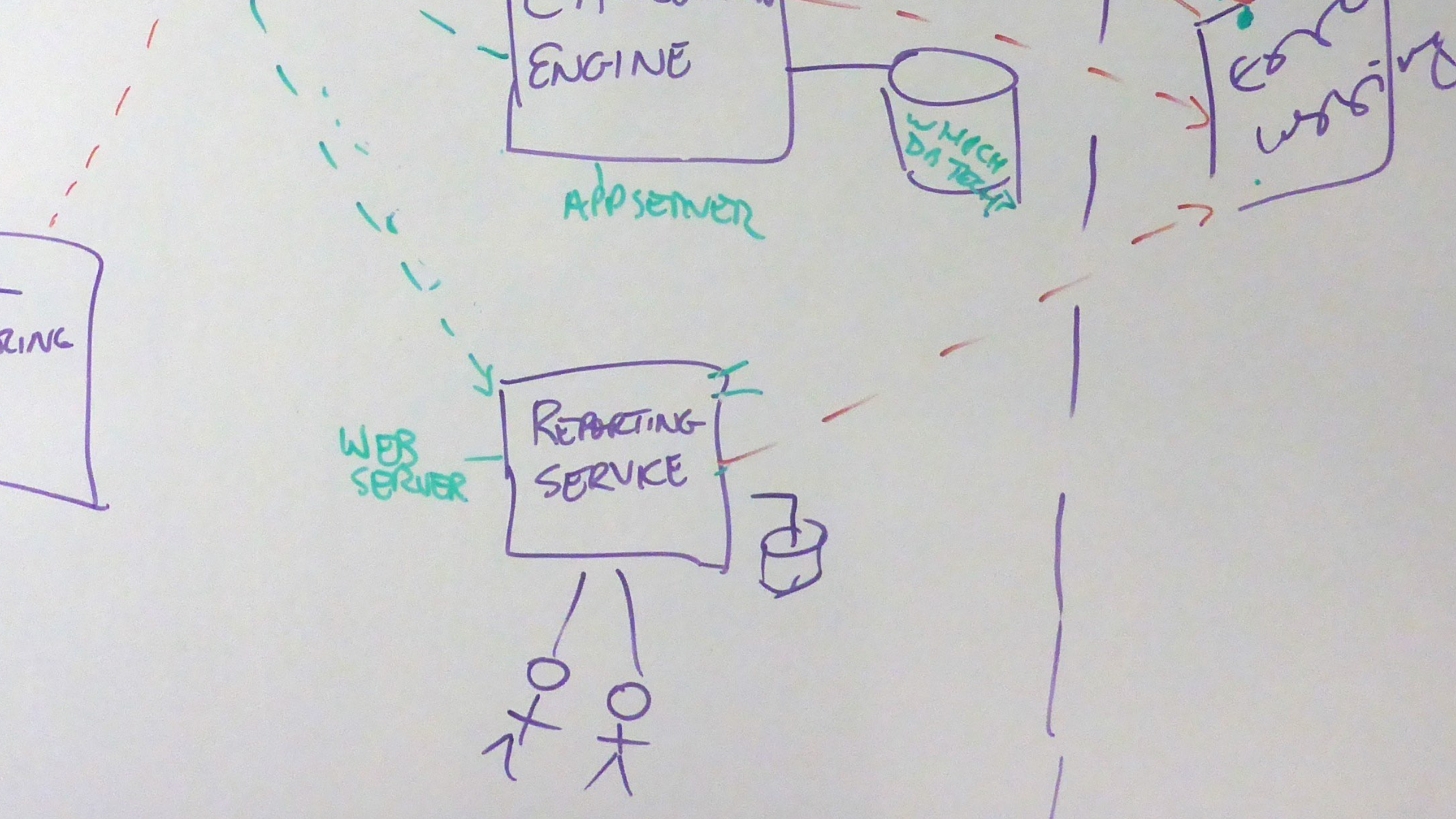

Import
storage
risk
USER
config
mixed
CALCULATION
plan
REPORT
AUDIT
purging


TDS
RDS
trade report
ref repos
R9
TRANSPORT
ARCHIVE
action
data
error
error
AUDIT
BUS. LOGIC
action
error
ERROR
MONITOR
action
REPORT GEN
error
Scheduler
config

