

# Creating Software Architectures



## **Neal Ford**

**ThoughtWorks**

Director / Software Architect / Meme Wrangler

<http://www.nealford.com>

@neal4d



## **Mark Richards**

**Hands-on Software Architect**

Published Author / Conference Speaker

<http://www.wmrichards.com>

<https://www.linkedin.com/in/markrichards3>

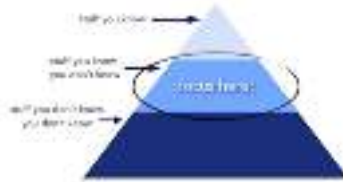
@markrichardssa



# workshop agenda - day 1



course  
introduction



architectural  
thinking



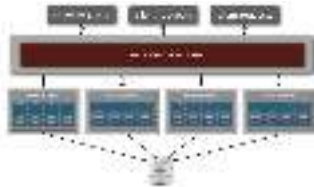
architecture  
characteristics



architecture  
tradeoffs

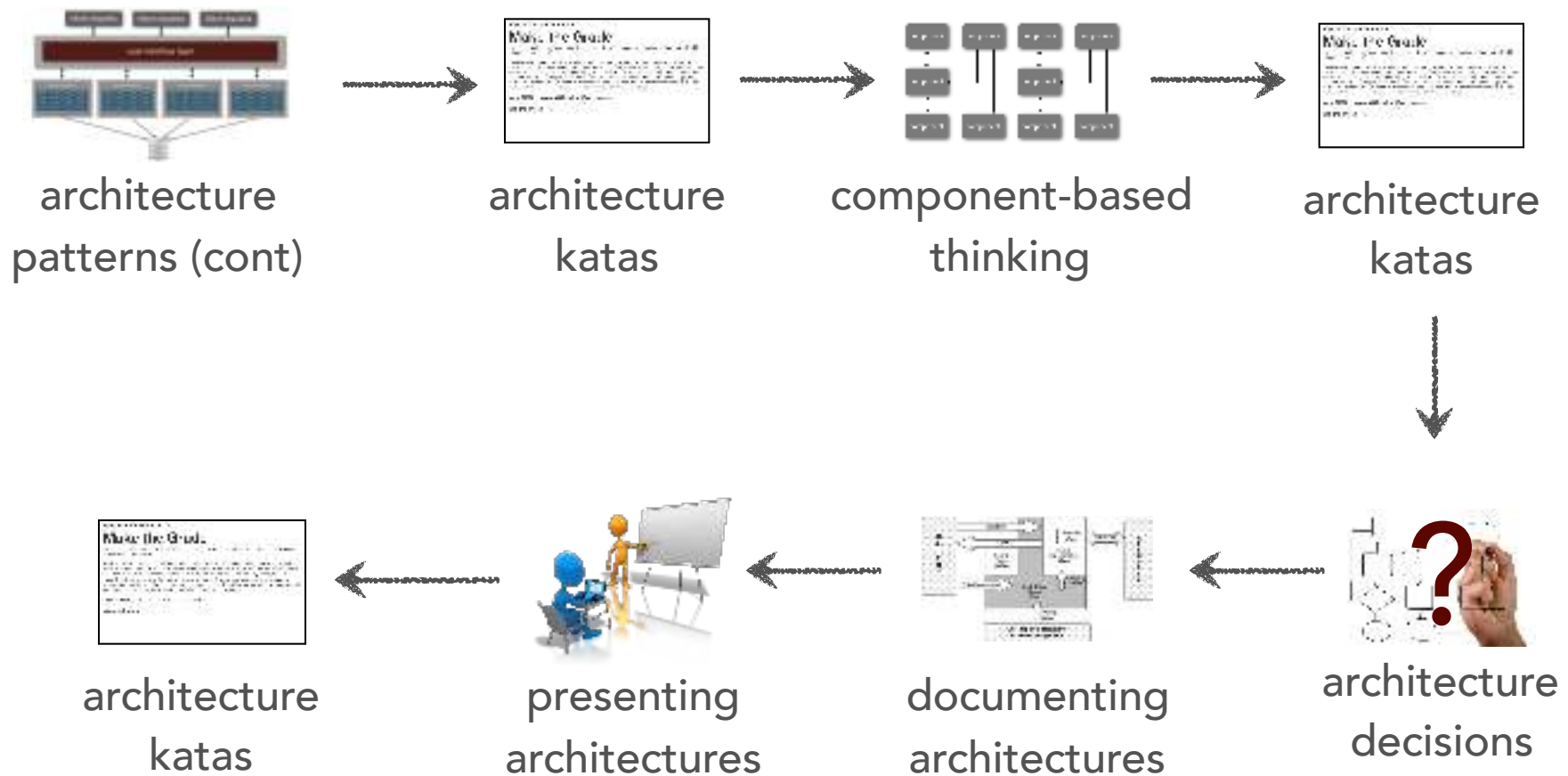


architecture  
katas



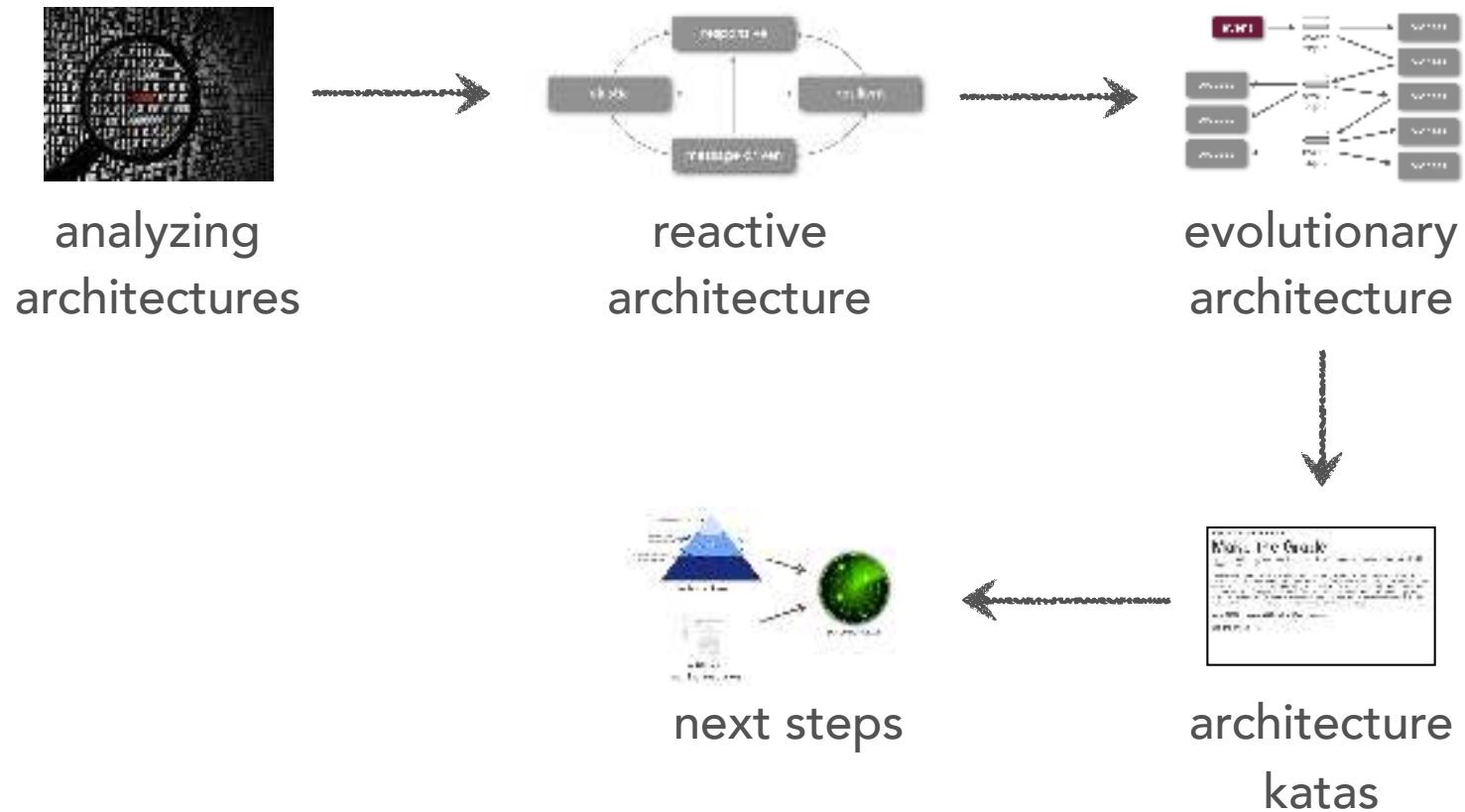
architecture  
patterns

# workshop agenda - day 2





# workshop agenda - day 3



# course slides

<http://www.wmrichards.com/sdd-architecture-2016.pdf>

password: sdd



SDD Deep Dive 2016

## Creating Software Architectures



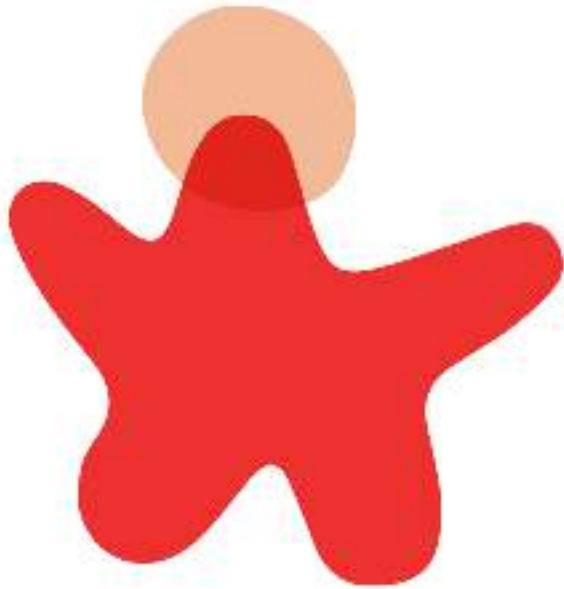
**Neal Ford**  
ThoughtWorks  
Director / Software Architect / Mama Wrangler  
<http://www.nealford.com>  
@neal4d



**Mark Richards**  
Hands-on Software Architect  
Published Author / Conference Speaker  
<http://www.wmrichards.com>  
<https://www.linkedin.com/in/markrichards3>  
@markrichardsa

**{SDD} 2016**  
DEEP DIVE  
Software Design & Development  
London, 8-10 November 2016

# attendee introductions



your name

role or title

why are you here?

# software architecture?

*“the highest level concept of a system in its environment. The architecture of a software system (at a given point in time) is its organization or structure of significant components interacting through interfaces, those components being composed of successively smaller components and interfaces.”*

Rational Unified Process definition, working off the IEEE definition

<http://martinfowler.com/ieeeSoftware/whoNeedsArchitect.pdf>



# software architecture?

*Architecture is the highest level concept of the expert developers.*

*“In most successful software projects, the expert developers working on that project have a shared understanding of the system design. This shared understanding is called ‘architecture.’ This understanding includes how the system is divided into components and how the components interact through interfaces. These components are usually composed of smaller components, but the architecture only includes the components and interfaces that are understood by all the developers.”*

<http://martinfowler.com/ieeeSoftware/whoNeedsArchitect.pdf>

# software architecture?



developers



product  
owner

*Architecture is about the important stuff.  
Whatever that is.*

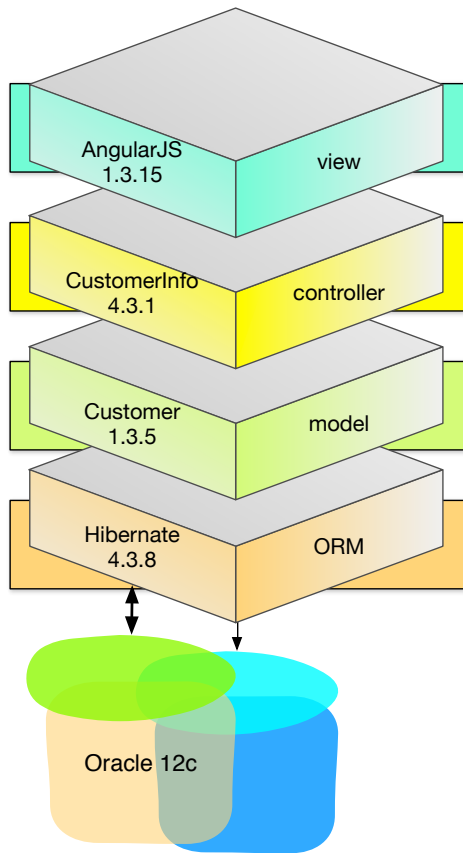
Ralph Johnson



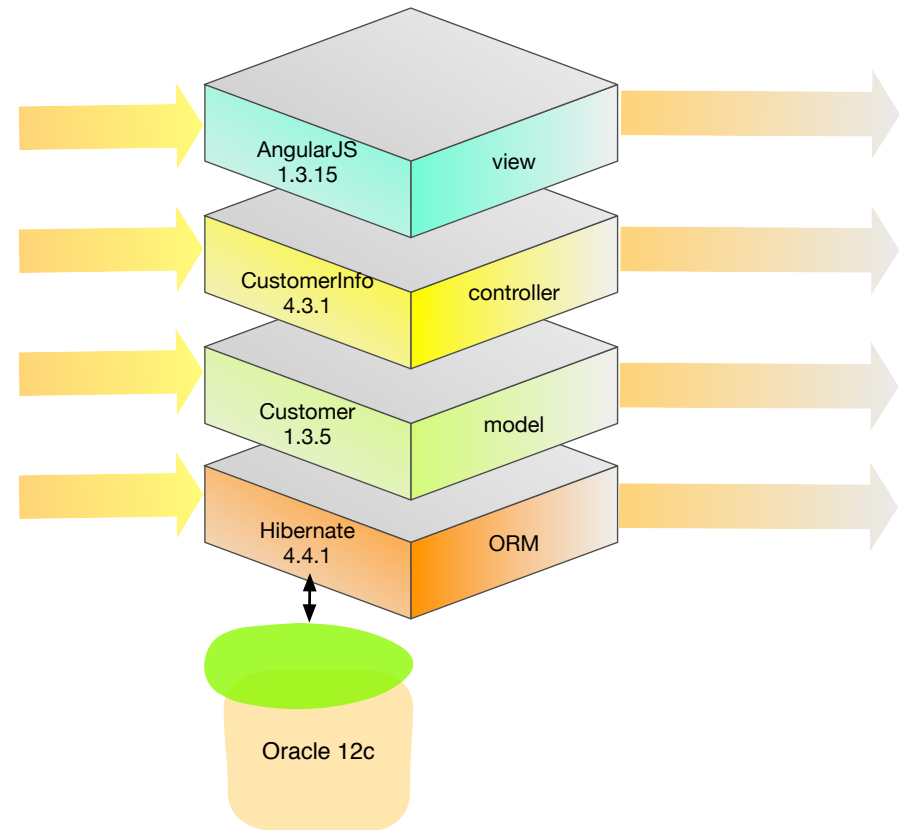
operations

<http://martinfowler.com/ieeeSoftware/whoNeedsArchitect.pdf>

# Architecture is abstract until operationalized.



2D



3D

4D

expectations of an architect



# expectations of an architect

Application Architect

Enterprise Architect

Integration Architect

Technical Architect

Information Architect

Security Architect

Data Architect

Network Architect

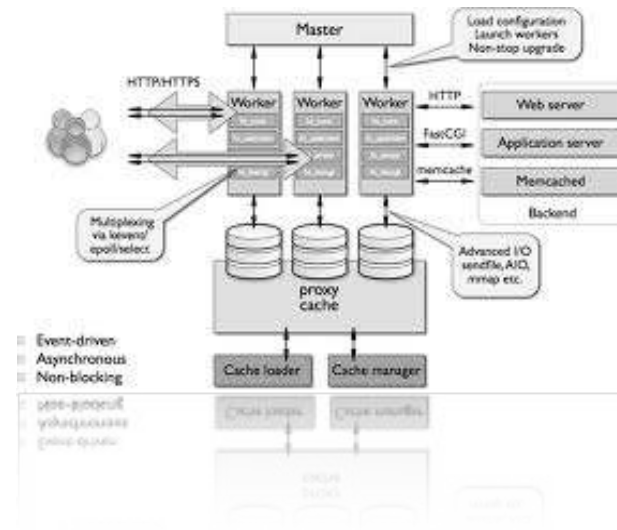
Systems Architect

Solutions Architect

Business Architect

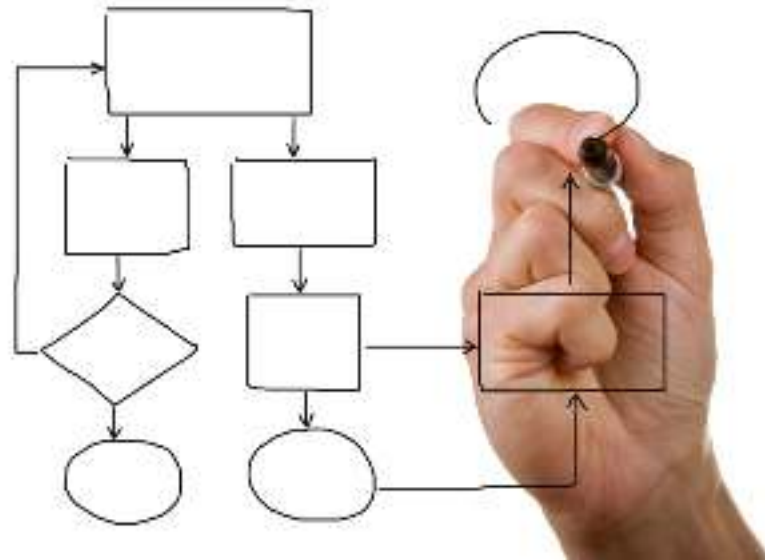
expectations of an architect

define the architecture and design principles to guide technology decisions for the enterprise



# expectations of an architect

analyze the current technology  
environment and recommend solutions  
for improvement.



# expectations of an architect

analyze technology and industry  
trends and keep current with the  
latest trends





# expectations of an architect

## ensure compliance with the architecture



# expectations of an architect

have exposure to multiple and  
diverse technologies, platforms, and  
environments



expectations of an architect  
have a certain level of business  
domain expertise



# expectations of an architect

possess exceptional interpersonal  
skills, including teamwork, facilitation,  
and negotiation





expectations of an architect

understand the political climate of  
the enterprise and be able to  
navigate the politics

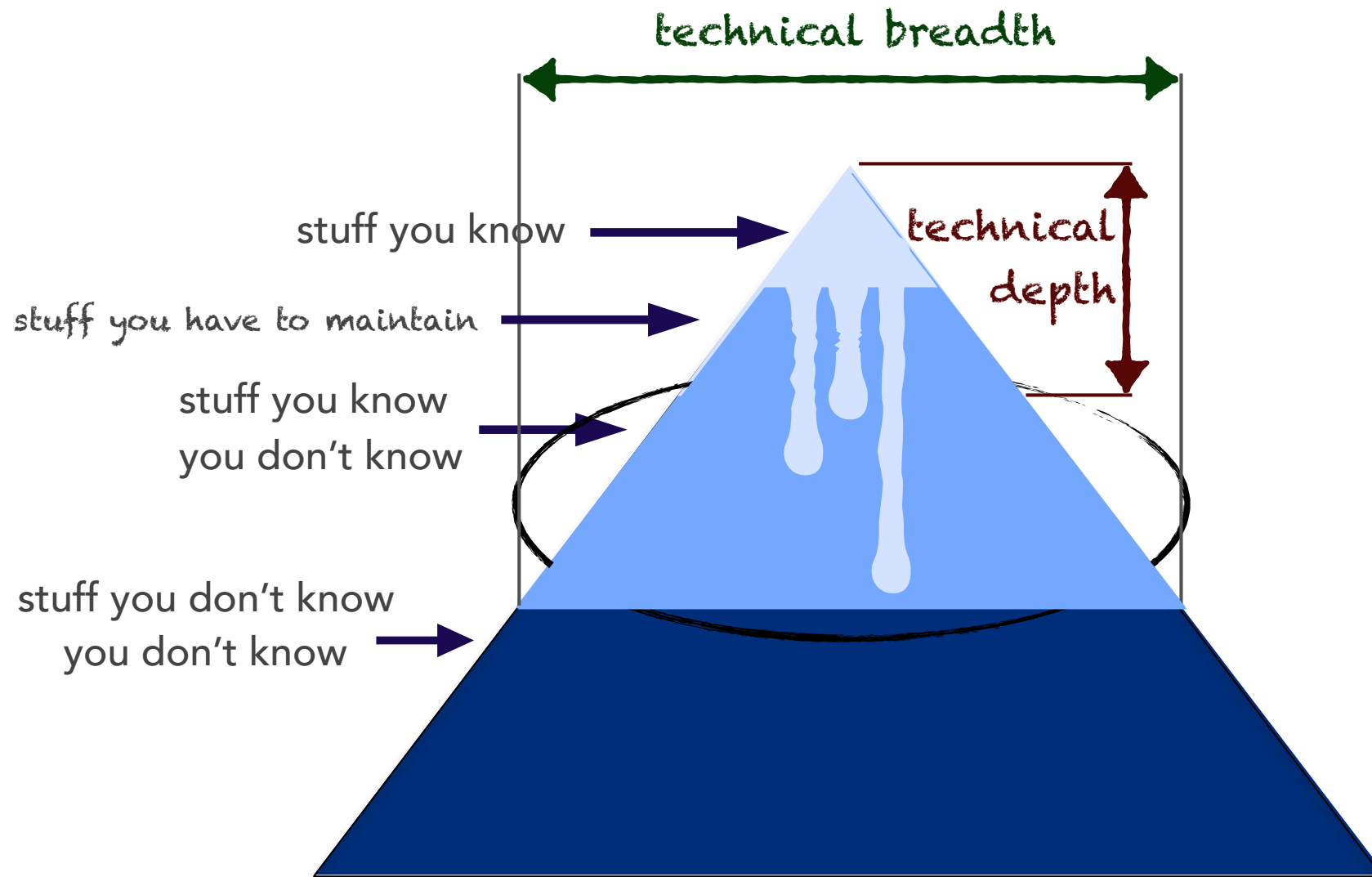


That's what I do.  
I drink, and I  
know things.

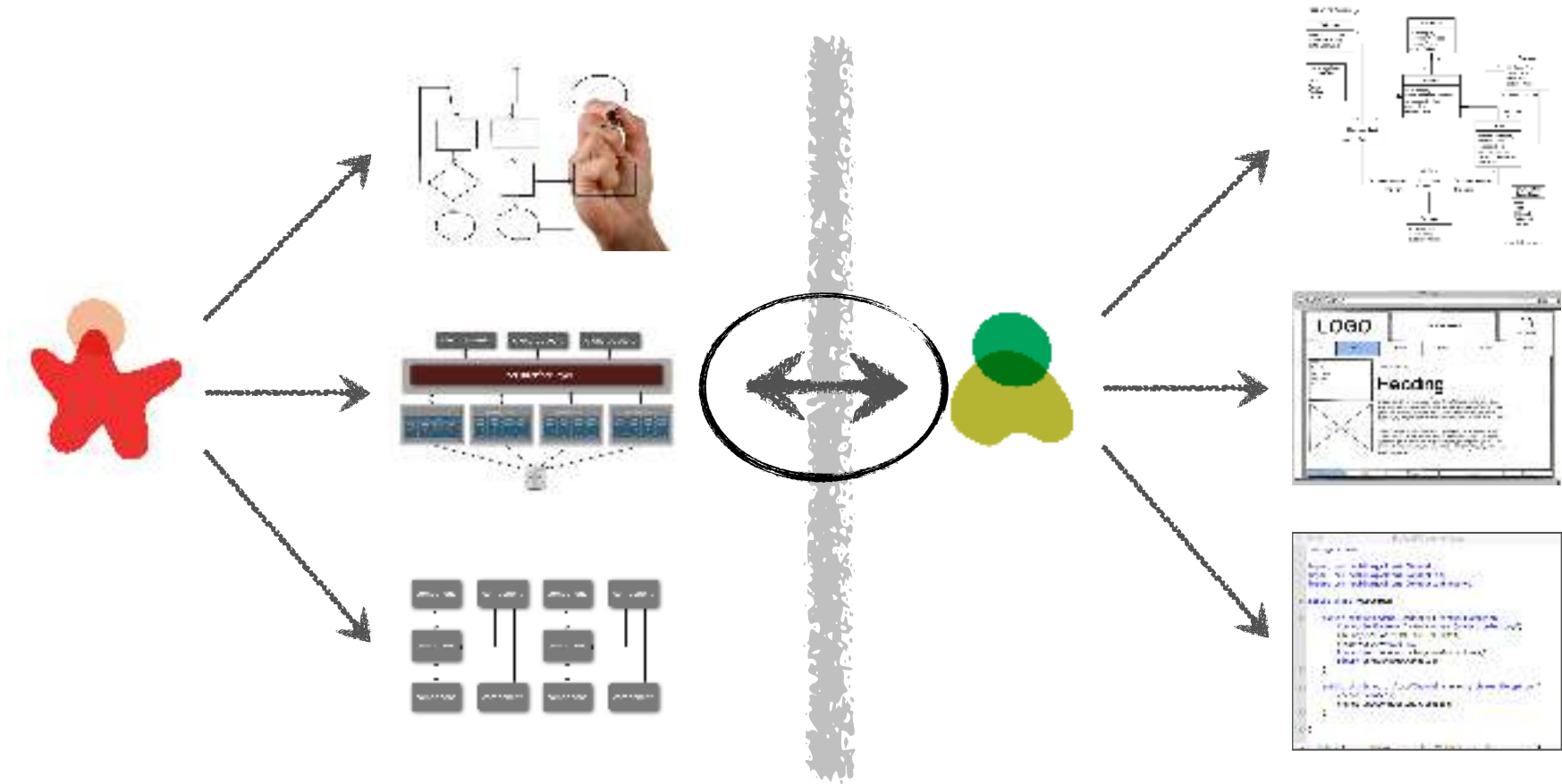


# architectural thinking

# technical breadth vs. depth



# where do you draw the line between architecture and design?

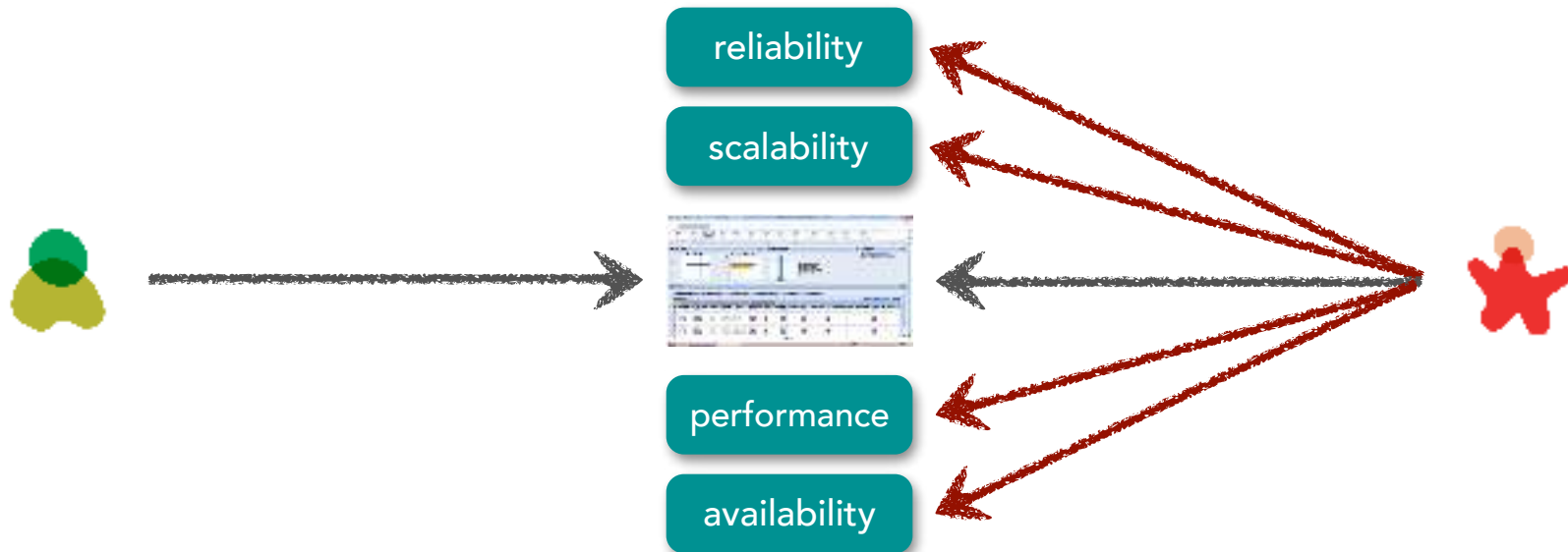




# identifying architecture characteristics

# architecture characteristics

## translation skills





# System Quality Attributes

accessibility  
accountability  
accuracy  
adaptability  
administrability  
affordability  
agility  
auditability  
autonomy  
availability  
compatibility  
composability  
configurability  
correctness  
credibility  
customizability  
debugability  
degradability  
determinability  
demonstrability  
dependability  
deployability  
discoverability  
distributability  
durability  
effectiveness  
efficiency

evolvability  
extensibility  
failure transparency  
fault-tolerance  
fidelity  
flexibility  
inspectability  
installability  
integrity  
interchangeability  
interoperability  
learnability  
maintainability  
manageability  
mobility  
modifiability  
modularity  
operability  
orthogonality  
portability  
precision  
predictability  
process capabilities  
producibility  
provability  
recoverability  
relevance  
reliability

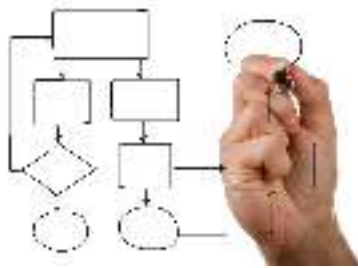
repeatability  
reproducibility  
resilience  
responsiveness  
reusability  
robustness  
safety  
scalability  
seamlessness  
self-sustainability  
serviceability  
supportability  
securability  
simplicity  
stability  
standards compliance  
survivability  
sustainability  
tailorability  
testability  
timeliness  
traceability  
transparency  
ubiquity  
understandability  
upgradability  
usability

[https://en.wikipedia.org/wiki/List\\_of\\_system\\_quality\\_attributes](https://en.wikipedia.org/wiki/List_of_system_quality_attributes)

# architecture characteristics



"our business is constantly changing to meet new demands of the marketplace"

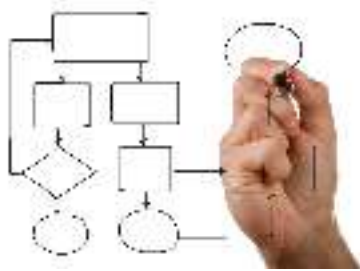


???

# architecture characteristics



“due to new regulatory requirements, it is imperative that we complete end-of-day processing in time”



???

# architecture characteristics



"we need faster time to market to remain competitive"



???

# architecture characteristics



“our plan is to engage heavily in mergers and acquisitions in the next three years”

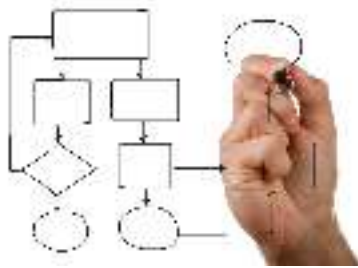


???

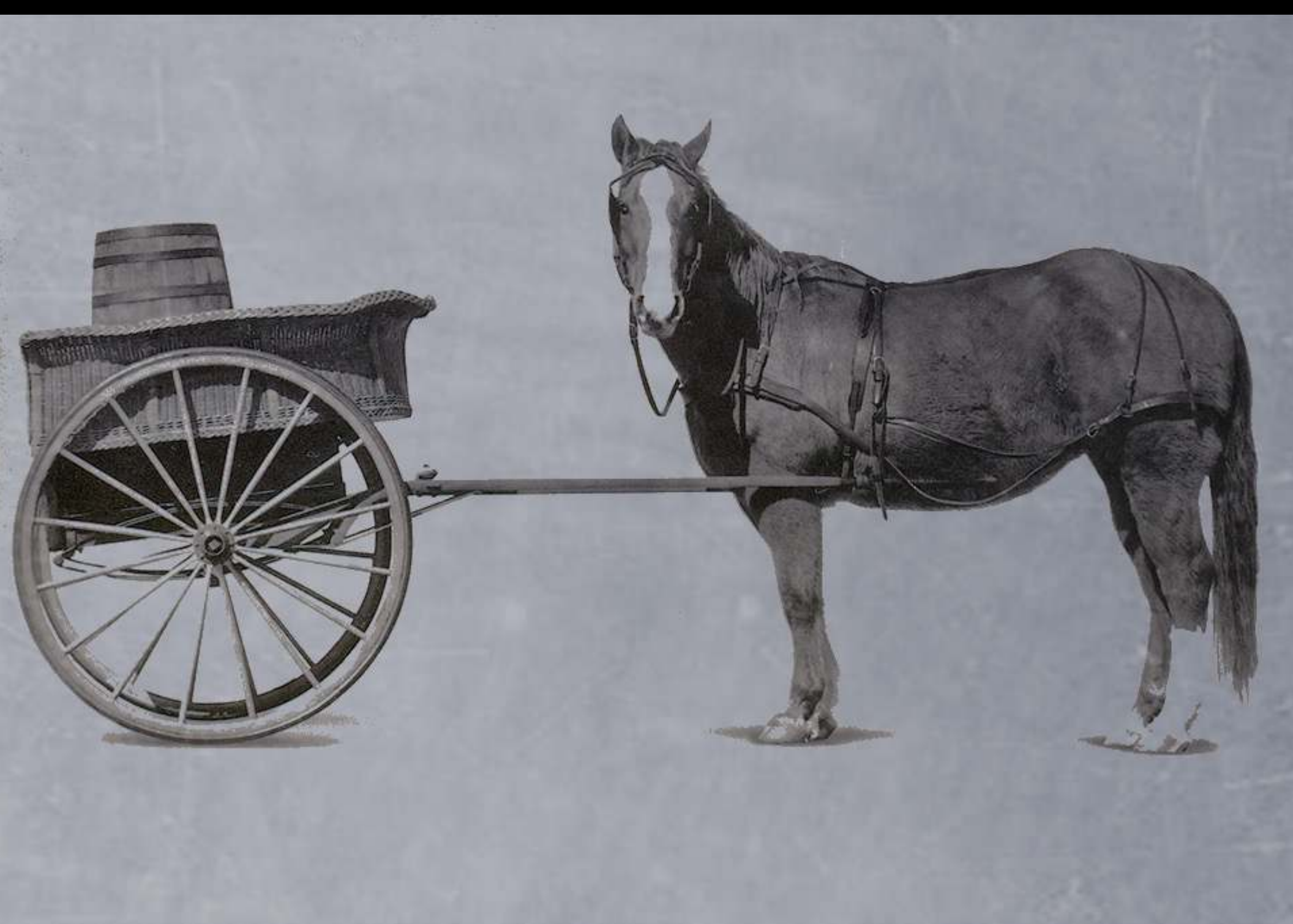
# architecture characteristics



"we have a very tight timeframe and budget for this project"



???

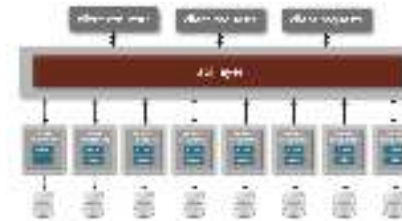


# architecture characteristics

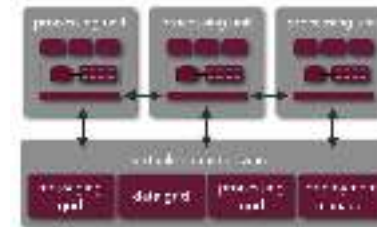
feasibility



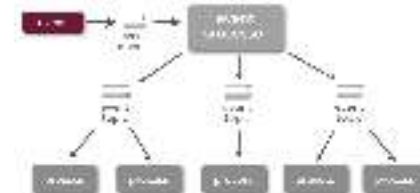
agility



elasticity



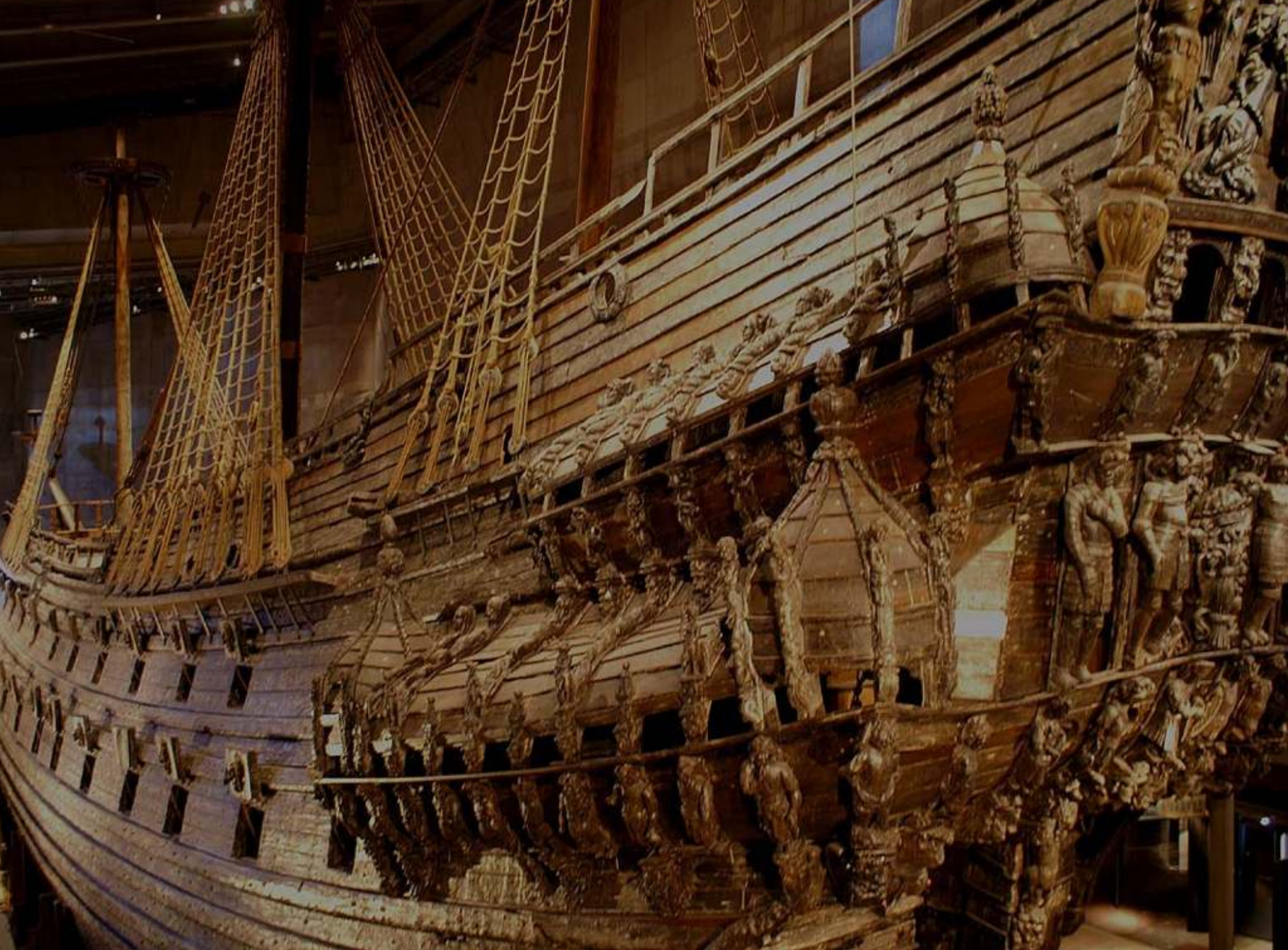
scalability















# architecture tradeoffs



"we need lightning-fast response time to keep up with the backlog of calls"

performance



"over time we are expecting the entire company to use this system"

scalability



"we are planning to acquire several businesses in the next 5 years"

extensibility

agility

maintainability



"the budget and timeframe for this system is very, very tight"

feasibility

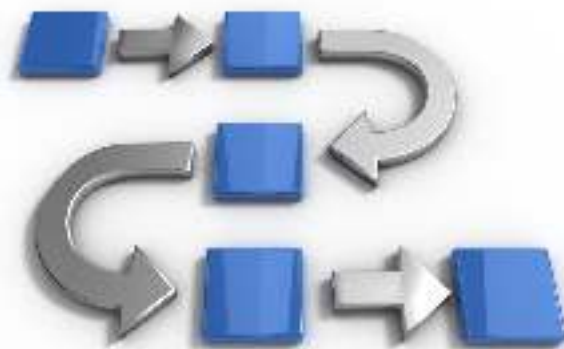
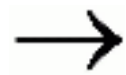
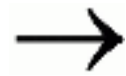
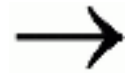
# architecture tradeoffs

## architecture tradeoff analysis method (ATAM)

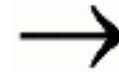
proposed  
architecture

business  
drivers

quality  
attributes



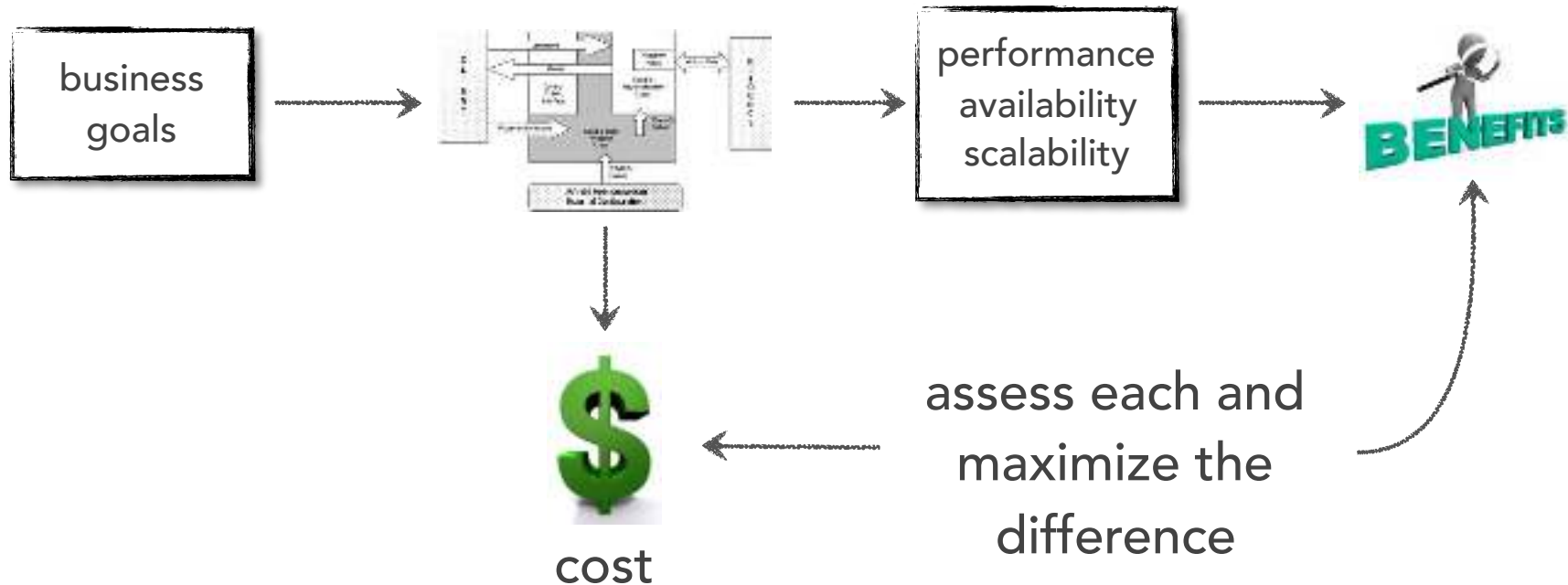
ATAM



validated and  
approved  
architecture

# architecture tradeoffs

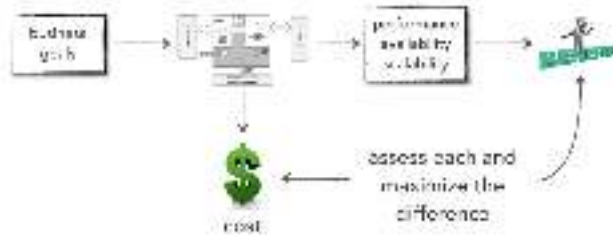
## cost-benefit analysis method (CBAM)



# architecture tradeoffs



ATAM



CBAM



*Software Architecture  
in Practice 3rd Edition,*  
Bass et.al,  
Addison Wesley



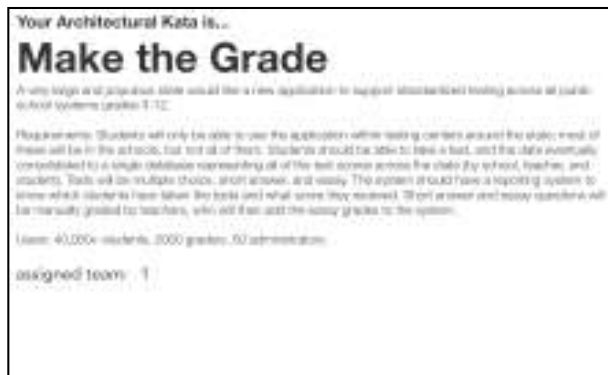
Software Engineering Institute  
Digital Library

[http://resources.sei.cmu.edu/library/  
asset-view.cfm?assetID=5177](http://resources.sei.cmu.edu/library/asset-view.cfm?assetID=5177)

[http://www.sei.cmu.edu/architecture/  
tools/evaluate/cbam.cfm](http://www.sei.cmu.edu/architecture/tools/evaluate/cbam.cfm)

# architecture katas

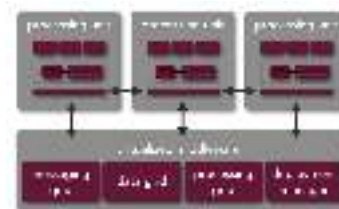
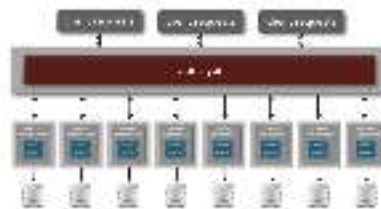
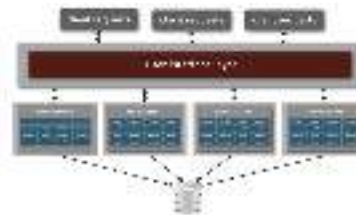
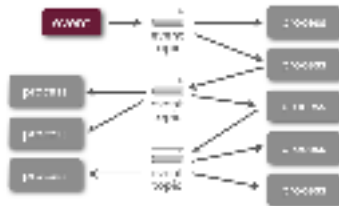
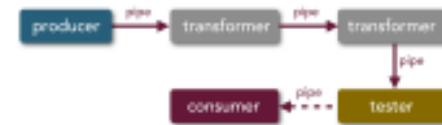
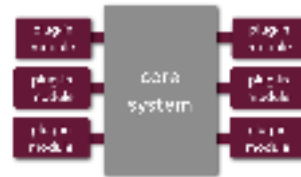
familiarization and identifying  
architecture characteristics





# software architecture patterns

# architecture patterns help define the basic characteristics and behavior of the application

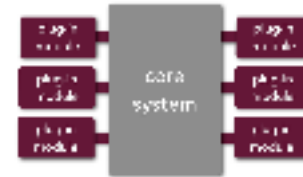


# architecture pattern classification

monolithic



layered

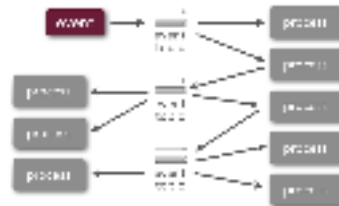


microkernel

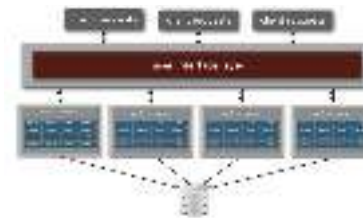


pipeline

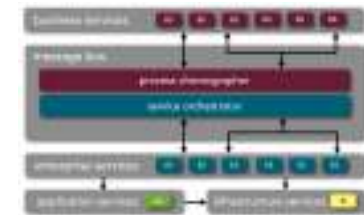
distributed



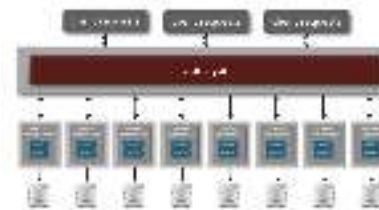
event-driven



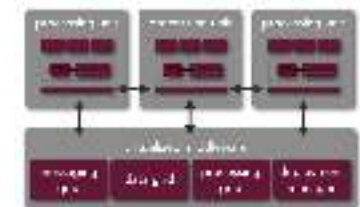
service-based



service-oriented



microservices

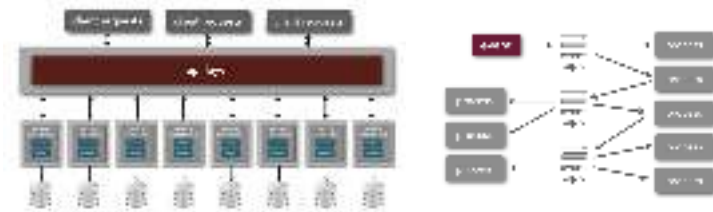


space-based

# architecture pattern hybrids



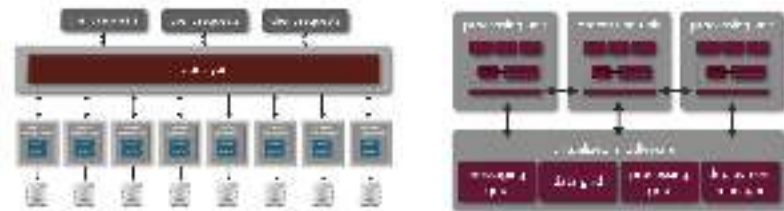
event-driven layered



event-driven microservices

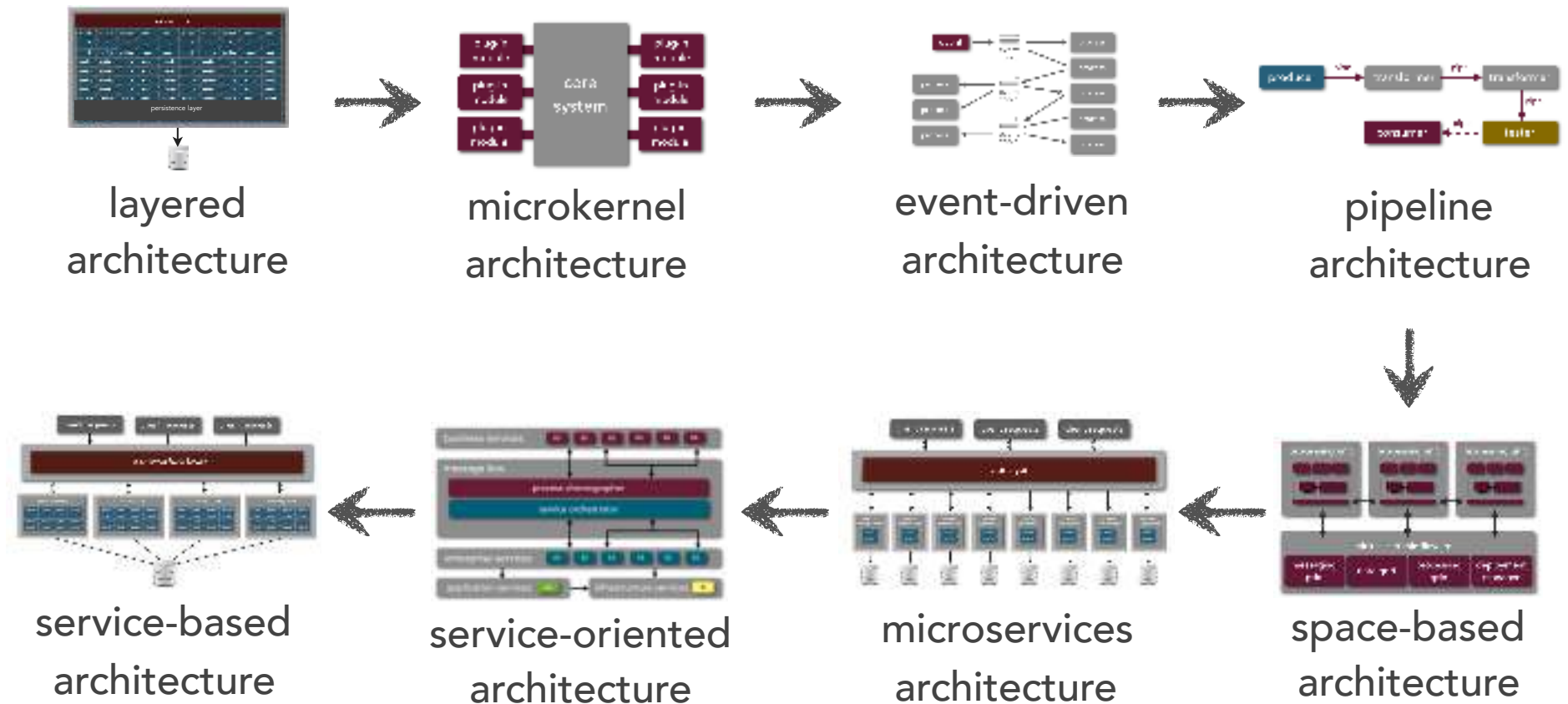


layered microkernel

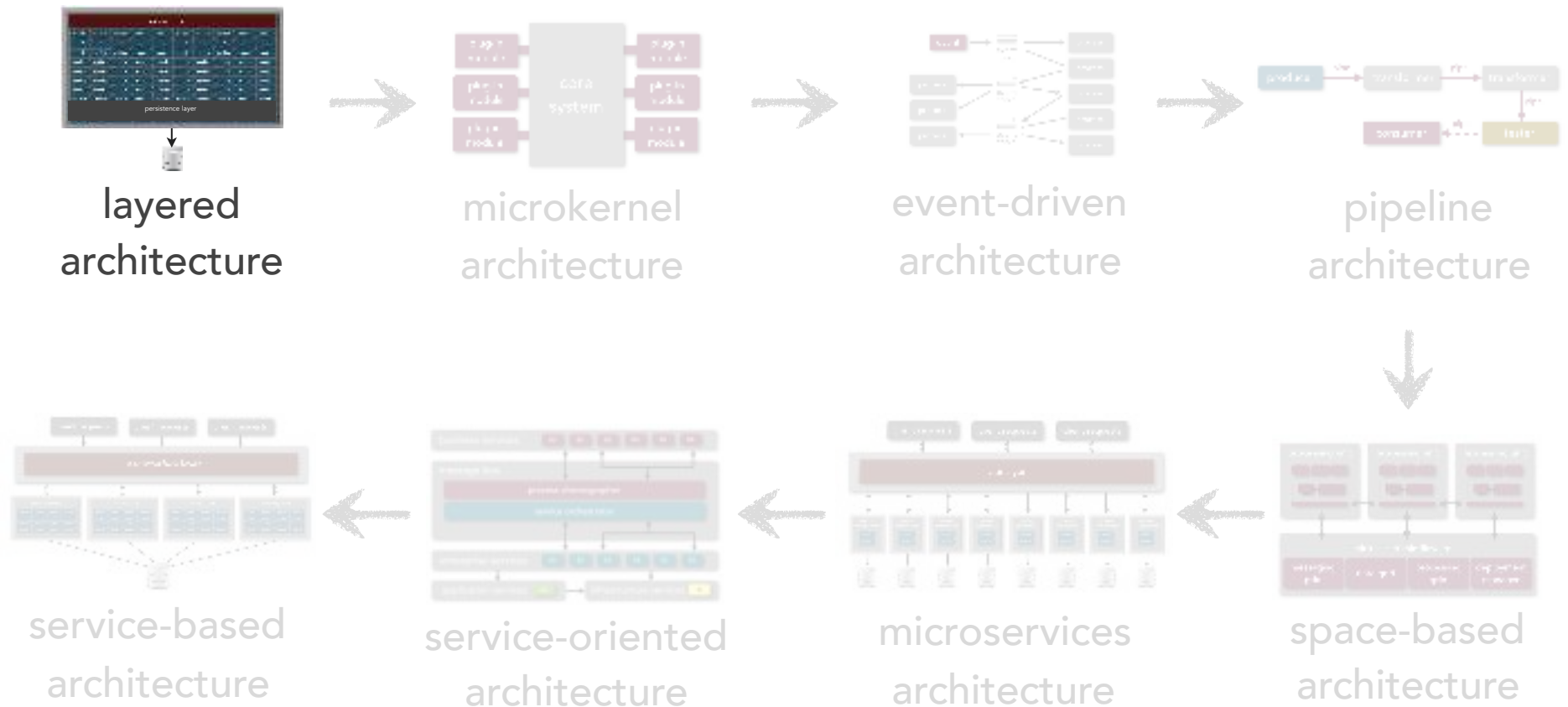


space-based microservices

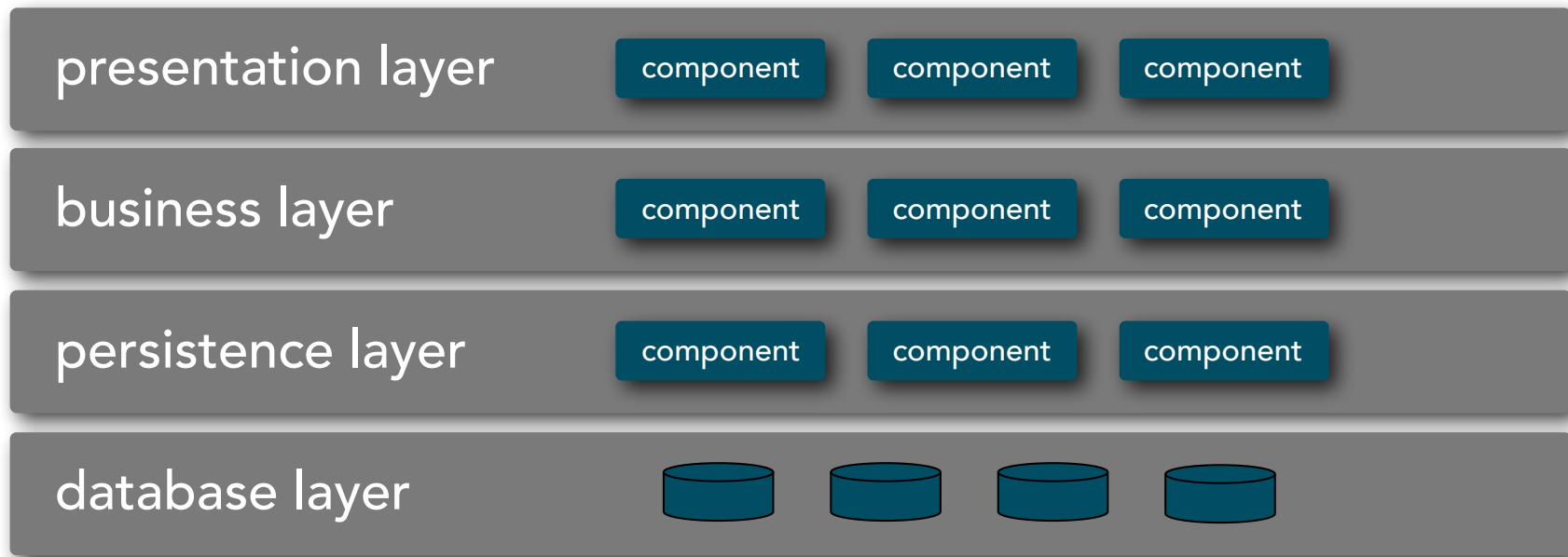
# architecture pattern roadmap



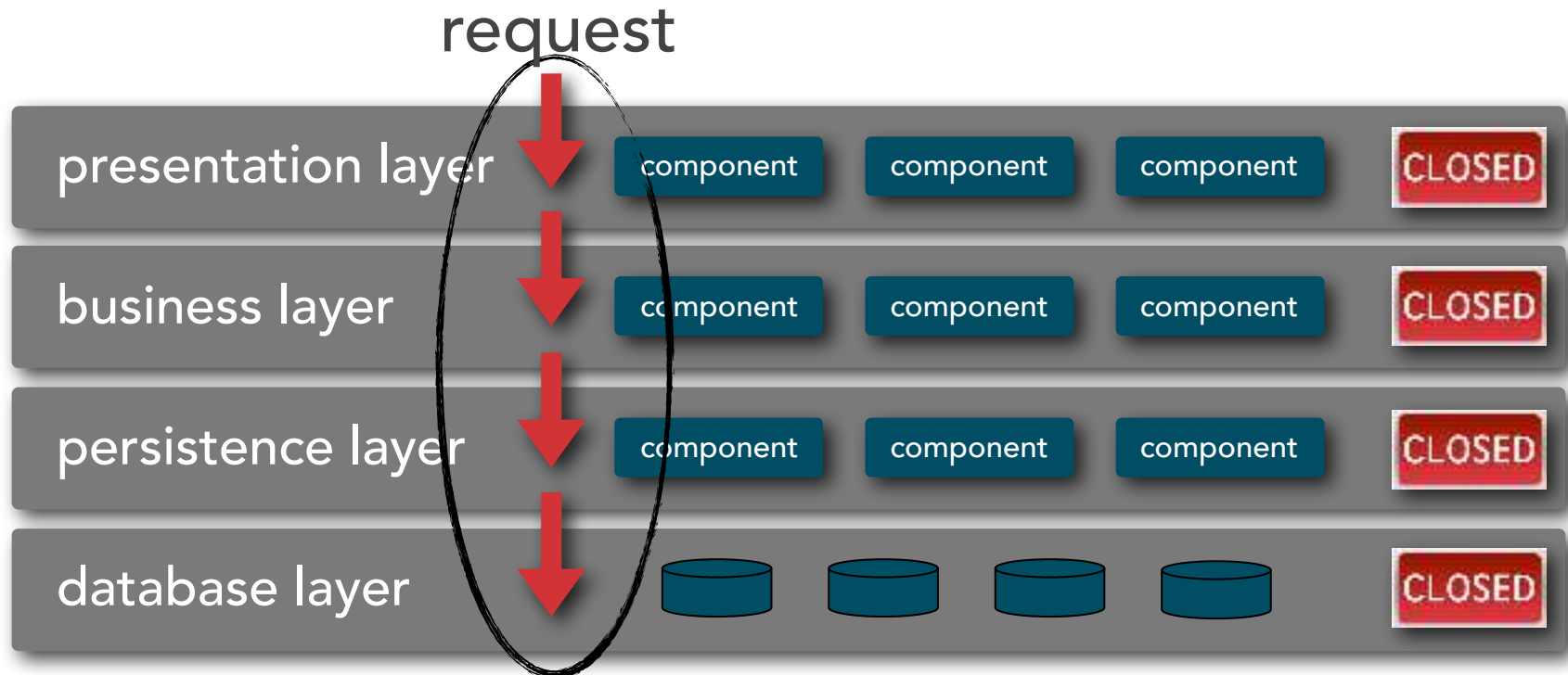
# architecture pattern roadmap



# layered architecture

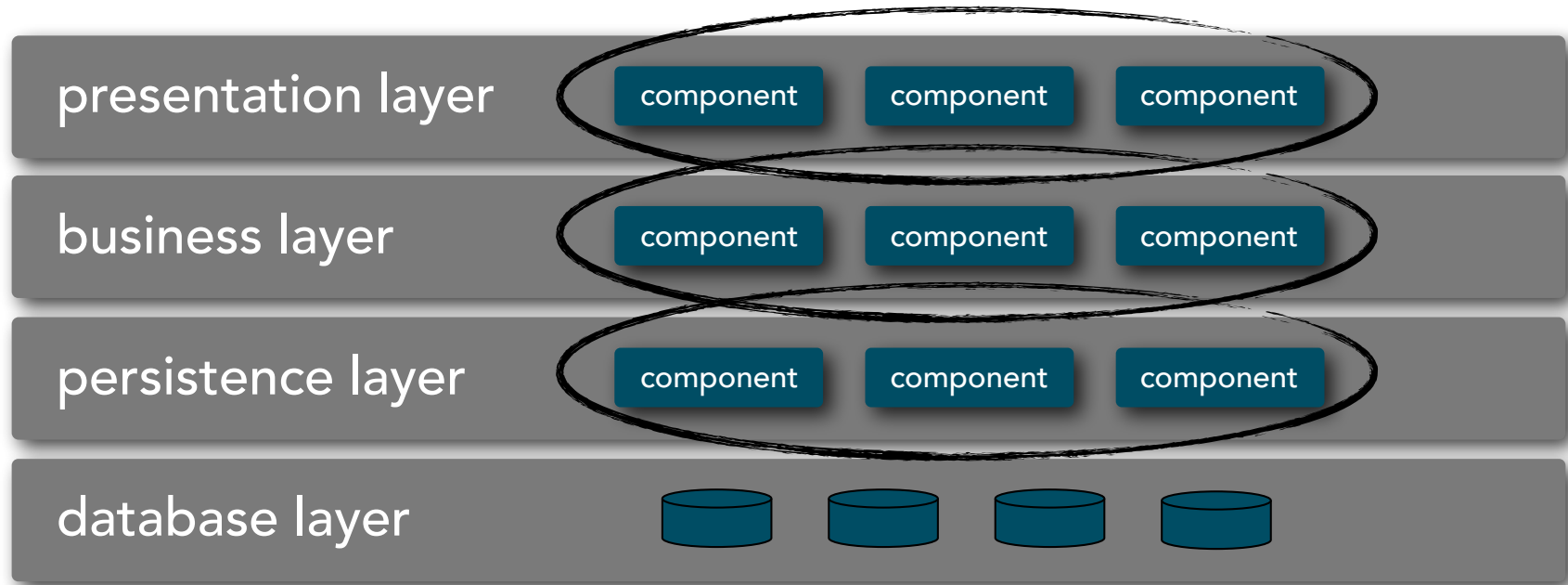


# layered architecture



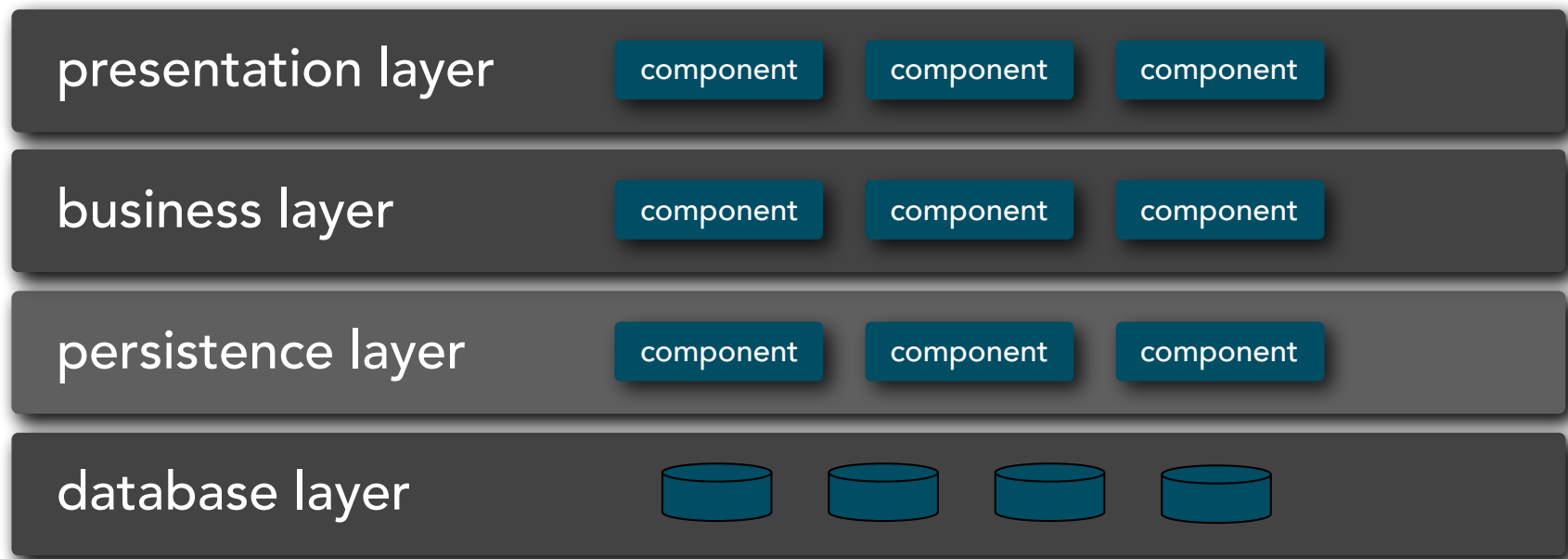


# layered architecture



separation of concerns

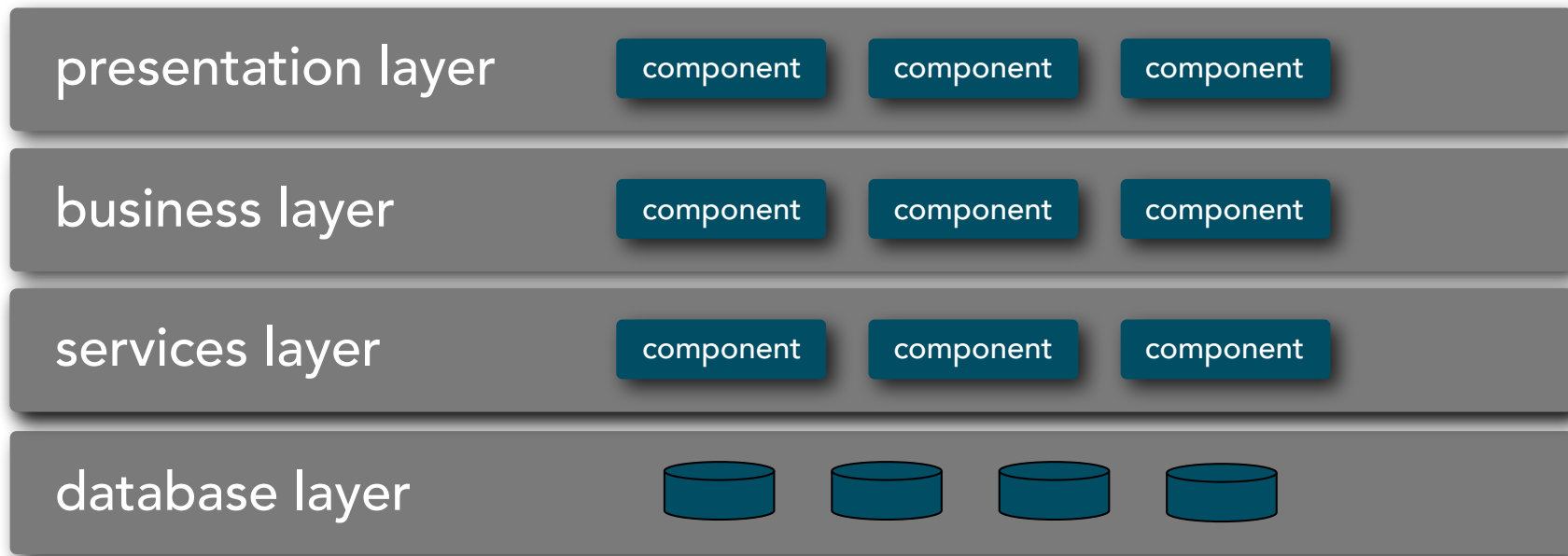
# layered architecture



## layers of isolation

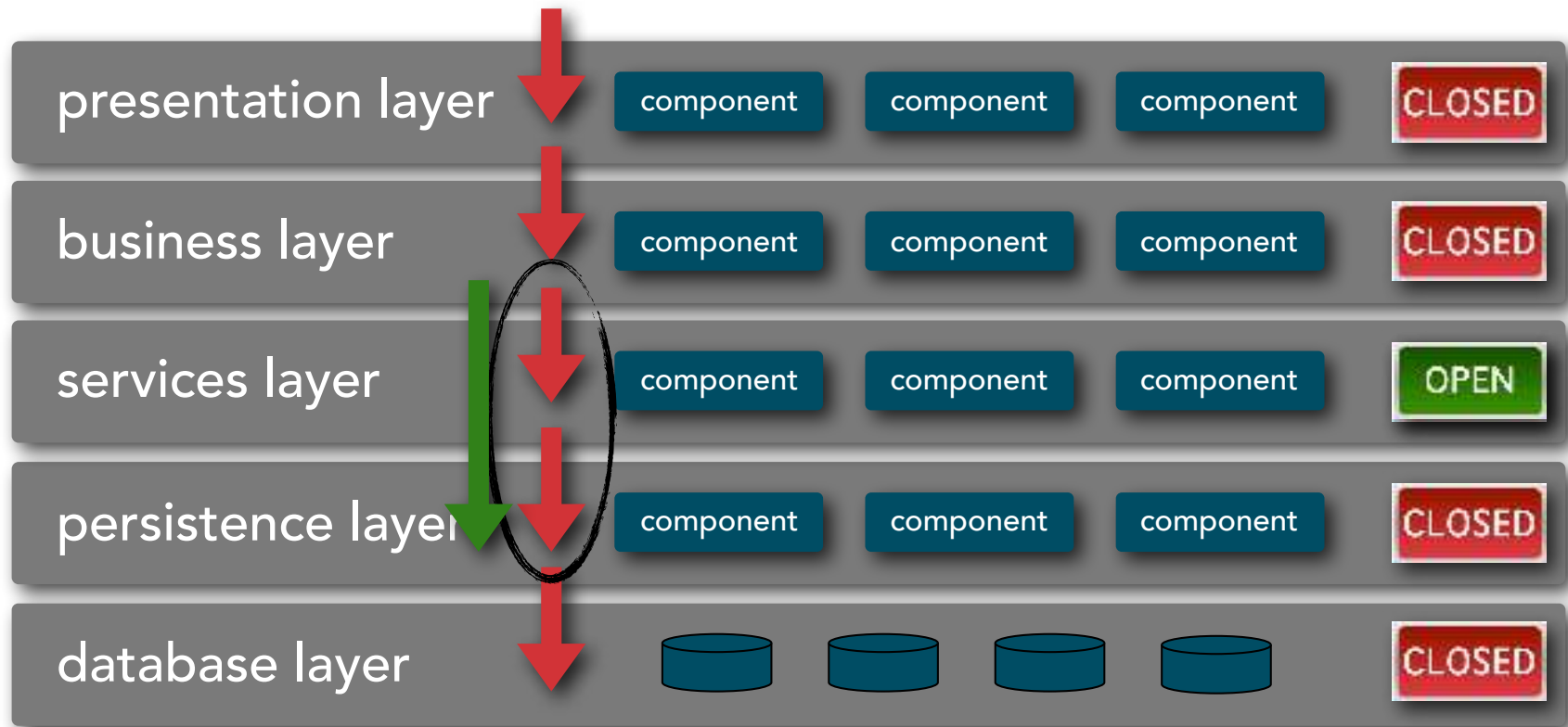
# layered architecture

## hybrids and variants


















# layered architecture

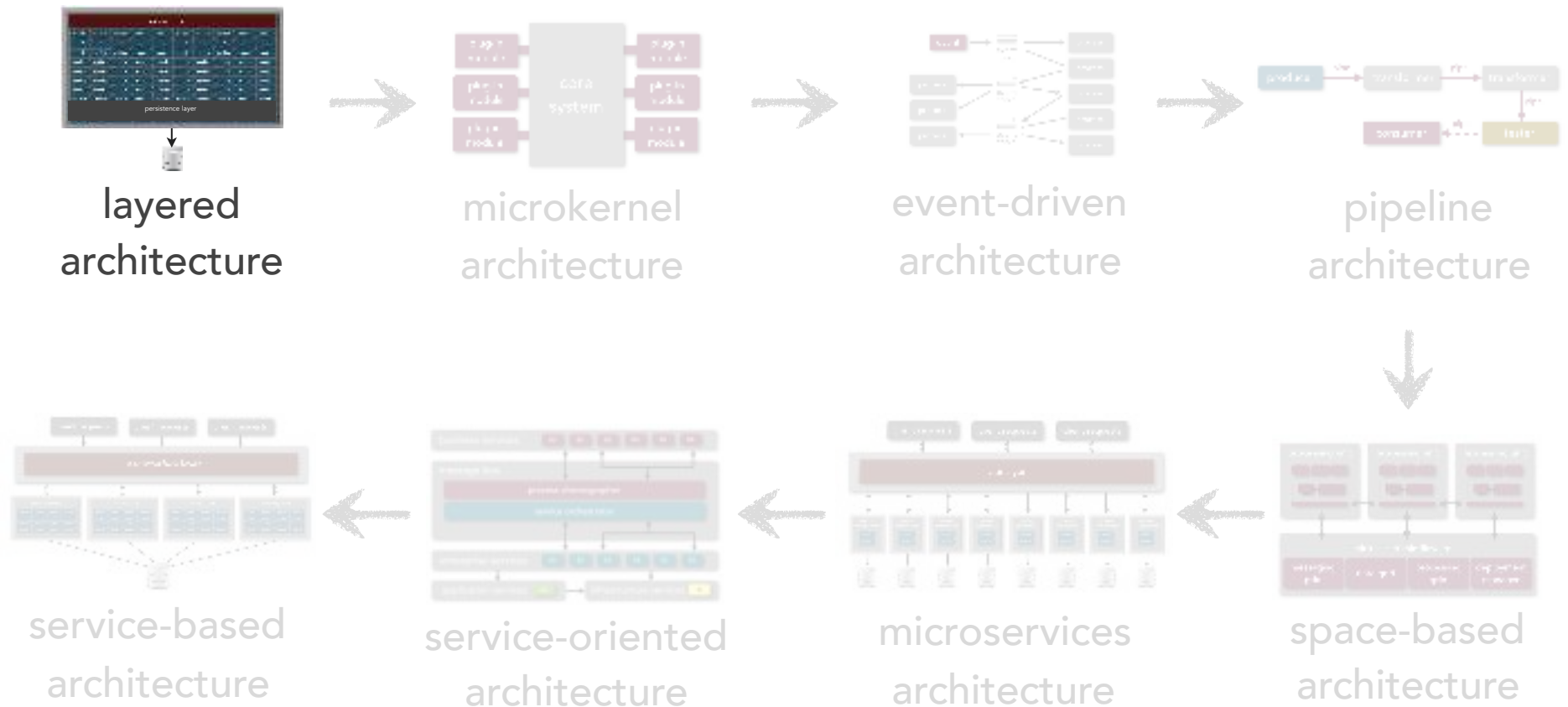
## hybrids and variants



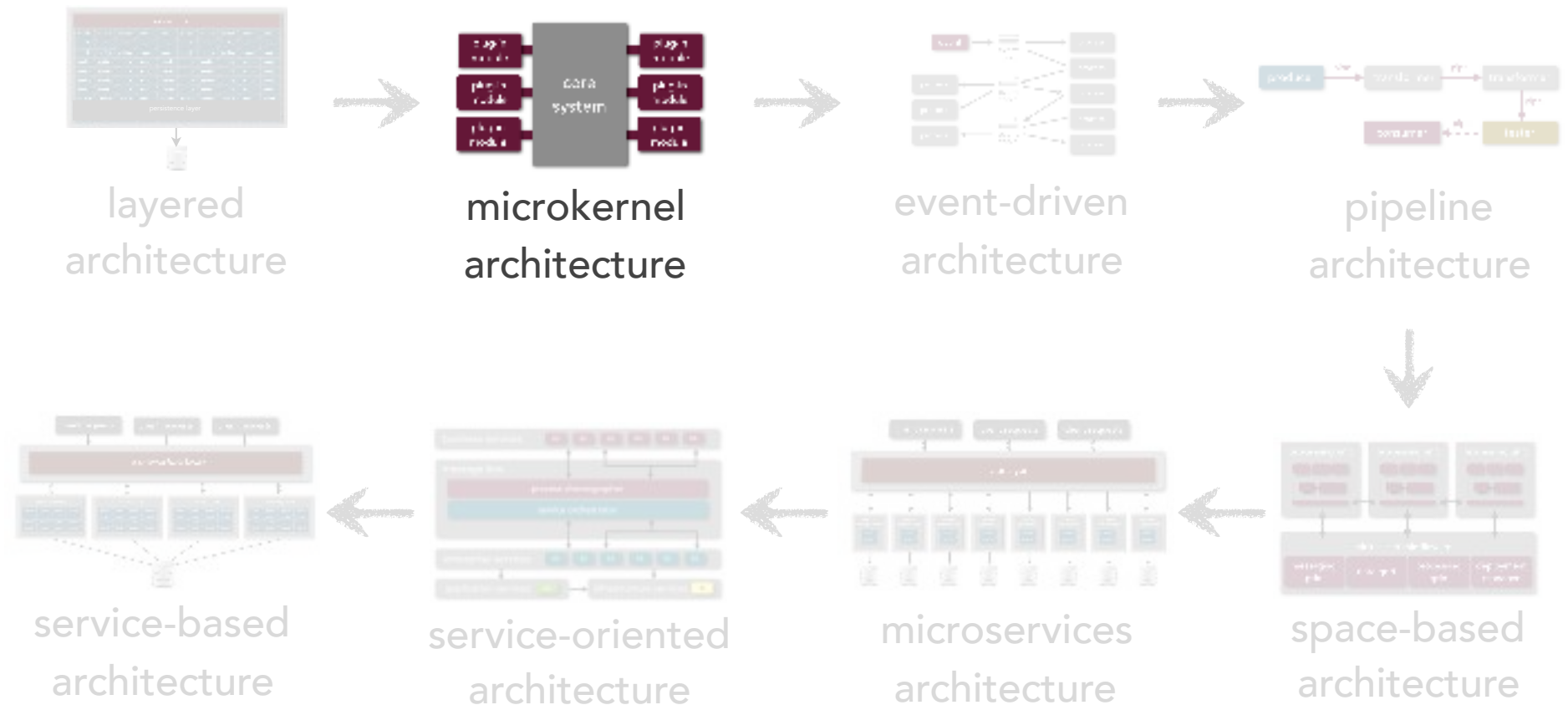
# layered architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

# architecture pattern roadmap

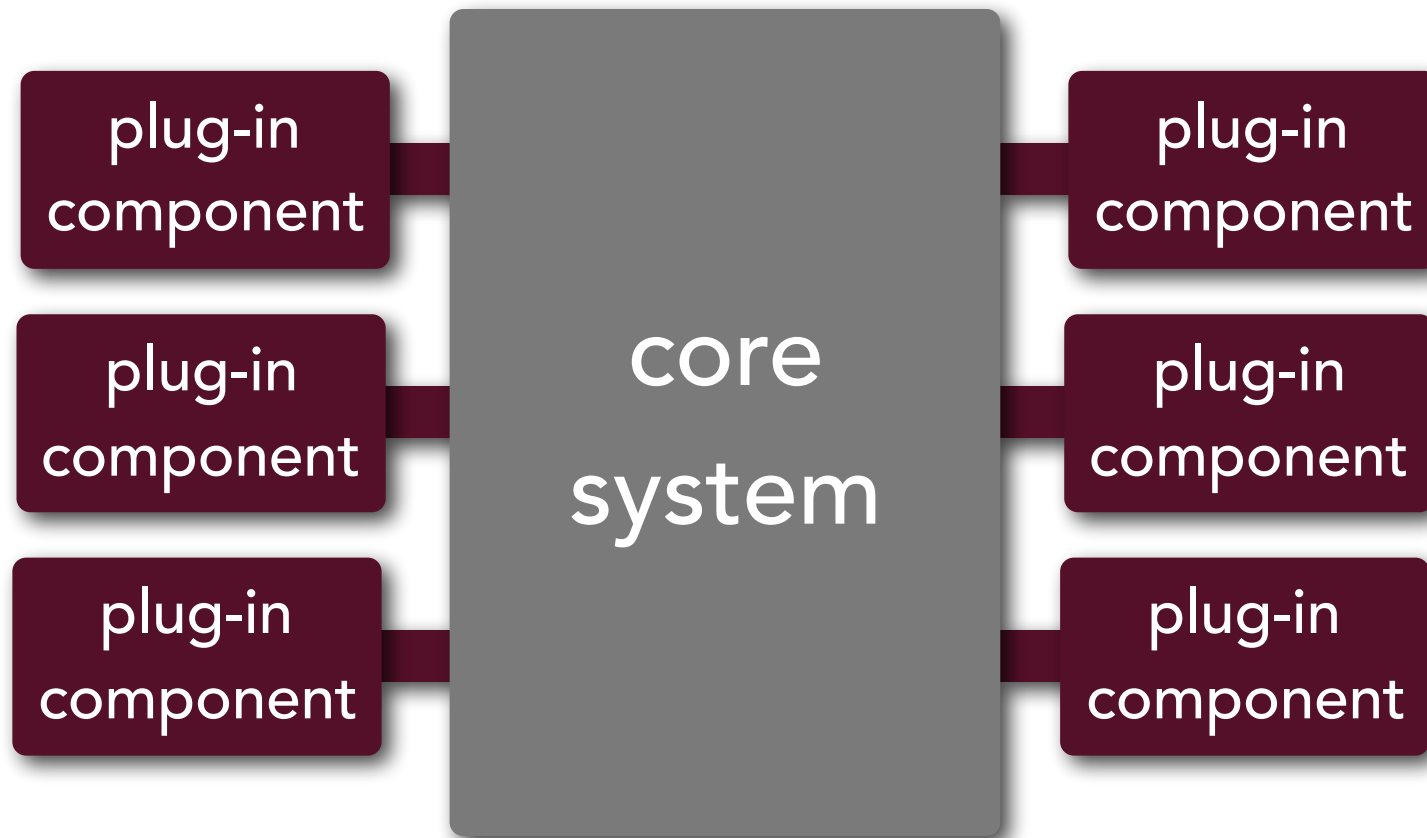


# architecture pattern roadmap



# microkernel architecture

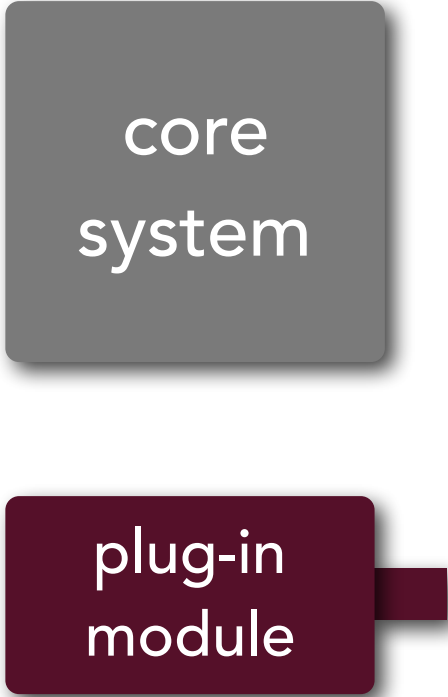
(a.k.a. plug-in architecture pattern)





# microkernel architecture

## architectural components



The diagram illustrates the components of a microkernel architecture. It features two main components: a 'core system' and a 'plug-in module'. The 'core system' is represented by a grey rounded rectangle with the text 'core system' inside. To its right, a list of characteristics is provided: 'minimal functionality to run system', 'general business rules and logic', and 'no custom processing'. Below the 'core system' is a dark red rounded rectangle with the text 'plug-in module' inside. To its right, another list of characteristics is provided: 'standalone independent module' and 'specific additional rules or logic'. A small dark red rectangular tab extends from the right side of the 'plug-in module' box, suggesting it can be attached to the 'core system'.

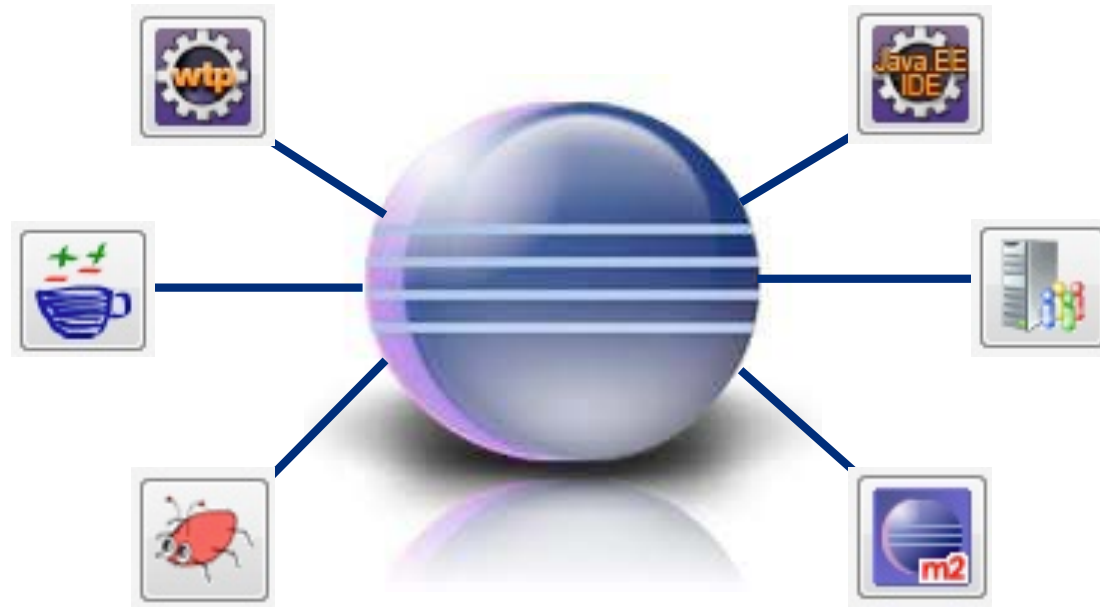
core  
system

minimal functionality to run system  
general business rules and logic  
no custom processing

plug-in  
module

standalone independent module  
specific additional rules or logic

# microkernel architecture



# microkernel architecture

## claims processing



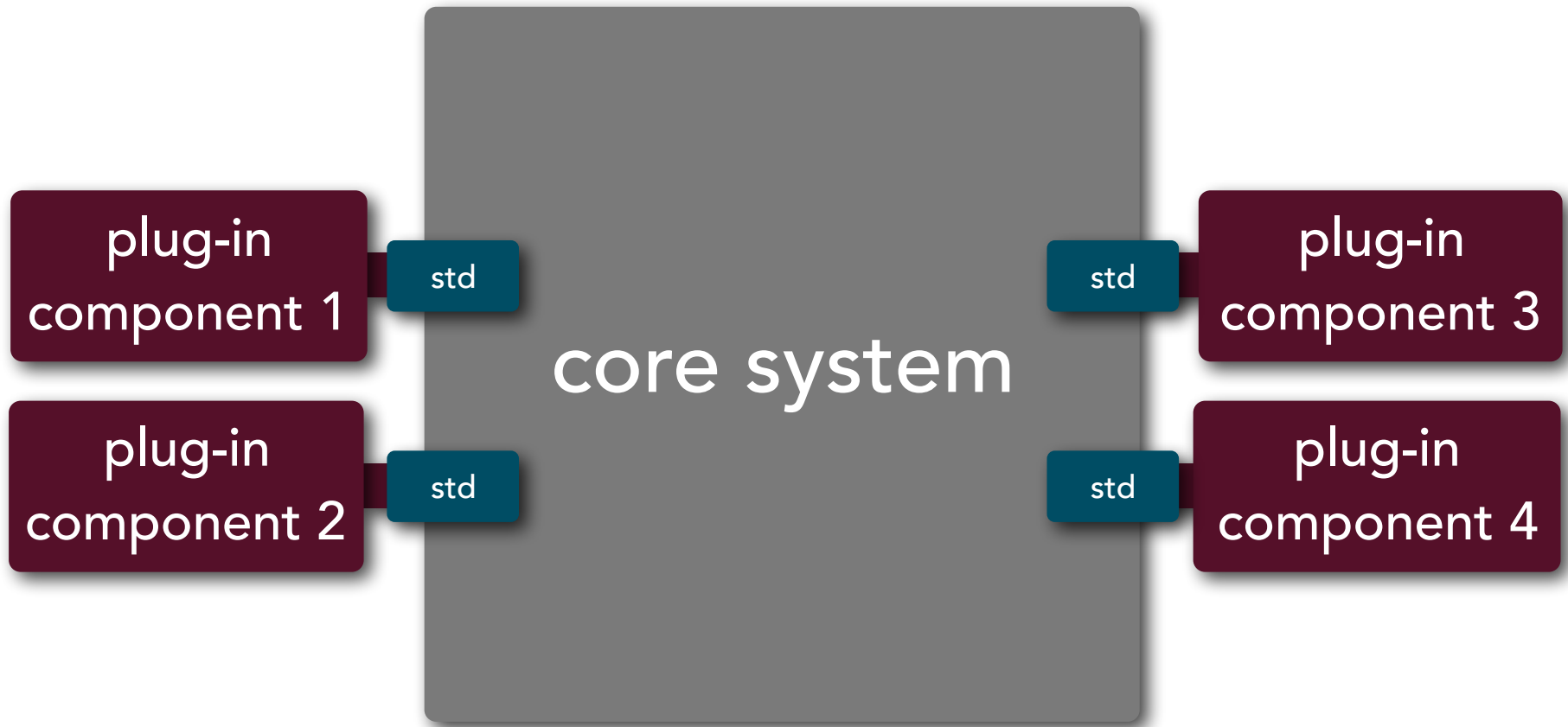
# microkernel architecture

## registry

























# microkernel architecture

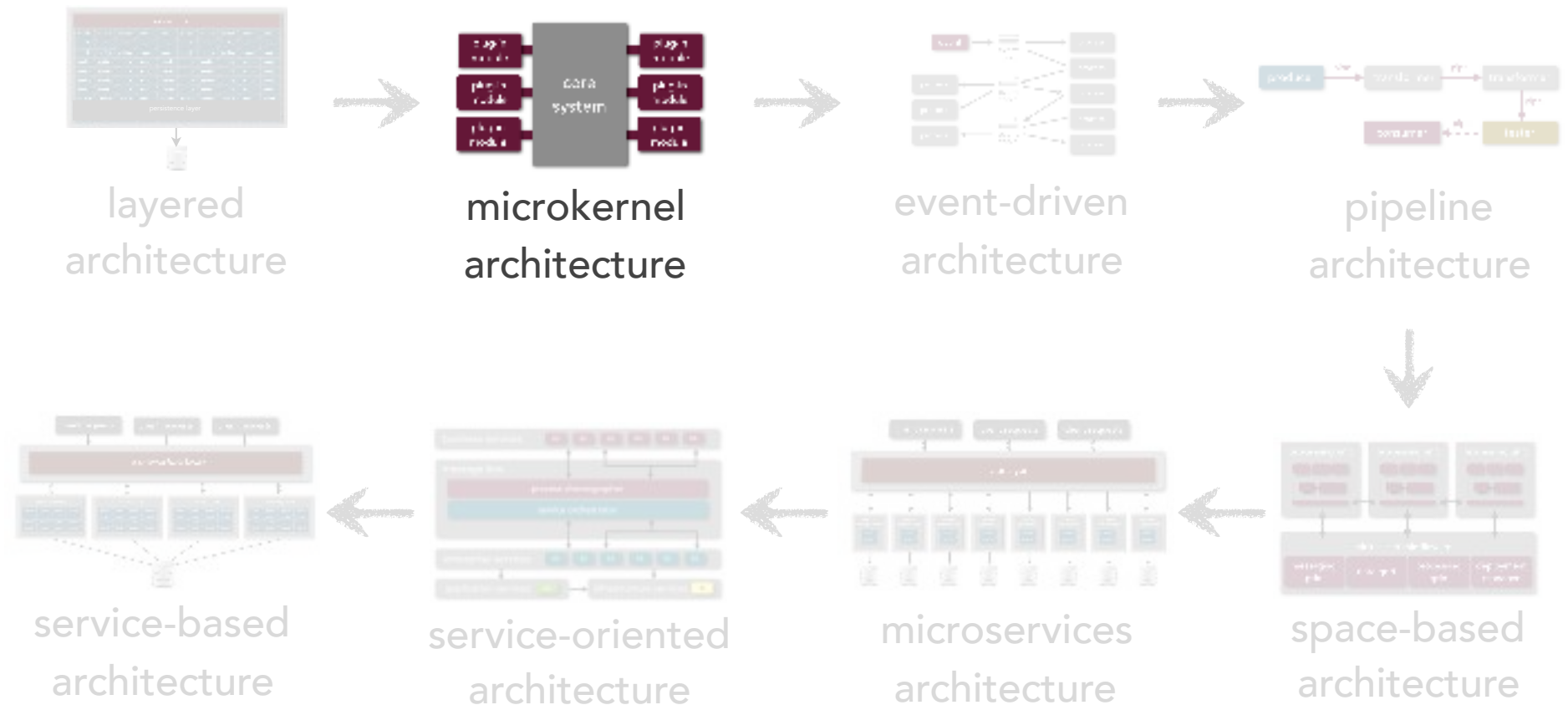
## plug-in contracts



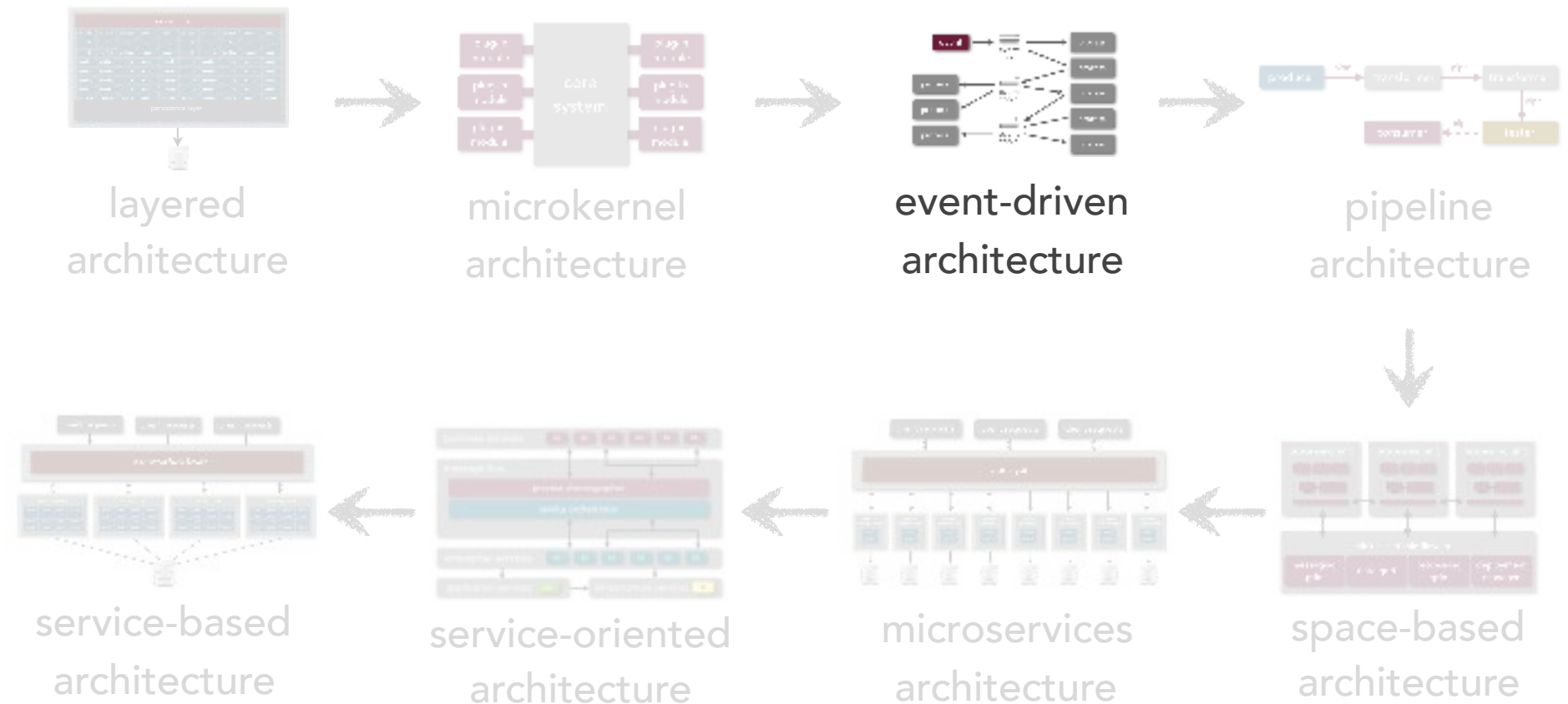
# microkernel architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

# architecture pattern roadmap

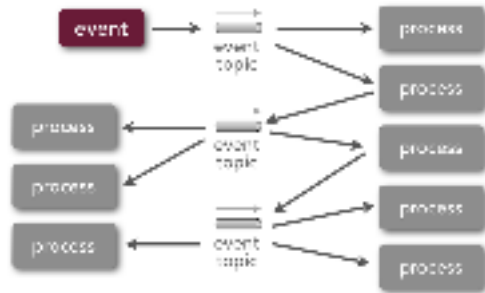


# architecture pattern roadmap

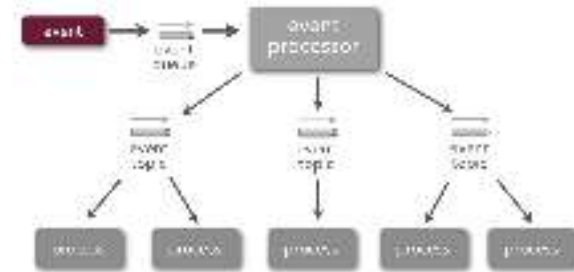




# event-driven architecture



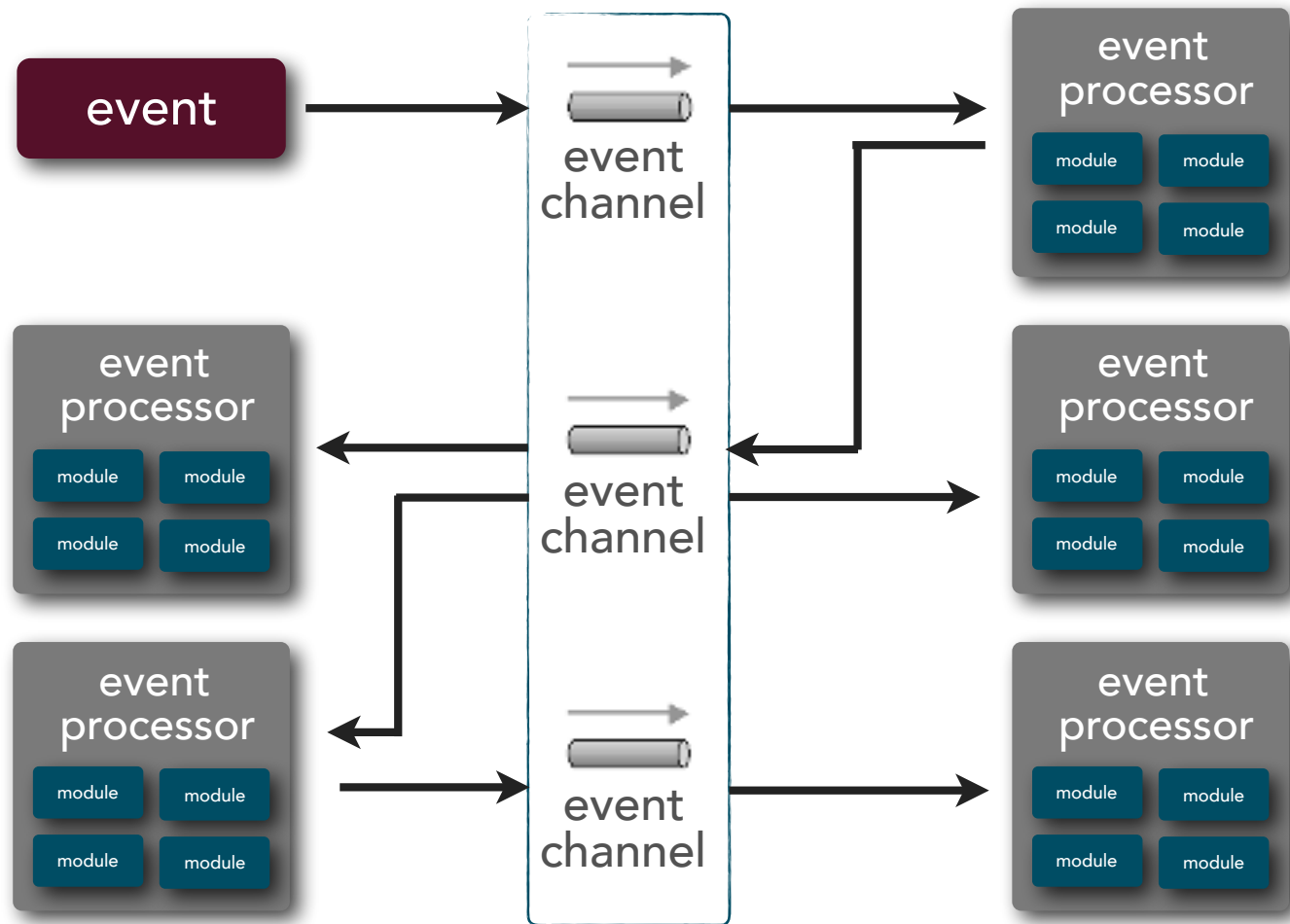
broker topology



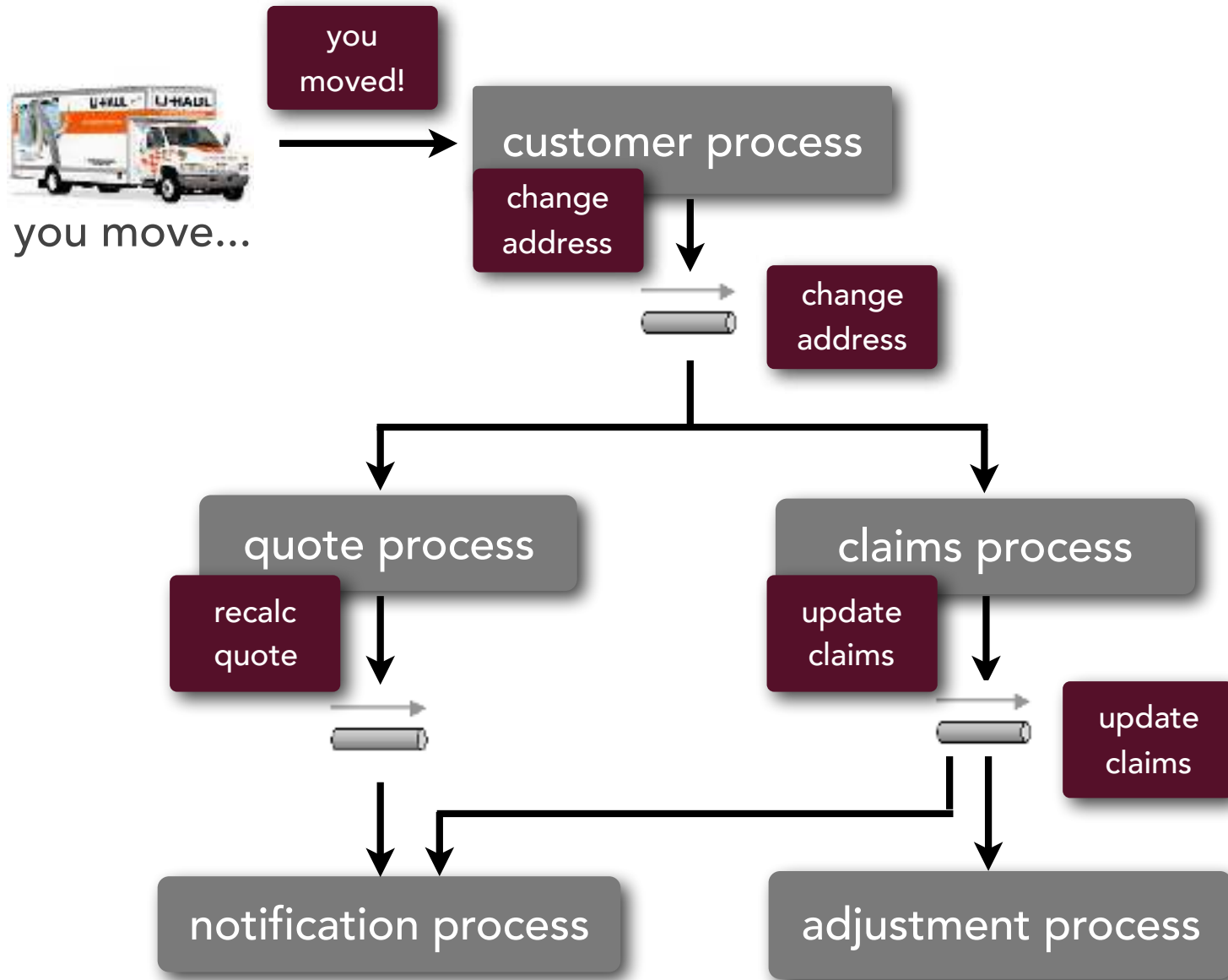
mediator topology

# event-driven architecture

## broker topology

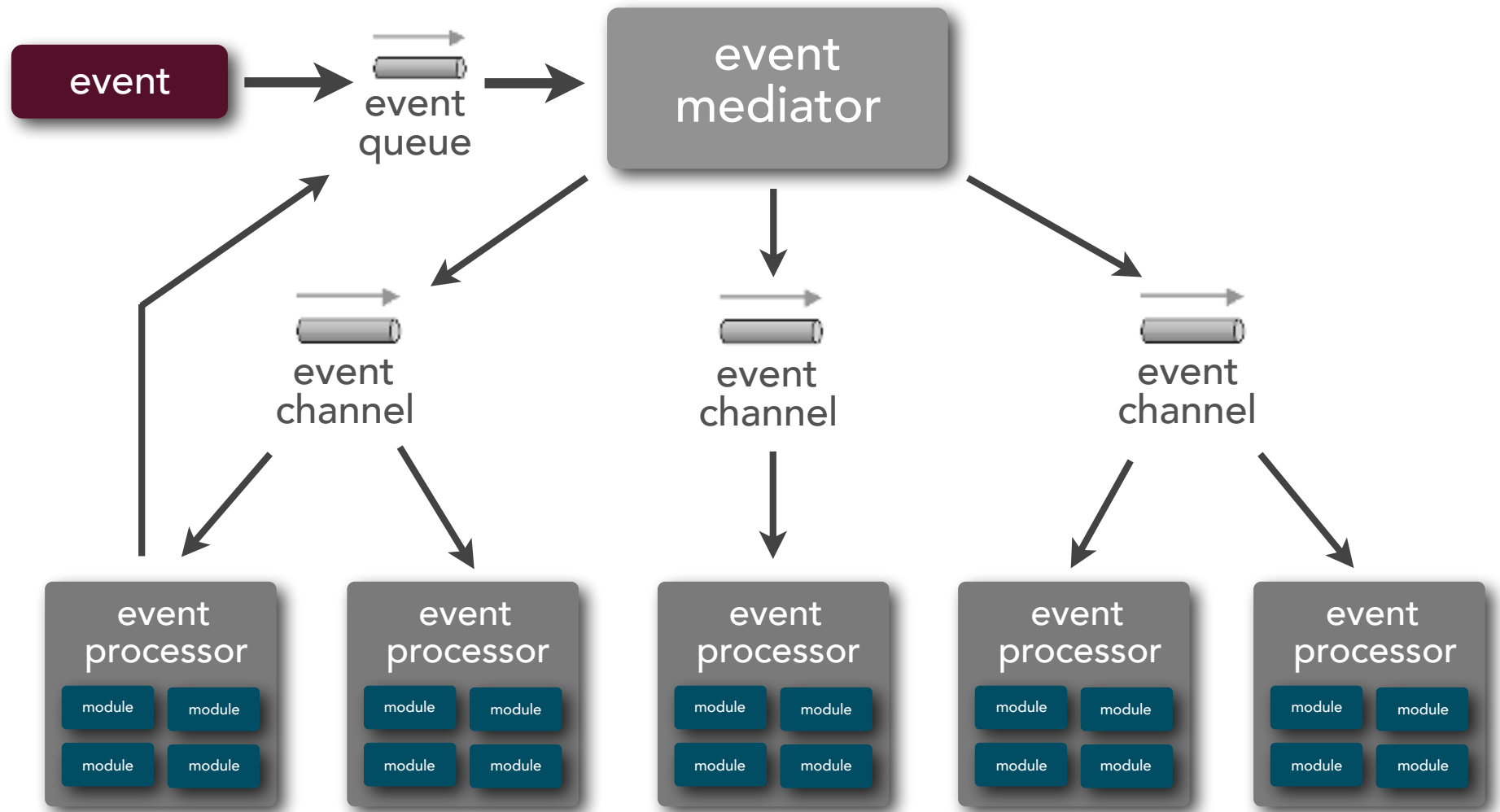


# event-driven architecture



# event-driven architecture

## mediator topology

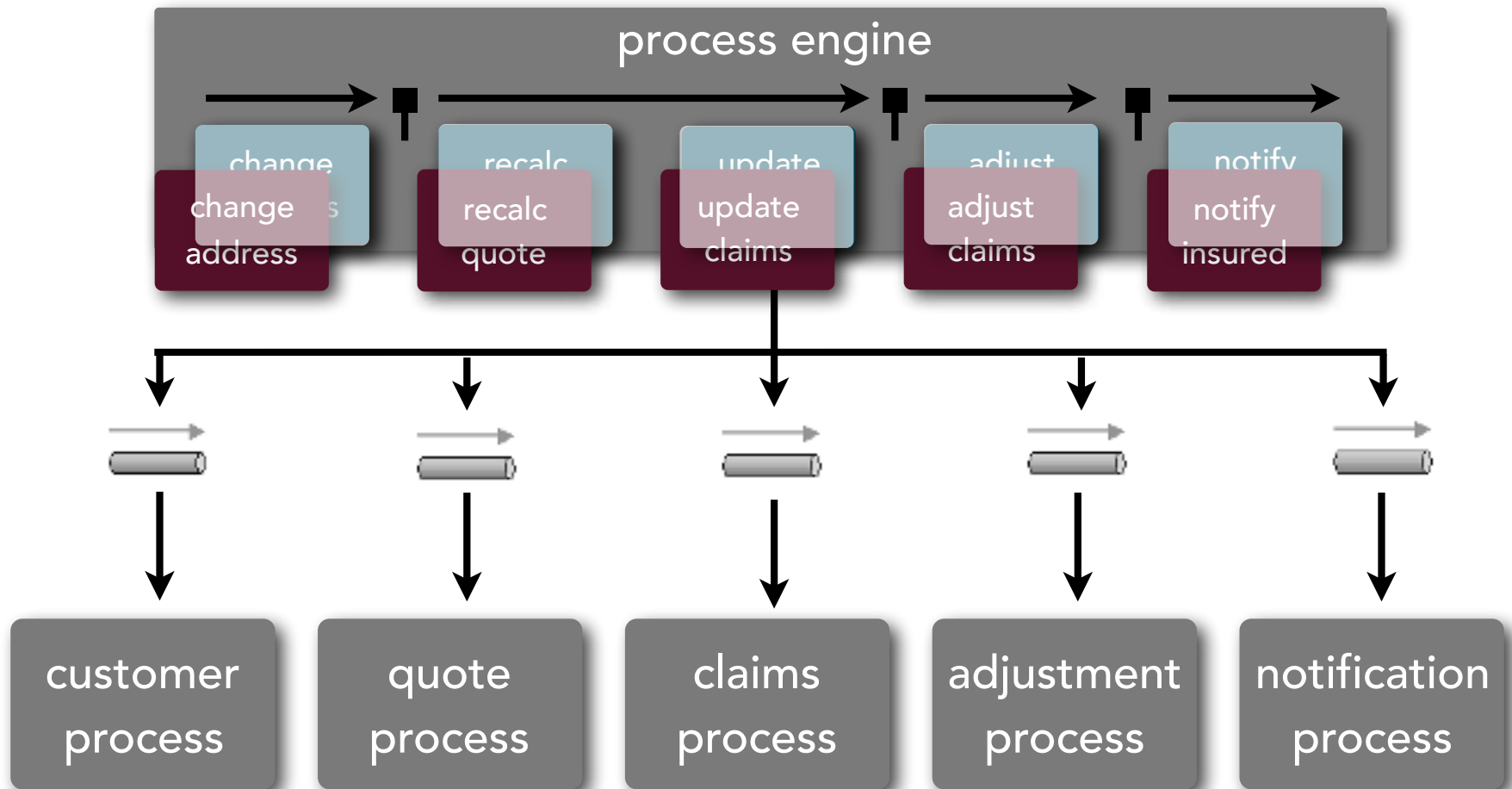


# event-driven architecture



you move...

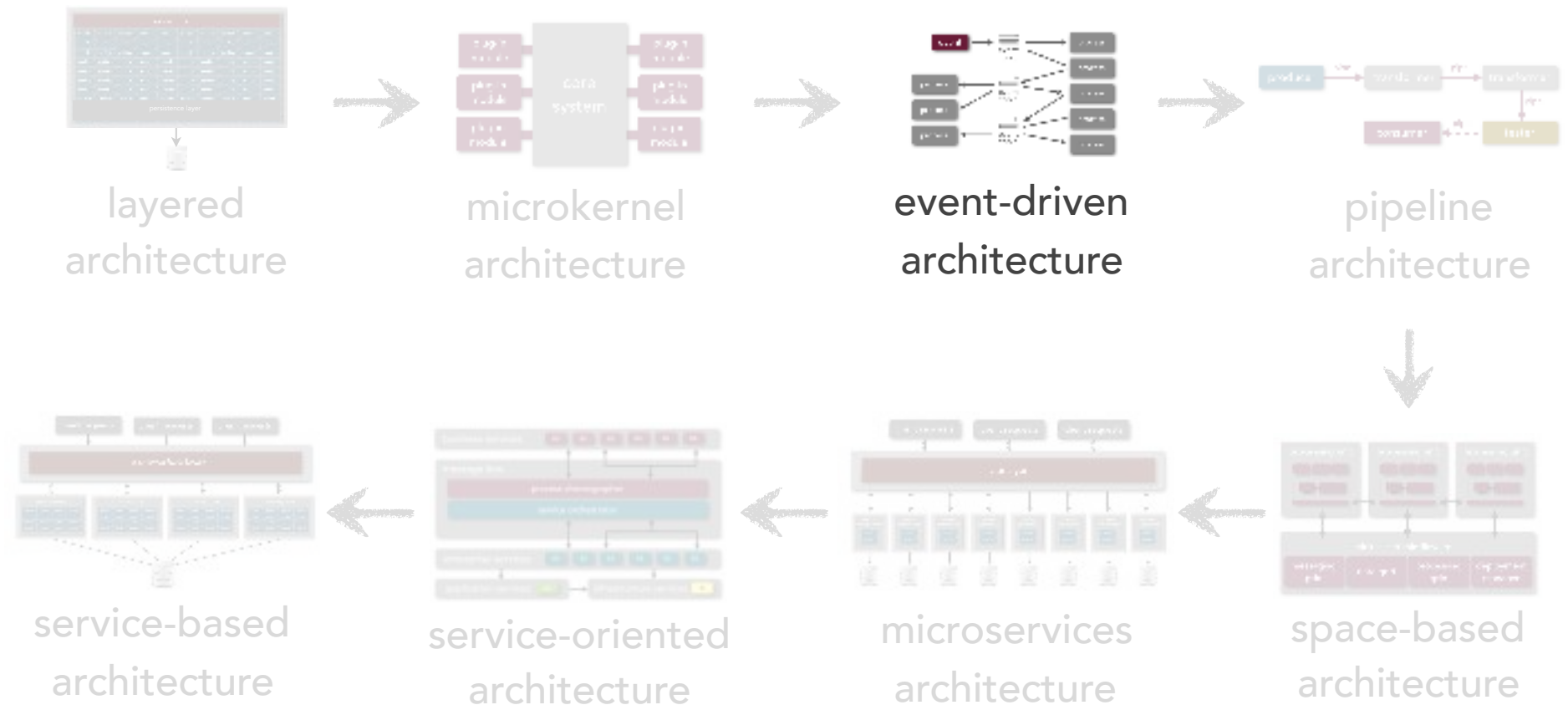
you  
moved



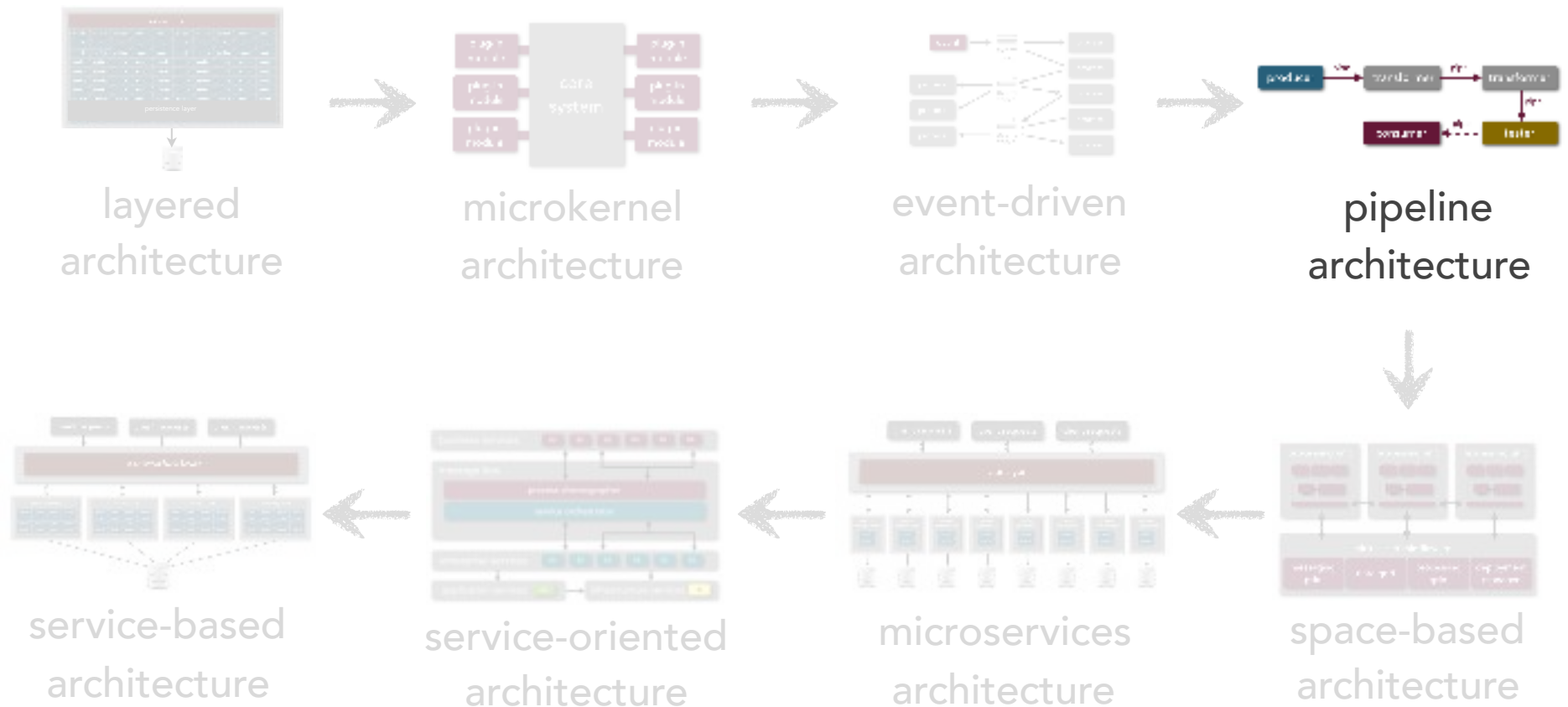
# event-driven architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

# architecture pattern roadmap



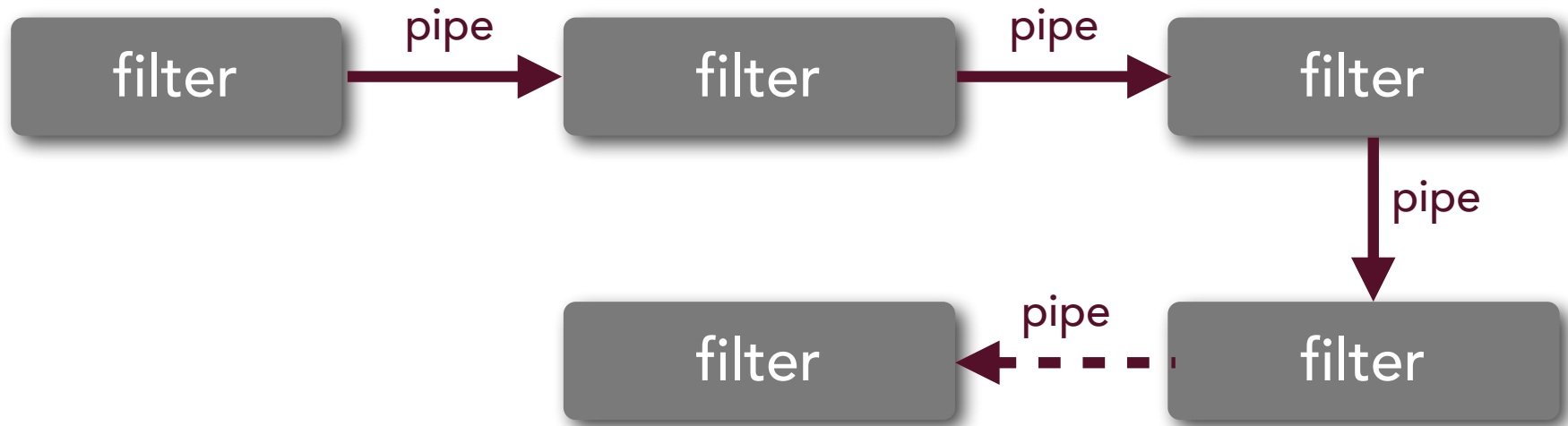
# architecture pattern roadmap





# pipeline architecture

(a.k.a. pipe and filter architecture)



# pipeline architecture

## pipes



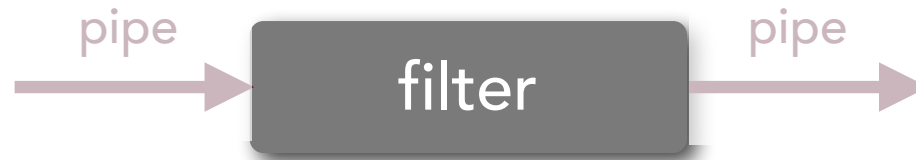
uni-directional only

usually point-to-point for high performance, but could be message-based for scalability

payload can be any type (text, bytes, object, etc.)

# pipeline architecture

## filters



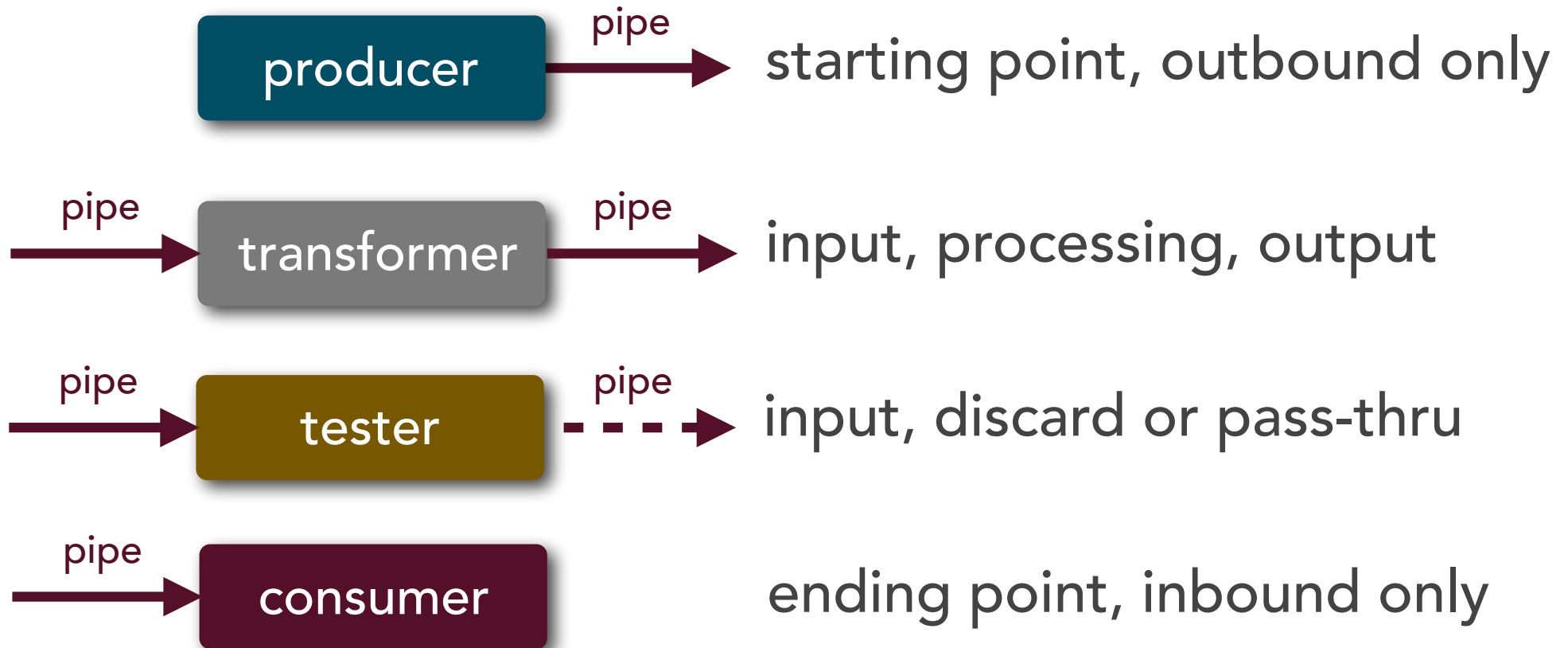
self-contained and independent from other filters

usually designed to perform a single specific task

four filter types (producer, consumer, transformer, and tester)

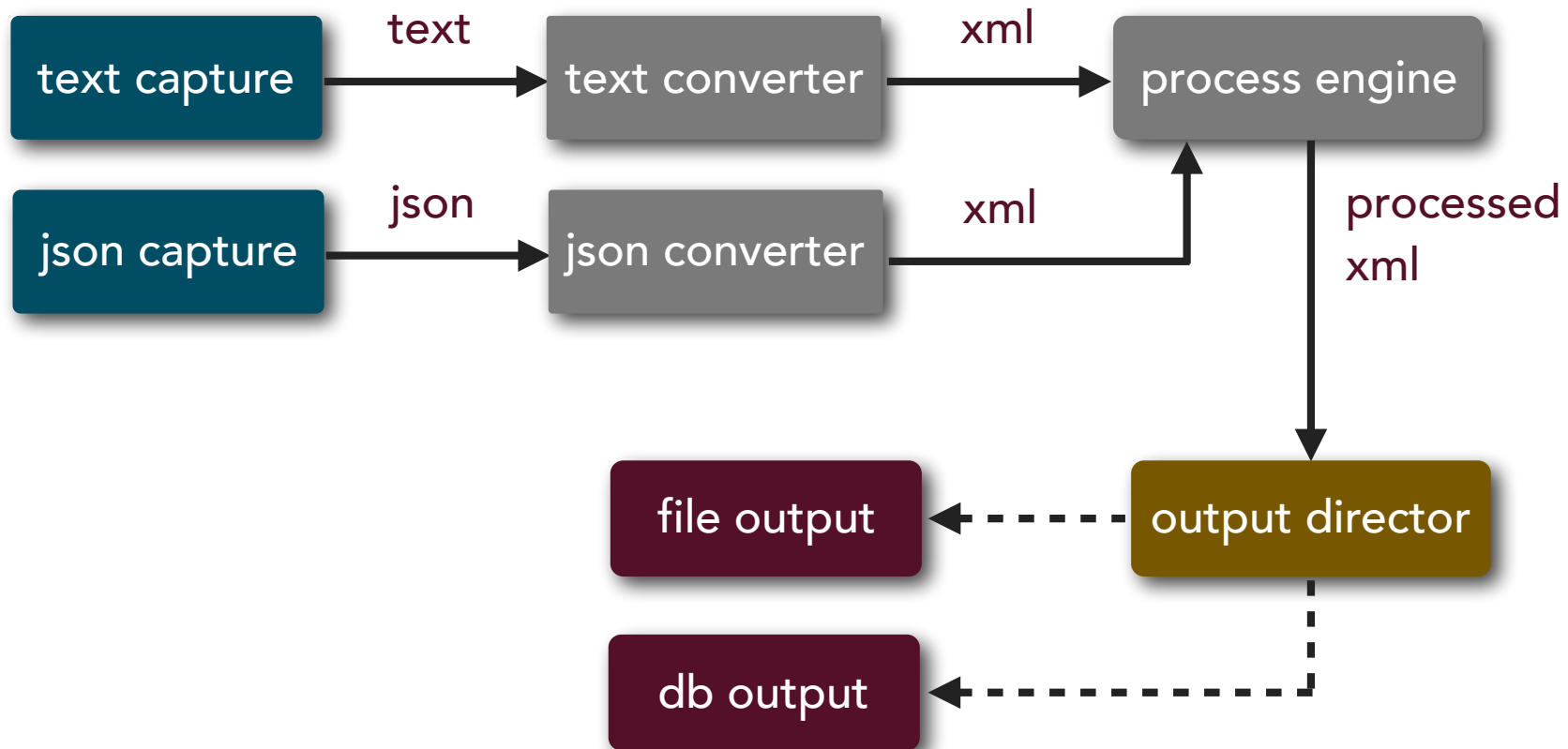
# pipeline architecture

## filters



# pipeline architecture

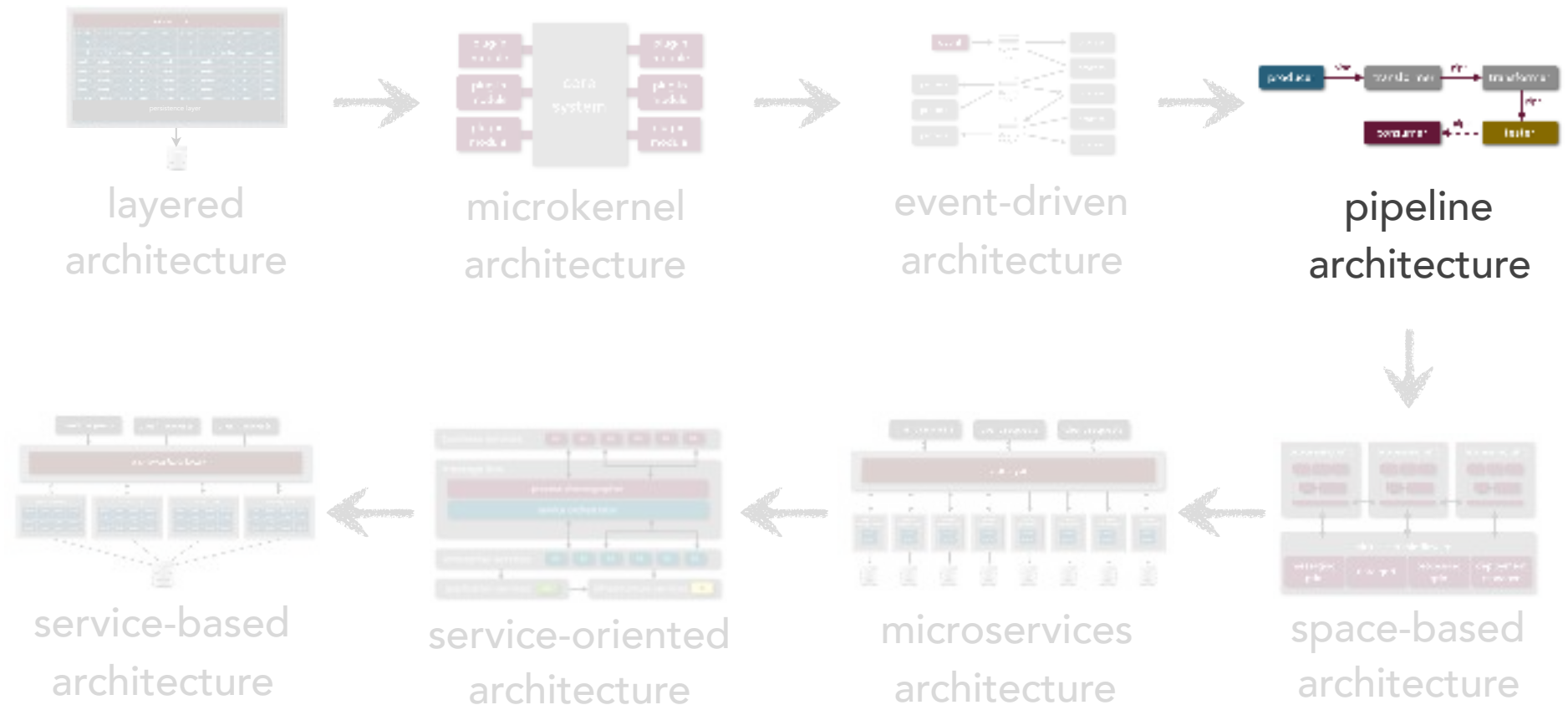
example: capture data in multiple formats, process the data, and send to multiple outputs



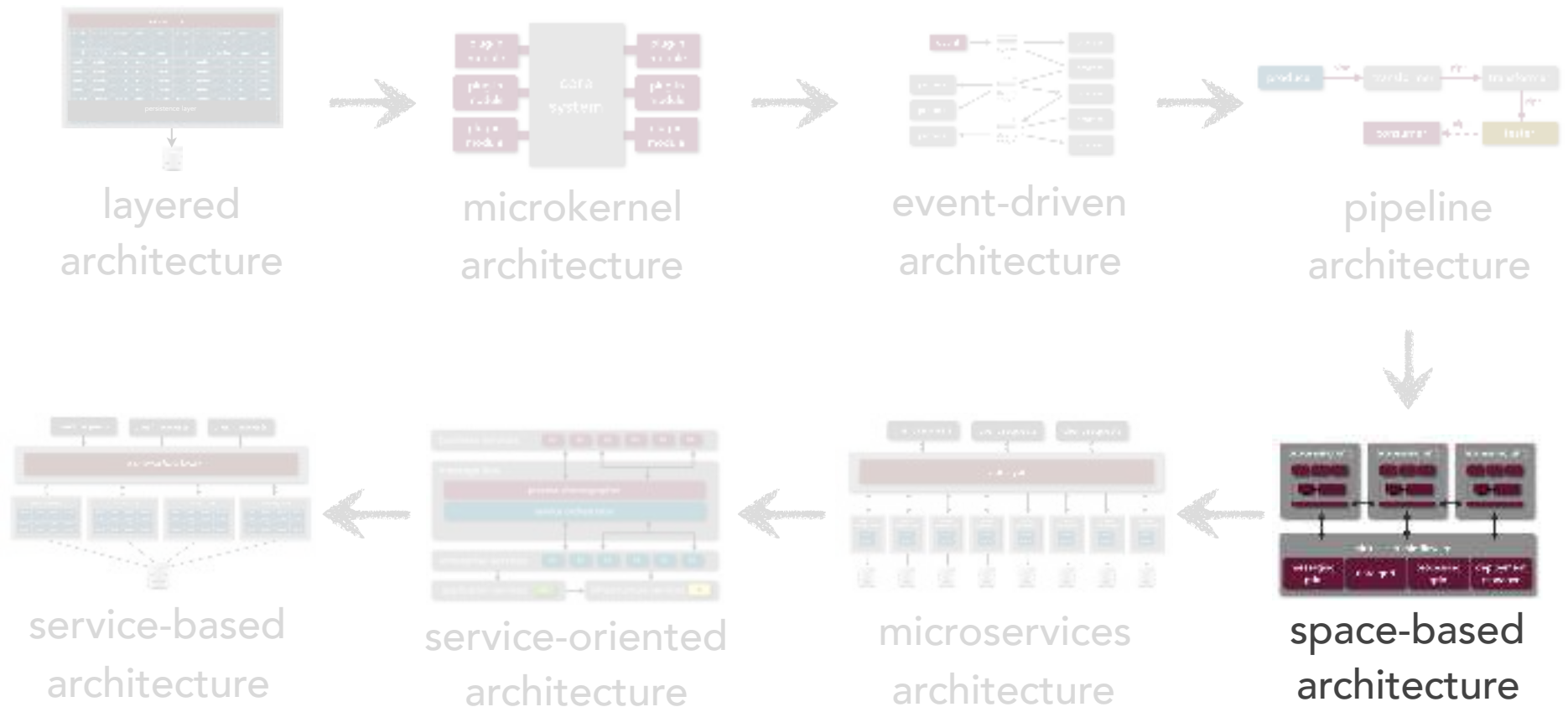
# pipeline architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

# architecture pattern roadmap



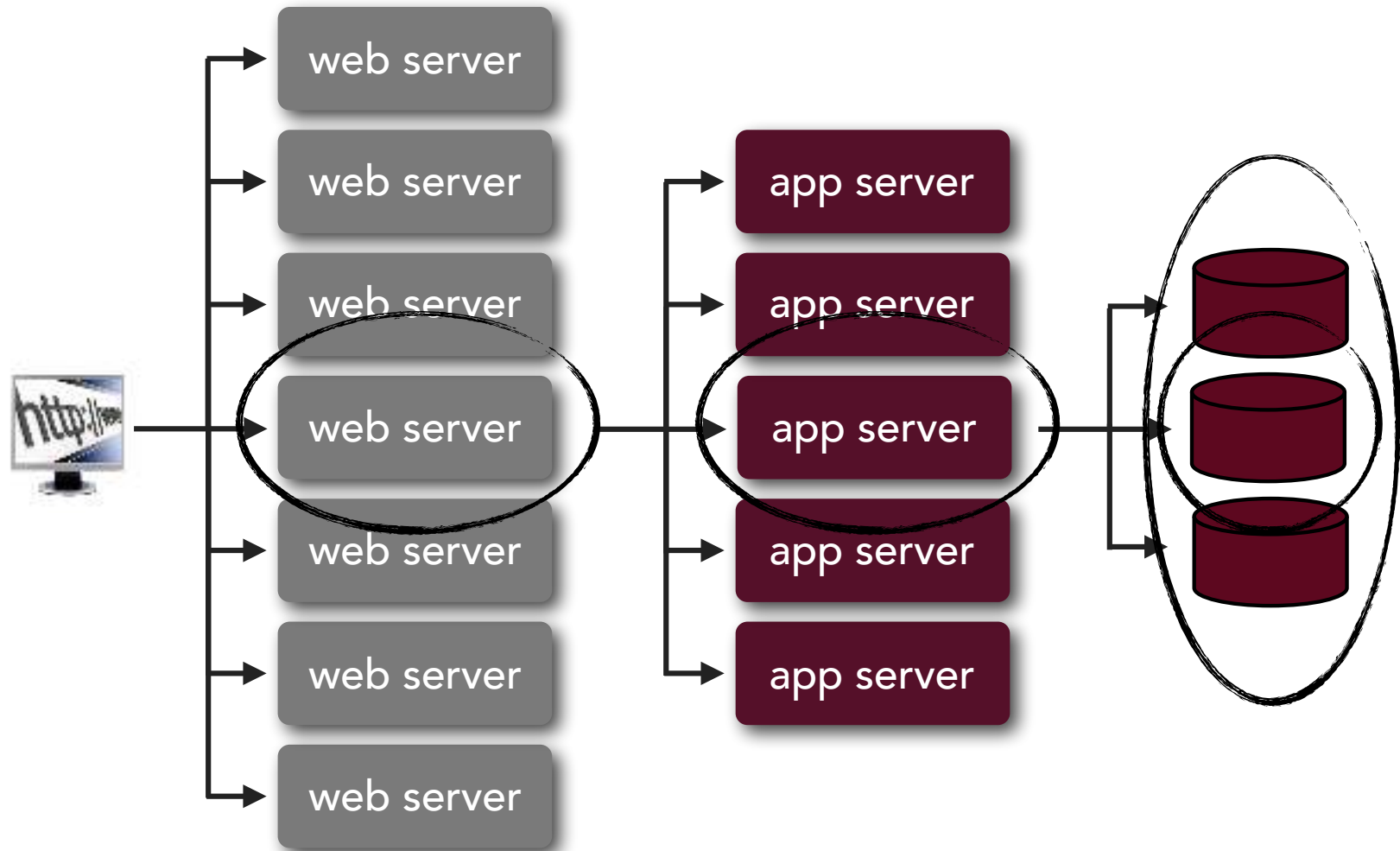
# architecture pattern roadmap



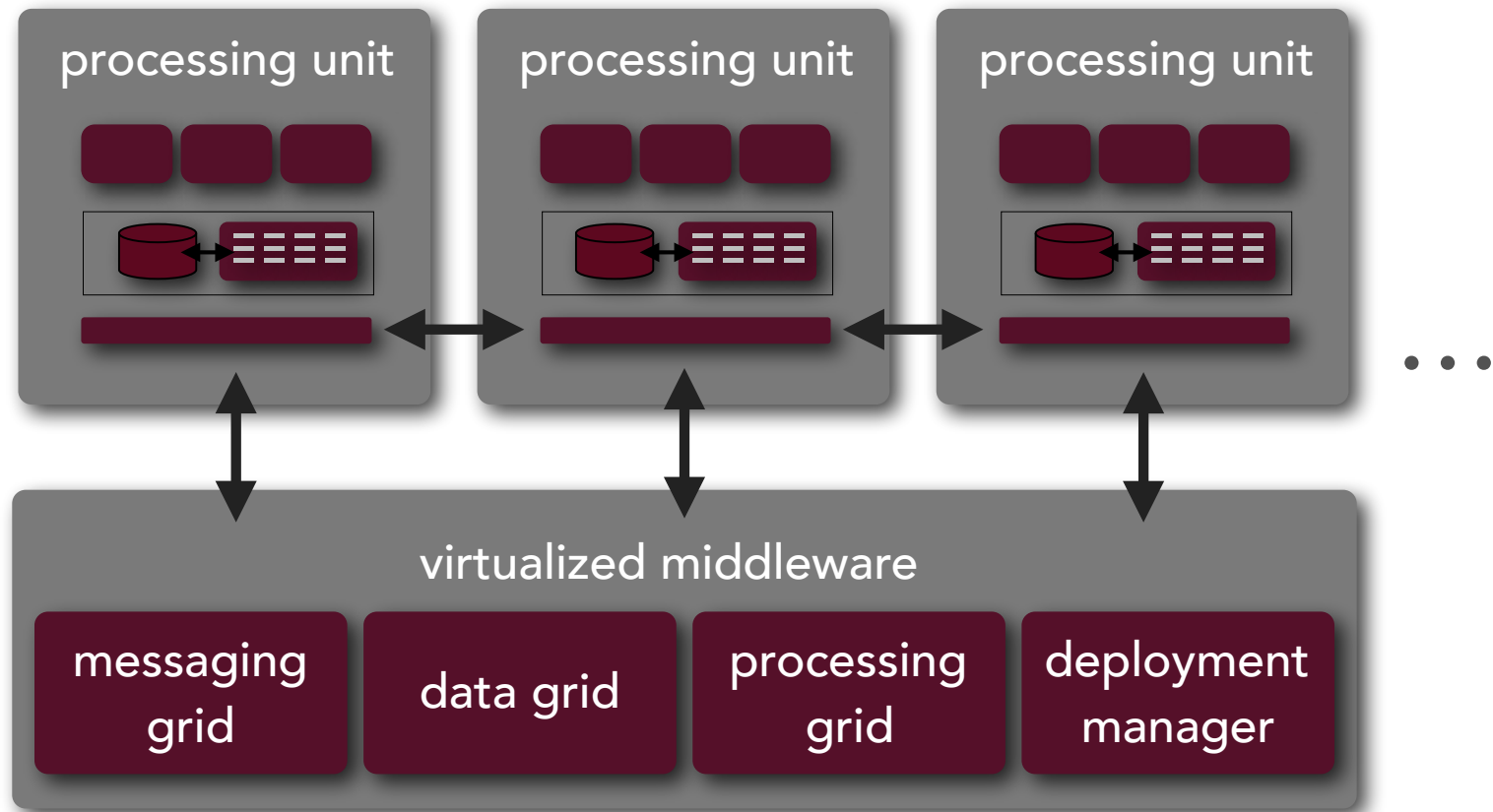


# space-based architecture

let's talk about scalability for a moment...

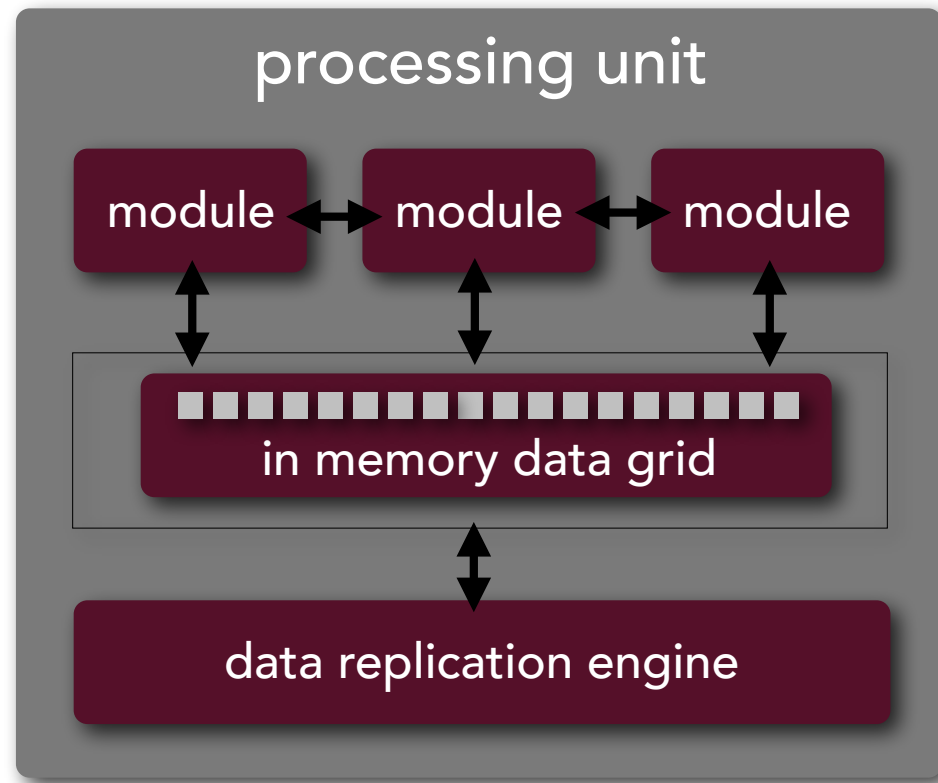


# space-based architecture



# space-based architecture

## processing unit



# space-based architecture middleware

messaging  
grid

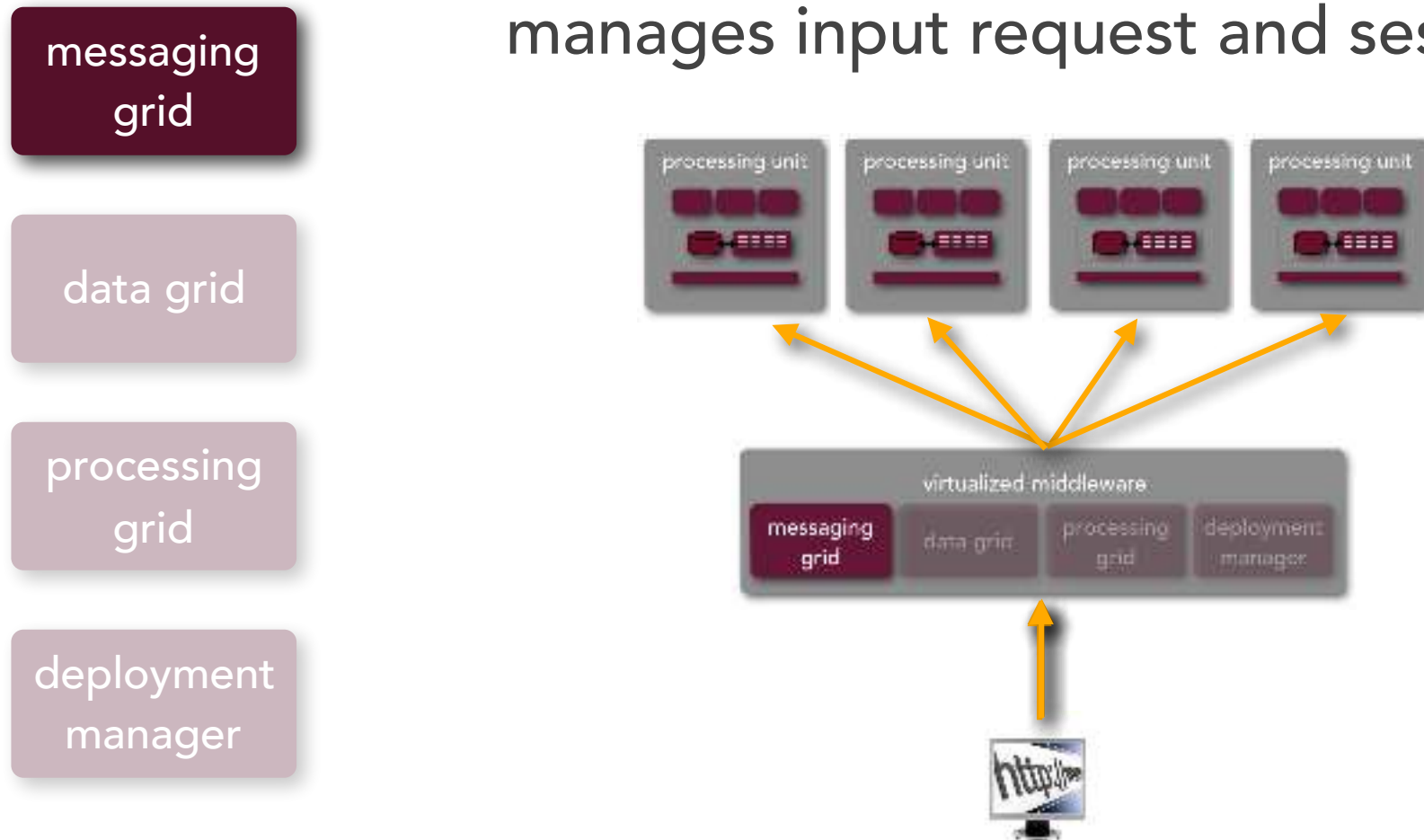
data grid

processing  
grid

deployment  
manager

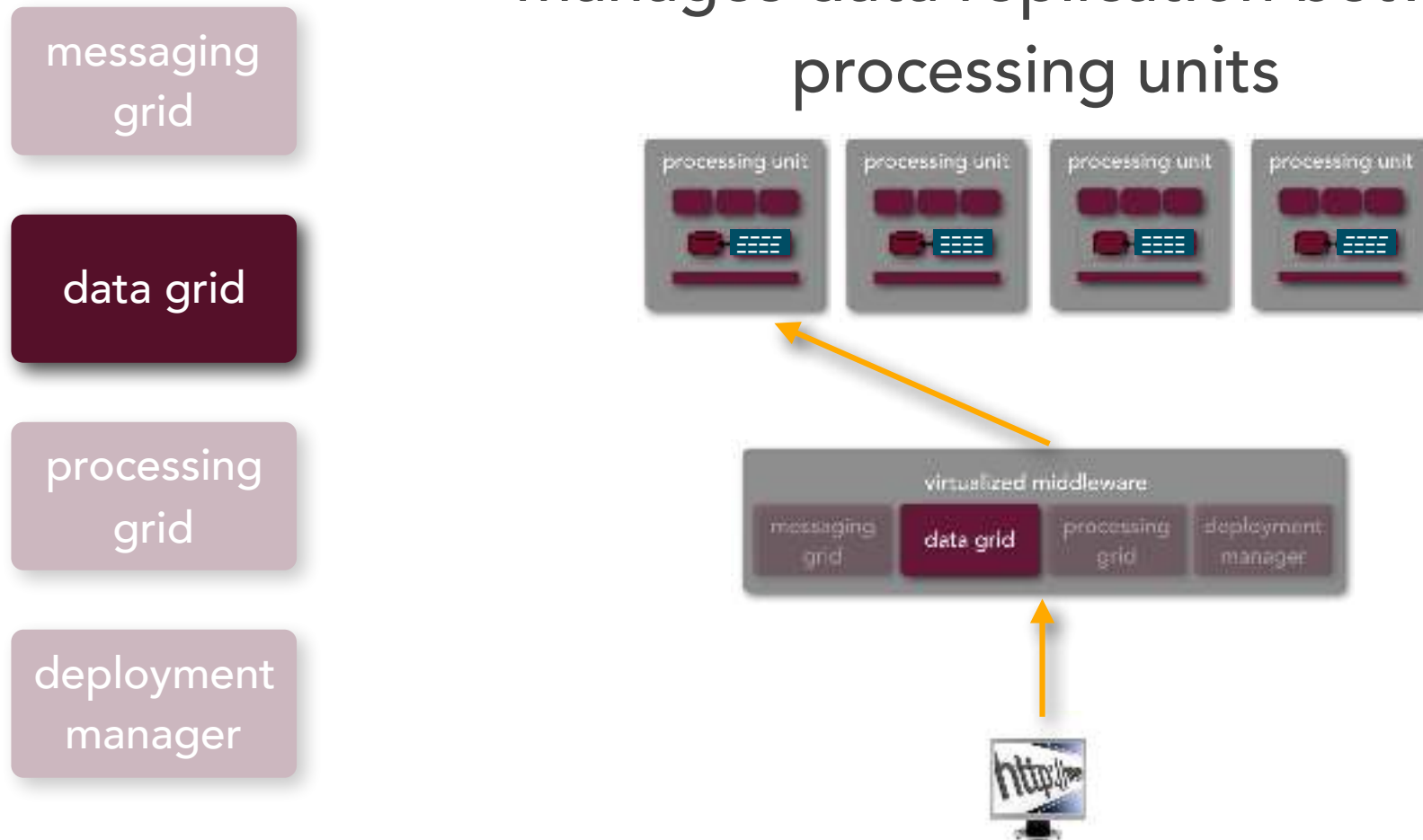
# space-based architecture middleware

manages input request and session



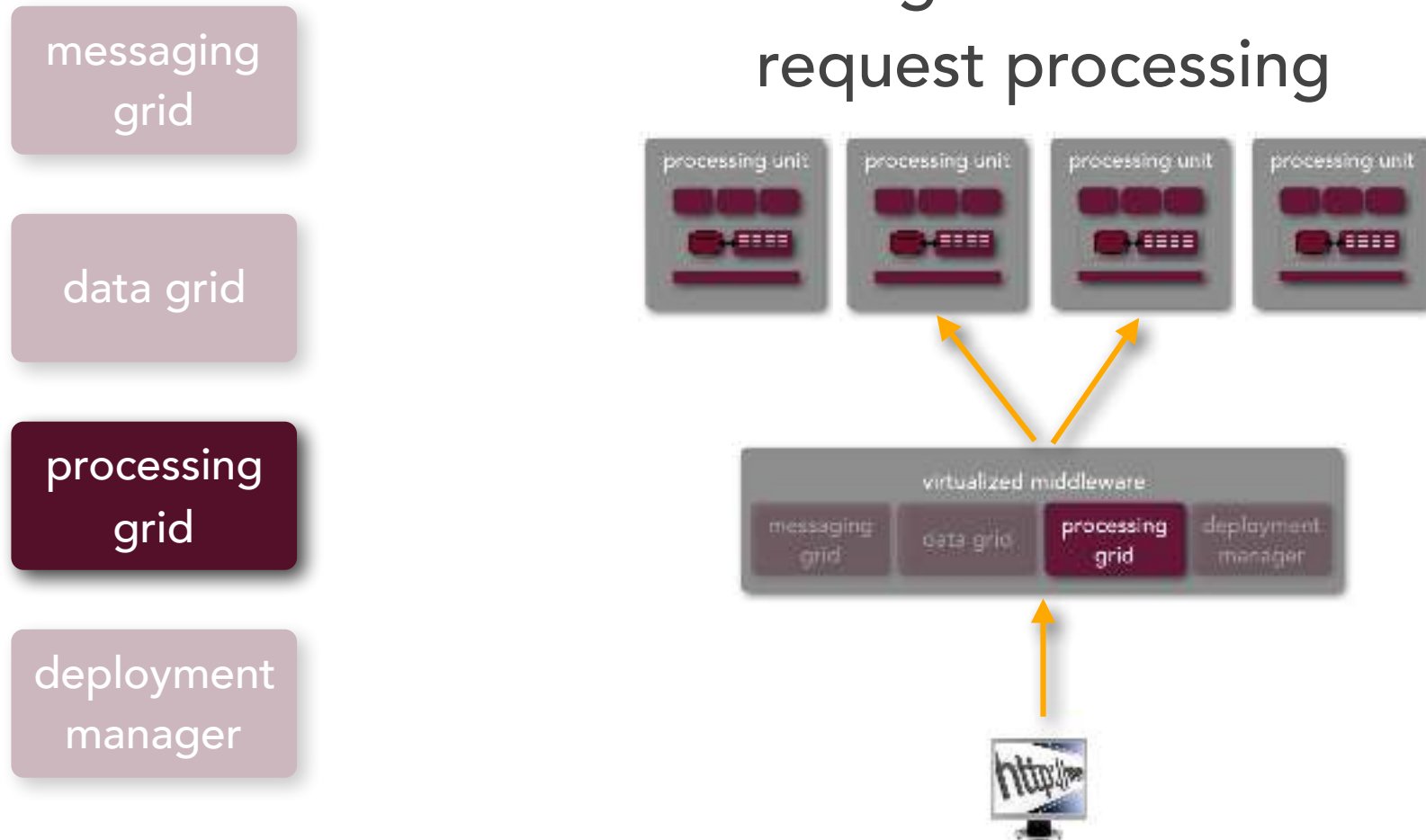
# space-based architecture middleware

manages data replication between  
processing units



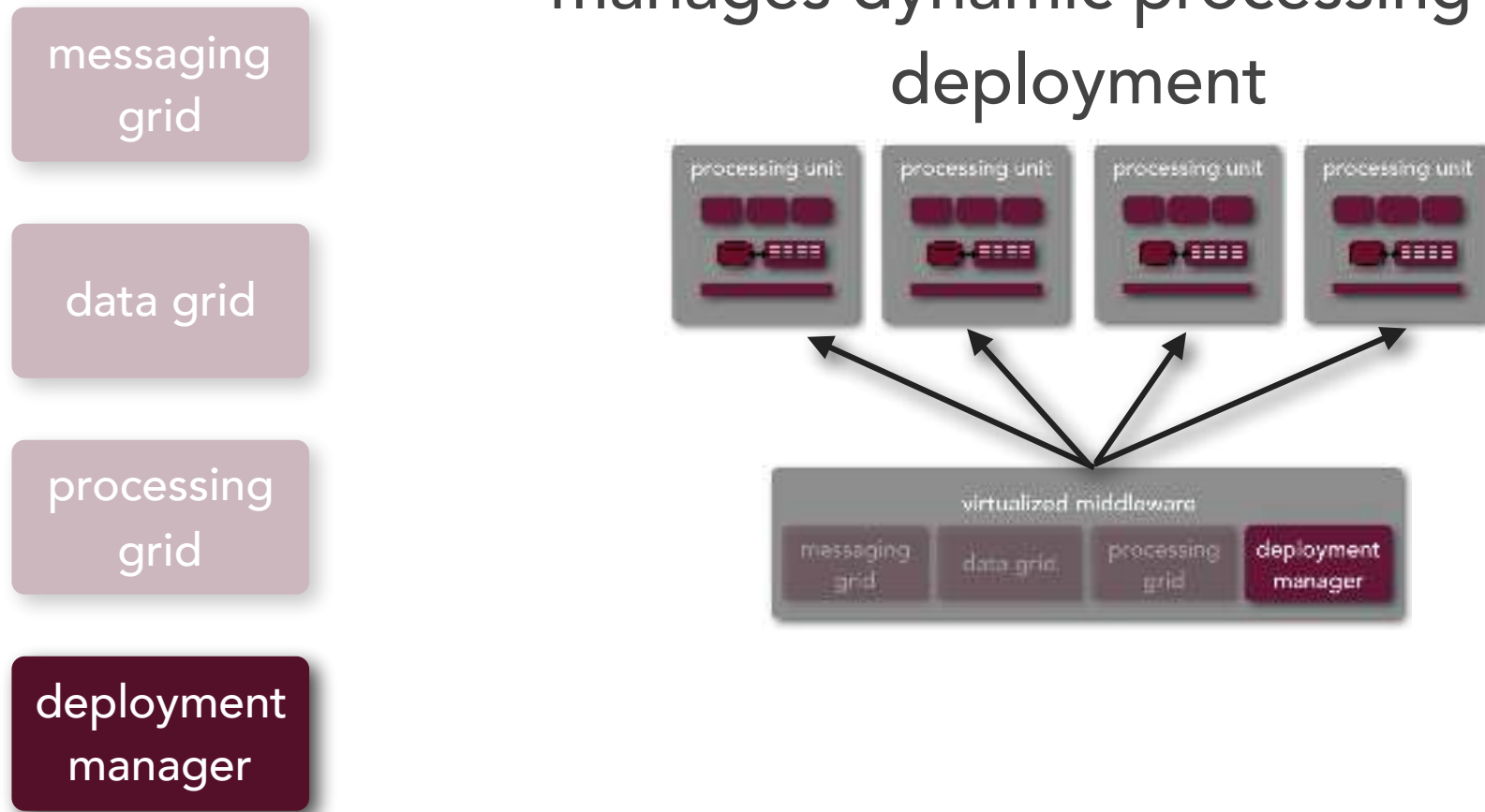
# space-based architecture middleware

manages distributed  
request processing



# space-based architecture middleware

manages dynamic processing unit  
deployment





# space-based architecture

## product implementations

javaspaces

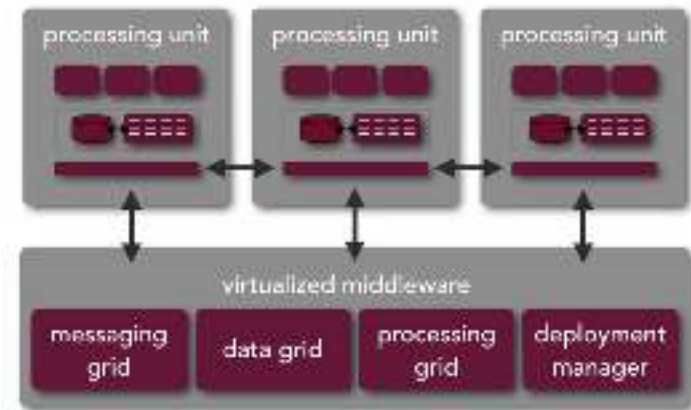
gigaspace

ibm object grid

gemfire

ncache

oracle coherence



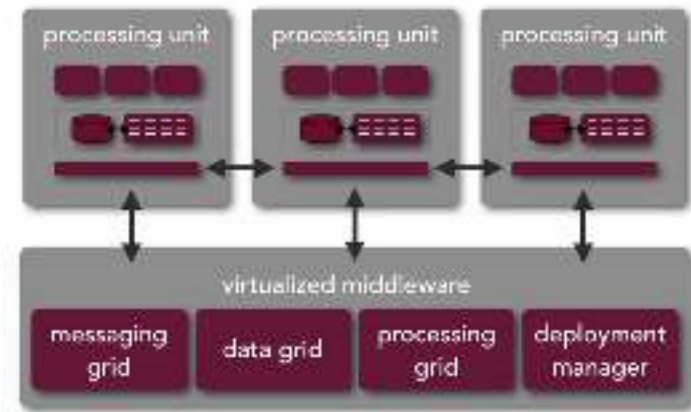
# space-based architecture

it's all about variable scalability...


good for applications that have variable load or inconsistent peak times

not a good fit for traditional large-scale relational database systems

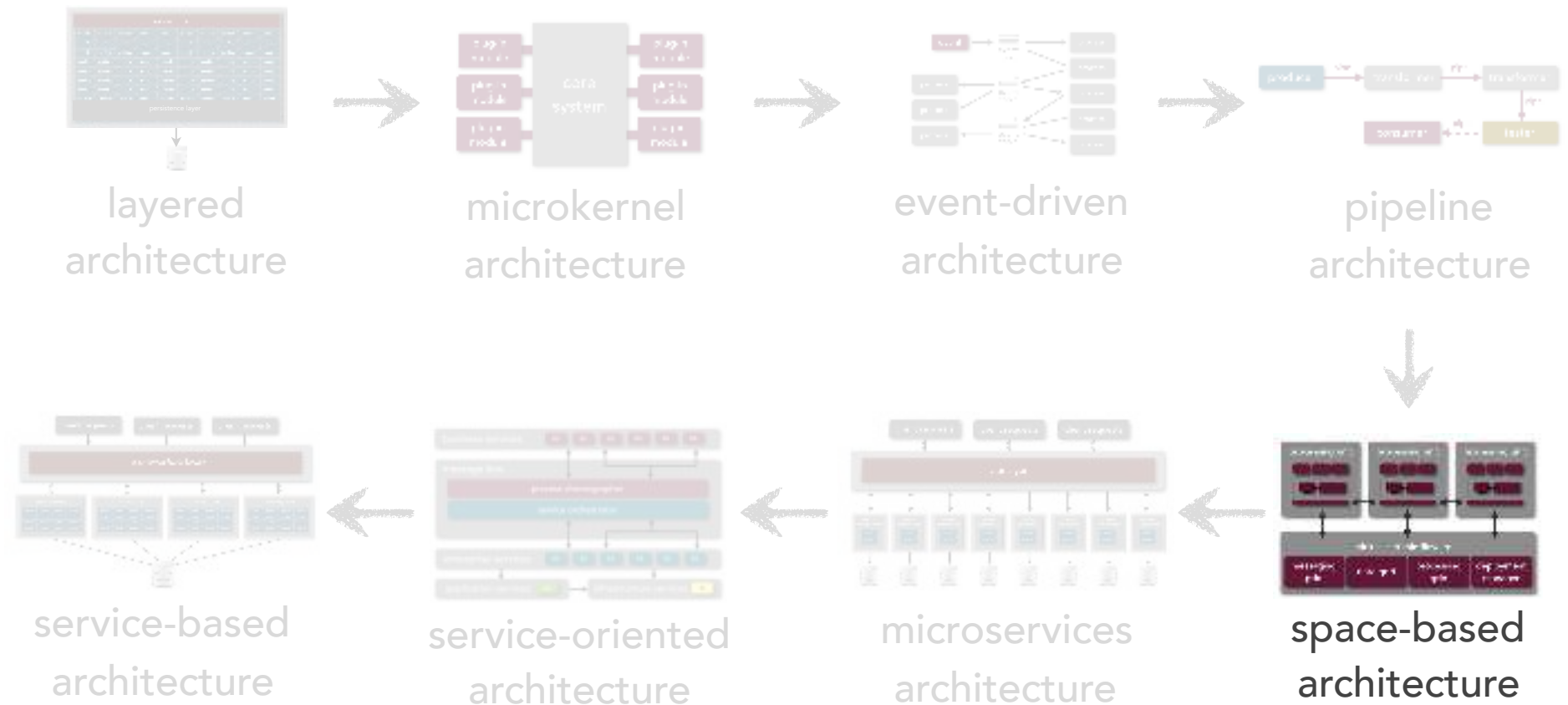
relatively complex and expensive pattern to implement



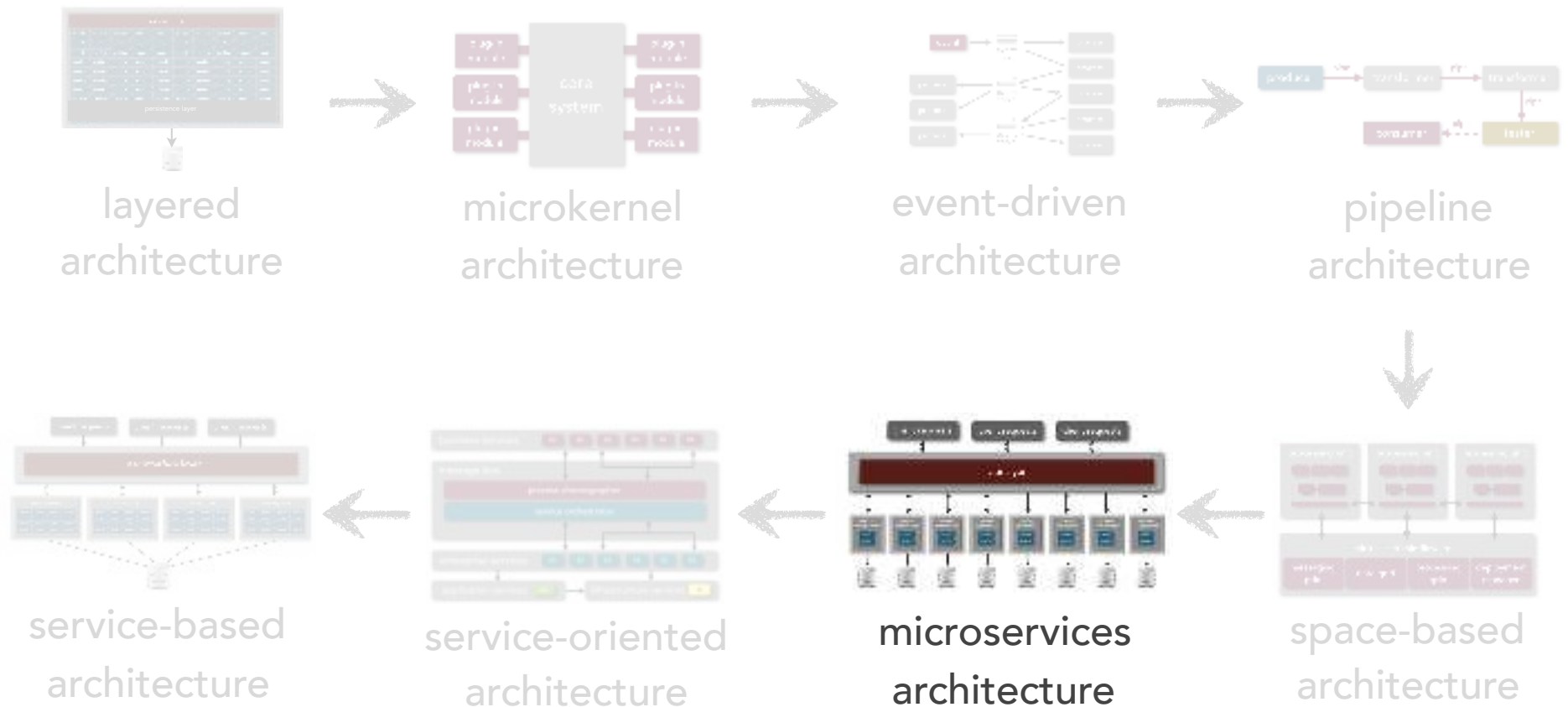
# space-based architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

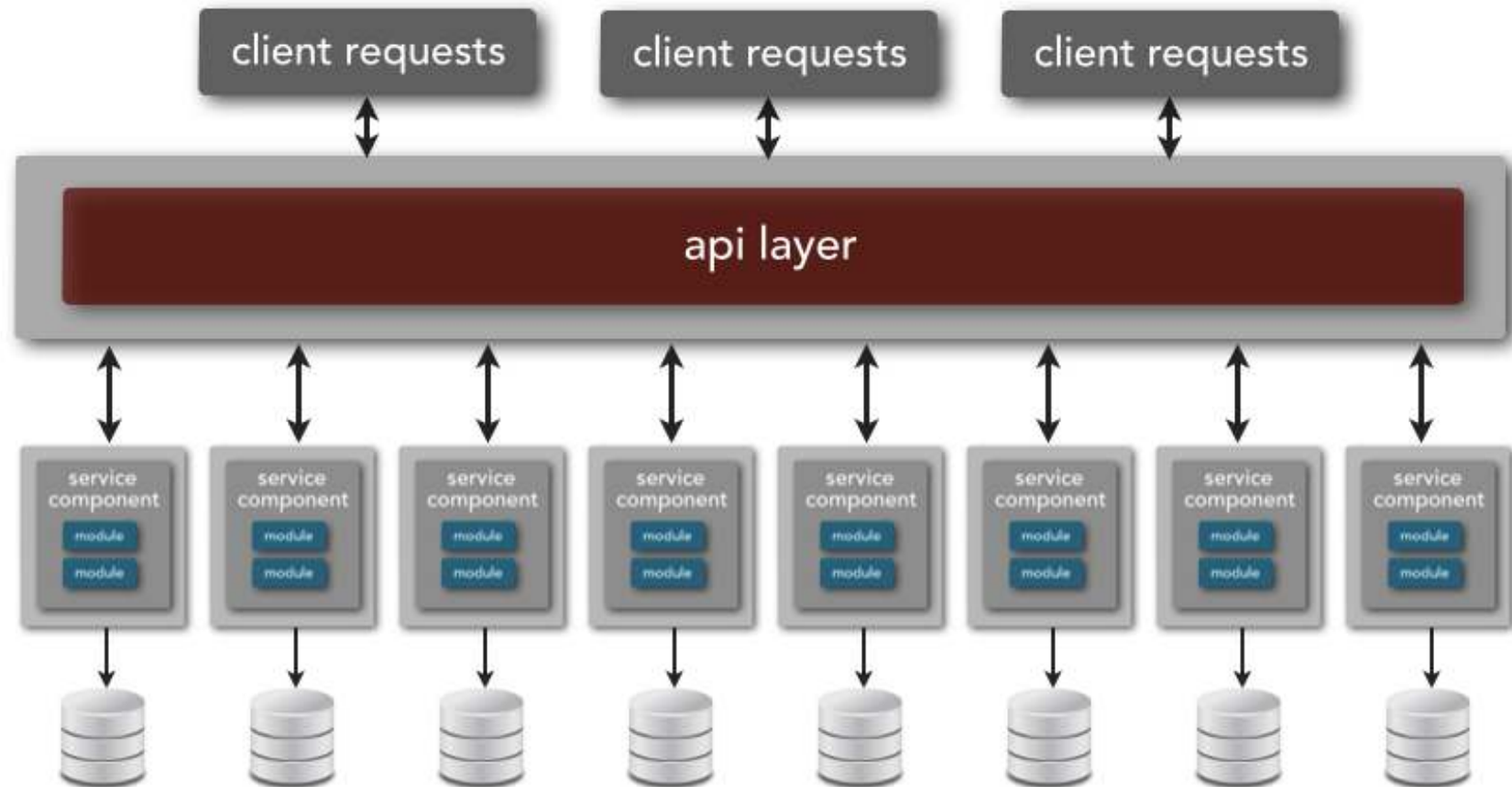
# architecture pattern roadmap



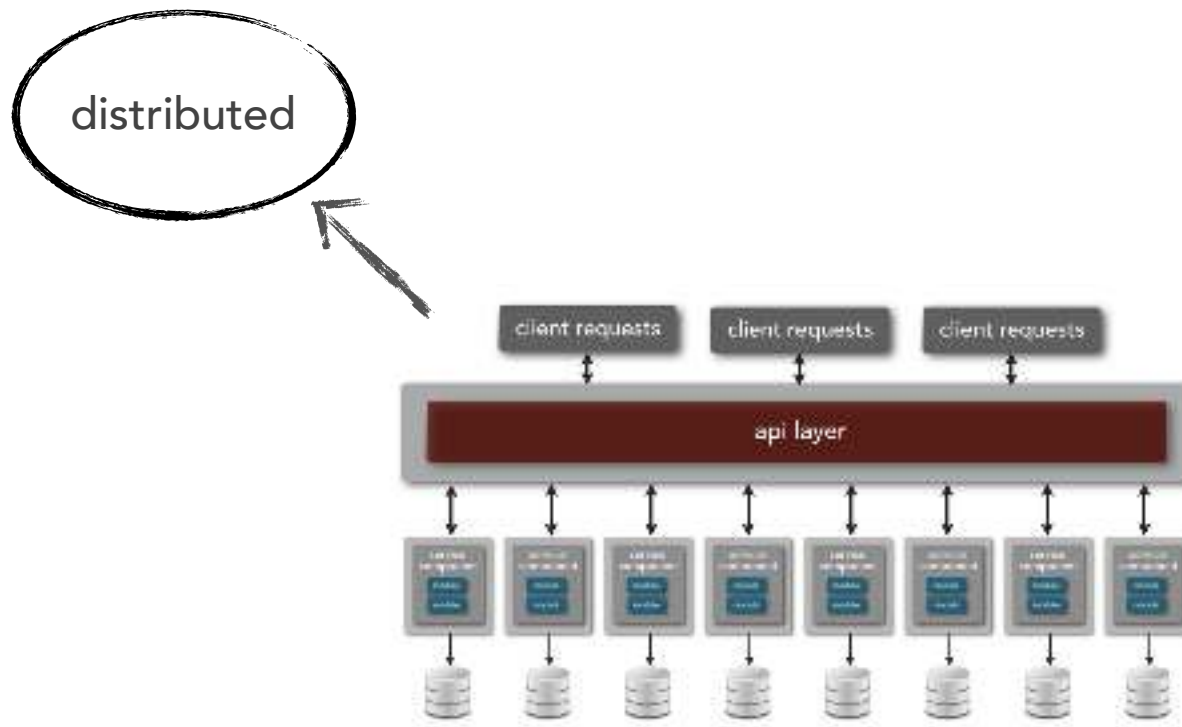
# architecture pattern roadmap



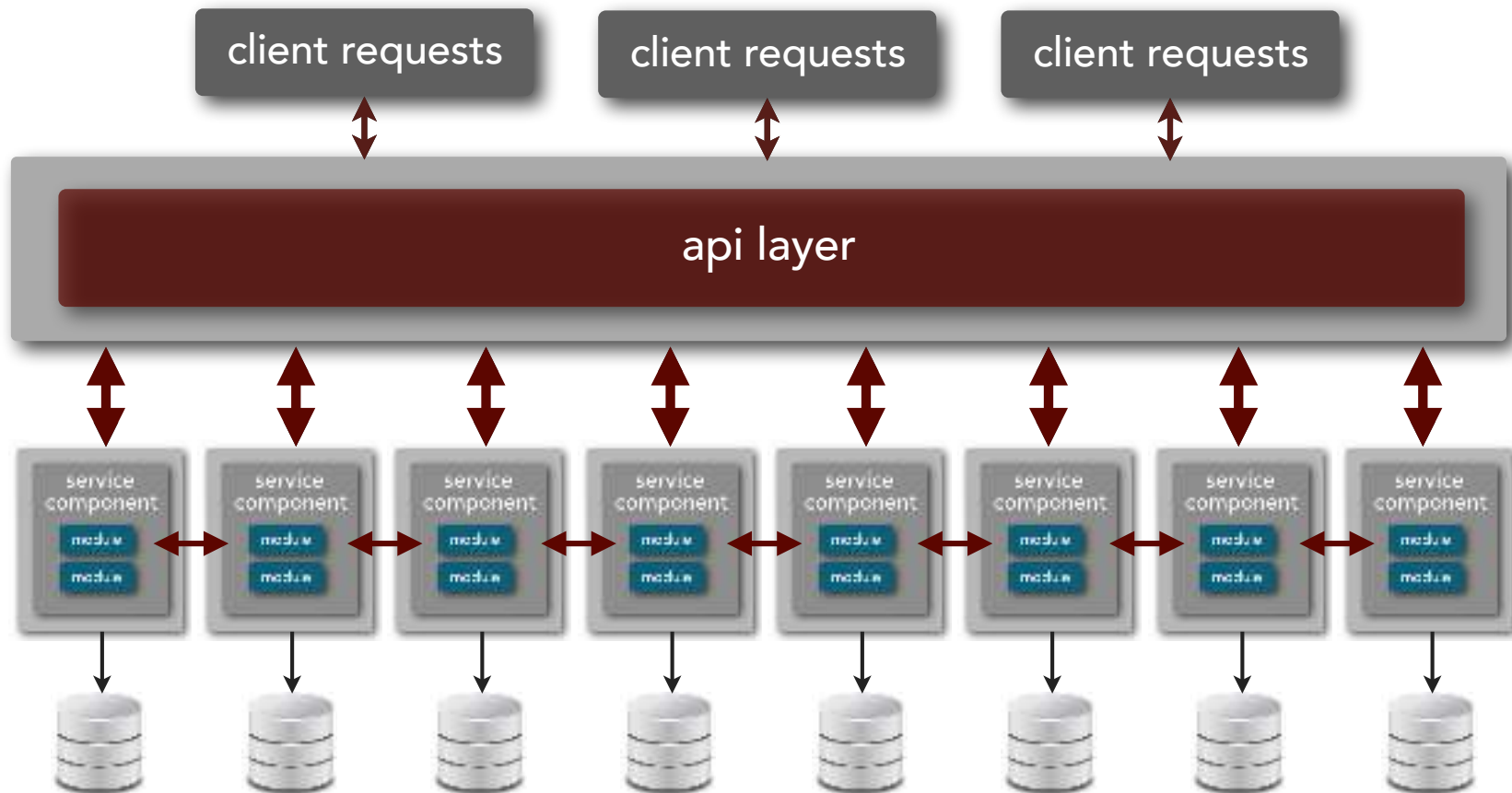
# microservices architecture



# microservices architecture



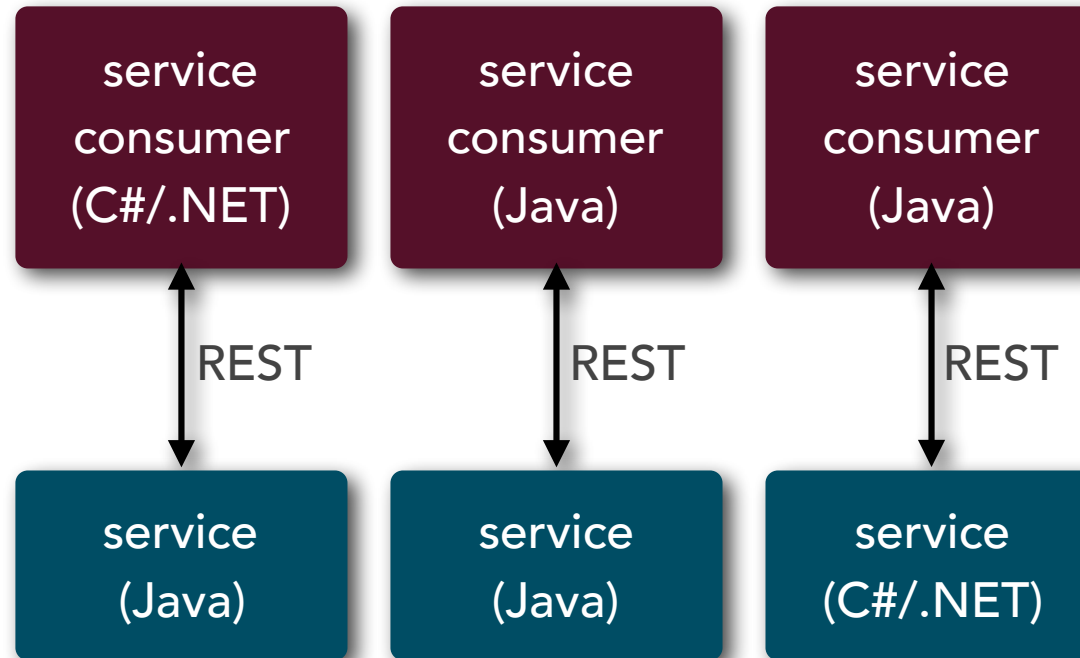
# microservices architecture



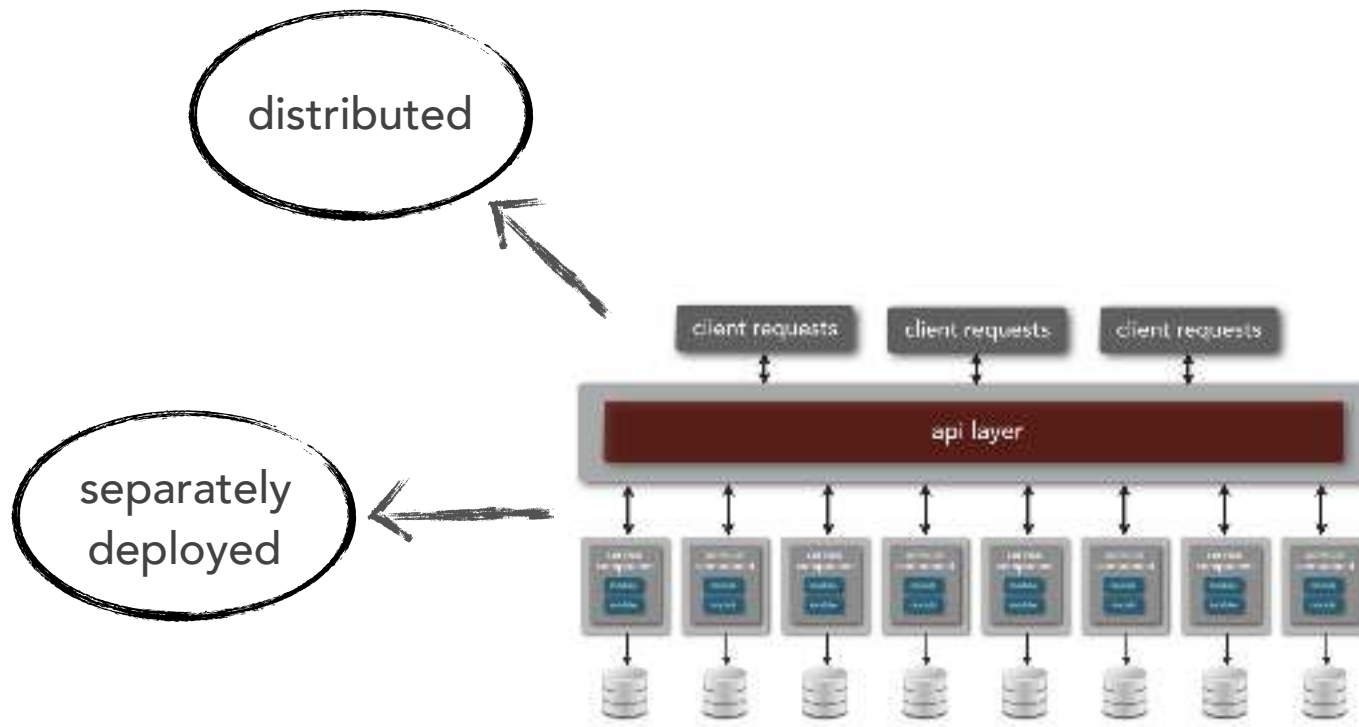


# microservices architecture

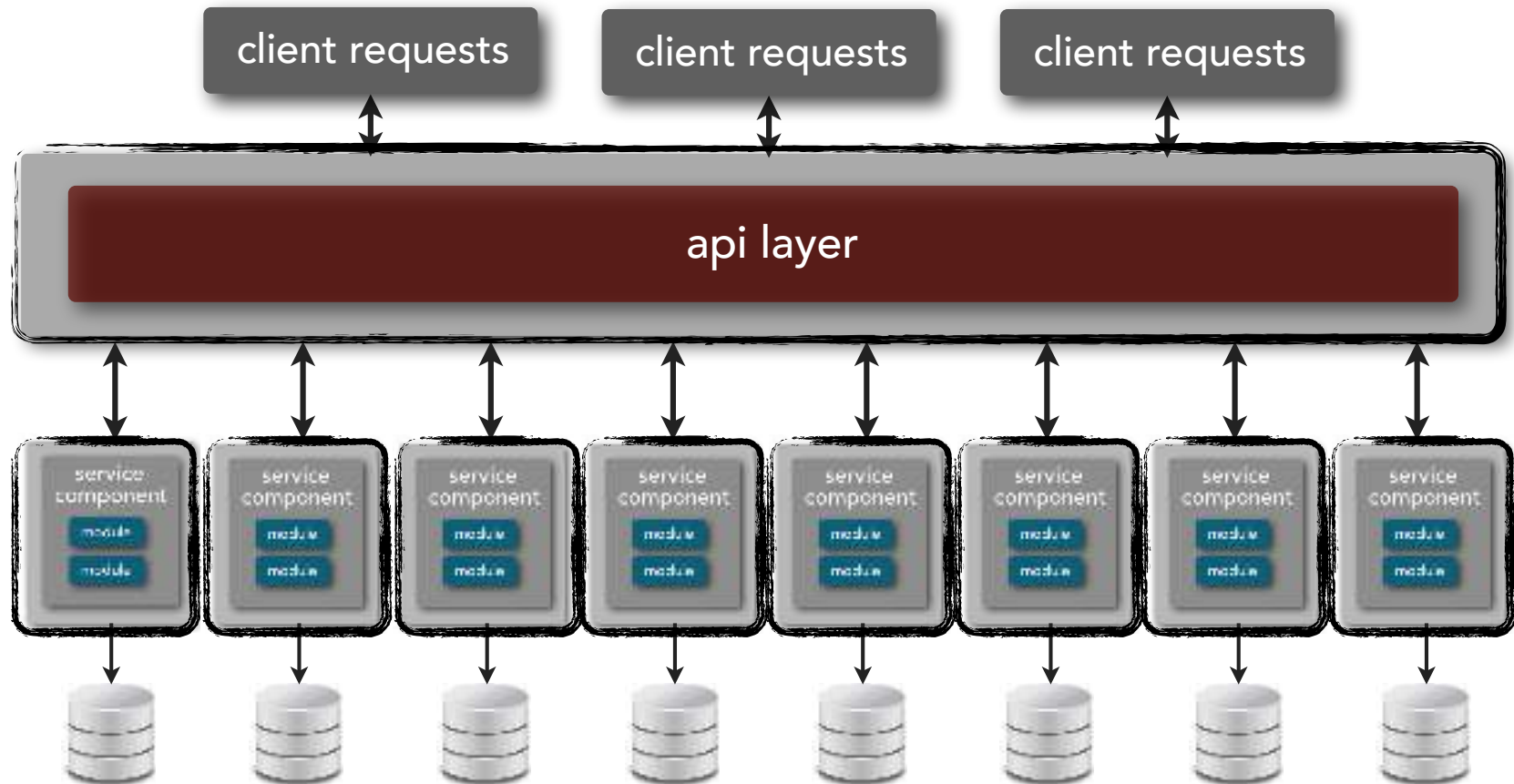
protocol-aware heterogeneous interoperability



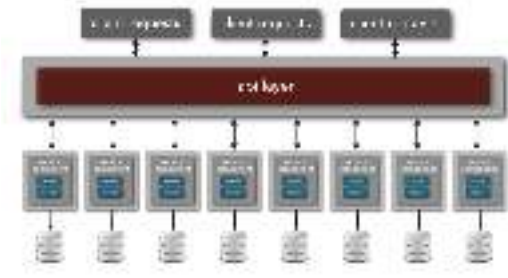
# microservices architecture



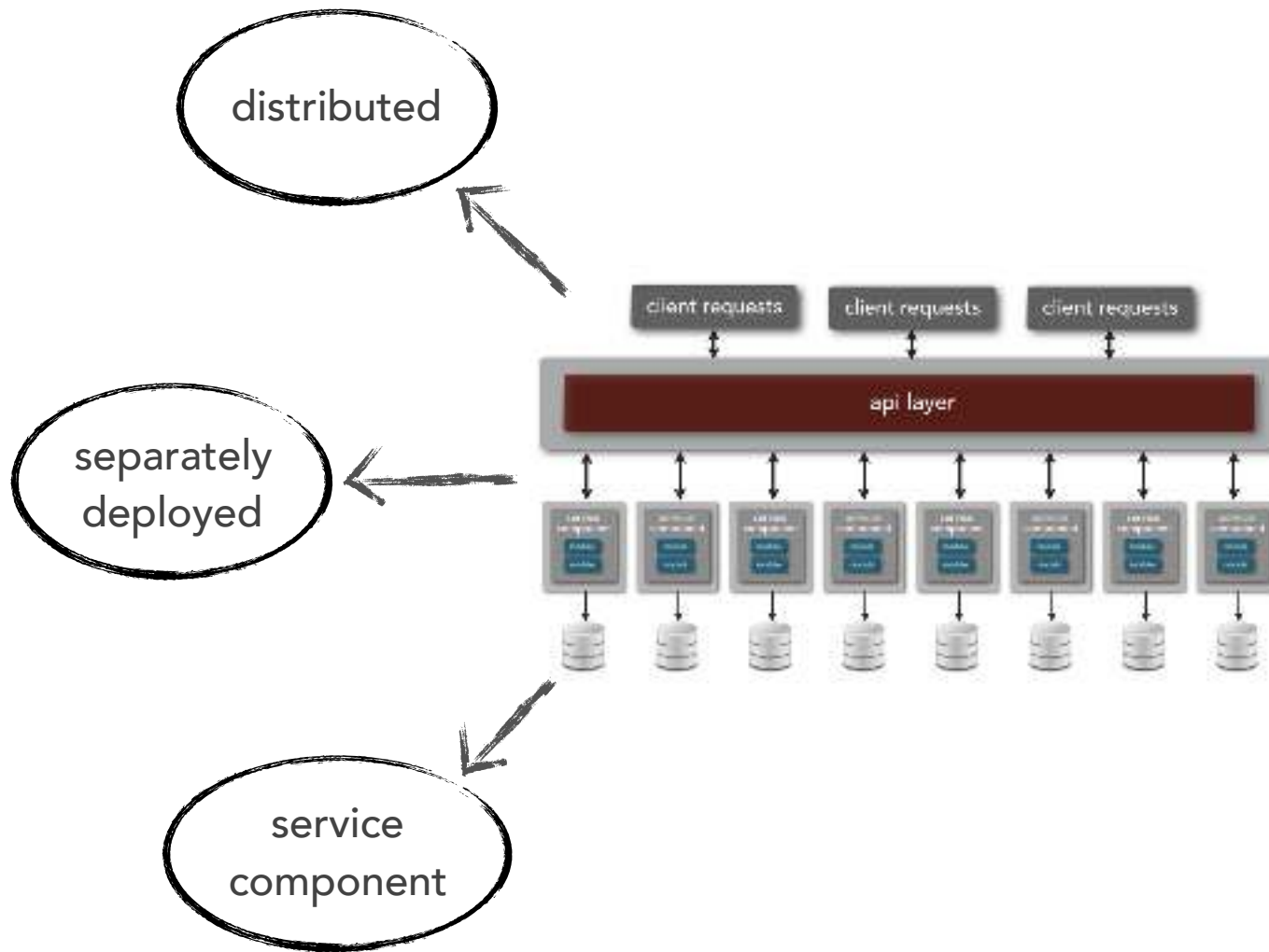
# microservices architecture



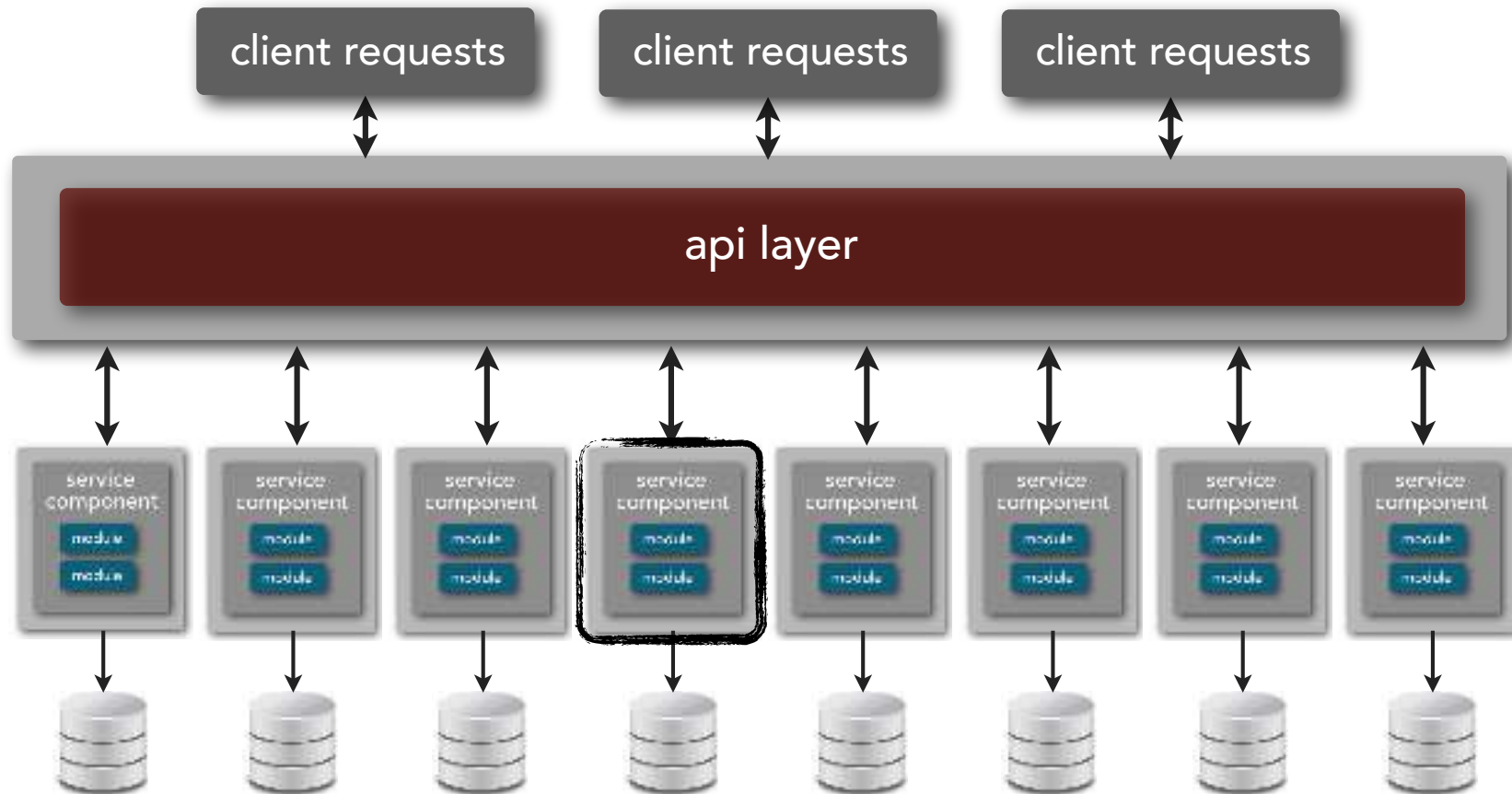
# microservices architecture

SERVICE REGISTRY AND DISCOVERY	SECURITY AND COMPLIANCE	LOAD BALANCING
DEPLOYMENT	INTER-SERVICE COMMUNICATION	NETWORK
MONITORING		INFRASTRUCTURE AUTOMATION
CONTINUOUS INTEGRATION		PLATFORM MANAGEMENT
CONTAINER REGISTRY	API MANAGEMENT	SERVICE OPTIMIZATION
CLOUD MANAGEMENT	OPERATING SYSTEM	DATABASE MANAGEMENT

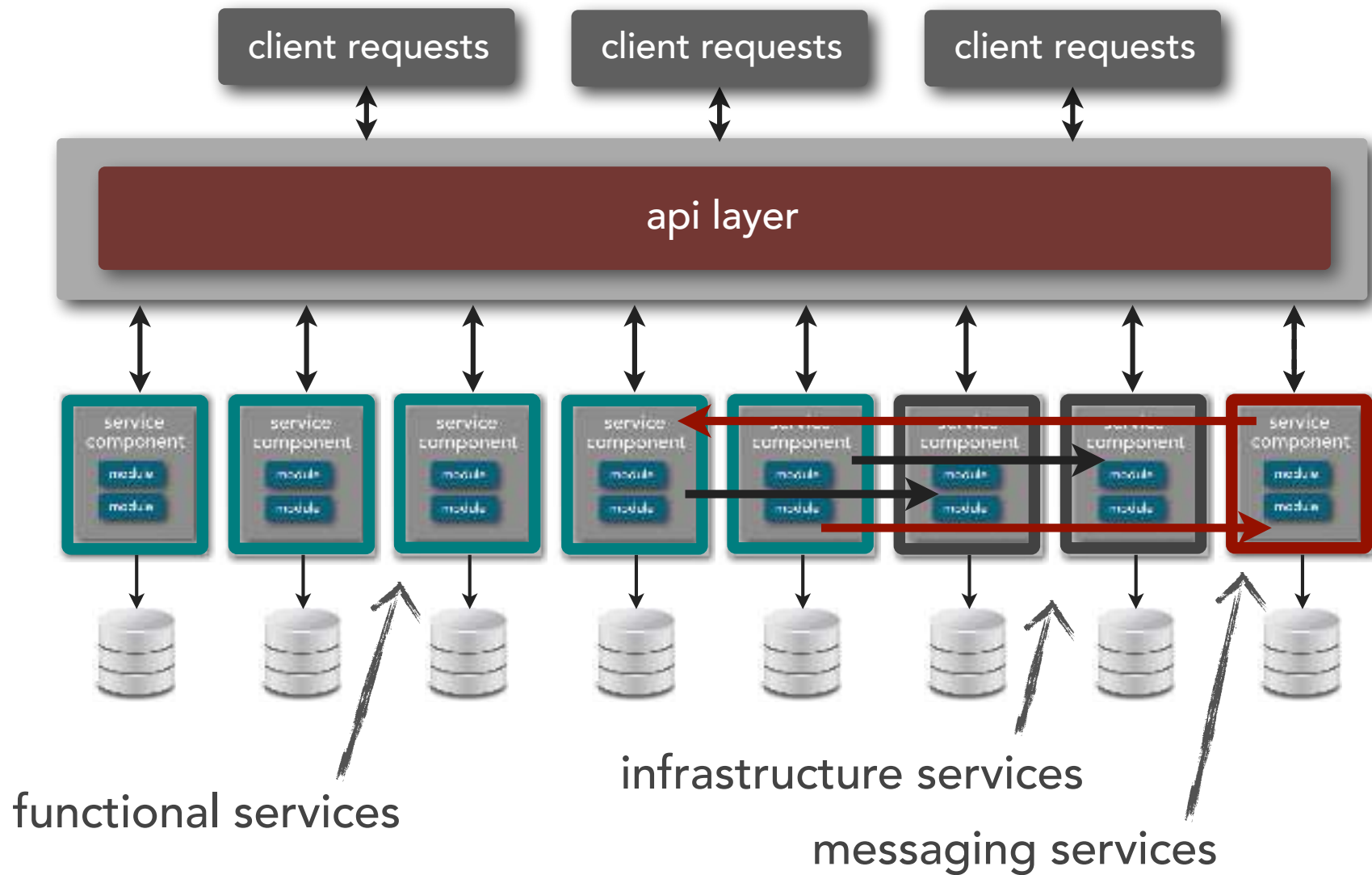
# microservices architecture



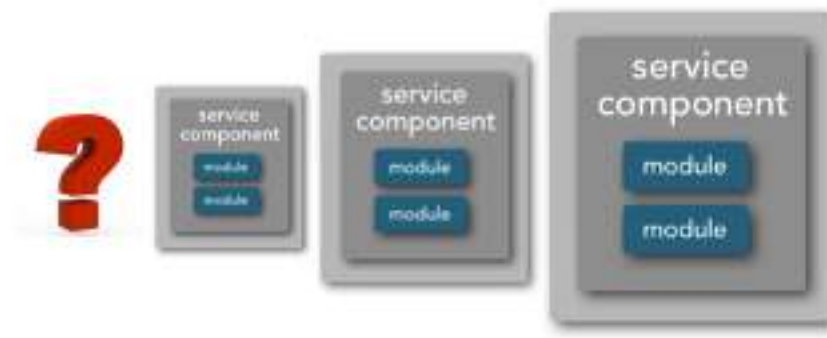
# microservices architecture



# microservices architecture



# microservices architecture



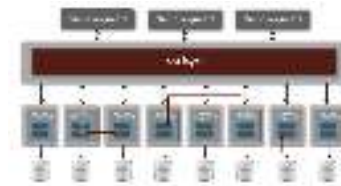
what is the right size for a microservice?



purpose



transactions



choreography



# microservices architecture

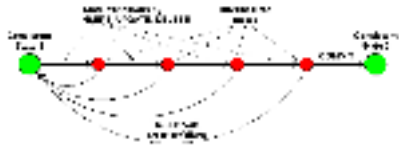


purpose

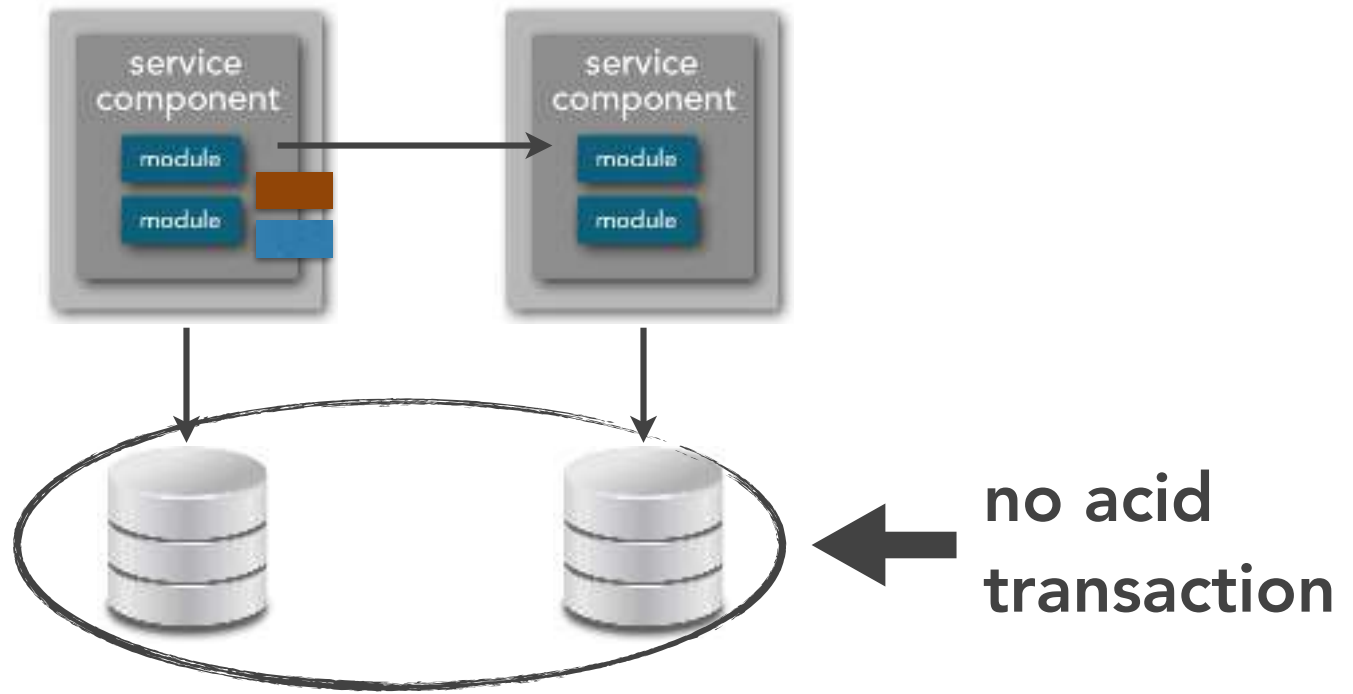
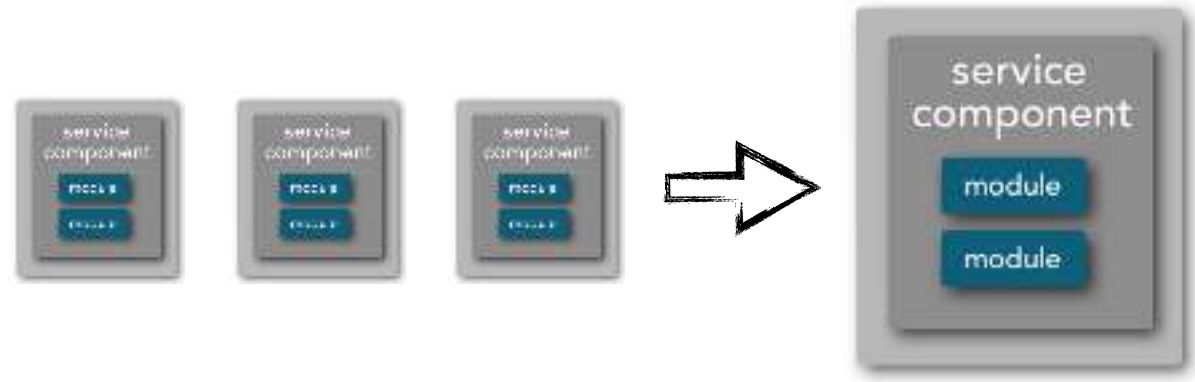


service scope and function  
(single-purpose function)