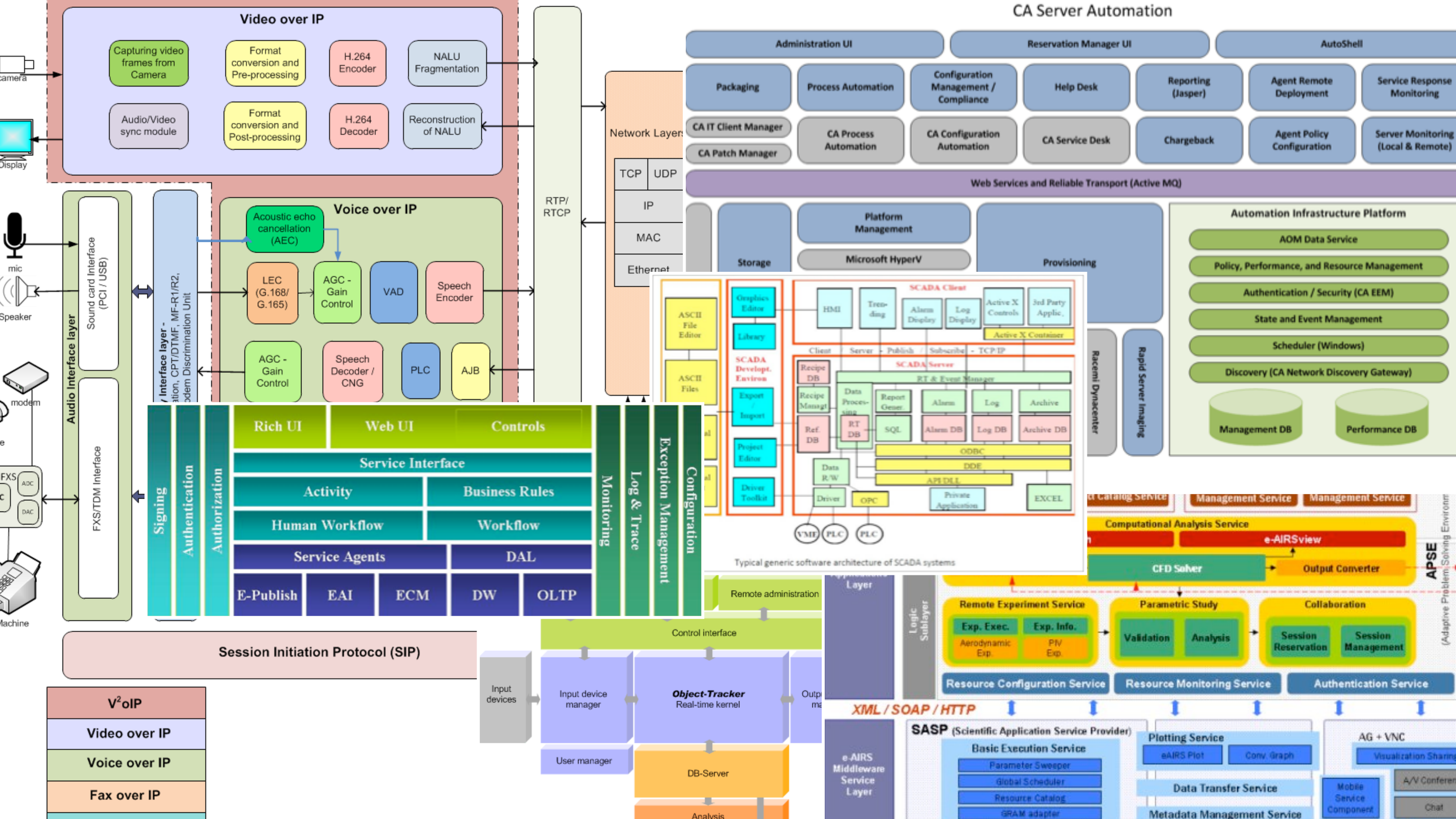

2
SERVICE/BATCH
IMPORT
JOIN
CALC
EXPORT/STORE
REPORT
SNMP
CENTRAL
MONITORING
SERVICE
3
WEBAPP
•GET REPORT
•EDIT
RISK RULES
•AUTH
•AUDIT
RISK RULES


APPLICATION
console - C#
SCHEDULER
console - C#
DATA LOADER
C#
CALCULATION MANAGER
C#
NOTIFICATION MANAGER
C#
EXTERNAL SYSTEMS
SNMP
IRO3
ITD3
check if exist
DATA MERGE
C#
XPath
XML READER
C#
XML
RISK CALCULATION
C#
parameters
save to DB
NOTIFICATION SERVICE
C#
SMTP
LOGGER
.log
SNMP TRAP GENERATOR
DATA ACCESS
SQL SERVER

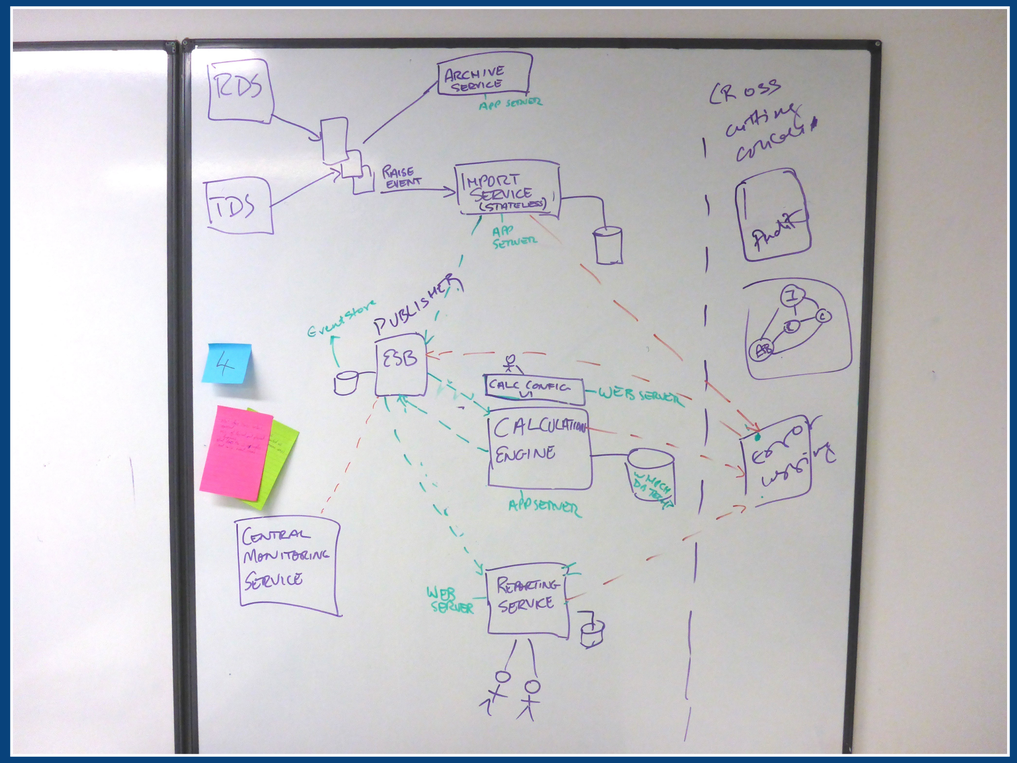

DATA POLL SERVICE
TRADES
REF DATA.
AUTO RE-START.
ARCHIVE
DATA READER TRADES
DATA VALIDATOR
reject
DATA READER REF DATA
DATA VALIDATOR
reject
MONITOR SERVICE SMTP TRAP
FAIL EVENTS
DATA STORE
DATA TRANSFORMATION
INTEGRITY VALIDATION
rejects
tolerance
FAIL EVENT
COMPLETE EVENT
STOP
STOPPED EVENT
COMPLETION EVENT
CALCULATION ENGINE
A + B = C
COUNT
PARMS TOLER.
UI
SECURITY
reject
FAIL EVENT
COMPLETE EVENT
OUTPUT STORE
AUDIT
FAILURE