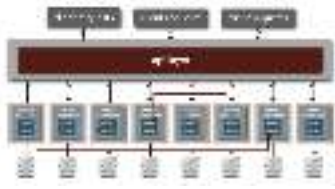
# microservices architecture



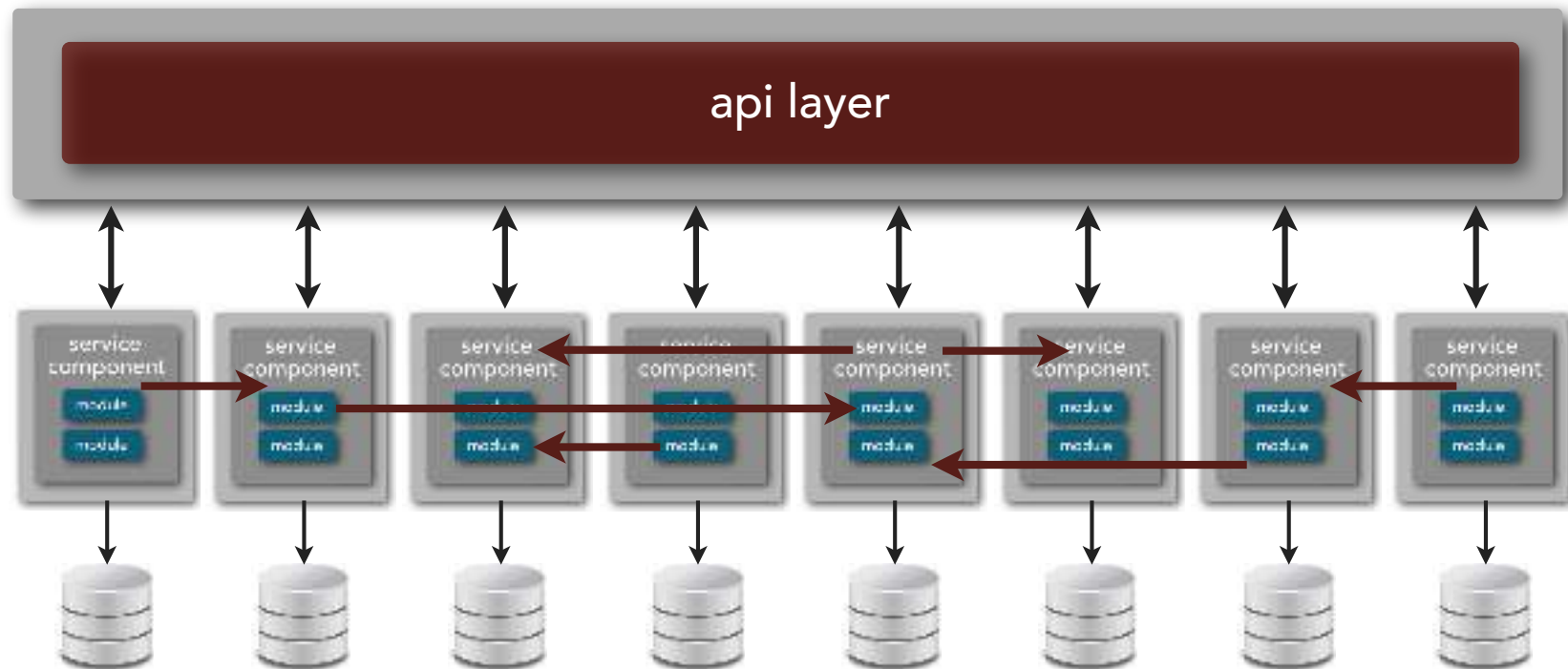
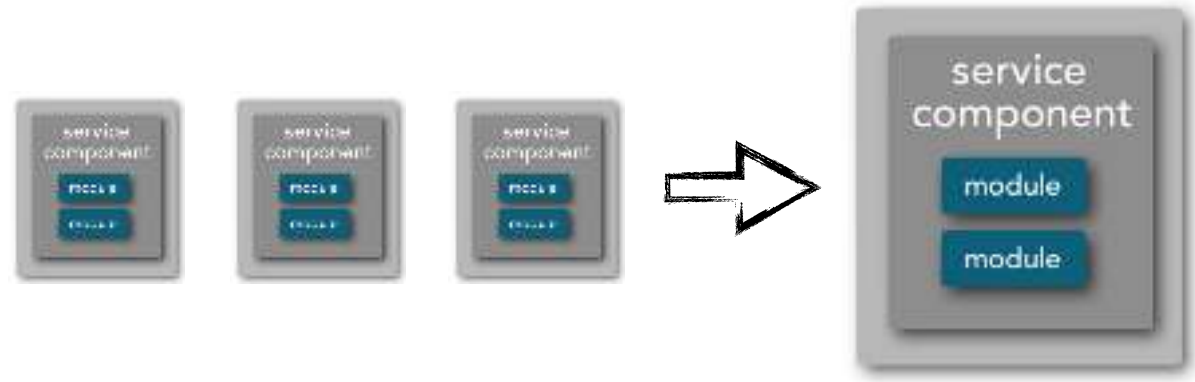
transactions



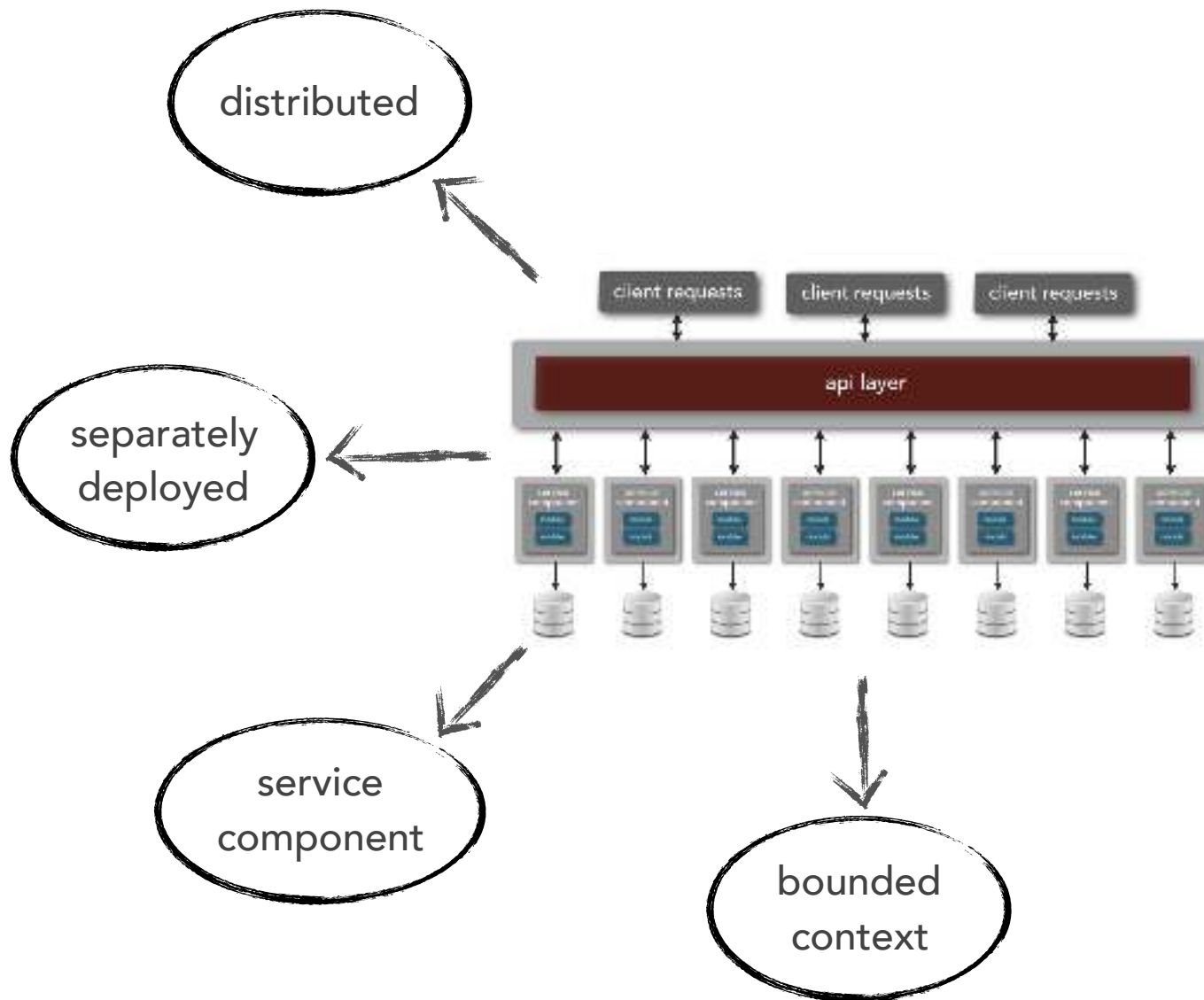
# microservices architecture



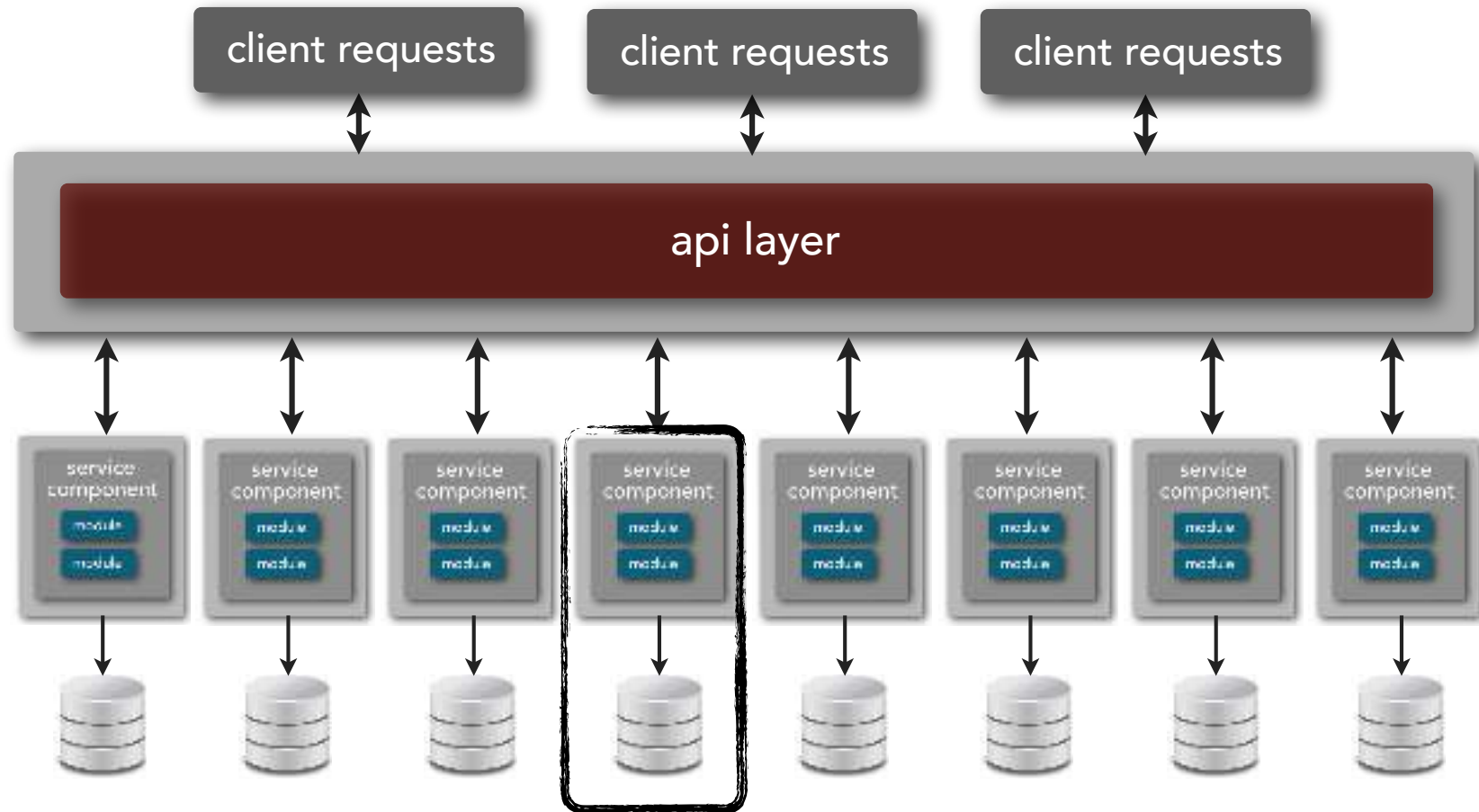
choreography



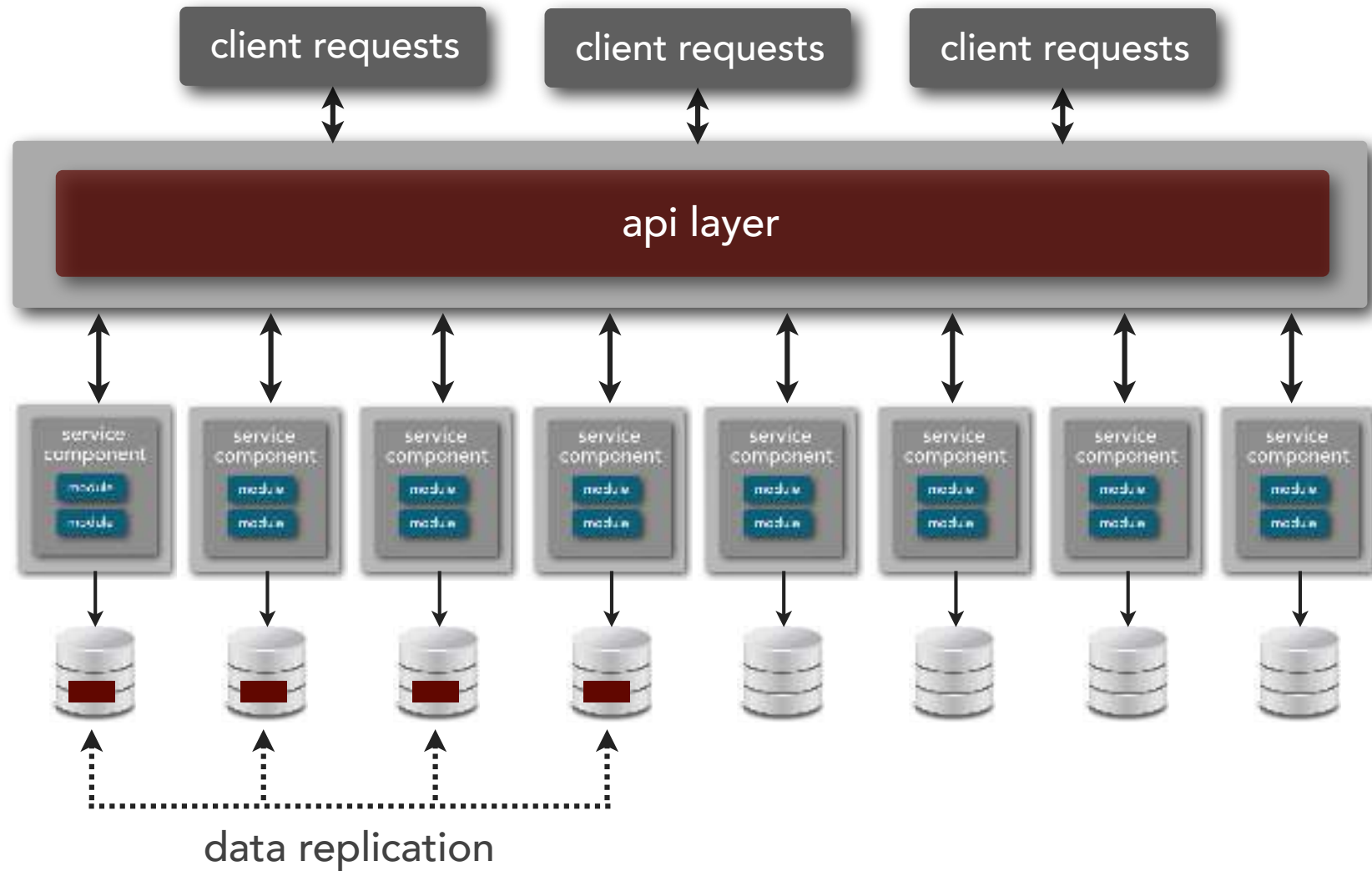
# microservices architecture



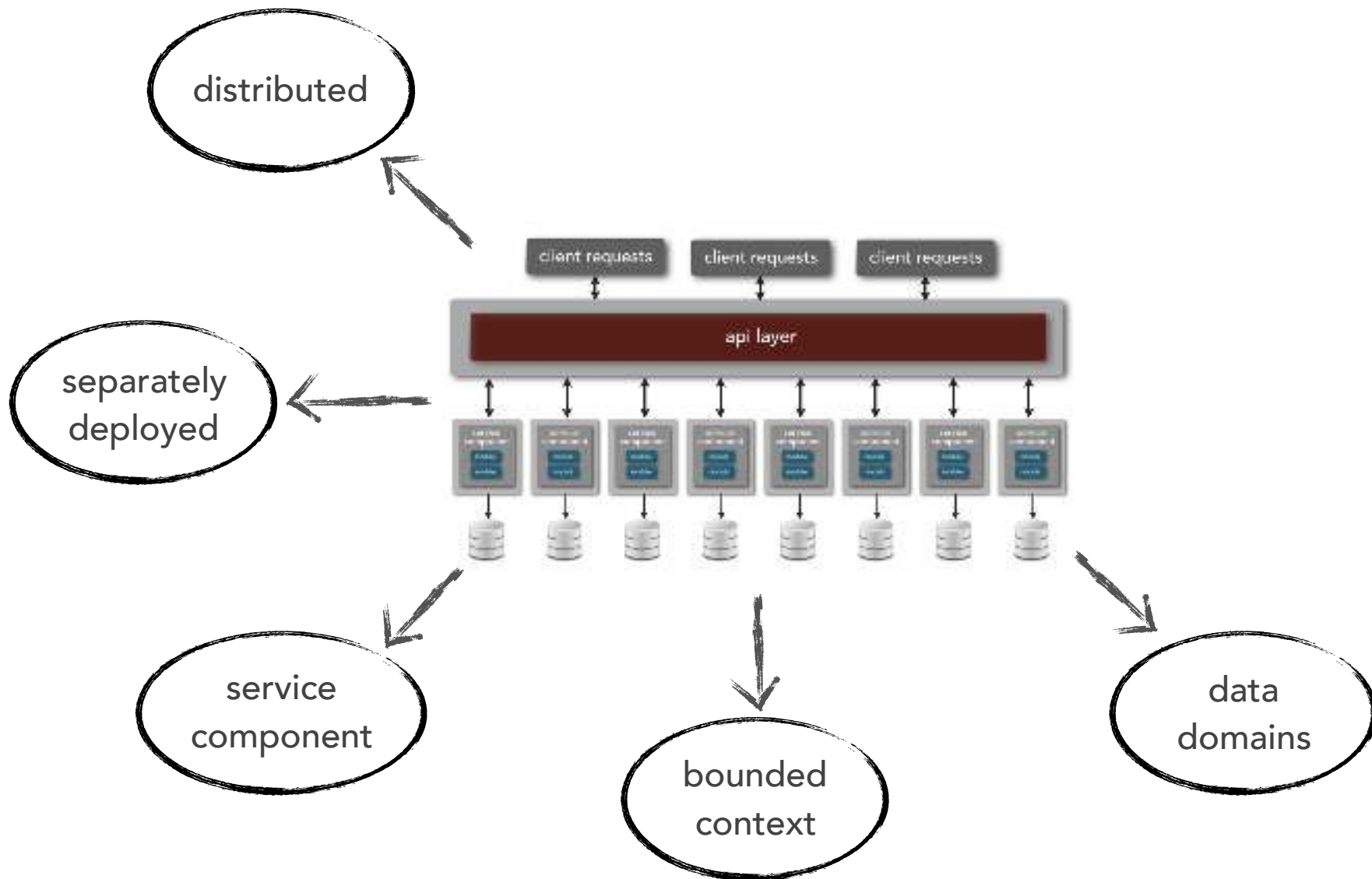
# microservices architecture



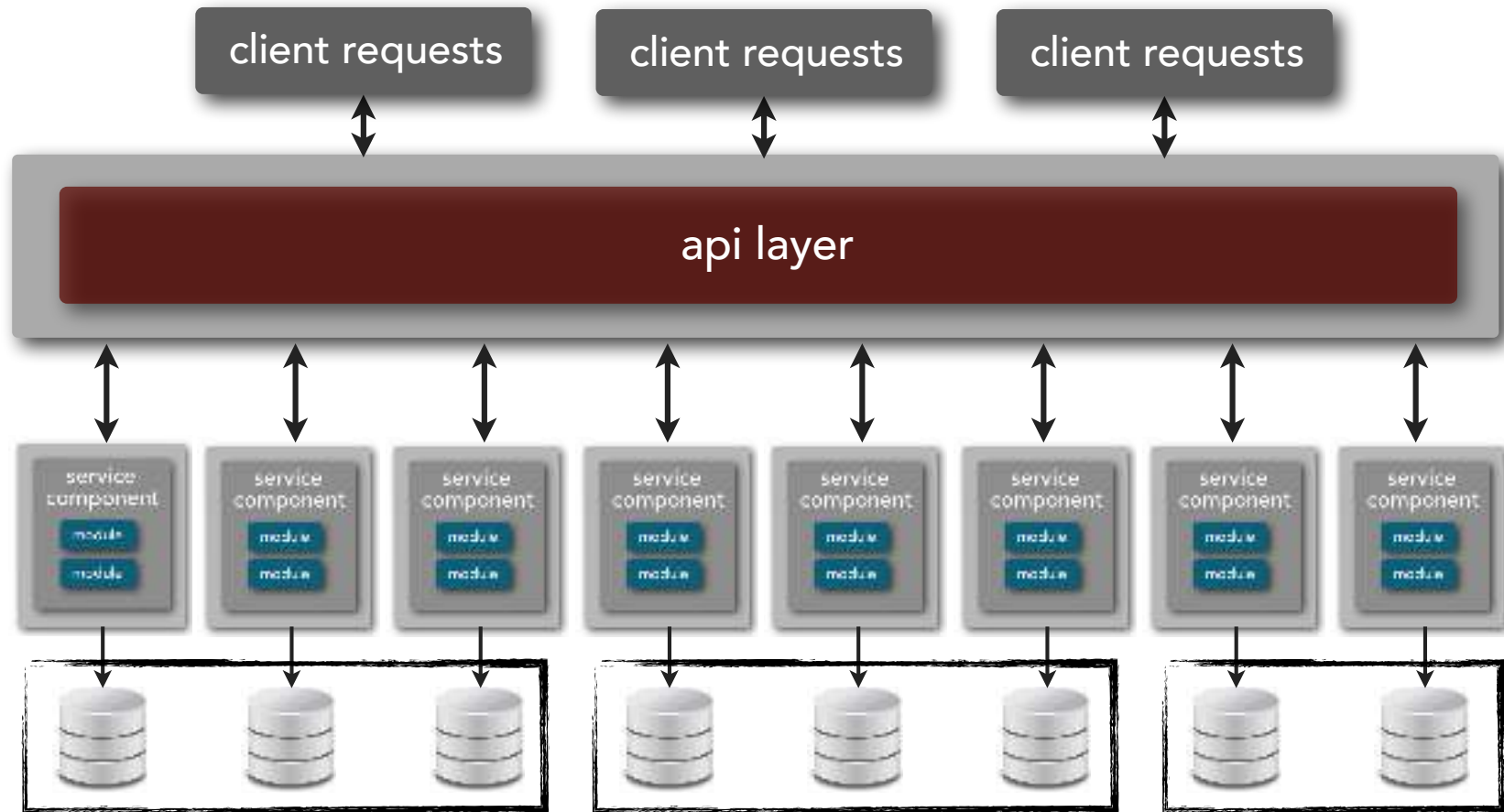
# microservices architecture



# microservices architecture

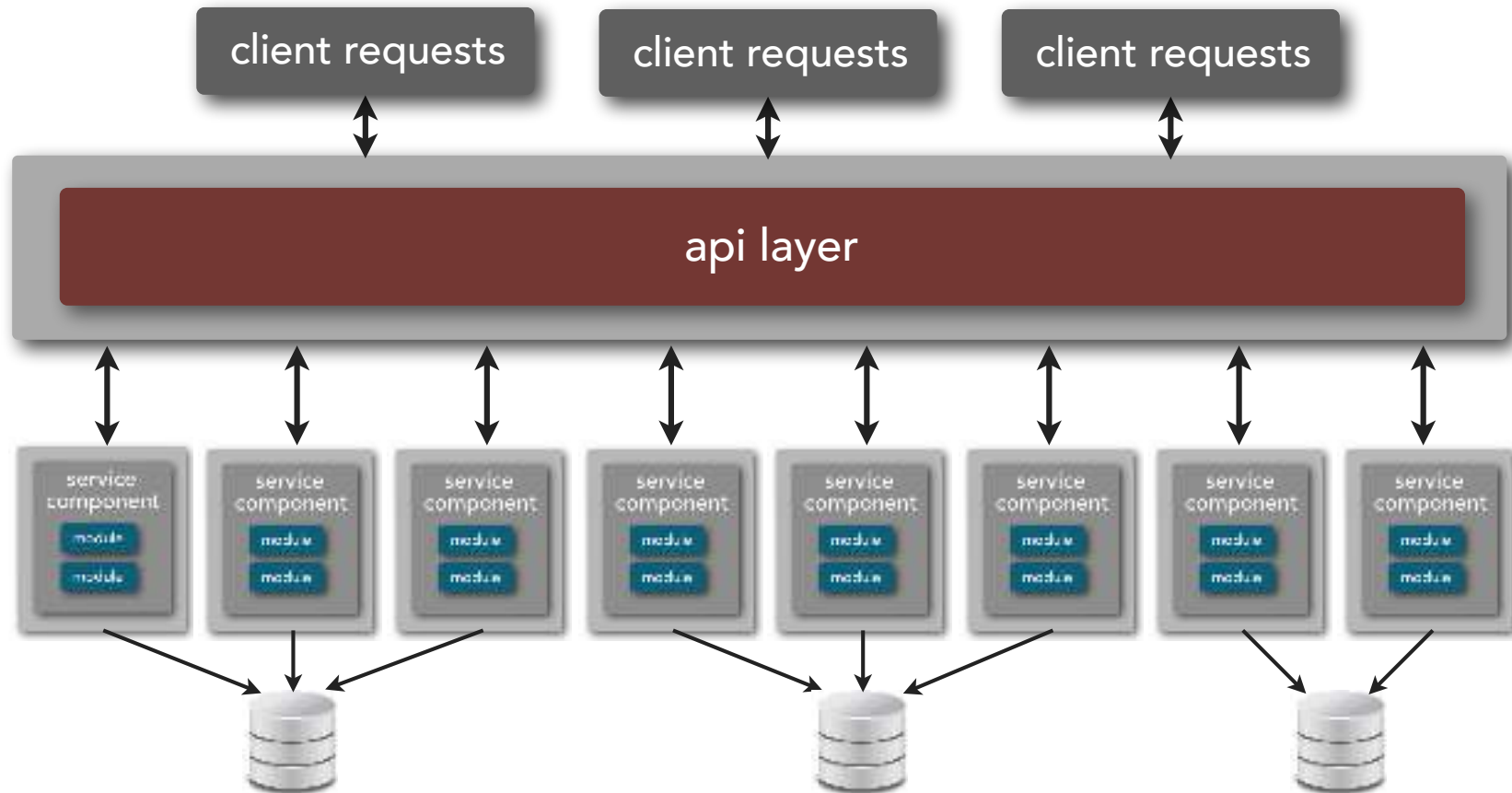


# microservices architecture

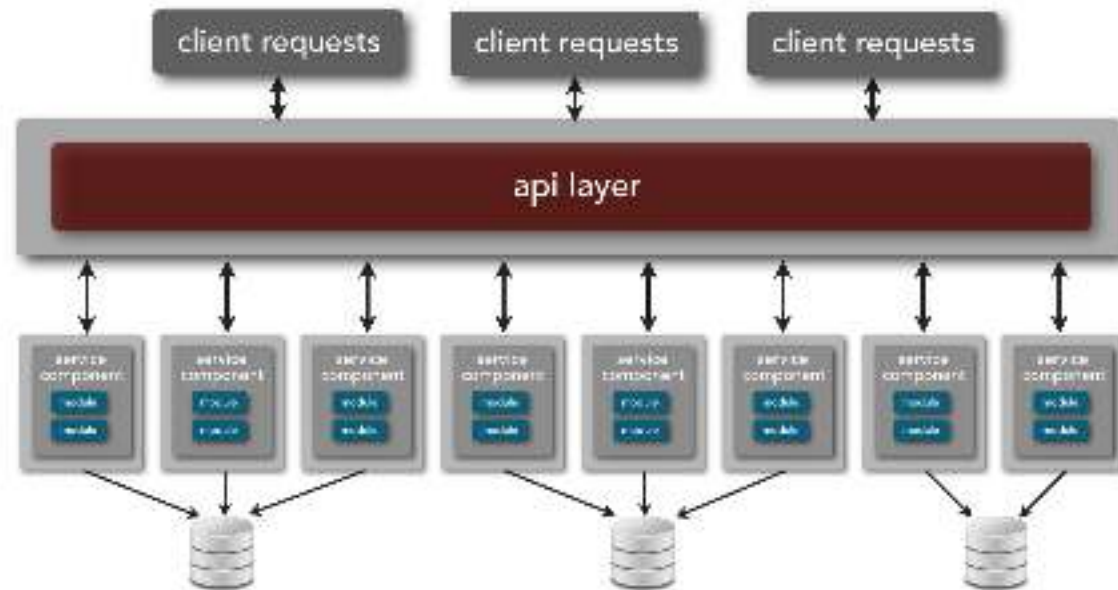




# microservices architecture



# microservices architecture

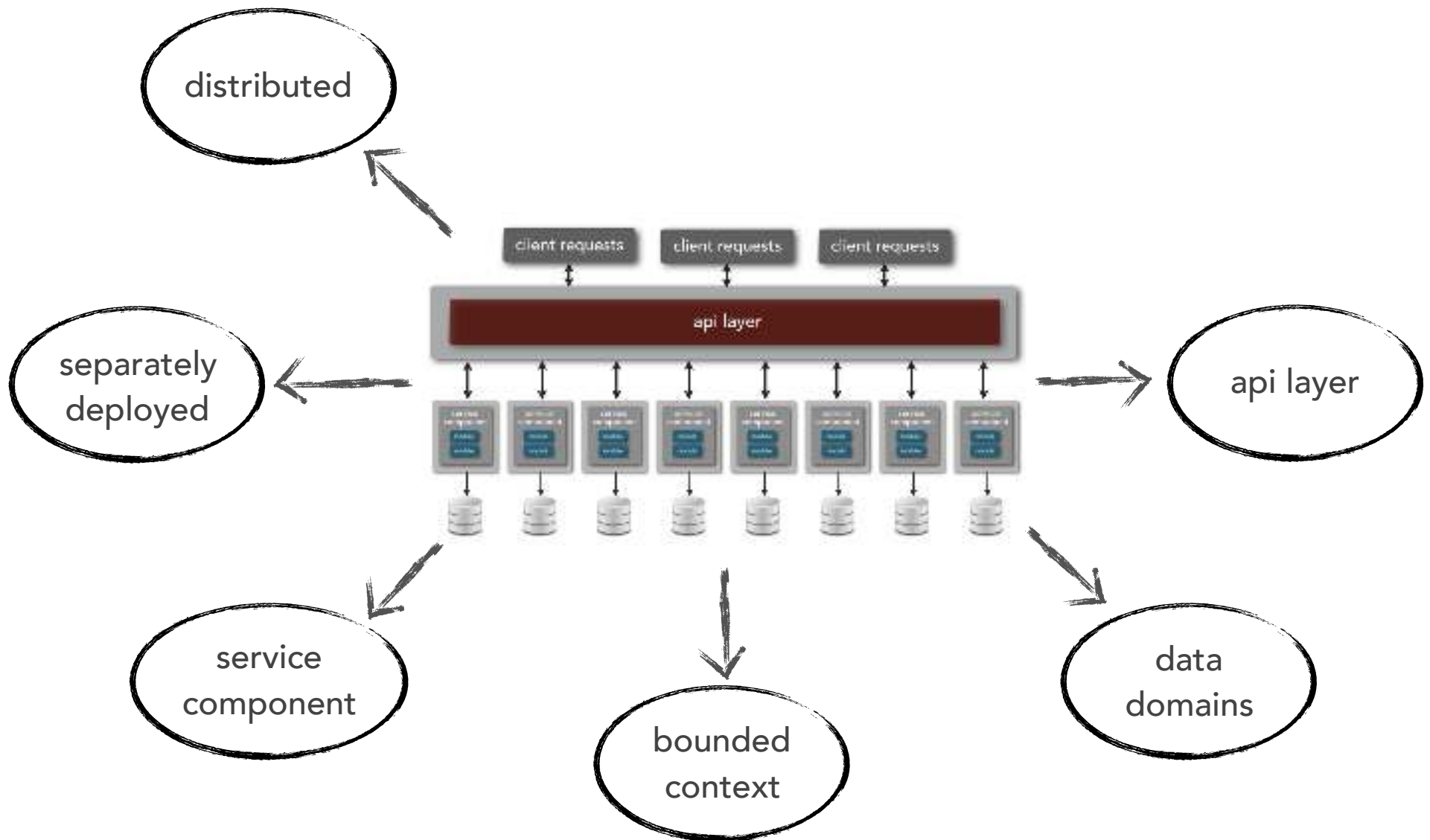


assumes low rate of schema changes (or use of noSQL)

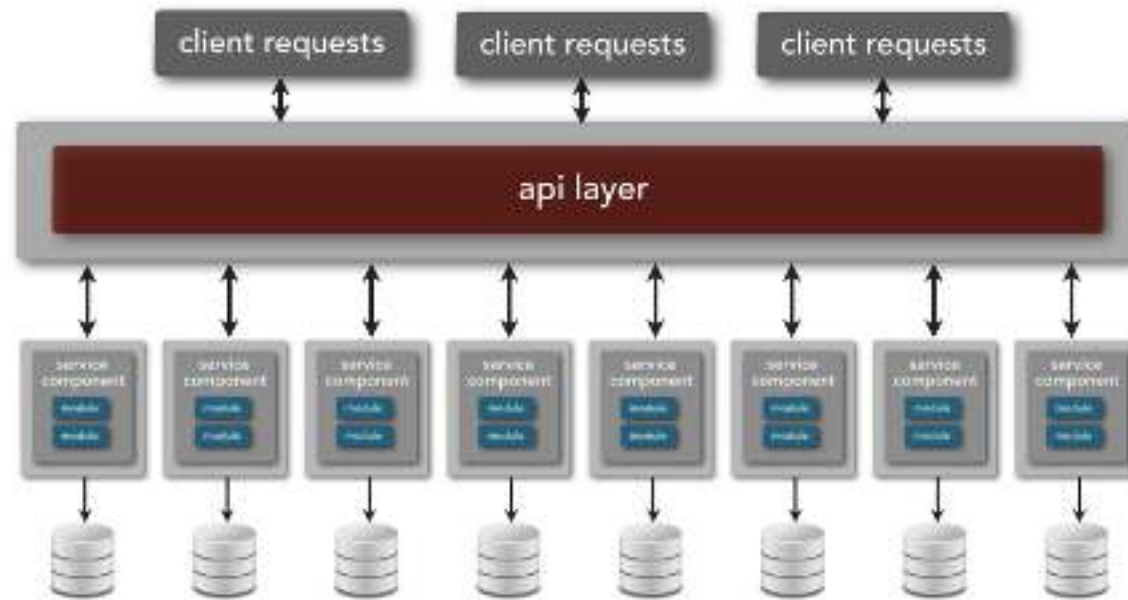
increases performance and overall reliability

reduces data duplication

# microservices architecture

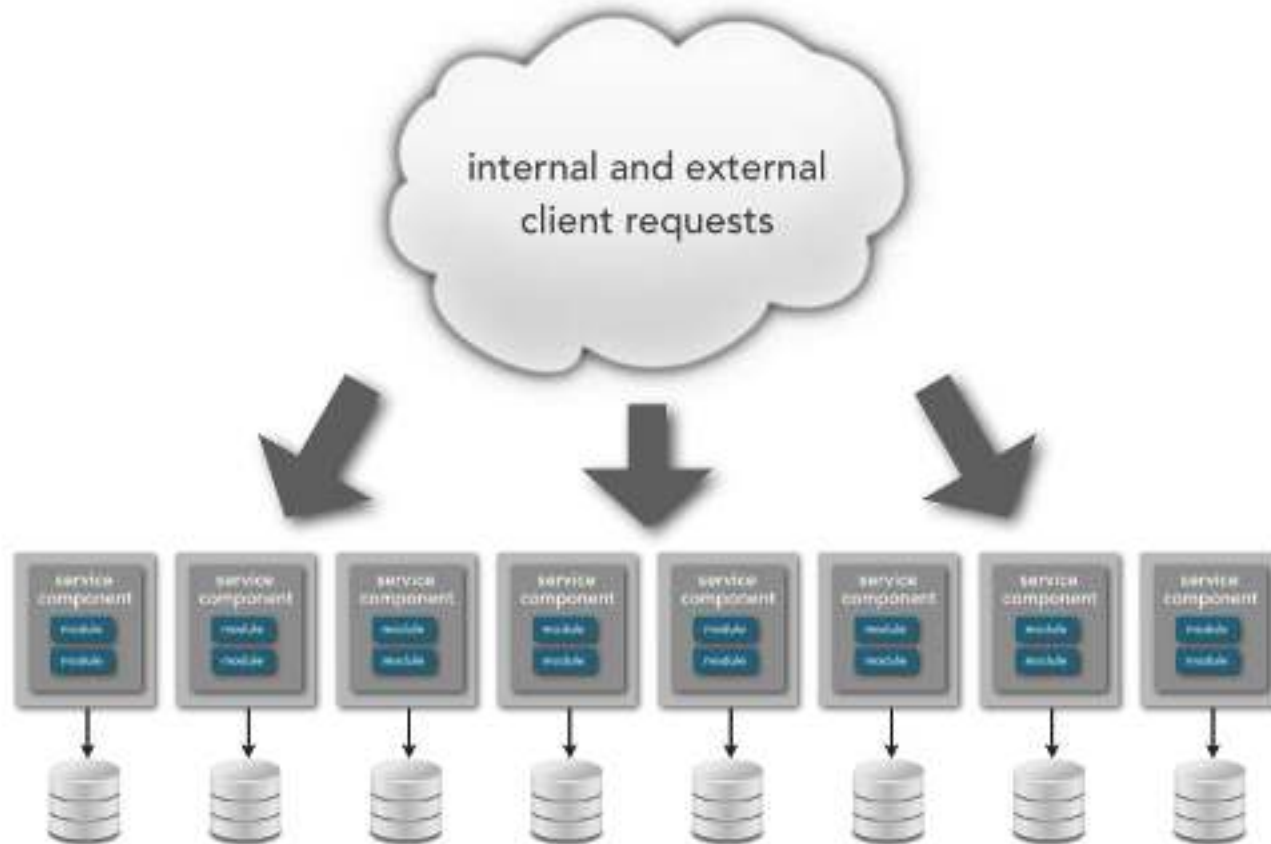


# api layer

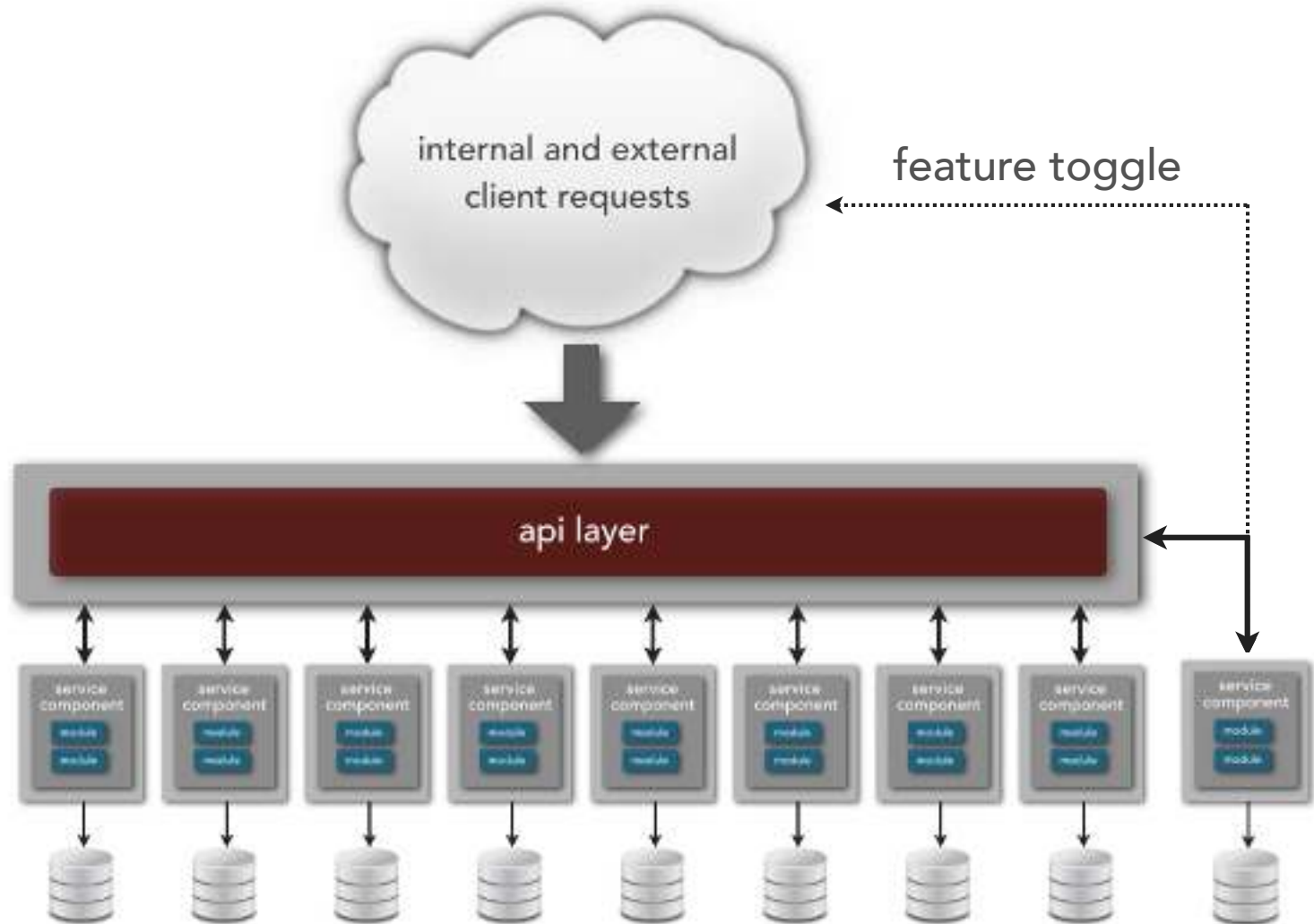


hides the actual endpoint of the service, exposing only those services available for public consumption

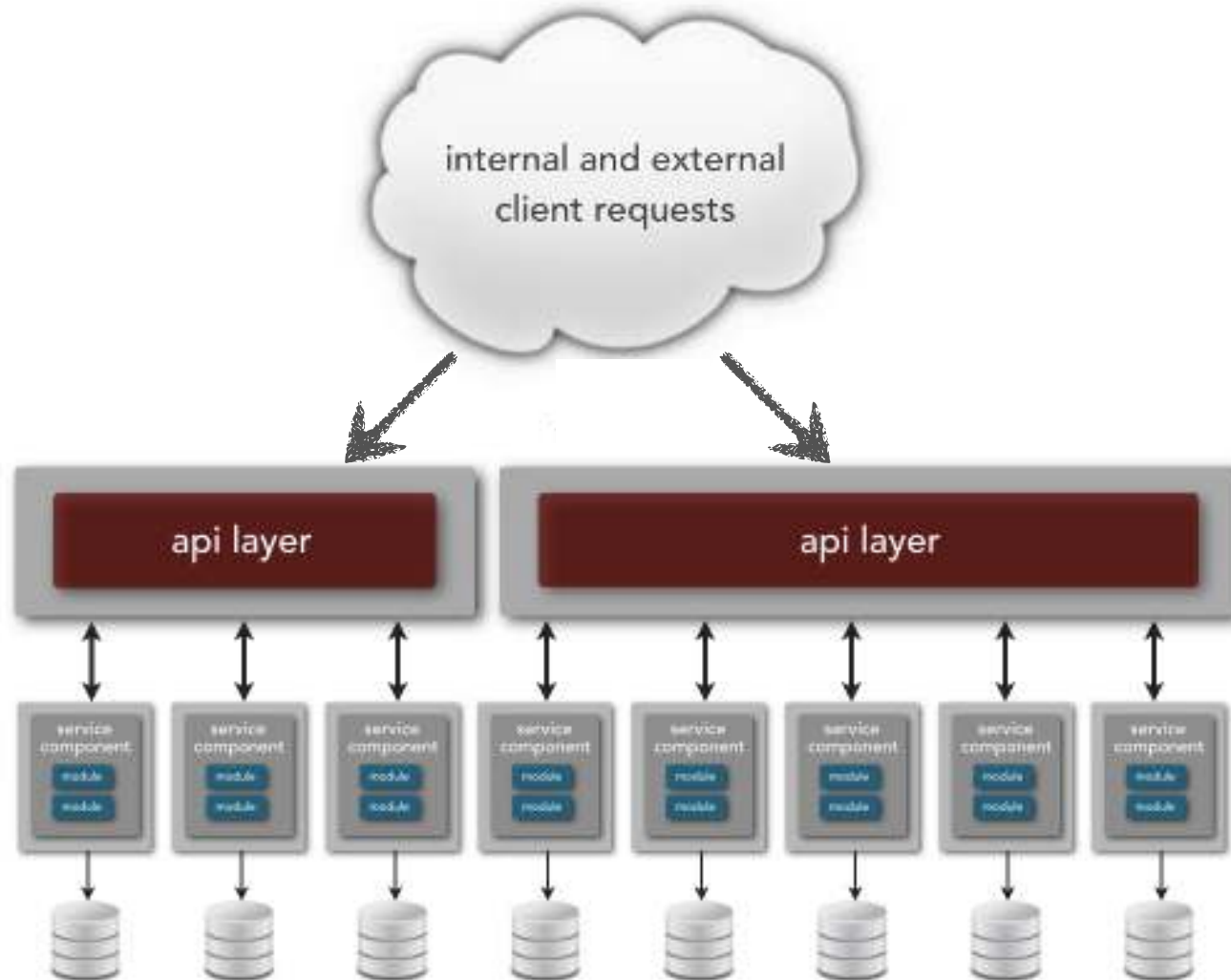
# api layer



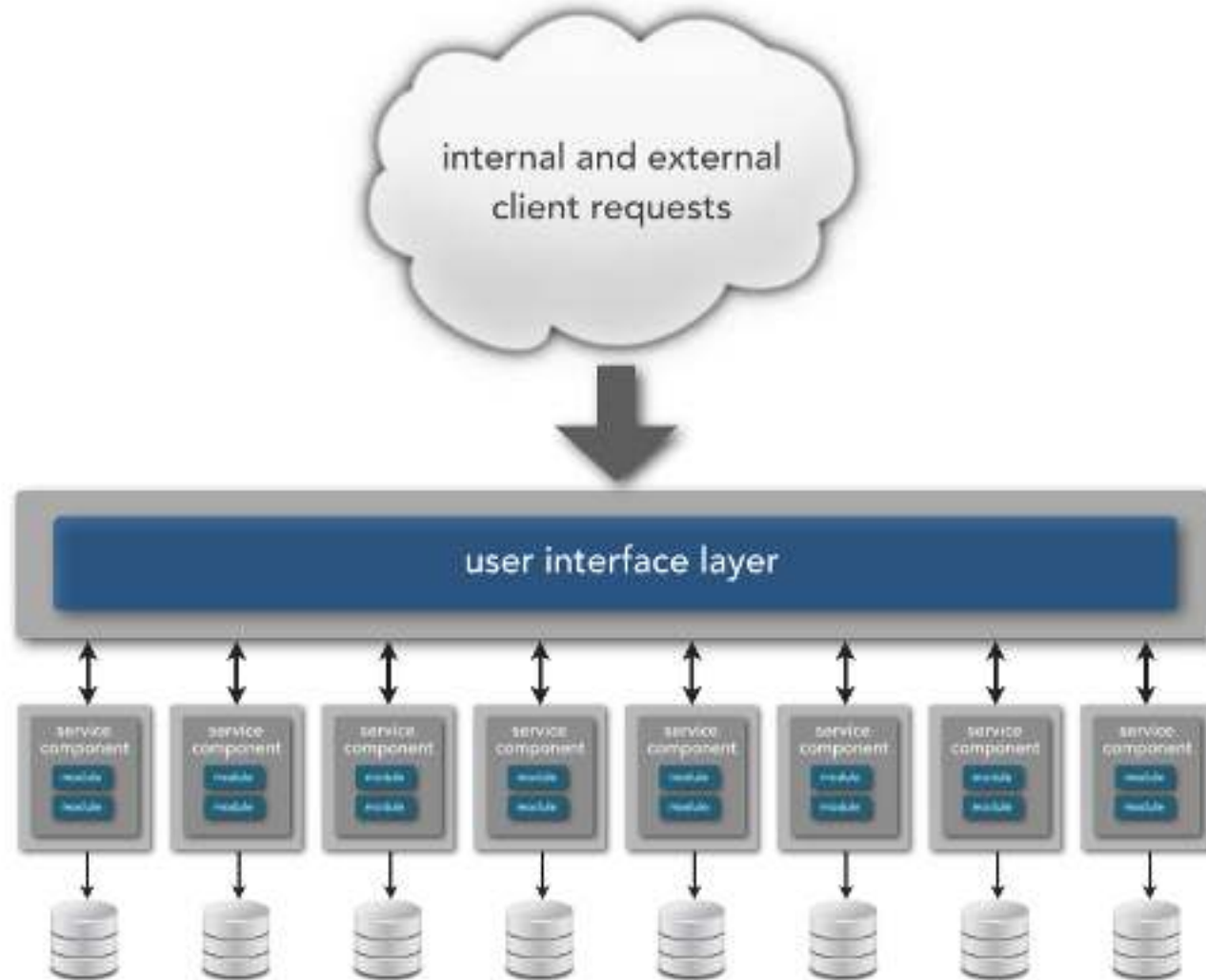
# api layer



# api layer

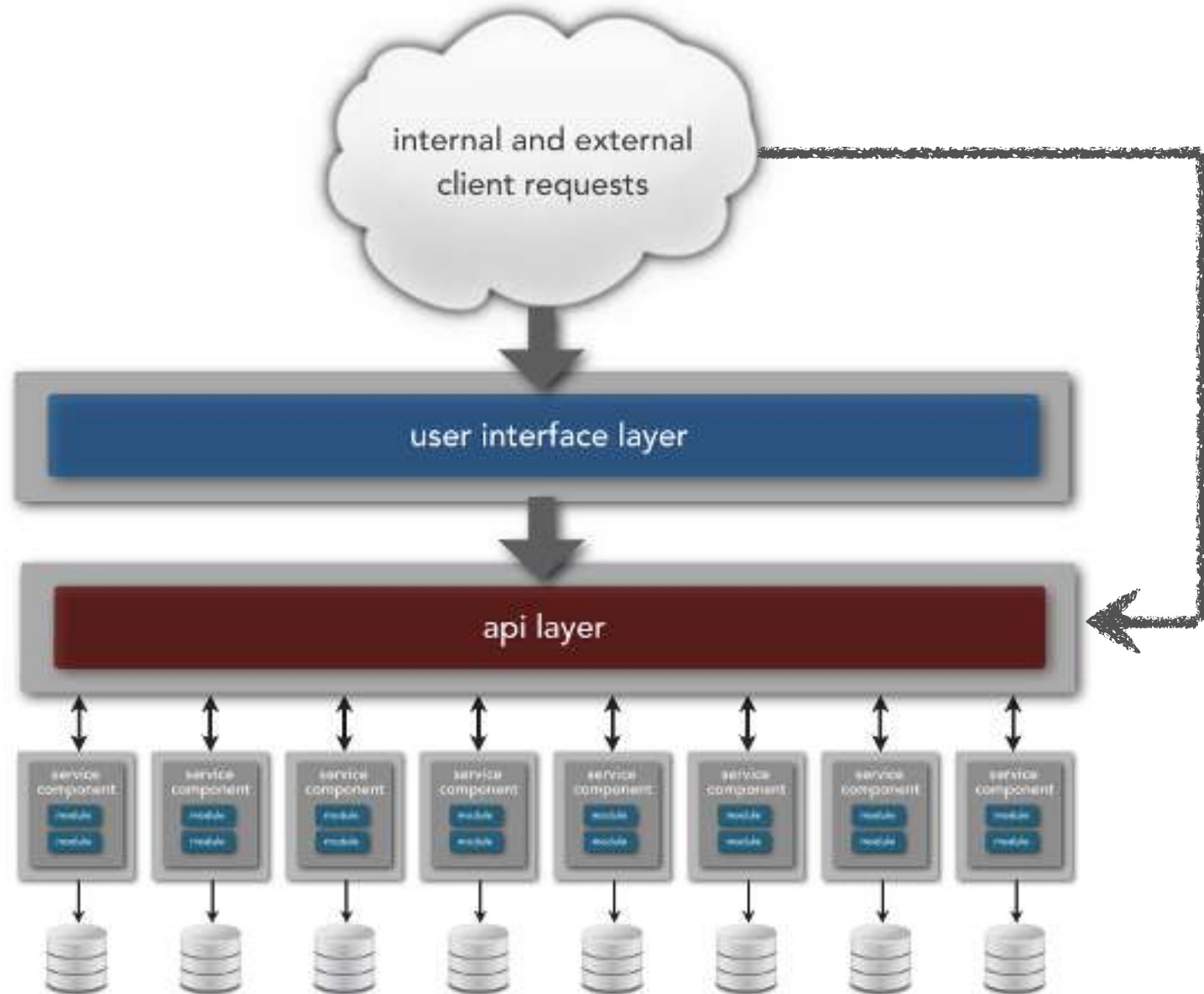


# api layer



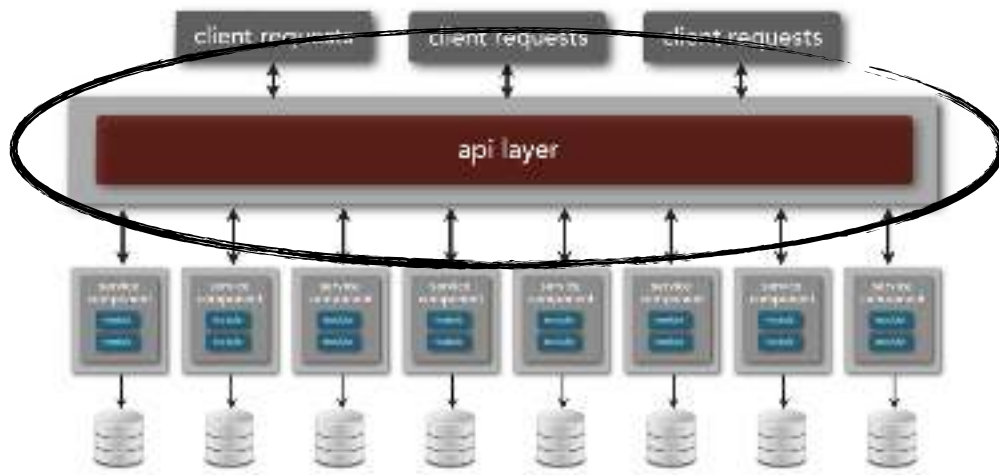


# microservices architecture



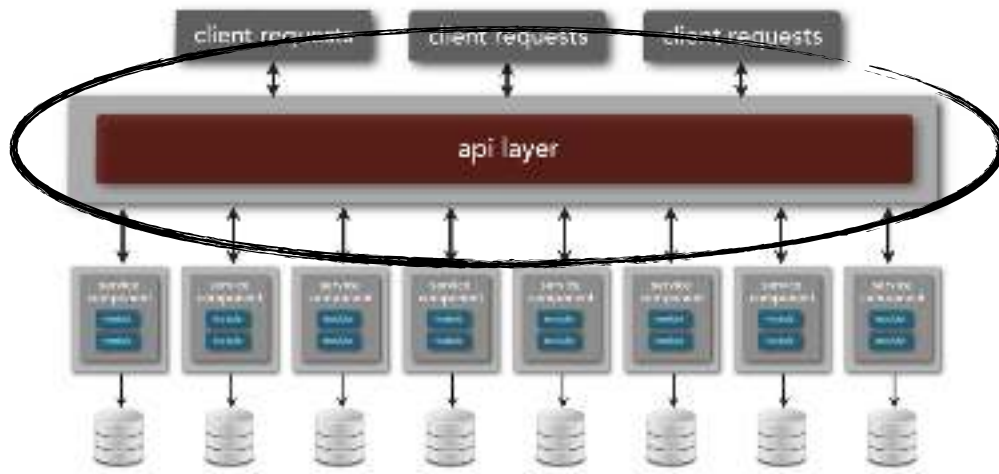
# api layer

endpoint proxy



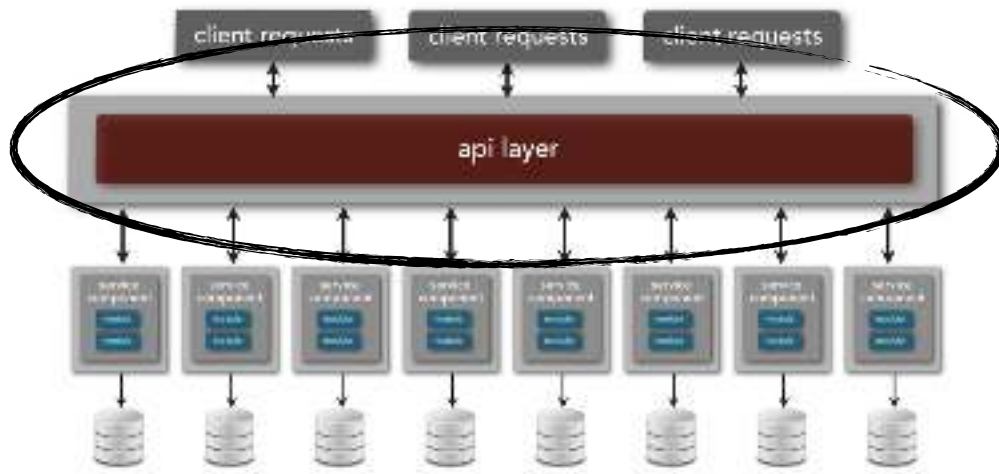
# api layer

load balancer

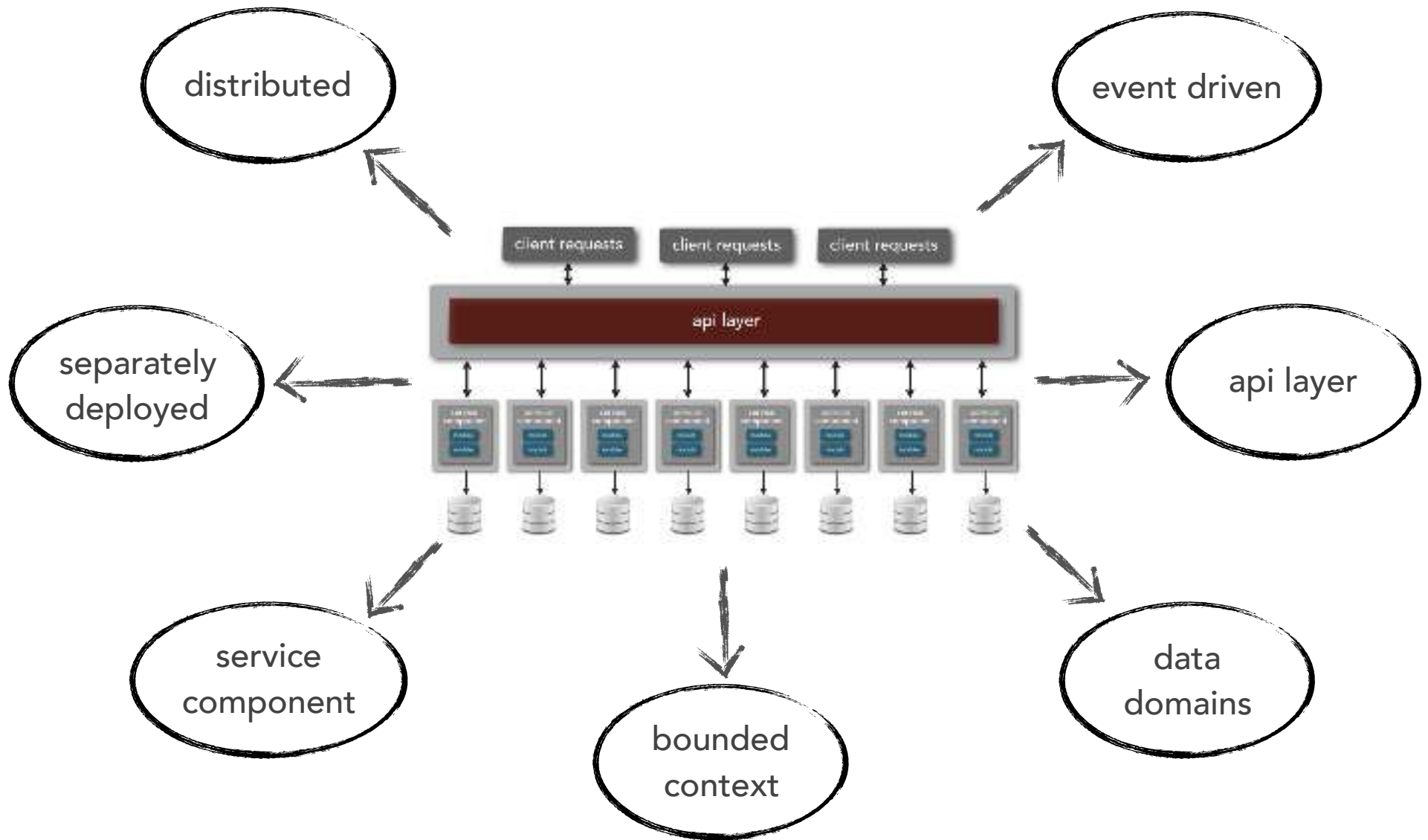


# api layer

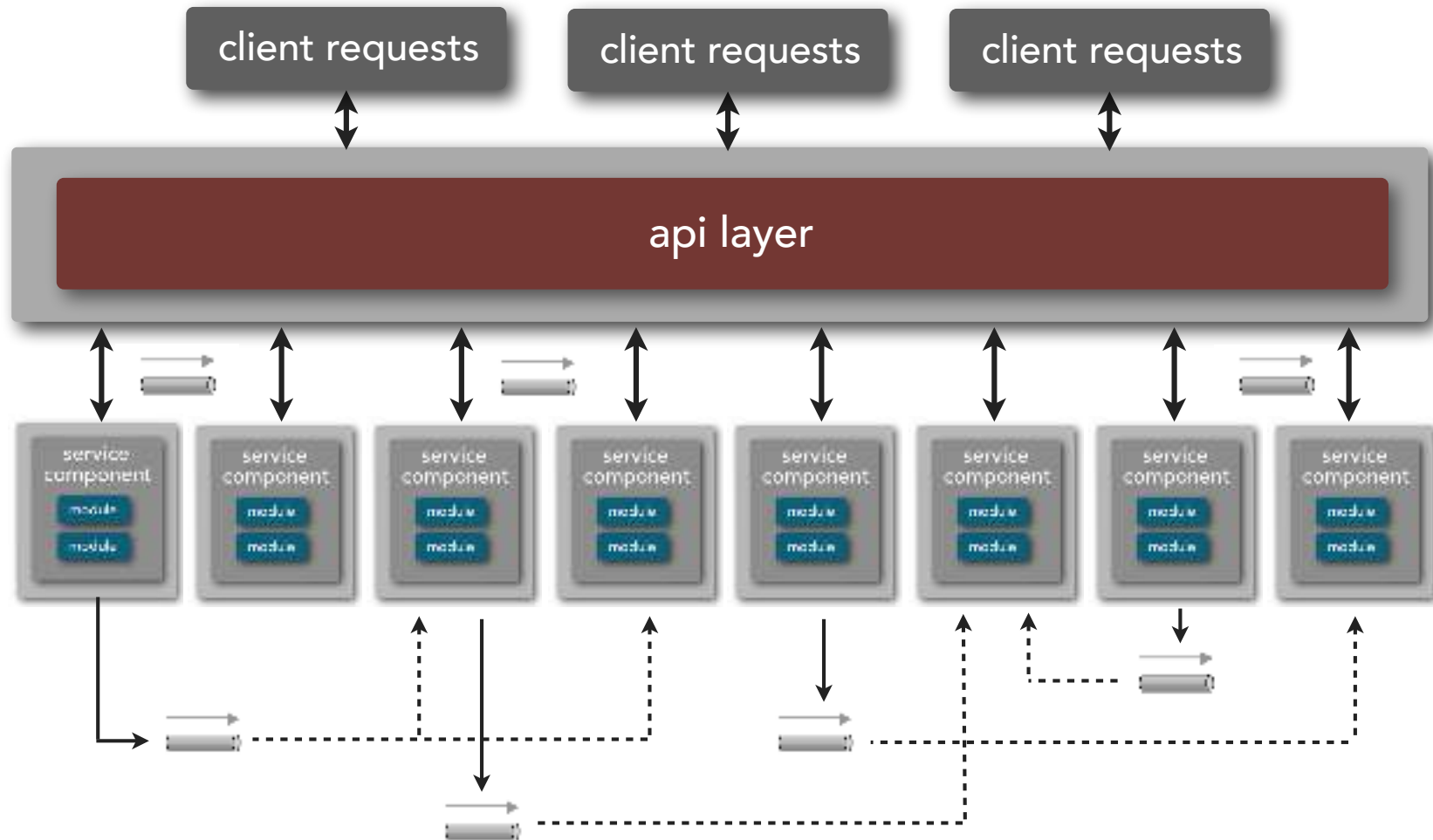
gateway (integration hub)



# microservices architecture

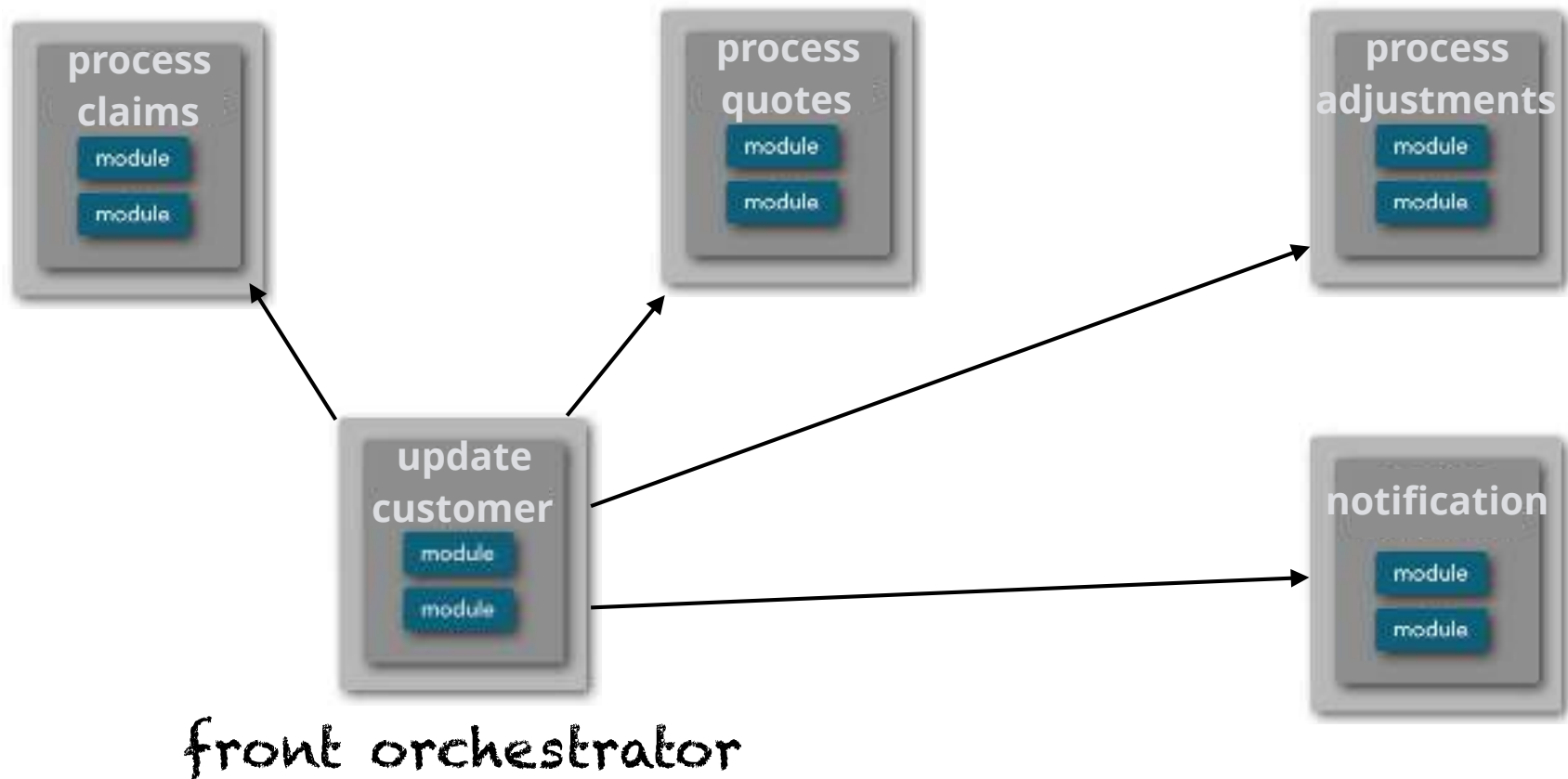


# microservices architecture



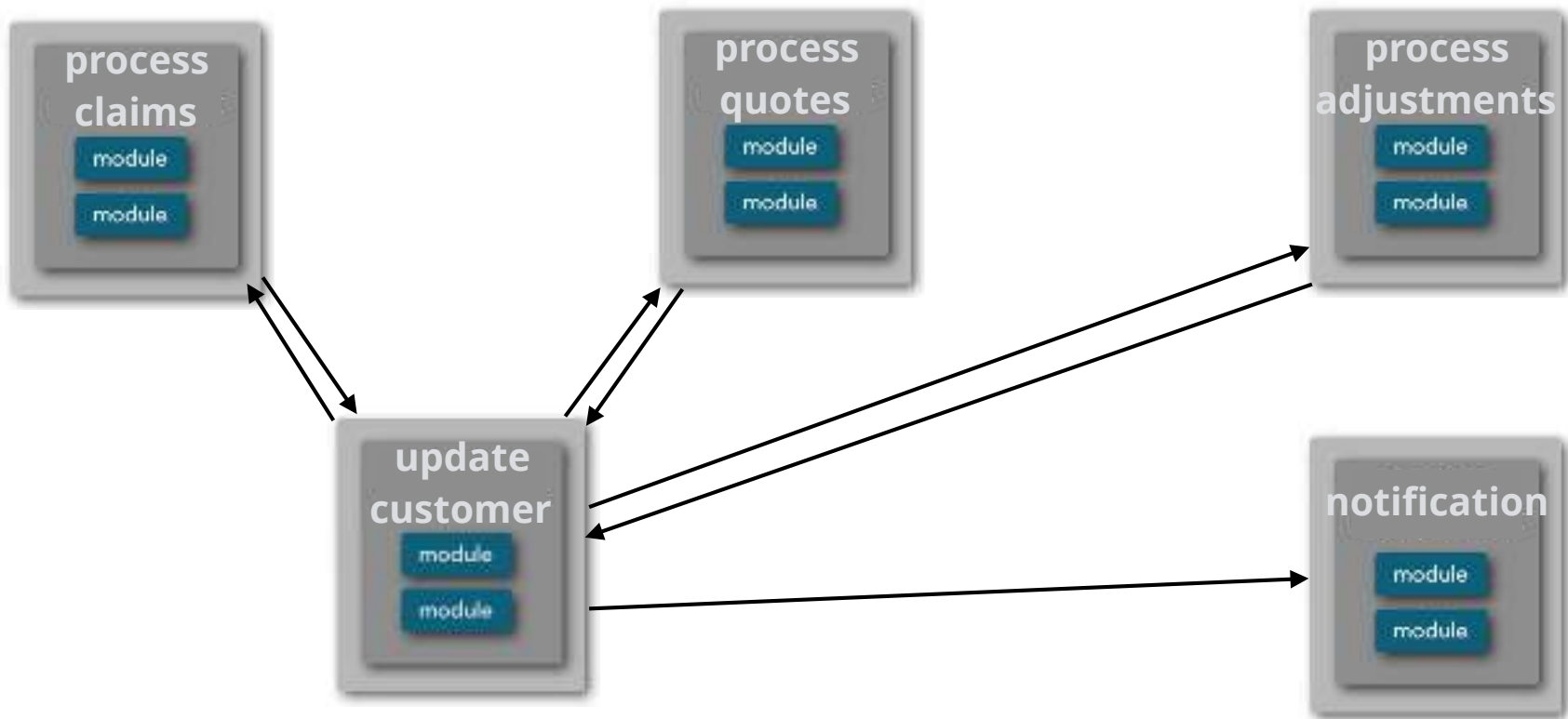
# microservices architecture

## service orchestration



# microservices architecture

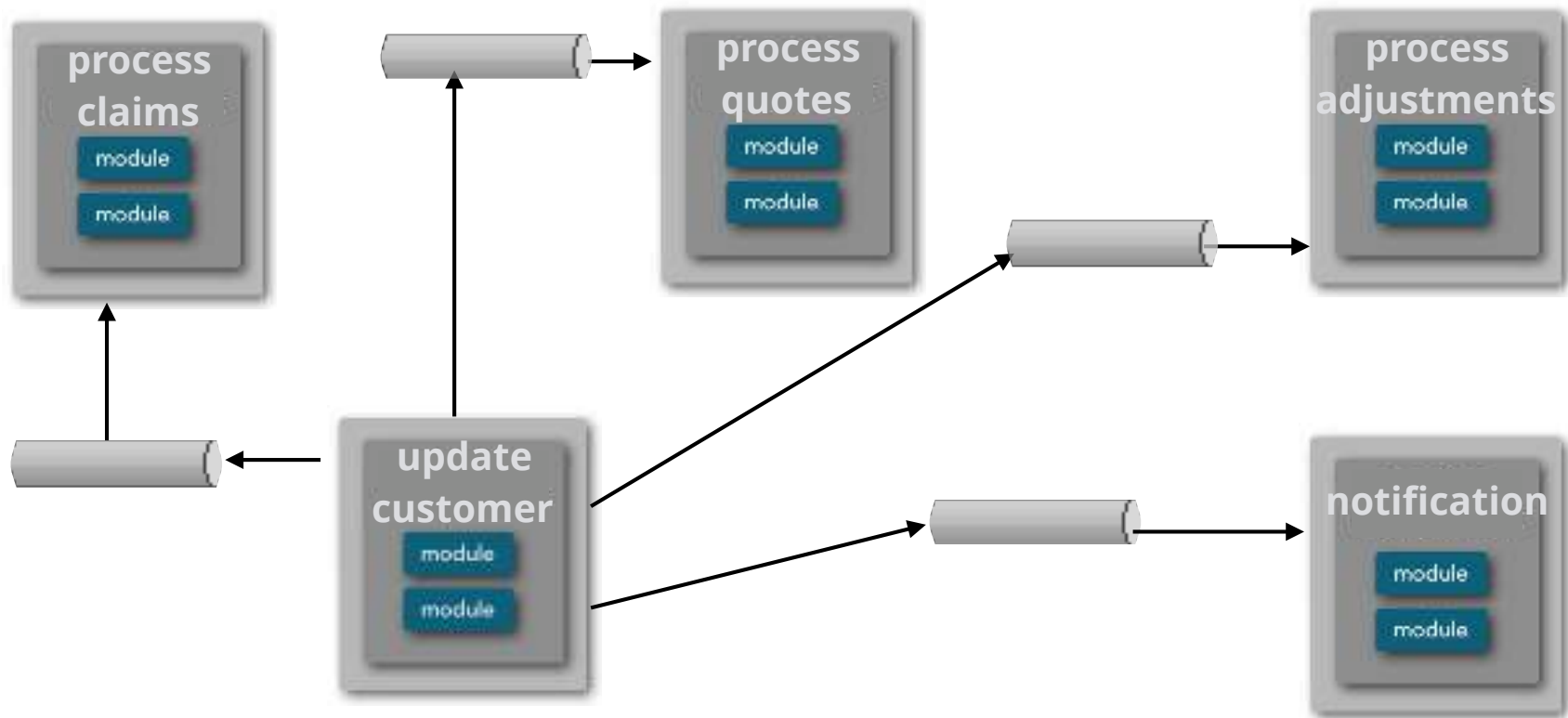
## service orchestration





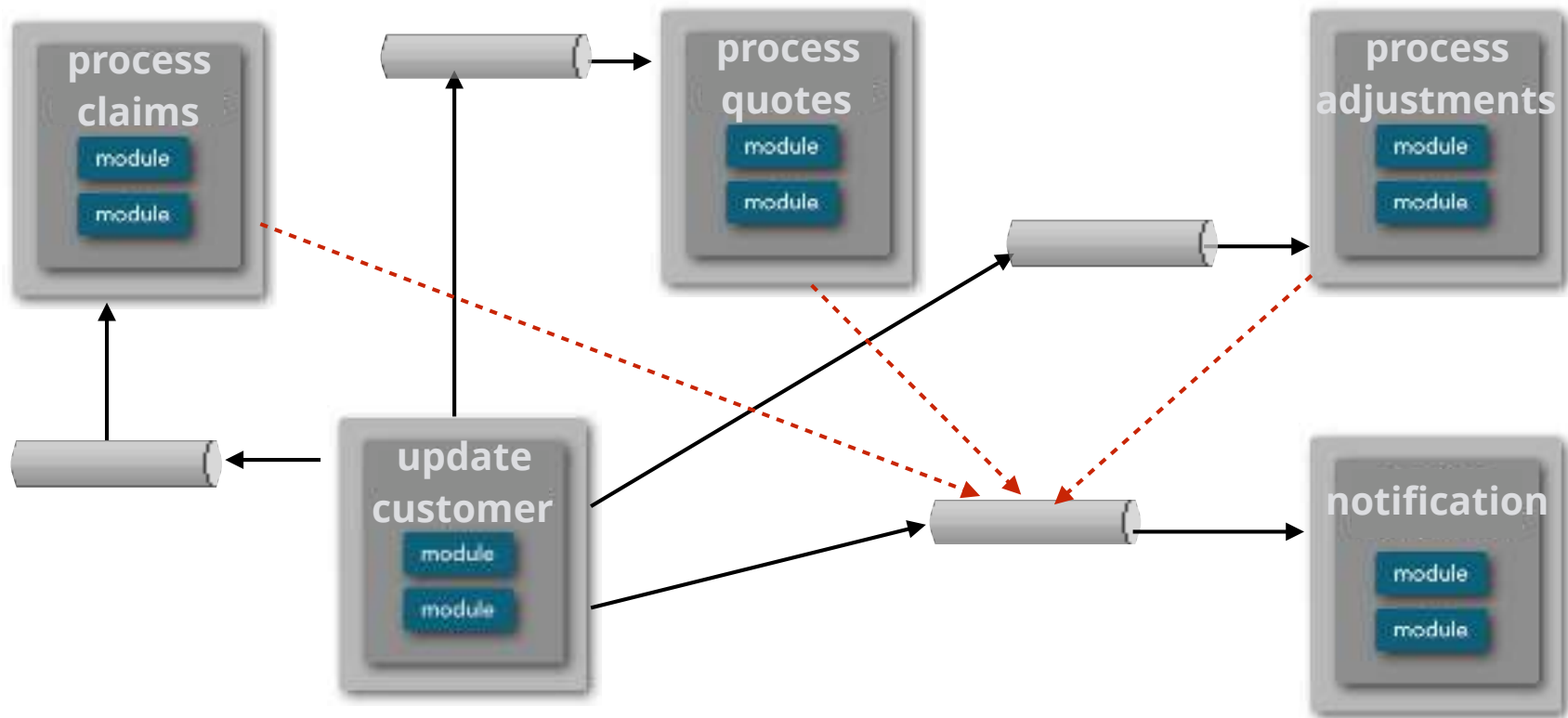
# microservices architecture

## service orchestration



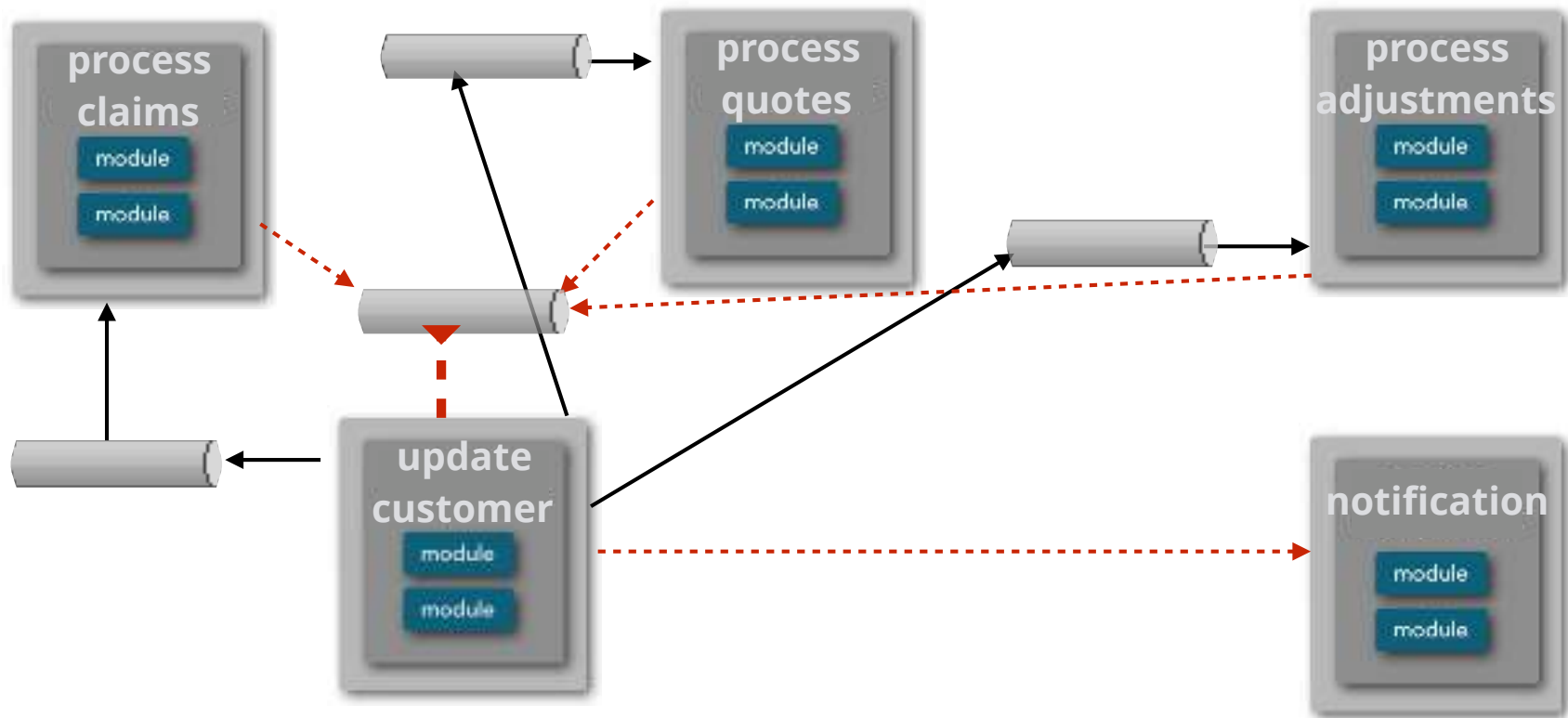
# microservices architecture

## service orchestration

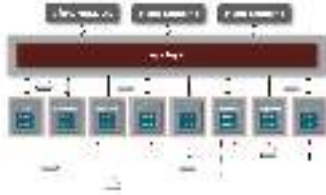


# microservices architecture

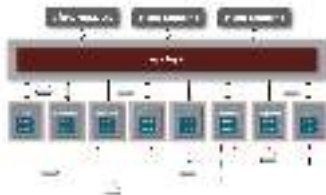
## service orchestration



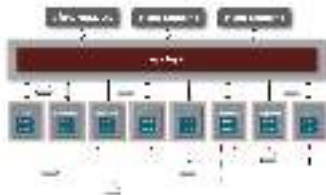
# microservices architecture



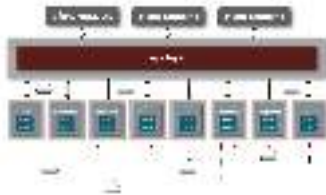
reporting techniques



eventual consistency patterns




performance tuning



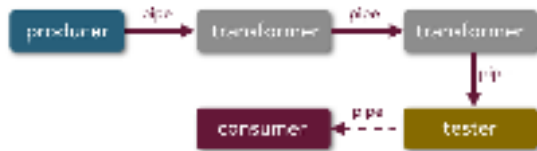
reactive architecture patterns

# microservices architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

# pipeline architecture

## pipeline vs. event-driven



synchronous data  
filtering

always unidirectional

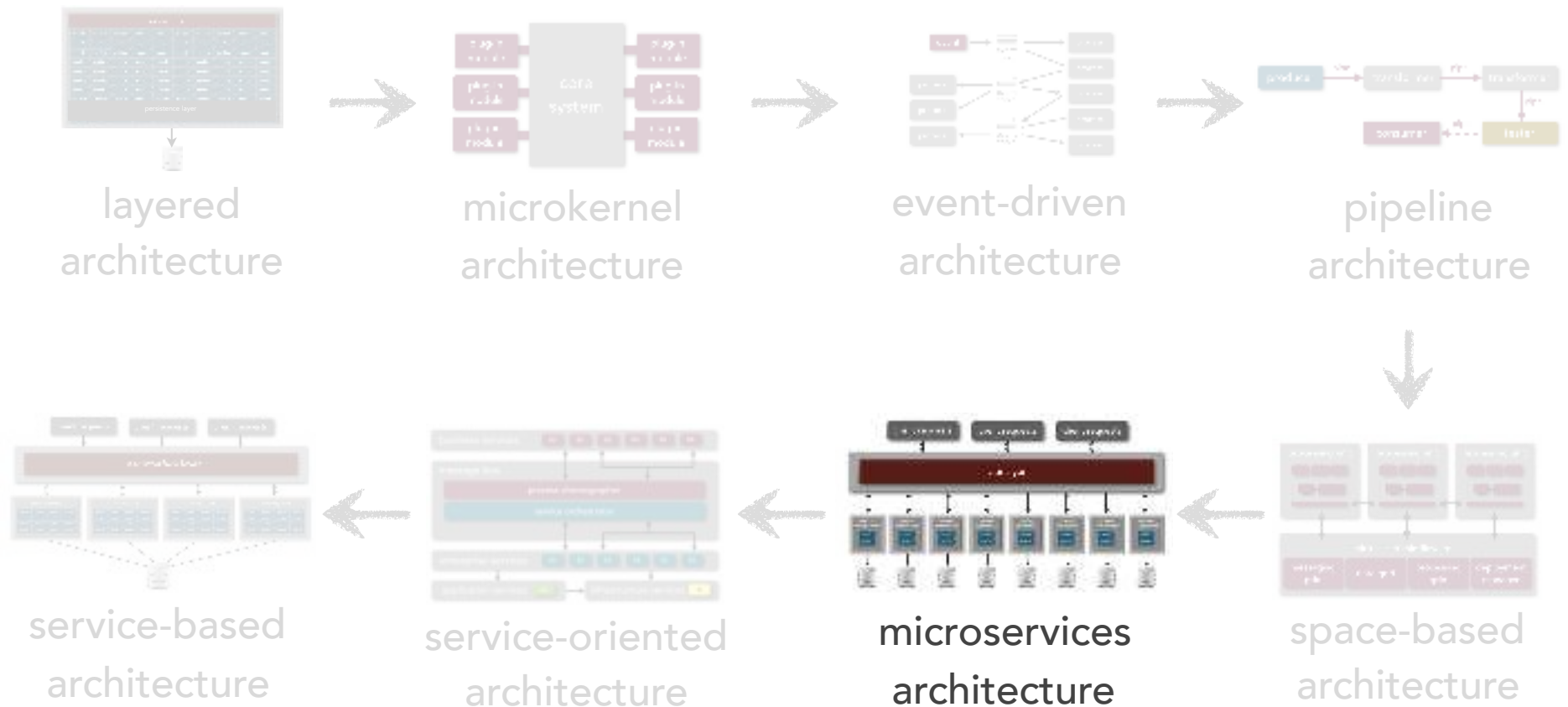
simple single purpose  
filters

asynchronous event  
processing

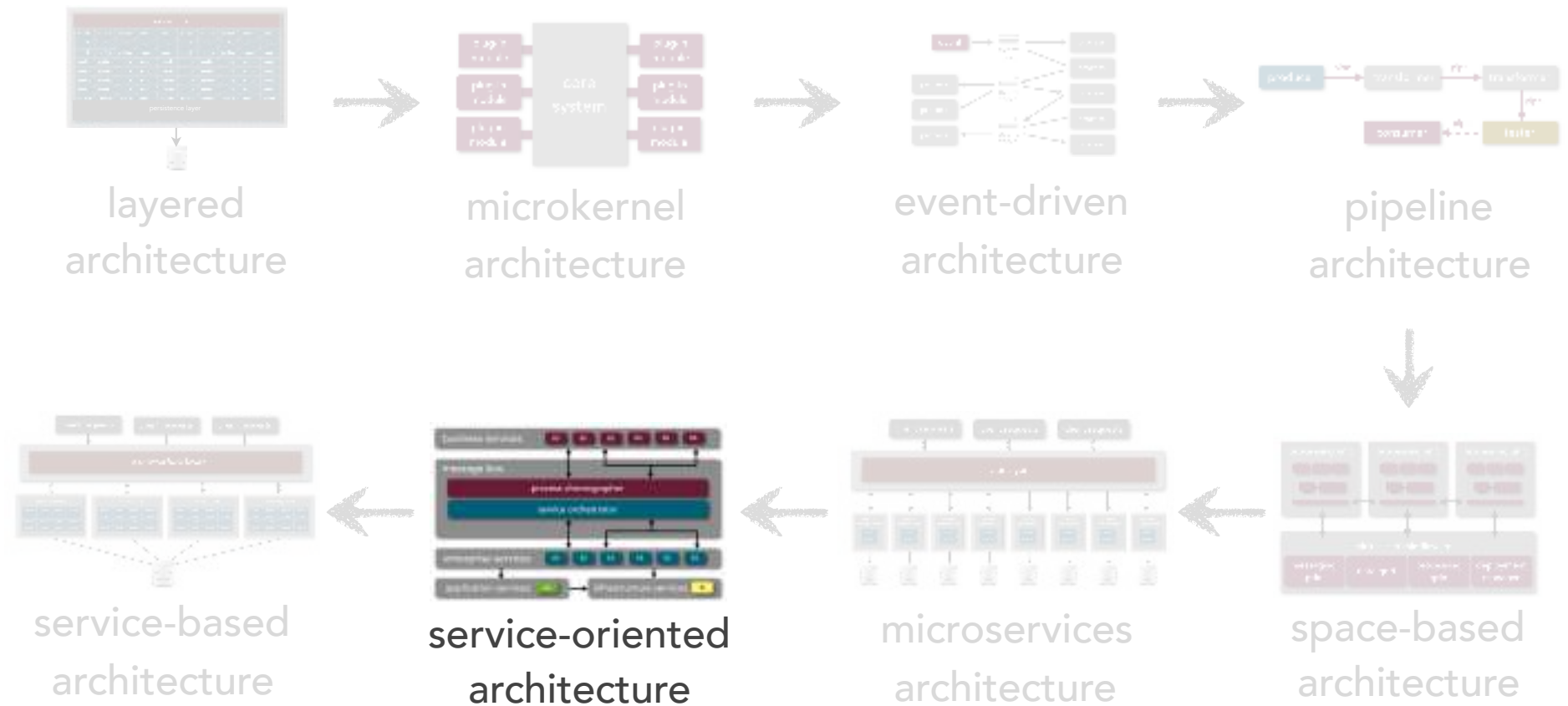
can be request/reply

complex multi-purpose  
processors

# architecture pattern roadmap

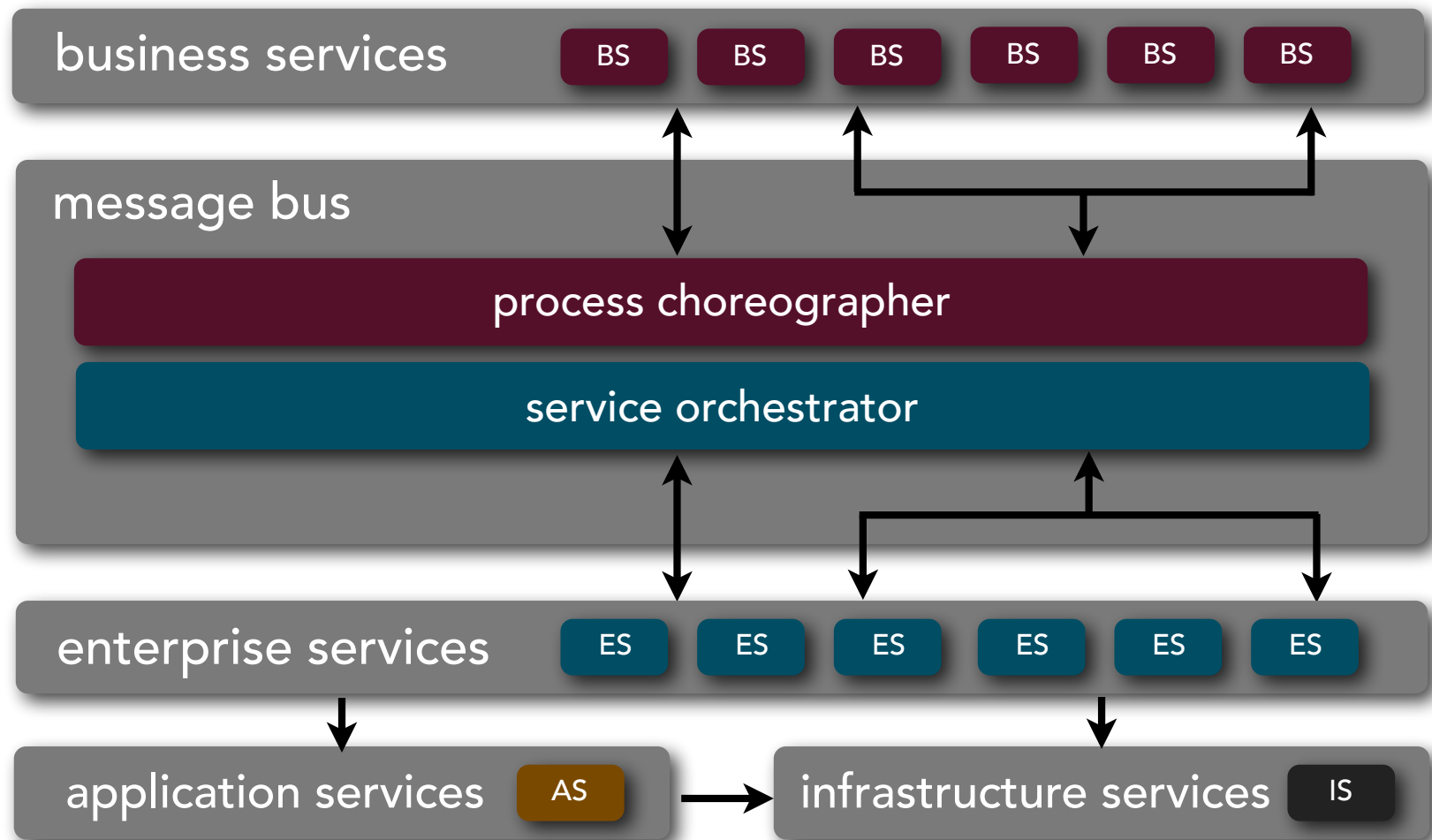


# architecture pattern roadmap

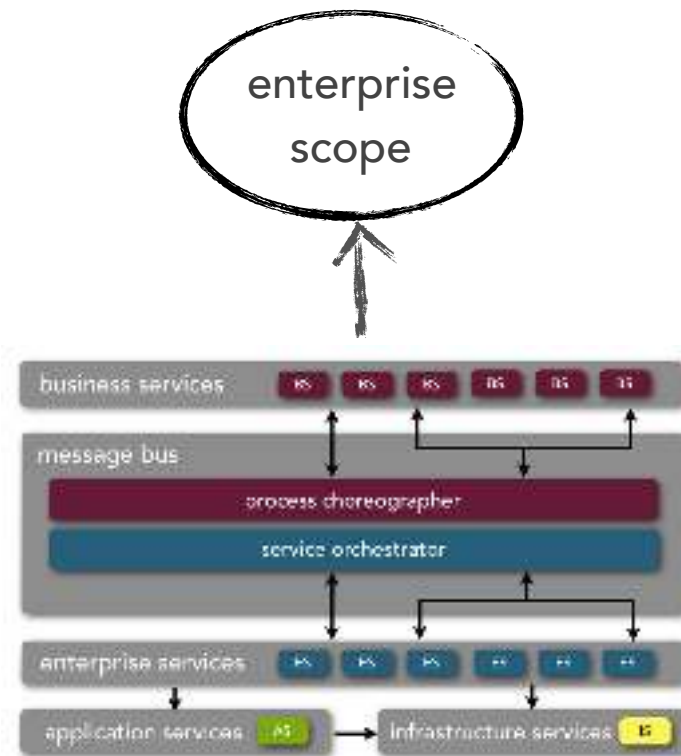




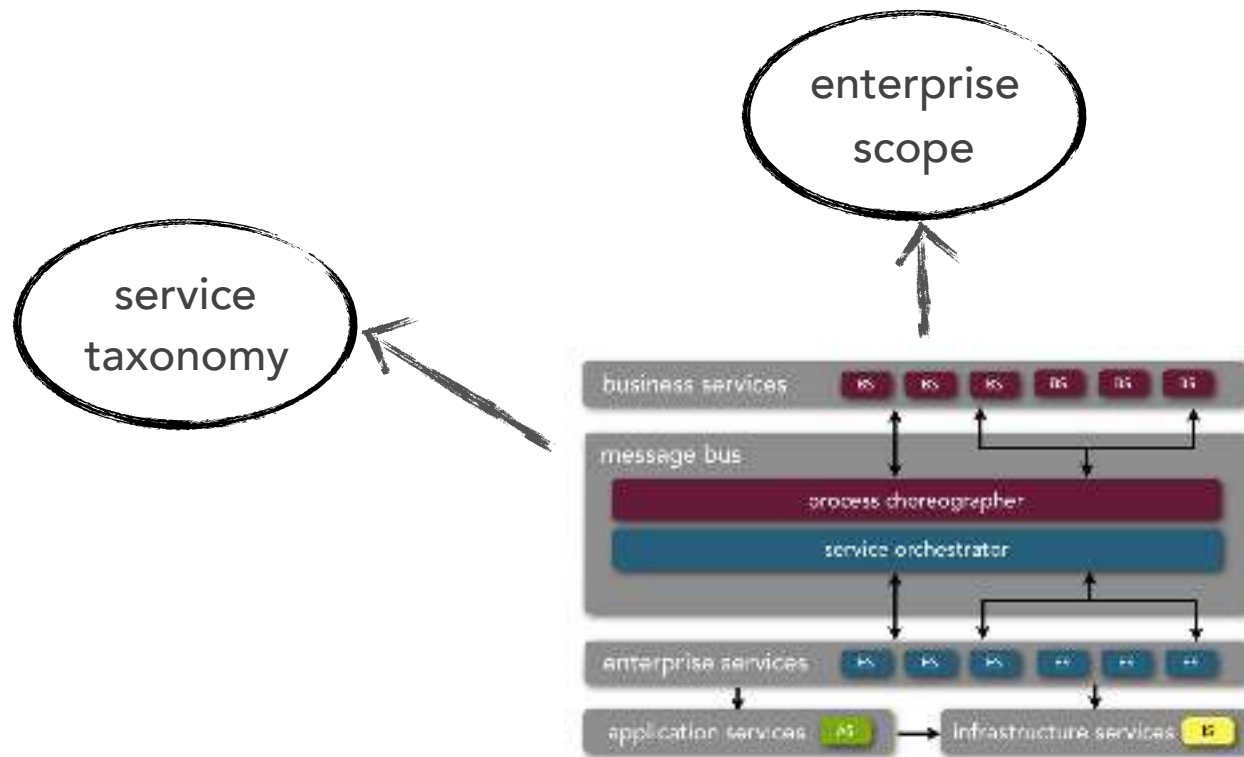
# service-oriented architecture



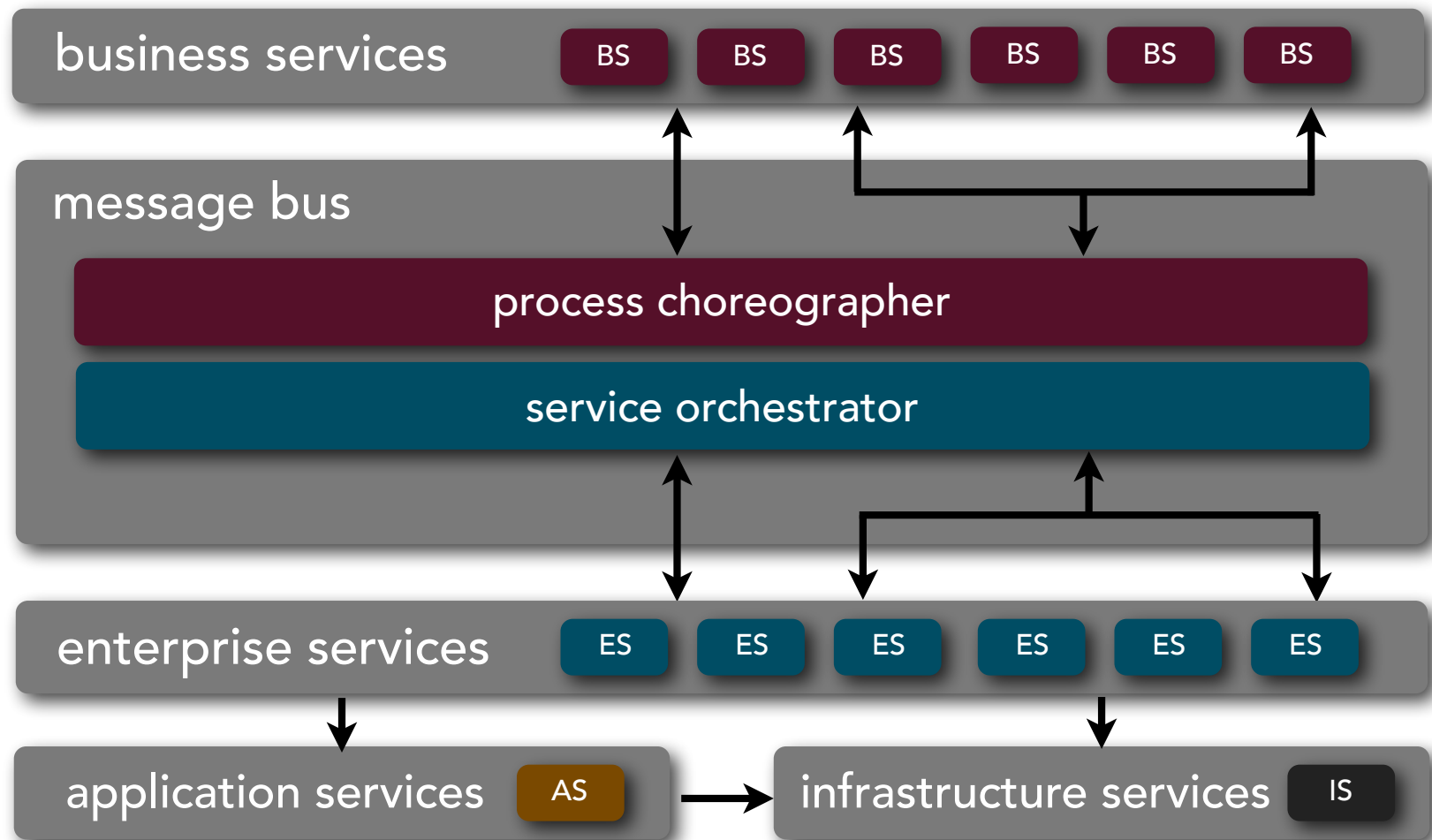
# service-oriented architecture



# service-oriented architecture

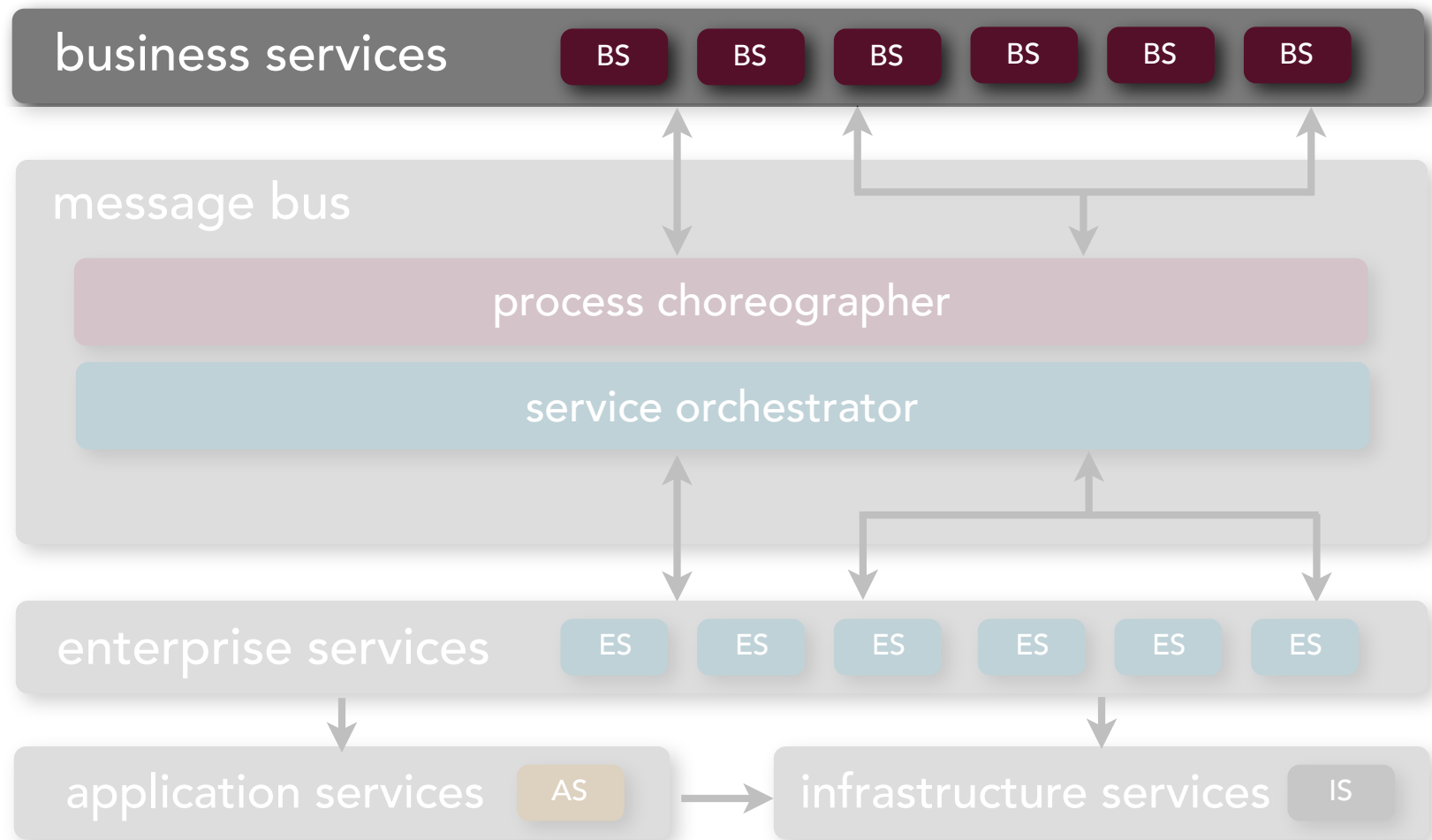


# service-oriented architecture



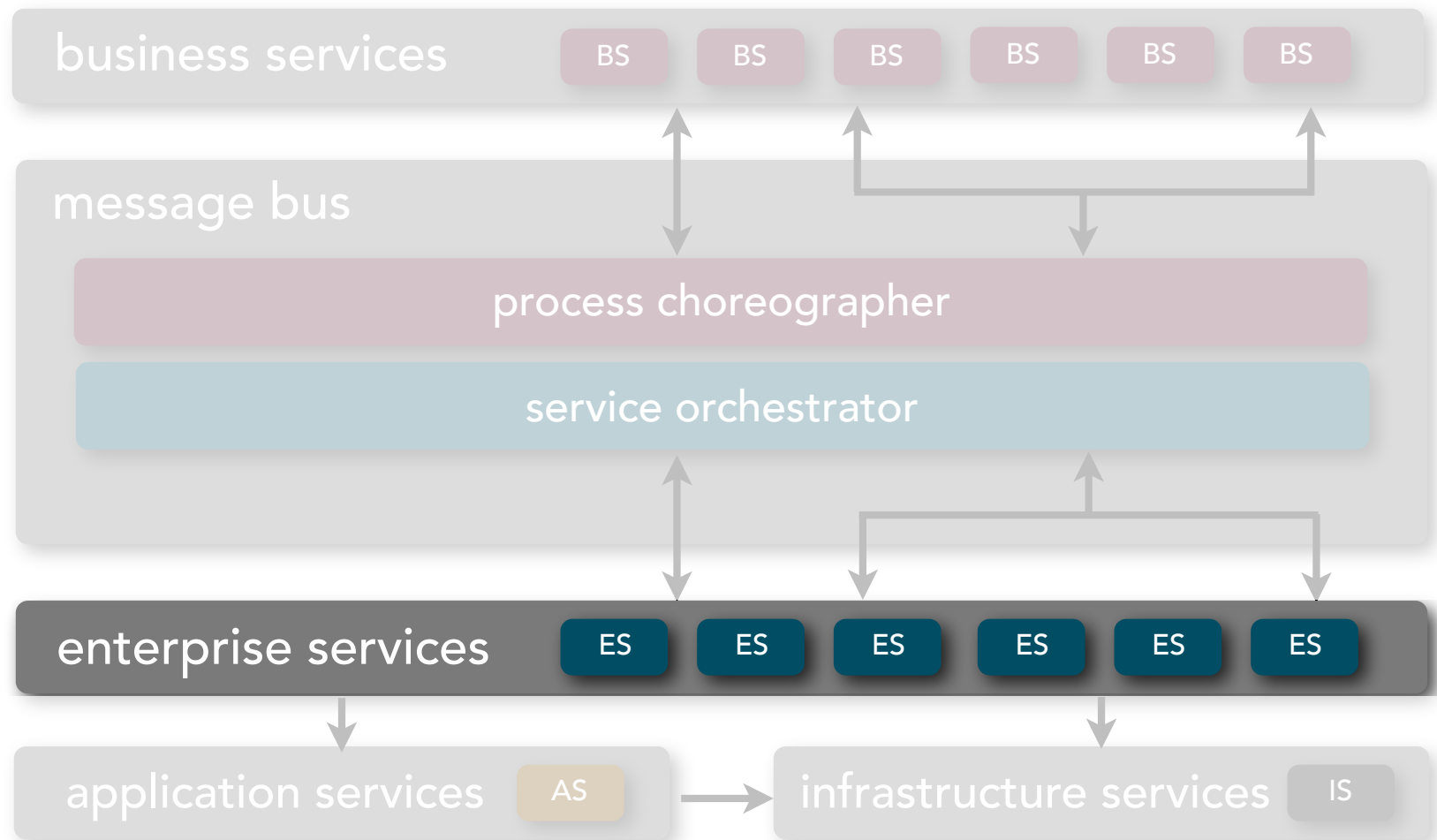
# service-oriented architecture

## business services



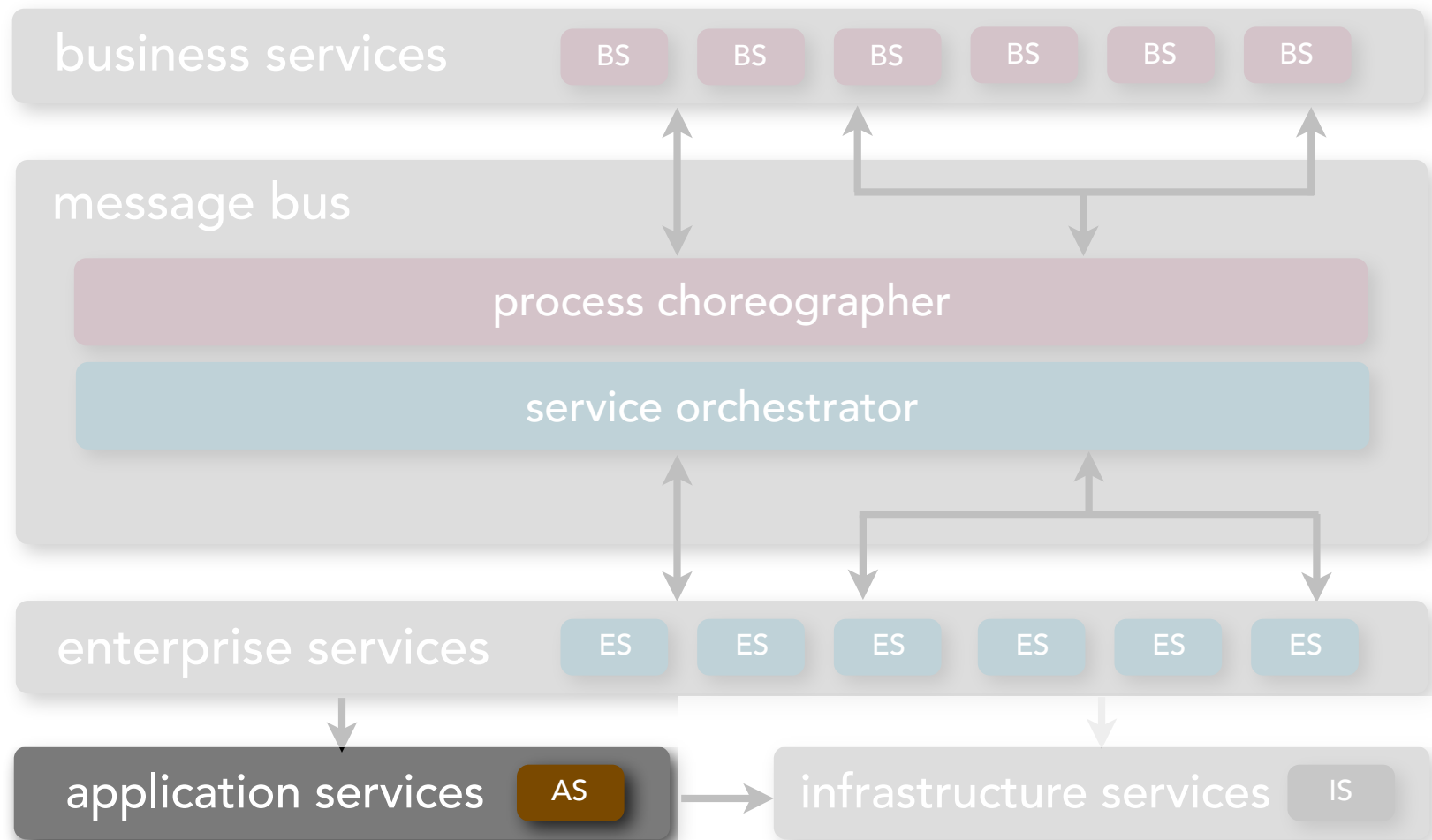
# service-oriented architecture

## enterprise services



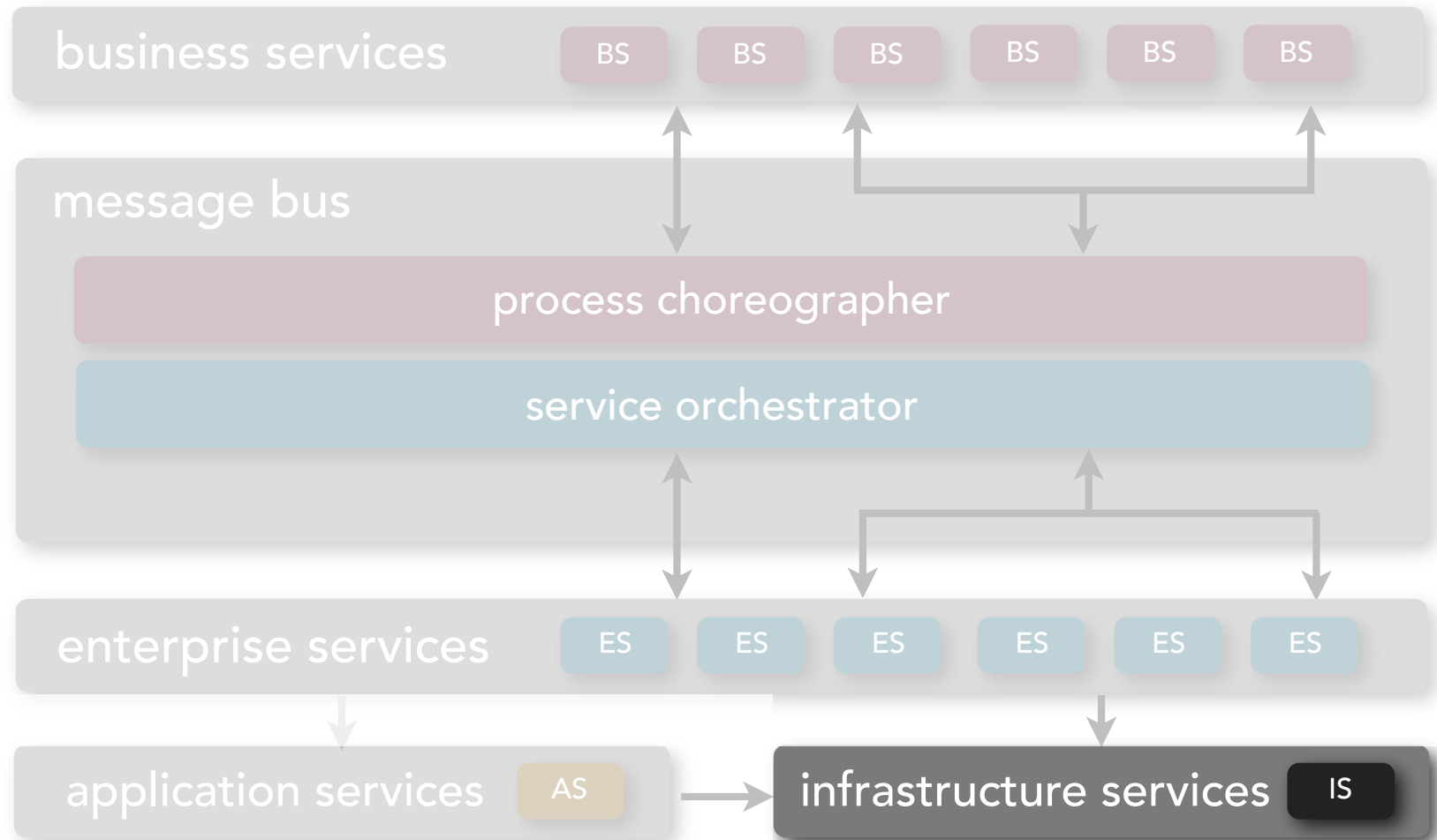
# service-oriented architecture

## application services



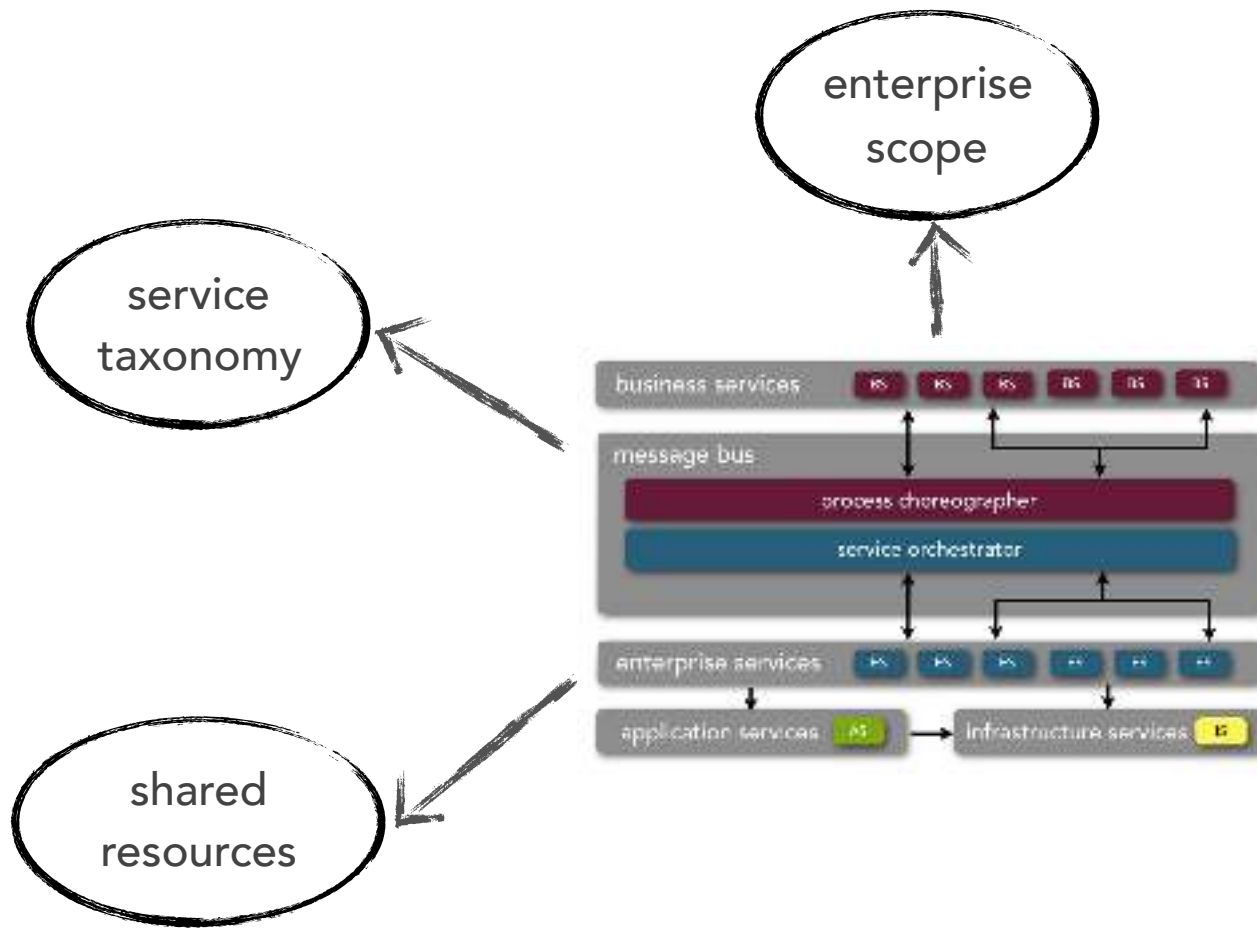
# service-oriented architecture

## infrastructure services



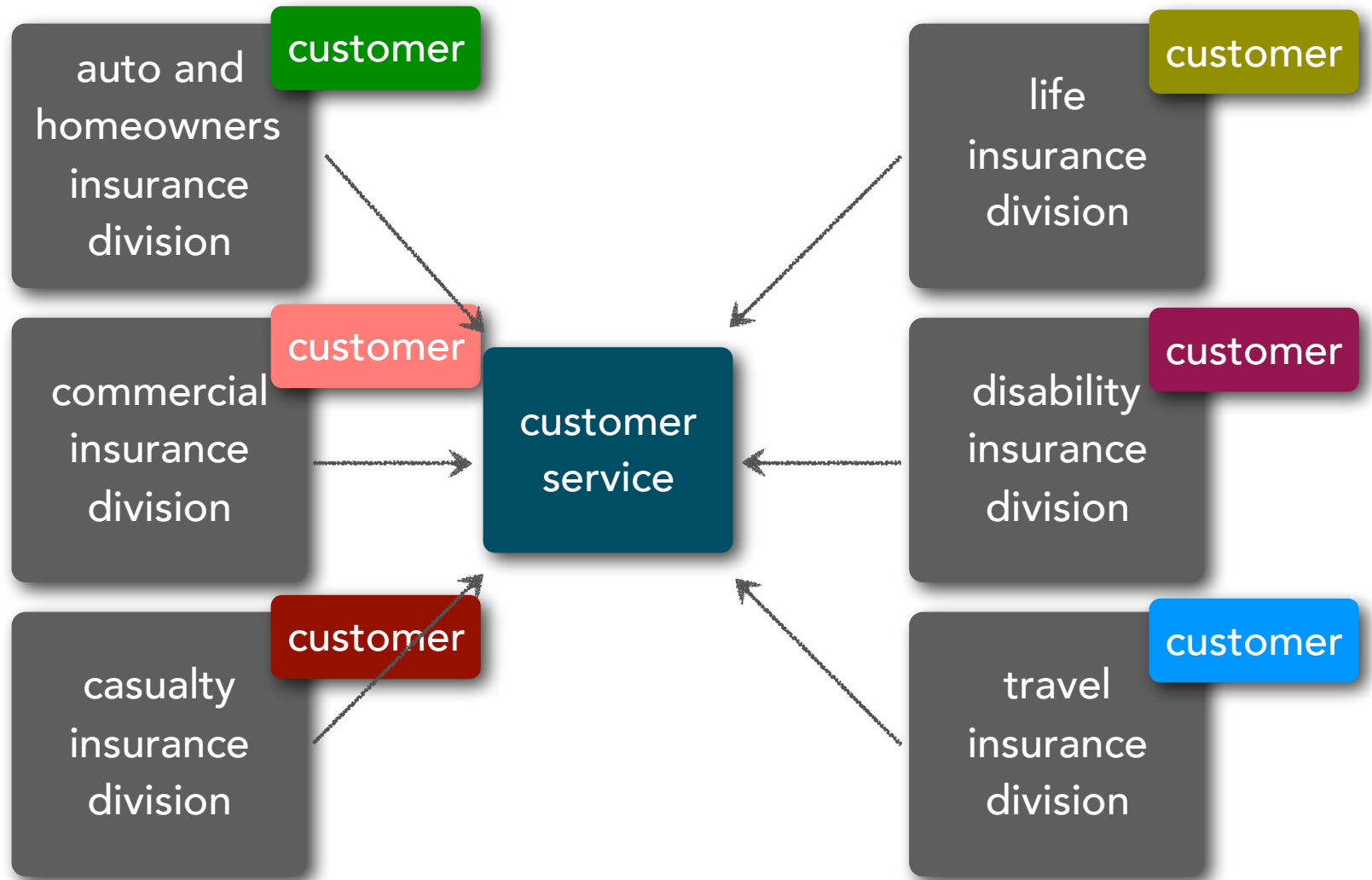


# service-oriented architecture

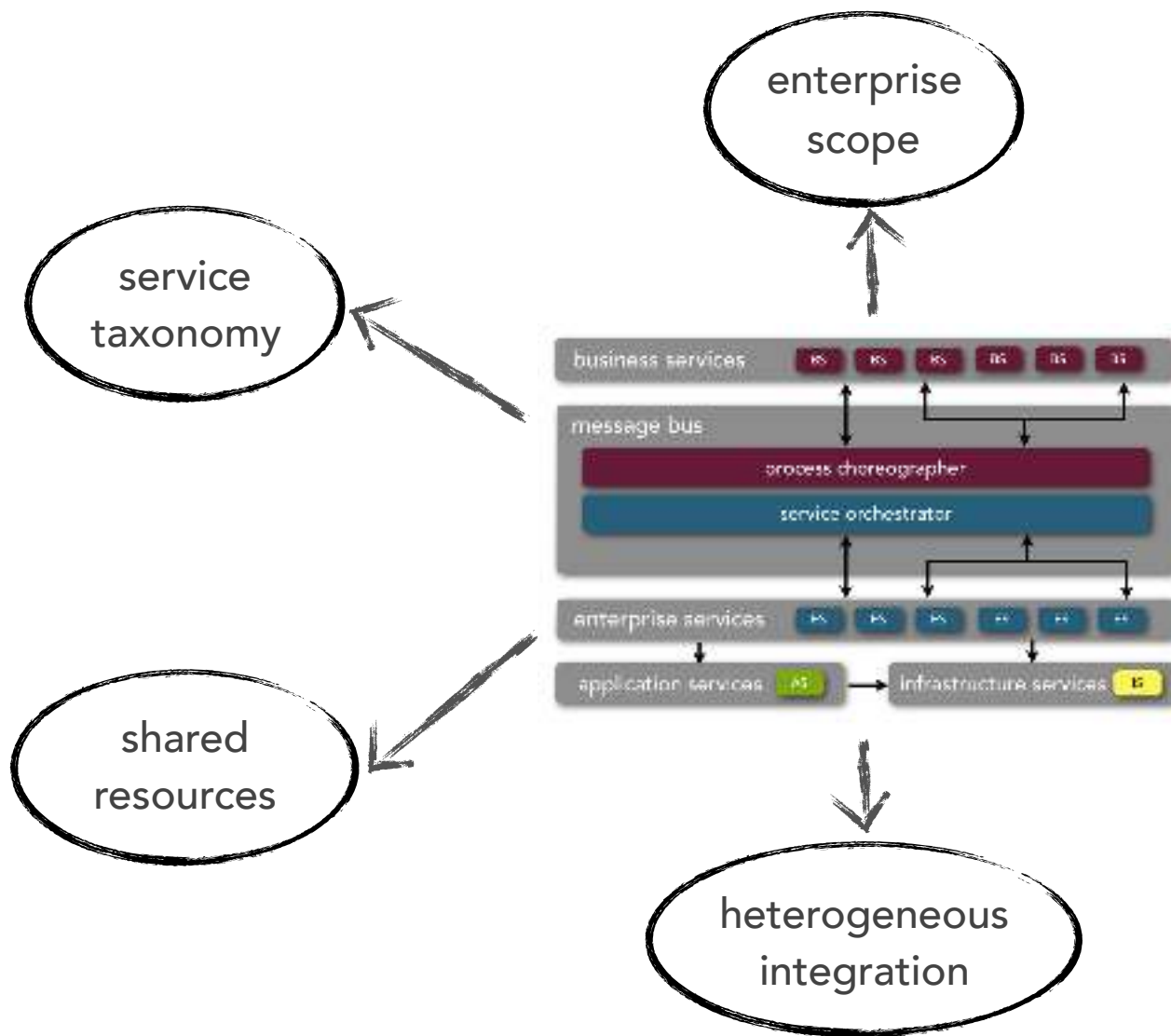


# service-oriented architecture

shared resources

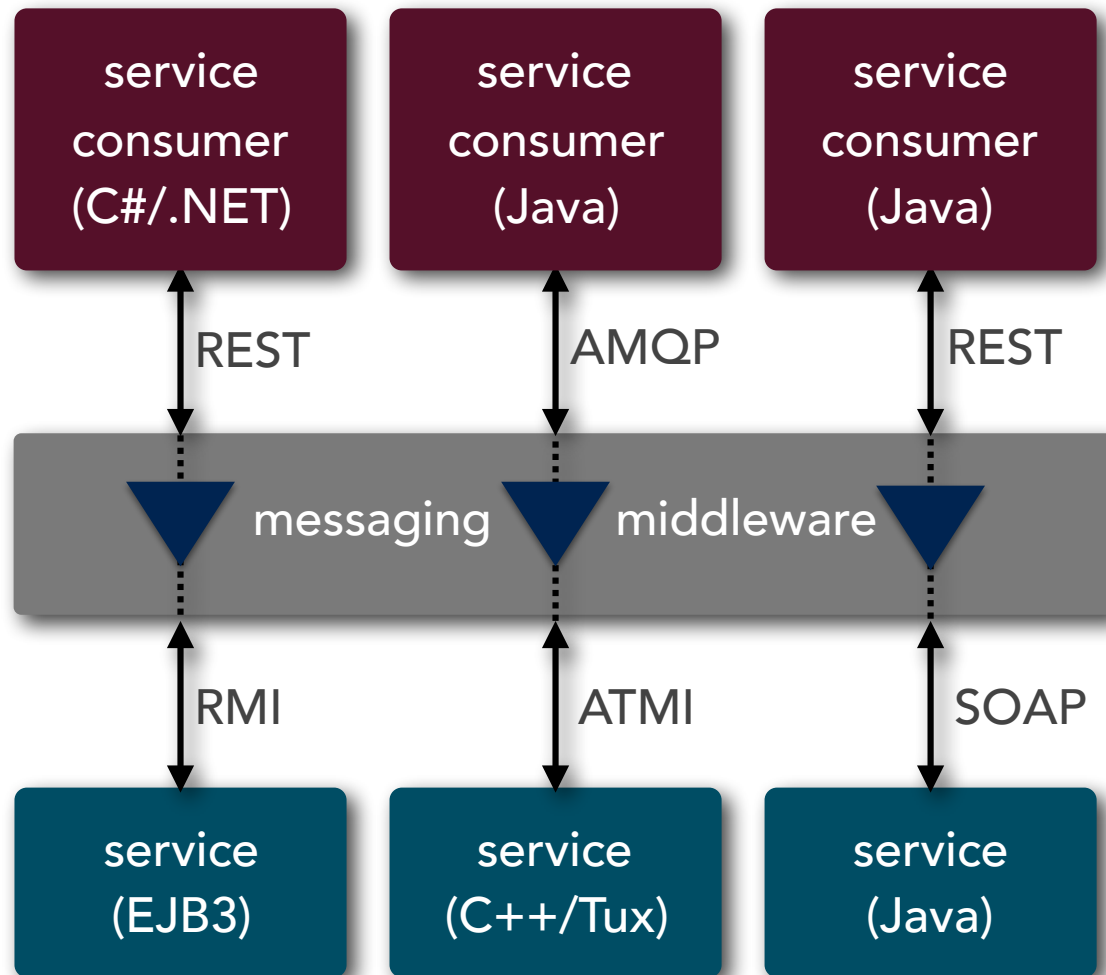


# service-oriented architecture

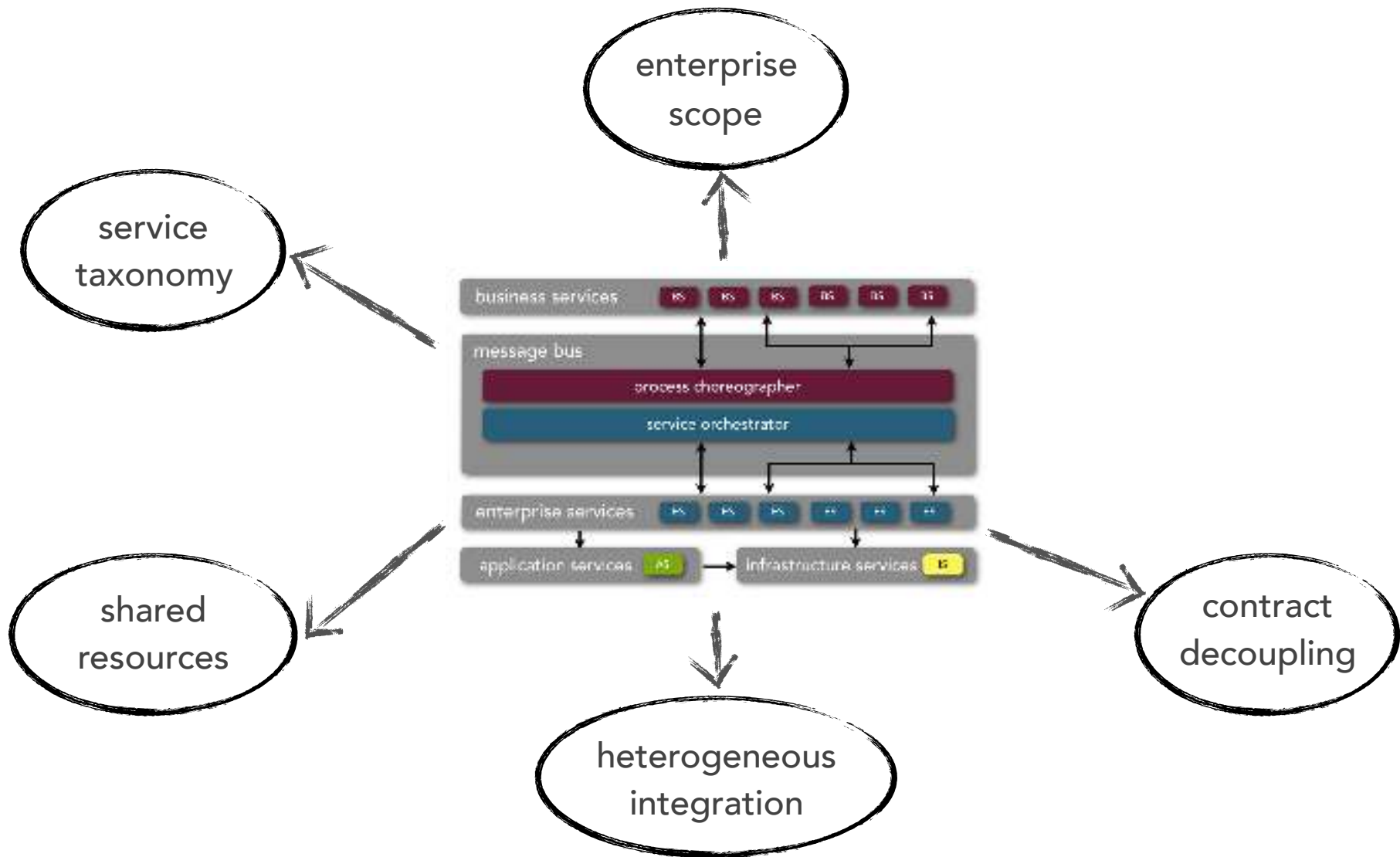


# service-oriented architecture

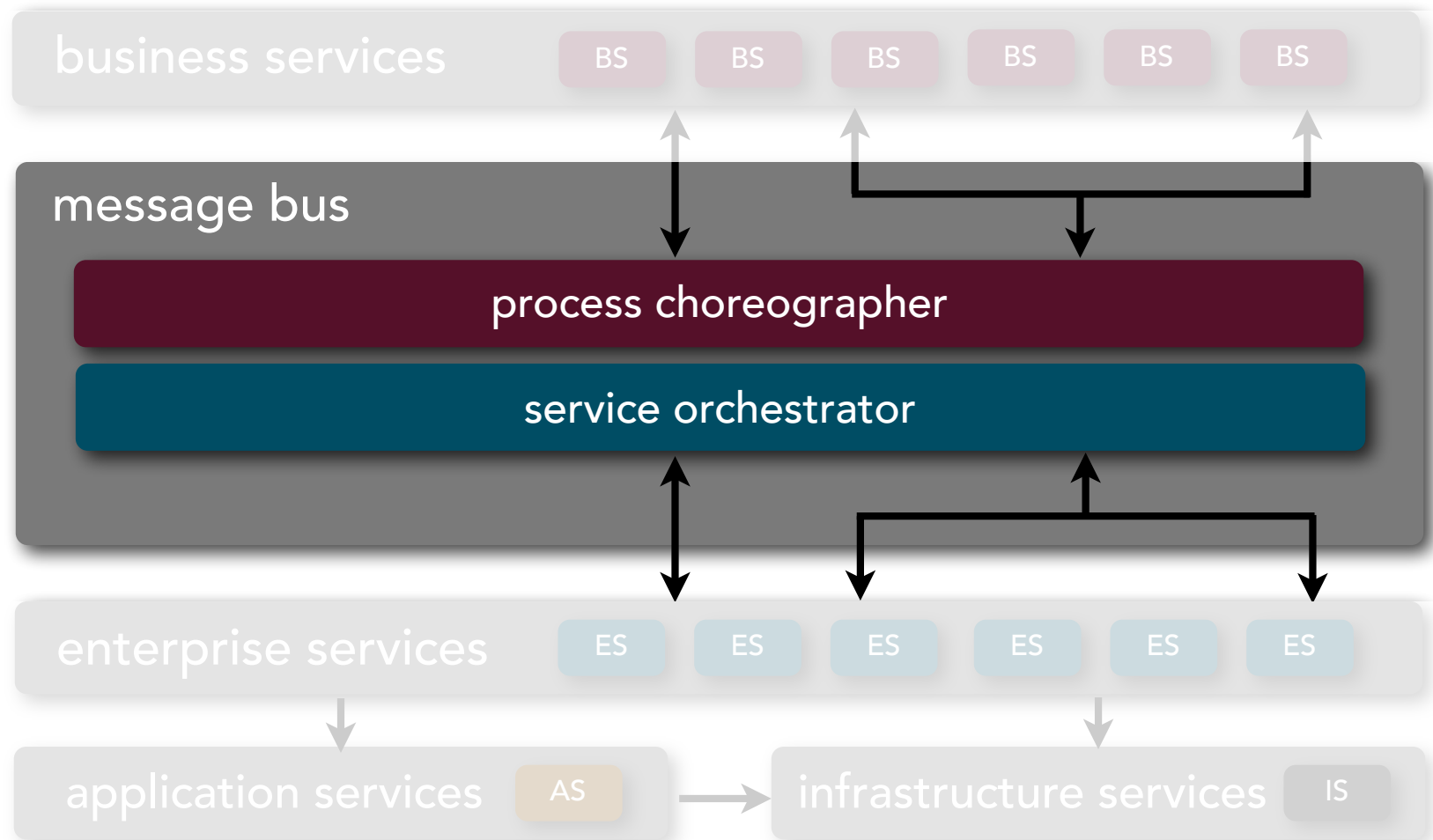
protocol-agnostic heterogeneous interoperability



# service-oriented architecture

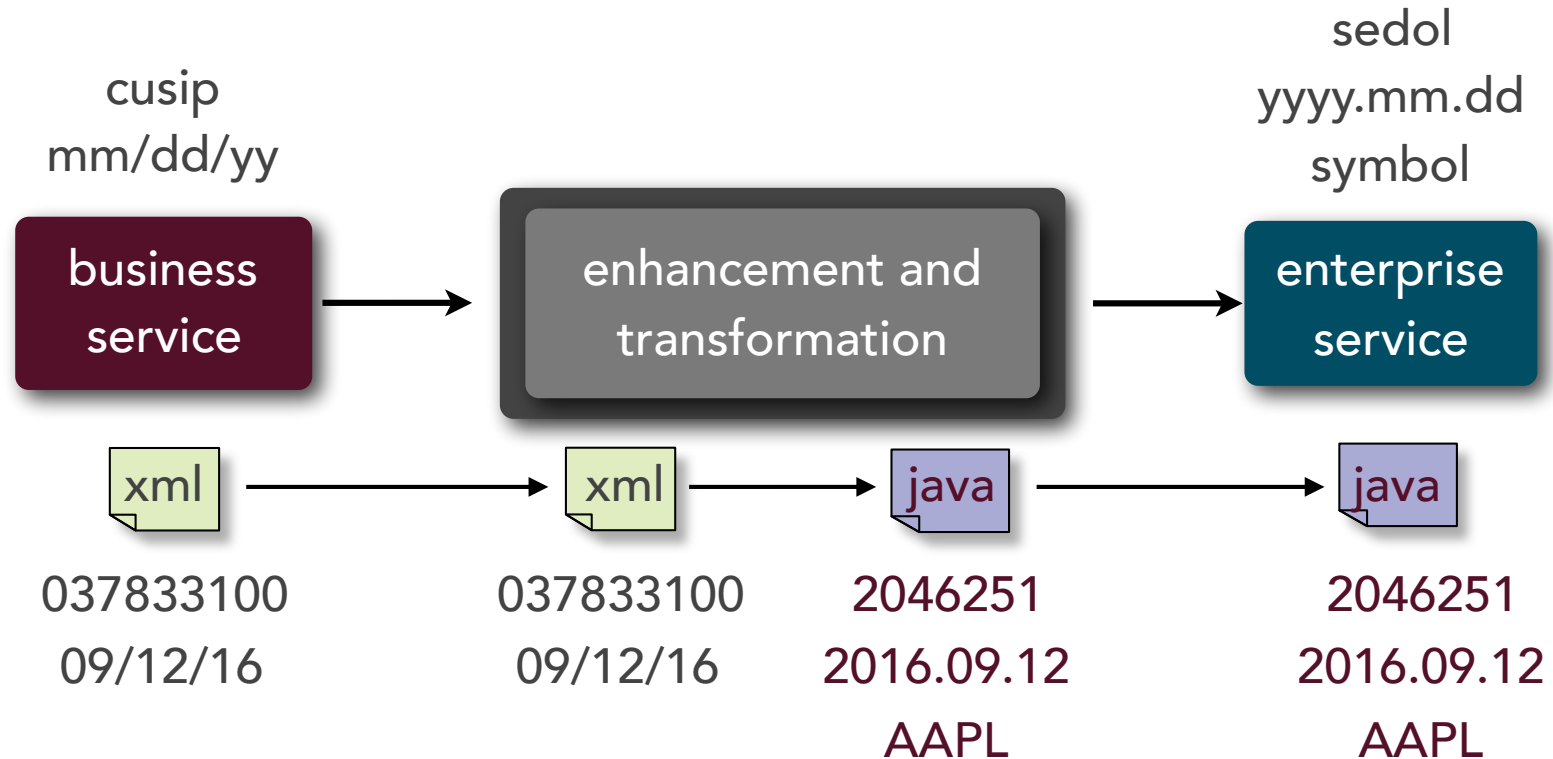


# service-oriented architecture

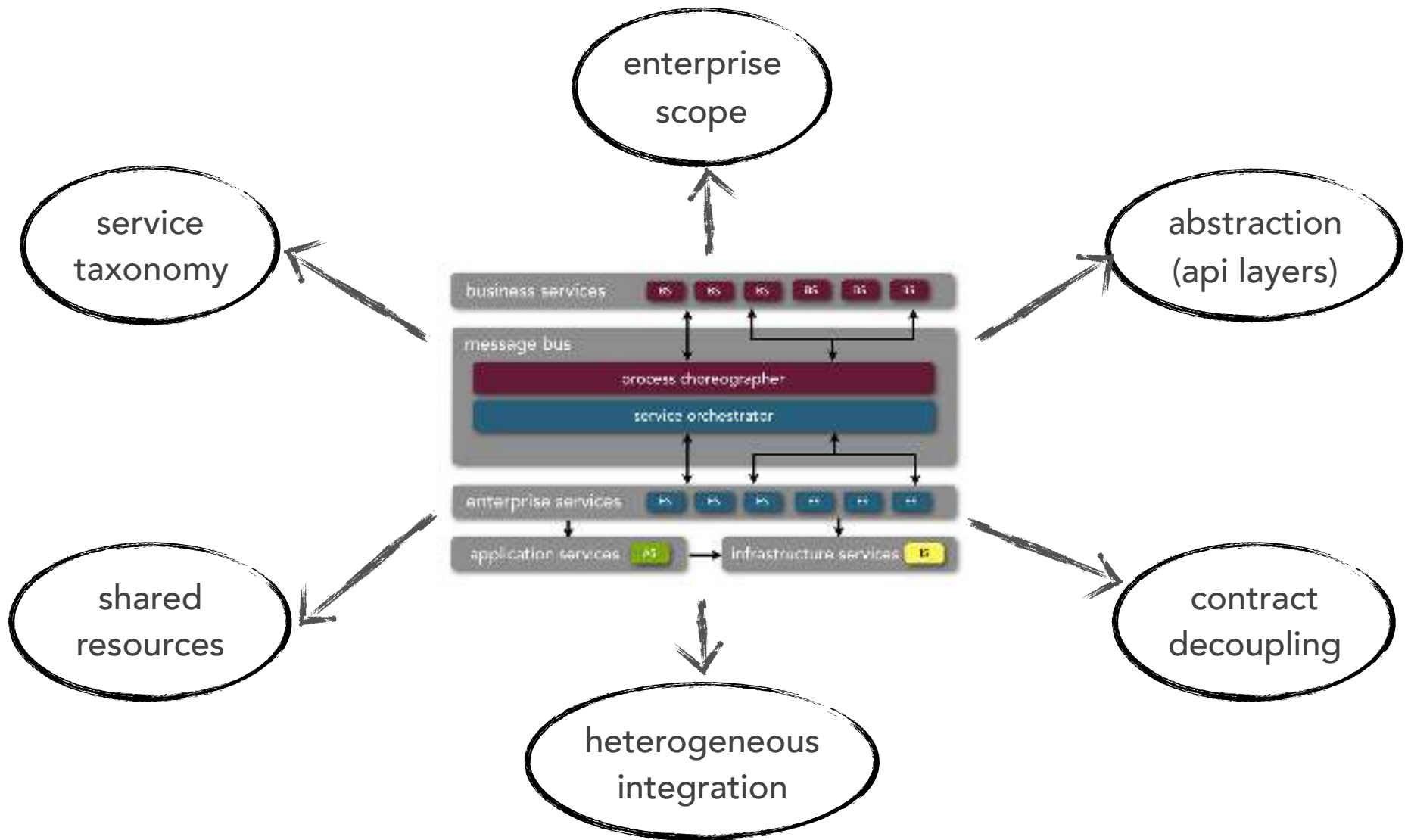


# service-oriented architecture

## contract decoupling

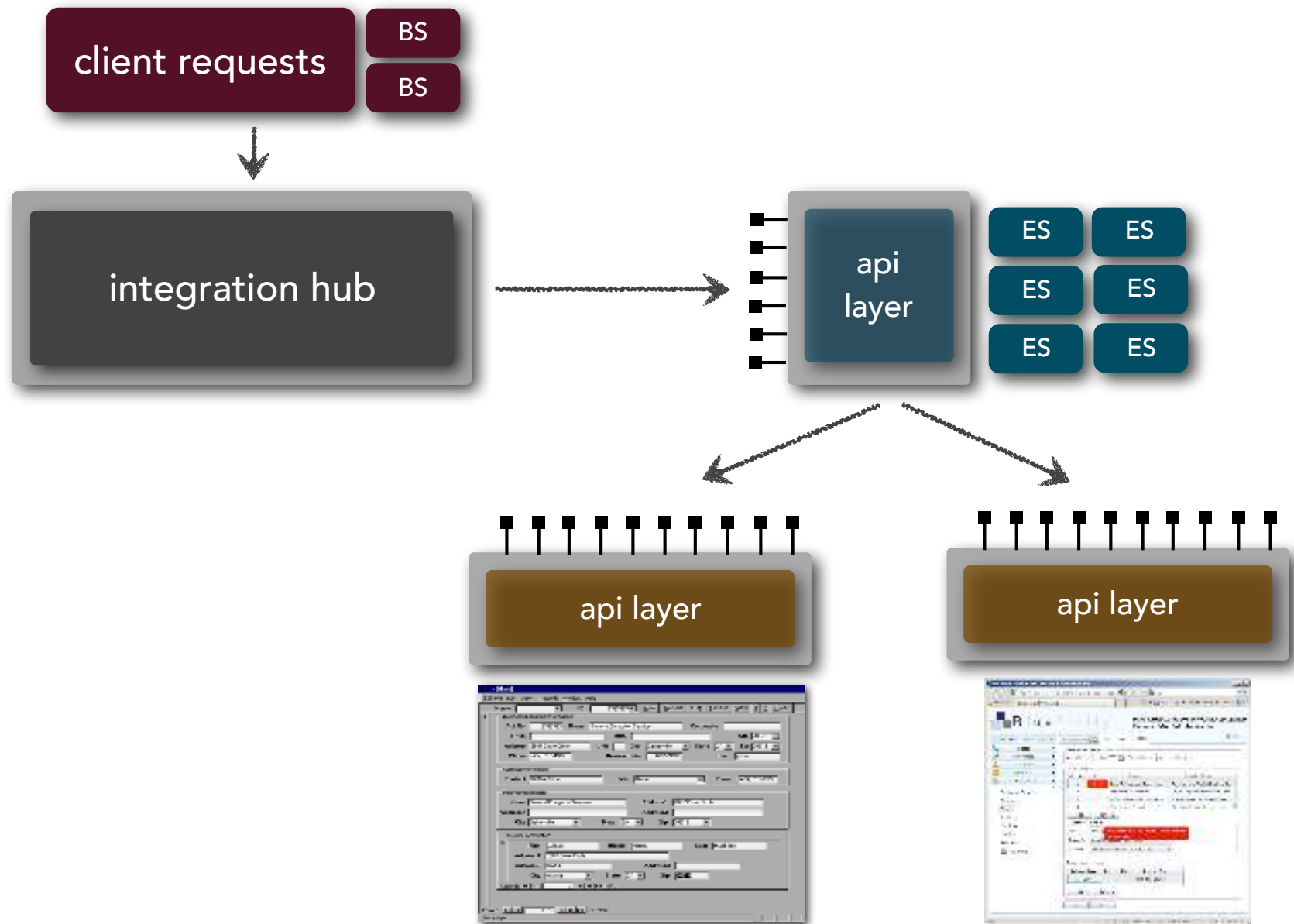


# service-oriented architecture





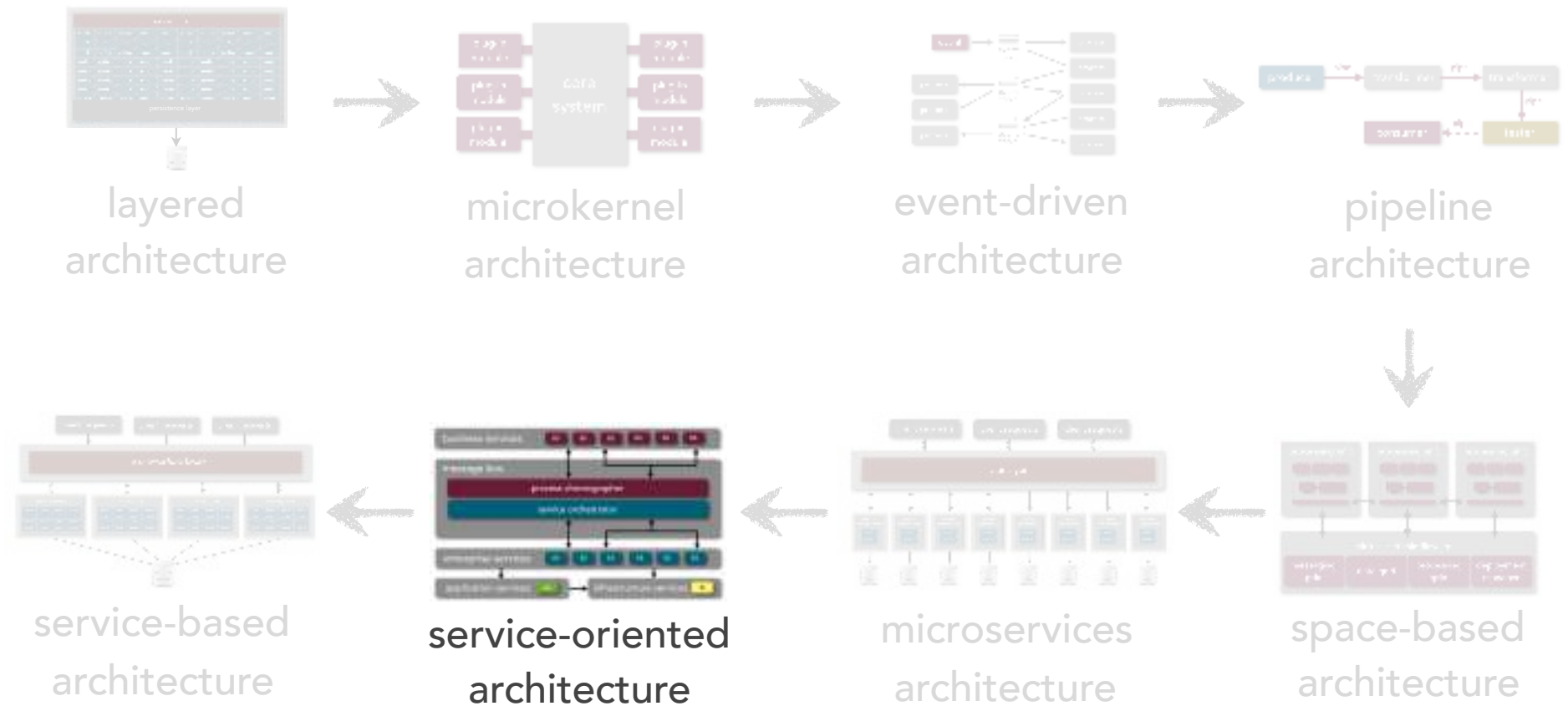
# service-oriented architecture



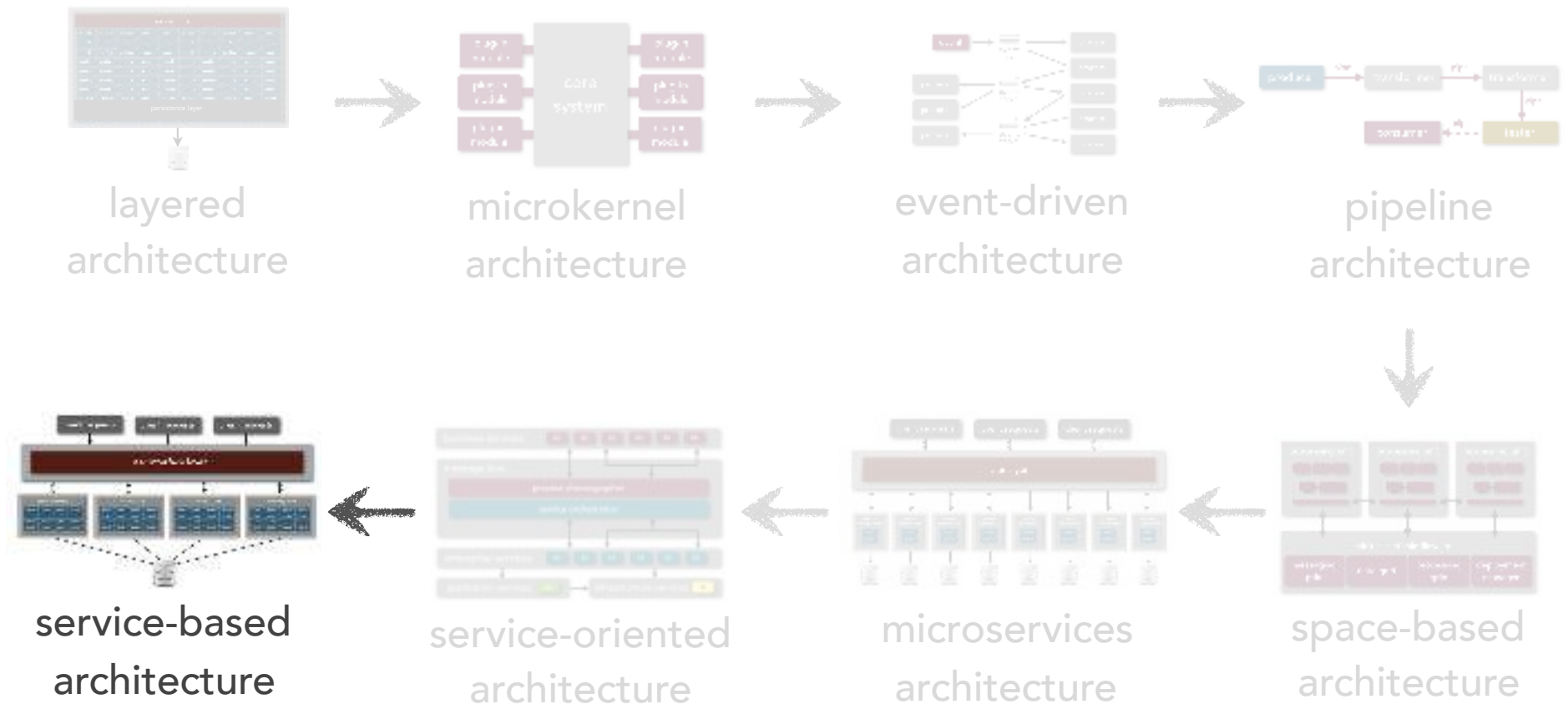
# service-oriented architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

# architecture pattern roadmap

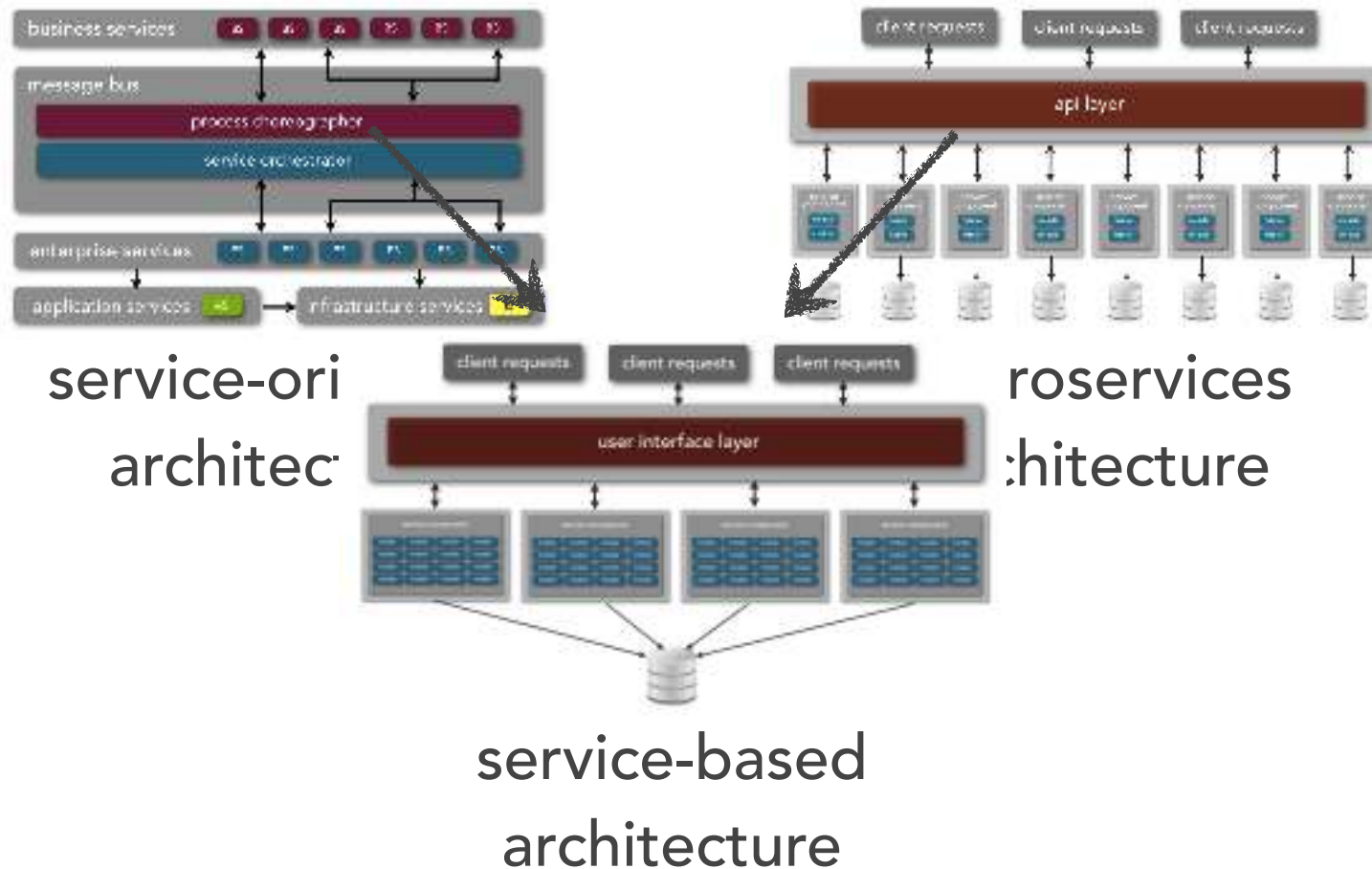


# architecture pattern roadmap



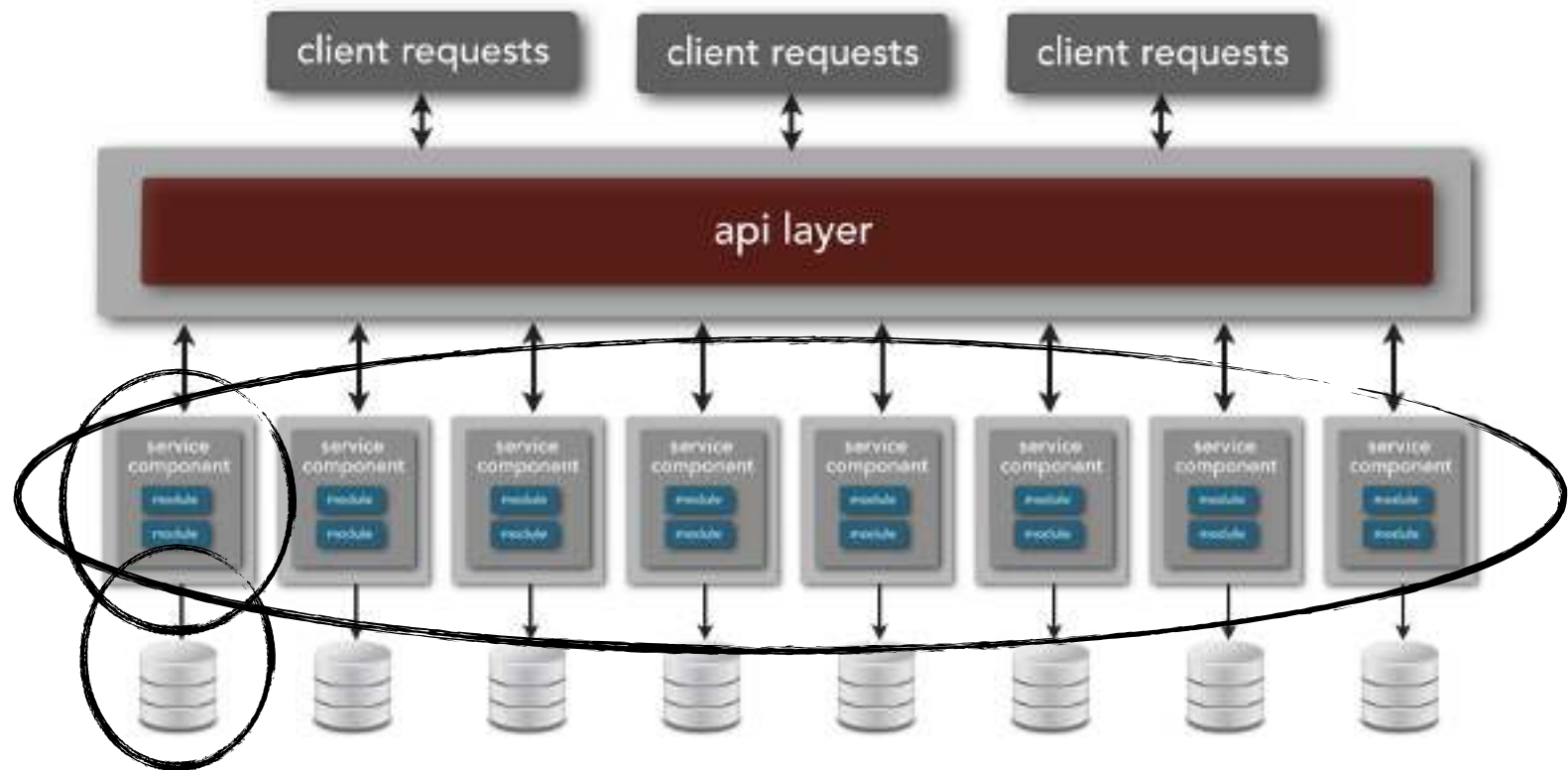
# service-based architecture

## is there a middle ground?

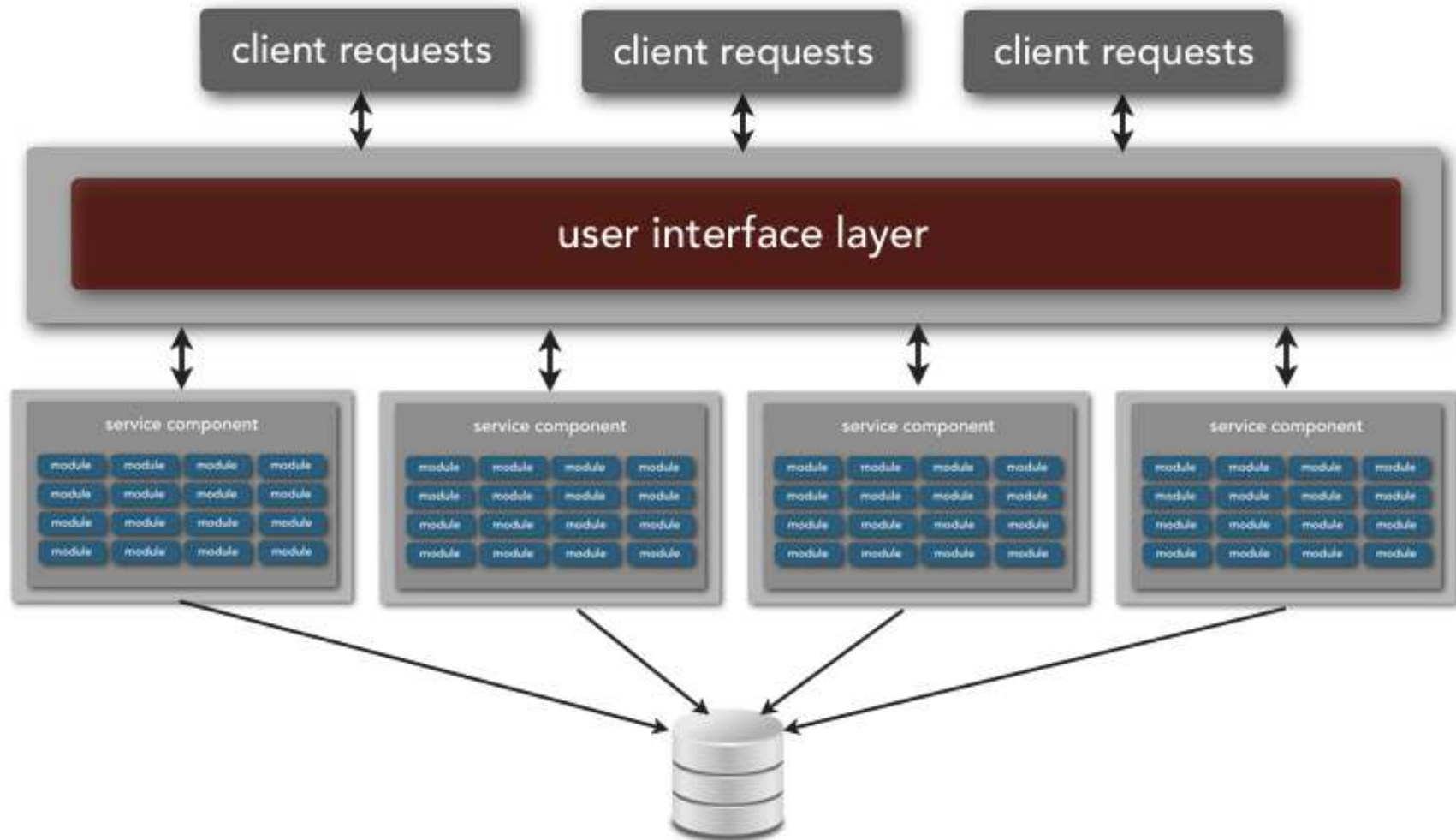


# service-based architecture

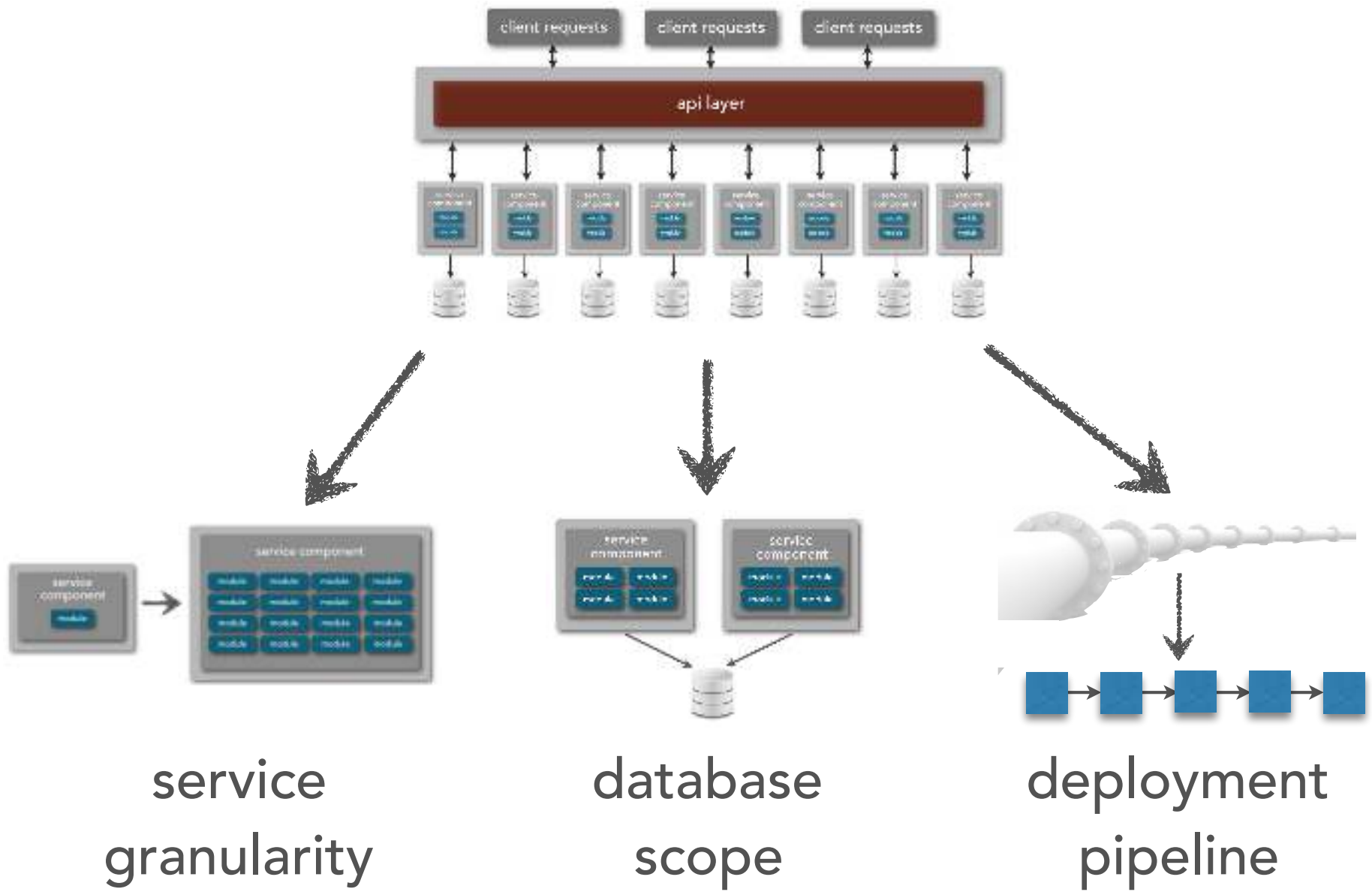
business applications?



# service-based architecture



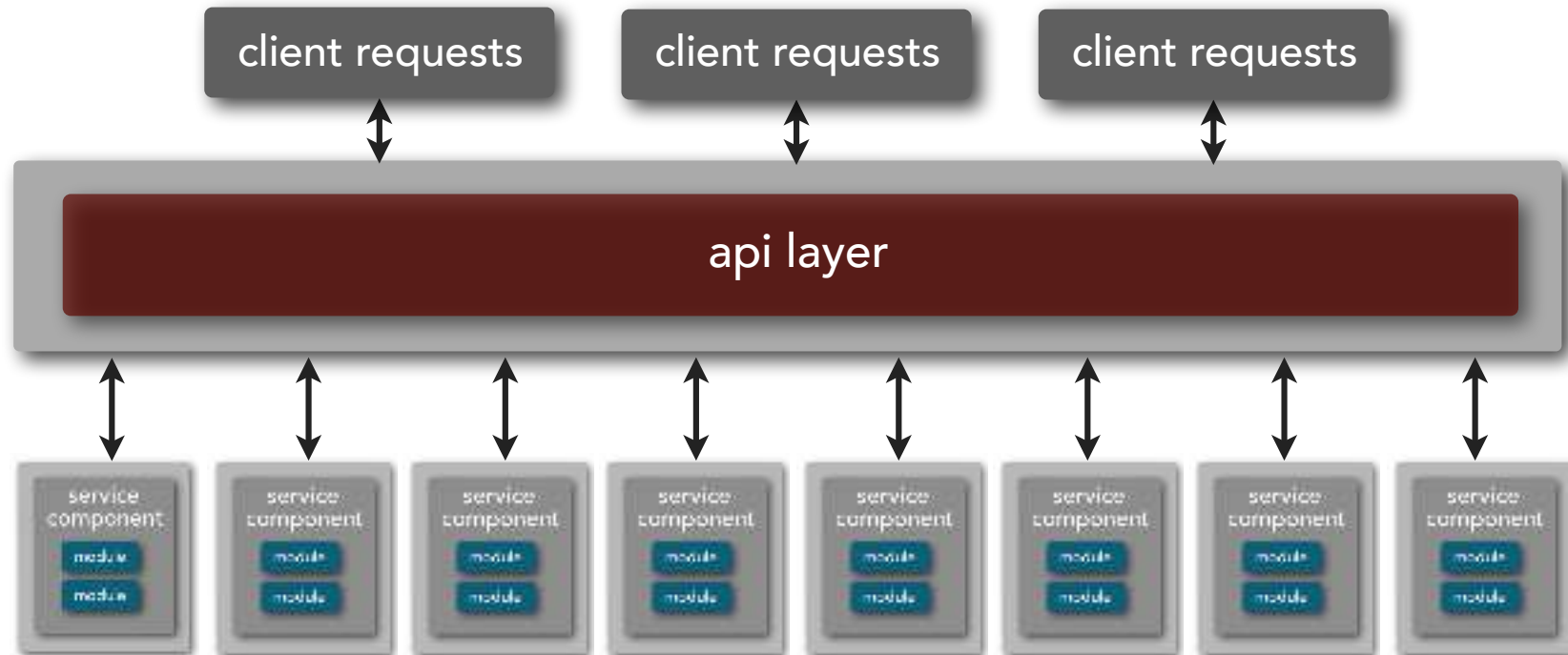
# service-based architecture





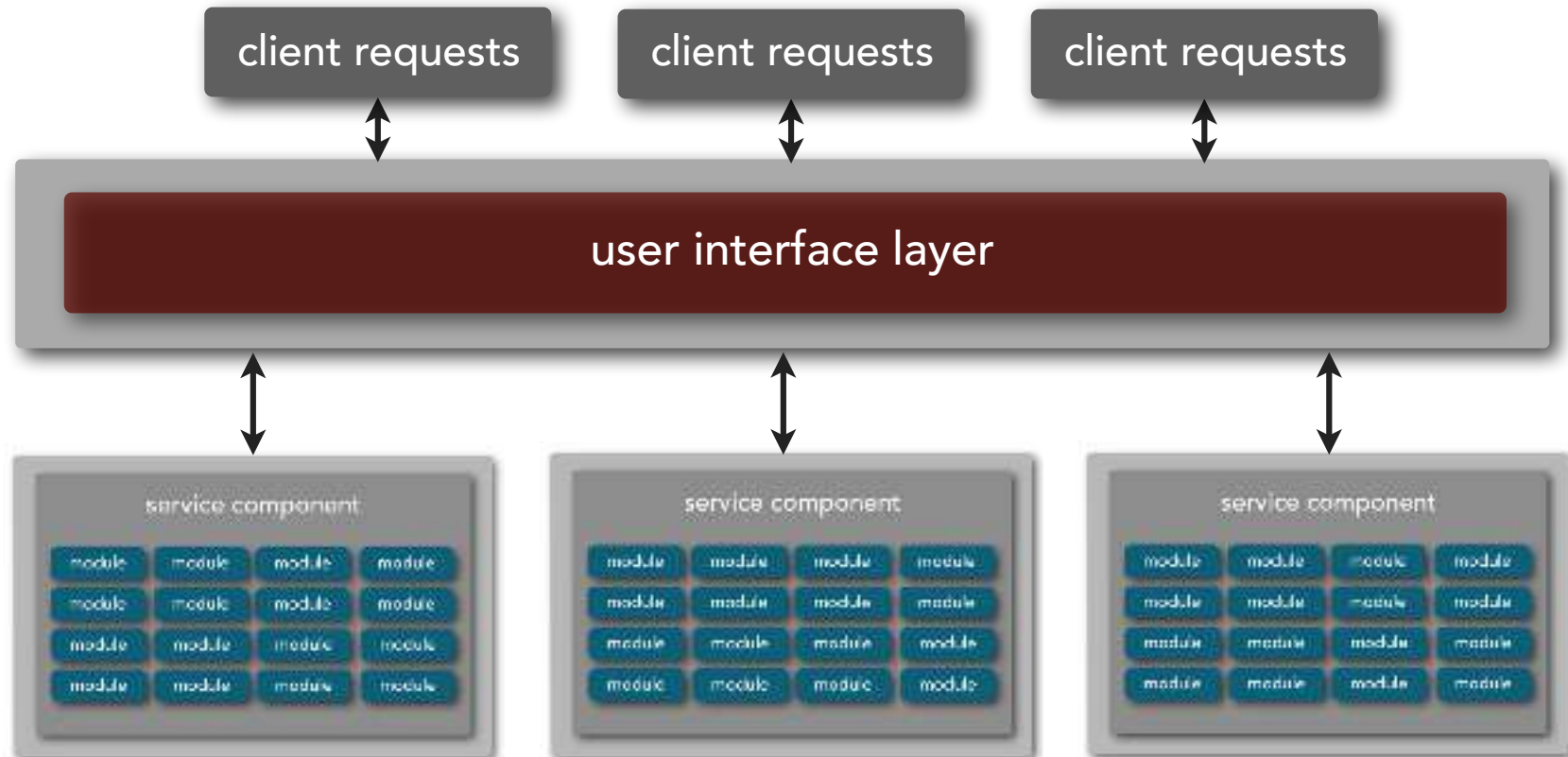
# service-based architecture

## service granularity



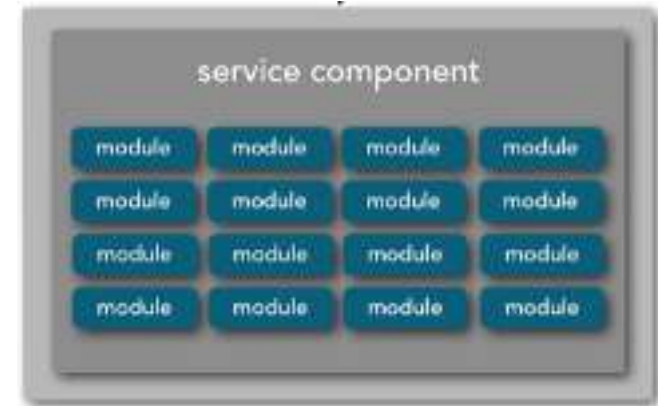
# service-based architecture

## service granularity



# service-based architecture

## service granularity

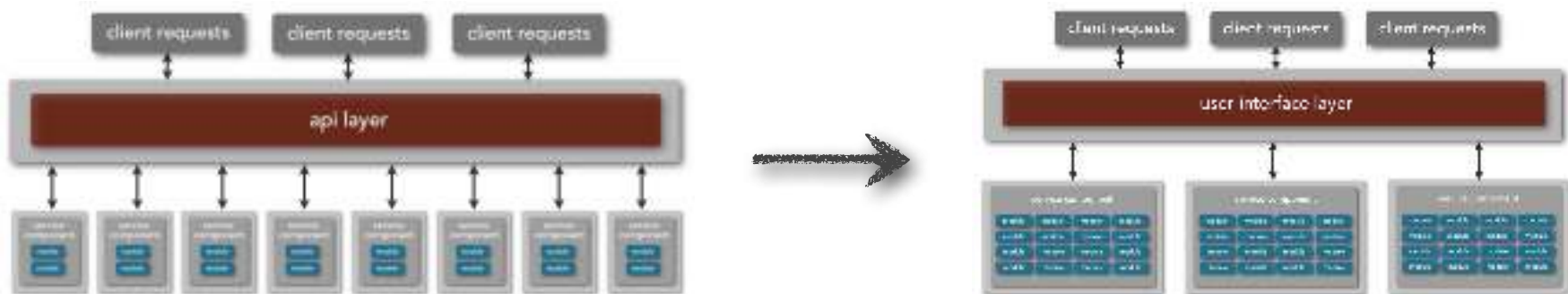


benefit service

food stamp service  
emergency cash service  
utility assistance service  
child care assist service  
health care assist service  
nursing facility care service  
...

# service-based architecture

## service granularity

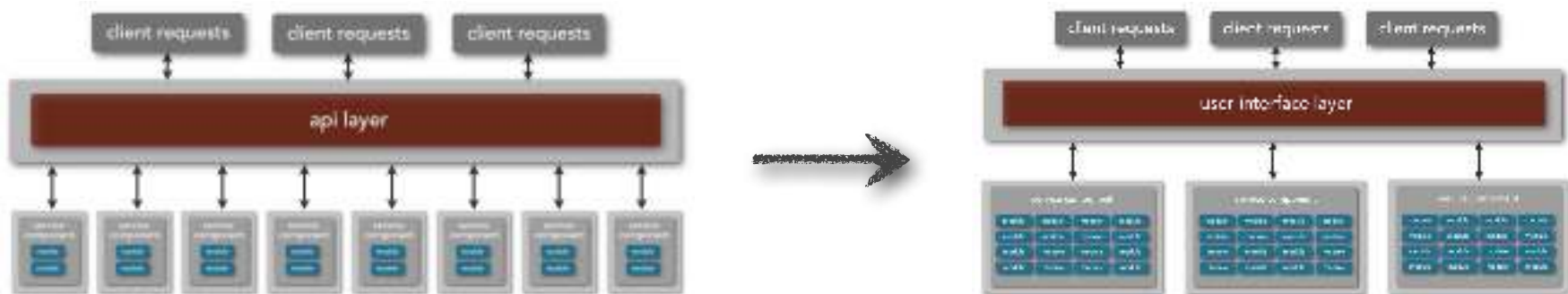


## advantages

- 👍 unit of work transactional context
- 👍 performance and robustness
- 👍 domain scope
- 👍 shared resources

# service-based architecture

## service granularity

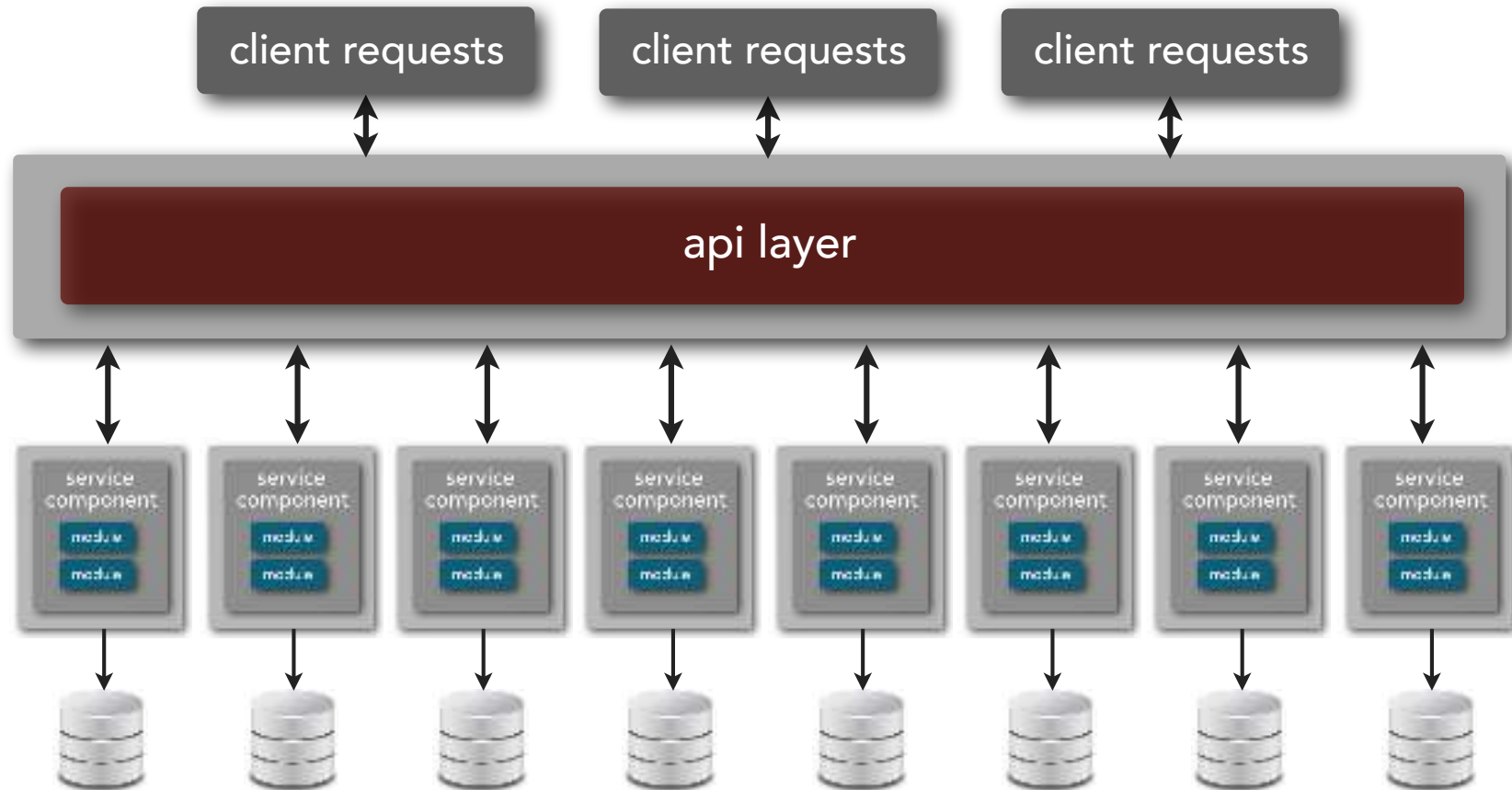


## tradeoffs

- 👎 services development and testing
- 👎 deployment pipeline planning
- 👎 change control

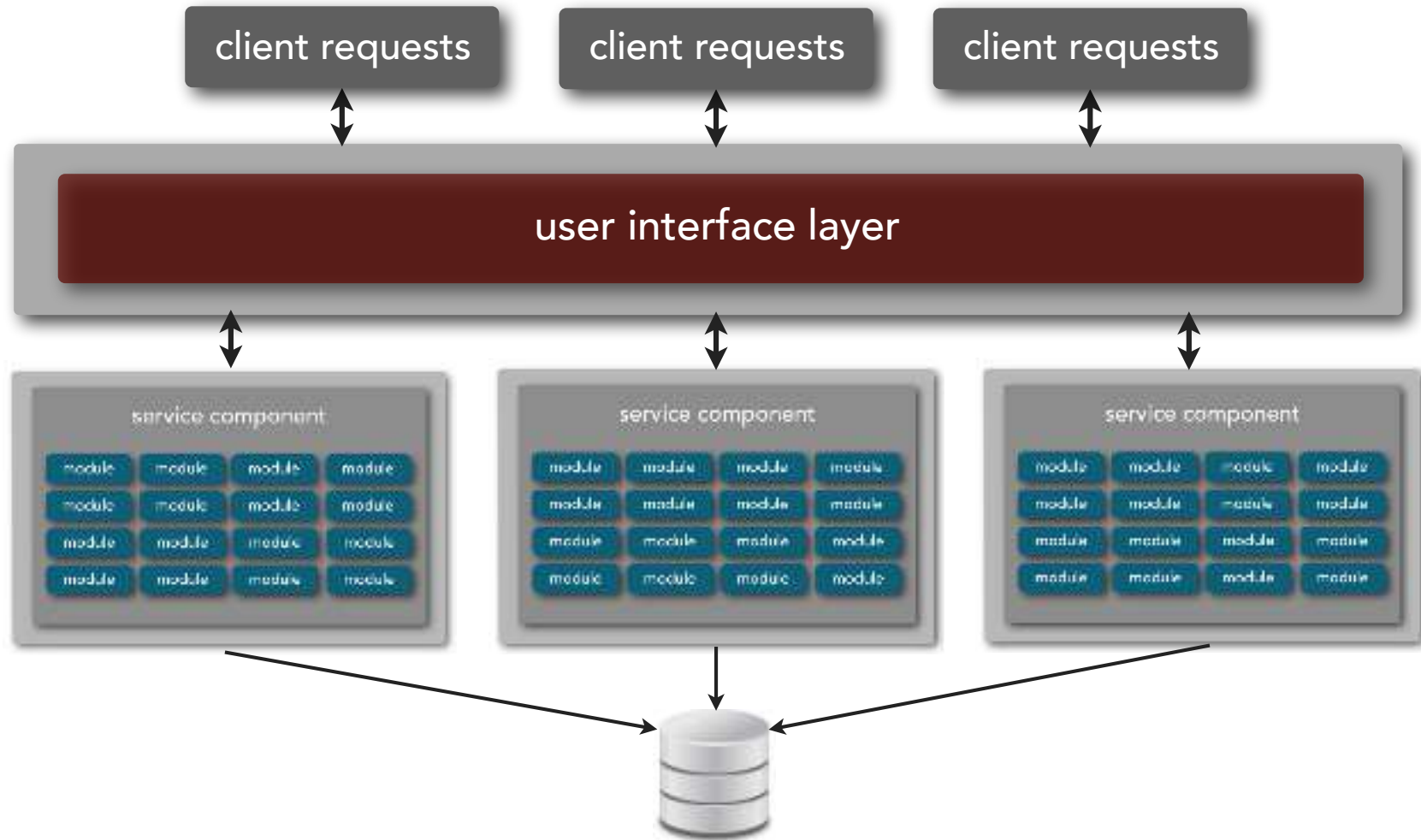
# service-based architecture

## database scope



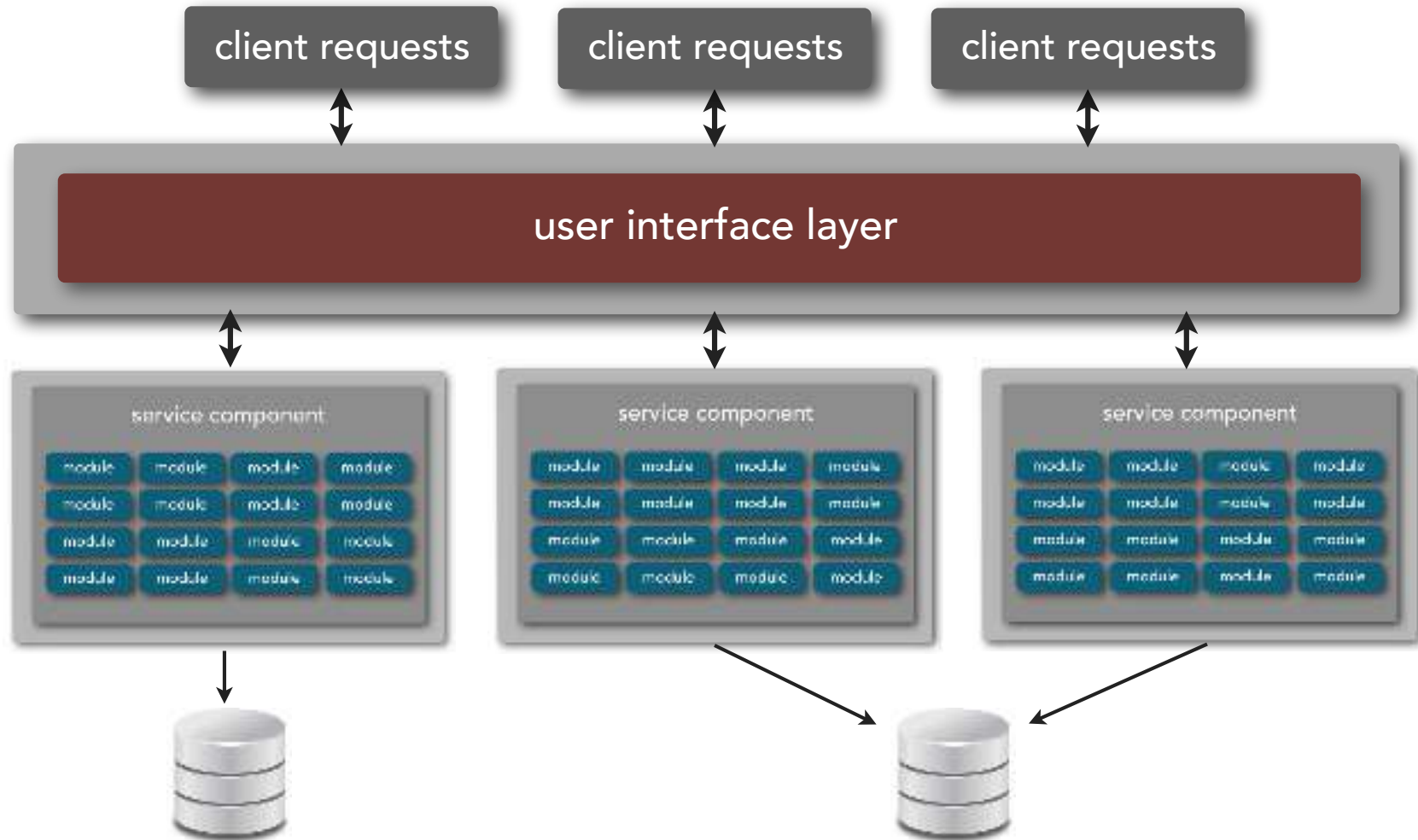
# service-based architecture

## database scope



# service-based architecture

## database scope





# service-based architecture

## database scope

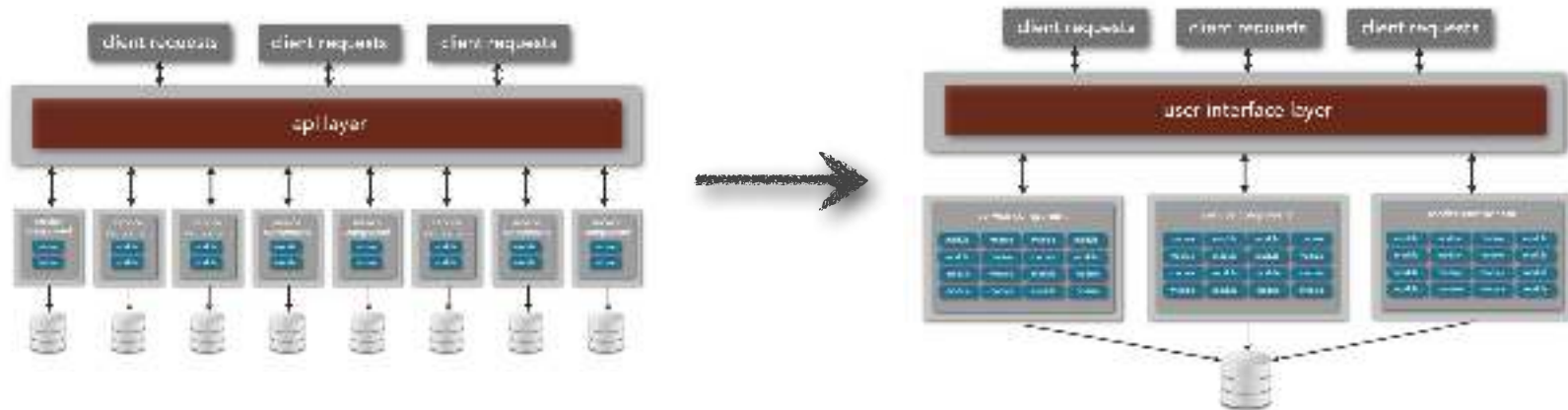


food stamp db  
emergency cash db  
utility assistance db  
child care assist db  
health care assist db  
nursing facility care db  
...

shared common db

# service-based architecture

## database scope

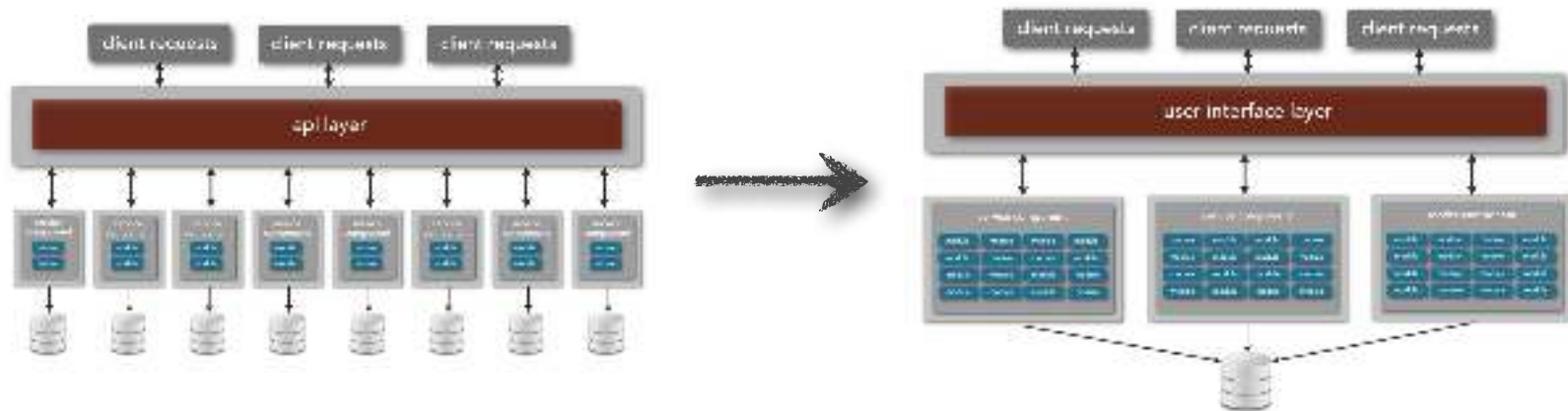


## advantages

- 👍 performance (joins, orchestration, choreography)
- 👍 feasibility

# service-based architecture

## database scope

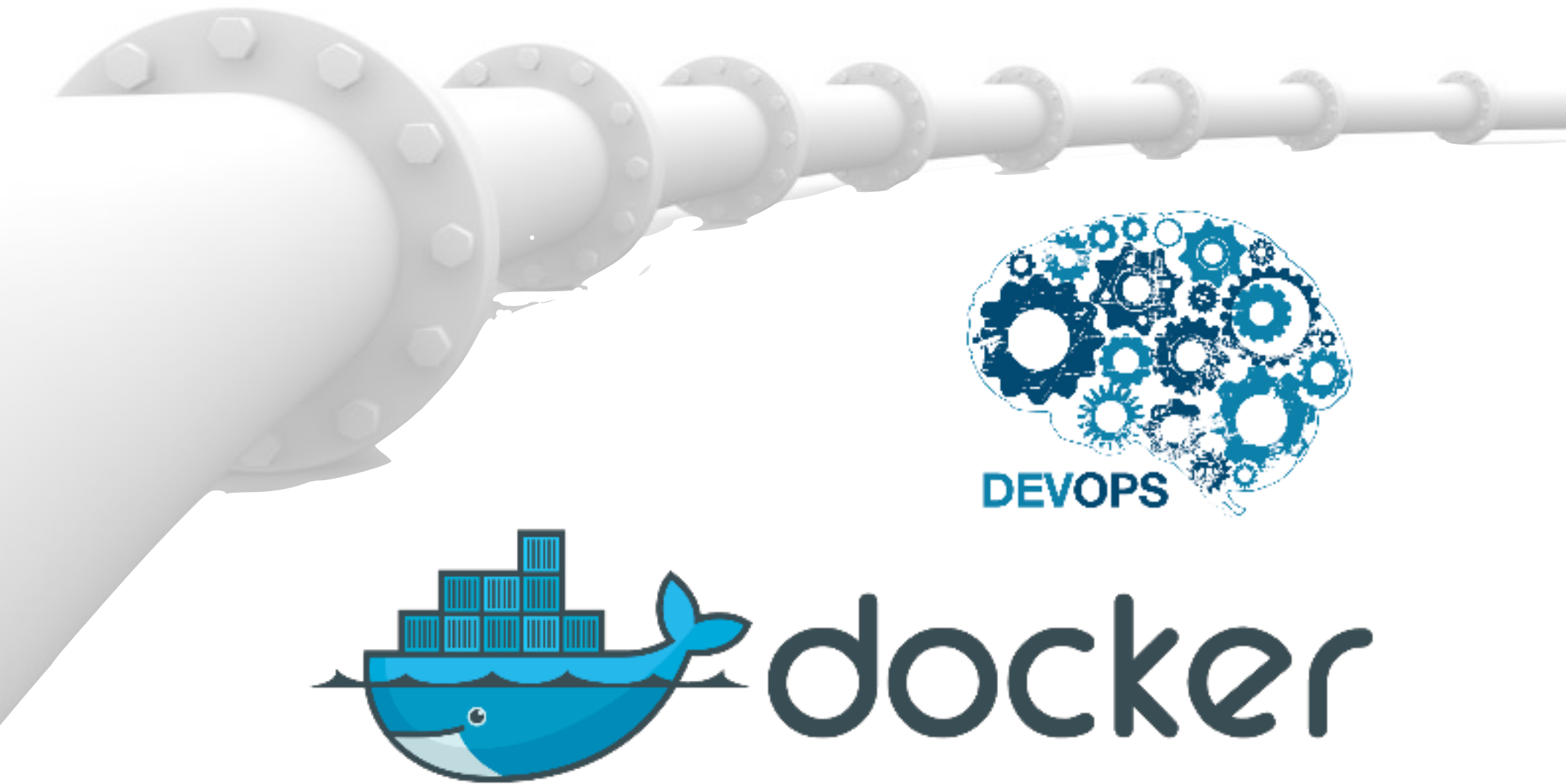


## tradeoffs

- 👎 bounded context
- 👎 service coupling based on schema
- 👎 schema changes

# service-based architecture

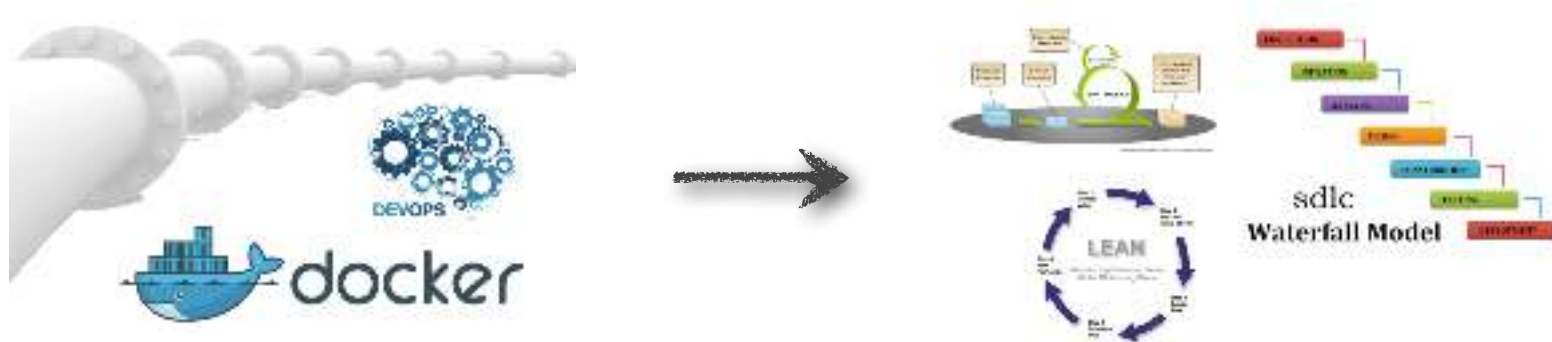
## deployment pipeline



# service-based architecture deployment pipeline



# service-based architecture deployment pipeline

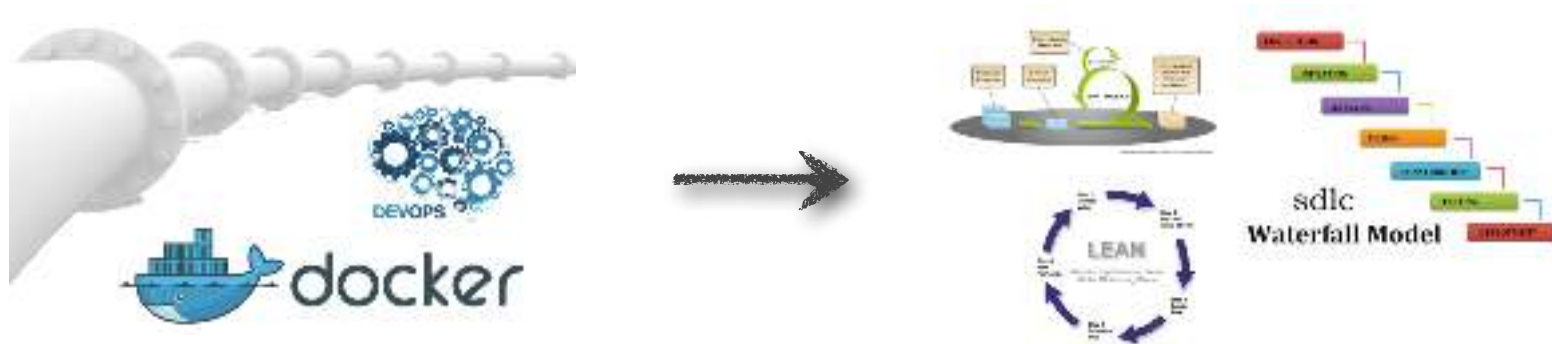


## advantages

- 👍 no devops complexity
- 👍 minimal organizational change

# service-based architecture

## deployment pipeline

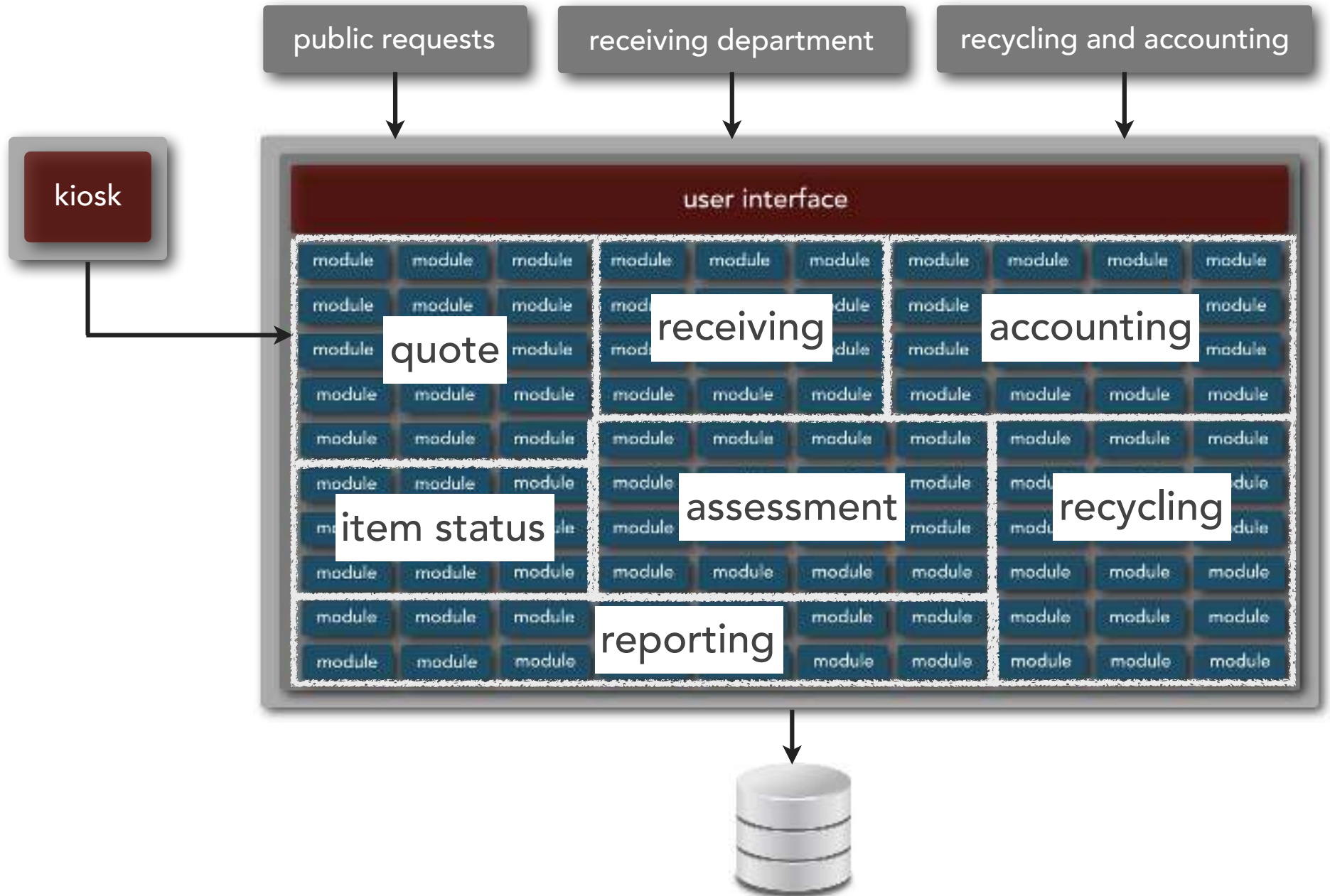


## tradeoffs

- ❌ lack of quick and effective deployments
- ❌ additional risk and coordination needed
- ❌ poor continuous delivery model