ENGINE
APP SERVER
RING
WEB SERVER
REPORTING SERVICE


Params
Calcs
EH?
Batch
Date
- RiskCal
- calcs
- Par


Video over IP
Capturing video frames from Camera
Format conversion and Pre-processing
H.264 Encoder
NALU Fragmentation
Audio/Video sync module
Format conversion and Post-processing
H.264 Decoder
Reconstruction of NALU
camera
Display
Voice over IP
Acoustic echo cancellation (AEC)
LEC (G.168/ G.165)
AGC - Gain Control
VAD
Speech Encoder
AGC - Gain Control
Speech Decoder / CNG
PLC
AJB
mic
Speaker
modem
Machine
Audio Interface layer
Sound card Interface (PCI / USB)
FXS/TDM Interface
Interface layer - tion, CPT/DTMF, MF-R1/R2, odem Discrimination Unit
RTP/ RTCP
Network Layers
TCP
UDP
IP
MAC
Ethernet
Signing
Authentication
Authorization
Rich UI
Web UI
Controls
Service Interface
Activity
Business Rules
Human Workflow
Workflow
Service Agents
DAL
E-Publish
EAI
ECM
DW
OLTP
Monitoring
Log & Trace
Exception Management
Configuration
Session Initiation Protocol (SIP)
V²oIP
Video over IP
Voice over IP
Fax over IP
CA Server Automation
Administration UI
Reservation Manager UI
AutoShell
Packaging
Process Automation
Configuration Management / Compliance
Help Desk
Reporting (Jasper)
Agent Remote Deployment
Service Response Monitoring
CA IT Client Manager
CA Patch Manager
CA Process Automation
CA Configuration Automation
CA Service Desk
Chargeback
Agent Policy Configuration
Server Monitoring (Local & Remote)
Web Services and Reliable Transport (Active MQ)
Storage
Platform Management
Microsoft HyperV
Provisioning
Automation Infrastructure Platform
AOM Data Service
Policy, Performance, and Resource Management
Authentication / Security (CA EEM)
State and Event Management
Scheduler (Windows)
Discovery (CA Network Discovery Gateway)
Management DB
Performance DB
Racemi Dynacenter
Rapid Server Imaging
ASCII File Editor
ASCII Files
Graphics Editor
Library
SCADA Develop. Environ
Export
Import
Project Editor
Driver Toolkit
SCADA Client
HMI
Trending
Alarm Display
Log Display
Active X Controls
3rd Party Applic.
Active X Container
Client - Server - Publish / Subscribe - TCP/IP
SCADA Server
Recipe DB
Recipe Managt
Ref. DB
Data Process-ing
RT & Event Manager
Report Gener.
Alarm
Log
Archive
RT DB
SQL
Alarm DB
Log DB
Archive DB
ODBC
DDE
API DLL
Data R/W
Driver
OPC
Private Application
EXCEL
VME
PLC
PLC
Typical generic software architecture of SCADA systems
Management Service
Management Service
Computational Analysis Service
e-AIRSview
CFD Solver
Output Converter
APSE
(Adaptive Problem Solving Environment)
Remote Experiment Service
Exp. Exec.
Exp. Info.
Aerodynamic Exp.
PIV Exp.
Parametric Study
Validation
Analysis
Collaboration
Session Reservation
Session Management
Resource Configuration Service
Resource Monitoring Service
Authentication Service
XML / SOAP / HTTP
Logic Sublayer
e-AIRS Middleware Service Layer
SASP (Scientific Application Service Provider)
Basic Execution Service
Parameter Sweeper
Global Scheduler
Resource Catalog
GRAM adapter
Plotting Service
eAIRS Plot
Conv. Graph
Data Transfer Service
Metadata Management Service
AG + VNC
Visualization Sharing
Mobile Service Component
A/V Conferen
Chat
Remote administration
Control interface
Input devices
Input device manager
Object-Tracker
Real-time kernel
User manager
DB-Server
Analysis

1. Is that what we're going to **build**?



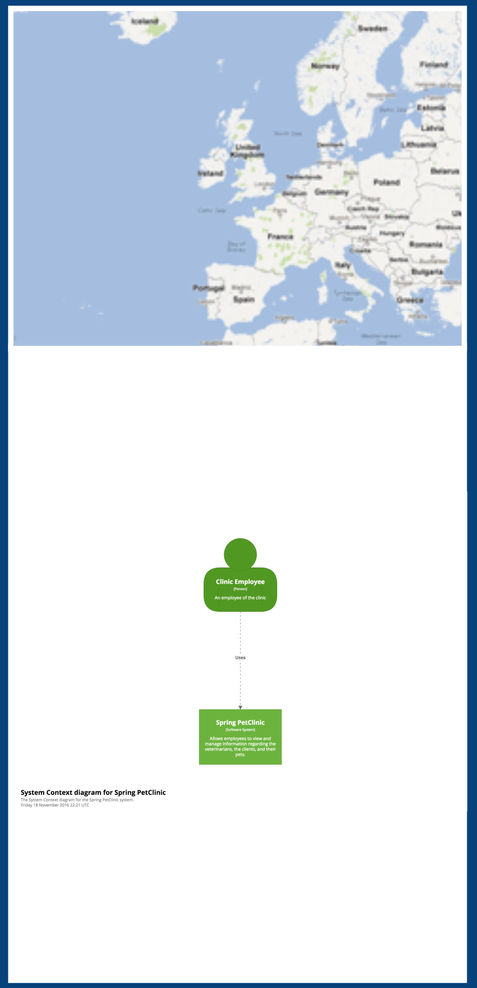
2. Is it going to **work**?