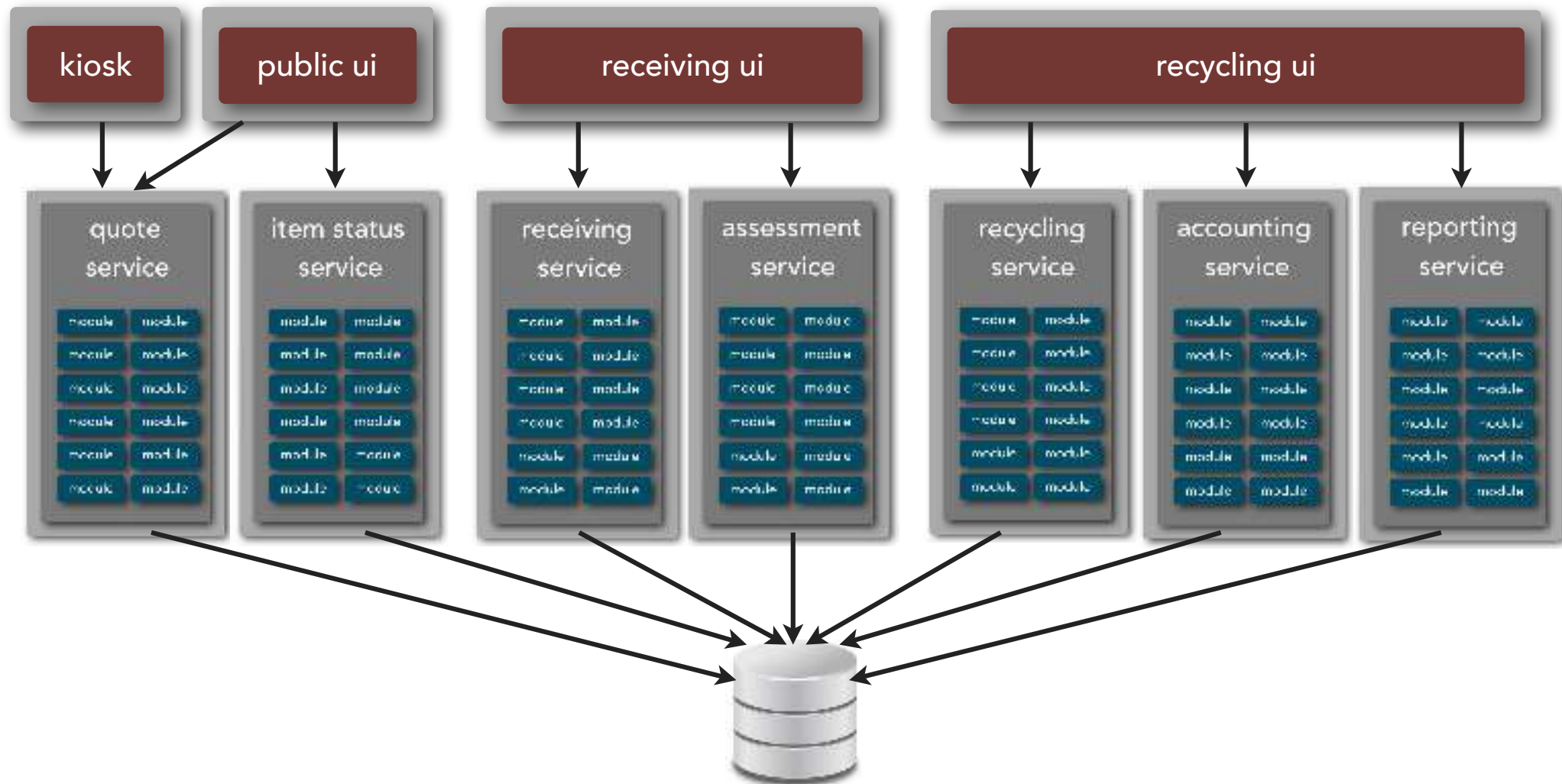


# electronics recycling application



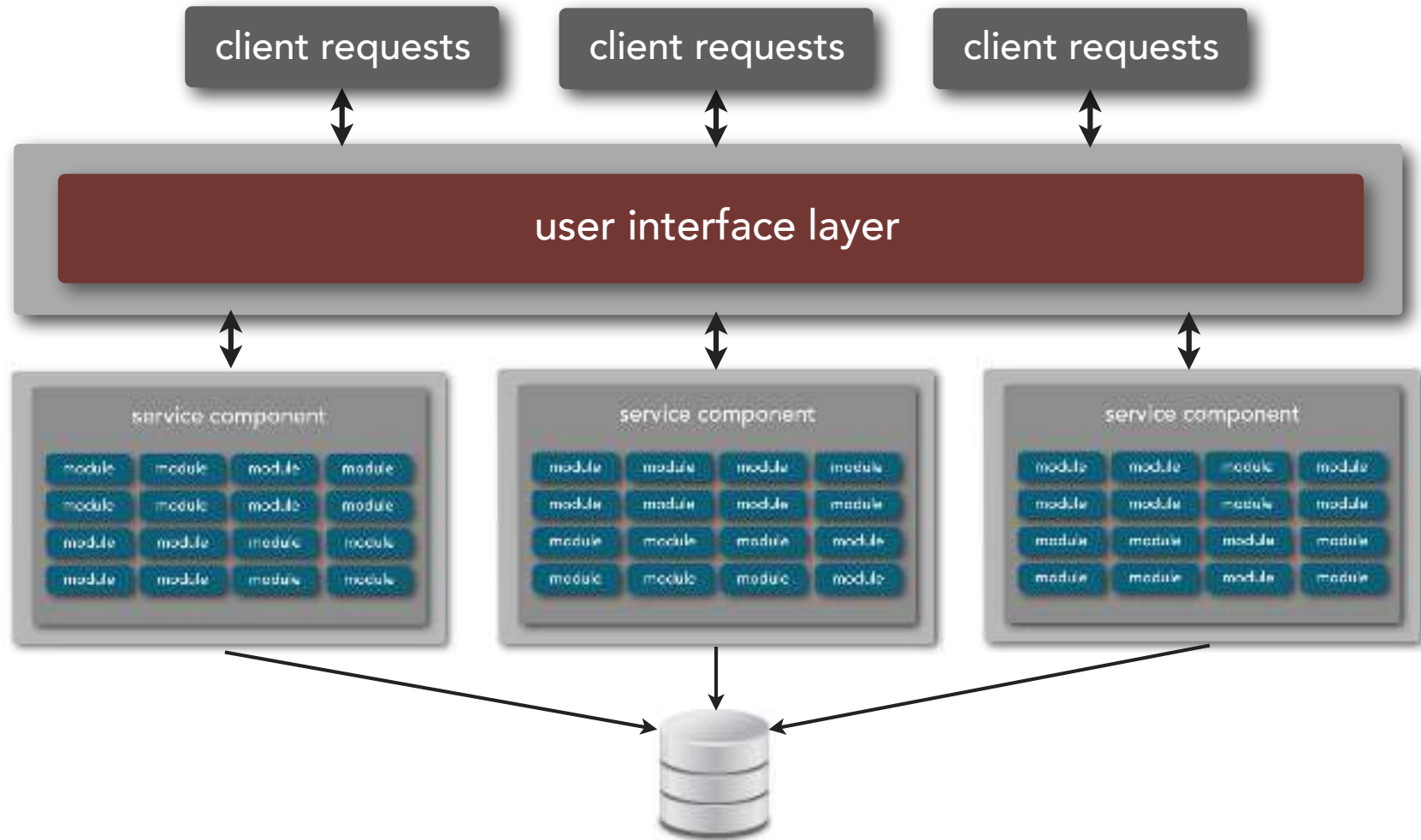


# electronics recycling application



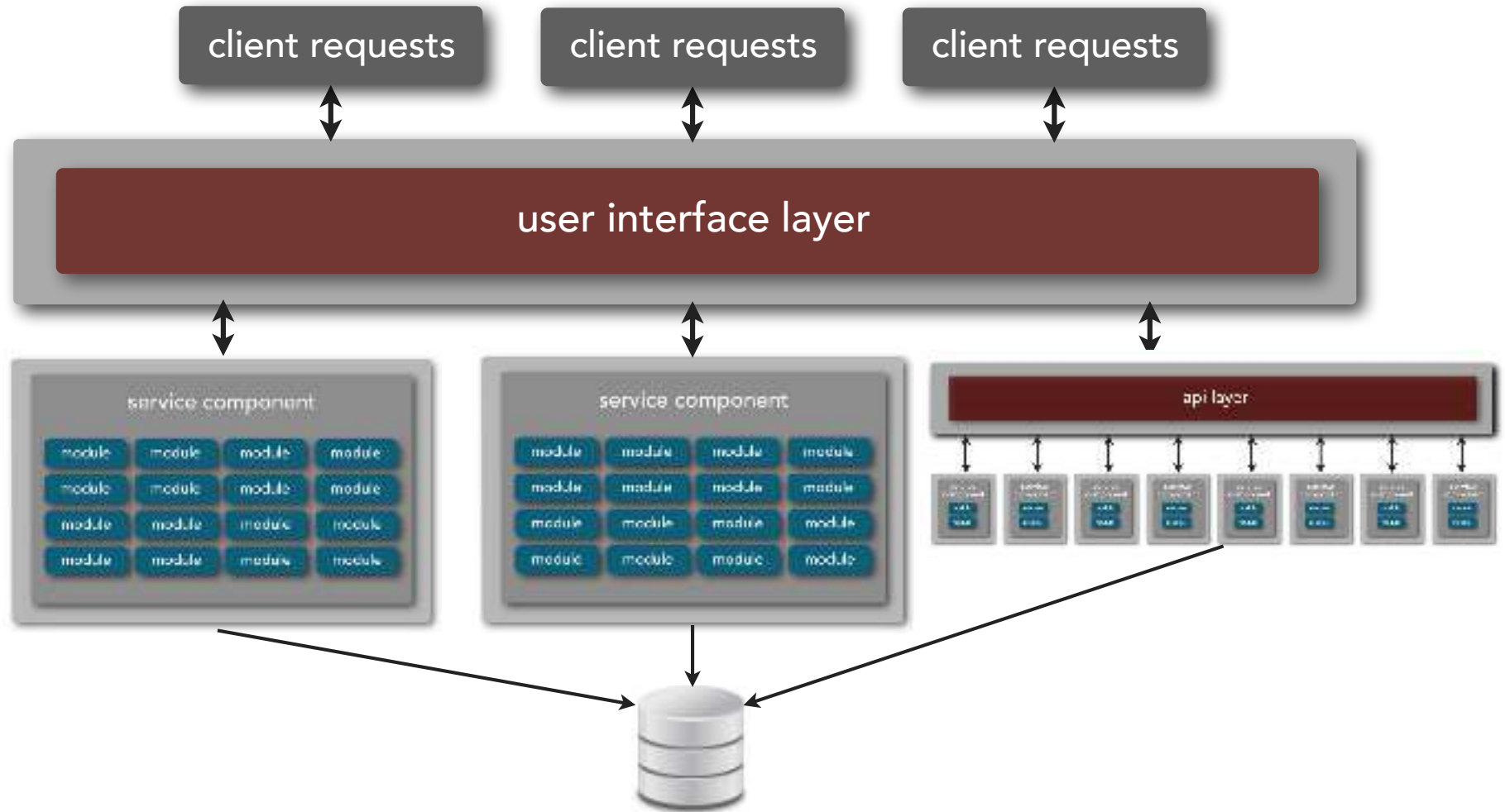
# service-based architecture

## adding microservices



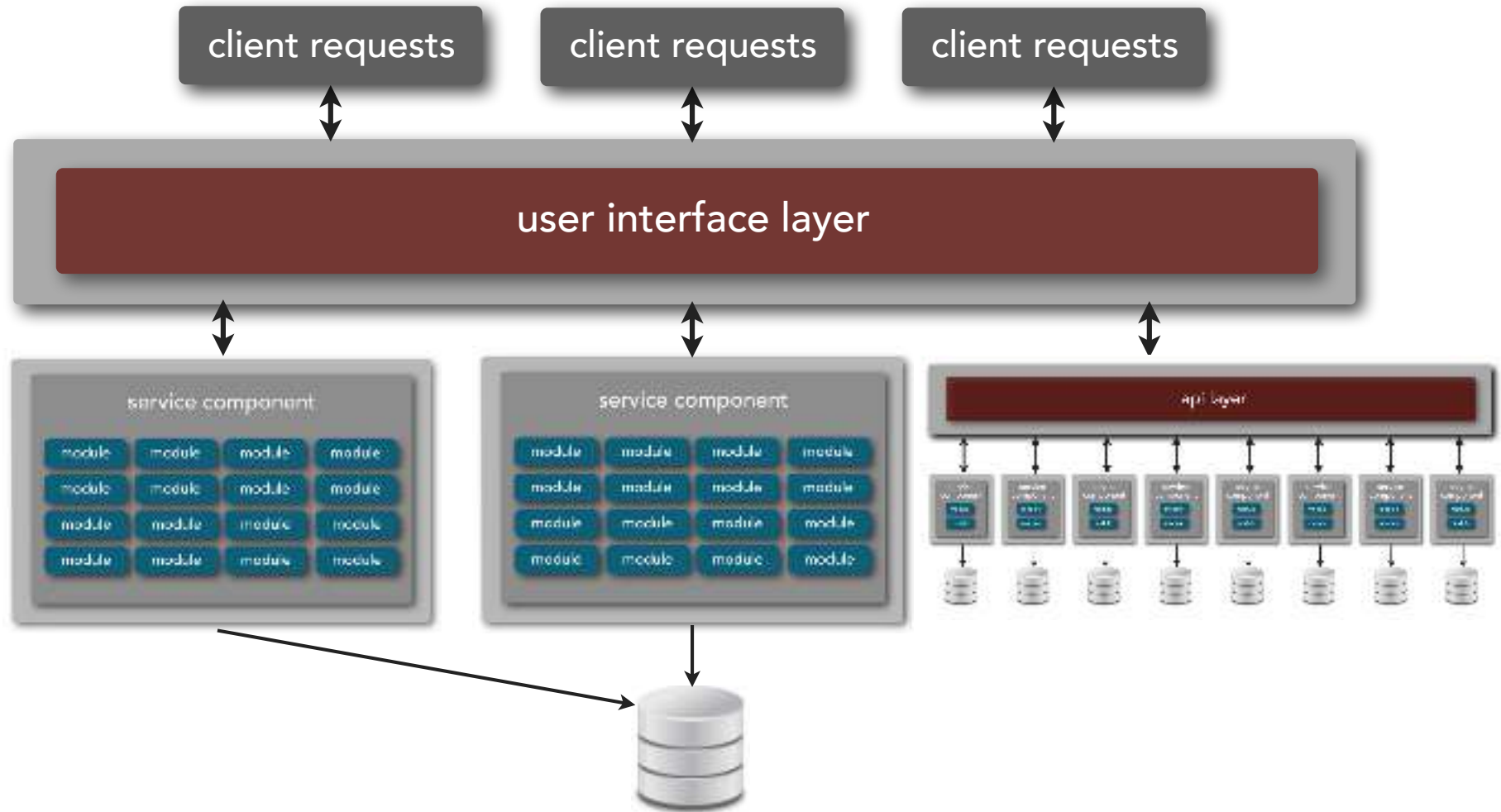
# service-based architecture

## adding microservices



















# service-based architecture

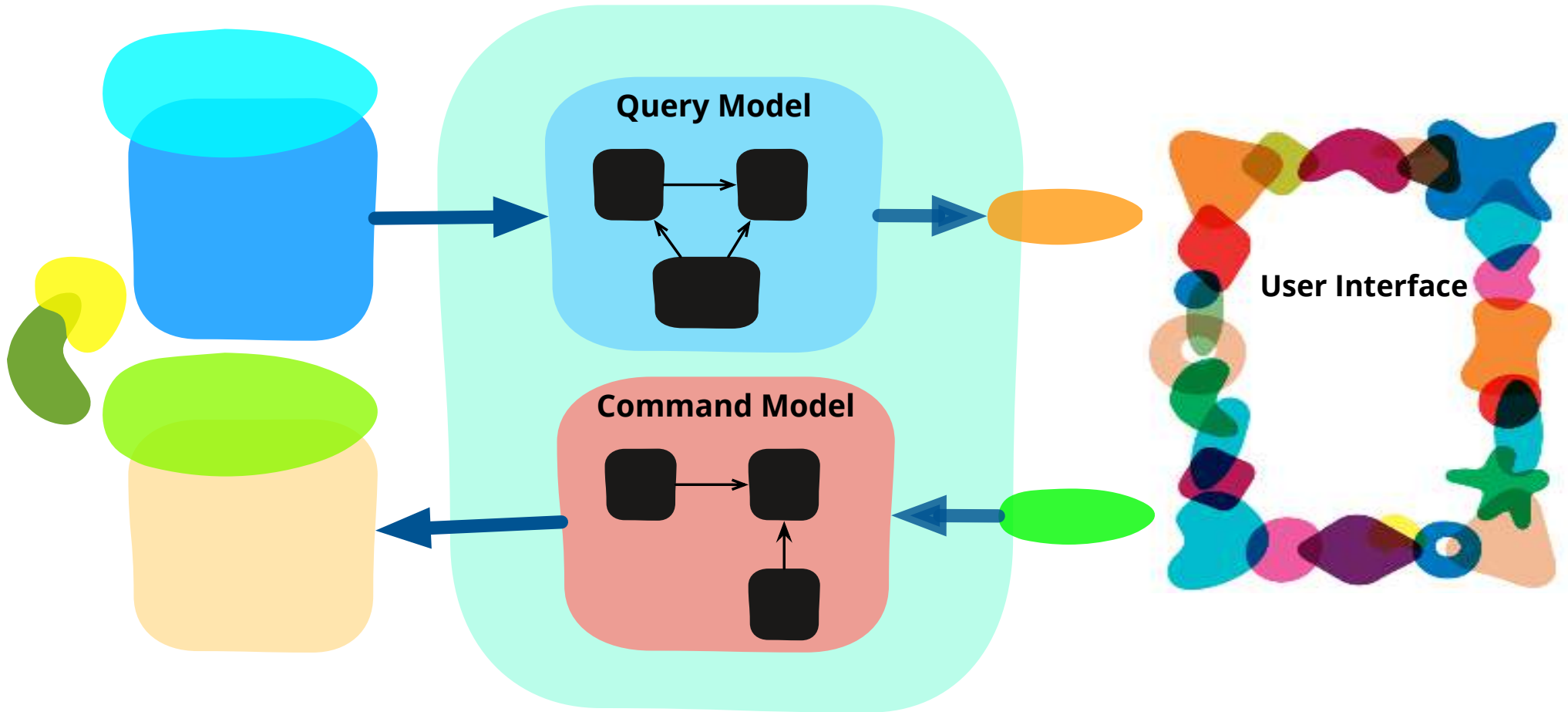
## adding microservices



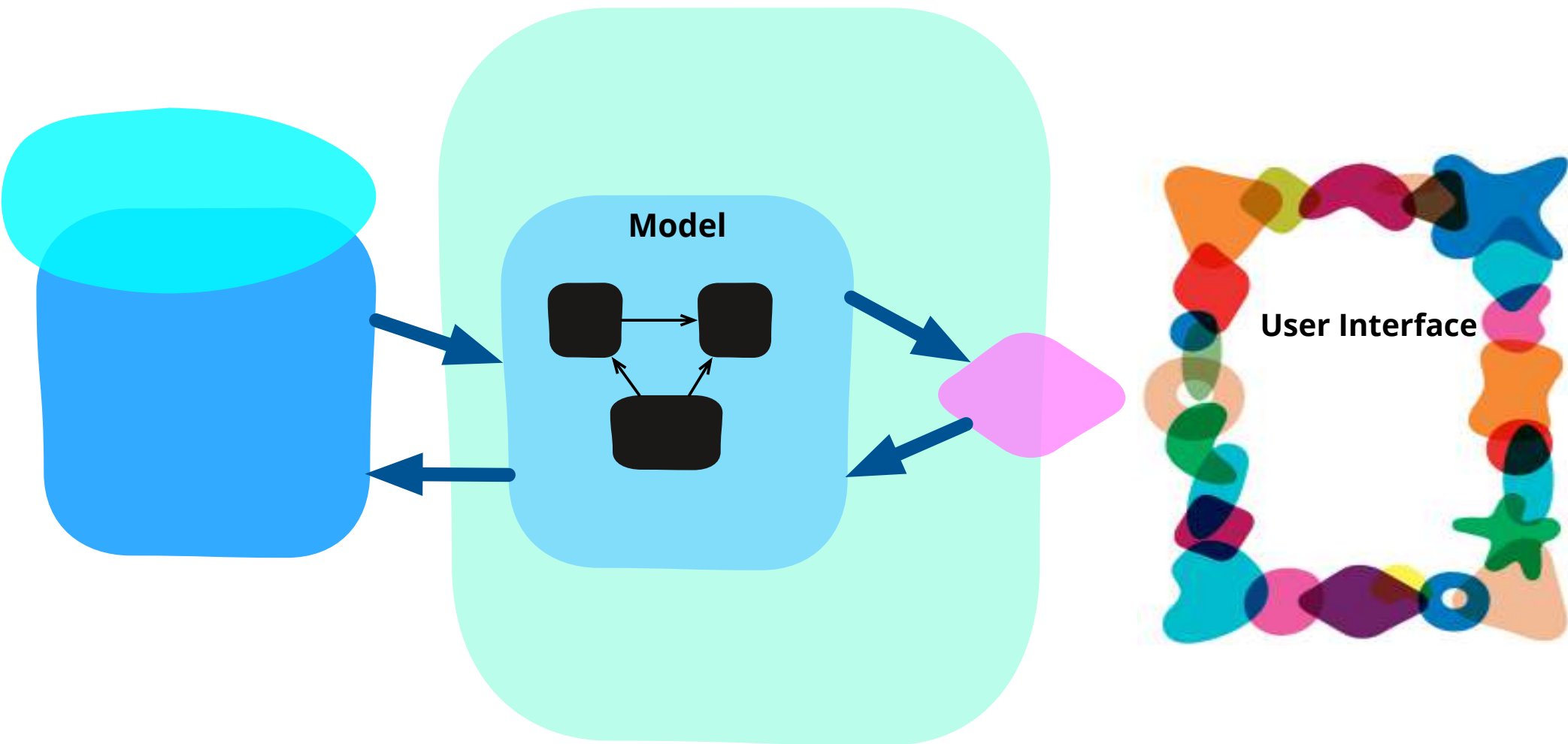
# service-based architecture

	agility	deployment	testability	performance	scalability	simplicity	cost
							
							
							
							
							
							
							
							

# CQRS

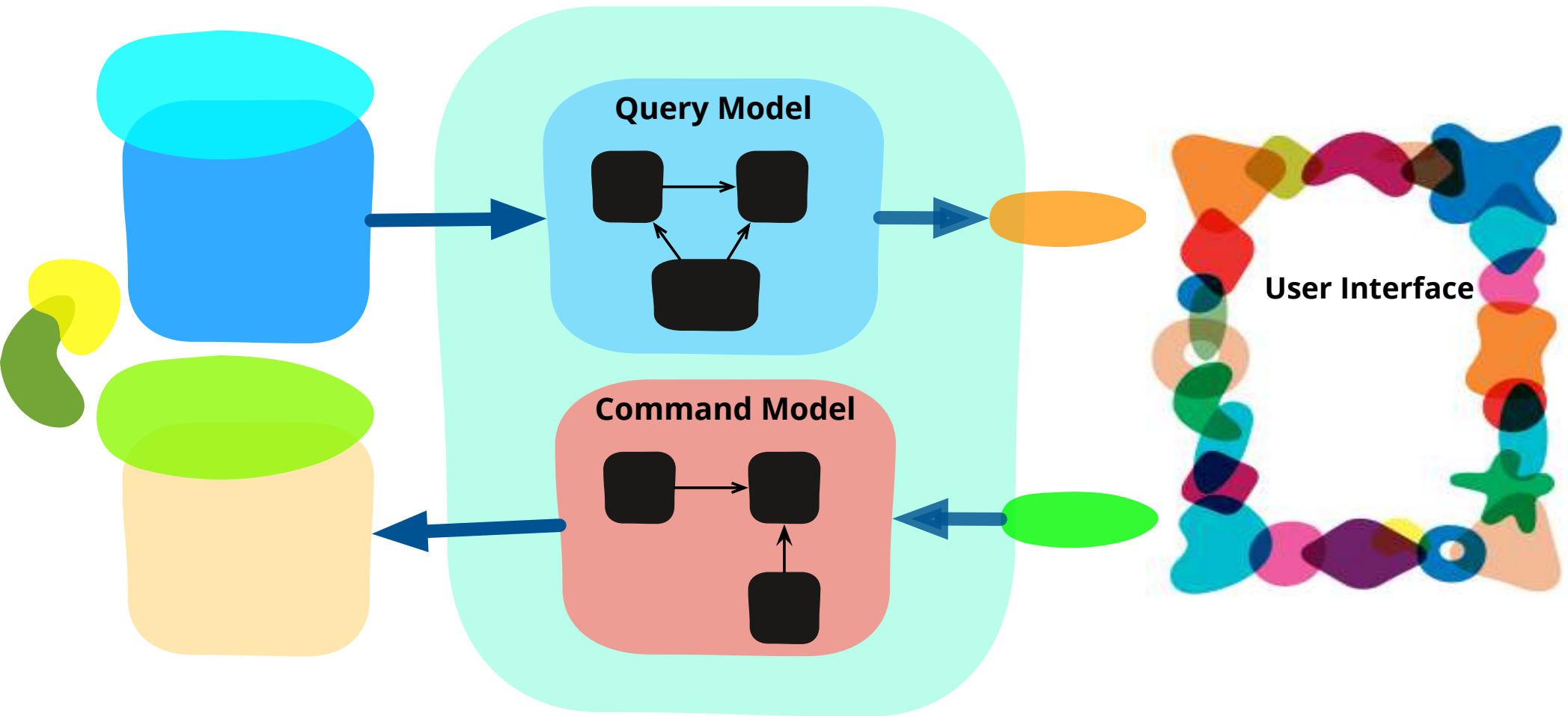


<http://codebetter.com/gregyoung/2010/02/16/cqrs-task-based-uis-event-sourcing-agh/>



traditional

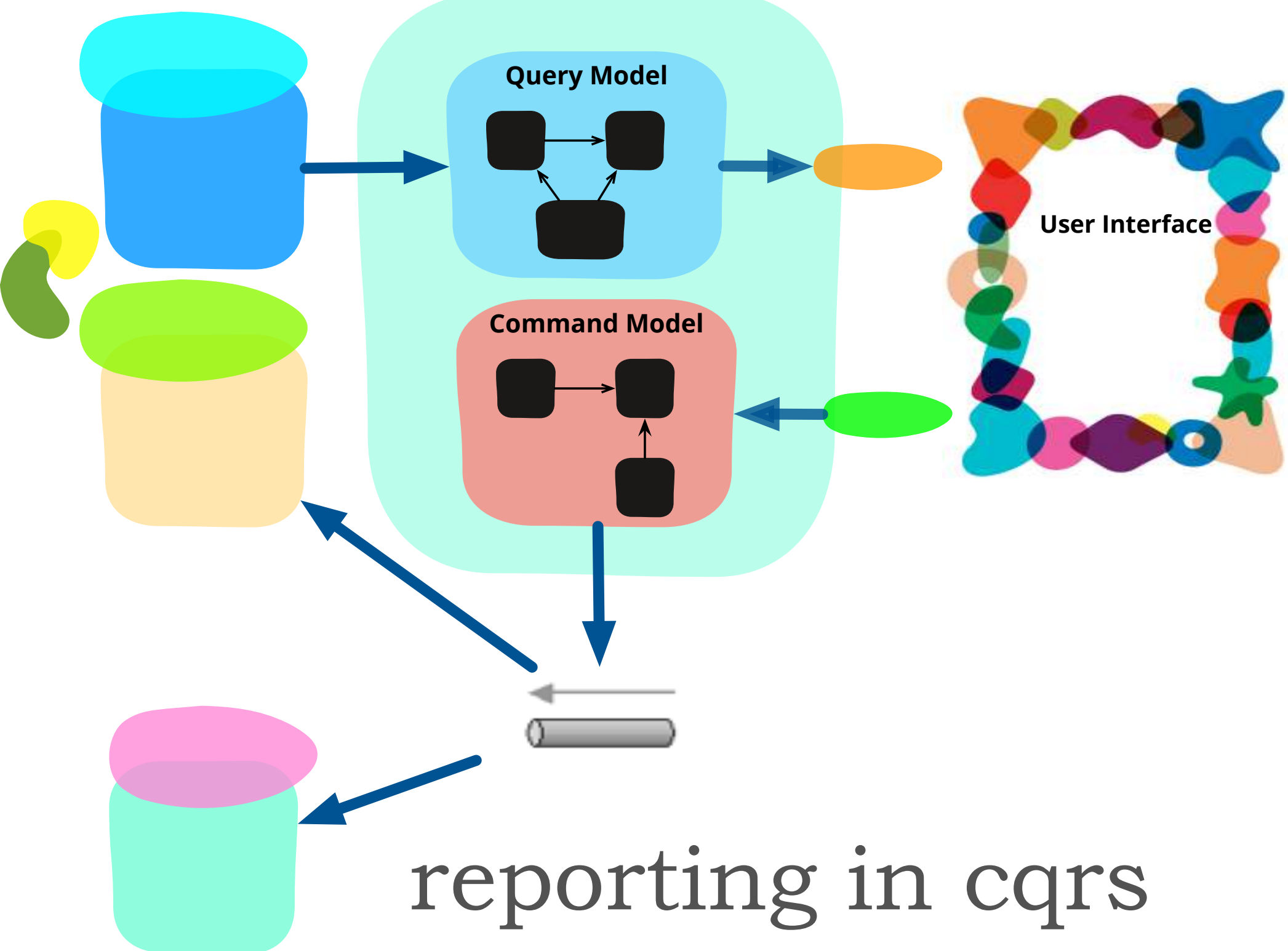




CQRS

Command Query Responsibility Separation





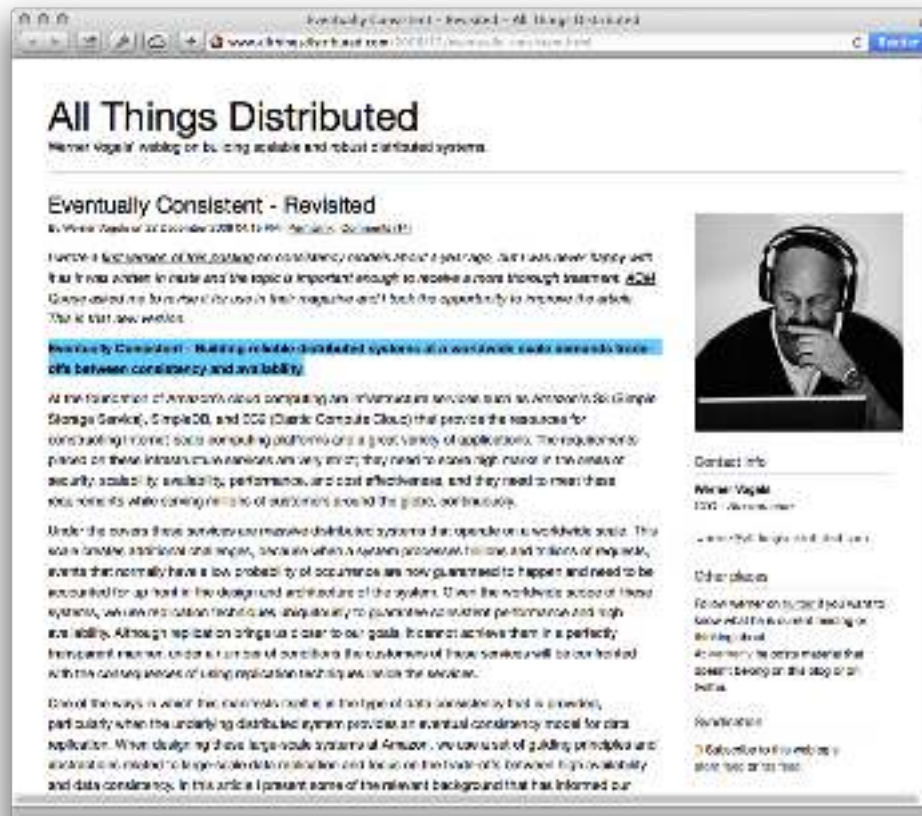
# CQRS natural fits

task-based user interface

meshes well with event sourcing

eventual consistency

# eventual consistency



“Building reliable distributed systems at a worldwide scale demands trade-offs between consistency and availability.”

[http://www.allthingsdistributed.com/2008/12/eventually\\_consistent.html](http://www.allthingsdistributed.com/2008/12/eventually_consistent.html)

# CQRS natural fits

task-based user interface

meshes well with event sourcing

eventual consistency

consistency or availability  
(but never both)

complex or granular domains



# LMAX

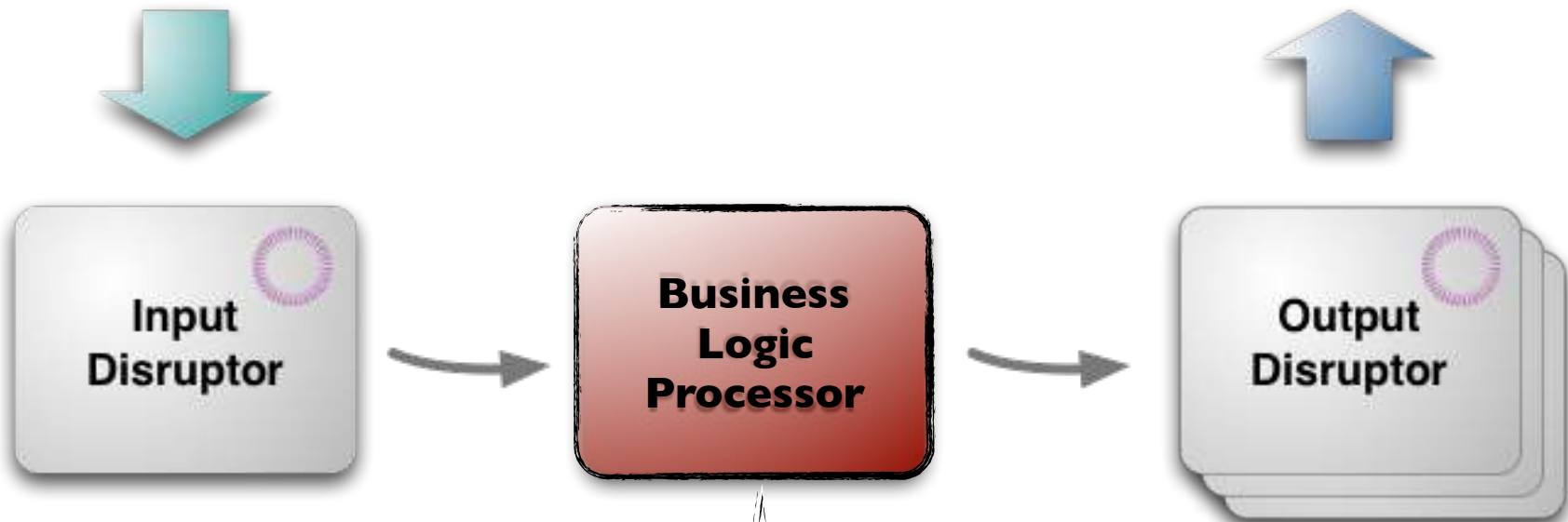
<http://martinfowler.com/articles/lmax.html>

JVM-based retail financial trading platform

centers on Business Logic Processor  
handling 6,000,000 orders/sec on 1  
thread

surrounded by Disruptors, network of  
lock-less queues

# overall structure



- single-threaded Java app
- relies only on JVM
- easy to test

# business logic processor

in-memory

event sourcing via input disruptor

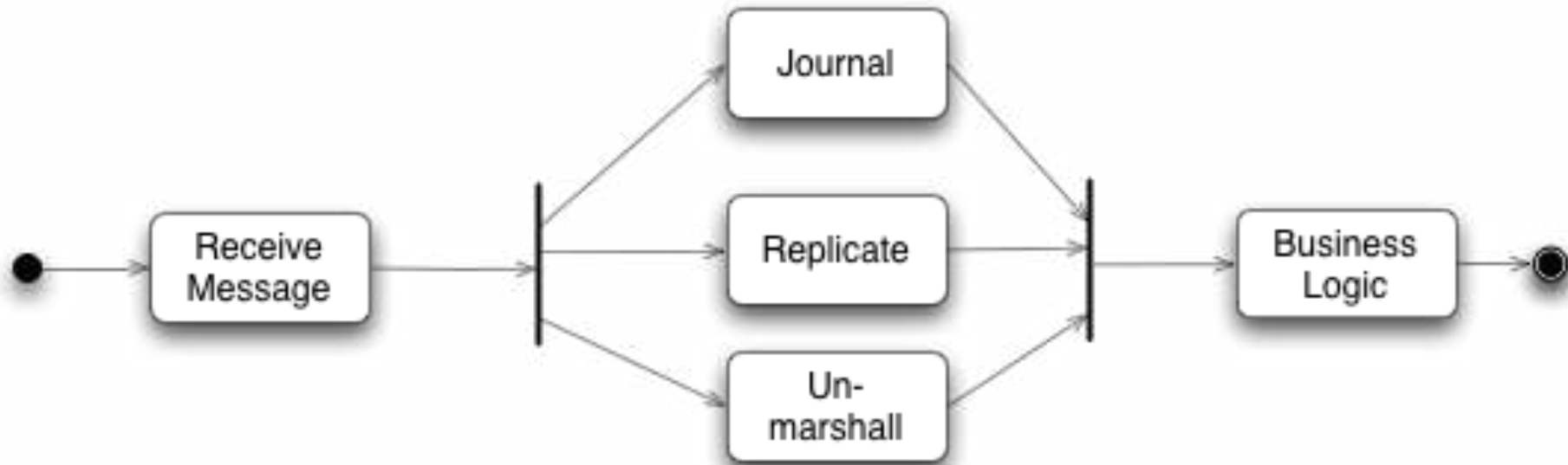
snapshots (full restart—JVM + snapshots  
— less than 1 min)

multiple instances running

each event processed by multiple  
processors but only one result used



# input/output disruptors



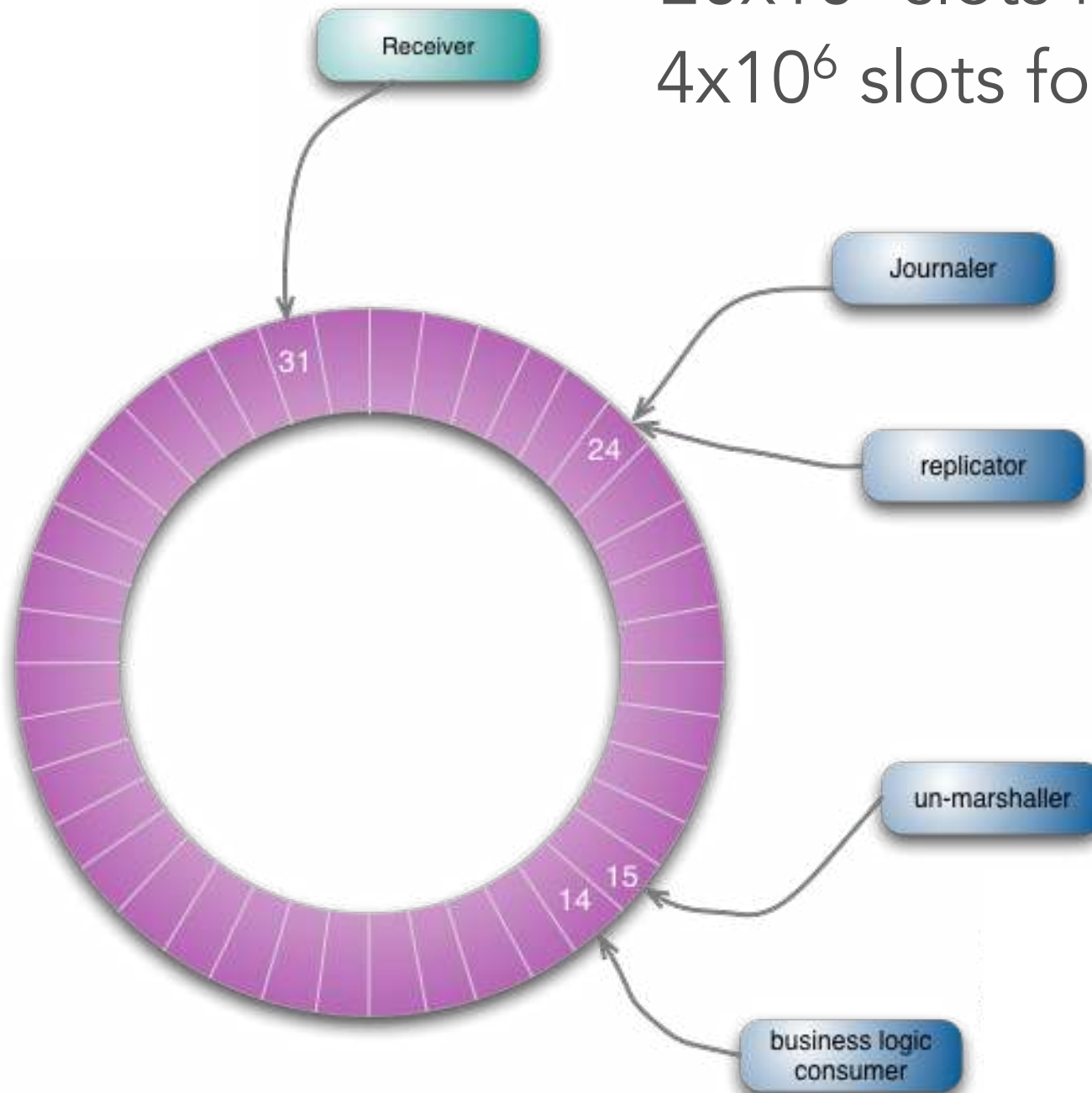
# disruptors

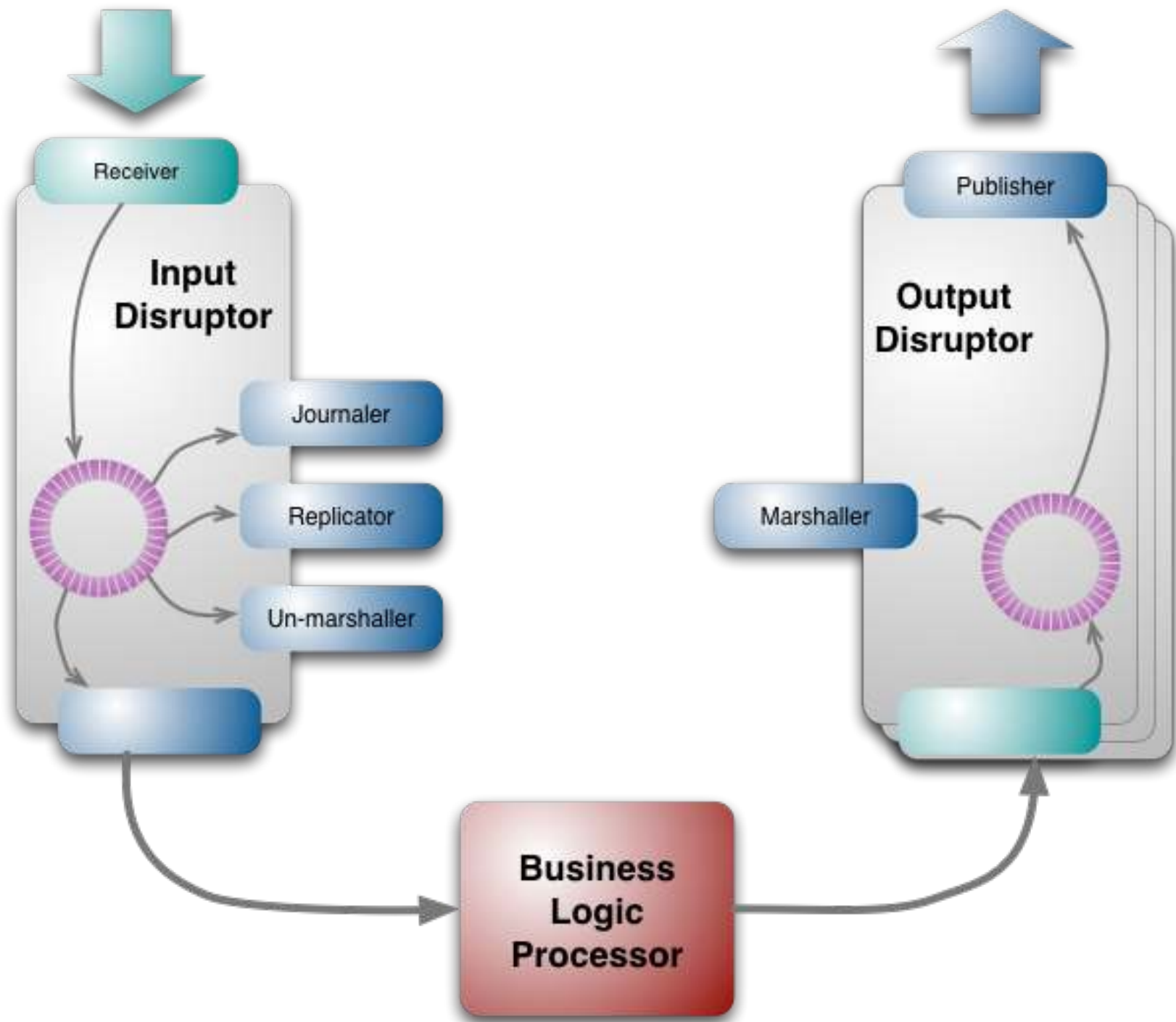
custom concurrency component

multi-cast graph of queues where  
producers enqueue objects and  
consumers dequeue in parallel

ring buffer with sequence counters

$20 \times 10^6$  slots for input buffer  
 $4 \times 10^6$  slots for output buffer





# “mechanical sympathy”

started with transactions

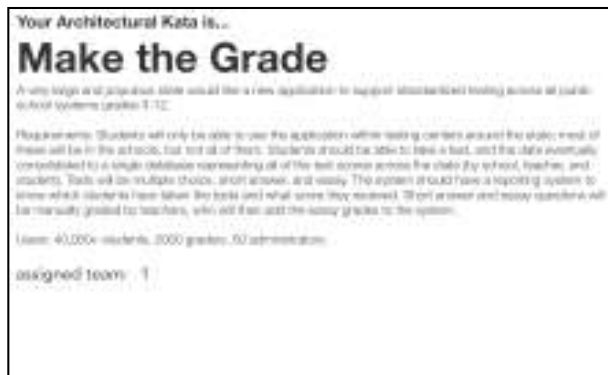
switched to Actor-based concurrency

*hypothesized & measured results*

CPU caching is key ➡ single writer principle

# architecture katas

## identifying architecture patterns



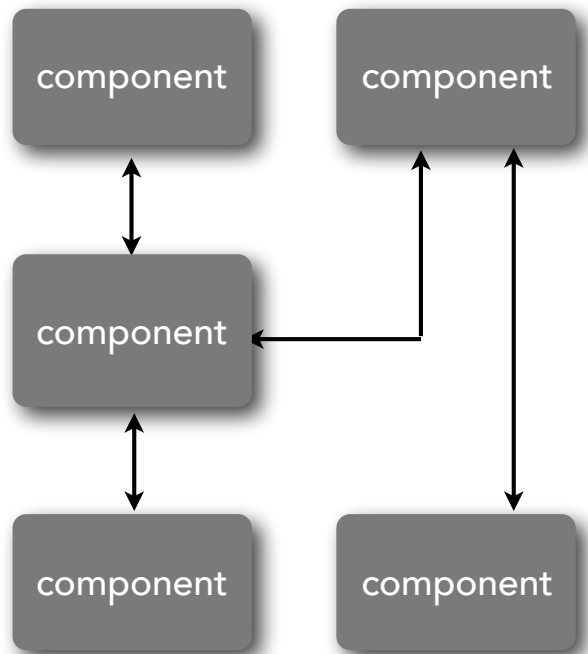
component-based thinking

# component identification and granularity



# component identification

as an architect, you should think about the artifacts within the architecture in terms of *components*

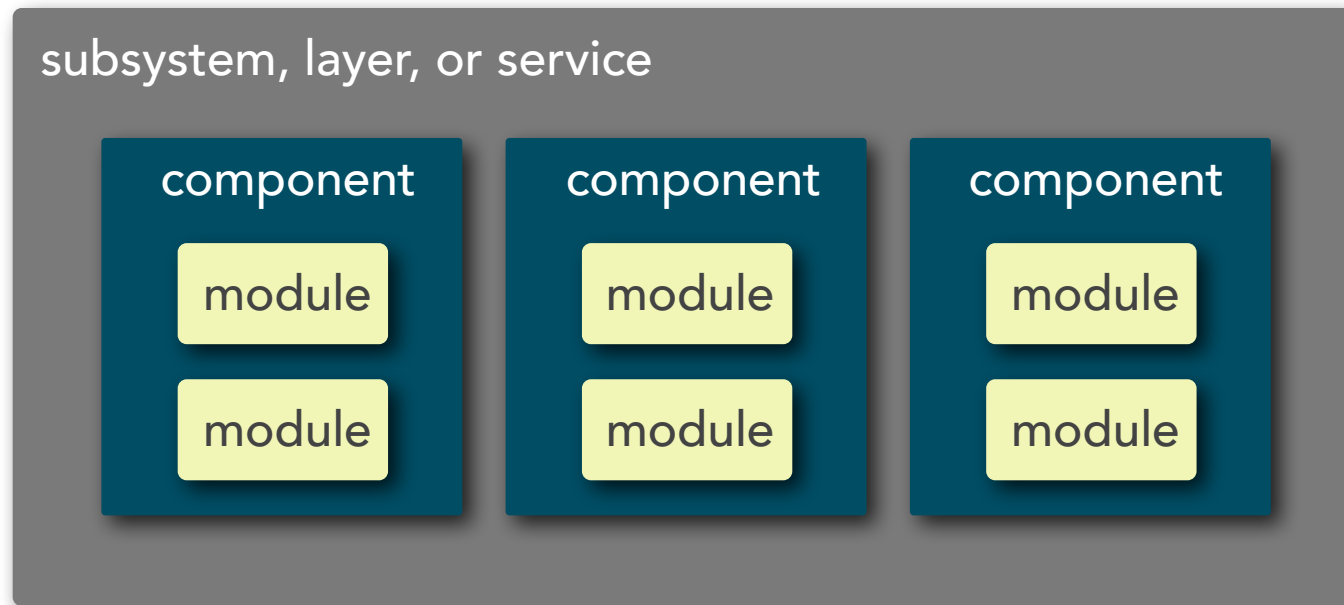


## component:

an encapsulated unit of software that has a **well defined interface** and a clear and concise **role and responsibility statement**

# component identification

## component scope



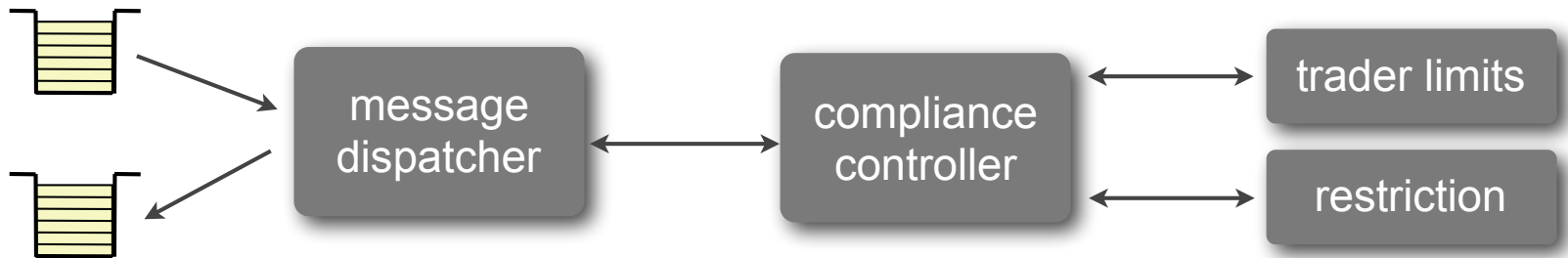
# component identification

## roles and responsibility model



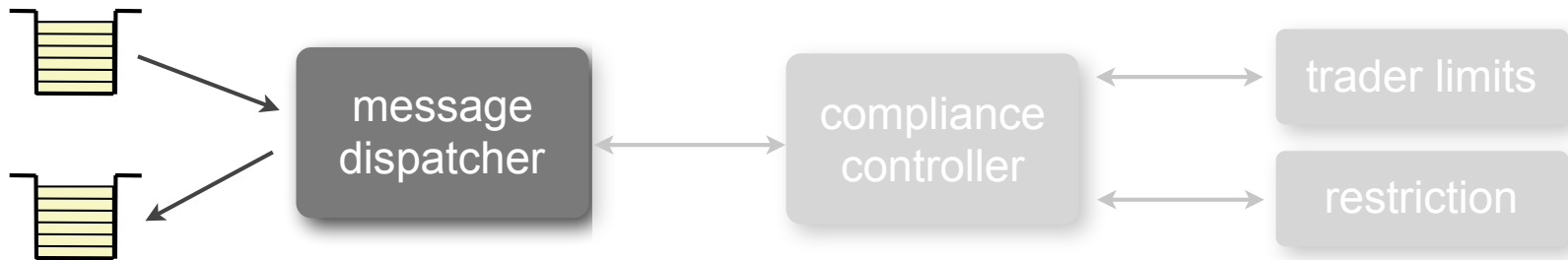
# component identification

## stock trade order validation



# component identification

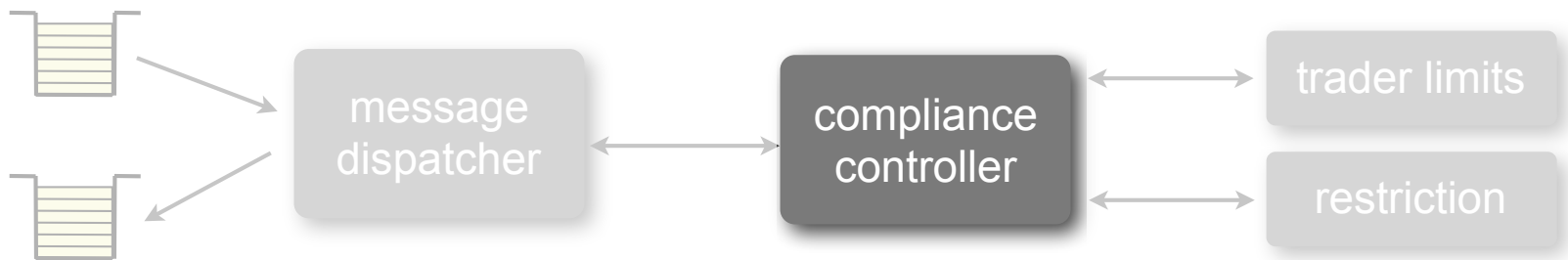
## stock trade order validation



responsible for dispatching the trade to the next available controller.

# component identification

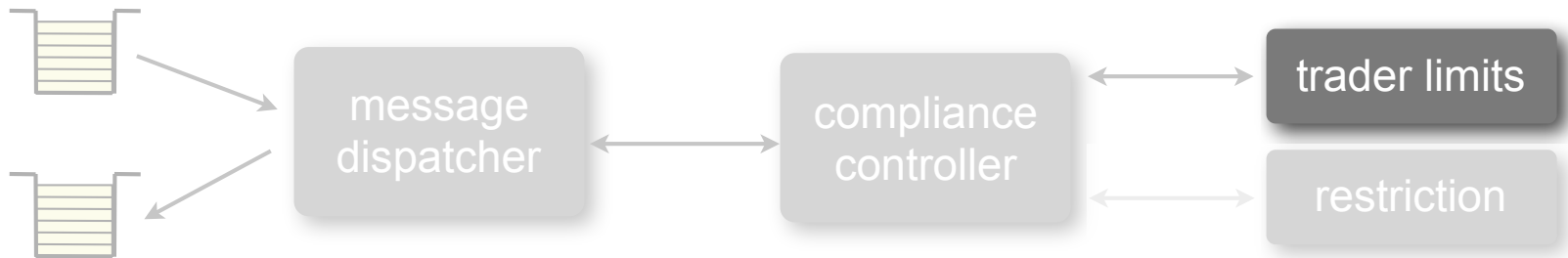
## stock trade order validation



responsible for orchestrating the trade order validation process by calling specific compliance processors.

# component identification

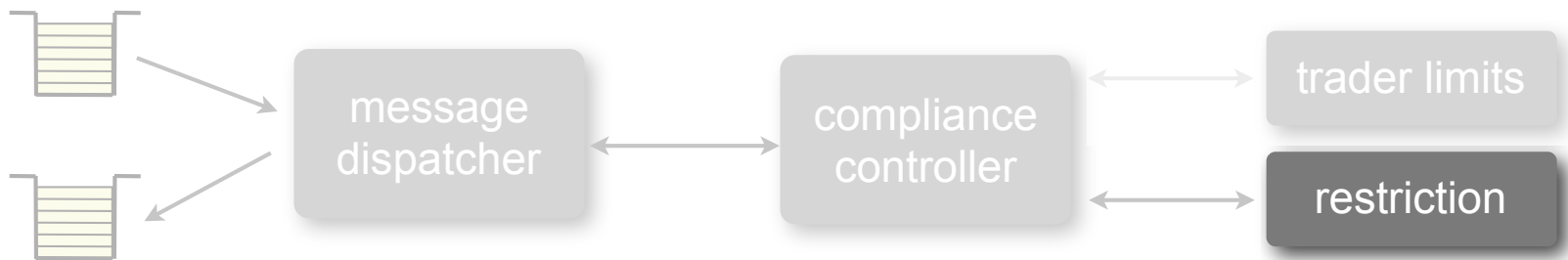
## stock trade order validation



responsible for making sure the trader isn't exceeding assigned trader limits for the trade being placed.

# component identification

## stock trade order validation

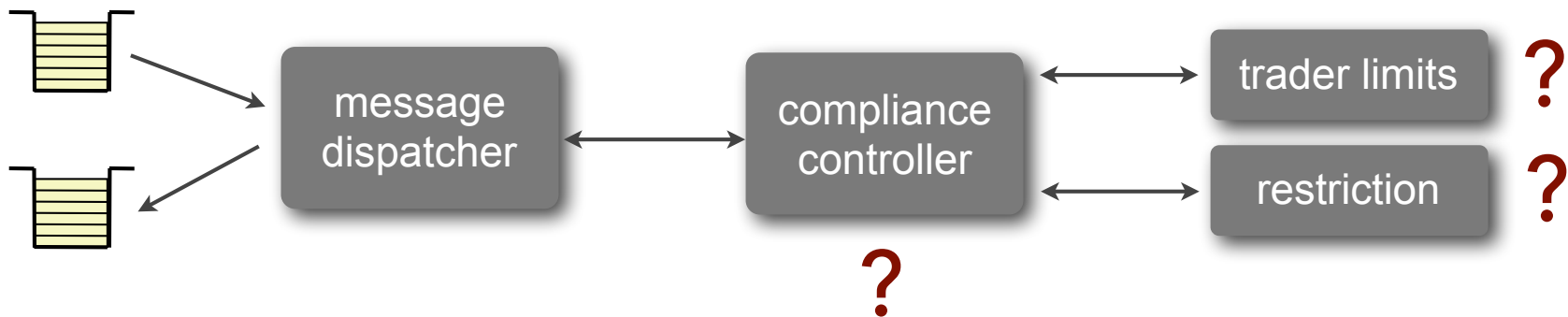


responsible for making sure the trade order symbol isn't on the restricted stock list.



# component identification

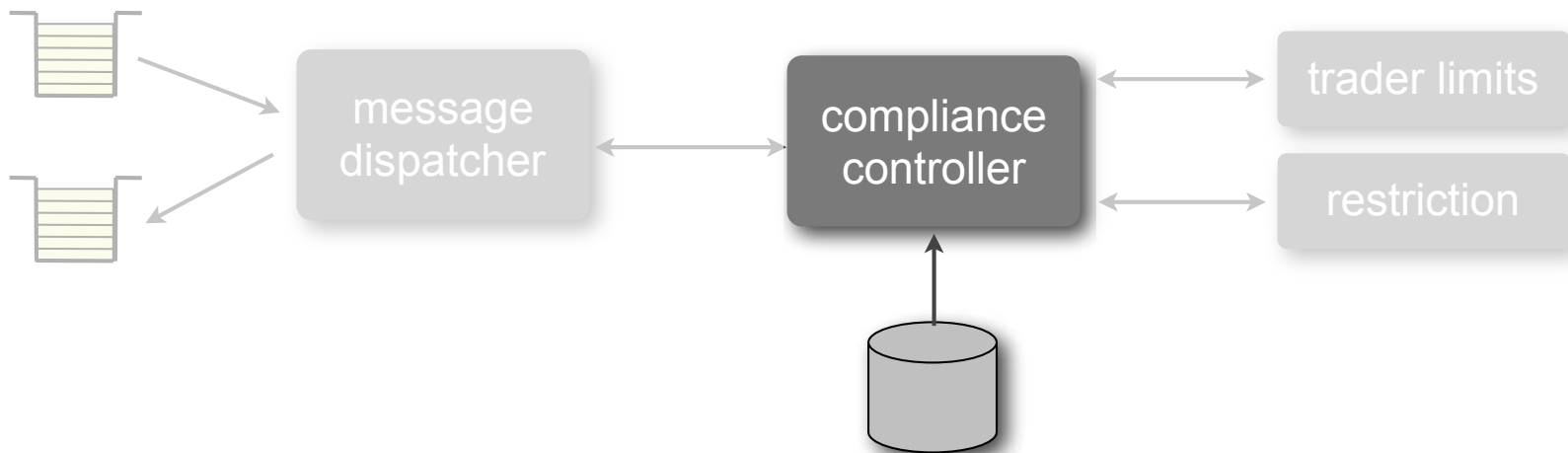
## stock trade order validation



who should be responsible for retrieving and caching all of the data needed by the compliance processors?

# component identification

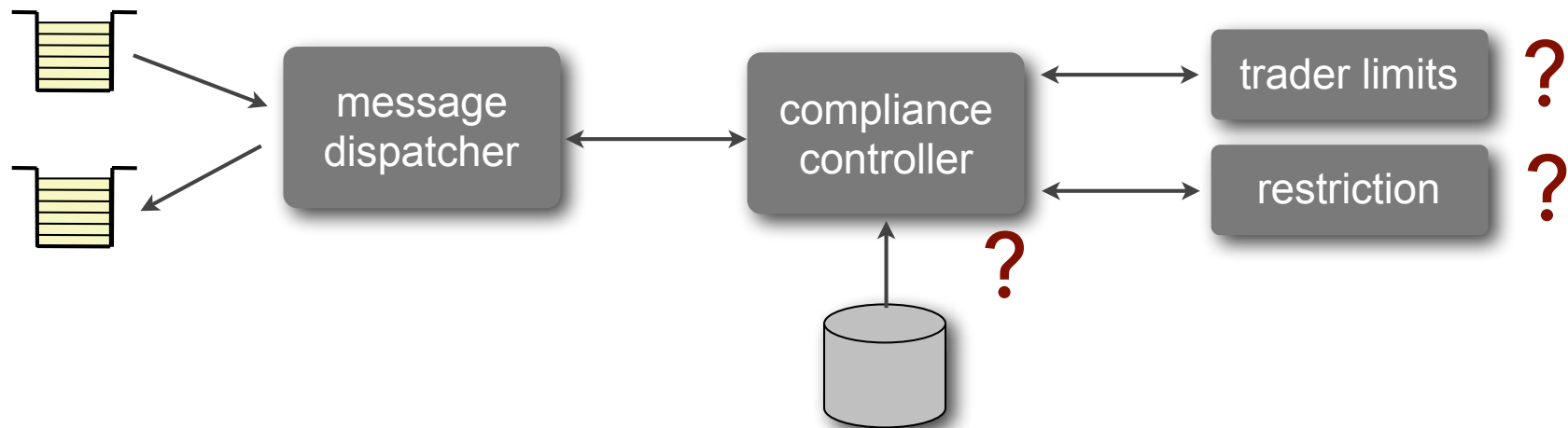
## stock trade order validation



responsible for orchestrating the trade order validation process by calling specific compliance processors. **also responsible for retrieving and caching all data needed by the compliance processors**

# component identification

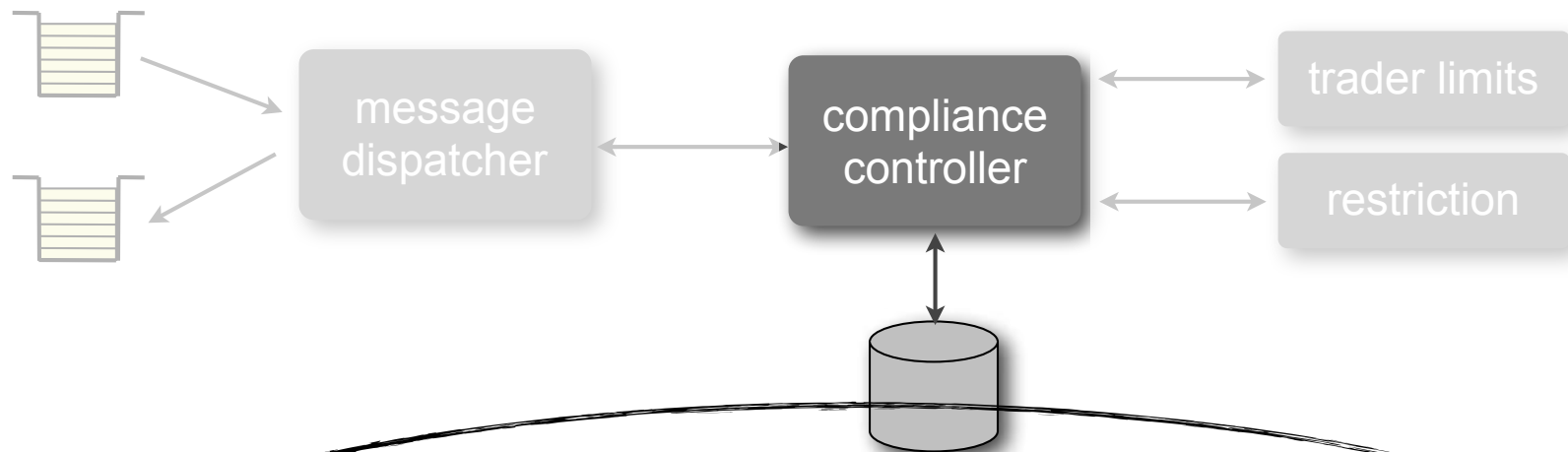
## stock trade order validation



who should be responsible for persisting  
trade validation errors when they occur?

# component identification

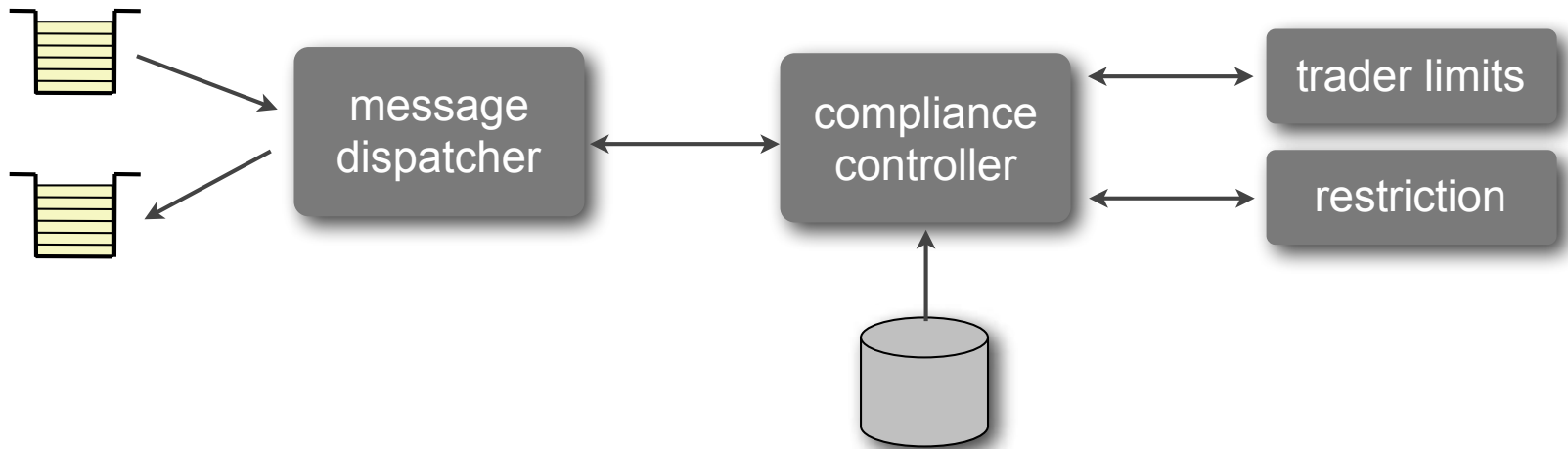
## stock trade order validation



responsible for orchestrating the trade order validation process by calling specific compliance processors. **also responsible for retrieving and caching all data needed by the compliance processors and persisting all validation errors.**

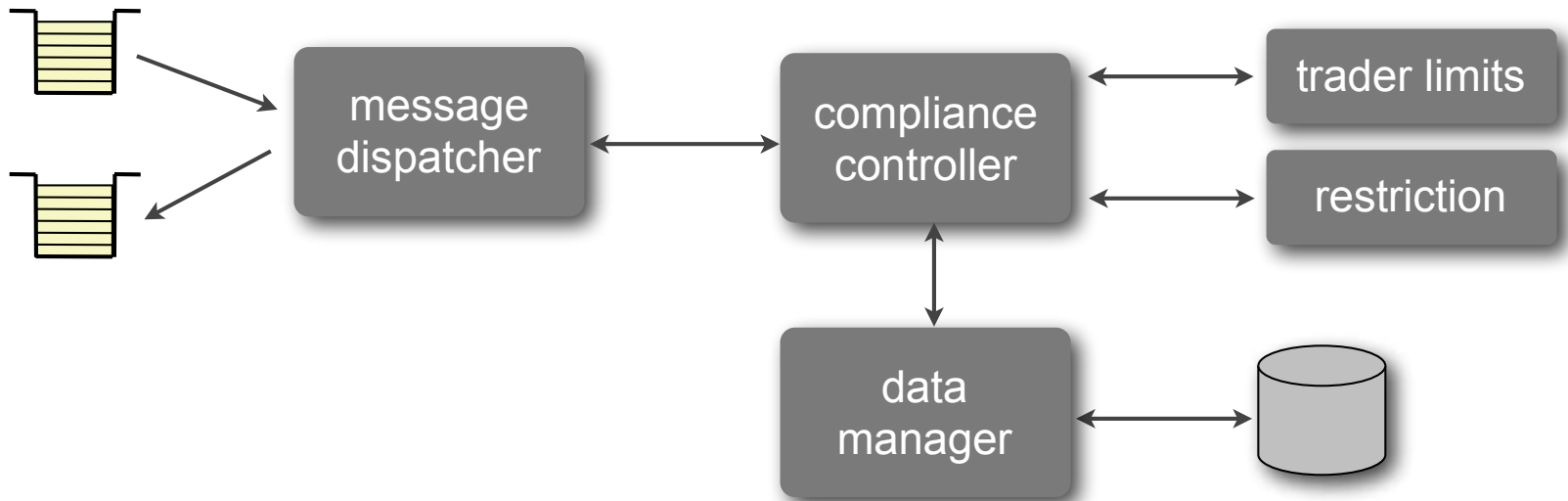
# component identification

## stock trade order validation



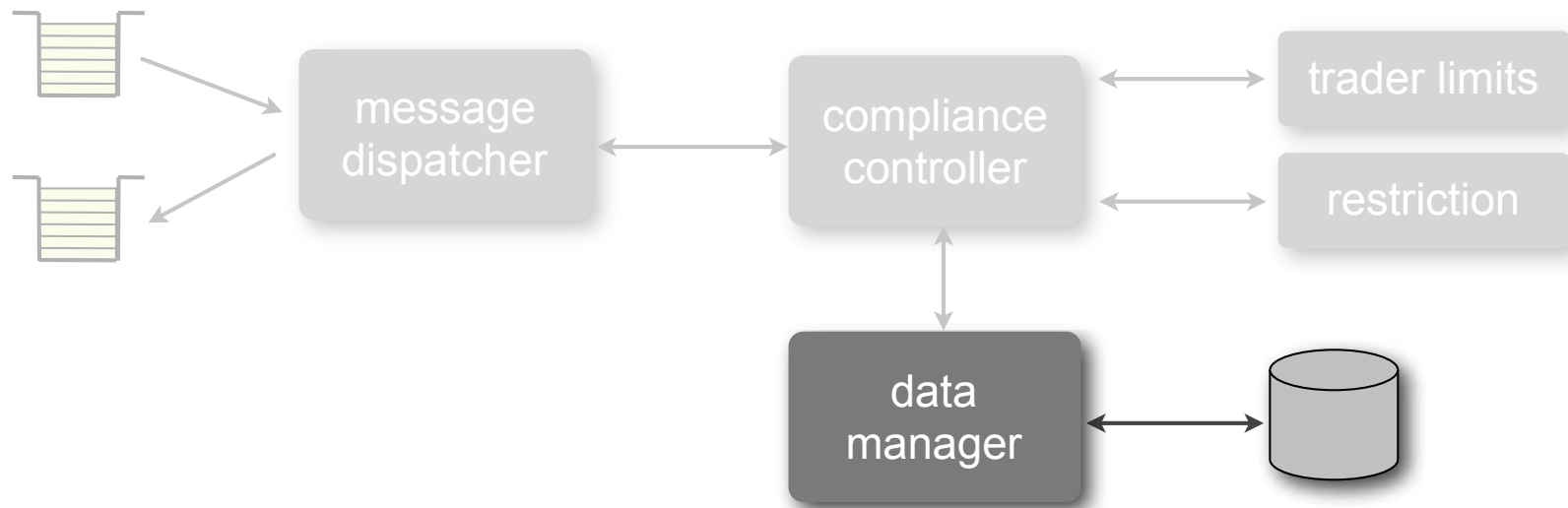
# component identification

## stock trade order validation



# component identification

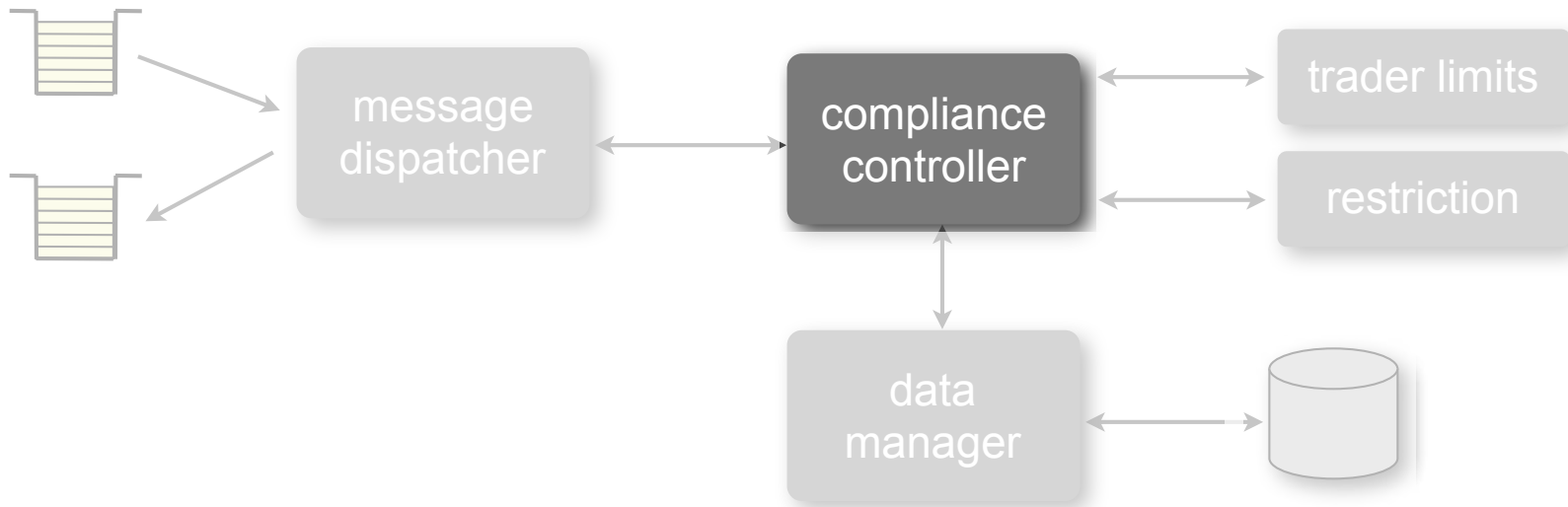
## stock trade order validation



responsible for retrieving and caching all data needed by the compliance processors and persisting all validation errors.

# component identification

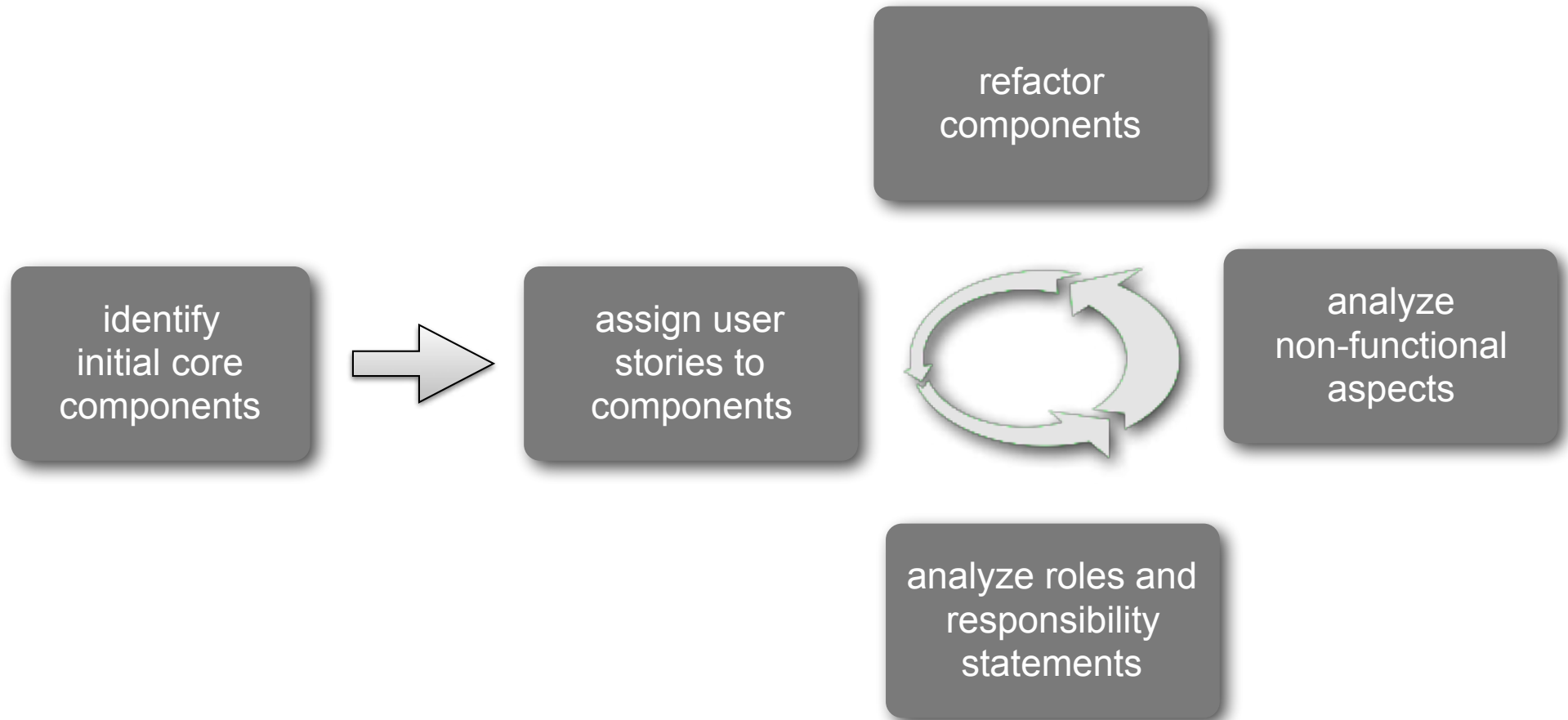
## stock trade order validation



responsible for orchestrating the trade order validation process by calling specific compliance processors.

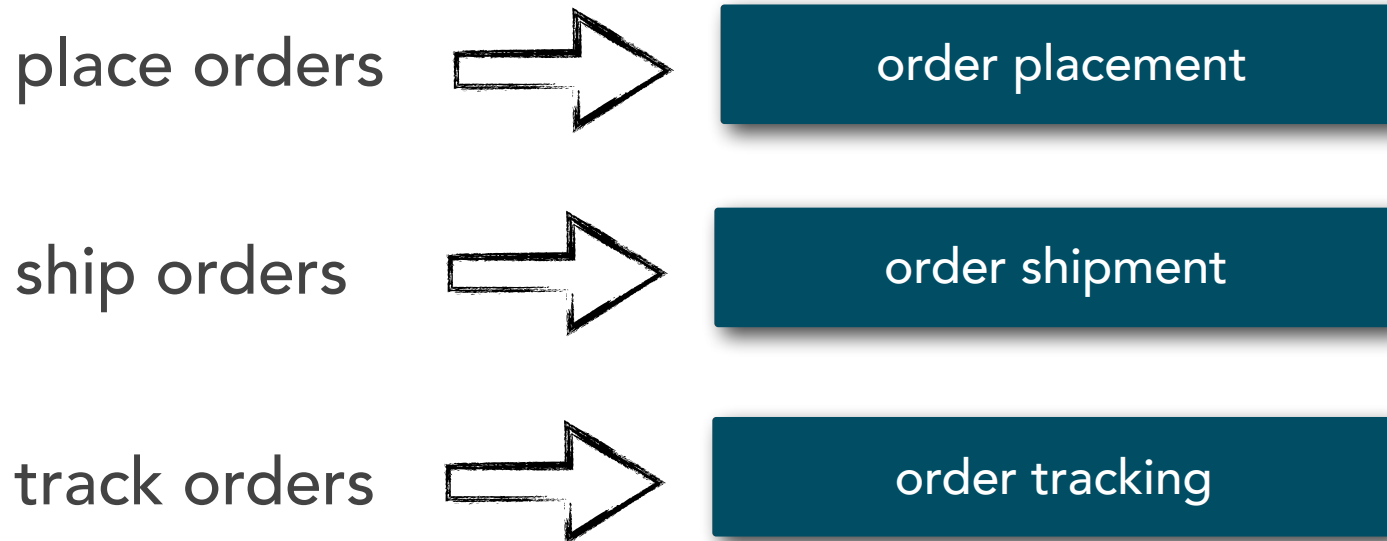


# component identification



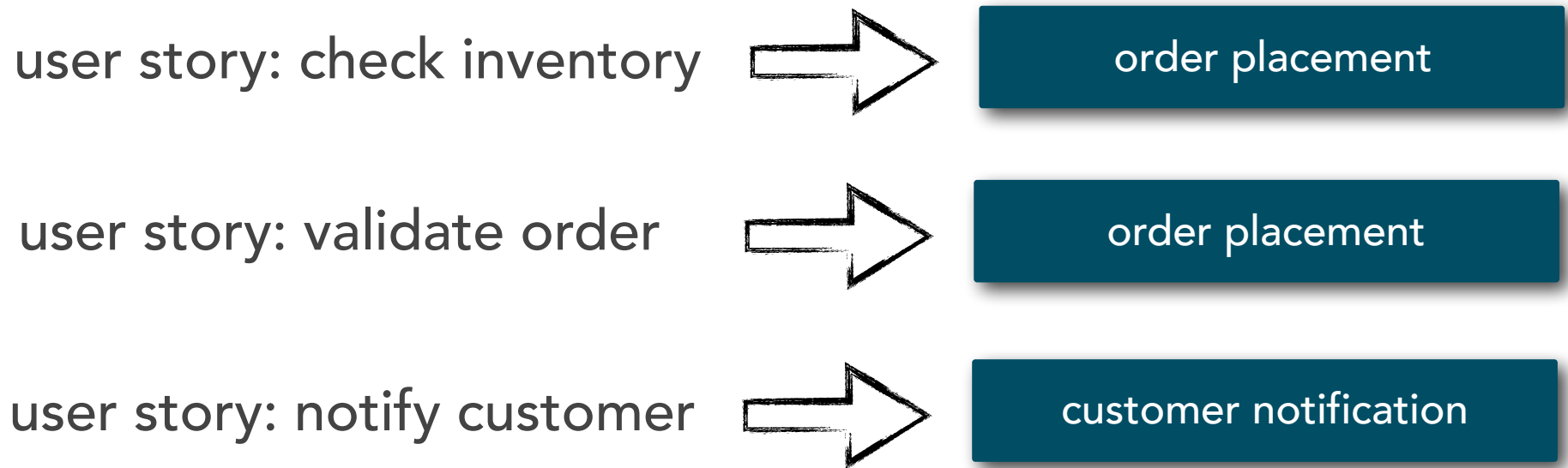
# component identification

identify initial components using core functionality

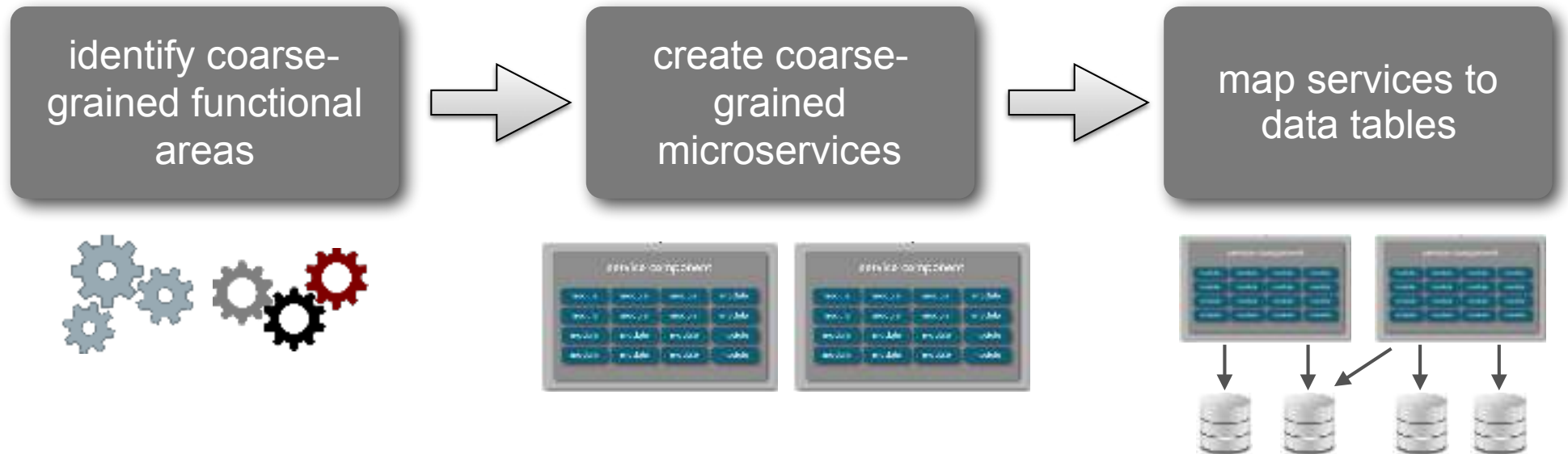


# component identification

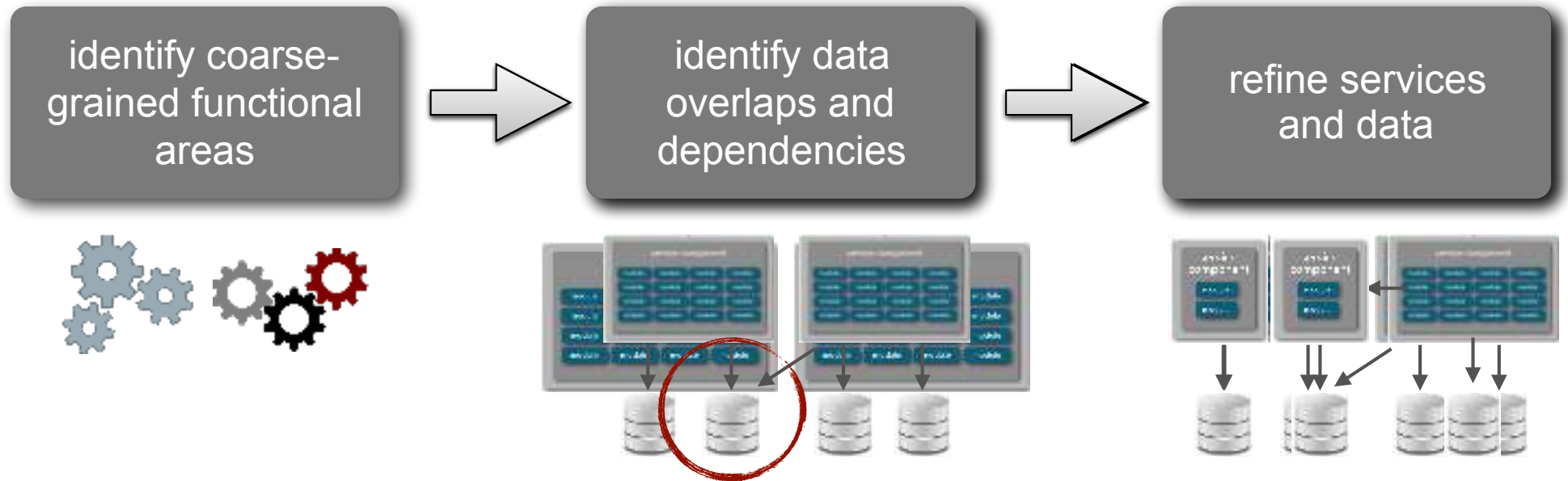
assign requirements, use cases, or user stories to a component



# service identification



# service identification



# component identification

## component granularity



order manager

responsible for creating, deleting, and updating orders.  
also responsible for shipping the order and tracking the order once it has been shipped. this component is also responsible for notifying the customer each time the order status changes.

# component identification

## component granularity

order maintenance

responsible for creating, deleting, and updating orders.

**order manager**

order shipment

responsible for shipping and tracking orders

customer notification

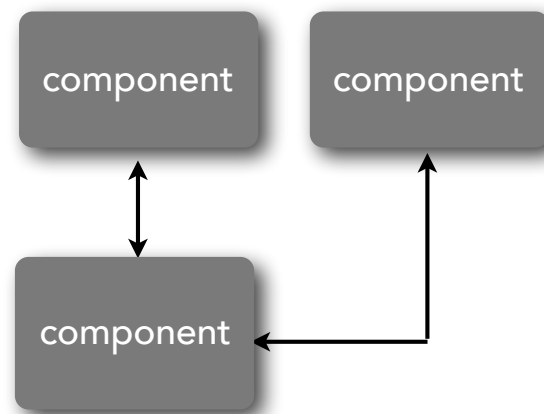
responsible for notifying the customer when the order status changes.

component coupling



# component coupling

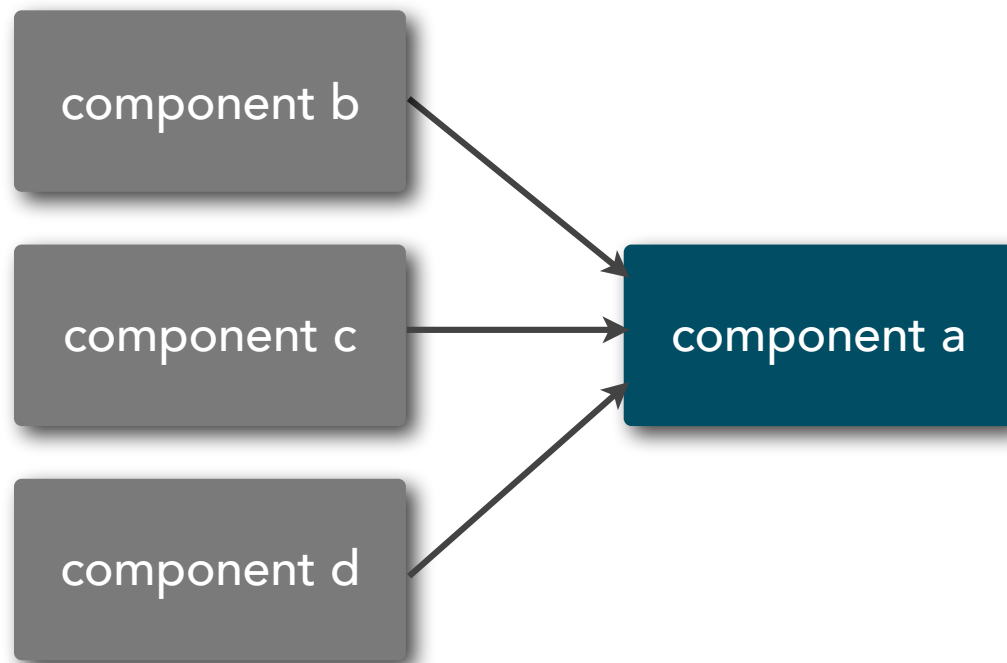
the extent to which components know about each other



# component coupling

## afferent coupling

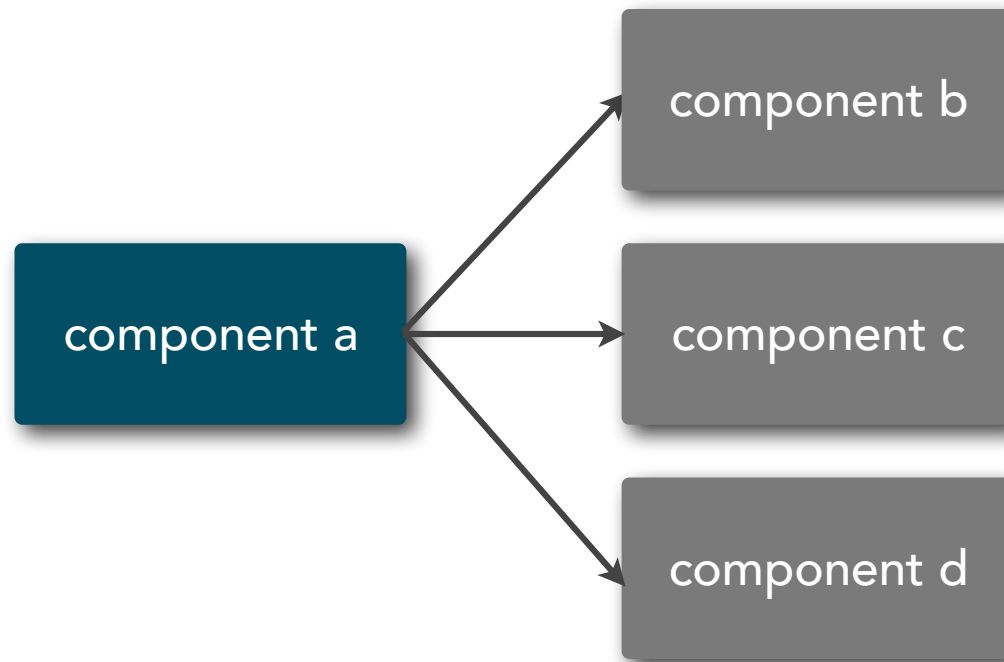
the degree to which other components are dependent on the target component



# component coupling

## efferent coupling

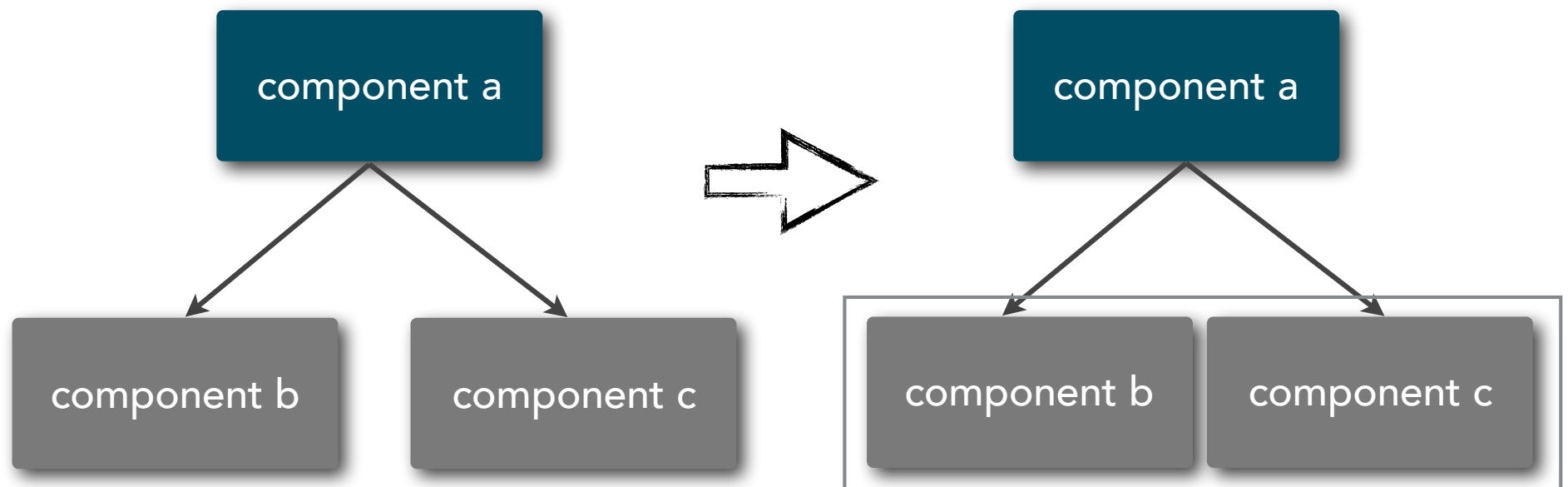
the degree to which the target component is dependent on other components



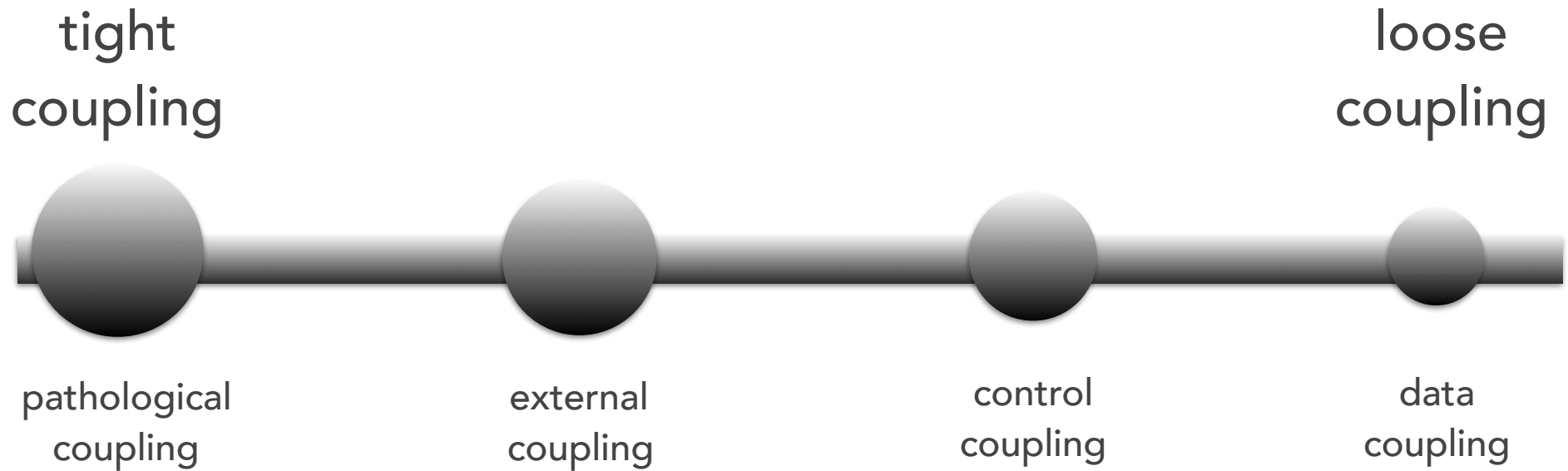
# component coupling

## temporal coupling

functionality is grouped into one component due to timing dependencies (e.g. transactions)



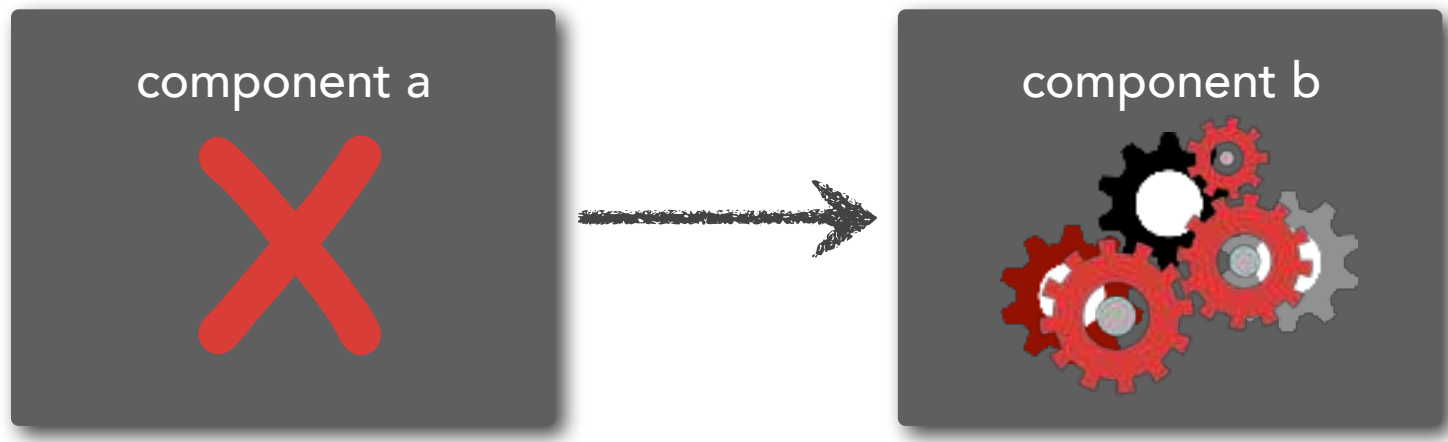
# component coupling



# component coupling

## pathological coupling

one component relies on the inner workings of another component



# component coupling

## external coupling

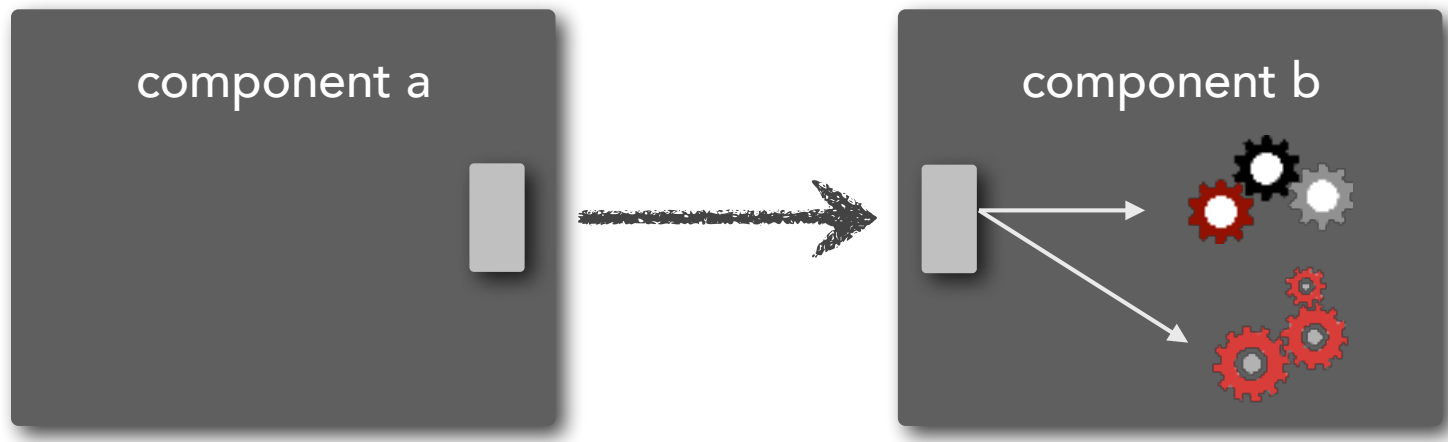
multiple components share an externally imposed protocol or data format



# component coupling

## control coupling

one component passes information to another component on what to do

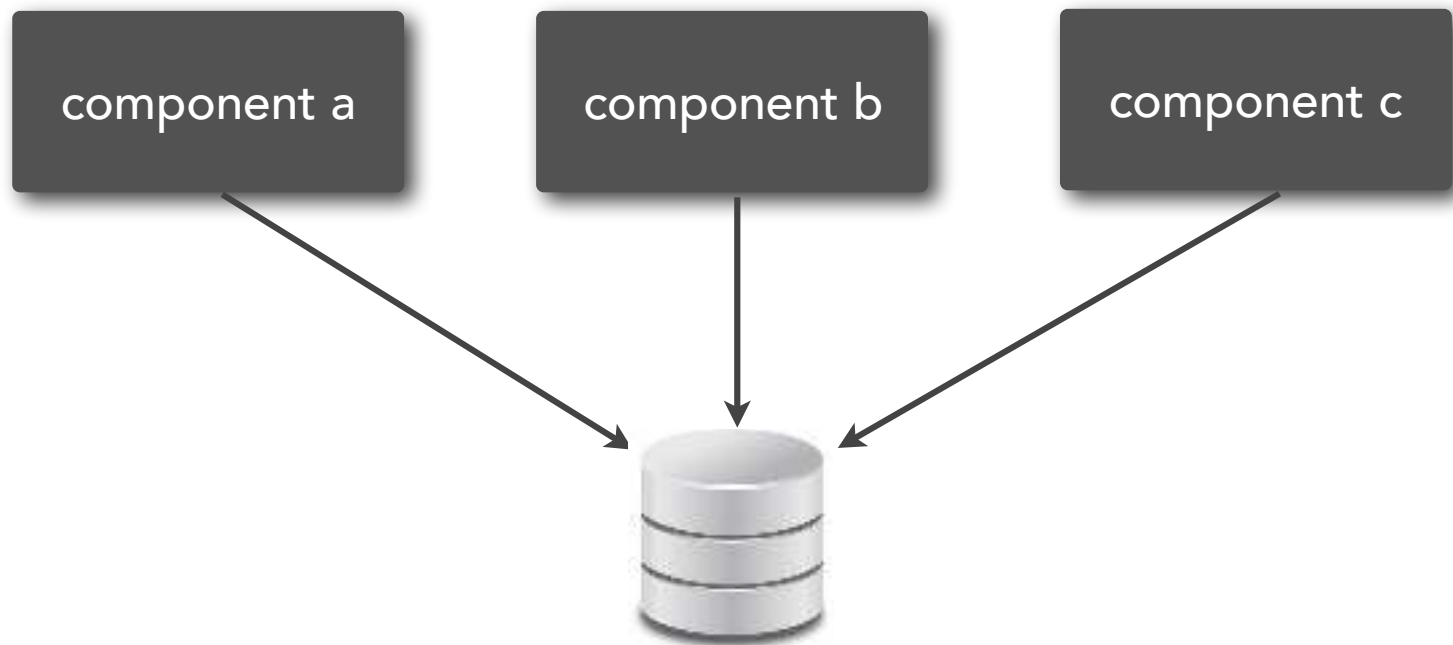




# component coupling

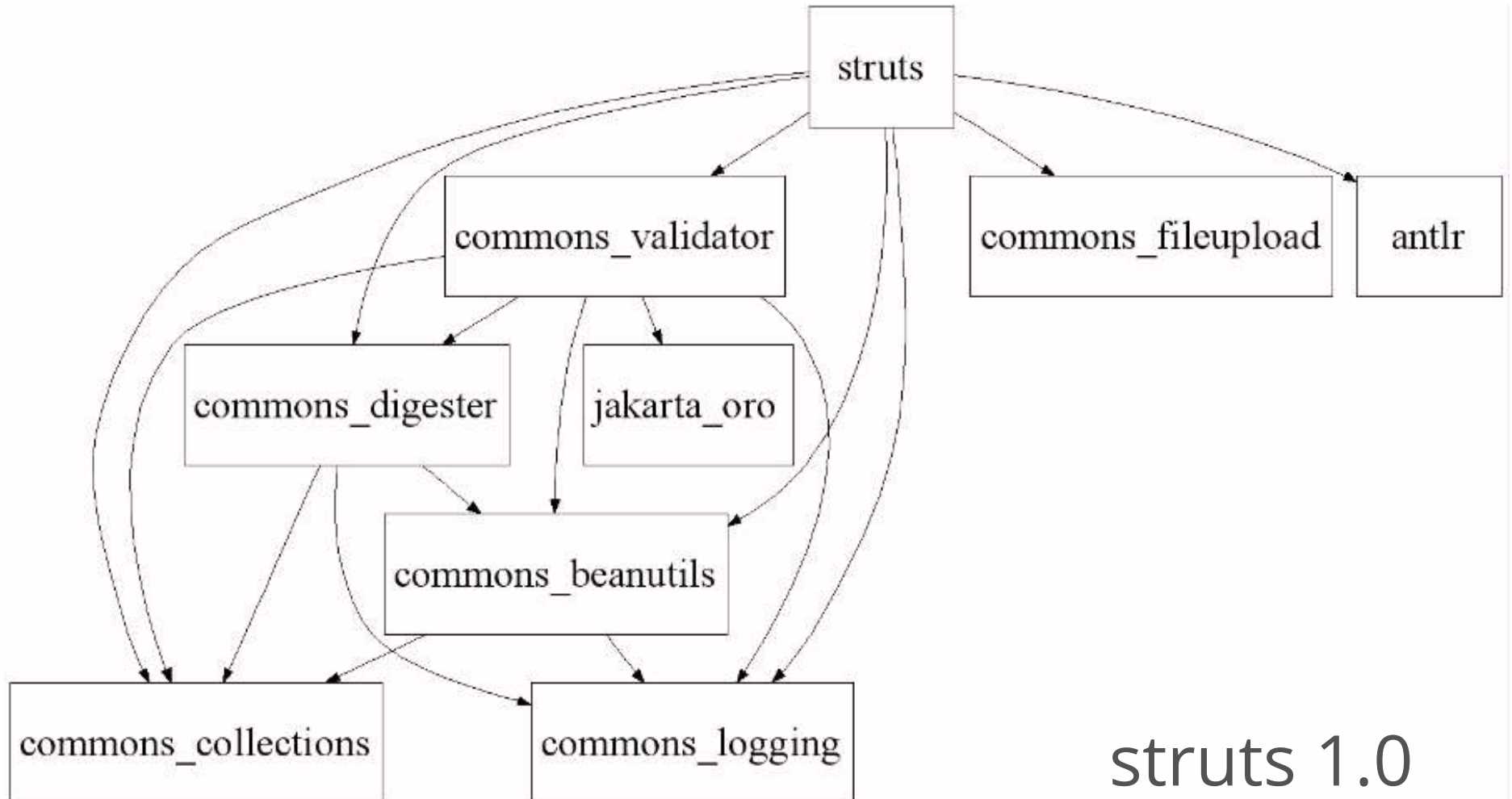
## data coupling

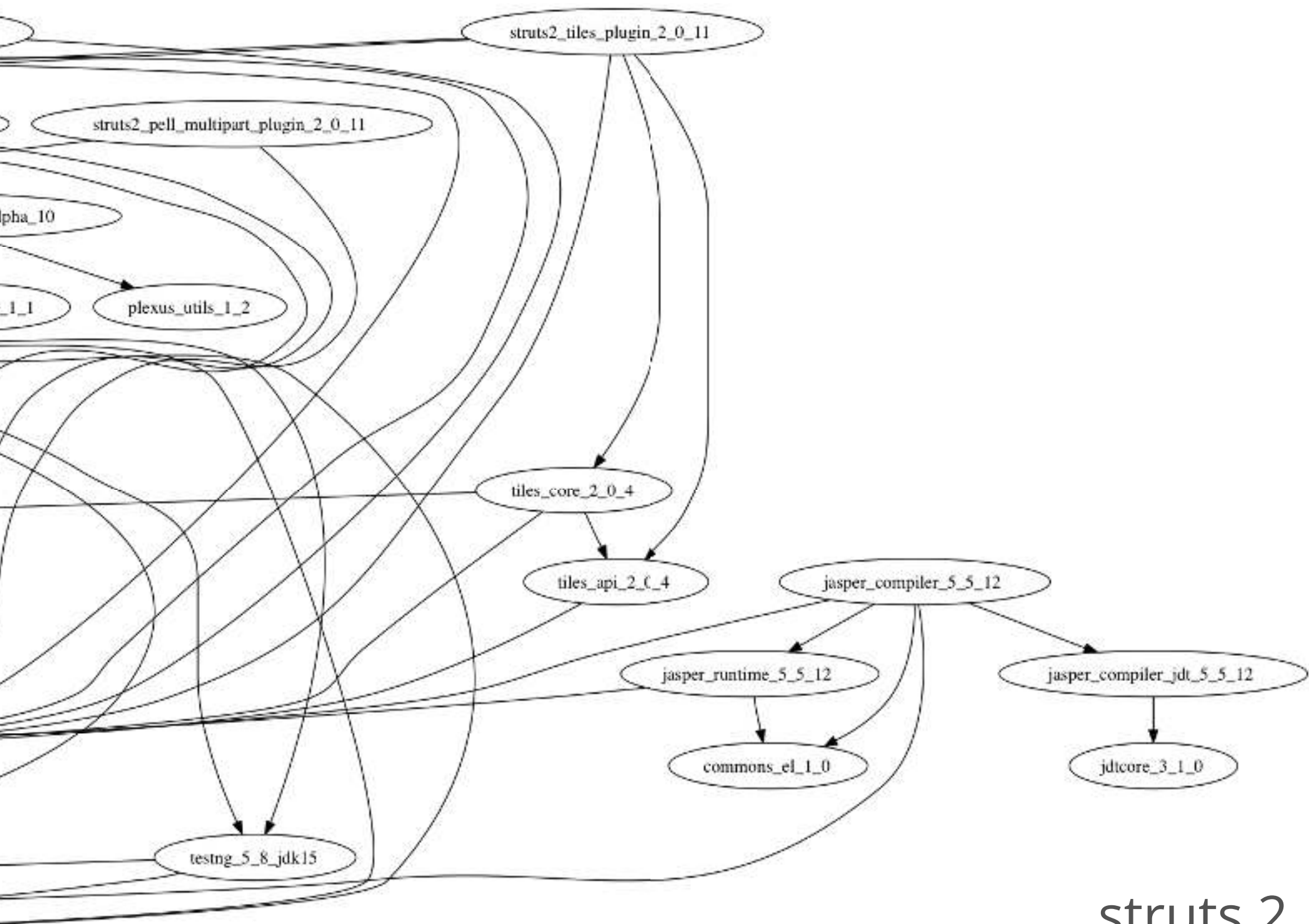
the degree to which components are bound to a shared data context



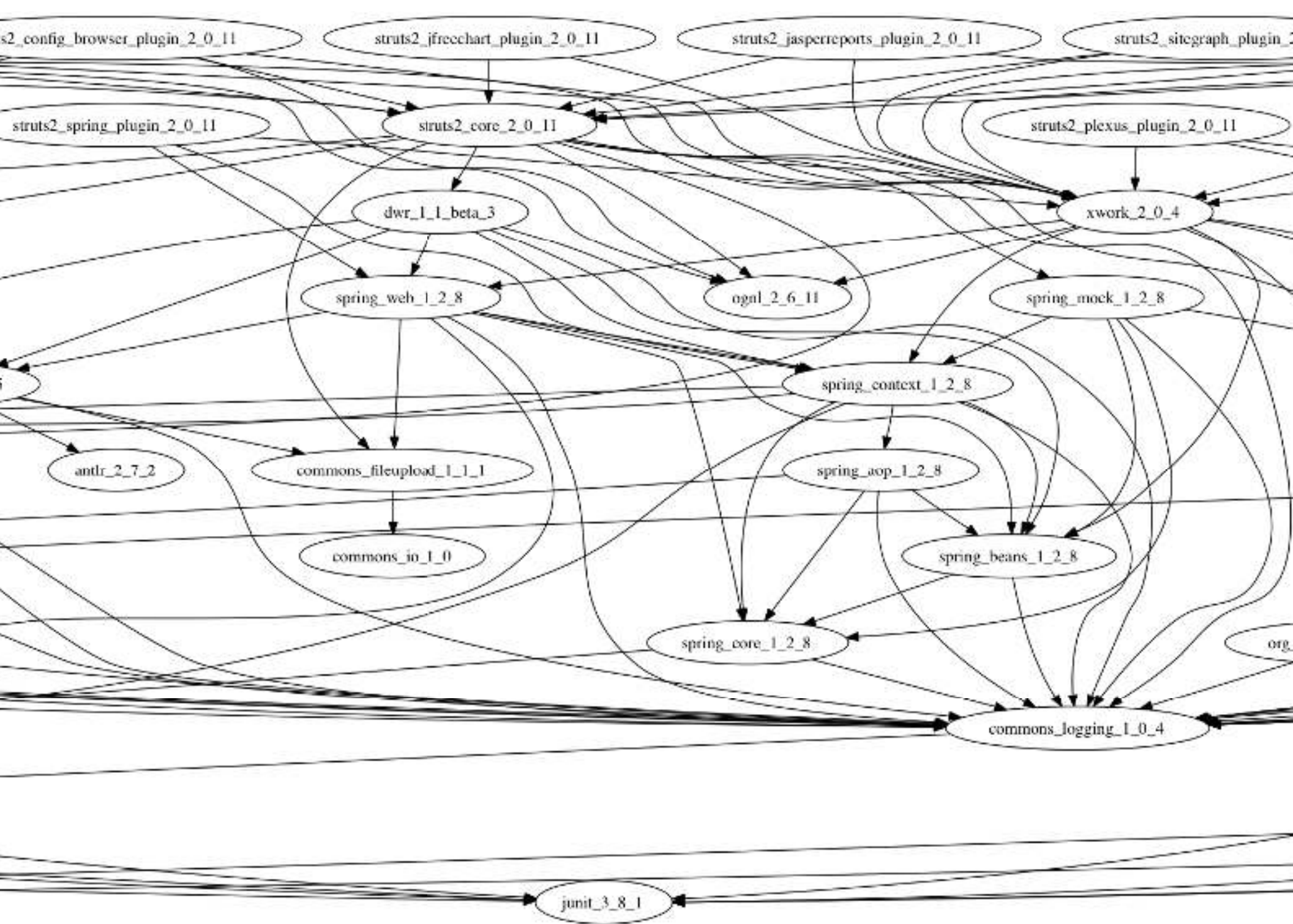
# component coupling

## consequences of ignoring...





struts 2



component cohesion

# component cohesion

the degree and manner to which the operations of a component are related to one another



# component cohesion

the degree and manner to which the operations of a component are related to one another

customer  
maintenance

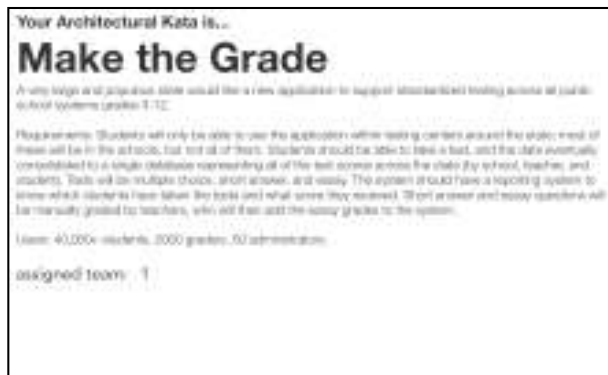
- add customer
- update customer
- get customer
- notify customer

order  
maintenance

- get customer orders
- cancel customer orders

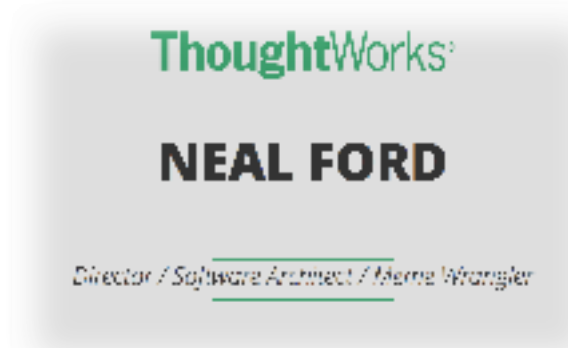
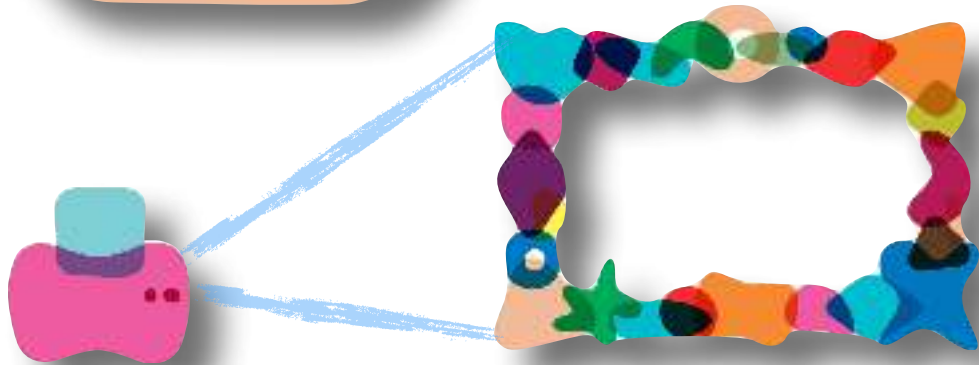
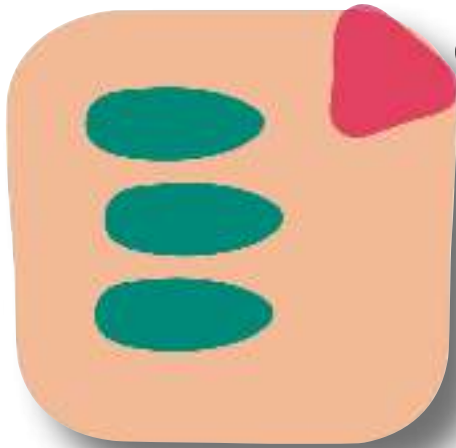
# architecture katas

## identifying major architecture components



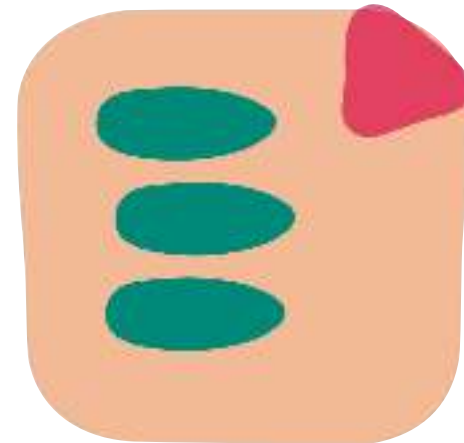


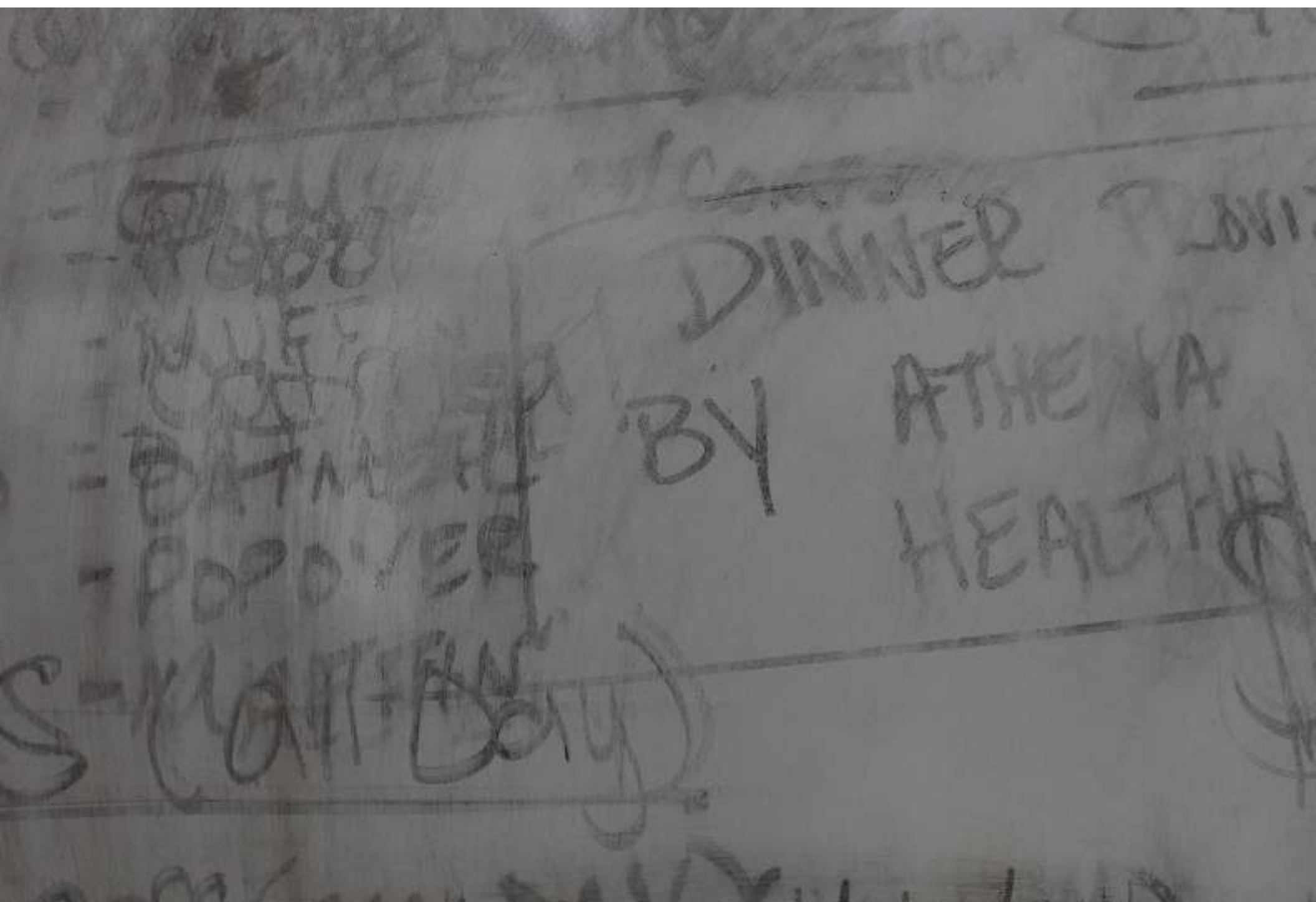
# Documenting & Presenting Software Architecture





# documenting software











$$(2) \quad -\frac{\hbar}{2\mu} \frac{d^2 Z}{dz^2} - \frac{1}{2} \left[ \mu \omega^2 - \left( \right) \right] z^2 Z = E_z \cdot Z$$

$$-\frac{\hbar^2}{2\mu} \frac{d^2 Z}{dz^2} + \frac{1}{2} \left[ \frac{\hbar^2 \mu}{c^2} \right] z^2 Z = E_z \cdot Z$$

$$-\frac{\hbar^2}{2\mu} \frac{d^2 Z}{dz^2} + \frac{1}{2} \left[ \frac{\hbar^2 \mu}{c^2} \right] z^2 Z = E_z \cdot Z$$

DO NOT ERASE

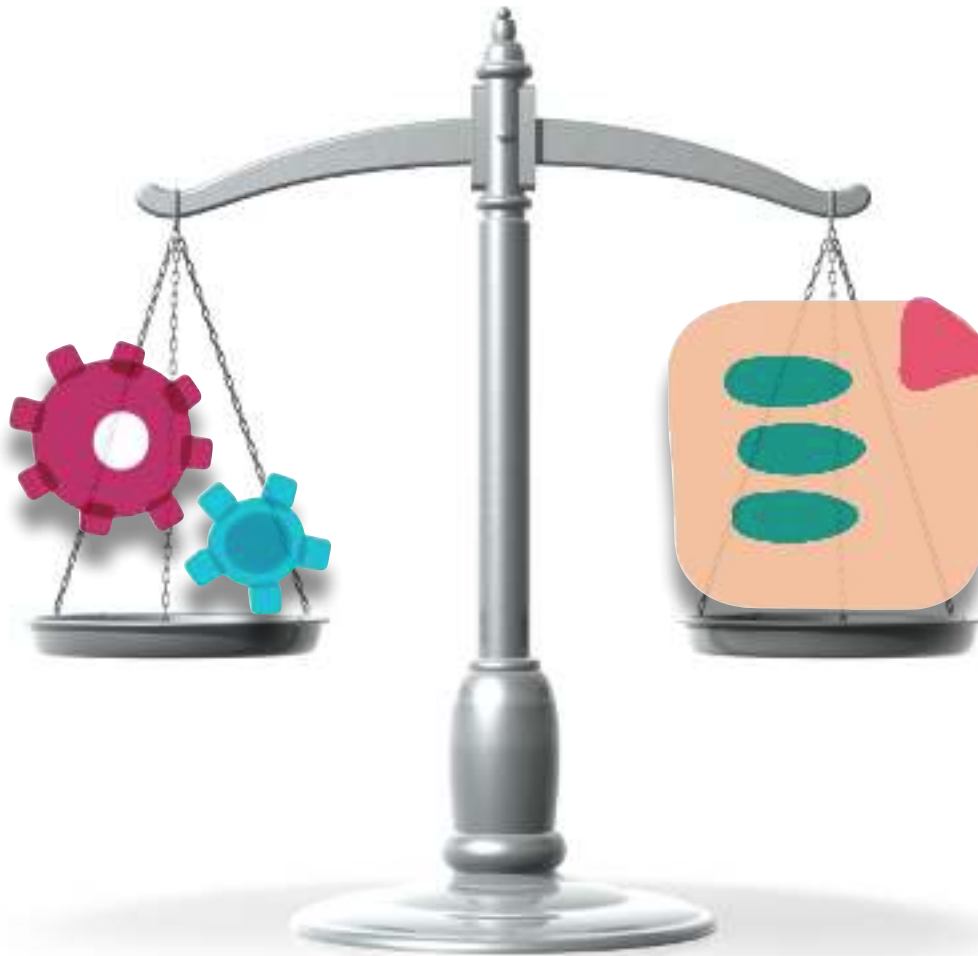


# documentation



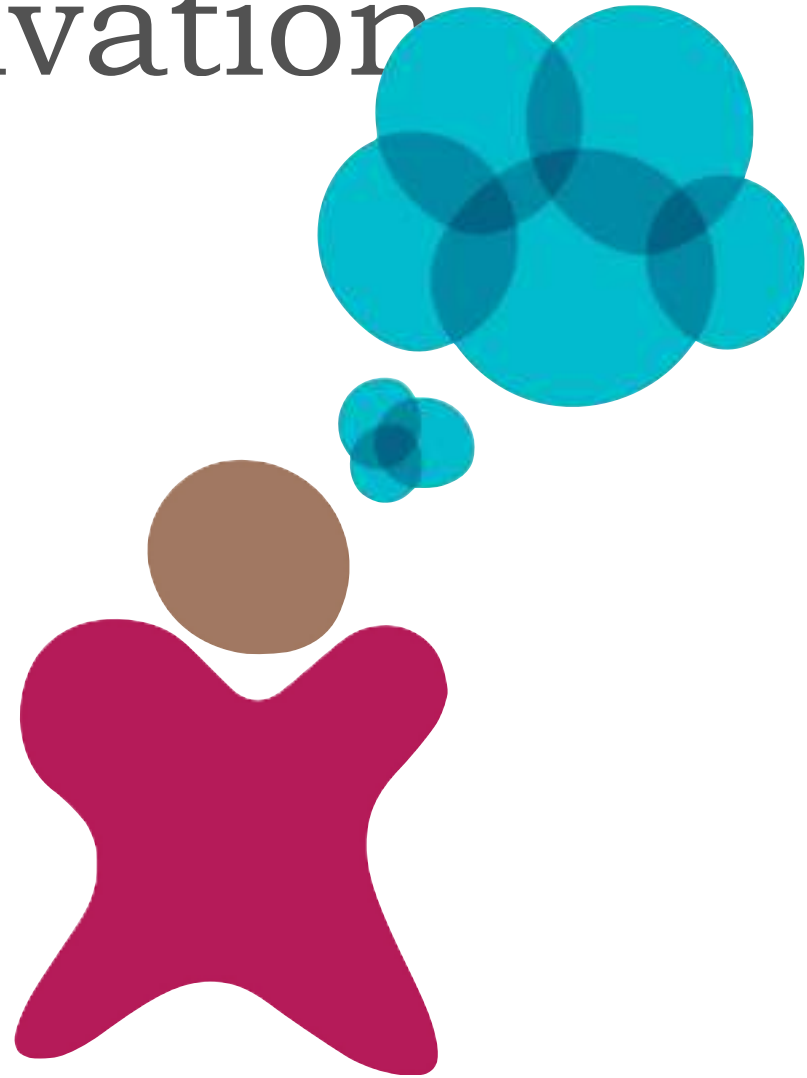


# weight in bytes



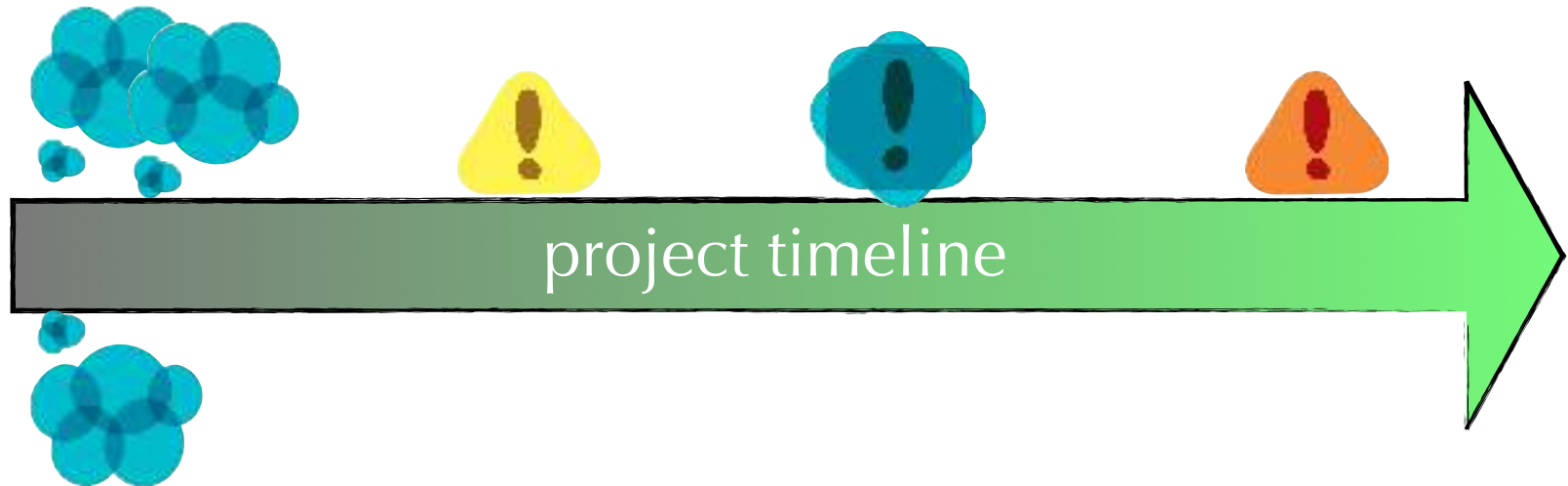


# motivation



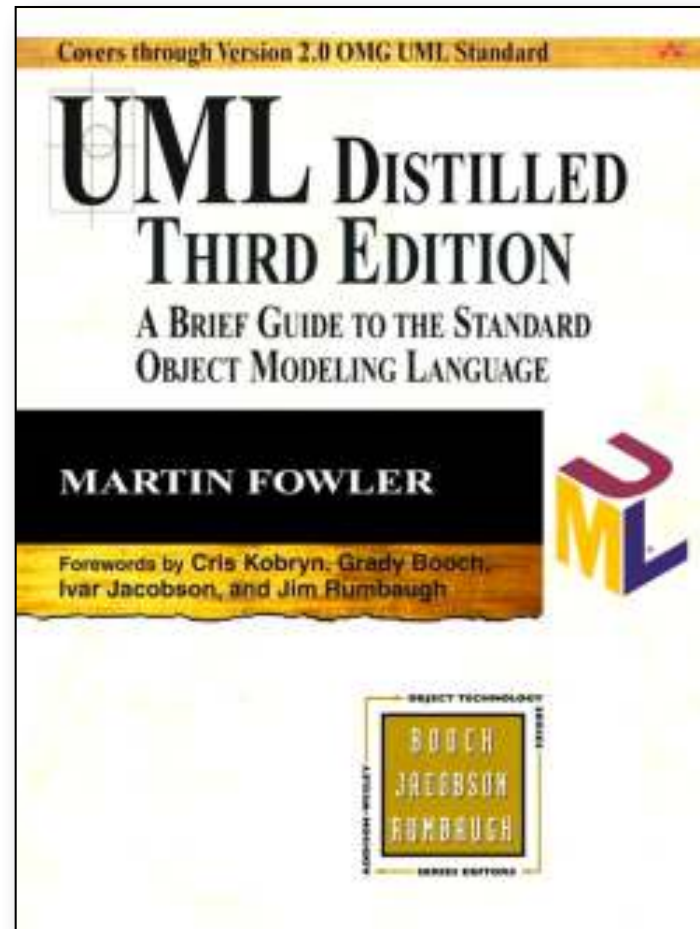
# agile architecture

Not all decisions made up front.



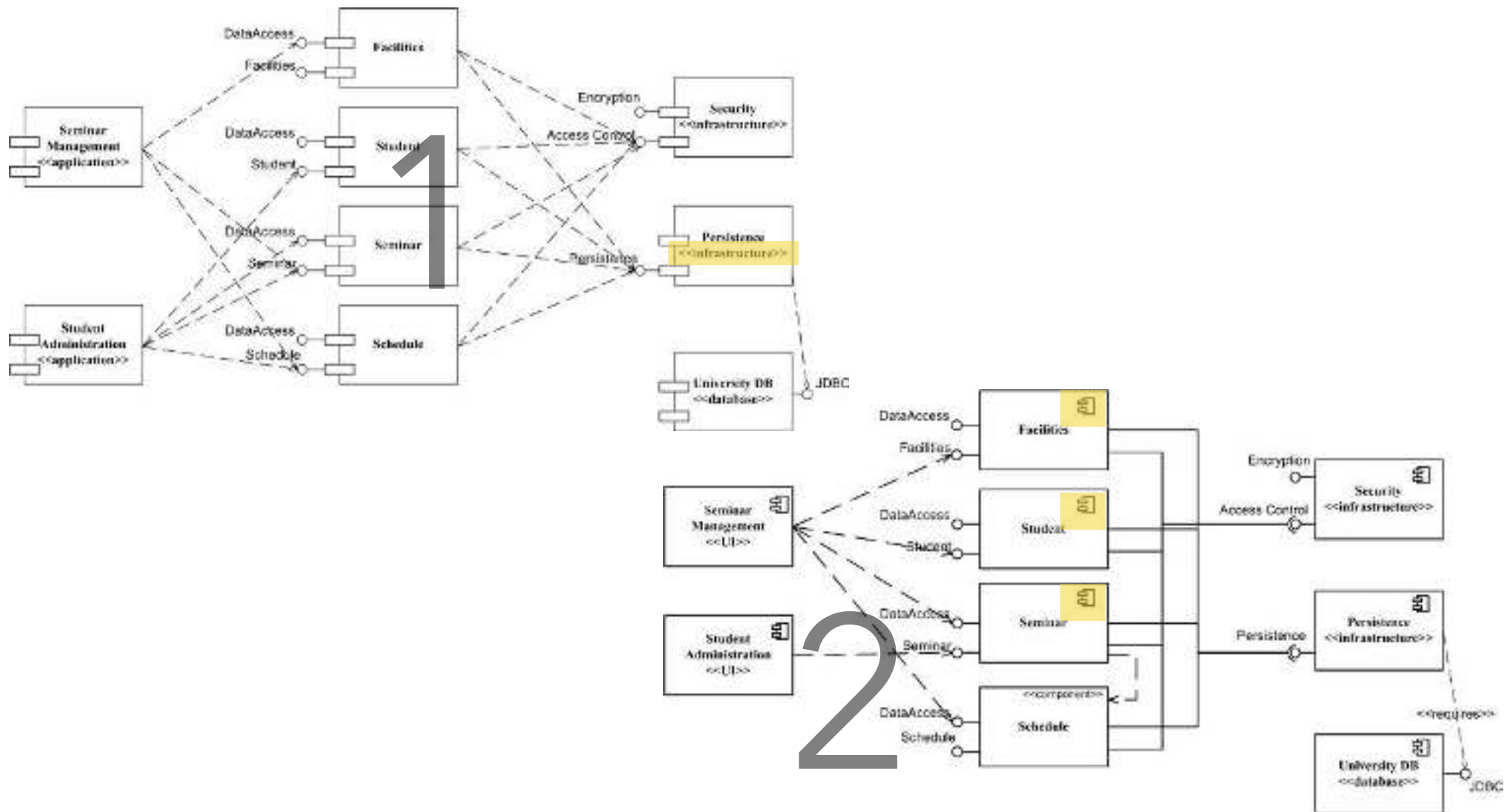
**UNIFIED  
MODELING  
LANGUAGE**

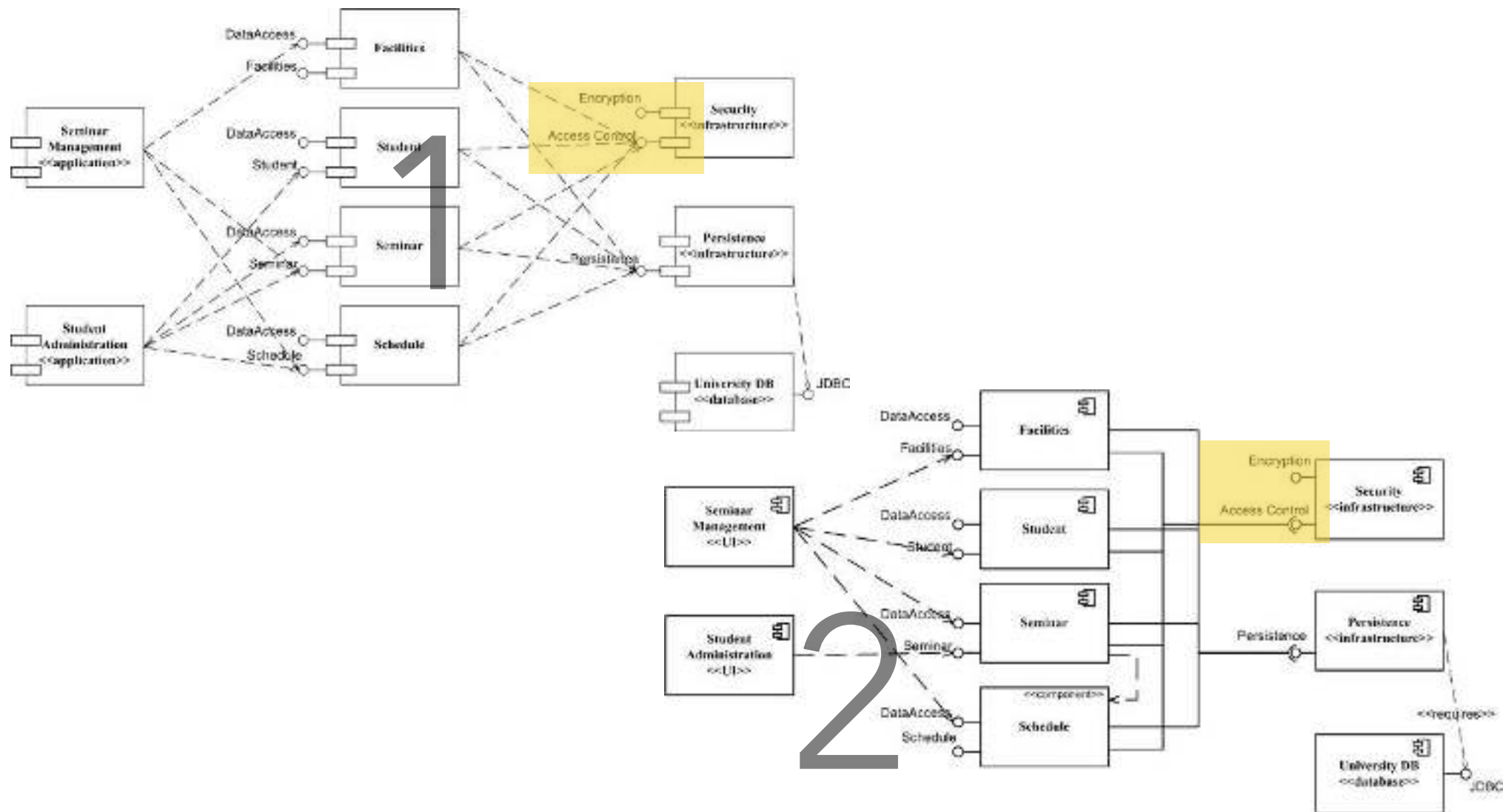


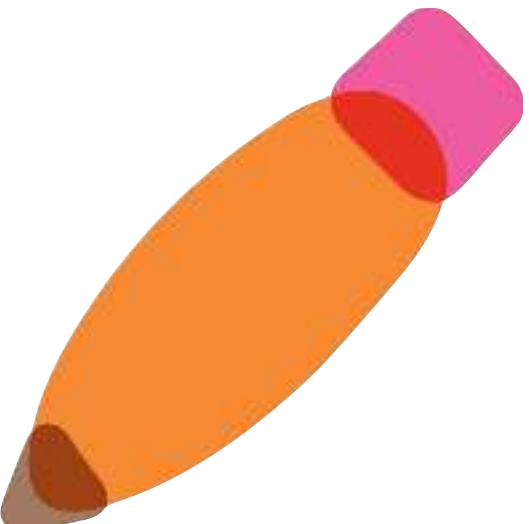


<https://martinfowler.com/books/uml.html>

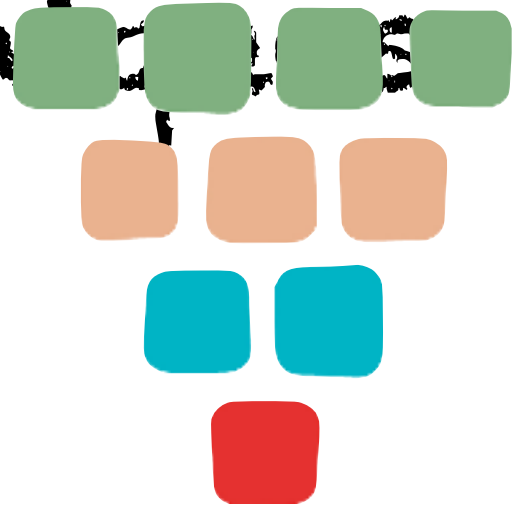




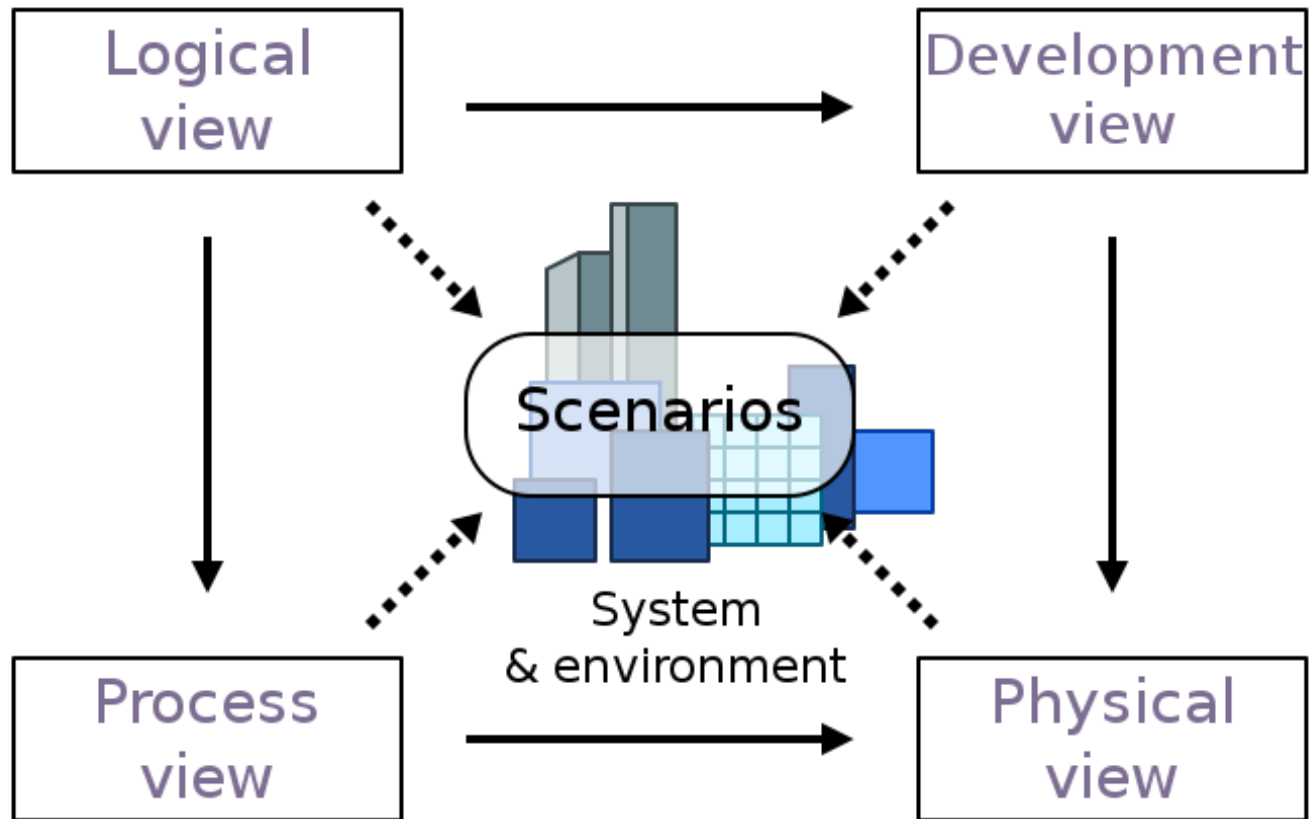




# Architectural Diagramming Techniques

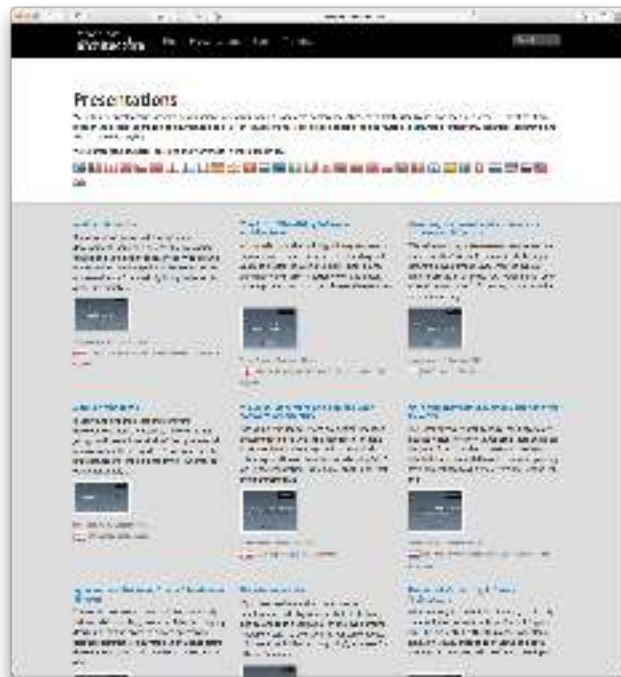






[https://en.wikipedia.org/wiki/4+1\\_architectural\\_view\\_model](https://en.wikipedia.org/wiki/4+1_architectural_view_model)

# C4



<http://www.codingthearchitecture.com>

# The C4 model



## System Context

The system plus users and system dependencies



## Containers

The overall shape of the architecture and technology choices



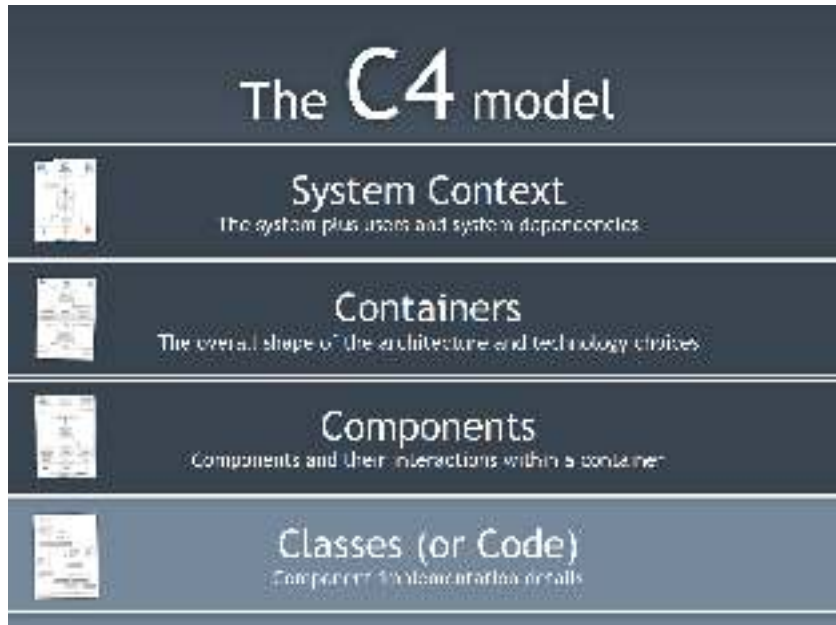
## Components

Components and their interactions within a container

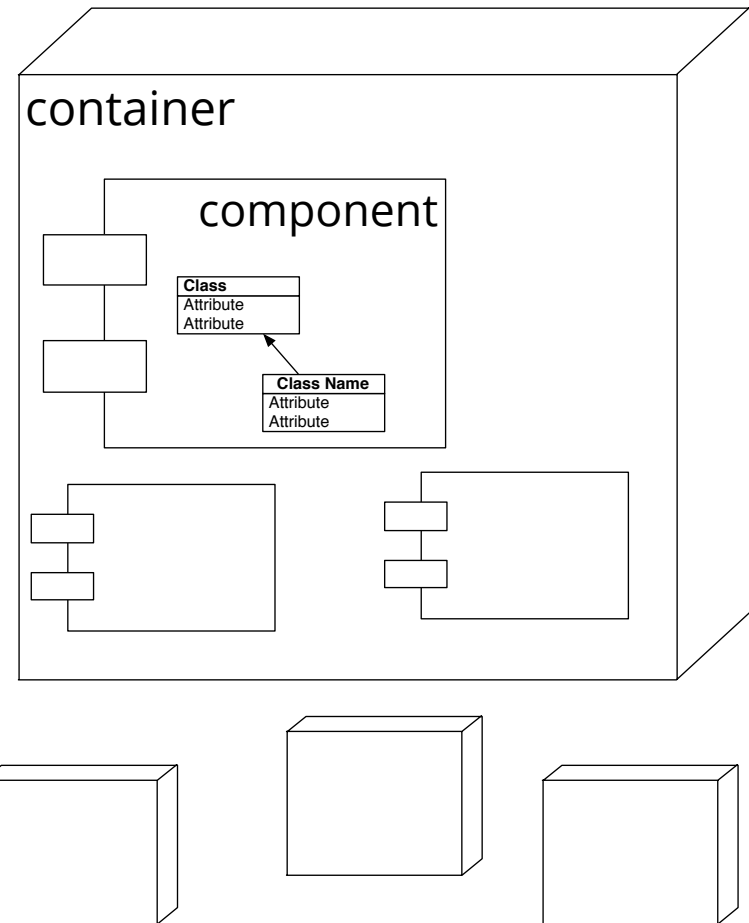


## Classes (or Code)

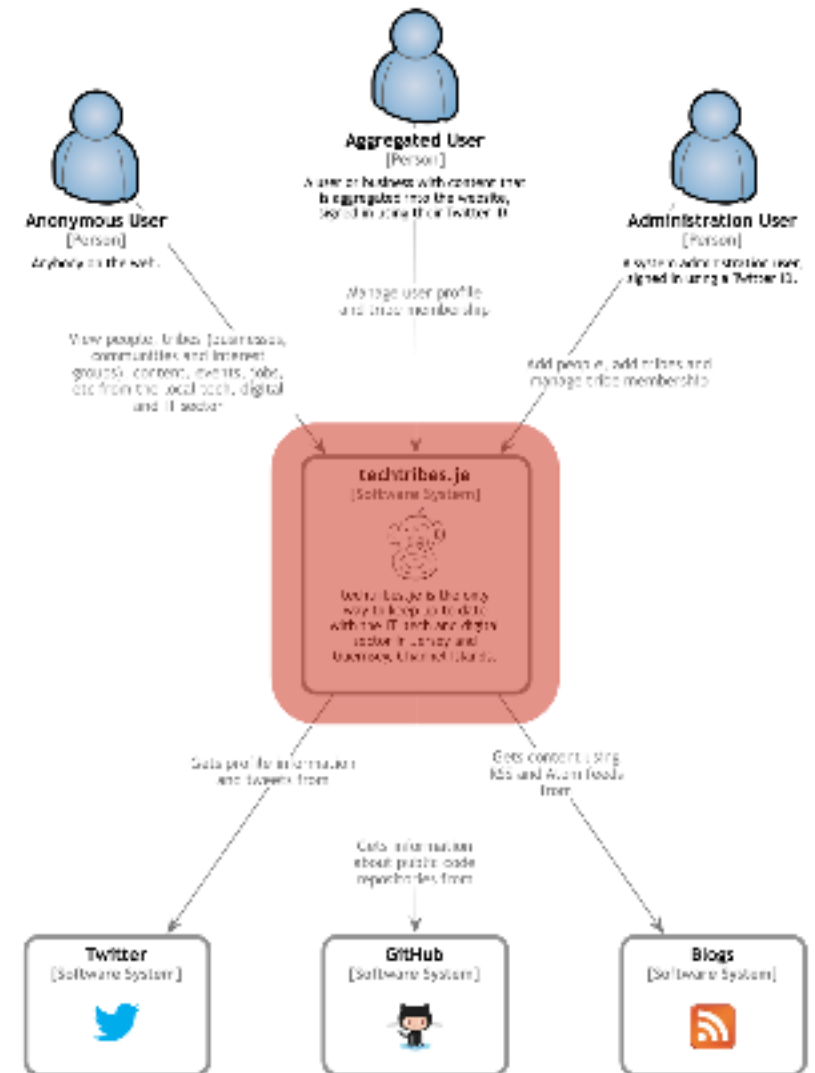
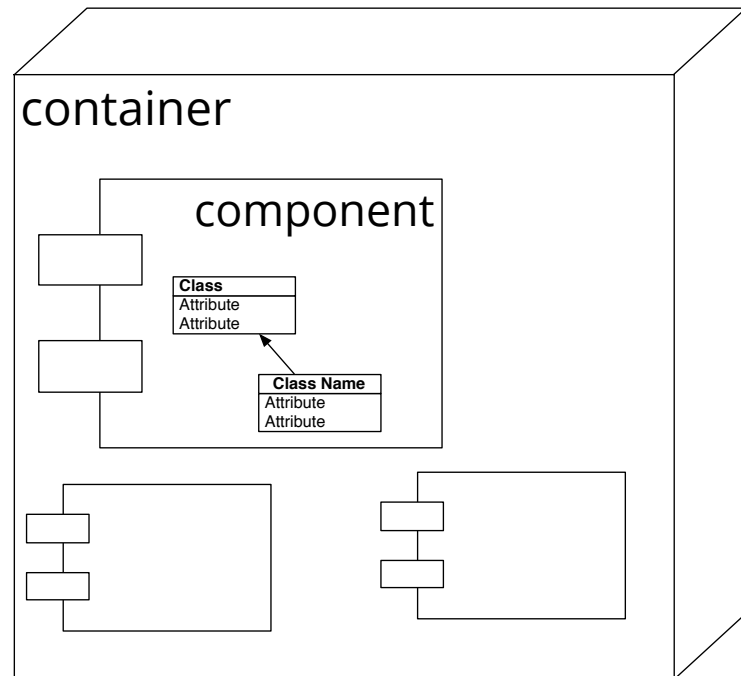
Component implementation details



context

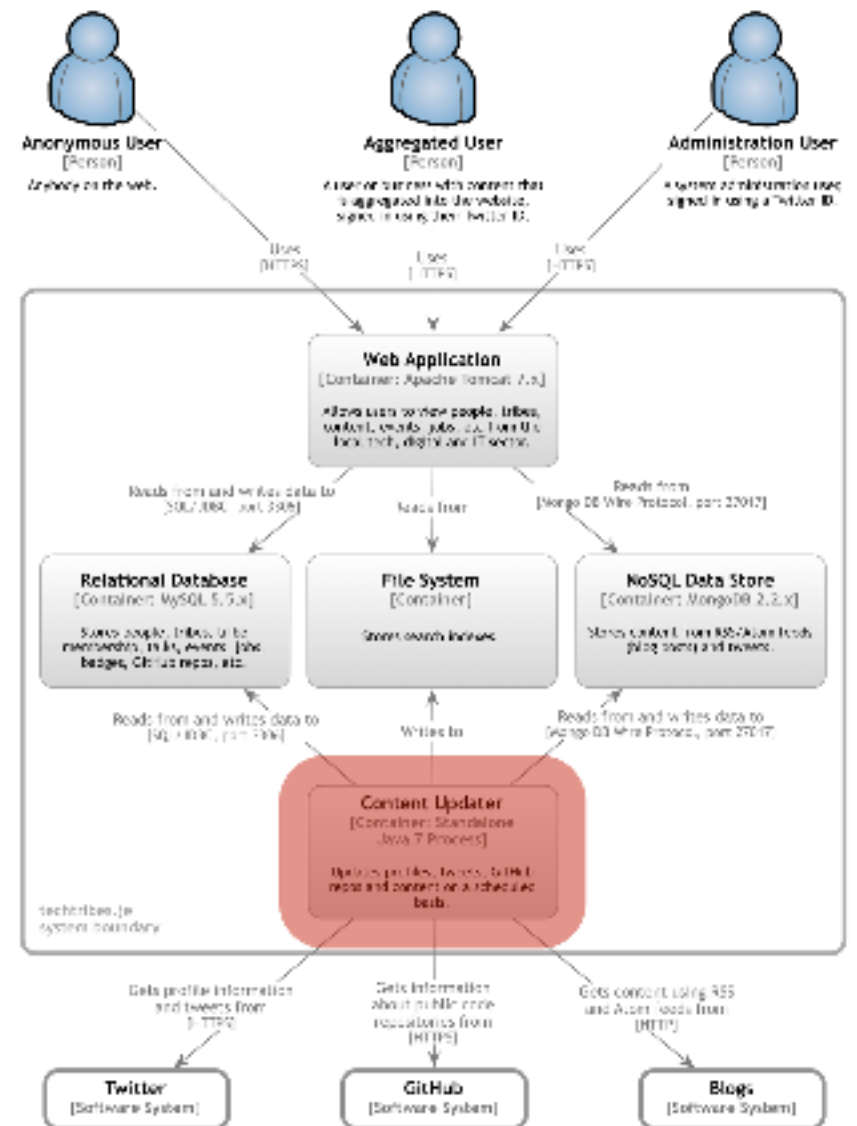
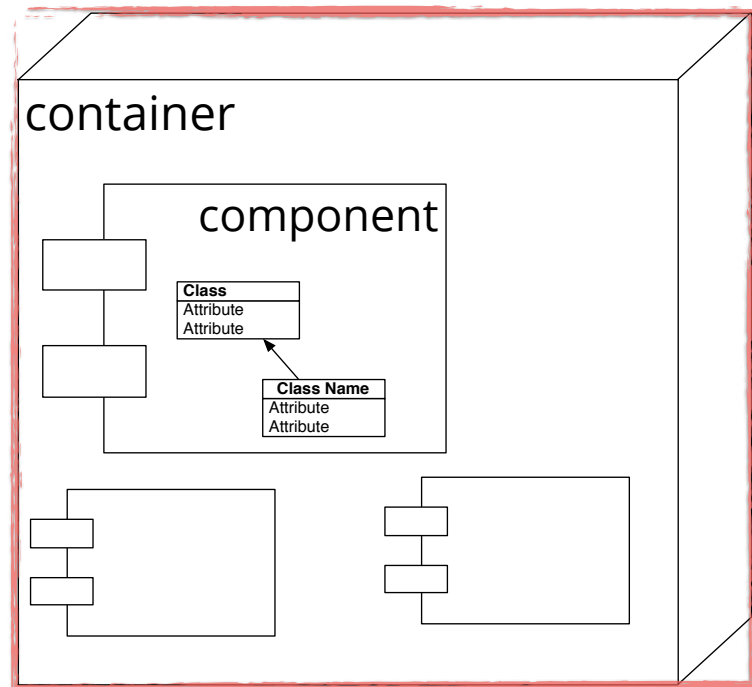


## context



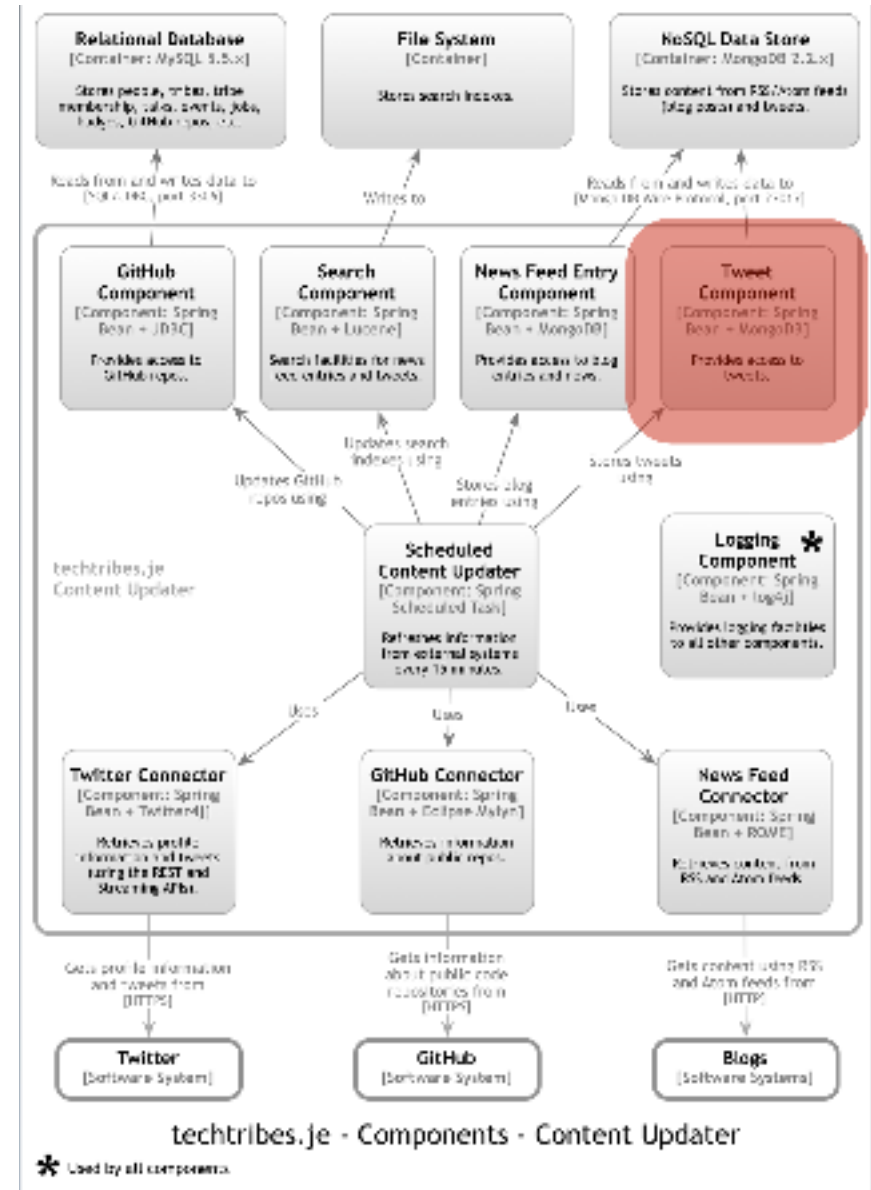
techtribes.js - Context

## context

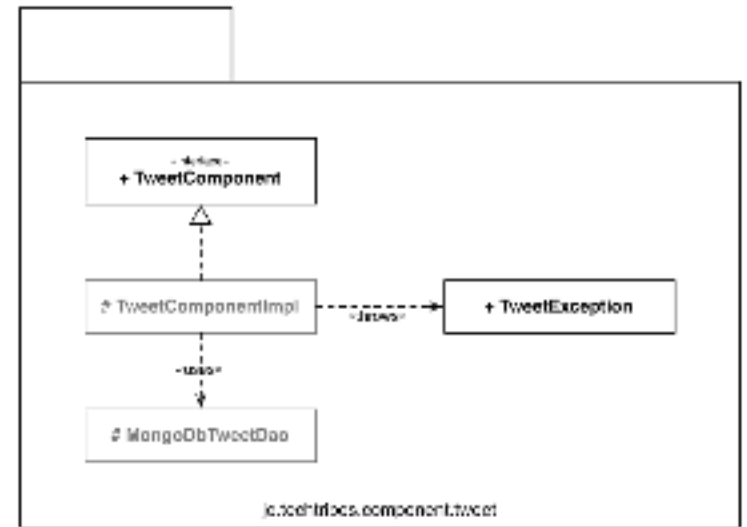
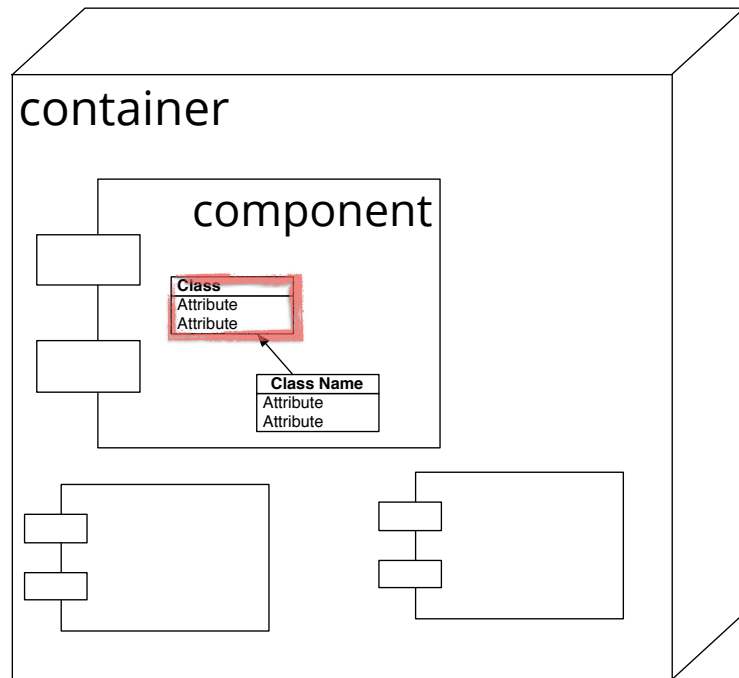


Lechtribes.je - Containers

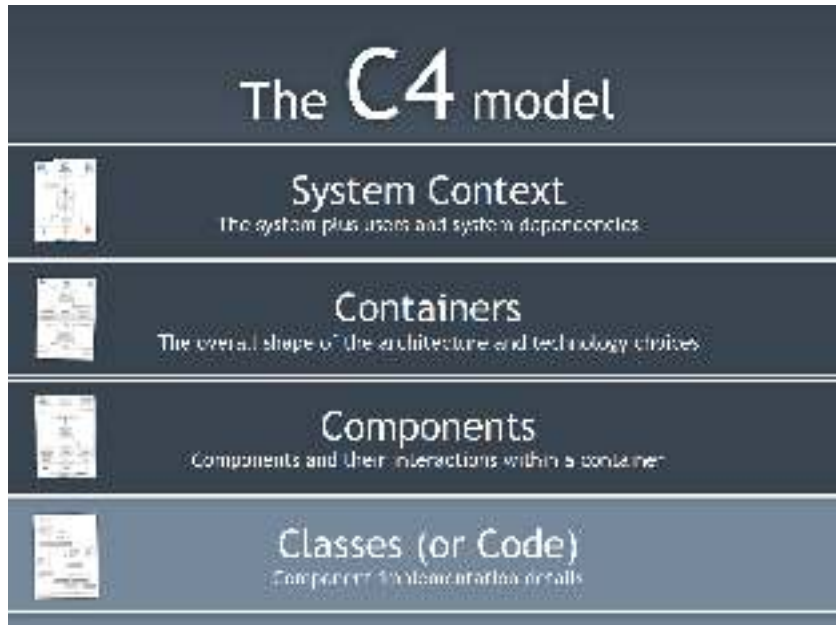
The diagram illustrates the relationship between context, container, and component. A large box labeled "context" contains a smaller box labeled "container". Inside the "container" box, there is a red-bordered box labeled "component". Inside the "component" box, there are two class diagrams. The first class diagram is labeled "Class" and has two attributes: "Attribute" and "Attribute". The second class diagram is labeled "Class Name" and has two attributes: "Attribute" and "Attribute". An arrow points from the "Class Name" class diagram to the "Class" class diagram. Below the "container" box, there are three separate boxes, each with a red border, representing individual components.



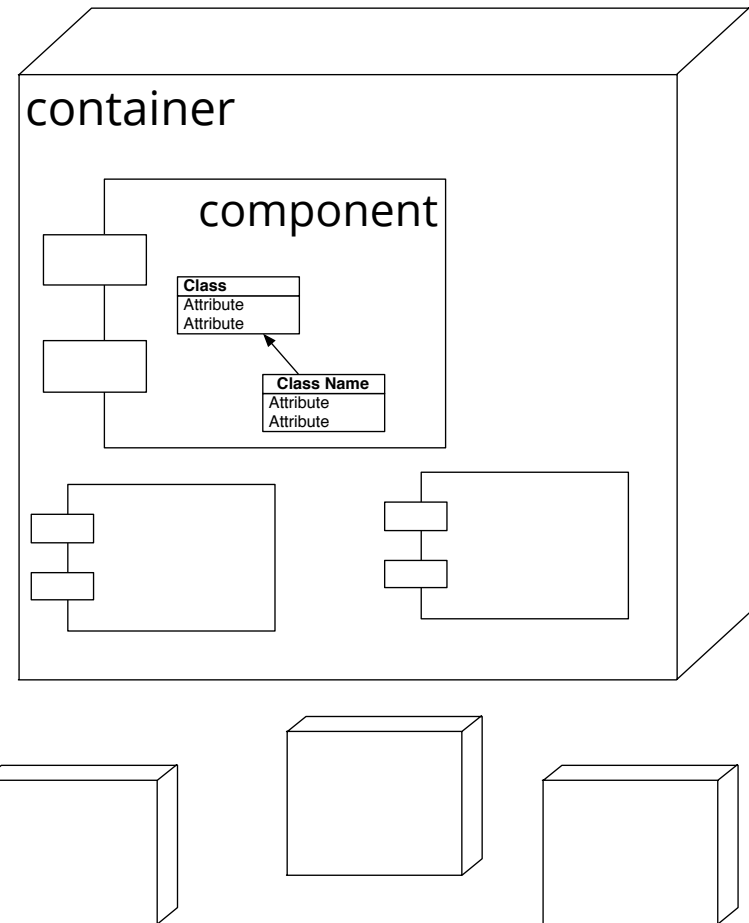
context

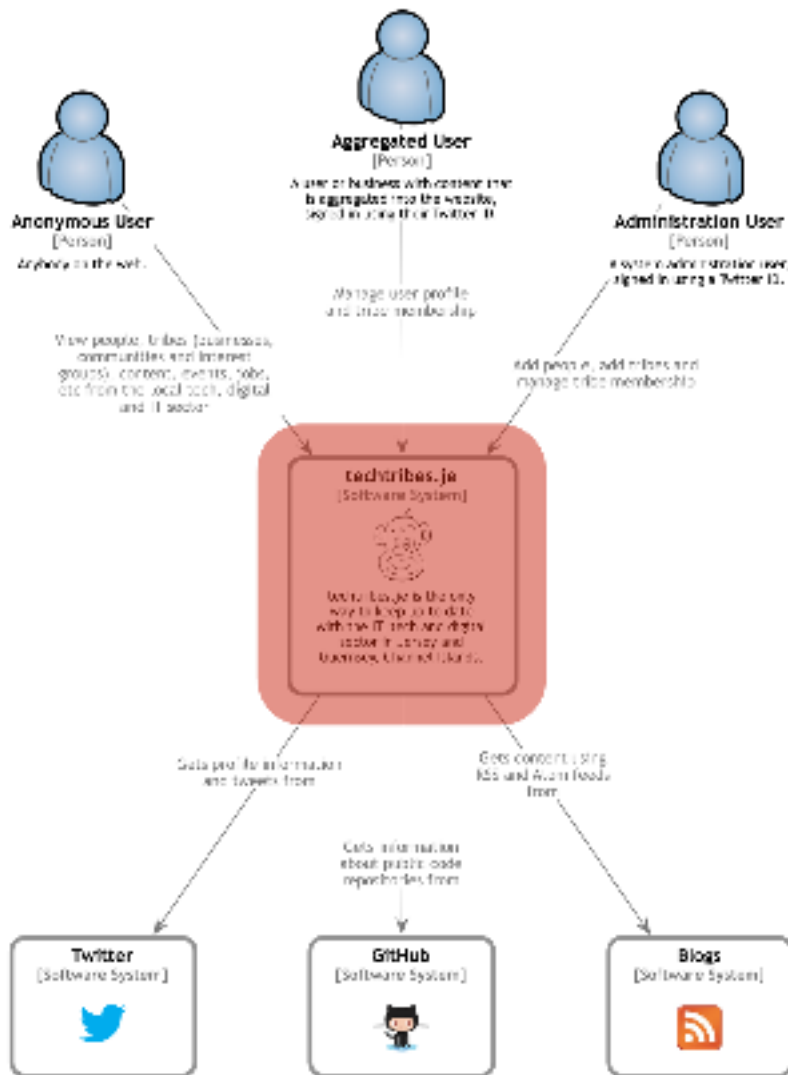




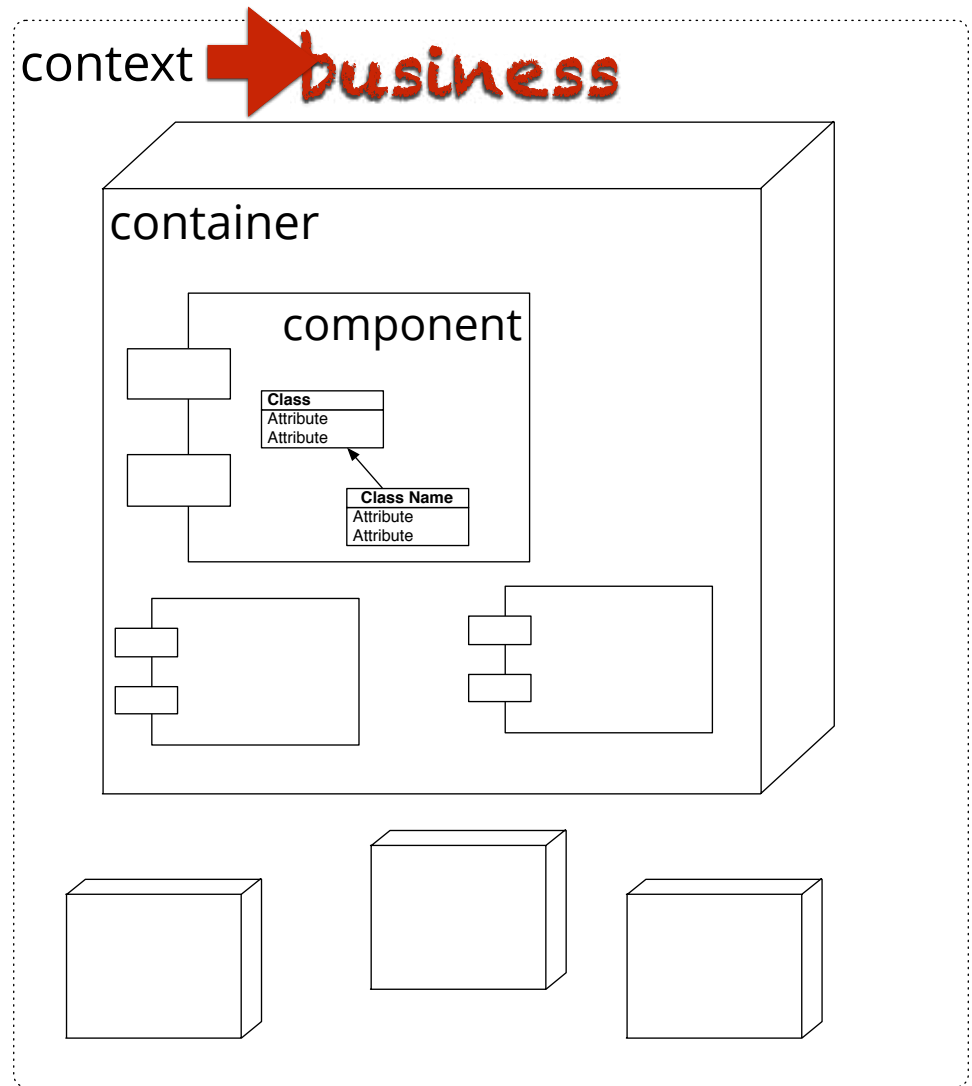


context





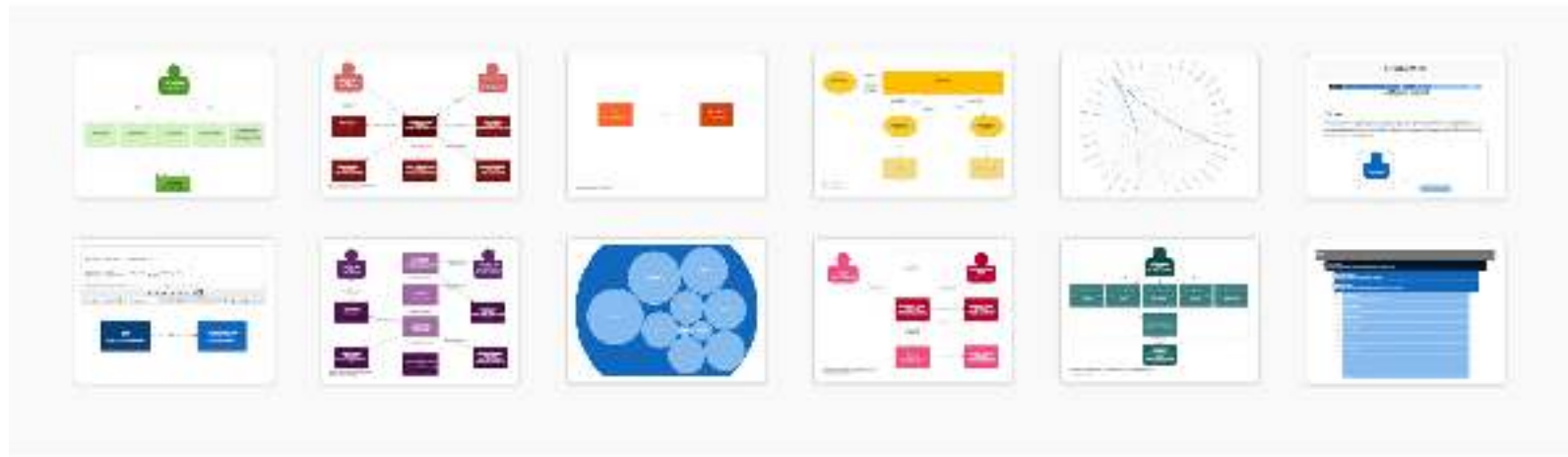
techtribes.js - Context

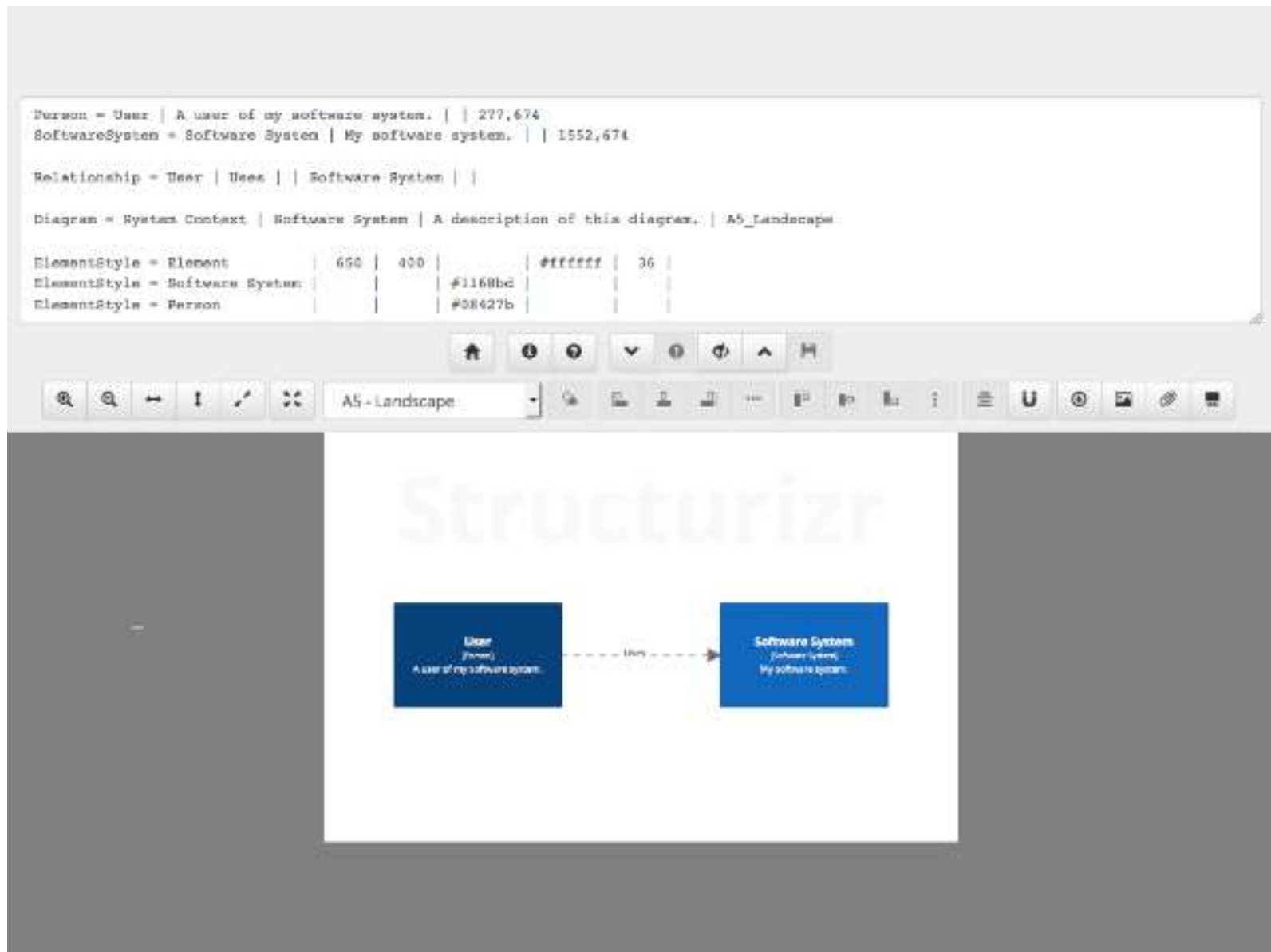




# Structurizr

Visualise, document and explore your software architecture





# Structurizr for Java

The screenshot shows the Structurizr for Java web application. At the top, there's a navigation bar with links for Home, Overview, Business, Builders, and Public API. Below this, a header section displays the application name and version. The main content area is a table listing various components or modules, each with a name, description, and a link to its details. At the bottom, there's a footer with the Structurizr logo and the text 'Structurizr for Java'.

# Structurizr for .NET

The screenshot shows the Structurizr for .NET web application. It features a similar layout to the Java version, with a navigation bar and a main content area. The main content area displays a list of components or modules, each with a name, description, and a link to its details. At the bottom, there's a footer with the Structurizr logo and the text 'Structurizr for .NET'.

```

Workspace workspace = new Workspace("My model", "This is a model of my software system.");
Model model = workspace.getModel();

Person user = model.addPerson("User", "A user of my software system.");
SoftwareSystem softwareSystem = model.addSoftwareSystem("Software System", "My software system.");
user.uses[softwareSystem, "Uses"];

ViewSet viewSet = workspace.getViews();
SystemContextView contextView = viewSet.createSystemContextView(softwareSystem, "context", "A simple example...");
contextView.addAllSoftwareSystems();
contextView.addAllPeople();

Styles styles = viewSet.getConfiguration().getStyles();
styles.addElementStyle(Tags.SOFTWARE_SYSTEM).background("#1168bd").color("ffffff");
styles.addElementStyle(Tags.PERSON).background("#08427b").color("ffffff");

StructurizrClient structurizrClient = new StructurizrClient("key", "secret");
structurizrClient.putWorkspace(1234, workspace);

```





```

static void Main(string[] args)
{
    Workspace workspace = new Workspace("Financial Risk System", "A simple example C4 model based upon the financial risk system arc42 model");
    Model model = workspace.Model;

    // create the basic model
    SoftwareSystem financialRiskSystem = model.AddSoftwareSystem(Location.Internal, "Financial Risk System", "Calculates the bank's risk");

    Person businessUser = model.AddPerson(Location.Internal, "Business User", "A regular business user");
    businessUser.Uses(financialRiskSystem, "Views reports using");

    Person configurationUser = model.AddPerson(Location.Internal, "Configuration User", "A regular business user who can also configure the system");
    configurationUser.Uses(financialRiskSystem, "Configures parameters using");

    SoftwareSystem tradeDataSystem = model.AddSoftwareSystem(Location.Internal, "Trade Data System", "The system of record for trade data");
    financialRiskSystem.Uses(tradeDataSystem, "Gets trade data from");

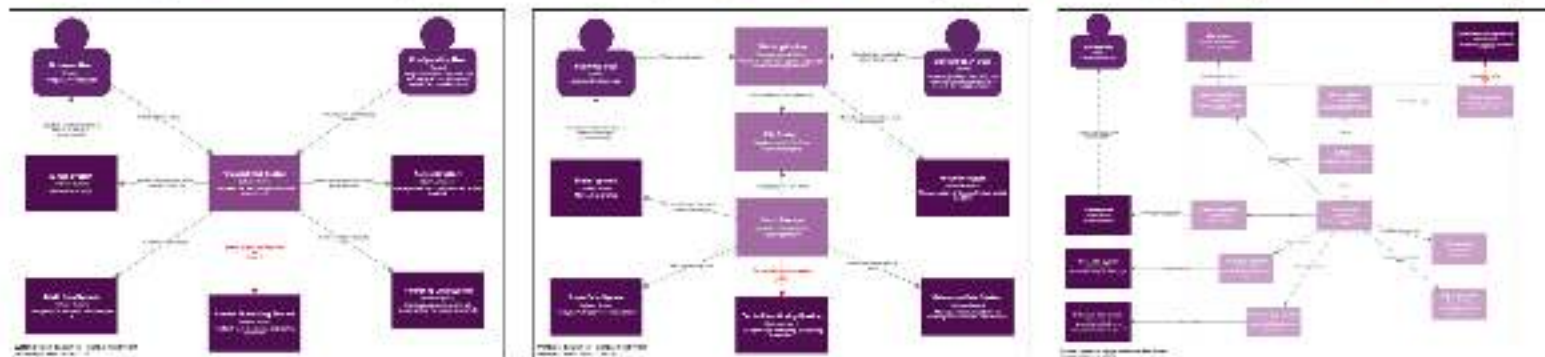
    SoftwareSystem referenceDataSystem = model.AddSoftwareSystem(Location.Internal, "Reference Data System", "Manages reference data");
    financialRiskSystem.Uses(referenceDataSystem, "Gets counterparty data from");

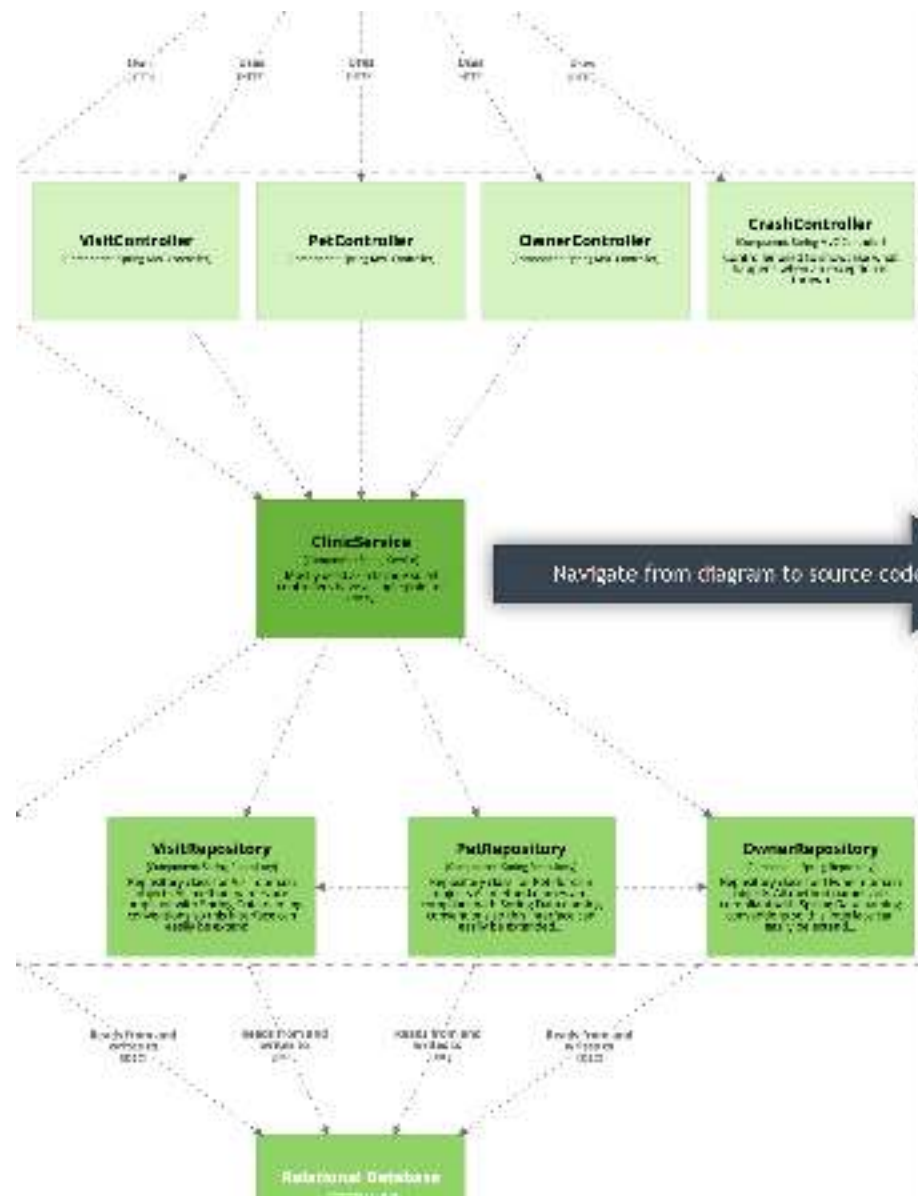
    SoftwareSystem emailSystem = model.AddSoftwareSystem(Location.Internal, "E-mail system", "Microsoft Exchange");
    financialRiskSystem.Uses(emailSystem, "Sends a notification that a report is ready to");
    emailSystem.Delivers(businessUser, "Sends a notification that a report is ready to", "E-mail message", InteractionStyle.Asynchronous);

    SoftwareSystem centralMonitoringService = model.AddSoftwareSystem(Location.Internal, "Central Monitoring Service", "The bank-wide monitoring service");
    financialRiskSystem.Uses(centralMonitoringService, "Sends critical failure alerts to", "SNMP", InteractionStyle.Asynchronous);

    SoftwareSystem activeDirectory = model.AddSoftwareSystem(Location.Internal, "Active Directory", "Manages users and security roles");
}

```





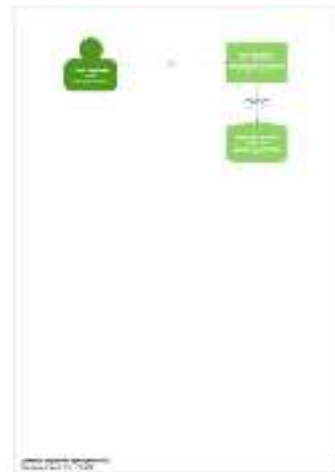
Navigate from diagram to source code







System Context diagram



Container diagram



Component diagram



Source code

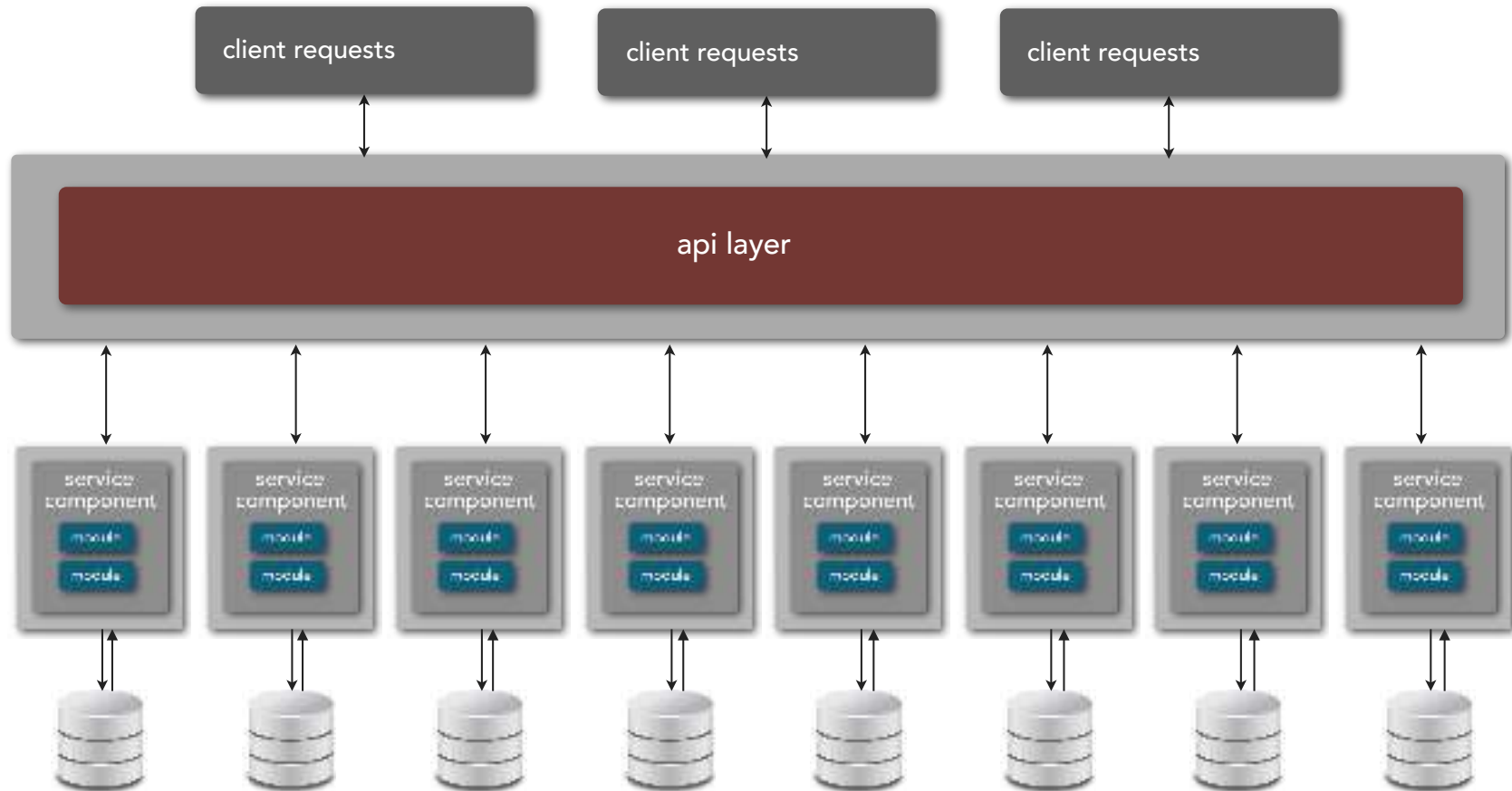
Double-click a software system

Double-click a container

Double-click a component

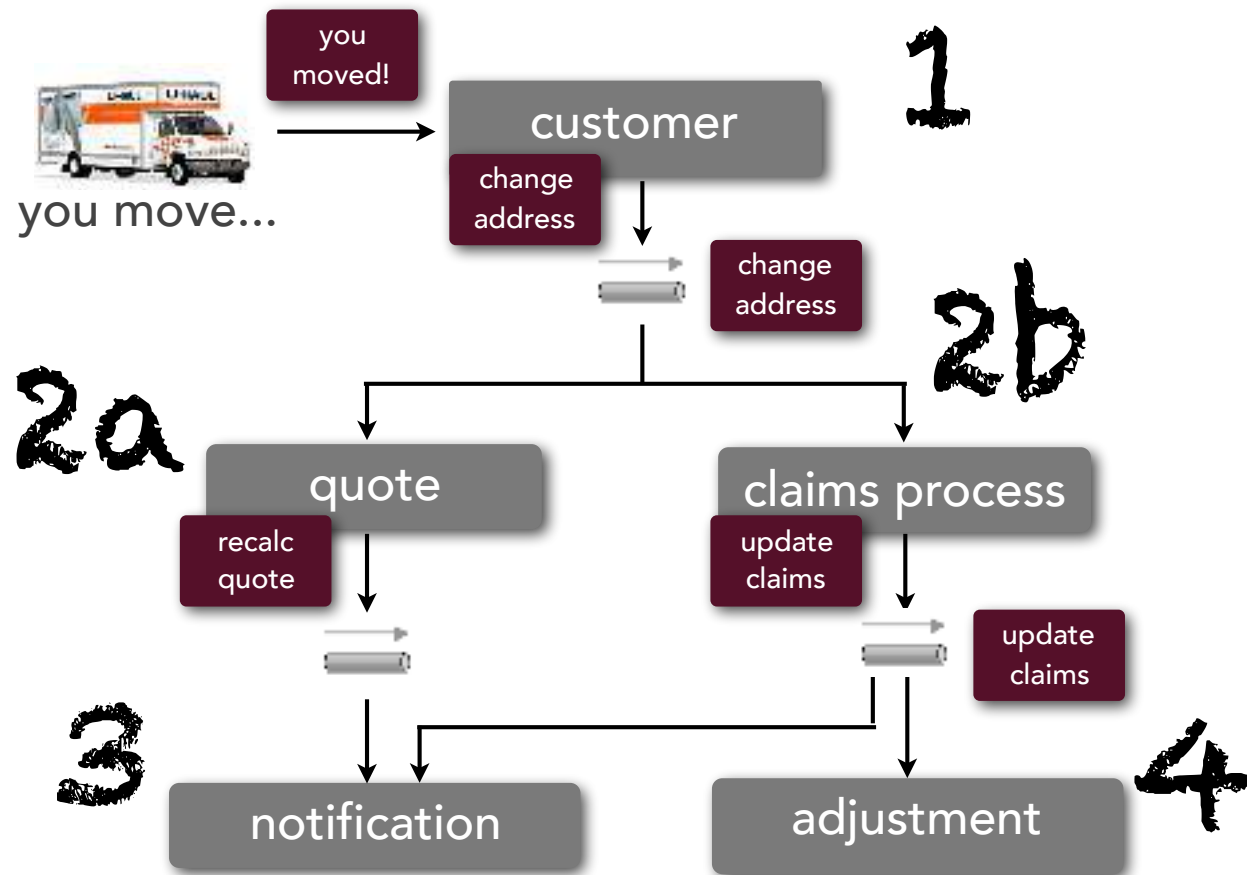
# Diagrams are maps

# Titles



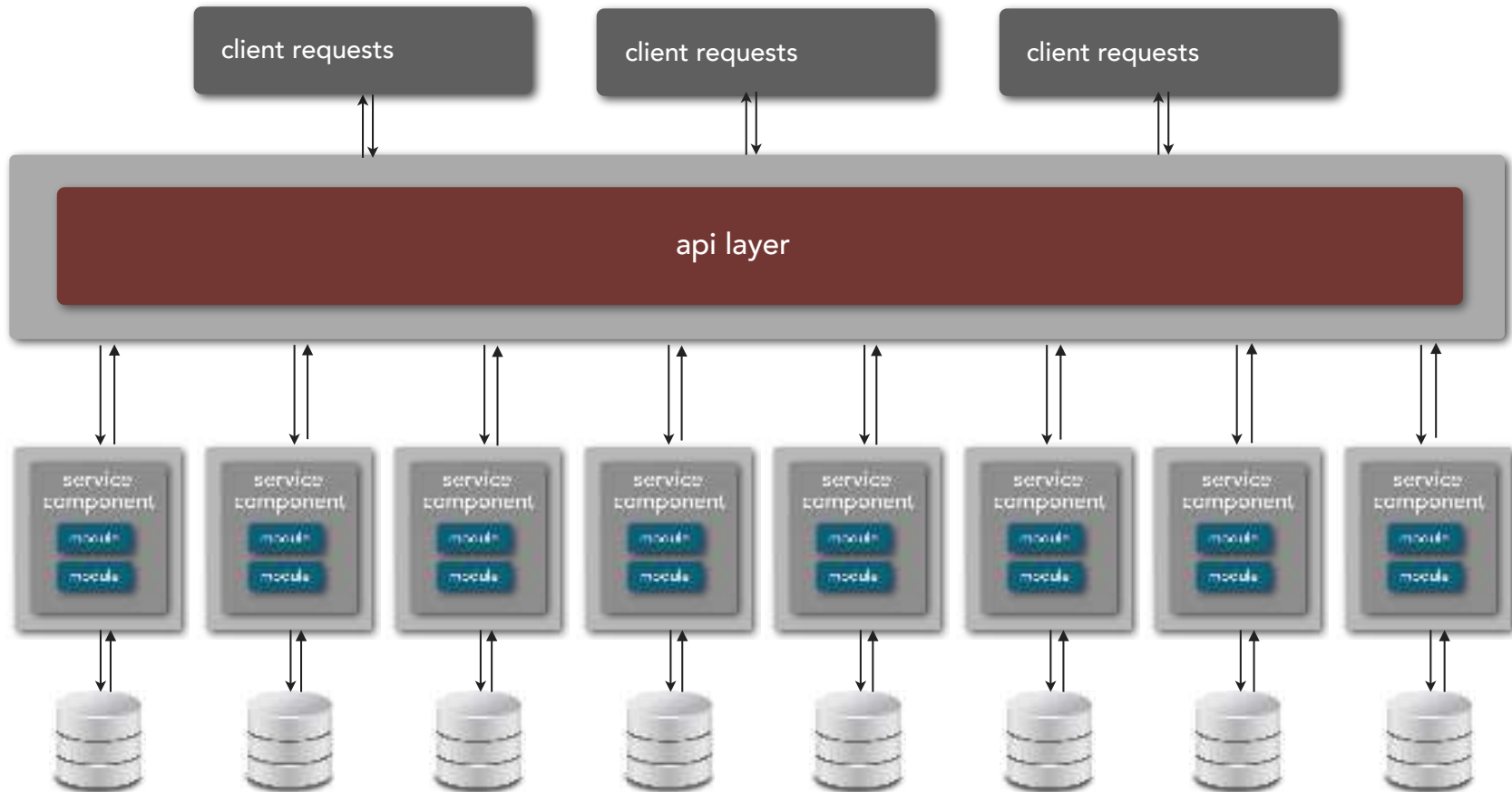
Short and meaningful, numbered if diagram order is