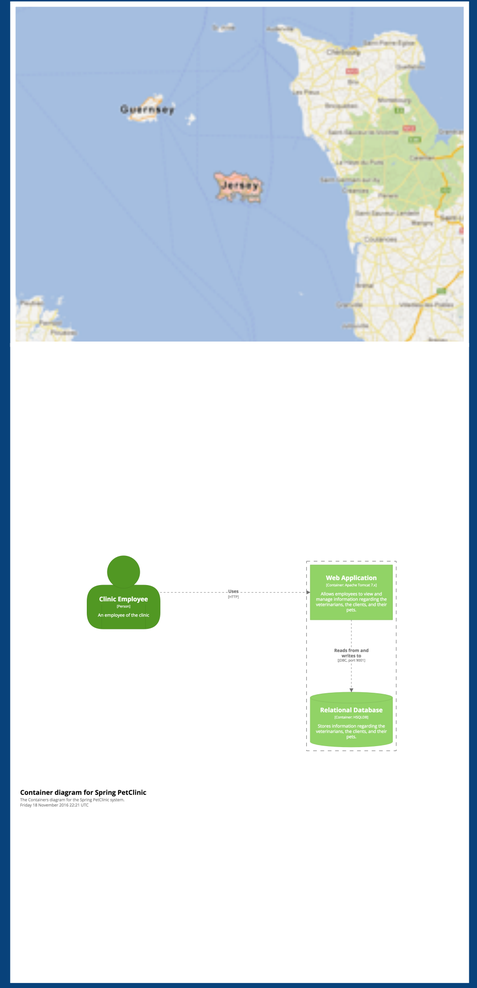
Teams need a **ubiquitous language** to communicate effectively

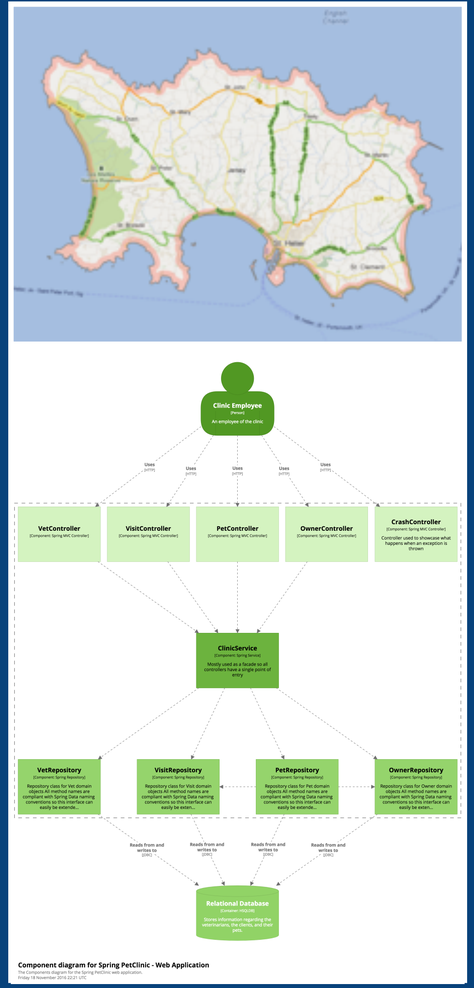
C4

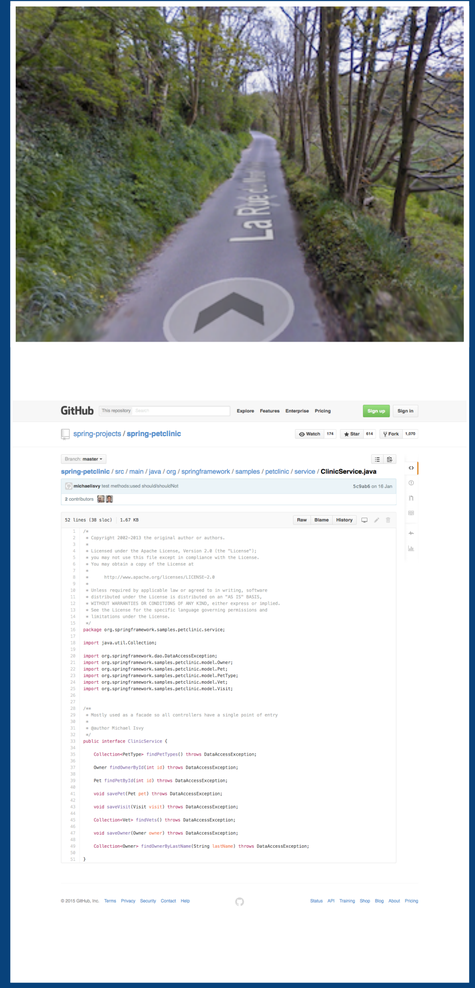
Context, Containers, Components, and Code

c4model.com



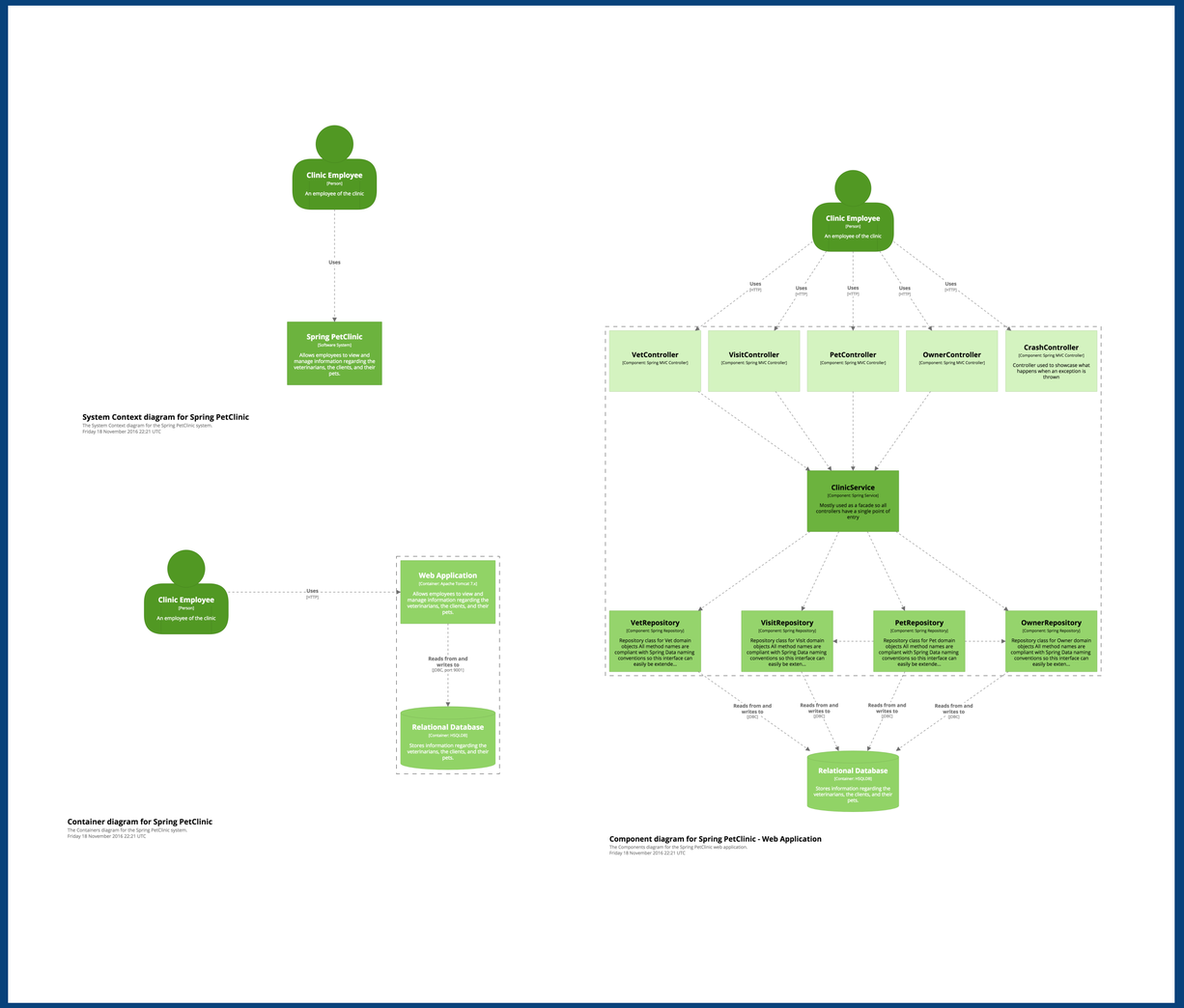


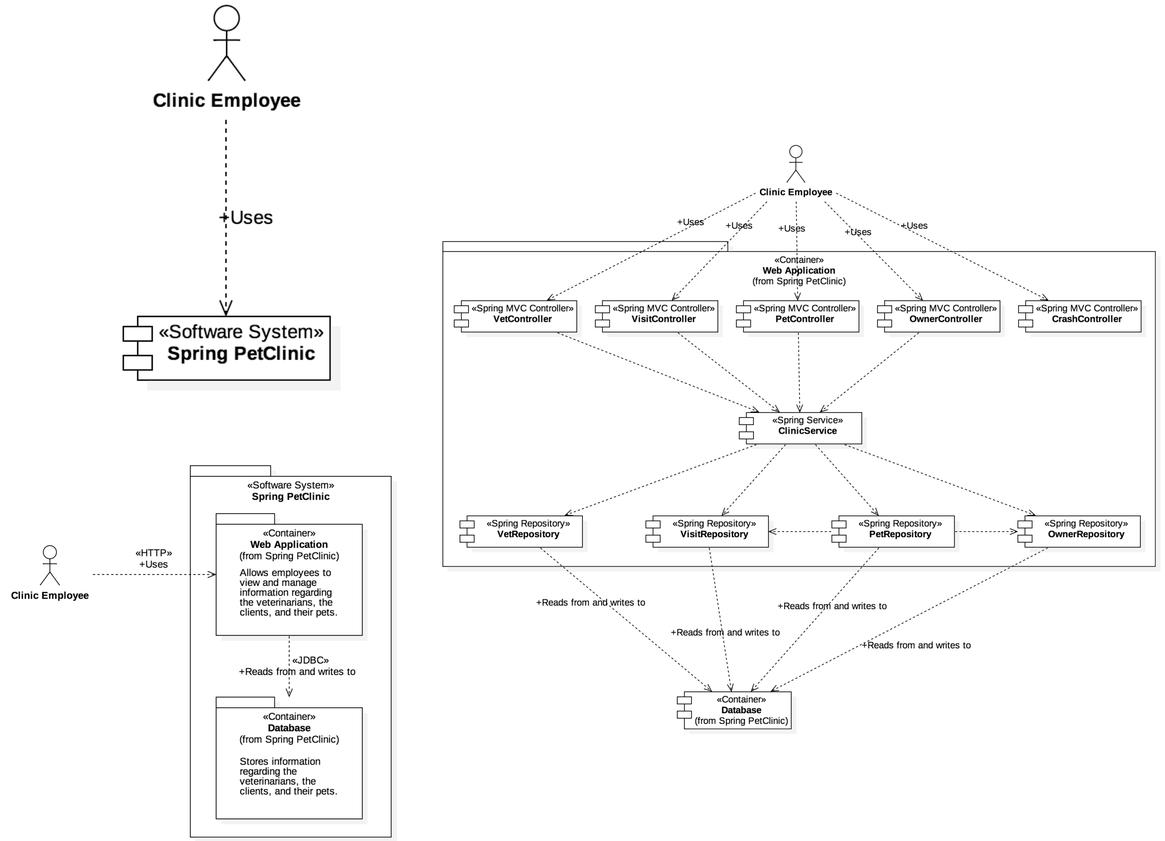




Diagrams are maps

that help software developers navigate a large and/or complex codebase





The C4 model does not prescribe any particular notation

(boxes and lines, UML, ArchiMate, etc are all options)

A **common set of abstractions**
is more important
than a common notation

c4model.com

(for more information about software architecture diagrams)