# Titles

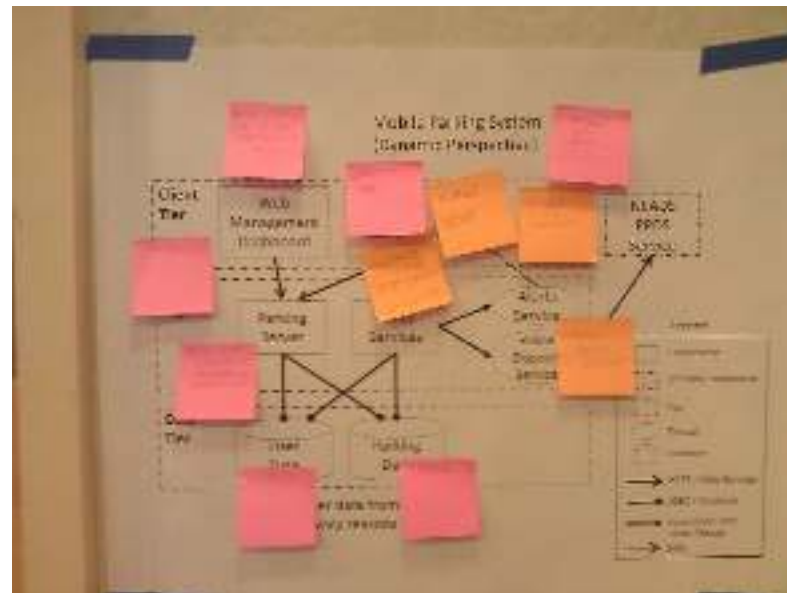


Short and meaningful, numbered if diagram order is

Lines add descriptive text to provide additional information

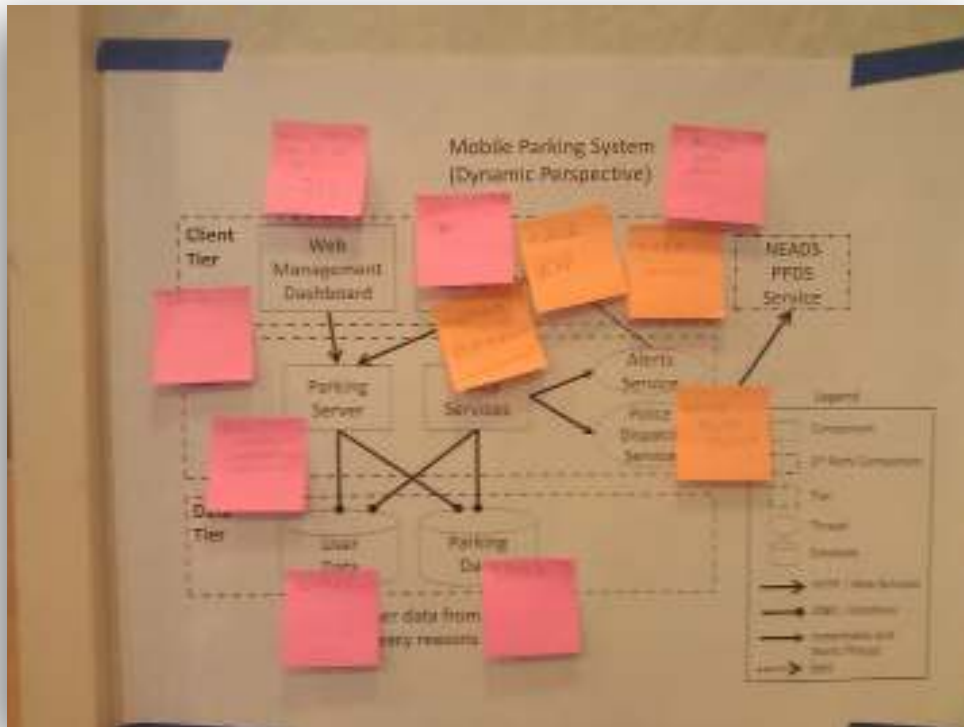


Favor unidirectional arrows





# Layout

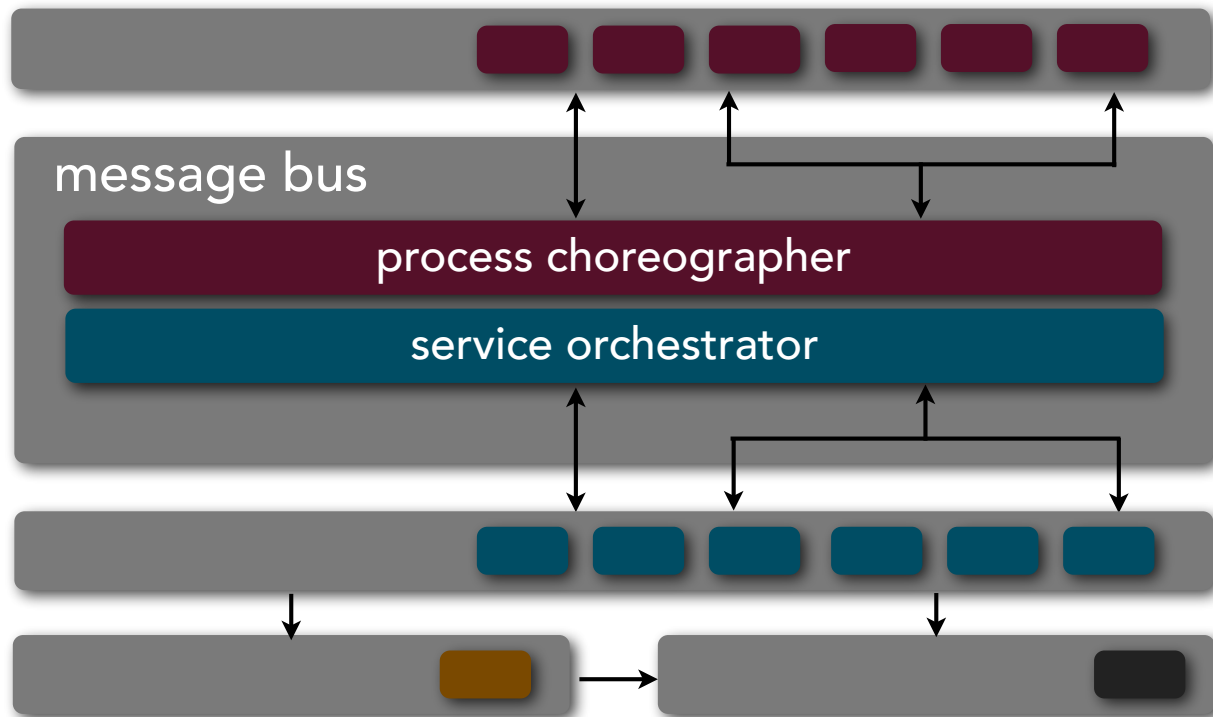


Sticky notes and index cards make a great substitute for drawn

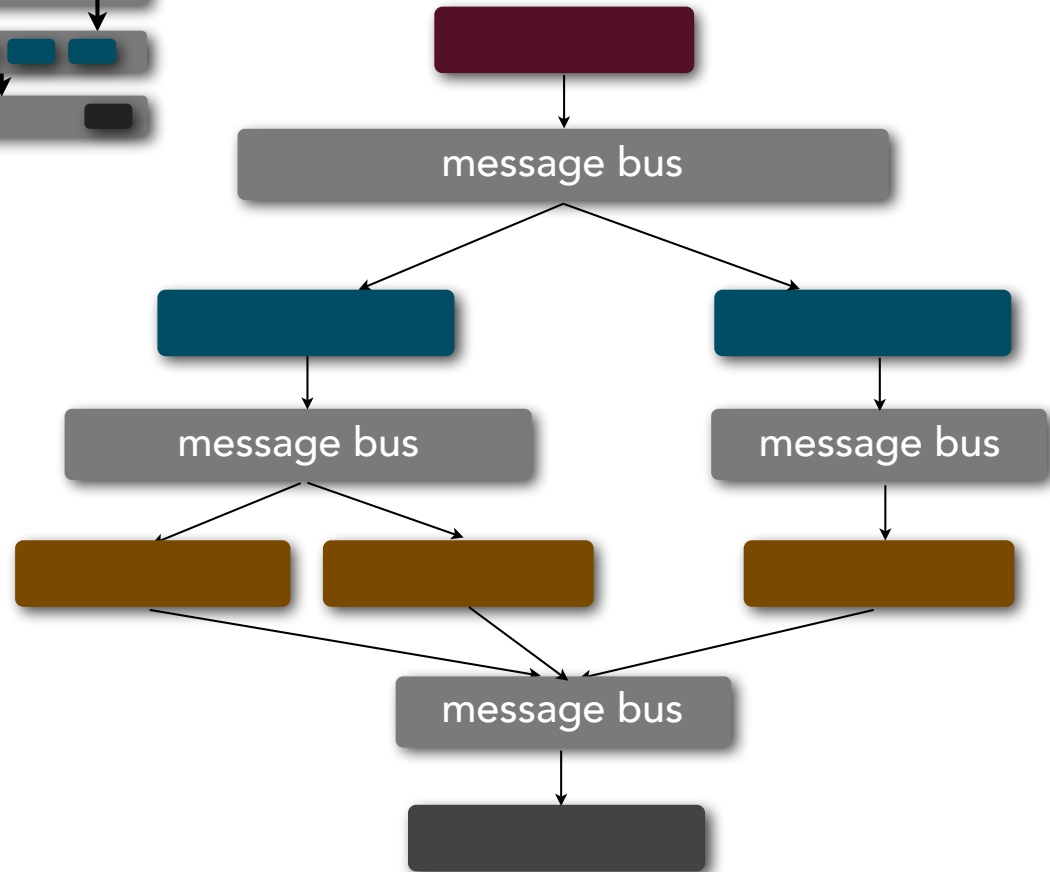
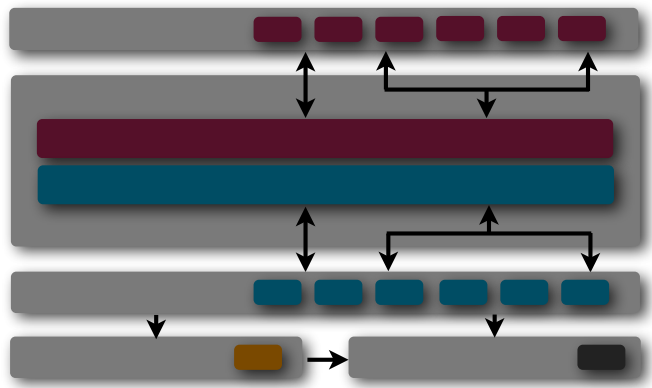


# Color

Ensure that color coding is made explicit; watch out for color-









# Color

Ensure that color coding is made explicit; watch out for color-



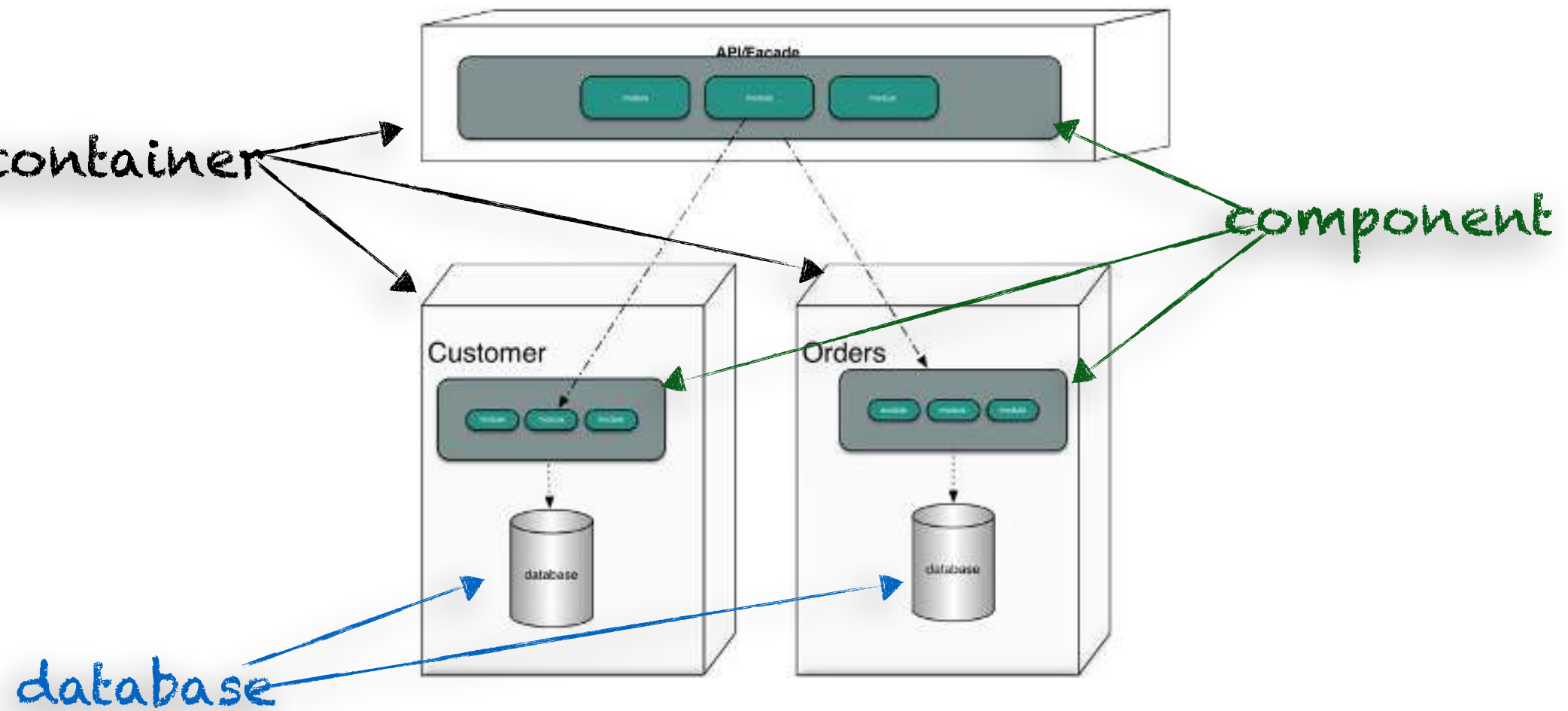
# Orientation

Most important thing in the  
middle;



# Shapes

Don't assume that people will understand what different shapes





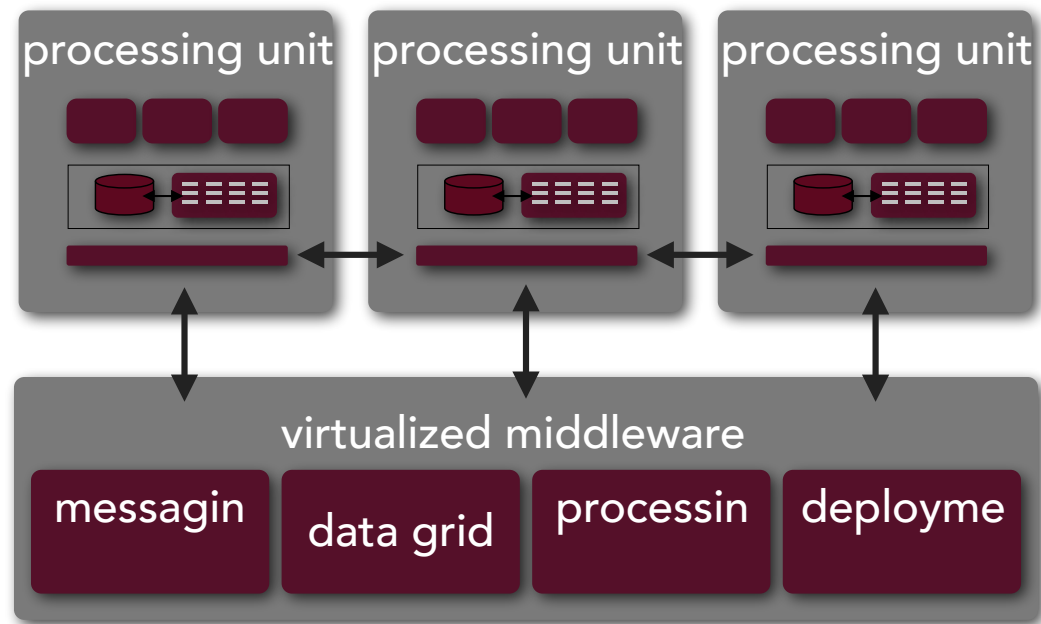
# Keys

Explain shapes, lines, colors,  
borders, acronyms, etc

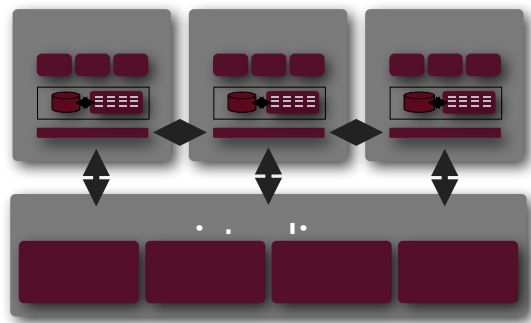


# Representational Consistency

Don't abruptly change scale on  
diagrams; provide context for





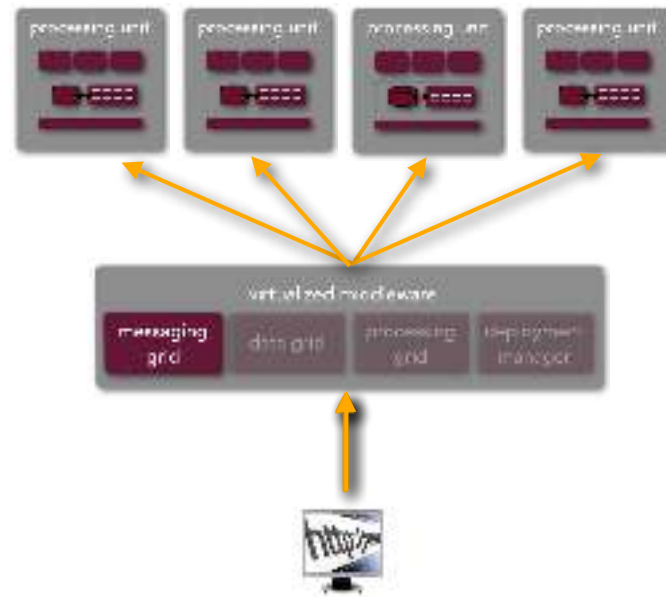


messagin

data grid

processin

deployme





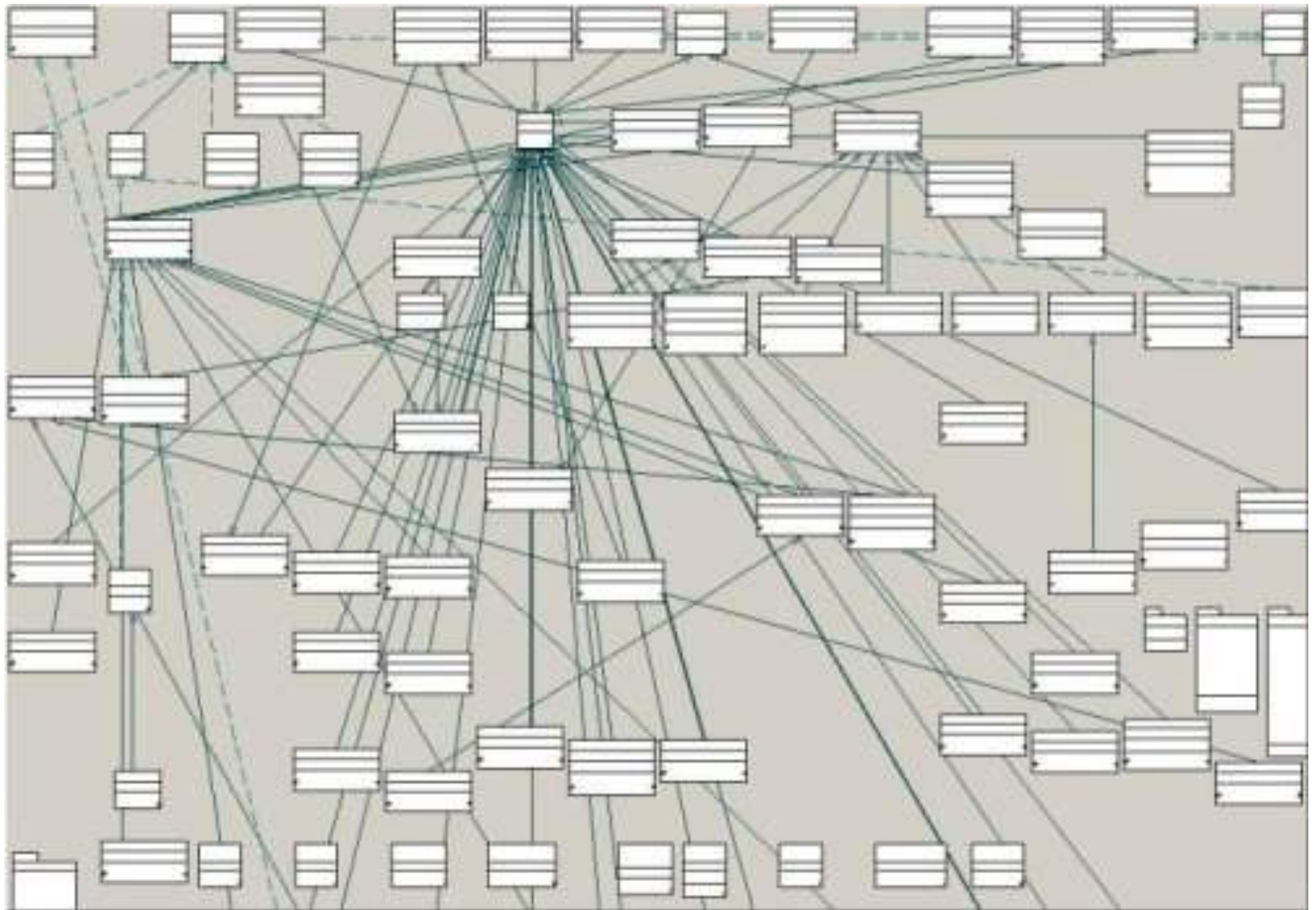
# Representational Consistency

Don't abruptly change scale on  
diagrams; provide context for



# Comprehensive Diagram

Don't try to capture the entirety  
of software architecture in a single









# Comprehensive Diagram



Don't try to capture the entirety  
of software architecture in a single

# Decisions



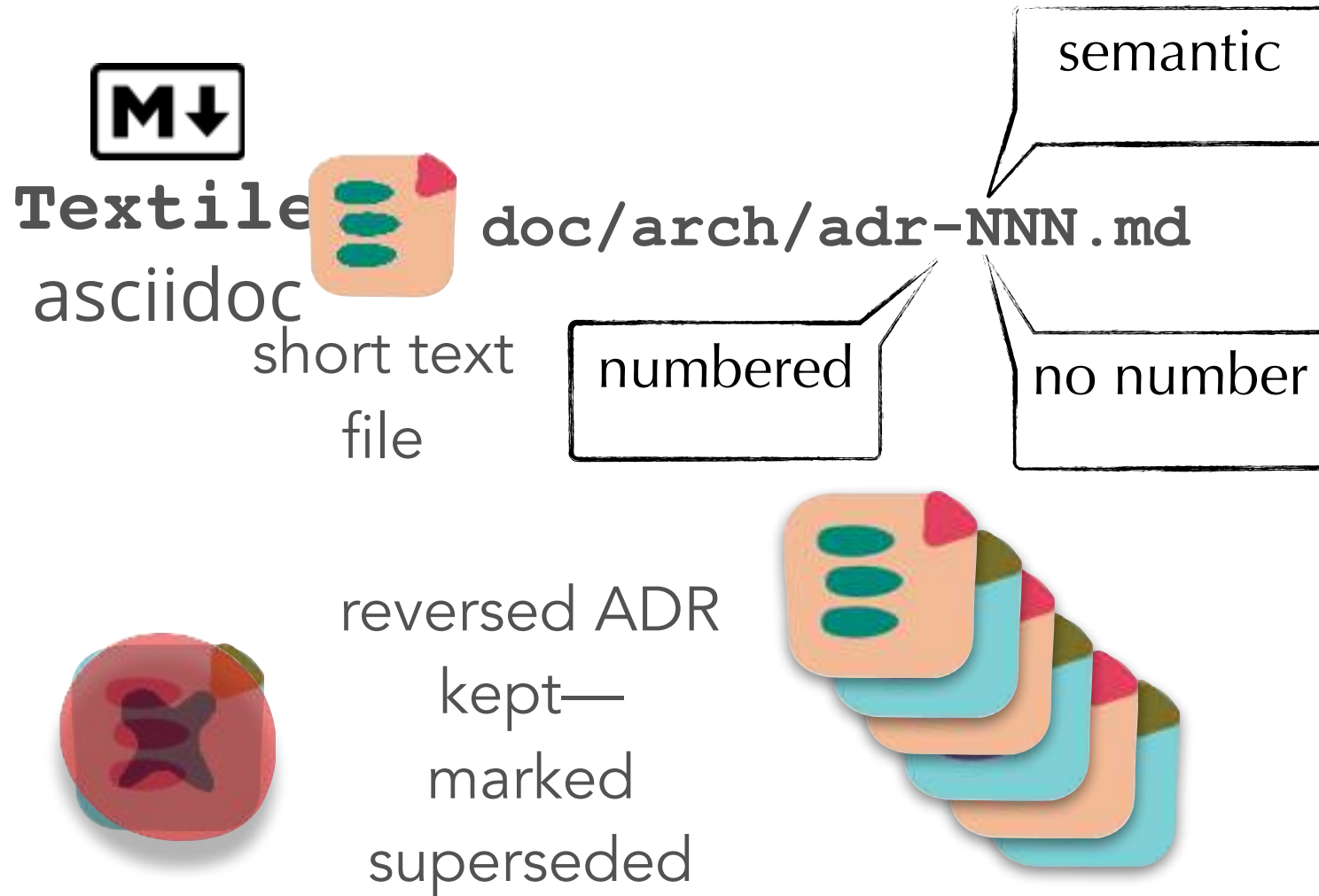


# Architecture Decision

*We will keep a collection of records for "architecturally significant" decisions: those that affect the structure, non-functional characteristics, dependencies, interfaces, or construction techniques.*

<http://thinkrelevance.com/blog/2011/11/15/documenting-architecture-decisions>

# Architecture Decision



# Architecture Decision

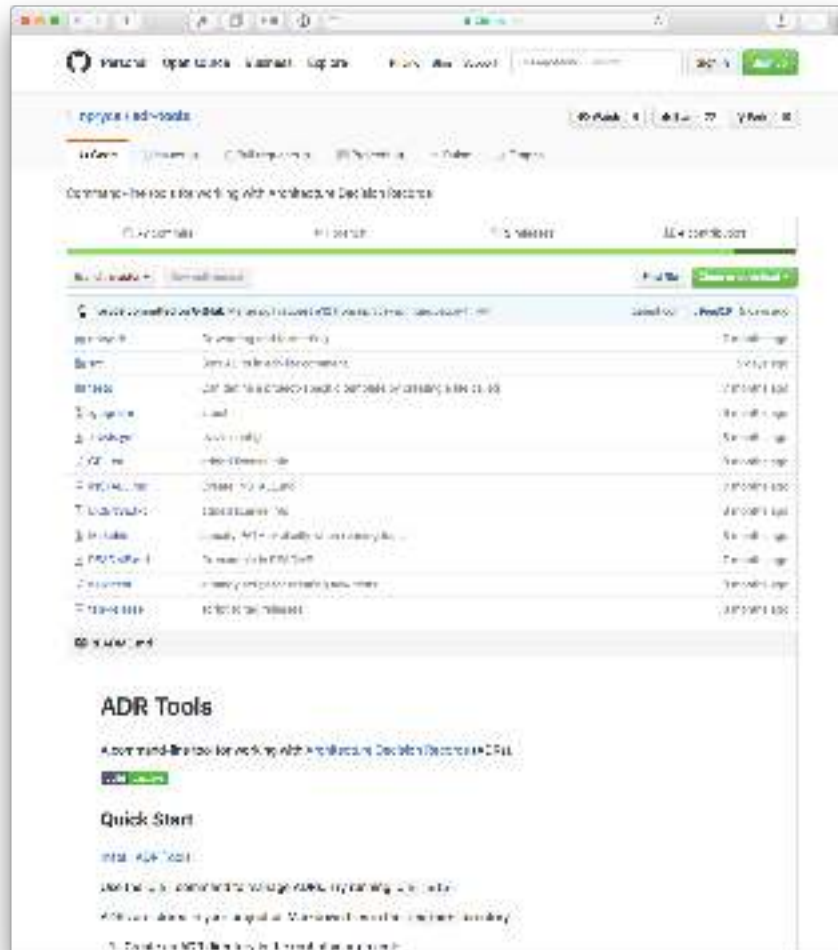
**Title:** short noun phrase

**Context:** forces at play

**Decision:** response to forces

**Status:** proposed, accepted,  
superseded

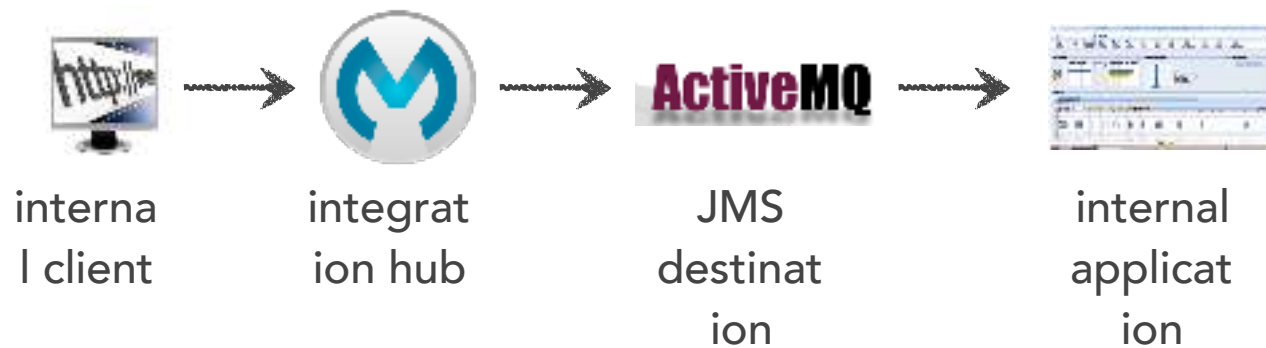
# ADR Tool



<https://github.com/npryce/adr-tools>

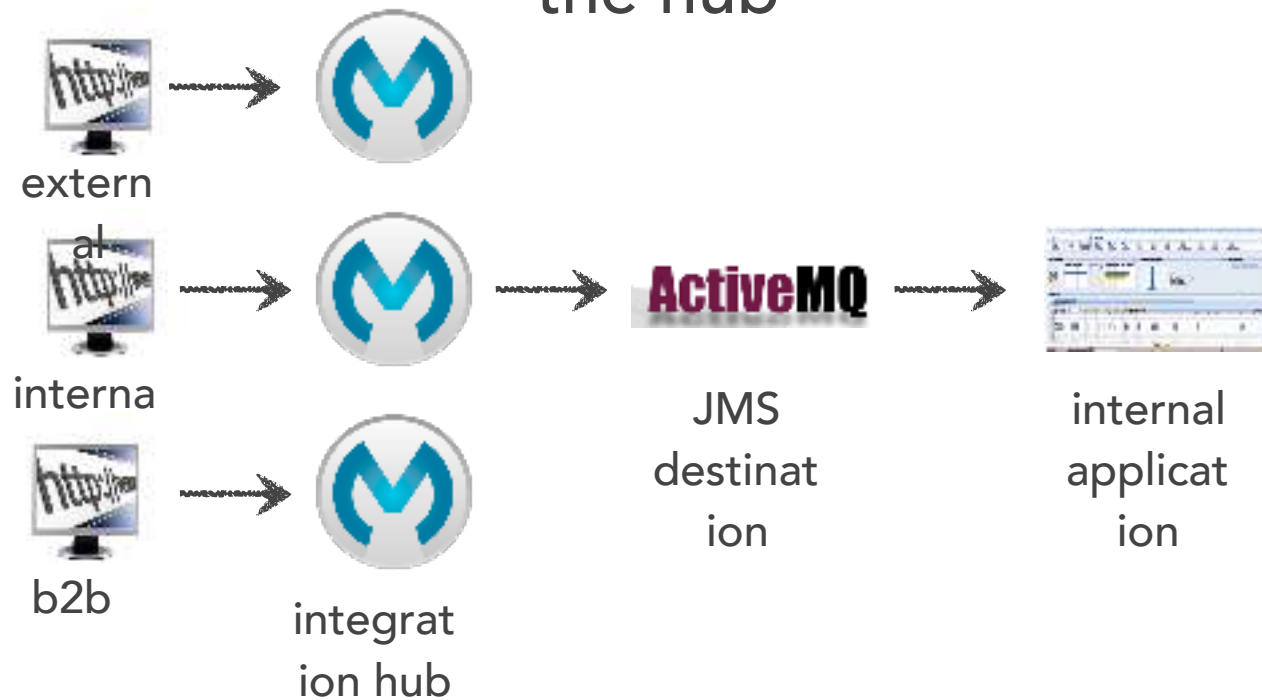
# Justifying Decisions

the scenario



# Justifying Decisions

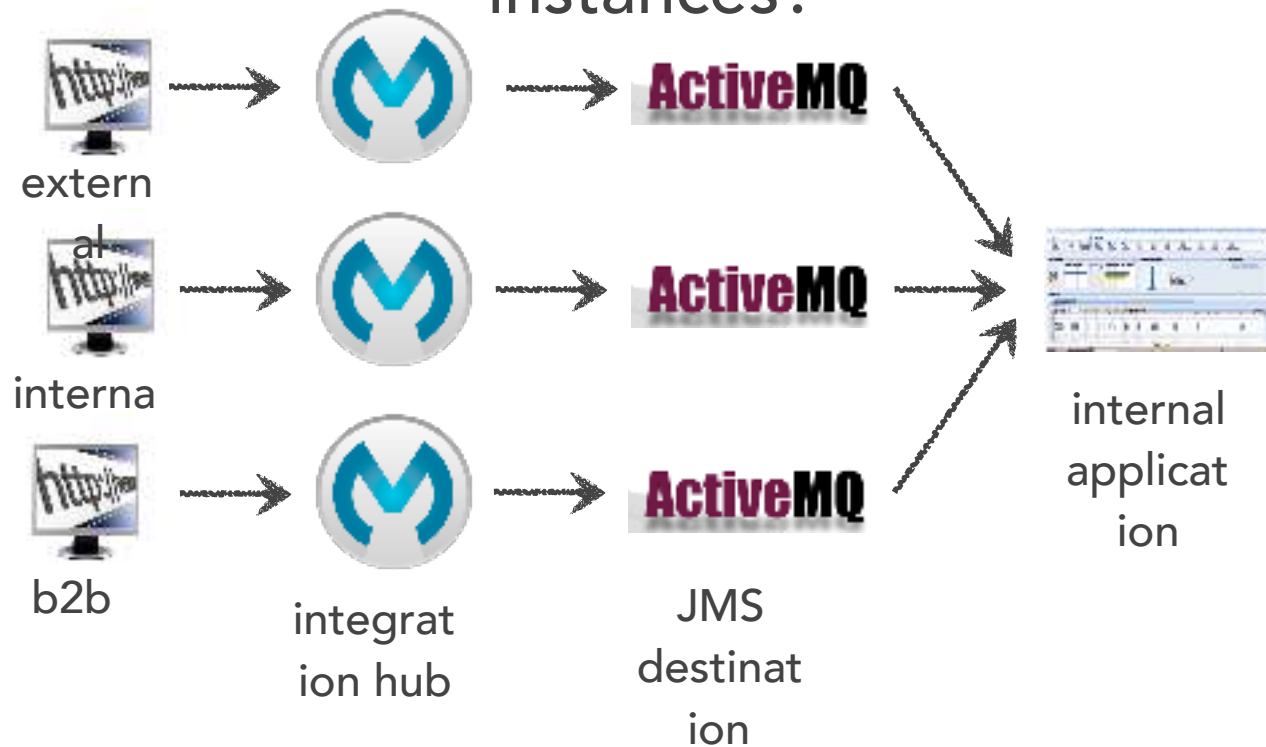
the requirement: you need to federate  
the hub



# Justifying Decisions

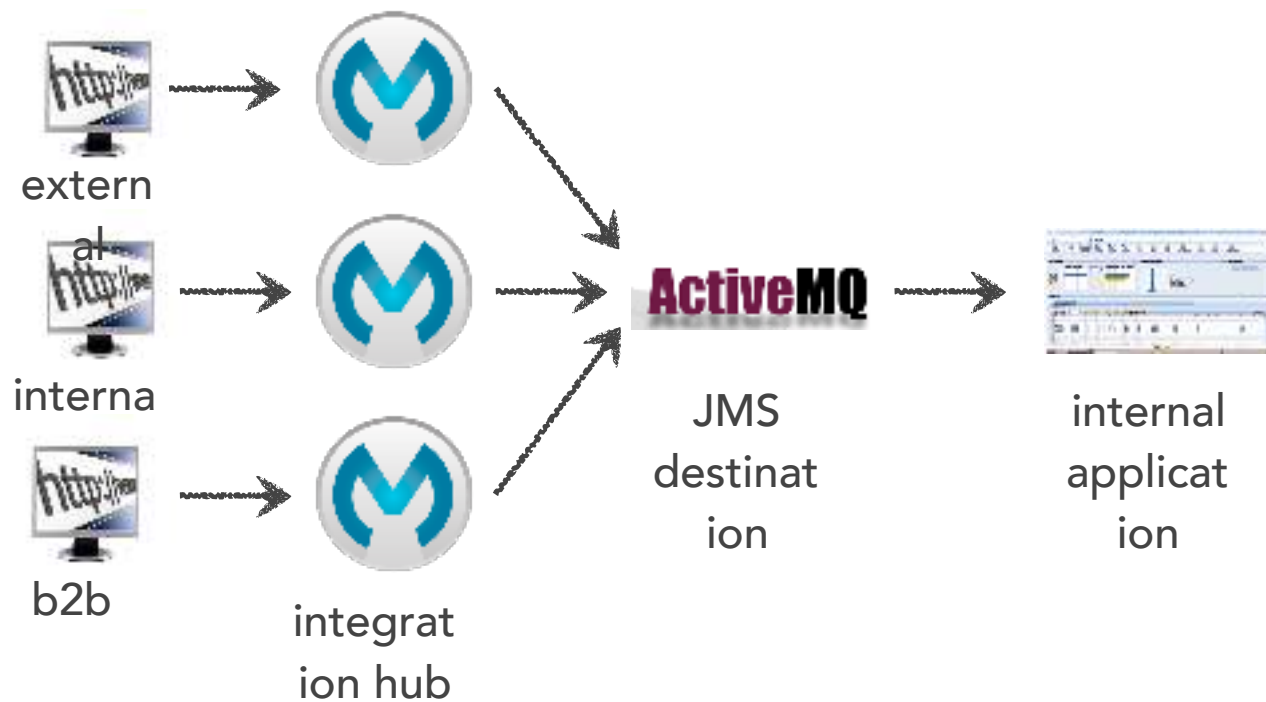
the decision: dedicated broker

instances?



# Justifying Decisions

the decision: centralized broker





```

# Federating the API
## Context
The AmazonElastic application currently utilizes an integration hub to allow internal applications to connect to it.
Figure 1 illustrates the existing scenario:
[[figure1 iad-001-external.png|@r
_Figure 1: External API scenario added_
]]
We implementers require developers to add two new access types: _external_ and _api_.
_considerations_
* broker only used for API access
* low transaction volume expected
* application logic may be shared between different types of client applications (e.g., internal and external)
Two options exist:
### Dedicated Broker Instance
Using dedicated broker instances creates the architecture shown in Figure 1.
[[dedicated iad-001-dedicated.png|@r
_Figure 1: Dedicated broker instance_
]]
_identified issues to address_
* throughput:
Dedicated broker instances provide better throughput because no message contention exists.
* internal application coupling:
This approach requires changes to the internal client application to
"understand" the broker. Internal app must now connect to three brokers and have context of request.
* changes to client: additional brokers added requires additional changes to client.
* single point of failure: redundancy prevents a single failure from disabling all integration architecture.
* performance: multiple broker instances should protect against aggregated performance problems.
### Centralized Broker
Using dedicated broker instances creates the architecture shown in Figure 1.
[[centralized iad-001-central.png|@r
_Figure 1: Centralized broker_
]]
_identified issues to address_
* throughput:
Centralized broker potentially creates a throughput bottleneck. However, developers analyzed past and expected future usage, and this shouldn't create problems.
* internal application coupling:
Couple, with only one connection app doesn't know about broker
instances. The internal application doesn't need to know where the request originated.
* changes to client: additional brokers do not require changes to client.
* single point of failure: mitigated by clustering and failover
provided by tools
* performance: because we expect low transaction volume,
performance should be sufficient with a single queue.
## Decision
We chose a Centralized Broker.
## Status
Proposed
## Recommendations
The internal applications should not have to know from which broker instance the request came from.
Only a single broker connection is needed, allowing for the expansion of additional hub instances with no application changes.
Due to low request volume the performance bottleneck is not an issue
single point of failure can be addressed through failover modes or
clustering.

```

```

# Federating the Hub

## Context
The AcmeWidgets application currently utilizes an integration hub to allow internal applications to connect to it.
Figure 1 illustrates the existing scenario:

![[Before](adr-001-before.png)] <br>
_Figure 1: Before new clients added_

New requirements require developers to add two new access types: _external_ and _b2b_.

_Considerations_:

* broker only used for hub access
* low transaction volumes expected
* application logic may be shared between different types of client applications (e.g., internal and external)

Two options exist:

### Dedicated Broker Instances

Using dedicated broker instances creates the architecture shown in Figure 2.

![[Dedicated](adr-001-dedicated.png)]<br>
_Figure 2: dedicated broker instances_

_Identified issues to address:_

* throughput:
Dedicated broker instances provide better throughput because no message contention exists.
* internal application coupling:
This approach requires changes to the internal client application to
"understand" the broker. Internal app must now connect to three brokers and know context of request.
* changes to client: additional brokers added requires additional changes to client.
* single point of failure: redundancy prevents a single failure from disabling all integration architecture.
* performance: multiple broker instances should protect against aggregated performance problems.

### Centralized Broker

Using dedicated broker instances creates the architecture shown in Figure 3.

```

## Federating the Hub

### Context

The *reanaWidger* application currently utilizes an *integration hub* to allow *internal applications* to connect to it.

Figure 1 illustrates the existing scenario:



Figure 1: Before new clients added

New requirements require developers to add two new access types: *external* and *IoT*.

Contextual notes:

- *brokers* only need the *hub* access;
- *low* transaction volumes expected;
- *application logic* may be shared between different types of client applications (e.g., *internal* and *external*).

Two options exist:

#### Dedicated Broker Instances

Using dedicated broker instances creates the architecture shown in Figure 2.

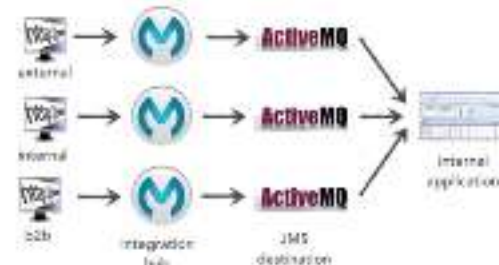


Figure 2: dedicated broker instances

Identified issues to address:

- *throughput*: Dedicated broker instances provide better throughput because no message coordination exists.

- *internal application coupling*: This approach requires changes to the *internal client* application to "understand" the broker. *Internal app* must now connect to three brokers and know context of request.
- *changes to client*: additional brokers added requires additional changes in client.
- *single point of failure*: redundancy prevents a single failure from disabling all integration architecture.
- *performance*: multiple broker instances should protect against aggregated performance problems.

#### Centralized Broker

Using dedicated broker instances creates the architecture shown in Figure 3.



Figure 3: centralized broker

Identified issues to address:

- *throughput*: Centralized broker potentially enables a throughput bottleneck. However, developers analyze past and expected future usage, and this doesn't create problem.
- *internal application coupling*: Loose. With only one connection, app doesn't know about broker instances. The *internal application* doesn't need to know where the request originated.
- *changes to client*: additional brokers added requires changes in client.
- *single point of failure*: mitigated by clustering and failover, provided by tools.
- *performance*: because we expect low transaction volumes, performance should be sufficient with a single queue.

#### Decision

We choose a centralized broker.

#### Status

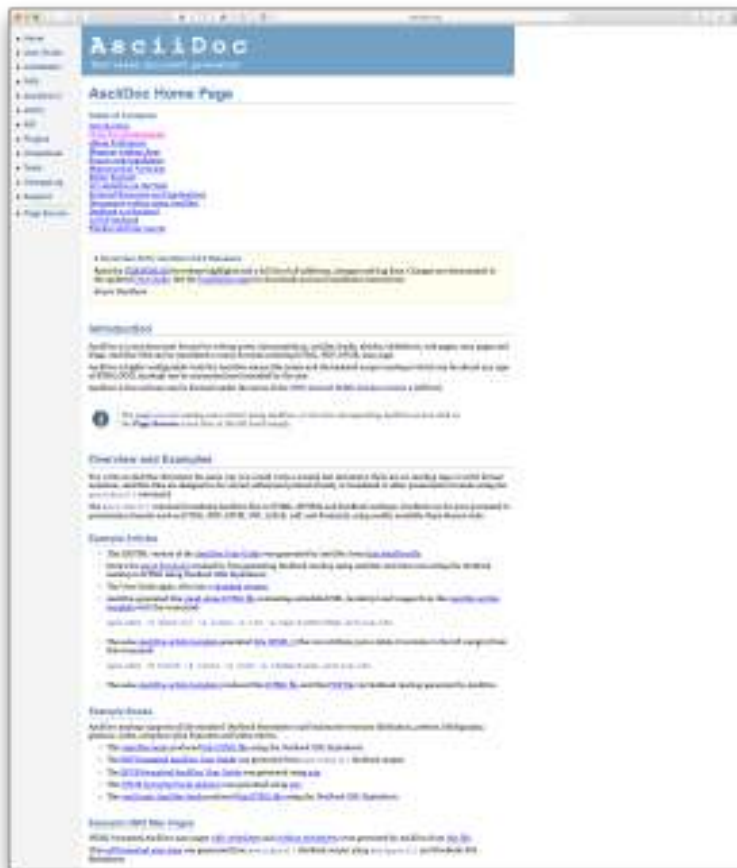
proposed

#### Consequences

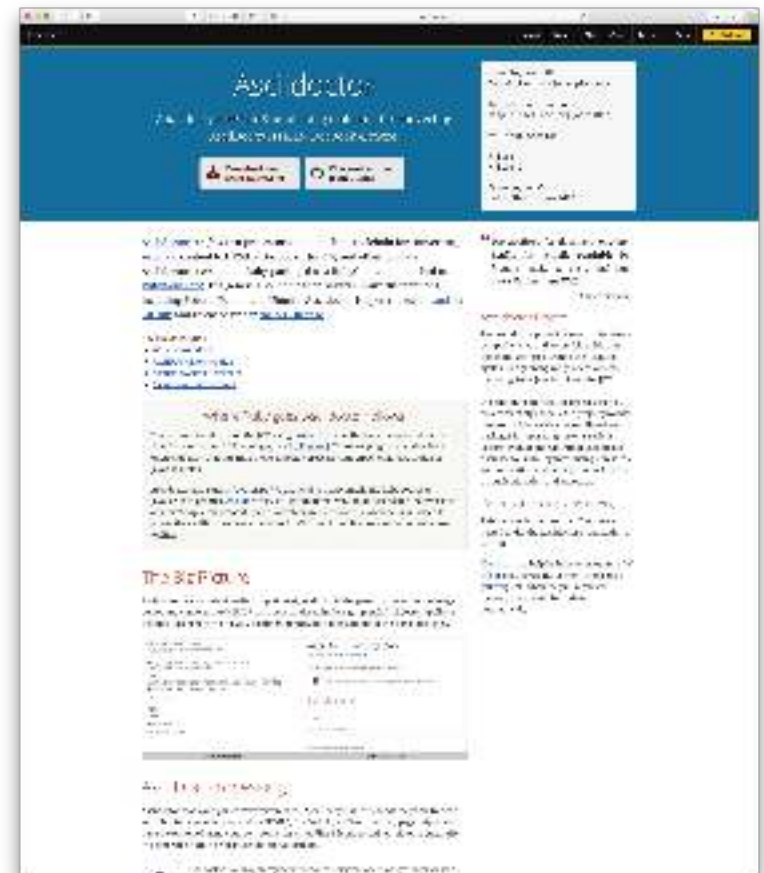
The *internal application* should not have to know from which broker instance the request came from.

Only a single broker connection is needed, allowing for the expansion of additional hub instances without application changes.

# The Case for



<http://asciidoc.org>



<http://asciidoctor.org>

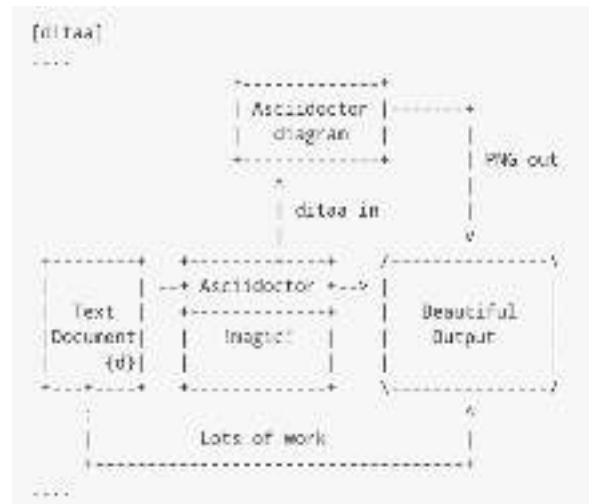


# The Case for



<http://asciidoctor.org/docs/asciidoctor-diagram/>

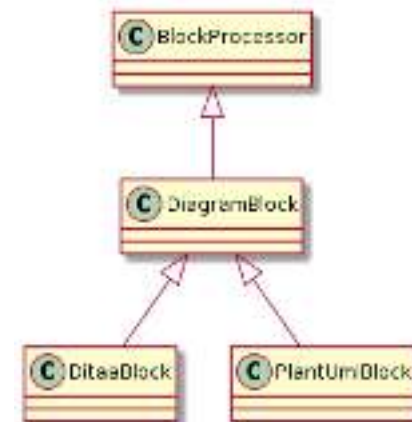
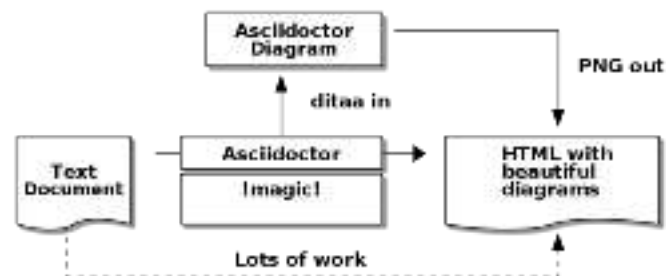
# The Case for



```
[plantuml, diagram-classes, png]
```

```
....
class BlockProcessor
class DiagramBlock
class DitaaBlock
class PlantUmlBlock
```

```
BlockProcessor <|-- DiagramBlock
DiagramBlock <|-- DitaaBlock
DiagramBlock <|-- PlantUmlBlock
....
```



## Federating the Hub

### Context

The AcmeWidgets application currently utilizes an integration hub to allow internal applications to connect to it.

Figure 1 illustrates the existing scenario:



New requirements require developers to add two new access types: *external* and *b2b*.

Considerations:

- broker only used for hub access
- low transaction volumes expected
- application logic may be shared between different types of client applications (e.g., internal and external)

Two options exist:

### Dedicated Broker Instances

Using dedicated broker instances creates the architecture shown in Figure 2.

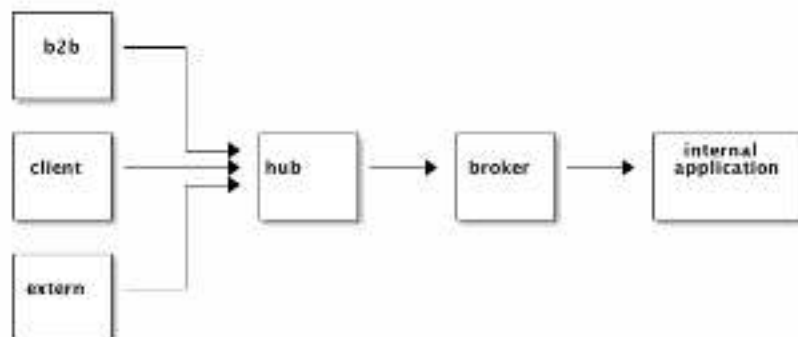


Figure 2: dedicated broker instances

Identified issues to address:

- **throughput:** Dedicated broker instances provide better throughput because no message correlation exists.
- **internal application coupling:** This approach requires changes to the internal client application to "understand" the broker. Internal app must now connect to three brokers and know context of request.
- **changes to client:** additional brokers added requires additional changes to client.
- **single point of failure:** redundancy prevents a single failure from disabling all integration architecture.
- **performance:** multiple broker instances should protect against aggregated performance problems.

### Centralized Broker

Using dedicated broker instances creates the architecture shown in Figure 3.

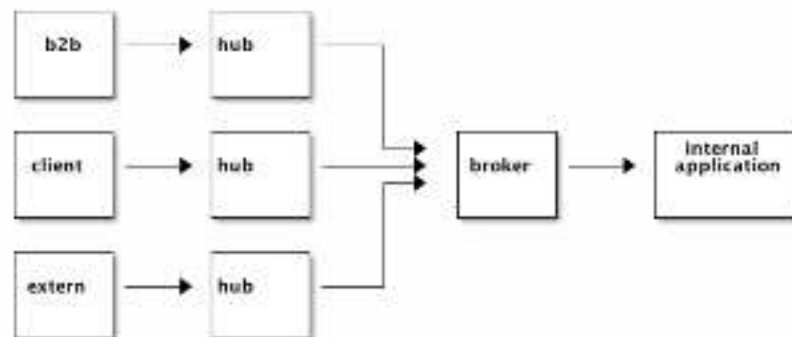


Figure 3: centralized broker

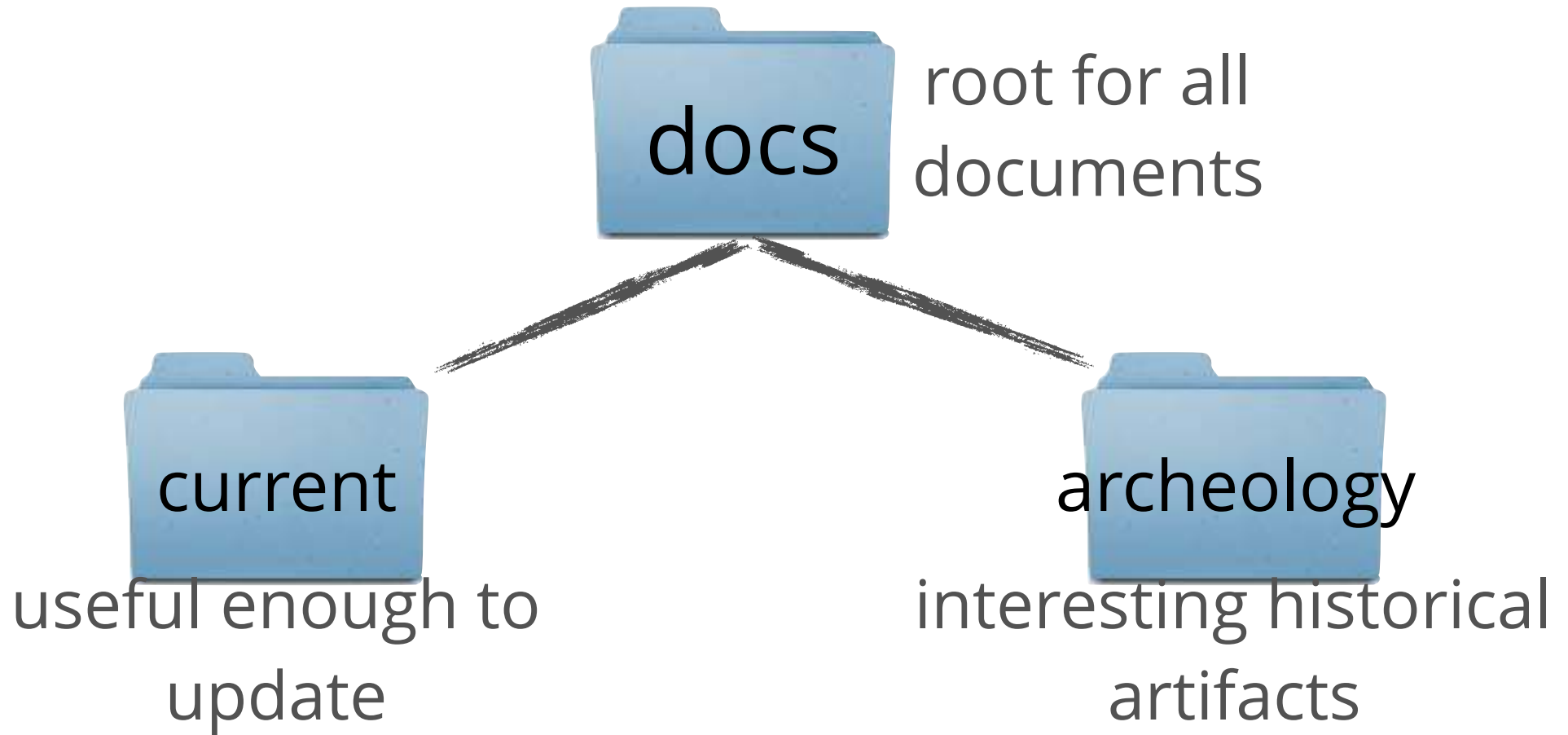
Identified issues to address:

- **throughput:** Centralized broker potentially creates a throughput bottleneck. However, developers analysed past and expected future usage, and this shouldn't create problem.
- **internal application coupling:** Loose, with only one connection; app doesn't know about broker instances. The internal application doesn't need to know where the request originated.
- **changes to client:** additional brokers do not require changes to client.
- **single point of failure:** mitigated by clustering and failover provided by tools
- **performance:** because we expect low transaction volumes, performance should be sufficient with a single queue.





# Archeoloav



# Rules for Documentation

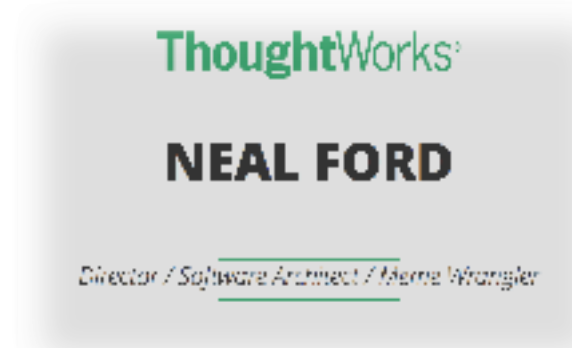
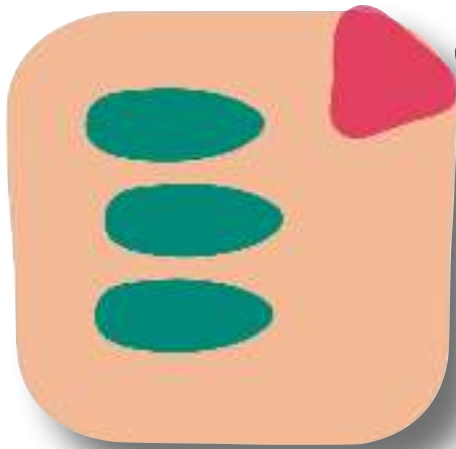
1. useful now

2. as little as possible

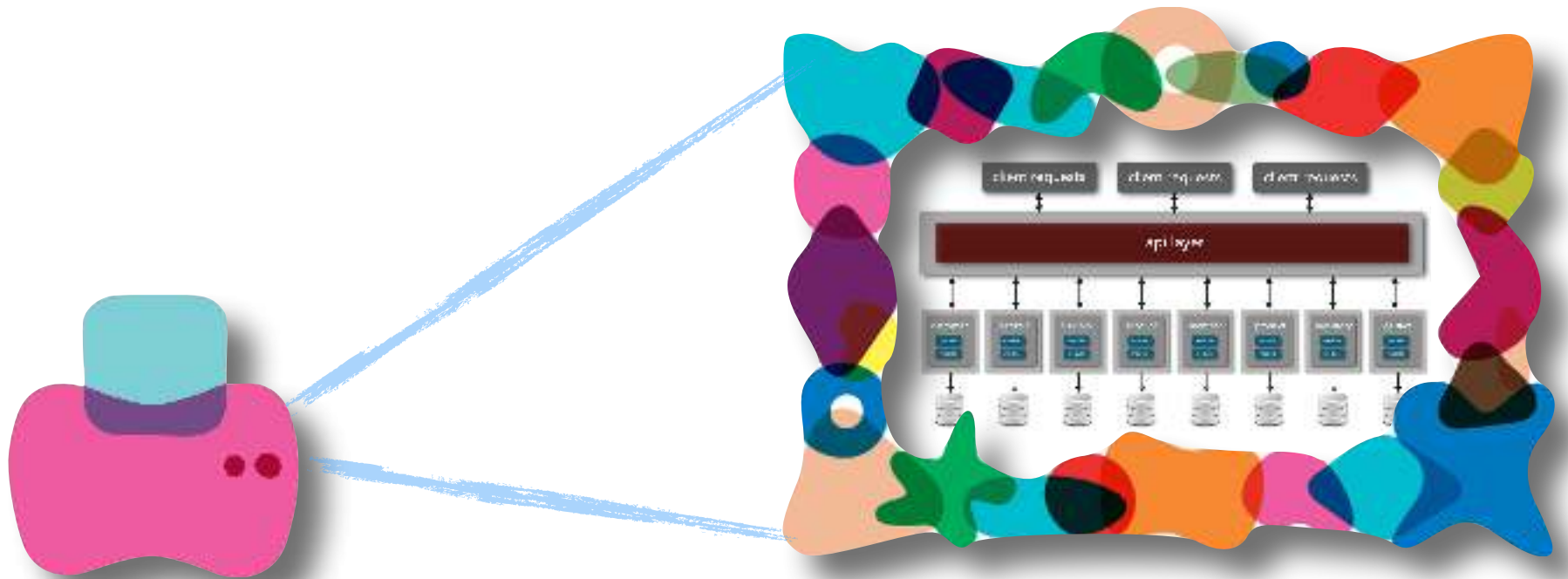
3. always accurate

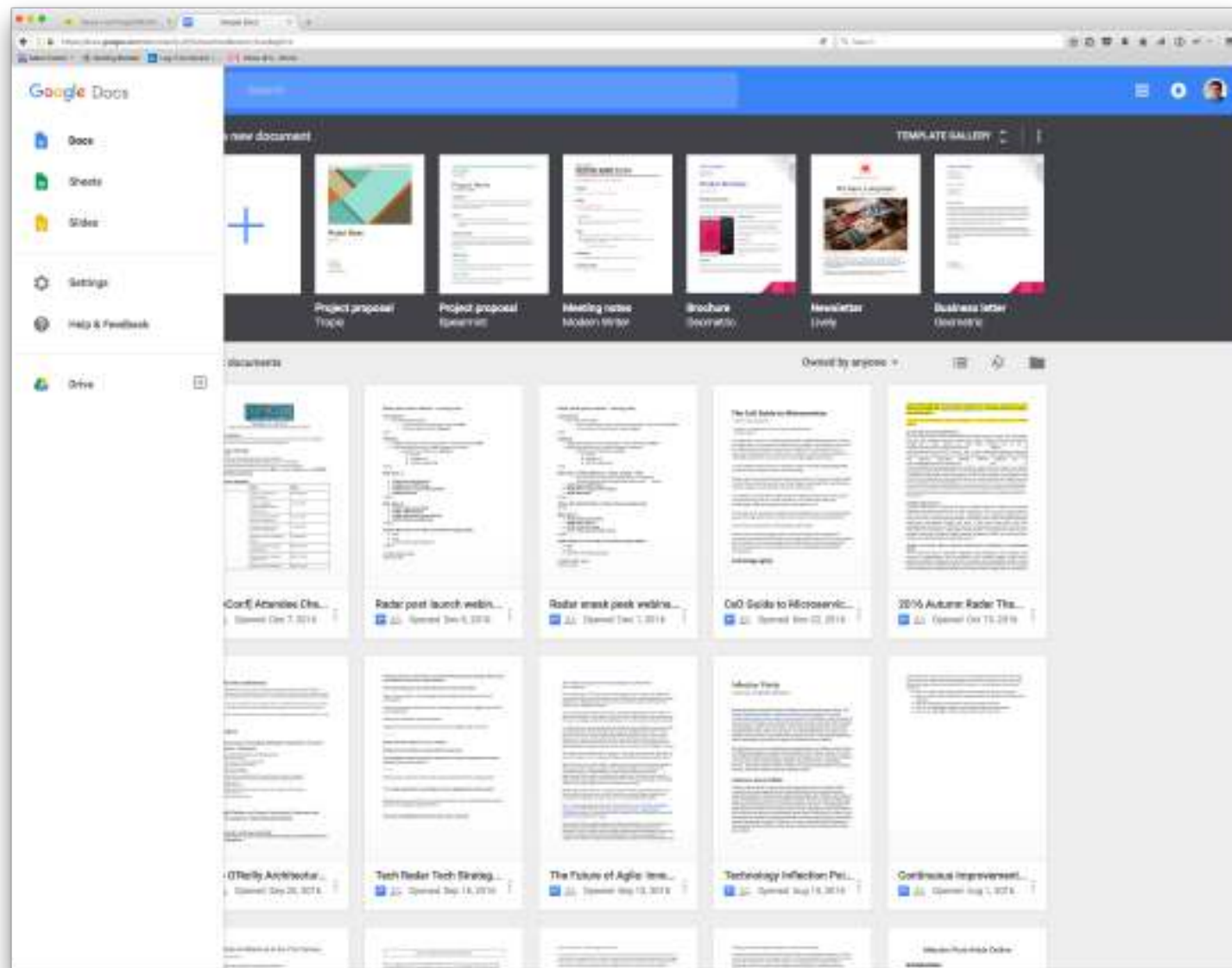


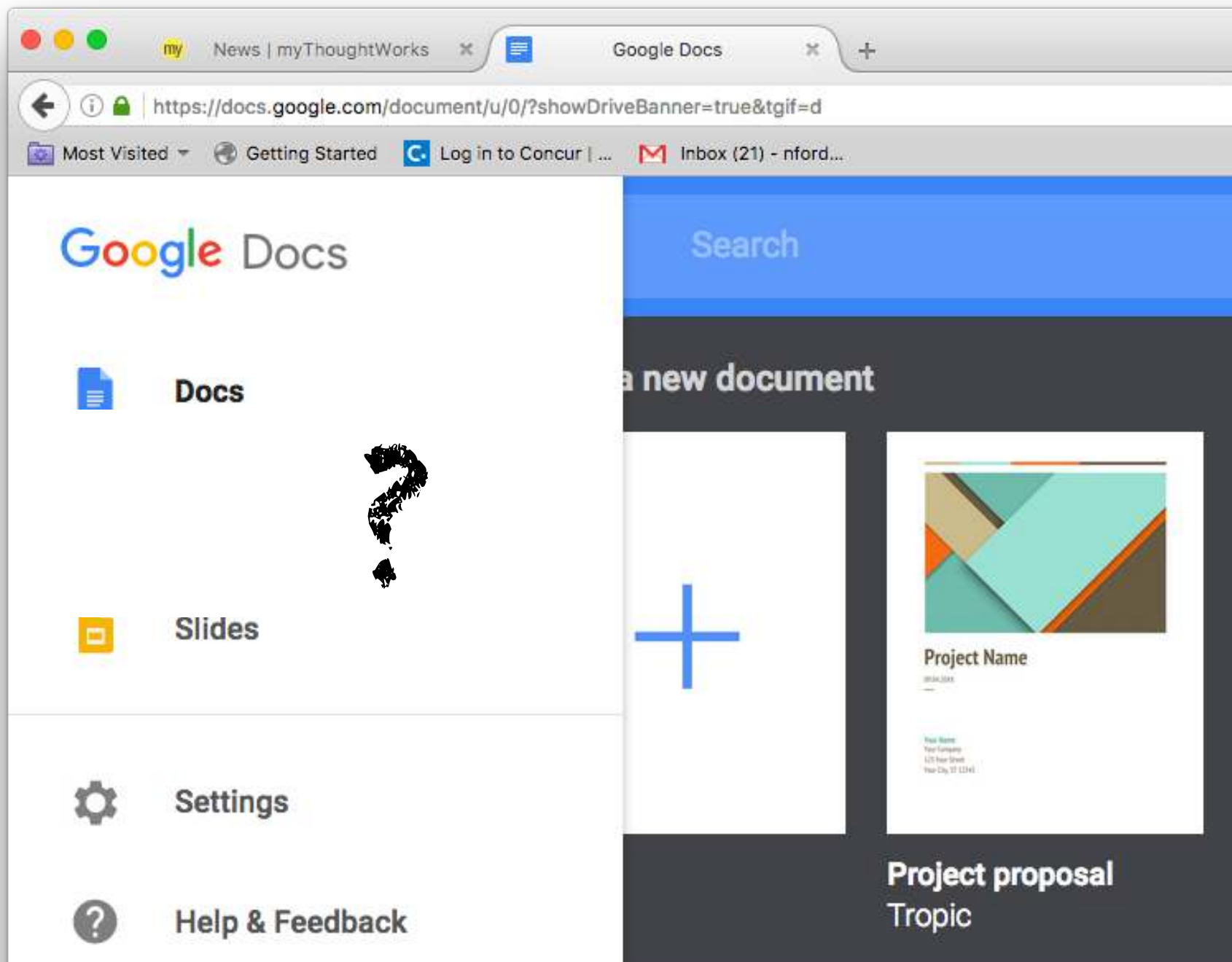
# Documenting & Presenting Software Architecture

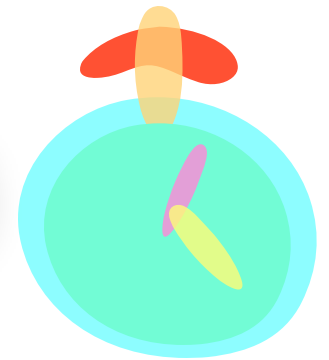
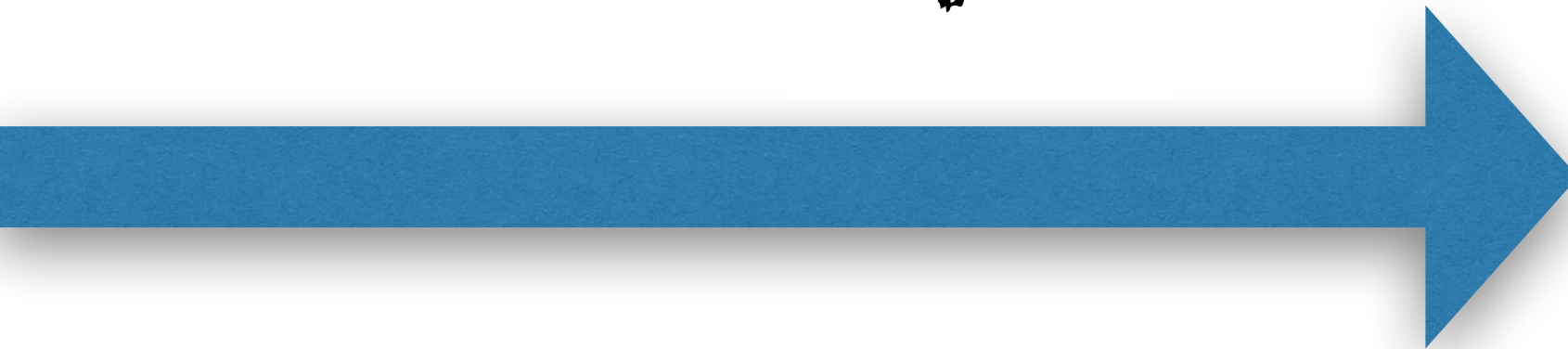


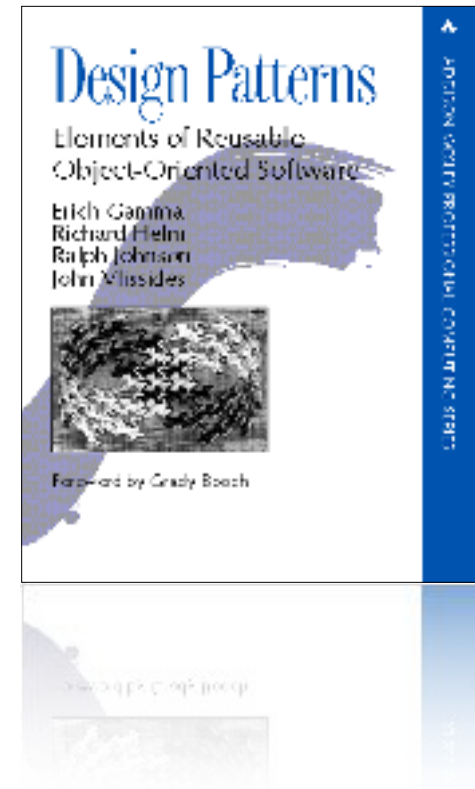
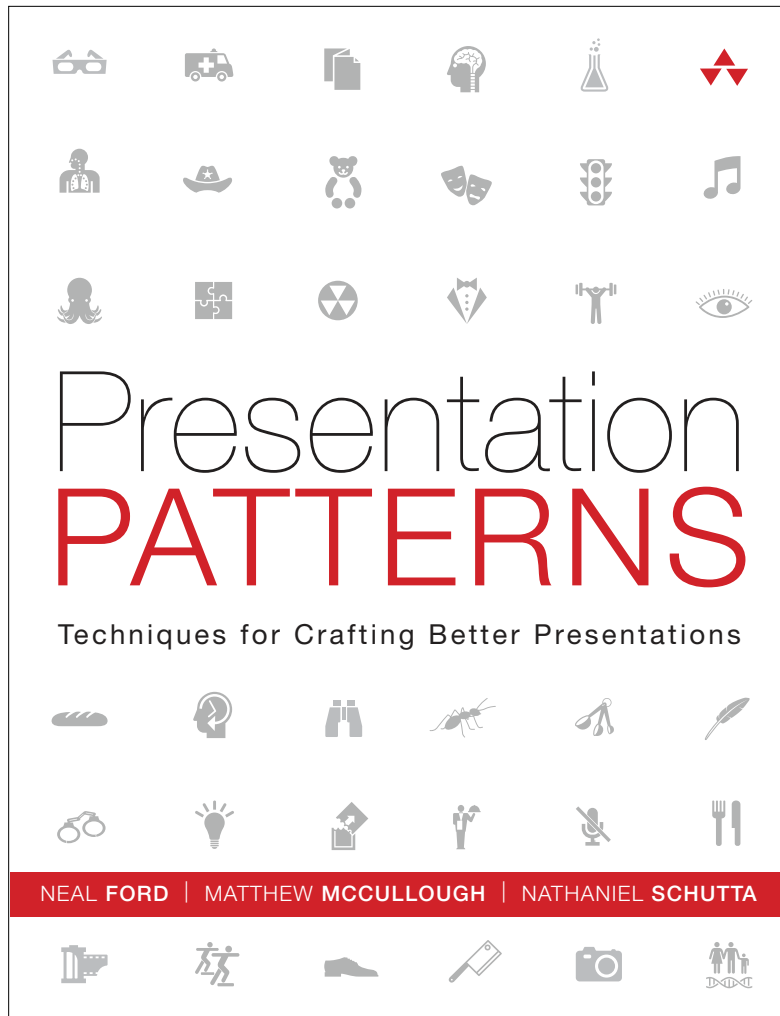
# Presenting Software Architecture













# building blocks



# building blocks

transition      movement between slides

animation      movement on slides



# building blocks

transition

movement between slides

animation

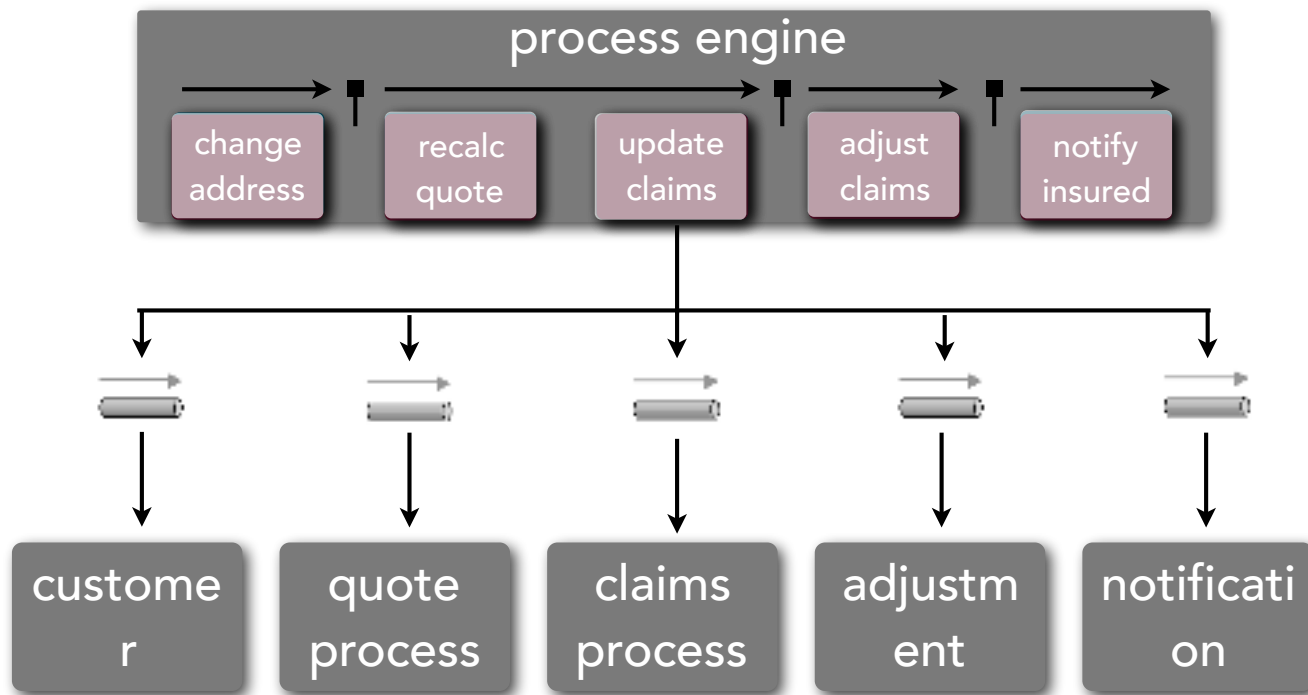
movement on slides



# animations



you



# building blocks



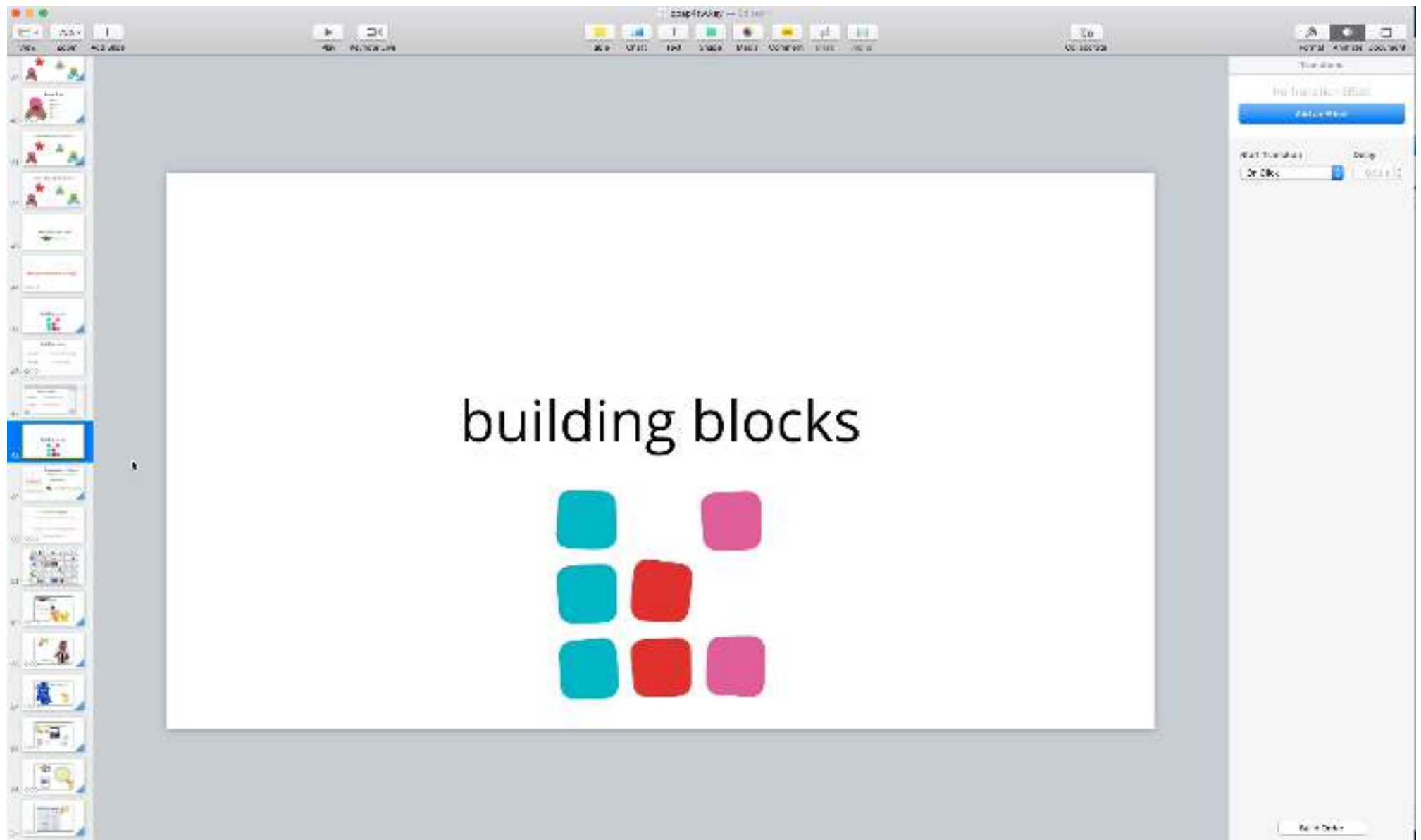
# building blocks

transition      movement between slides

animation      movement on slides



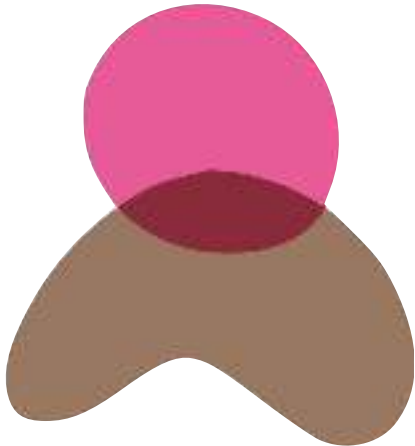
# Magic Move



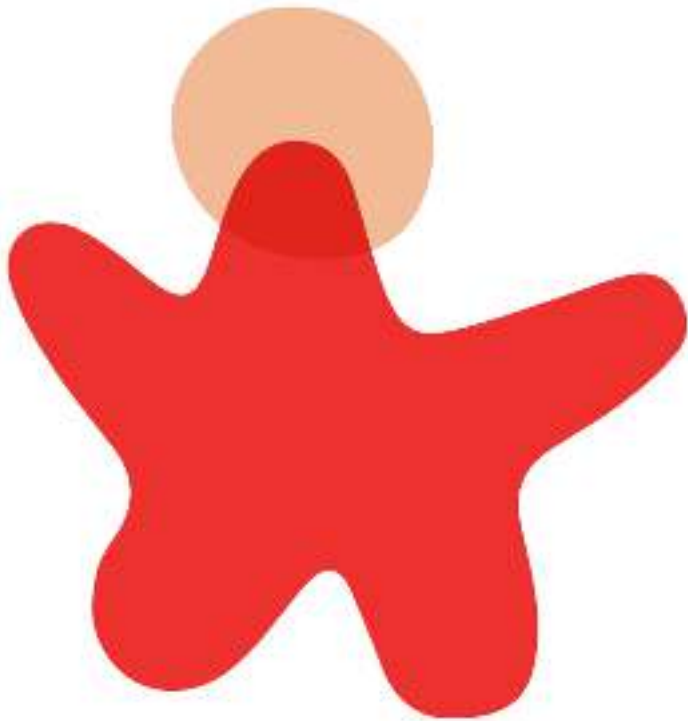
Magic Move for tools that  
don't have Magic Move