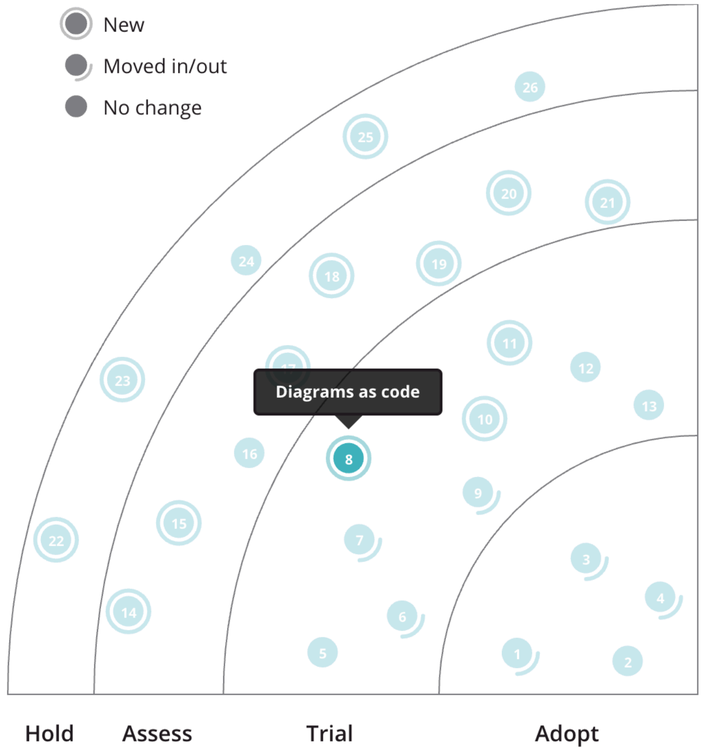
TECHNOLOGY RADAR

Techniques

Trial

5. Continuous delivery for machine learning (CD4ML)
6. Data mesh
7. Declarative data pipeline definition
8. **Diagrams as code**

We're seeing more and more tools that enable you to create software architecture and other **diagrams as code**. There are benefits to using these tools over the heavier alternatives, including easy version control and the ability to generate the DSLs from many sources. Tools in this space that we like include **Diagrams**, **Structurizr DSL**, **AsciiDoctor Diagram** and stables such as **WebSequenceDiagrams**, **PlantUML** and the venerable **Graphviz**. It's also fairly simple to generate your own SVG these days, so don't rule out quickly writing your own tool either.



Unable to find something you expected to see?

Each edition of the radar features blips reflecting what we came across during the previous six months. We might have covered

Structurizr

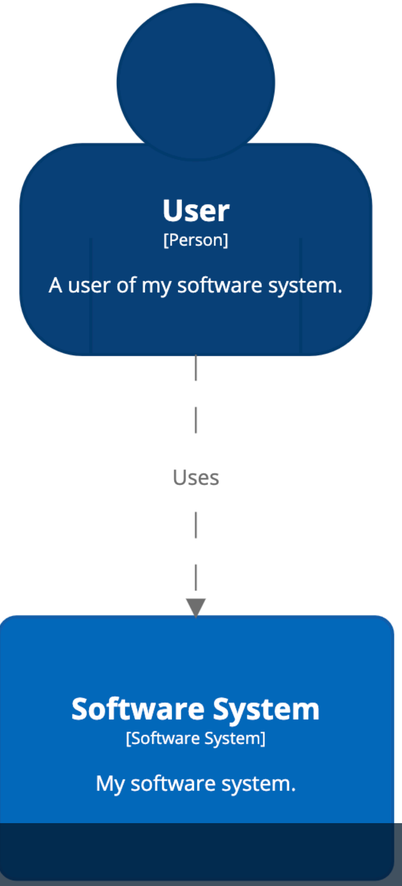
We recommend using the Structurizr CLI to create software architecture models with the DSL.

```
workspace {

    model {
        user = person "User" "A user of my software system."
        softwareSystem = softwareSystem "Software System" "My software system."

        user -> softwareSystem "Uses"
    }

}
```

Structurizr | PlantUML | Mermaid | WebSequenceDiagrams | Ilograph

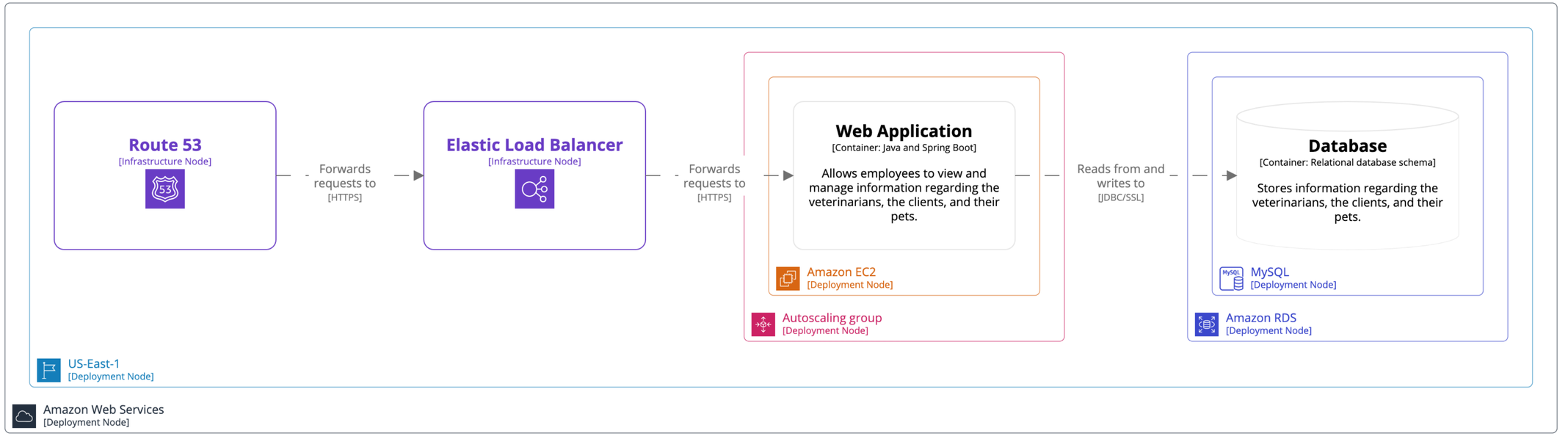
[System Context] Software System (#SoftwareSystem-SystemContext)

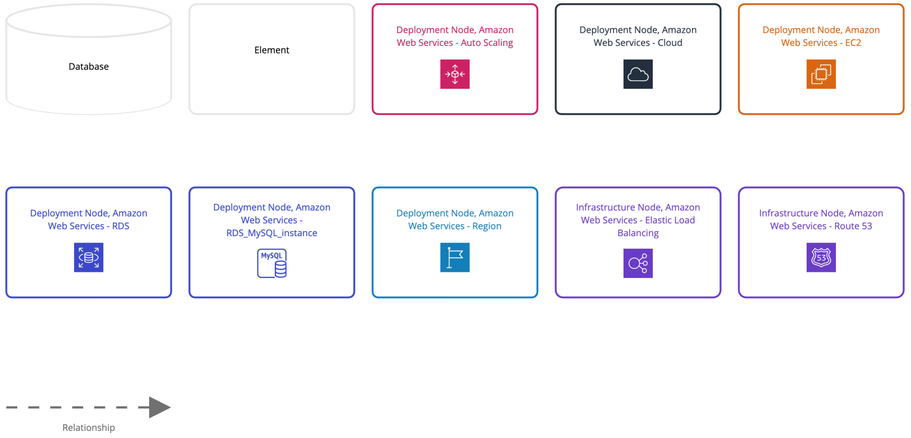
(diagram not editable; automatic layout enabled)



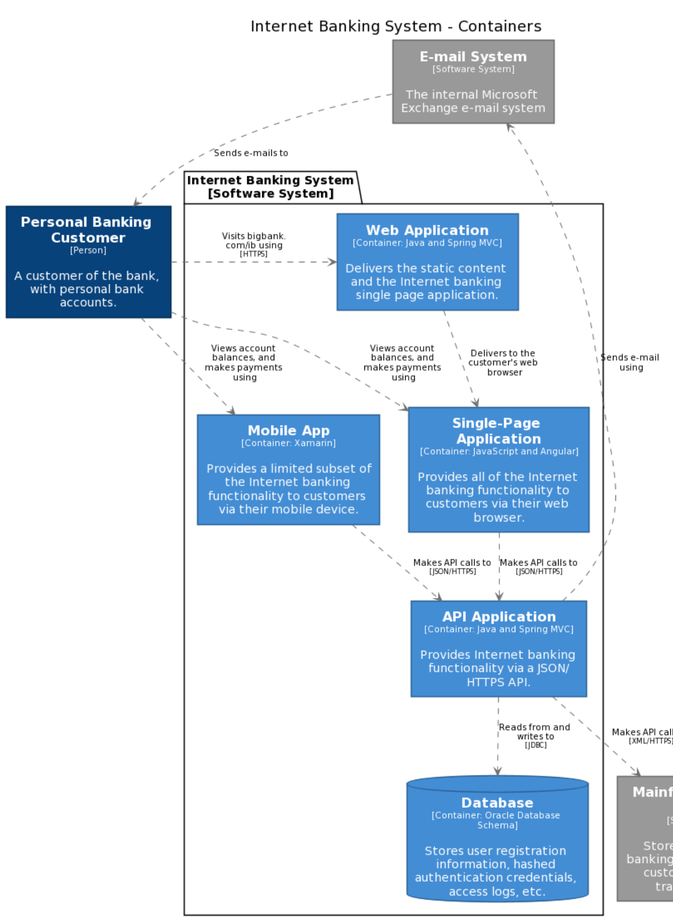
https://structurizr.com/dsl

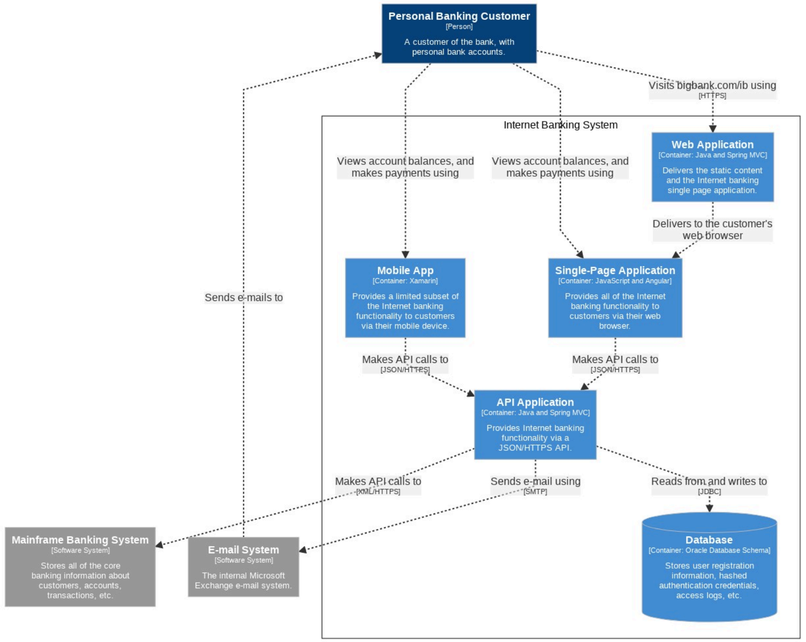
Language reference | Examples: Getting Started - Amazon Web Services - Big Bank plc

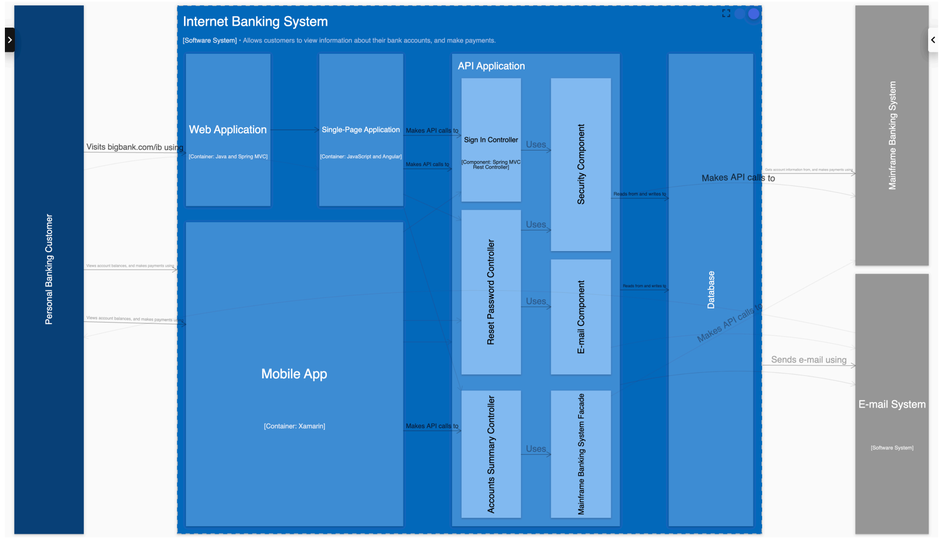


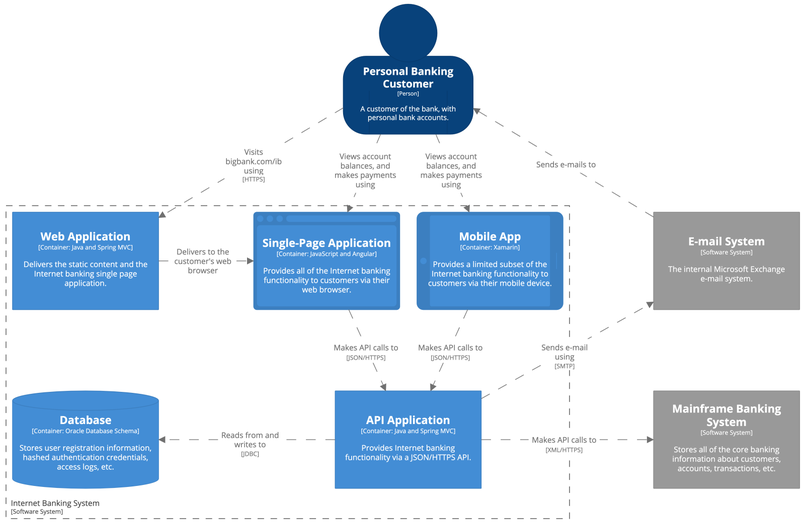


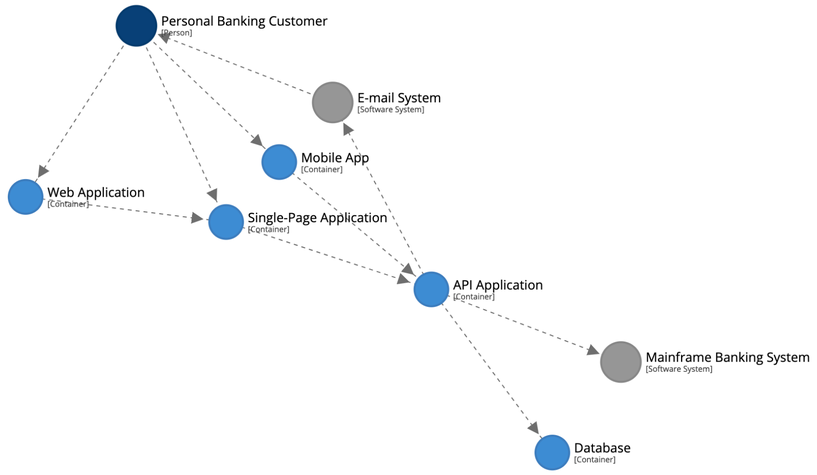
https://structurizr.com/dsl











Structurizr DSL + CLI … single model definition, multiple diagrams in multiple output formats

5. A good software architecture enables agility

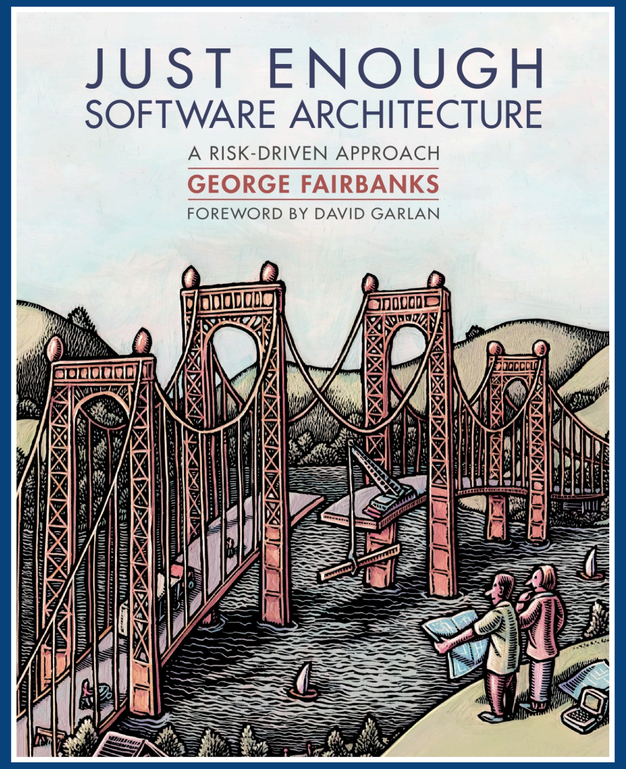
Agile is about moving fast, embracing change, releasing often, getting feedback, ...

Agile is about a mindset of
continuous improvement

Agility is a

quality attribute

A good architecture enables agility



A good architecture rarely happens through **architecture-indifferent design**

Simon Brown

@simonbrown

I'll keep saying this ... if people can't build monoliths properly, microservices won't help. #qconlondon #DesignThinking #Modularity

Retweets	Likes
258	109

10:49 am - 4 Mar 2015

Architect Clippy

@architectclippy

I see you have a poorly structured monolith. Would you like me to convert it into a poorly structured set of microservices?

RETWEETS 4,441

LIKES 2,743

12:59 AM - 24 Feb 2015

Five things every developer should know about **software architecture**

1. Software architecture isn't about big design up front
2. Every software team needs to consider software architecture
3. The software architecture role is about coding, coaching and collaboration
4. You don't need to use UML
5. A good software architecture enables agility

Simon Brown
@simonbrown