# *Magic Move Version*



# Red Shirt



☒ Fact 1

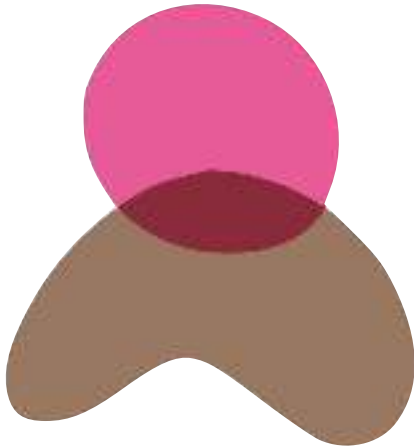
☒ Another Fact

☒ Fact 3

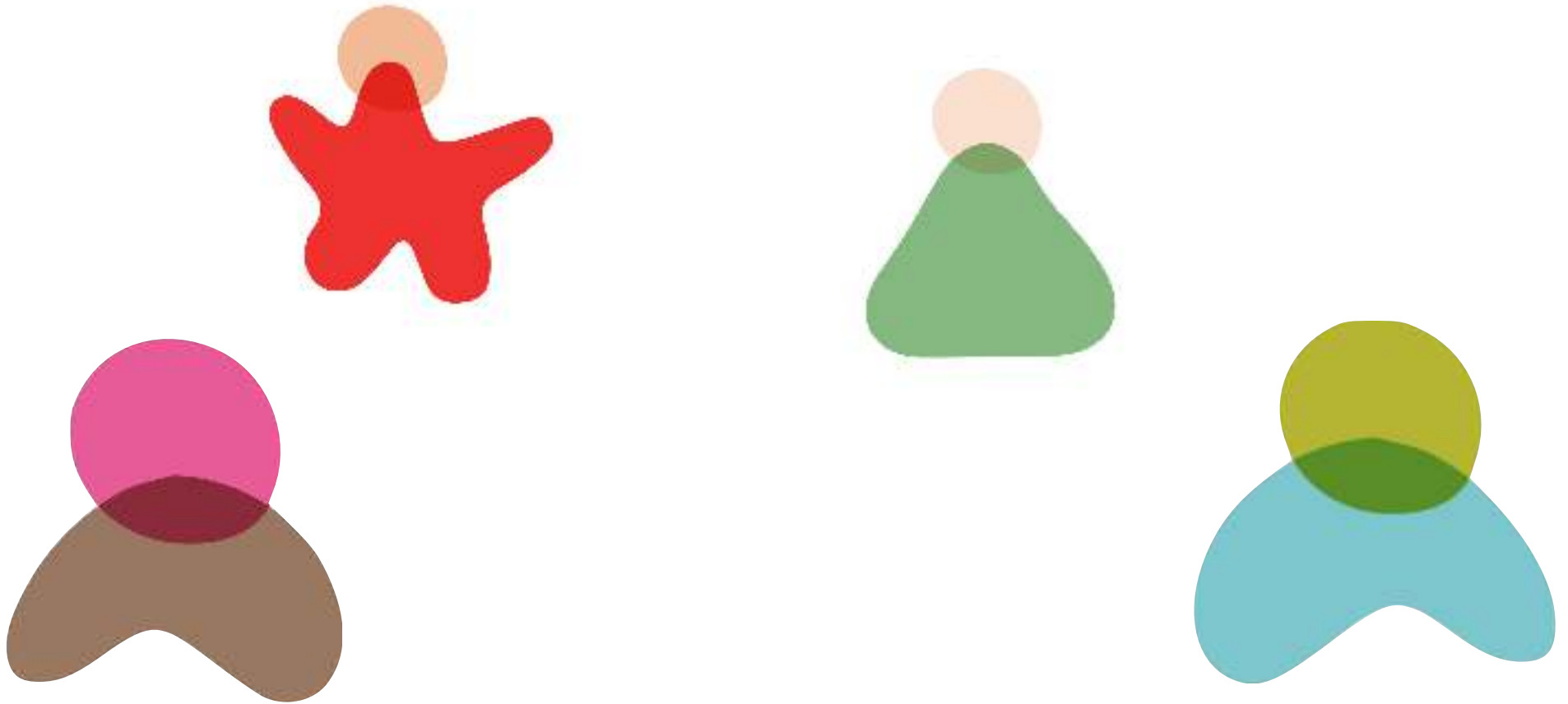
☒ Yet Another Fact

☒ Fact 5

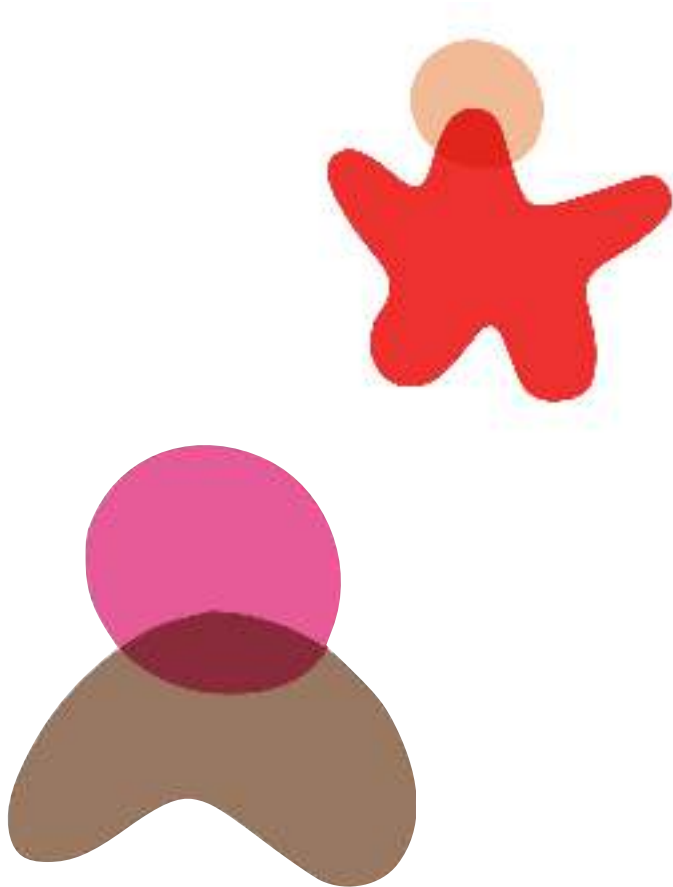
# *Magic Move Version*



# Non-Magic Move Version



# Non-Magic Move Version



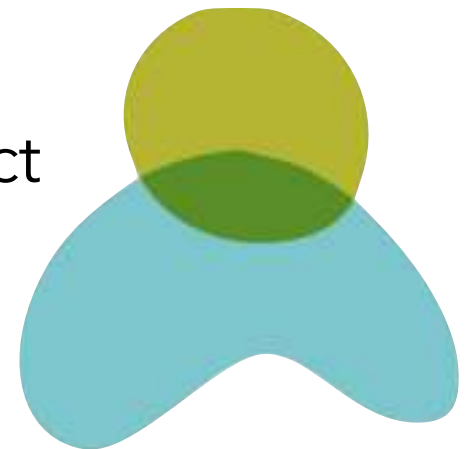
☒ Fact 1

☒ Another Fact

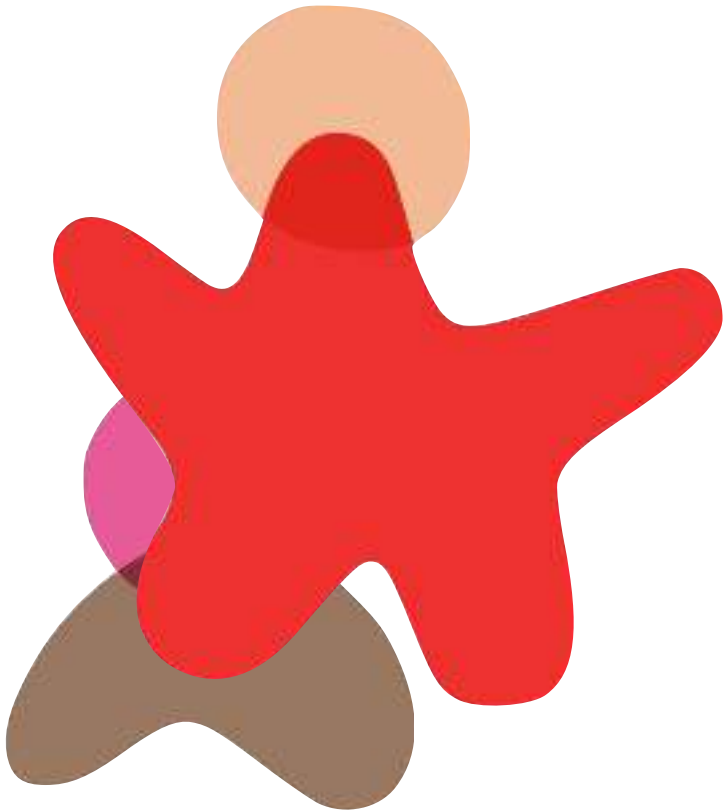
☒ Fact 3

☒ Yet Another Fact

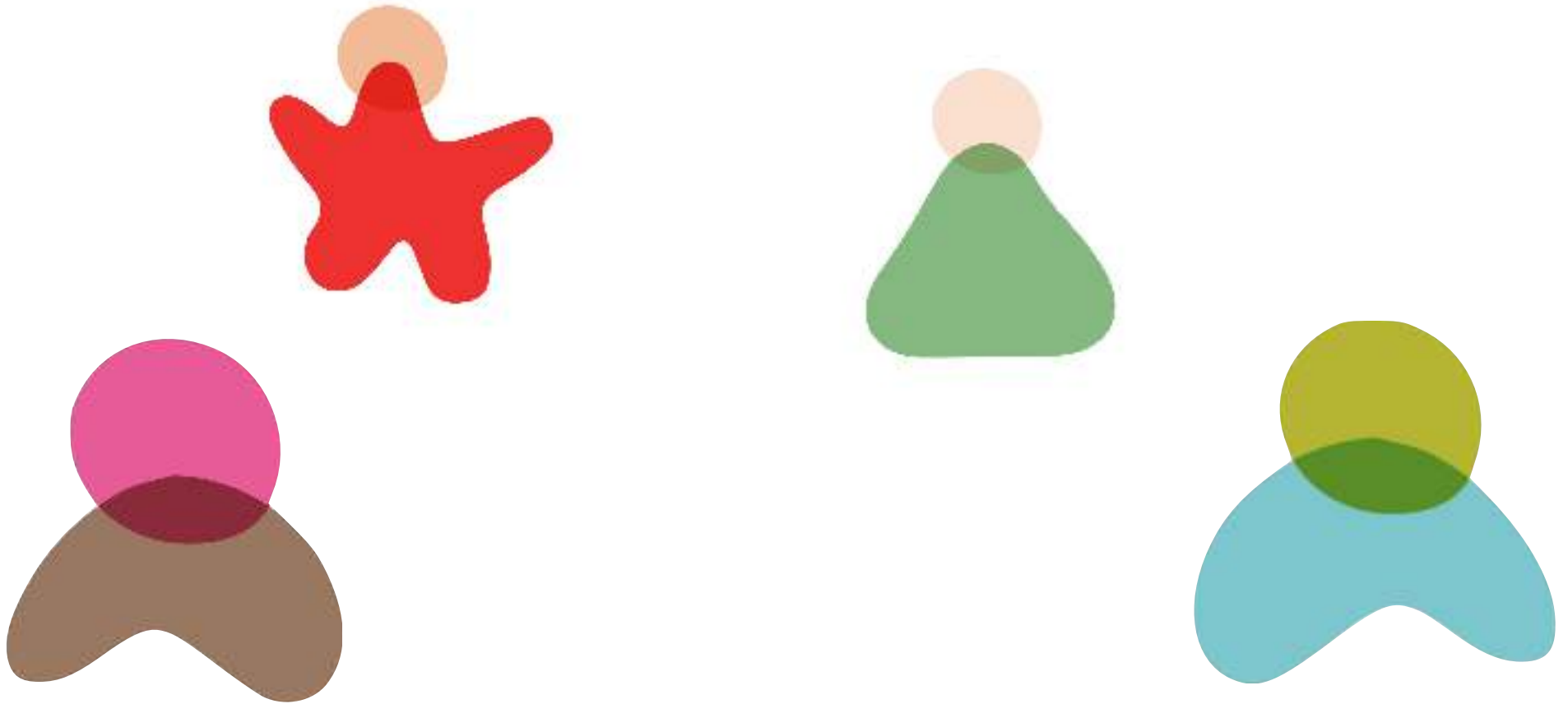
☒ Fact 5



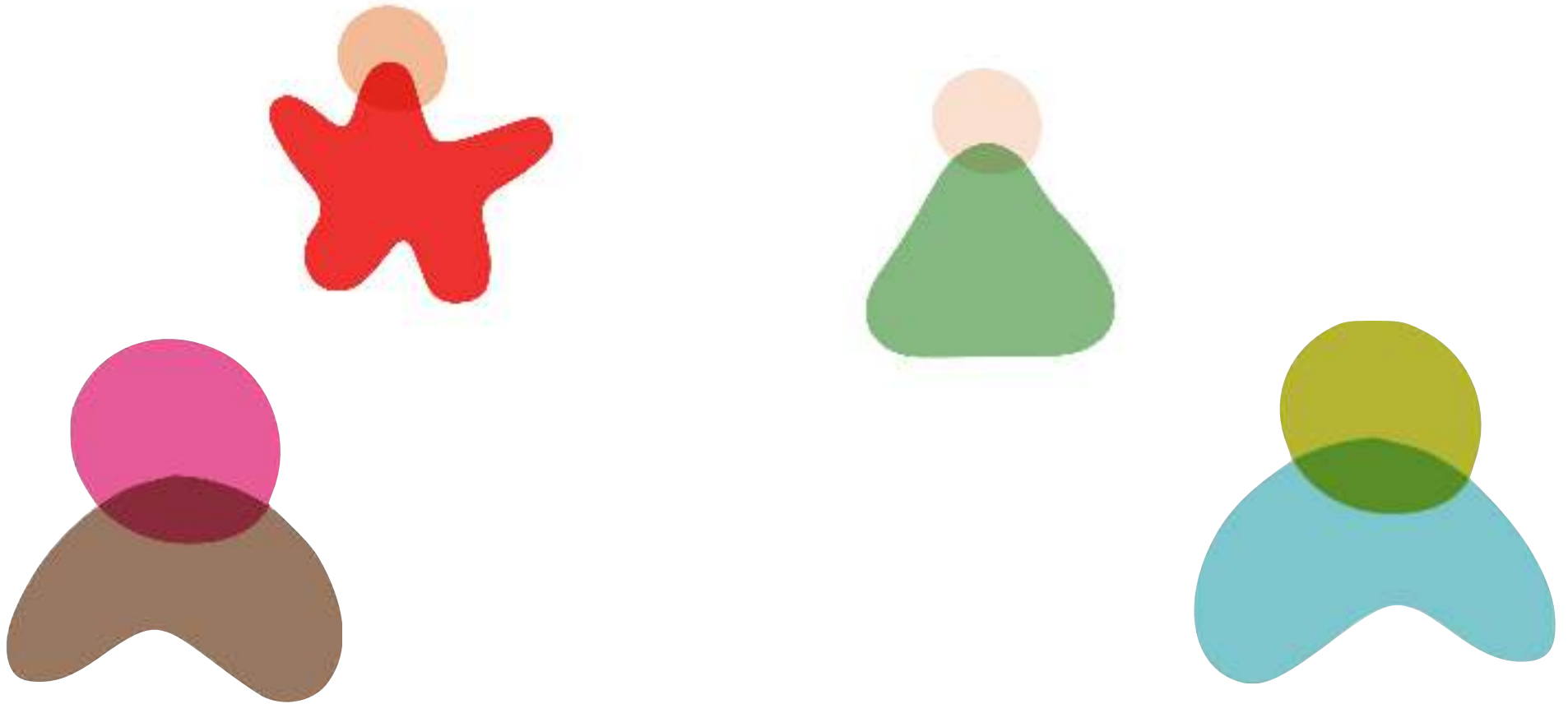
# Non-Magic Move Version



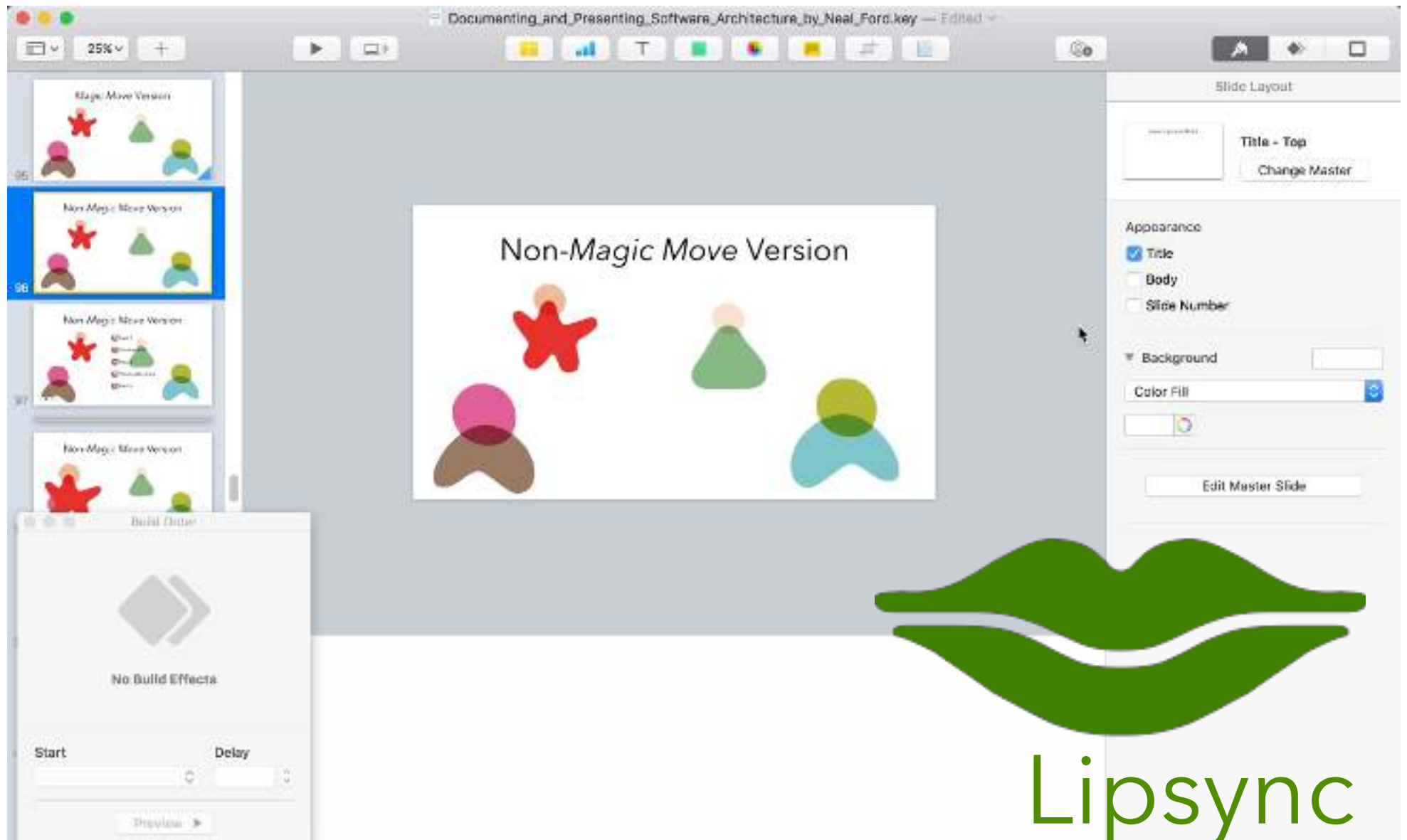
# Non-Magic Move Version

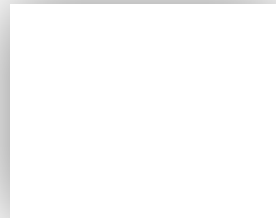


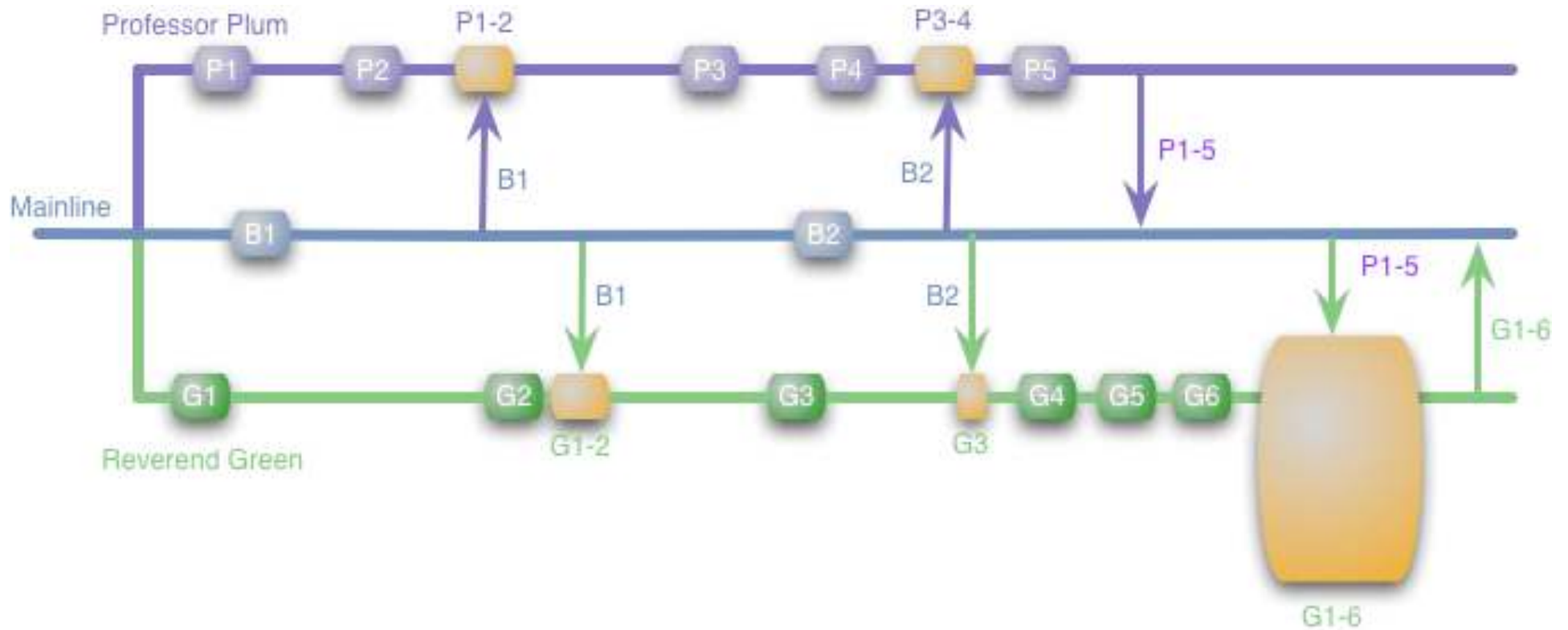
# Non-Magic Move Version



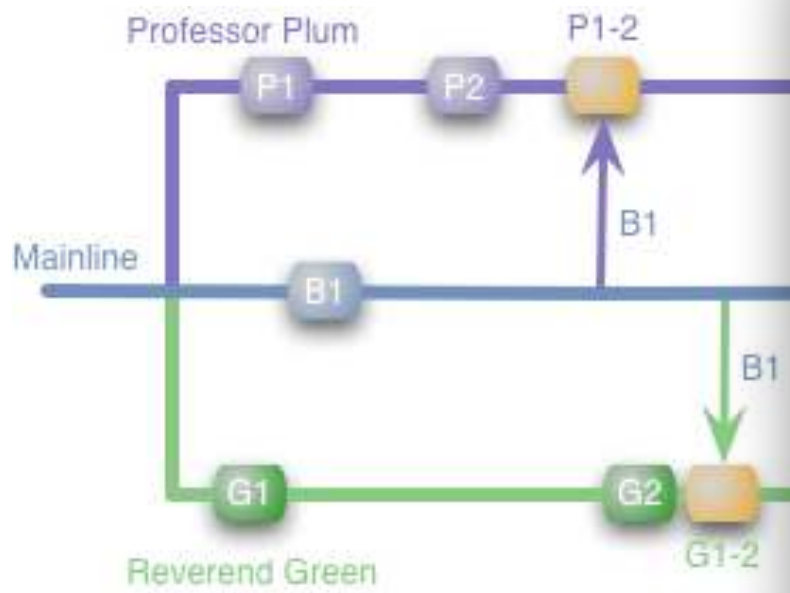


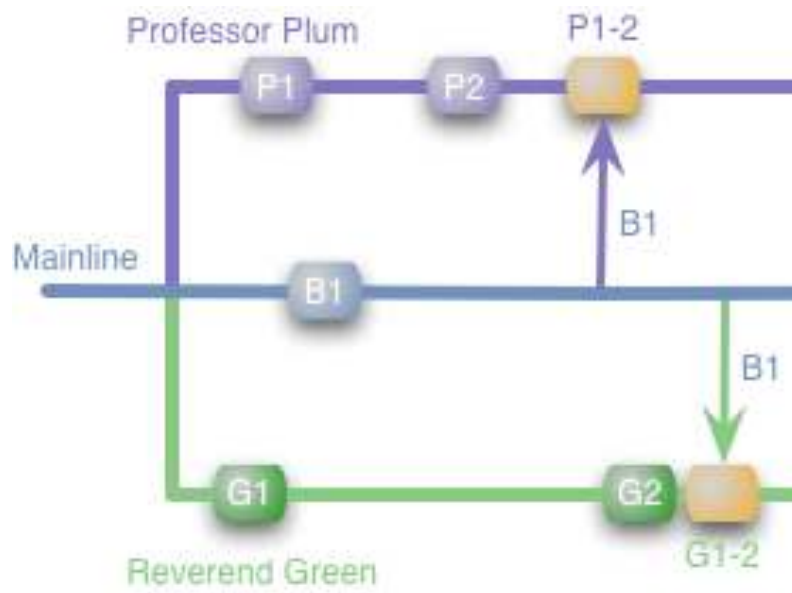


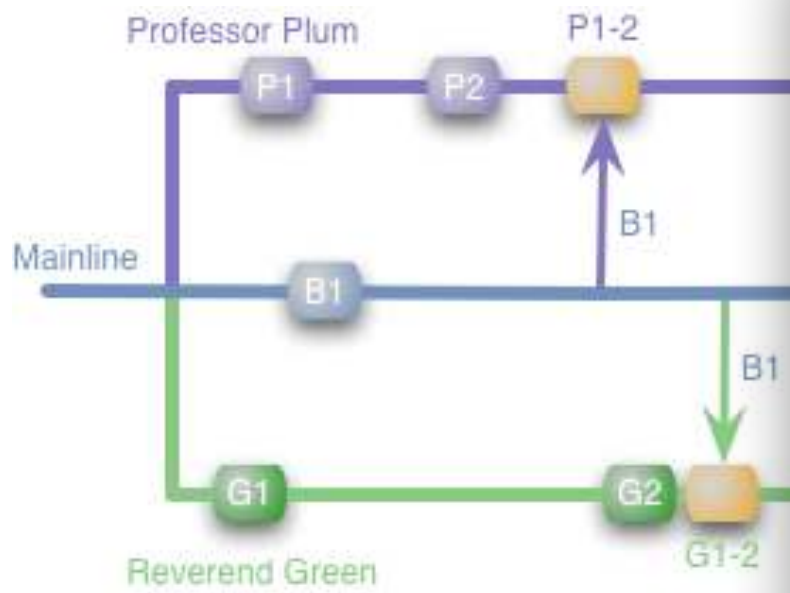


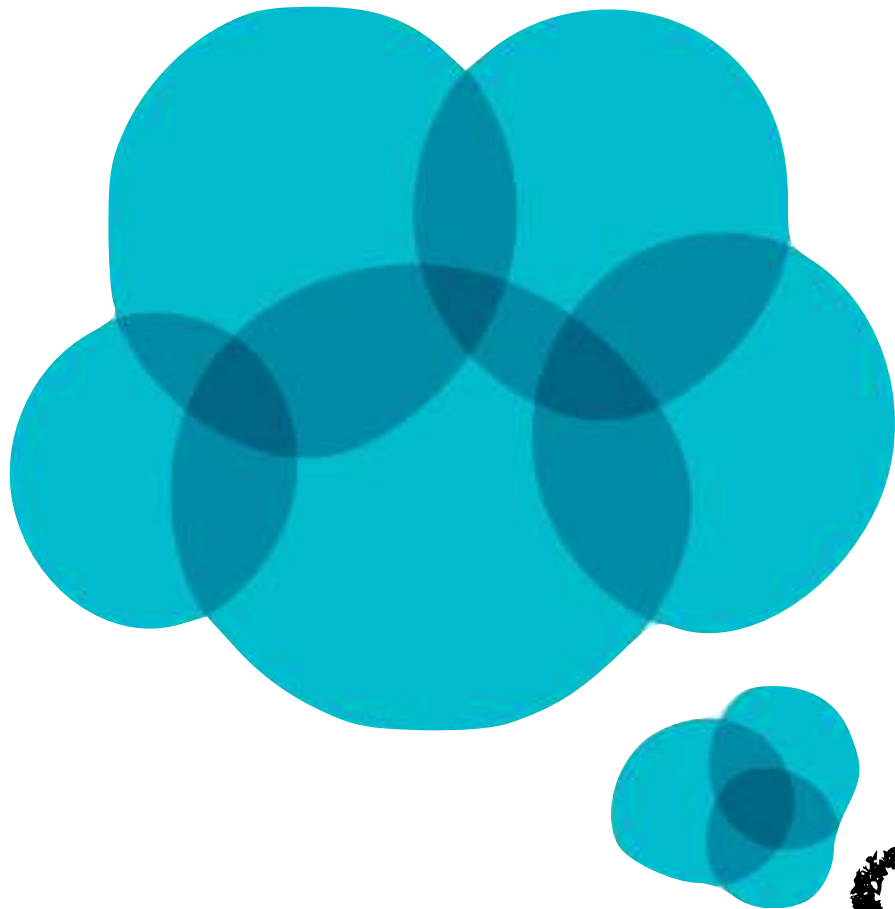


<https://martinfowler.com/bliki/FeatureBranch.html>





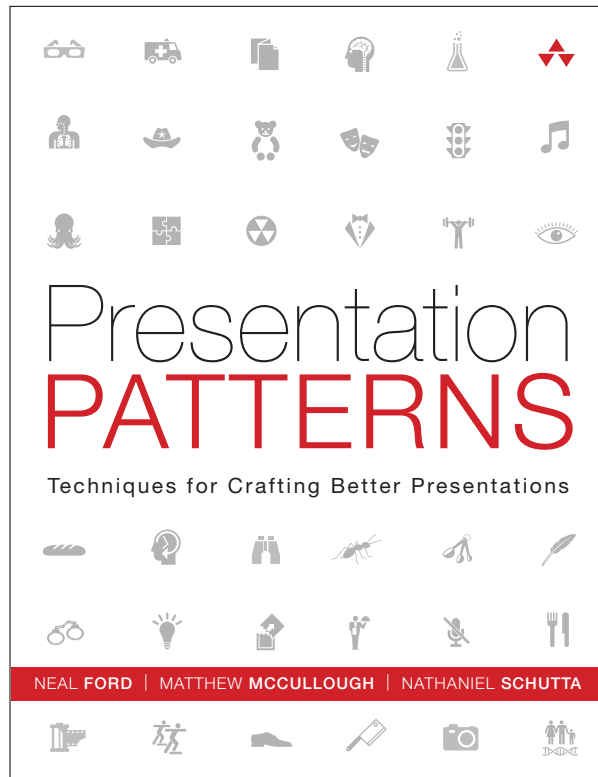




creativity

# Presentation Patterns

Building Blocks for Perfect Presentations



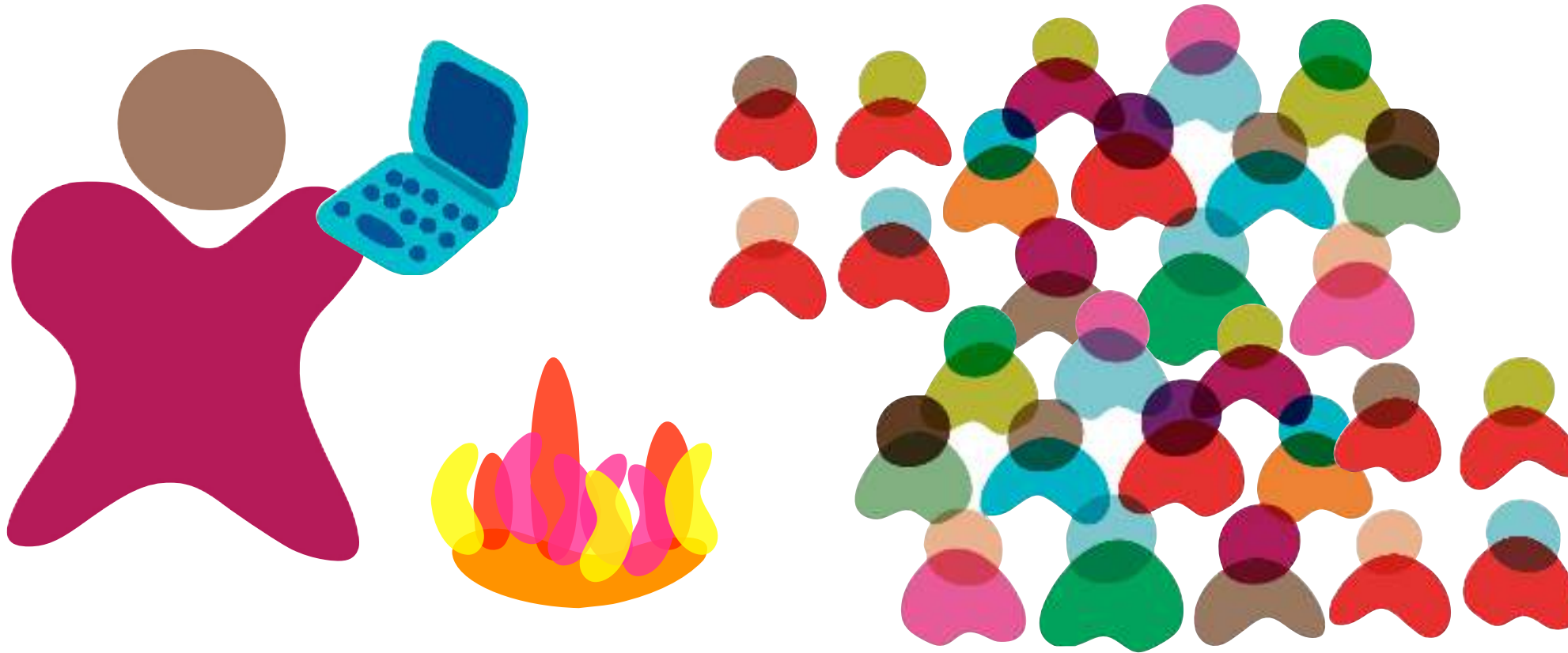
## Creativity Patterns:

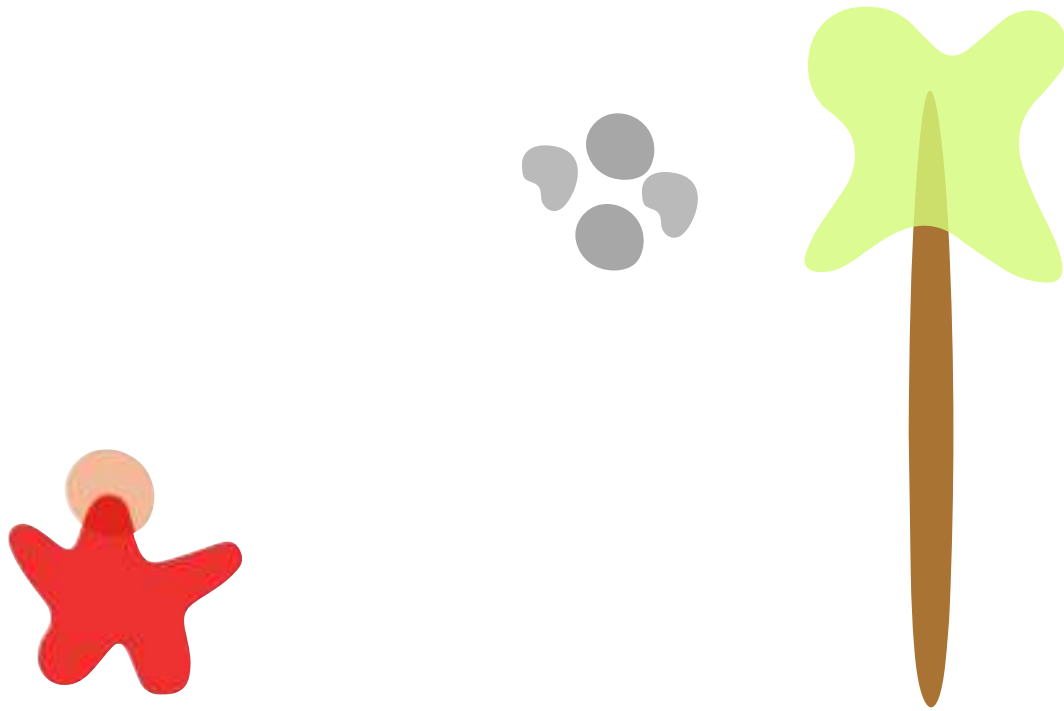
# Narrative Arc





# Presentations are a form of ...

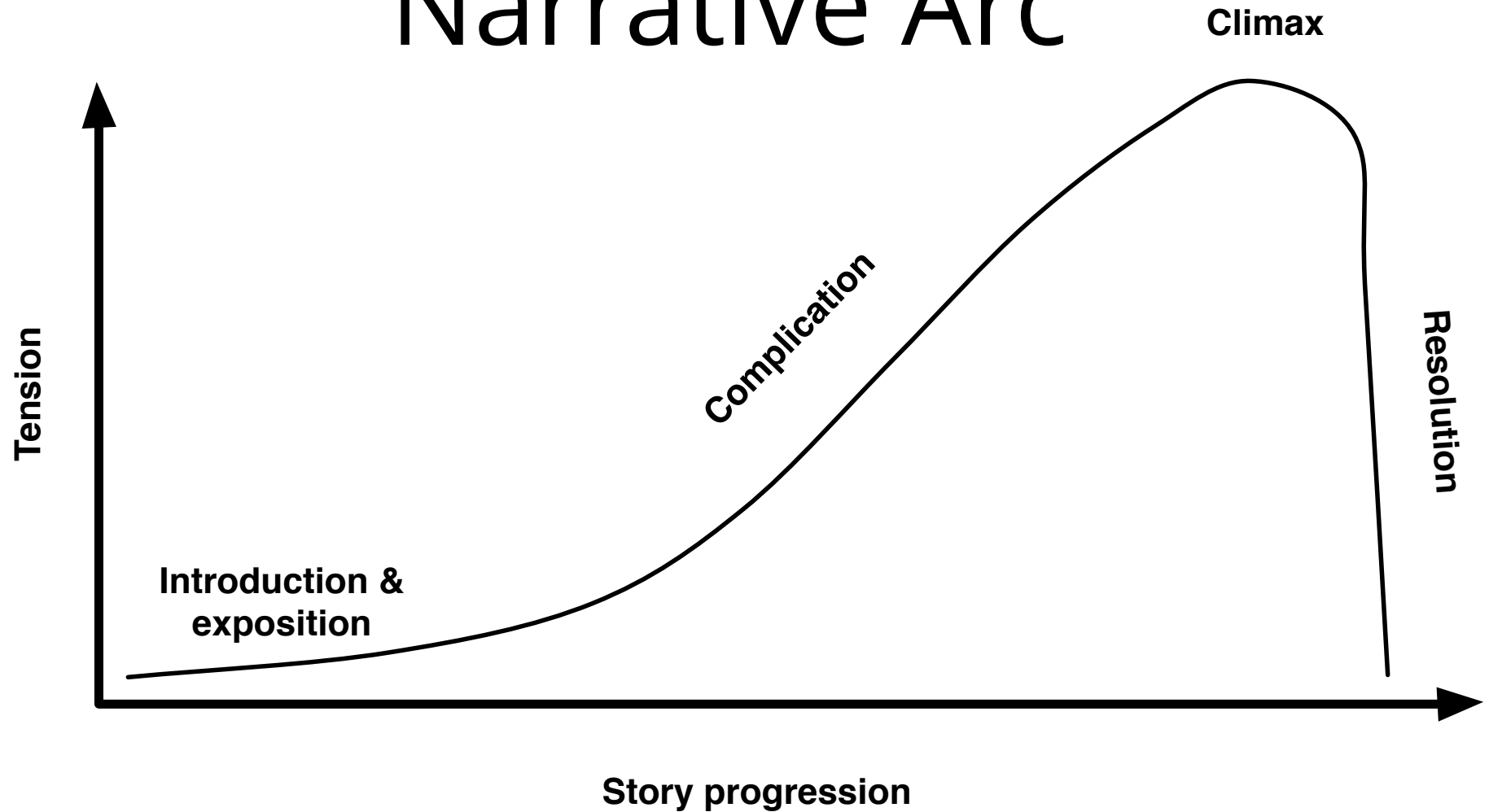




"Get your protagonist up a tree. Throw rocks at him. Then get him down."

—Syd Fields

# Narrative Arc

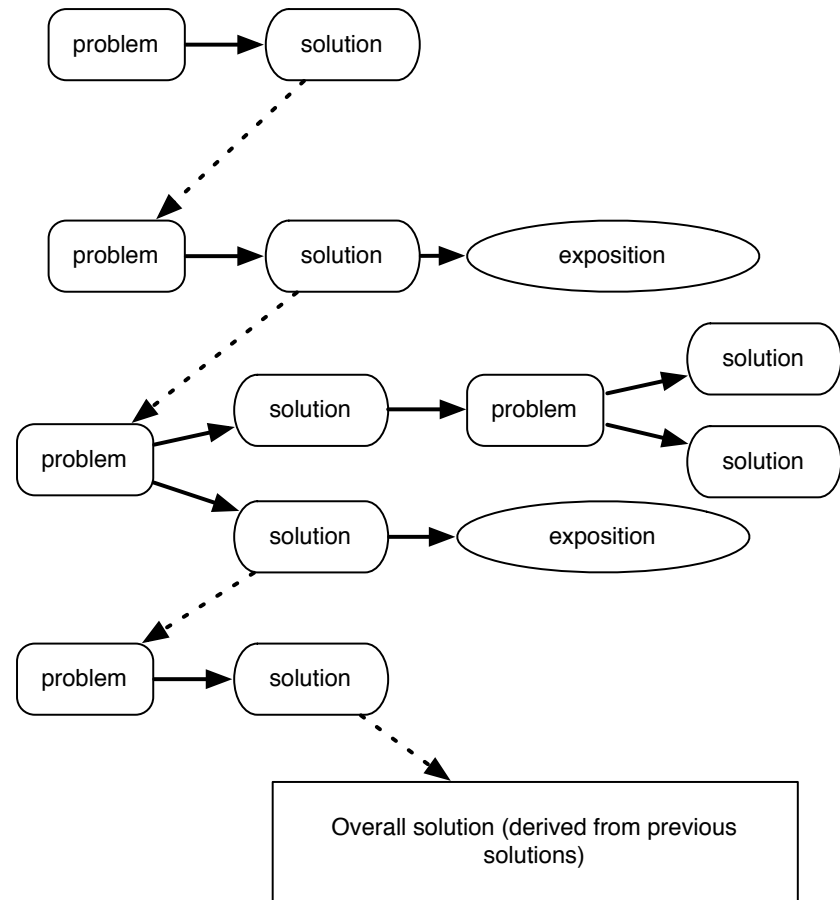




Why So Many Superheroes?

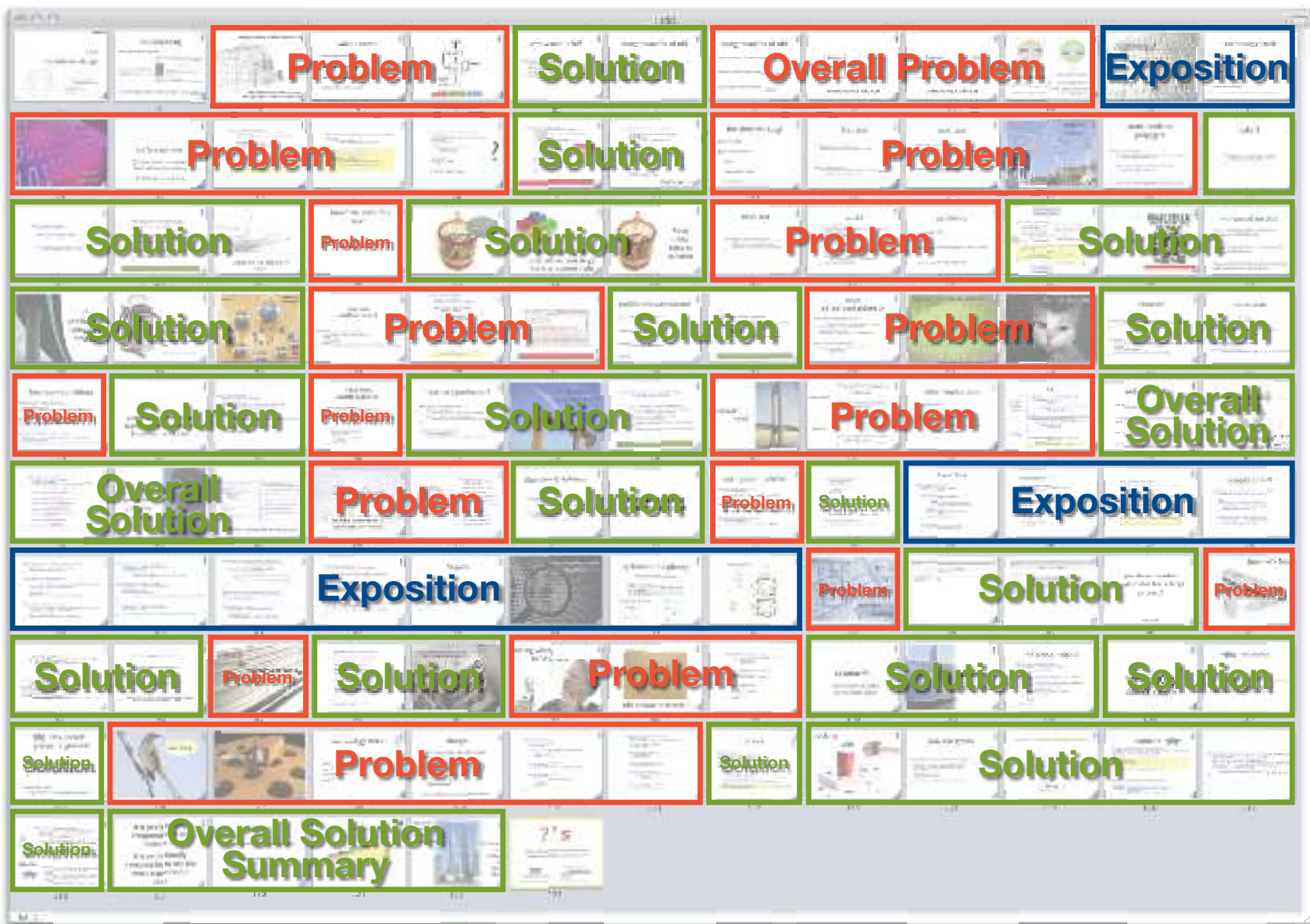
# Technical Narrative?

Overall problem





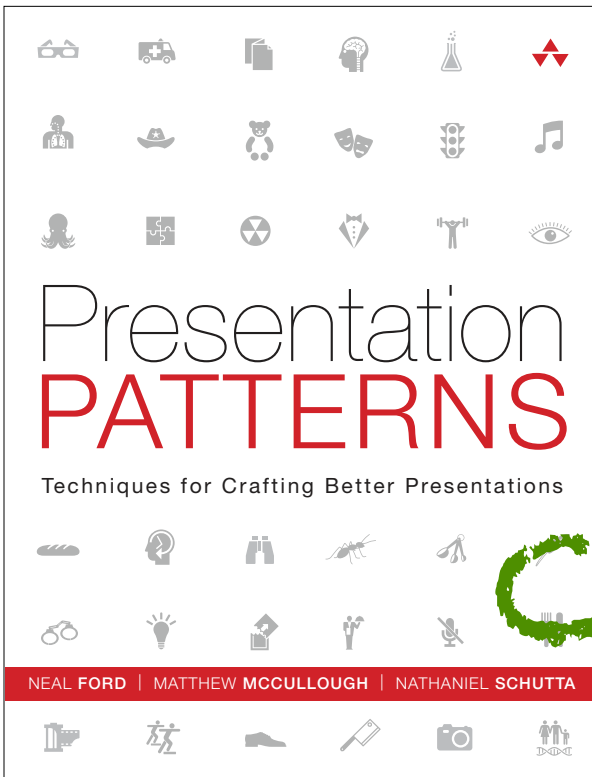




# Presentation Patterns

Building Blocks for Perfect Presentations

**Creativity Patterns:**



Concurrent Creatio





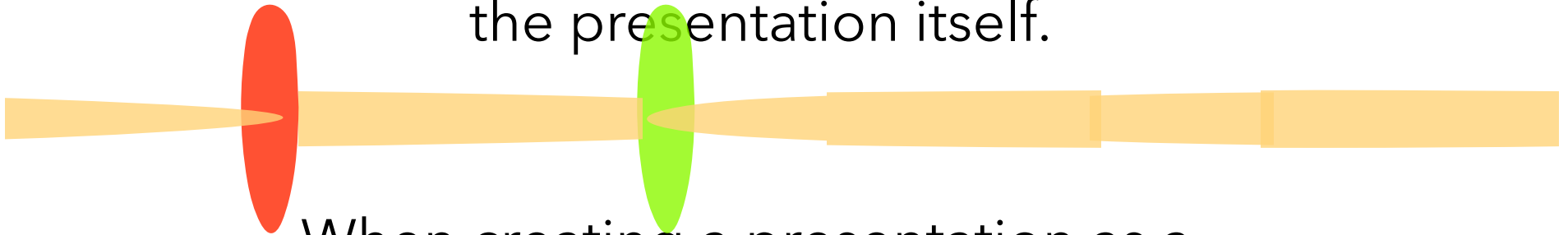
# Concurrent Creation

Don't feel compelled to create your presentation materials in the same order as the presentation itself.

# Concurrent Creation

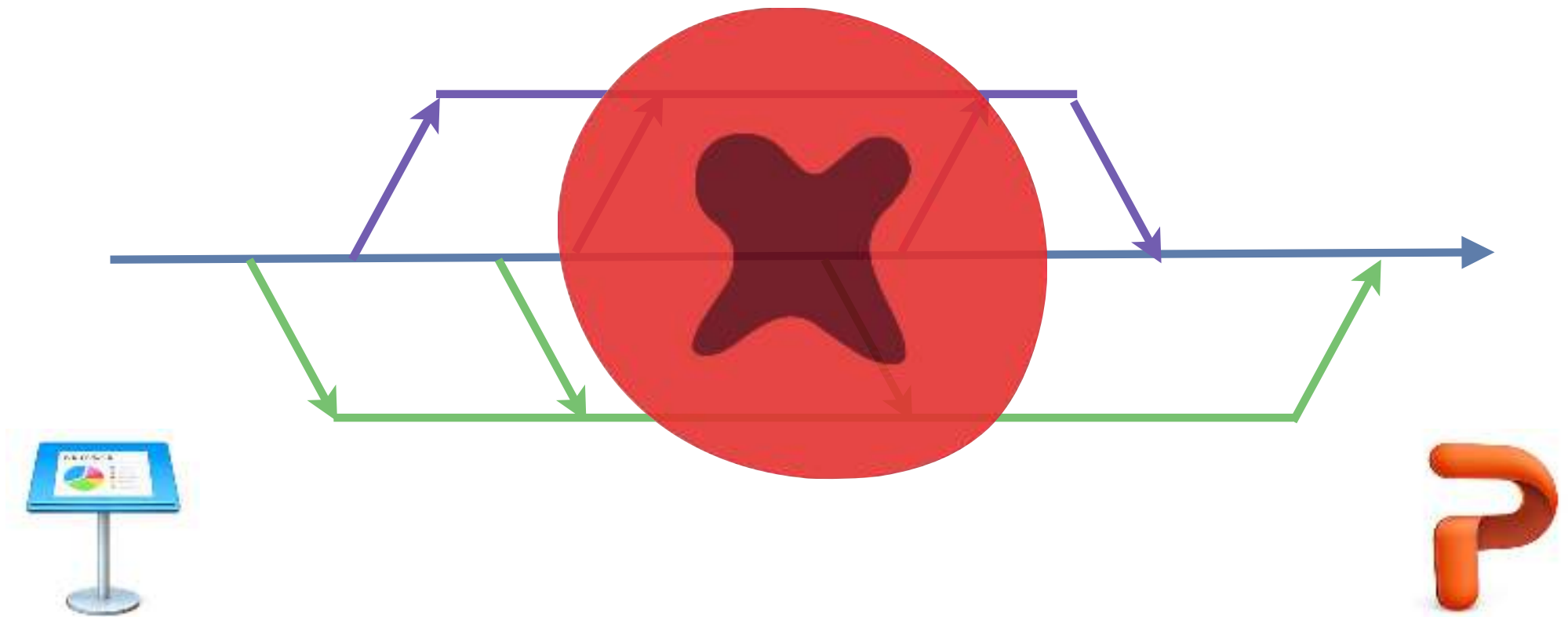


Don't feel compelled to create your presentation materials in the same order as the presentation itself.

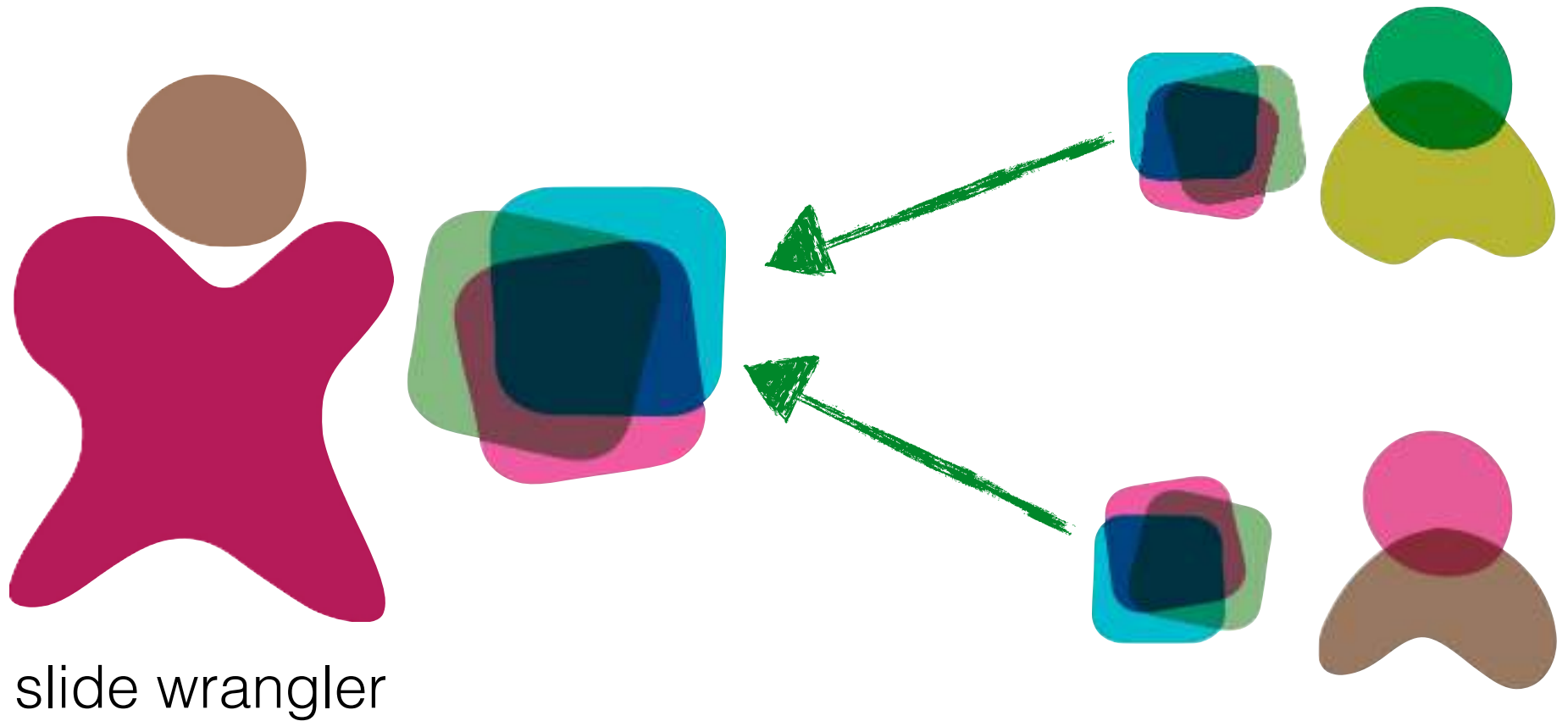


When creating a presentation as a group, follow certain practices to retain sanity.

When creating a presentation as a group, follow certain practices to retain sanity.



# Sanity-saving Practices



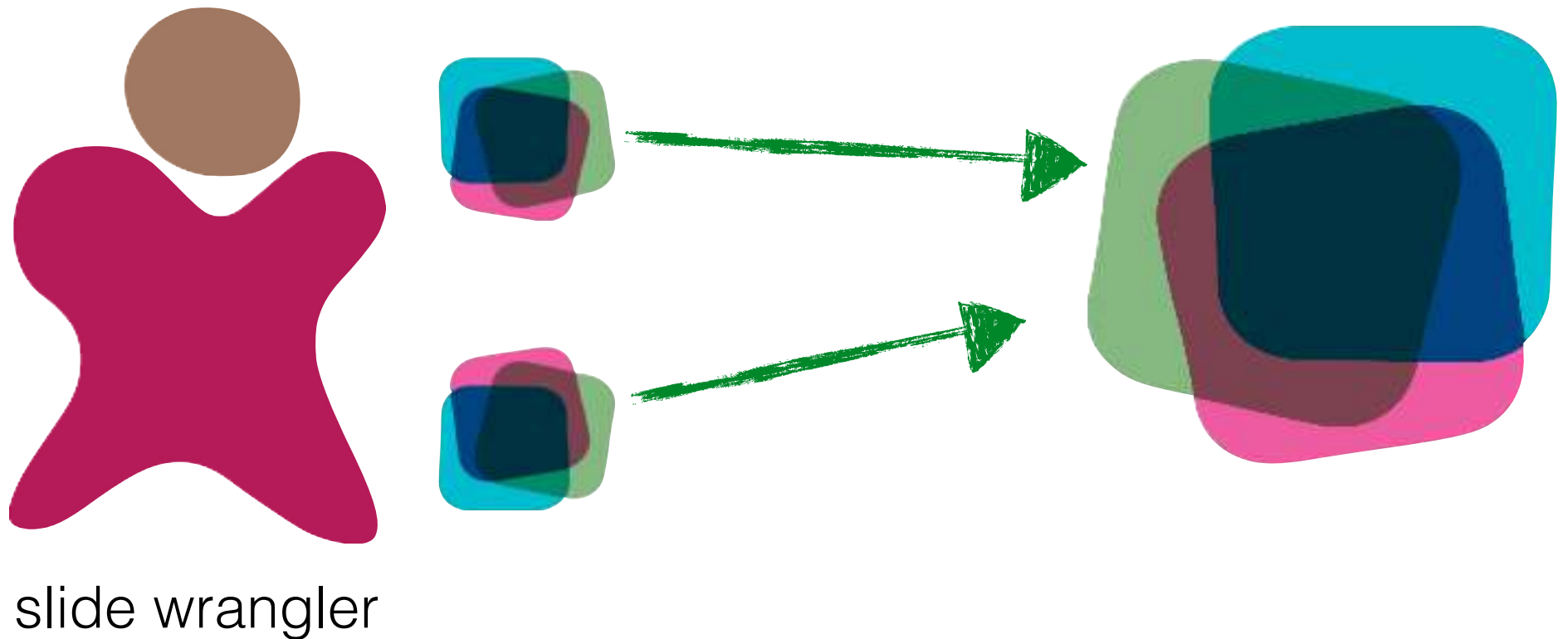
# Sanity-saving Practices



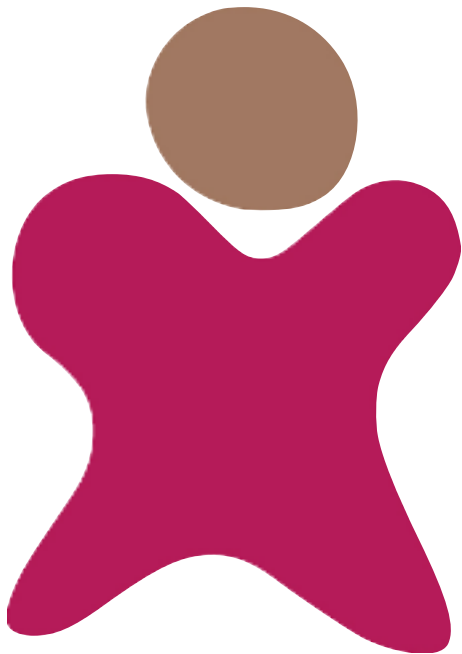
# Sanity-saving Practices



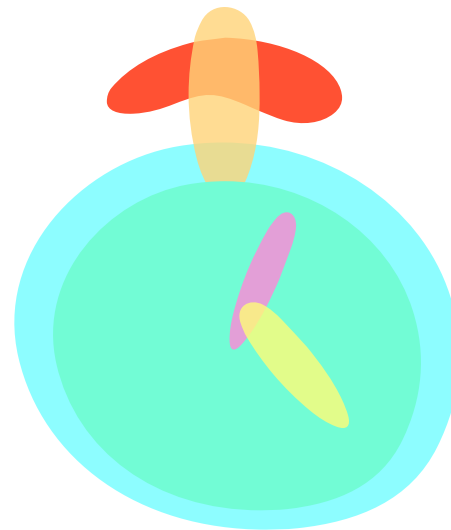
# Sanity-saving Practices



# Set a Deadline (with Teeth)

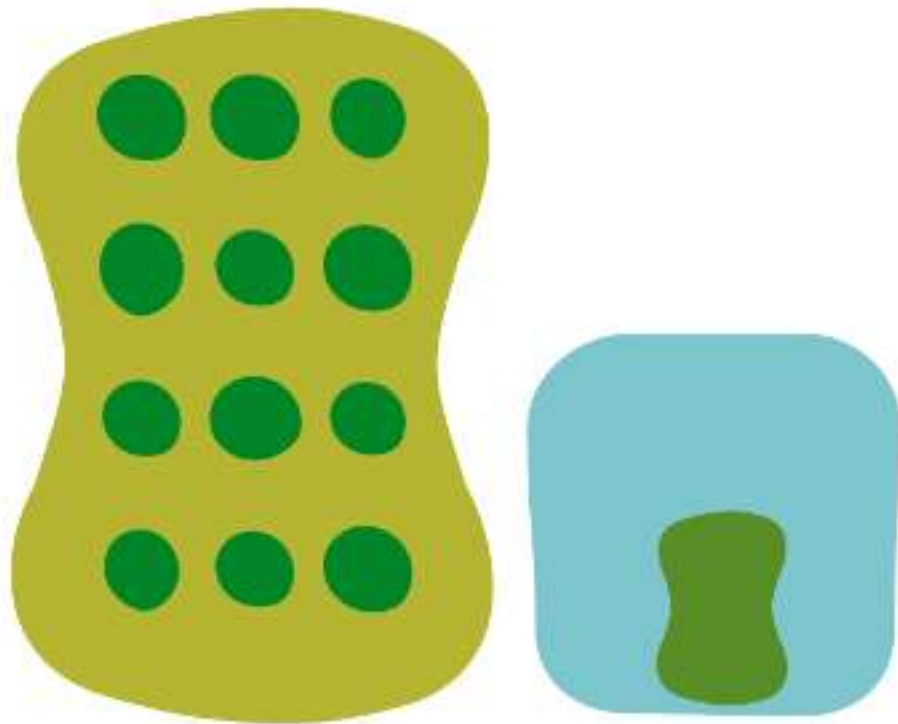


slide wrangler





# Known Uses

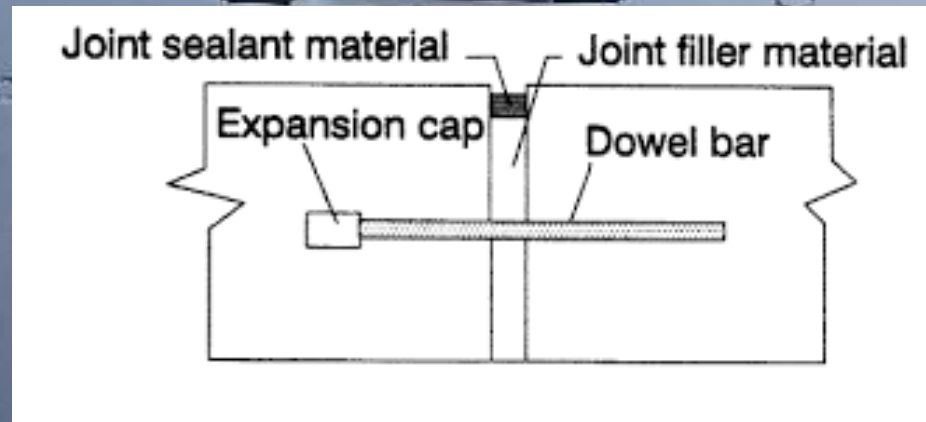


every  
corporation  
everywhere!

# Expansion Joints

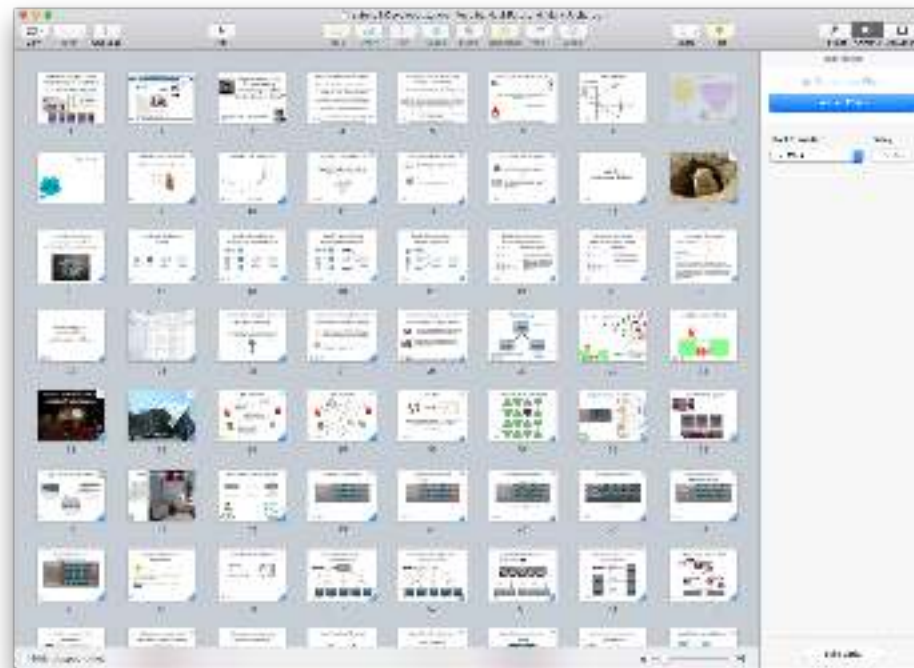
Also know as:  
Goldilocks; Short, Medium, Long

# Implicit versus Explicit

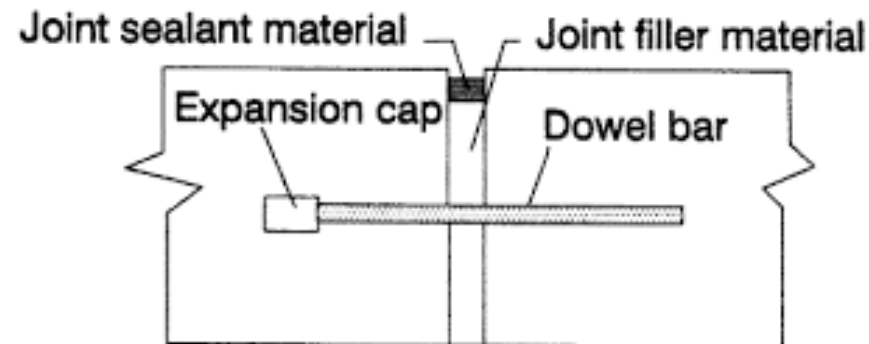


# Implicit Expansion Joints

practice skipping gracefully



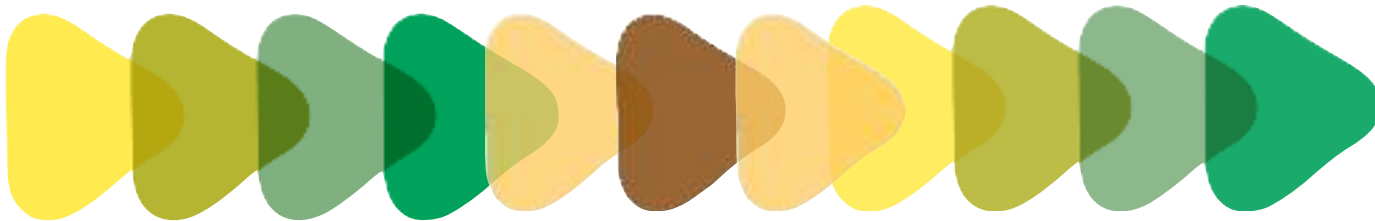
# Implicit versus Explicit



# Explicit Expansion Joints

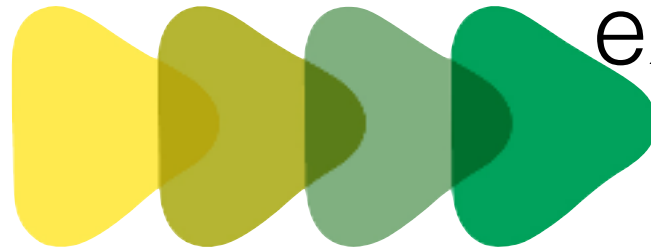


makes sense within  
the Narrative Arc

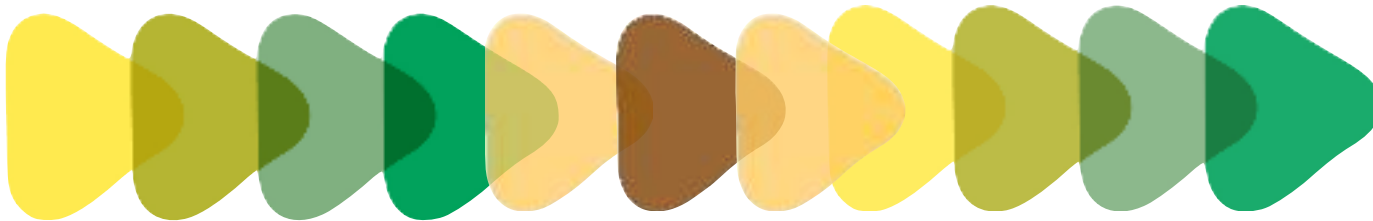


same (or closely related)  
Unifying Visual Theme

# multi-purpose



executives

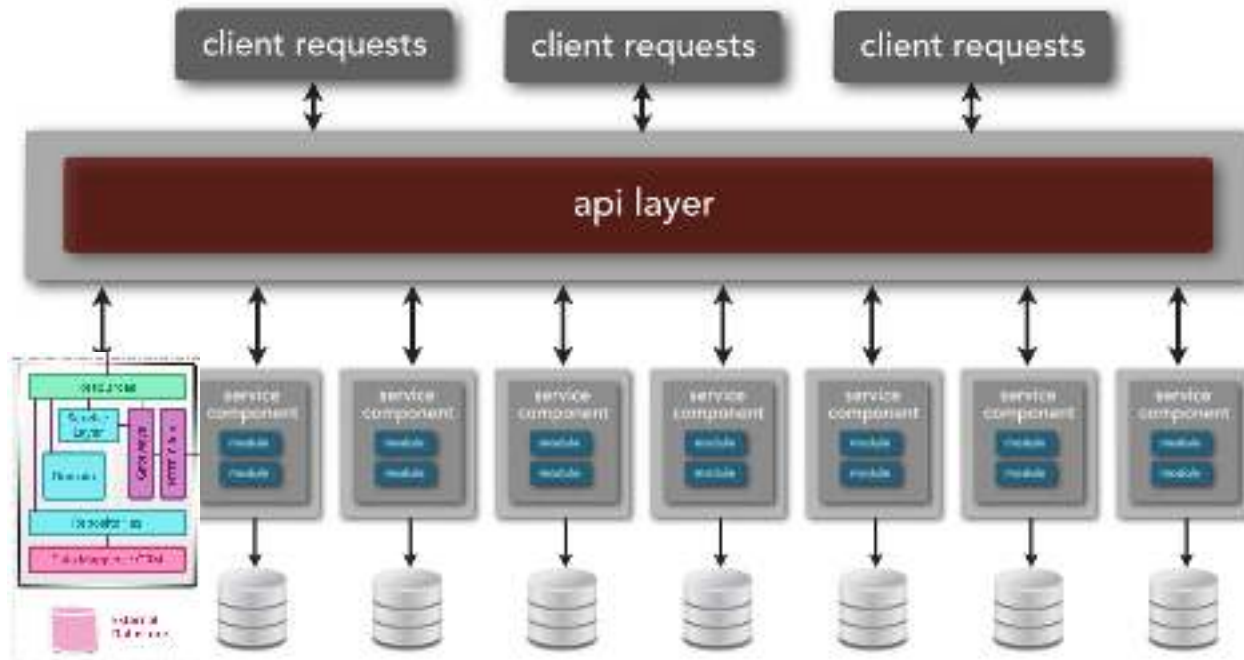


management

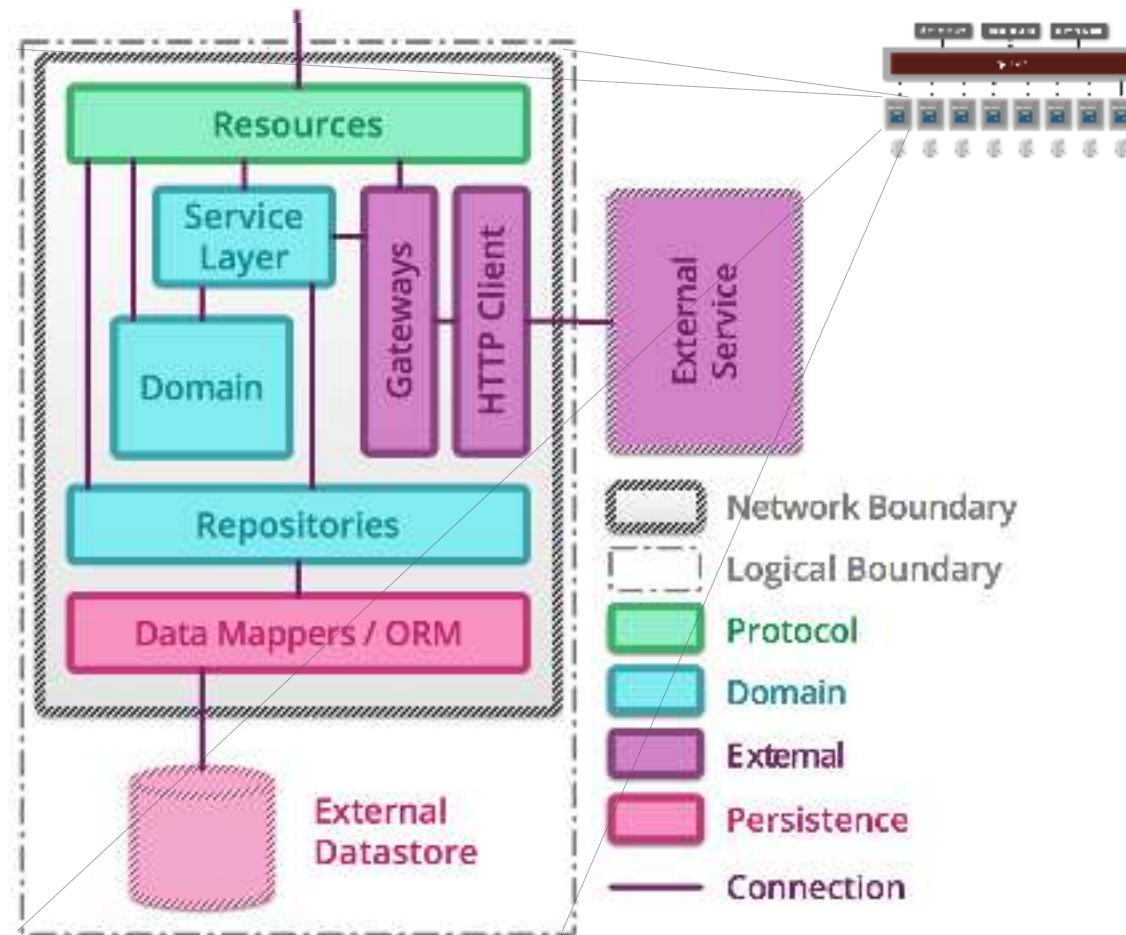




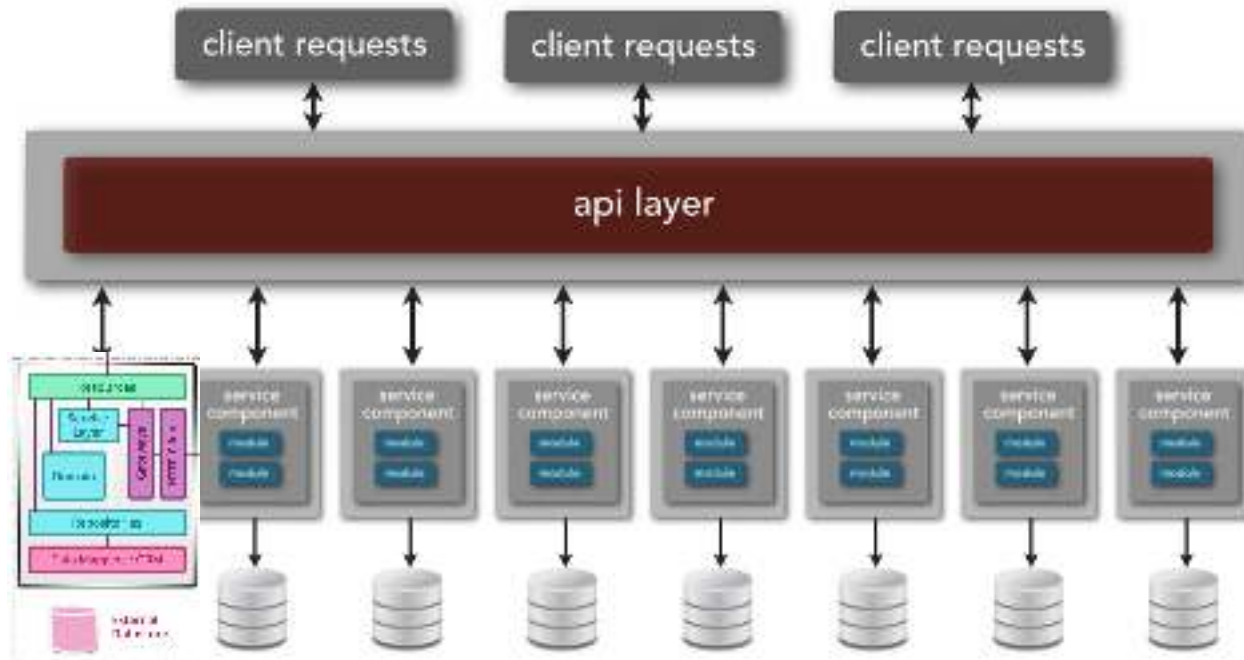
# representational



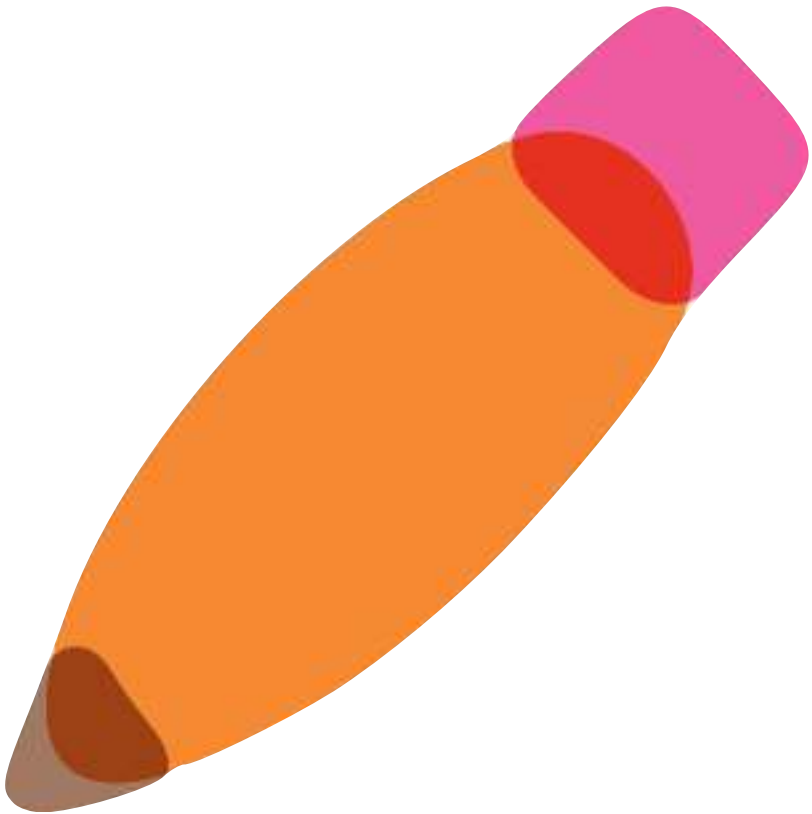
# representational



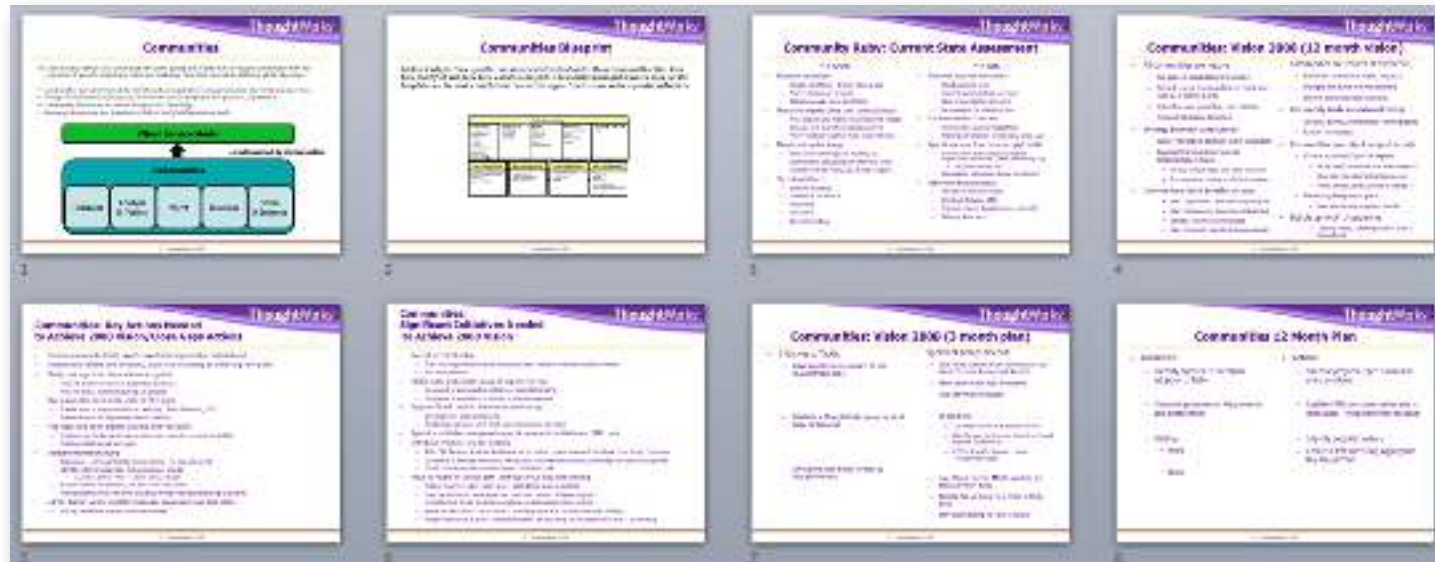
# representational



creation



# Cookie Cutter



most  
X  
some ideas > 1  
slide

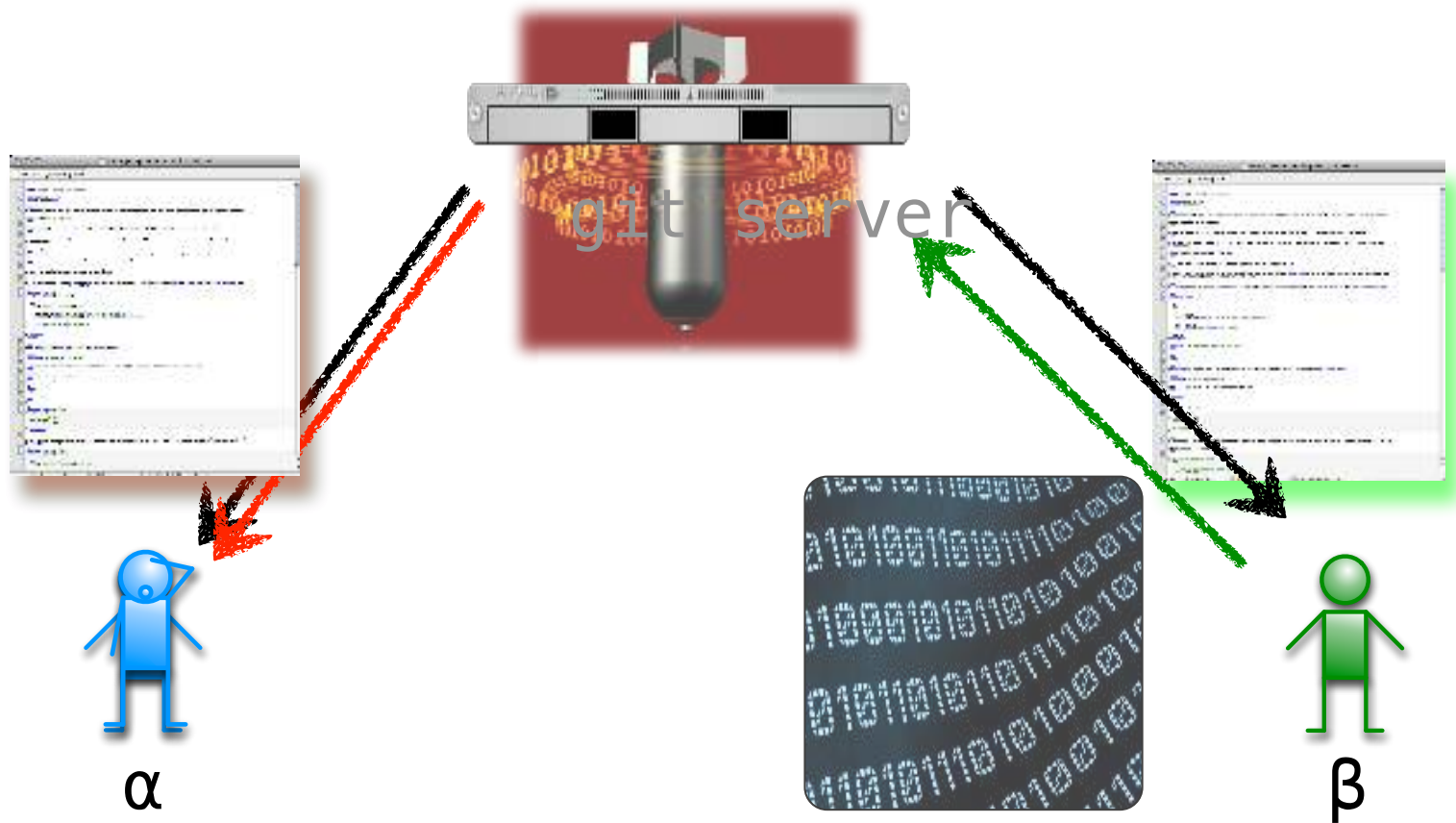
don't allow the  
tool to alter the  
message

auto-size text

evil!

evil!

# git magic



# git magic



git server



1. undo disastrous checkout
2. save changes to local stash



$\alpha$



3. create local branch
4. push stash to local branch



$\beta$

# git magic



git server  
5. push local  
branch to  
remote branch



$\alpha$



$\beta$

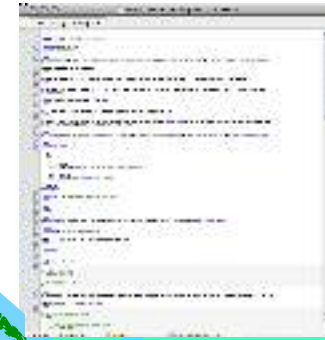


# git magic



git server

7. stash recent changes
8. checkout remote branch



$\alpha$

9. fix it!

10. check into main

11. unstash & get back to work



$\beta$



1



3



4



2

## Communities: Significant Initiatives Needed to Achieve 2008 Vision

ThoughtWorks

- Recruit technical writers
  - Turn over capabilities content writing and sales material writing to technical writers
  - Full time positions
- Global leads and smaller group of experts full time
  - In support of communities, initiatives, external branding
  - In support of mentoring at specific projects by request
- Support Global Leads to become external facing
  - Development, opportunities, etc
  - Find billable advisory work (high value consultancy services)
- Special non billable time given to specific community initiatives on TBD basis
- Introduce 'Mentor' role for projects
  - PMs, CAs, Testers, Analysts, Architects, etc to visit at project's request for advice / mentoring / direction
  - In support of Delivery Assurance, introduction of consistent practices, knowledge increase & role growth
  - Should have immediate positive impact on delivery risk
- Move to model of 'critical path' staffing versus long term staffing
  - Pool of experts in each technology, not staffed long term on projects
  - They're staffed for 'critical periods' and then move to different projects
  - Frees them to act as mentors on multiple projects during critical periods
  - Moves us away from 'usual suspect' staffing (only X and Z can do this type of thing) –
  - People that can do it aren't being challenged – we just bring on the experts full time – not working

floodmark

"hard"

bullet-riddle

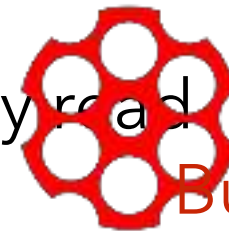
cookie

# Why So Many Bullets?

- Both presenters and audience expect it.
- Title + Bullets is often the default template.
- Inexperienced speaker's rely on bullets as speaker notes
- Easy to bang together in a conference room while > 4 people are talking

# When a Slide Full of Text Appears

- Everyone in the audience
- Reads the entire thing right away
- You can't help it
- Now, the presenter spends the next five minutes
- slowly reading what you've already read



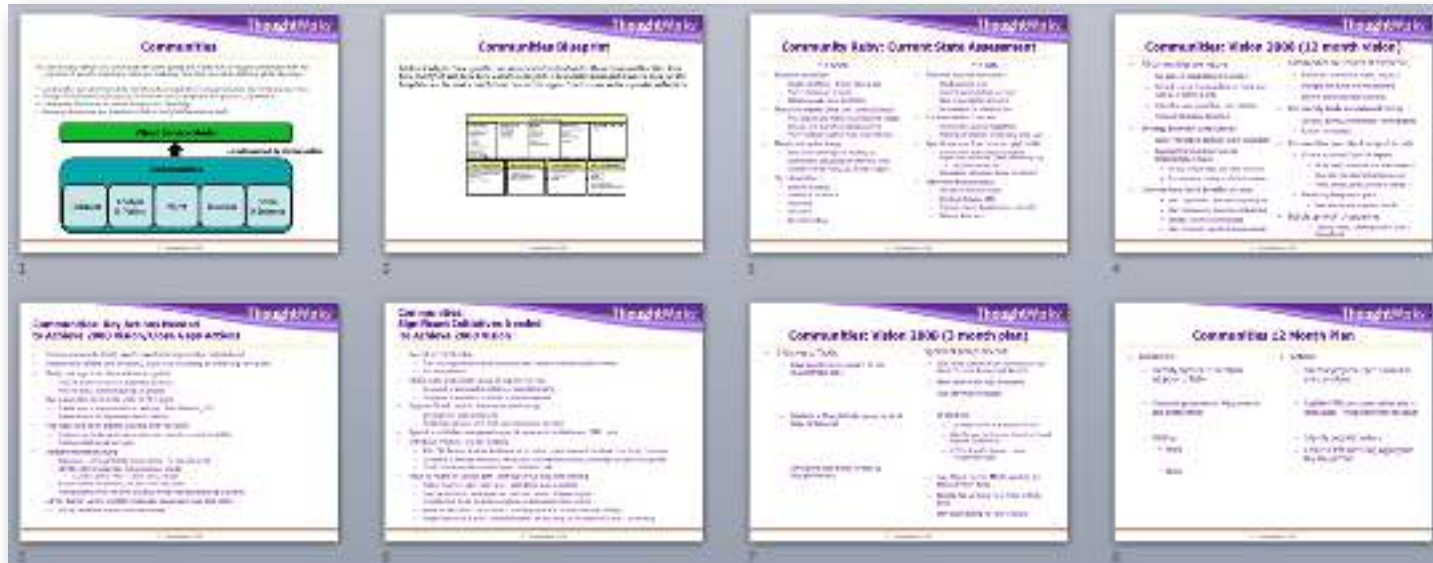
Bullet Riddled Corps



*When showing a slide, pause for a moment to allow the audience to read it before you continue.*

- Multiple terrible presentation guides

# Cookie Cutter



most  
~~some~~ ideas > 1  
 slide

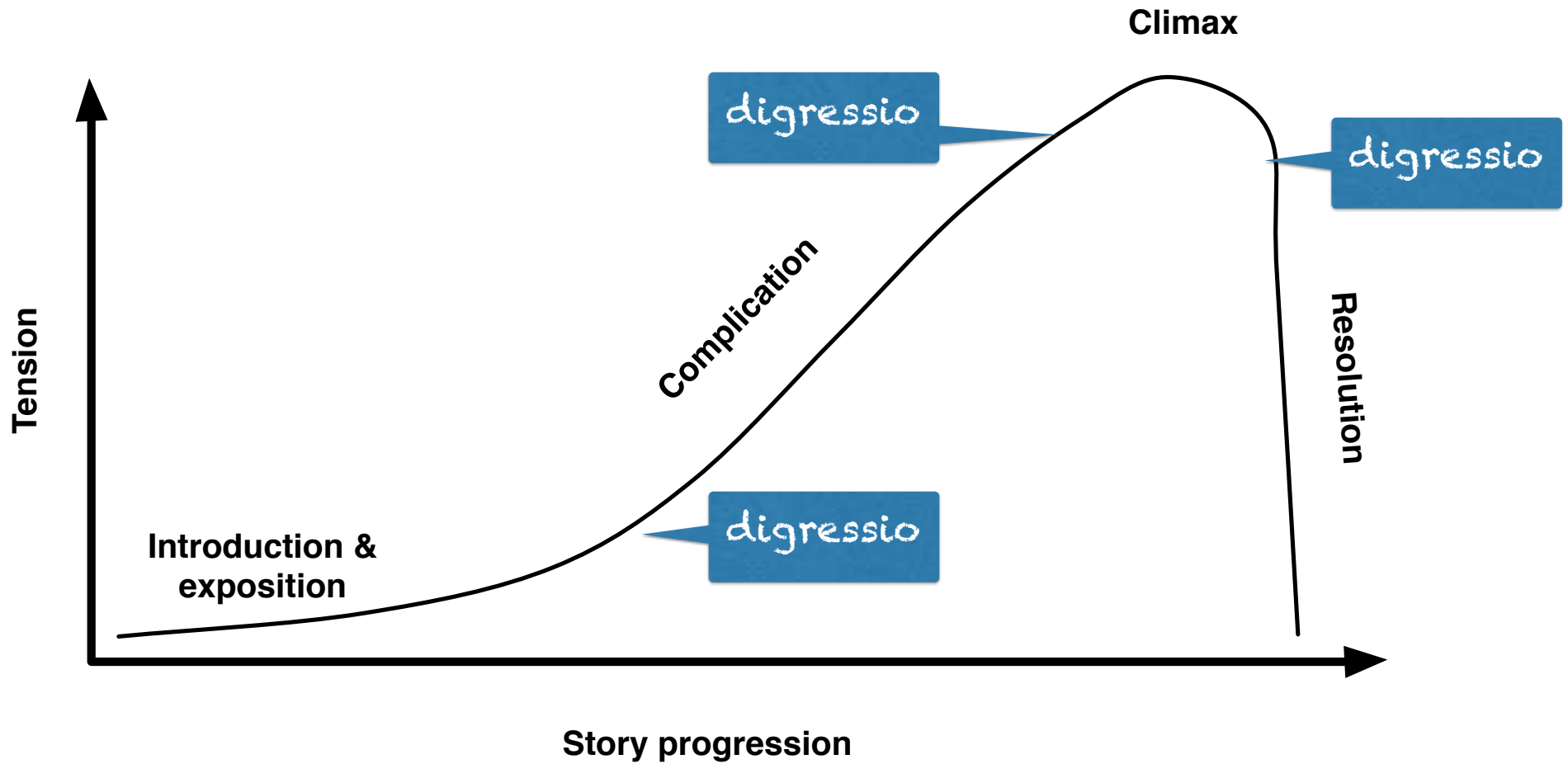
Backtracking

auto-size text  
 evil!

don't allow the  
 tool to alter the  
 message

evil!

# Backtracking





# Comedians



# Presentation Patterns

Building Blocks for Perfect Presentations

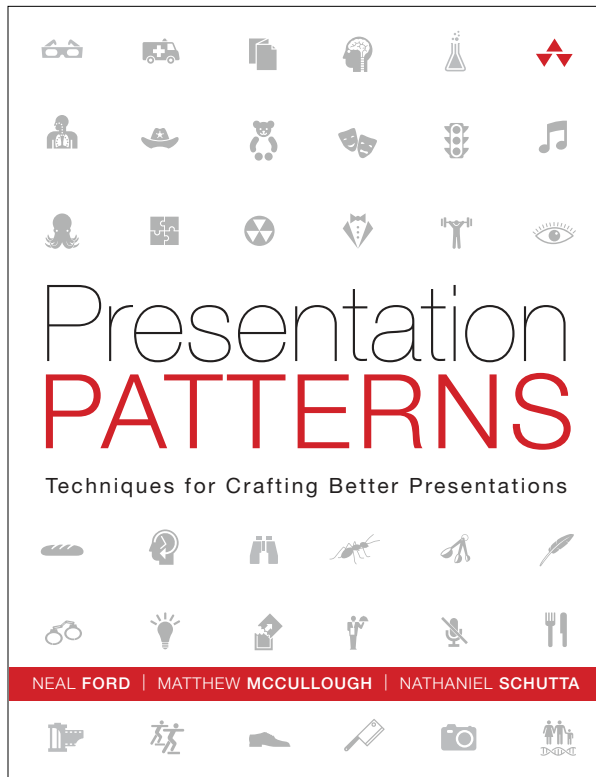
**Slide Creation Patterns:**

**Floodmarks**



Also know as:

Death by Advertising, Marketing Mania, Kudzu Log



floodmark

floodmark

# Floodmarks

Floodmarks represent extraneous background imagery featured on every slide.

k

floodmark

floodmark

m

r

floodmark

floodmark

t

floodmark

a

w

floodmark

floodmark



**NETWORLD  
+ INTEROP**

Where the  
World's Leading IT  
and Networking  
Events Connect  
**ATLANTA**

**COMDEX**

# Building Web Services with Java

---

Neal Ford

CTO, The DSW Group, Ltd.

Tuesday, September 10, 2002

The  
**DSW**  
Group, Ltd.

# Floodmarks as Constraint

The image displays a series of nine presentation slides from ThoughtWorks, detailing a strategic plan for the Ruby community. The slides are arranged in a 3x3 grid and numbered 1 through 9.

- Slide 1: Vision 2008** - Vision for Ruby Community
- Slide 2: Communities** - Diagram showing the Community Model and Communities components.
- Slide 3: Communities Blueprint** - Table outlining the blueprint for the Ruby community.
- Slide 4: Community Ruby: Current State Assessment** - Table assessing the current state of the Ruby community.
- Slide 5: Communities: Vision 2008 (12 month vision)** - Table outlining the 12-month vision for the Ruby community.
- Slide 6: Communities: Key Actions Needed to Achieve 2008 Vision/Close Gaps/Address** - Table listing key actions needed to achieve the 2008 vision.
- Slide 7: Communities: Significant Initiatives Needed to Achieve 2008 Vision** - Table listing significant initiatives needed to achieve the 2008 vision.
- Slide 8: Communities: Vision 2008 (3 month plan)** - Table outlining the 3-month plan for the Ruby community.
- Slide 9: Communities 12 Month Plan** - Table outlining the 12-month plan for the Ruby community.



## Communities: Significant Initiatives Needed to Achieve 2008 Vision

ThoughtWorks®

- Recruit technical writers
  - Turn over capabilities content writing and sales material writing to technical writers
  - Full time positions
- Global leads and smaller group of experts full time
  - In support of communities, initiatives, external branding
  - In support of mentoring at specific projects by request
- Support Global Leads to become external facing
  - Development, opportunities, etc
  - Find billable advisory work (high value consultancy services)
- Special non billable time given to specific community initiatives on TBD basis
- Introduce 'Mentor' role for projects
  - PMs, CPs, Testers, Analysts, Architects, etc to visit at project's request for advice / mentoring / direction
  - In support of Delivery Assurance, introduction of consistent practices, knowledge increase & role growth
  - Should have immediate positive impact on delivery risk
- Move to model of 'critical path' staffing versus long term staffing
  - Pool of experts in each region aren't staffed long term on projects
  - They're staffed for 'critical periods' and then move to different projects
  - Frees them to act as mentors on multiple projects during critical periods
  - Moves us away from 'usual suspect' staffing (only X and Z can do this type of thing)
  - People that can do it aren't being challenged – we just bring on the experts full time – not working

Communities:  
Significant Initiatives Needed  
to Achieve 2008 Vision

ThoughtWorks®

---

- Recruit technical writers
  - Turn over capabilities content writing and sales material writing to technical writers
  - Full time positions
- Global leads and smaller group of experts full time
  - In support of communities, initiatives, external branding
  - In support of mentoring of specific projects by request
- Support Global Leads to become external facing
  - Development, opportunities, etc.
  - Find billable advisory work (high value consultancy services)
- Special non billable time given to specific community initiatives on TBD basis
- Introduce 'Mentor' role for projects
  - QA, QA, Testers, Analysts, Architects, etc to visit at project's request for advice / mentoring / direction
  - In support of Delivery Assistance, introduction of consistent practices, knowledge increase & role growth
  - Should have immediate positive impact on delivery risk
- Move to model of 'critical path' staffing versus long term staffing
  - Pool of experts in each region aren't staffed long term on projects
  - They're staffed for 'critical periods' and then move to different projects
  - Press them to act as mentors on multiple projects during critical periods
  - Moves us away from 'usual suspect' staffing (only A and B can do this type of thing)
  - People that can do it aren't being challenged - we just bring on the experts full time - not working

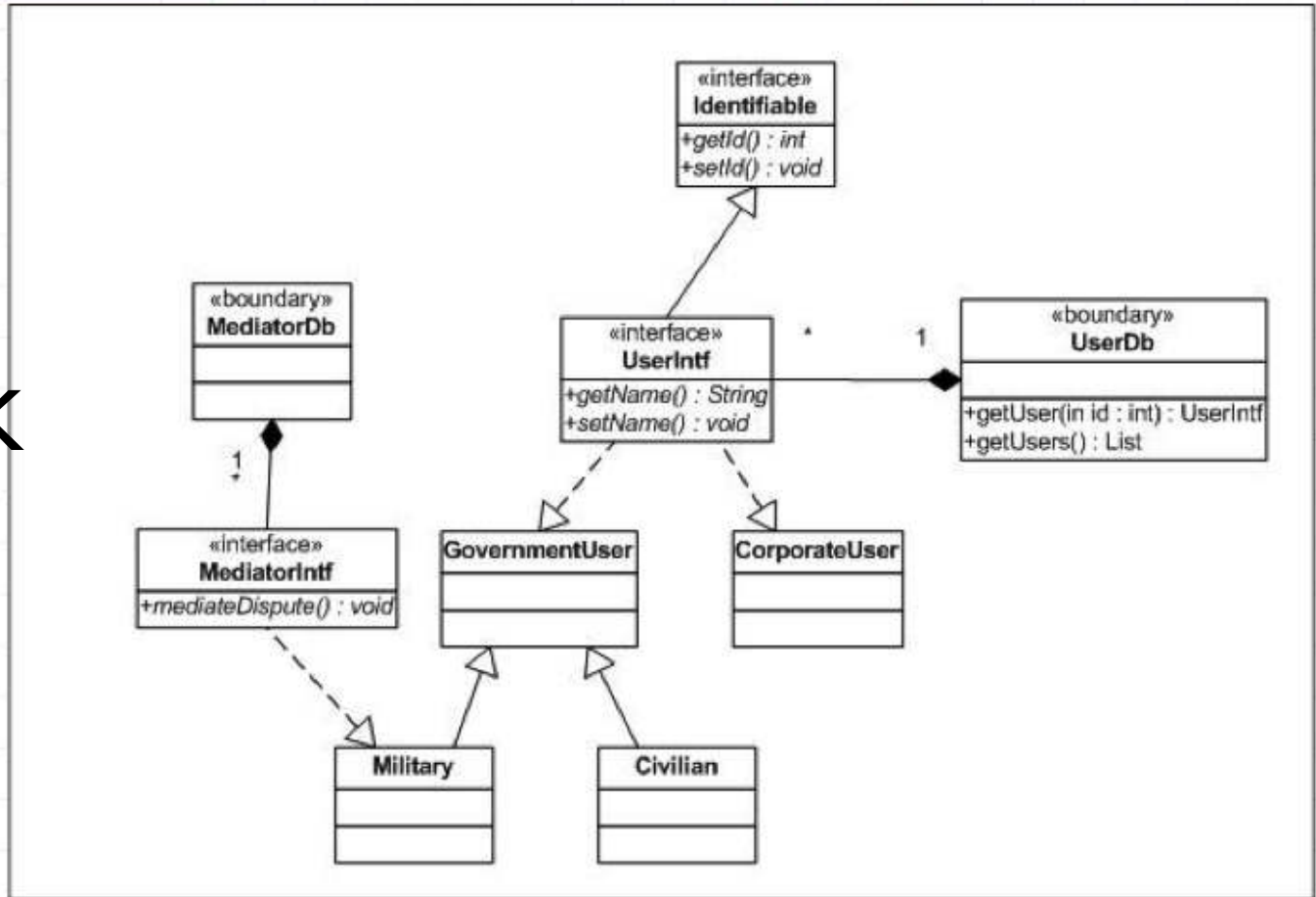
© ThoughtWorks, 2007

- Floodmark artificially compresses the headline.
- Lines at top and bottom artificially constrain information space.
- What happens to large images?
- Makes slide transitions obvious
- Copyright and company logo on each slide negates intended effect.



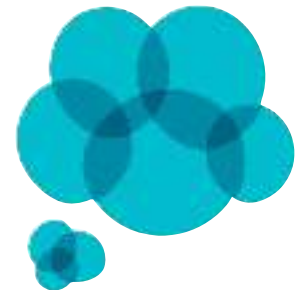
Charred Trail

## Use Interfaces for Decoupling





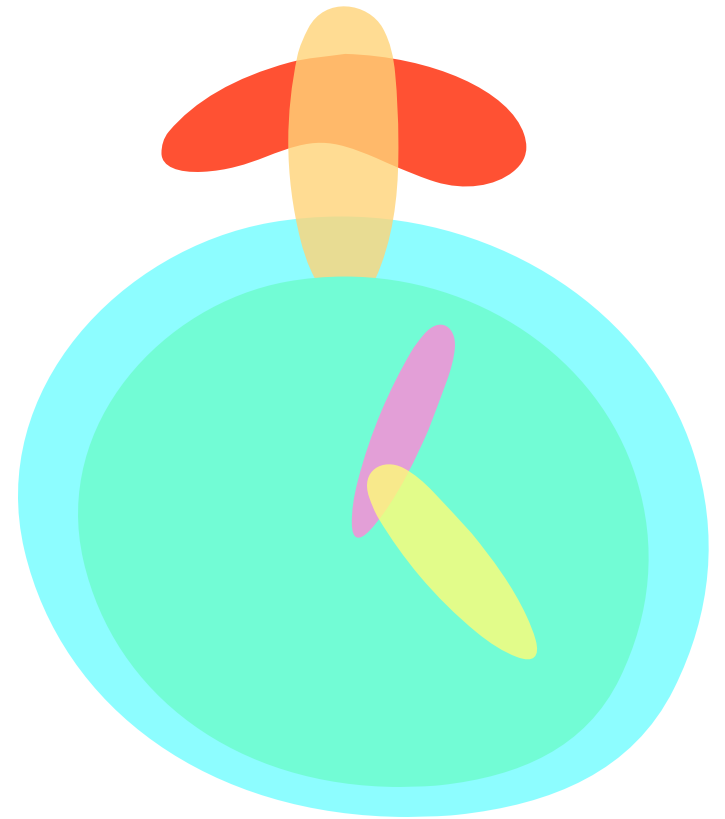
# Should You Ever Floodmark?



Anytime you want to *remind* your audience of branding



temporal



# Presentation



Presenter controls  
exposition rate.

## Slideument

# Infodeck



Reader controls  
exposition rate.

## Testing Strategies in a Microservice Architecture

ThoughtWorks®

There has been a shift in service based architectures over the last few years towards smaller, more focussed "micro" services. There are many benefits with this approach such as the ability to independently deploy, scale and maintain each component and parallelize development across multiple teams. However, once these additional network partitions have been introduced, the testing strategies that applied for monolithic in process applications need to be reconsidered.

Here, we plan to discuss a number of approaches for managing the additional testing complexity of multiple independently deployable components as well as how to have tests and the application remain correct despite having multiple teams each acting as guardians for different services.

**18 November 2014**



**Toby Clemson** is a developer at ThoughtWorks with a passion for building large scale distributed business systems. He has worked on projects in four continents and is currently based in New York.

My thanks to **Martin Fowler** for his continued support in compiling this infodeck. Thanks also to **Danilo Sato, Dan Coffman, Steven Lowe, Chris Ford, Mark Taylor, Praful Todkar, Sam Newman** and **Marcos Matos** for their feedback and contributions.

Hints for using this deck

<http://martinfowler.com/articles/microservice-testing>

# Best Compromise Slideument



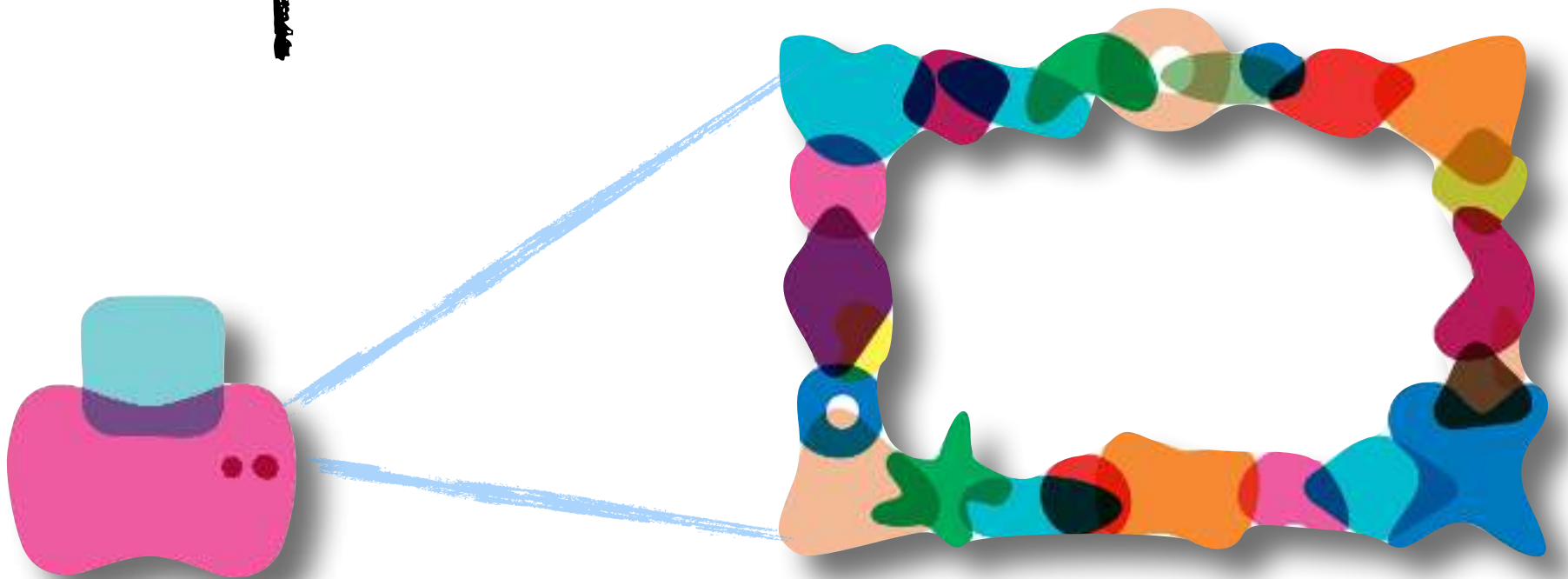
Four score and seven years  
ago our fathers brought forth  
on this continent a new nation,  
conceived in liberty, and

## Problems:

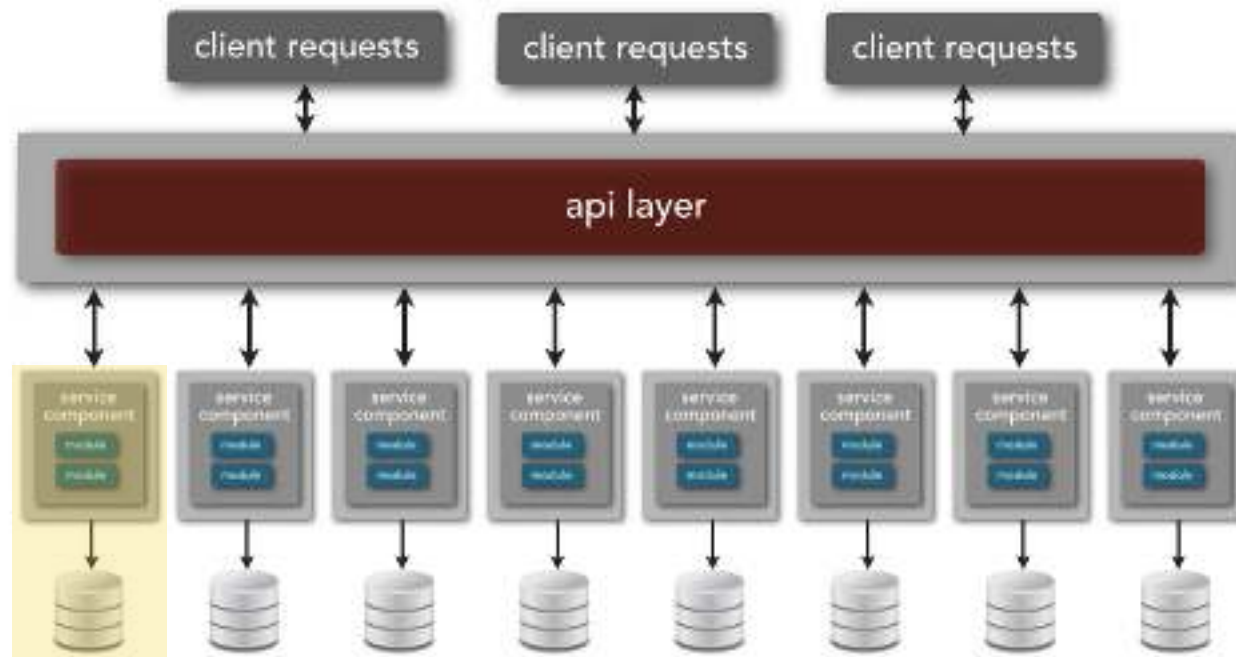
- mechanically difficult to write prose in speaker's notes
- people tends towards Bullet Riddled Corpse summaries

(this slide  
intentionally left  
blank)

# demos vs presentations

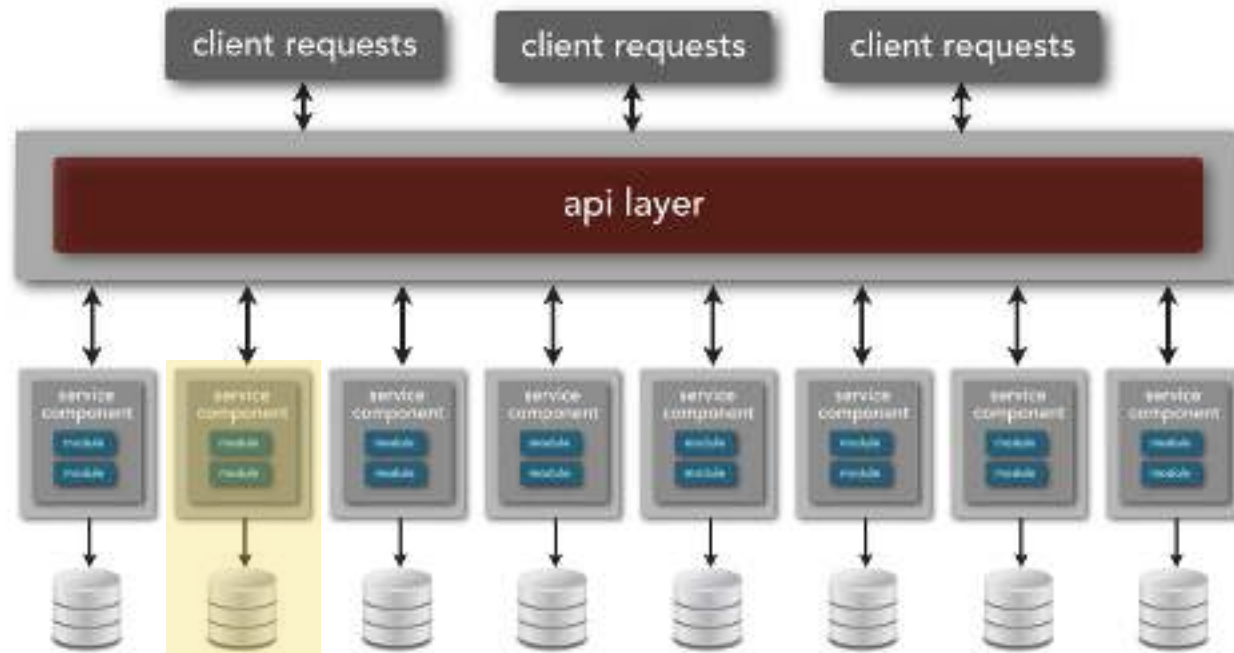


# traveling highlights

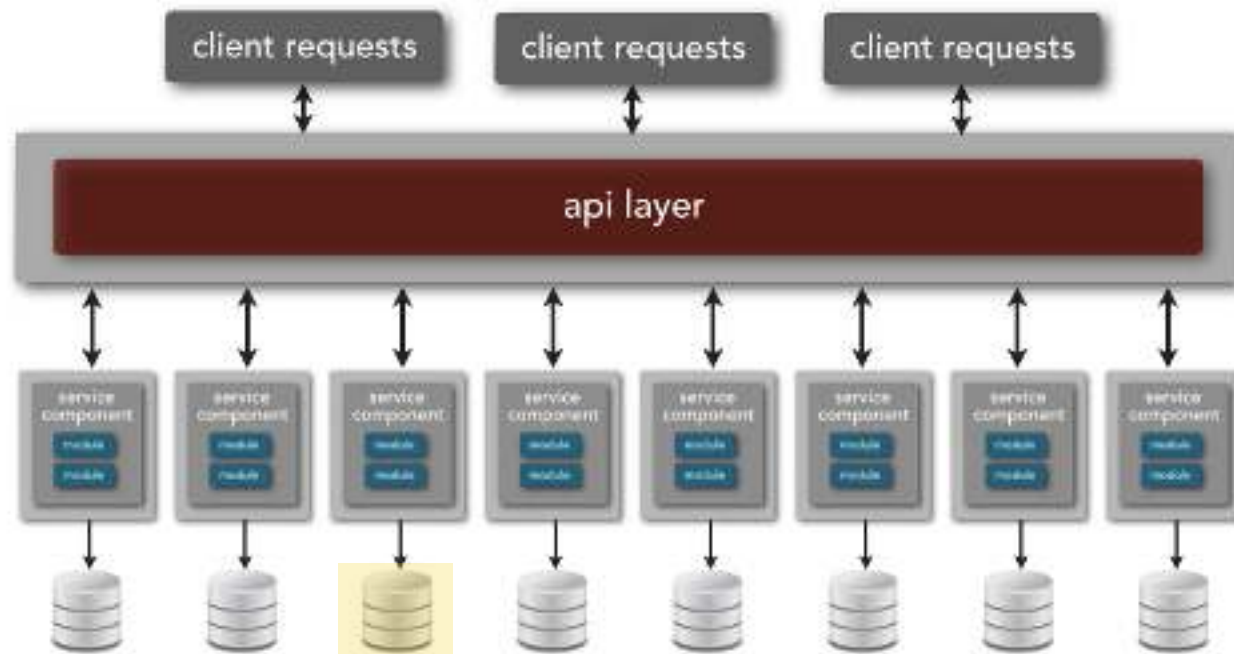




# traveling highlights

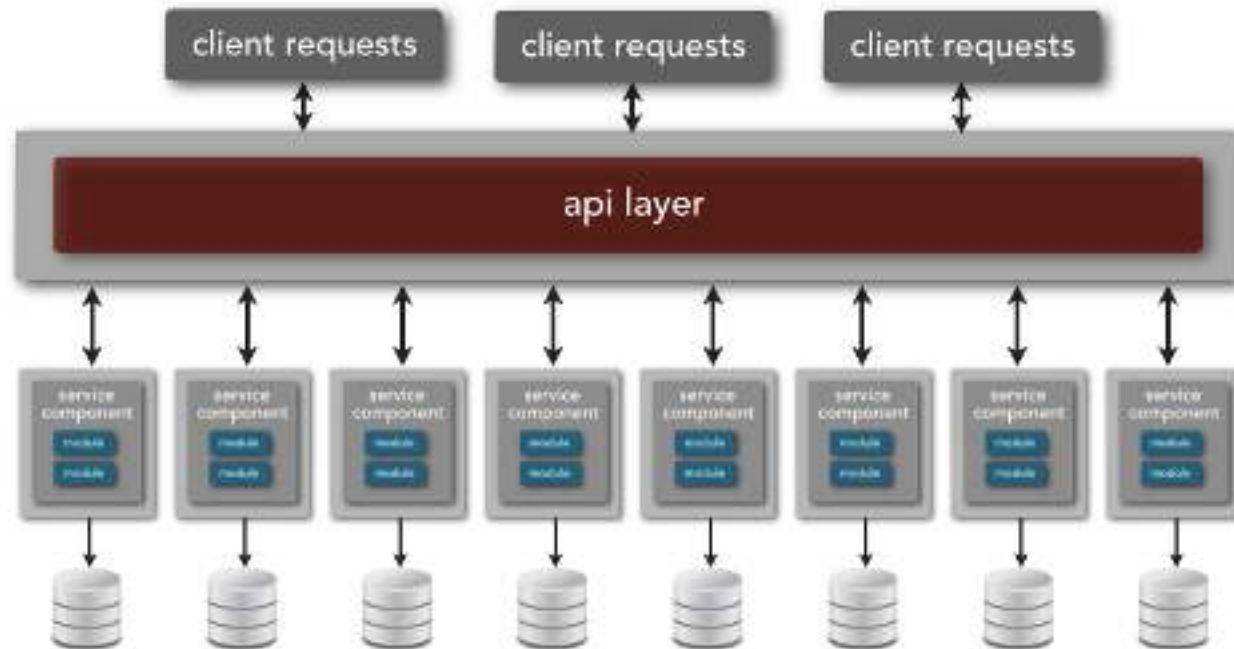


# traveling highlights

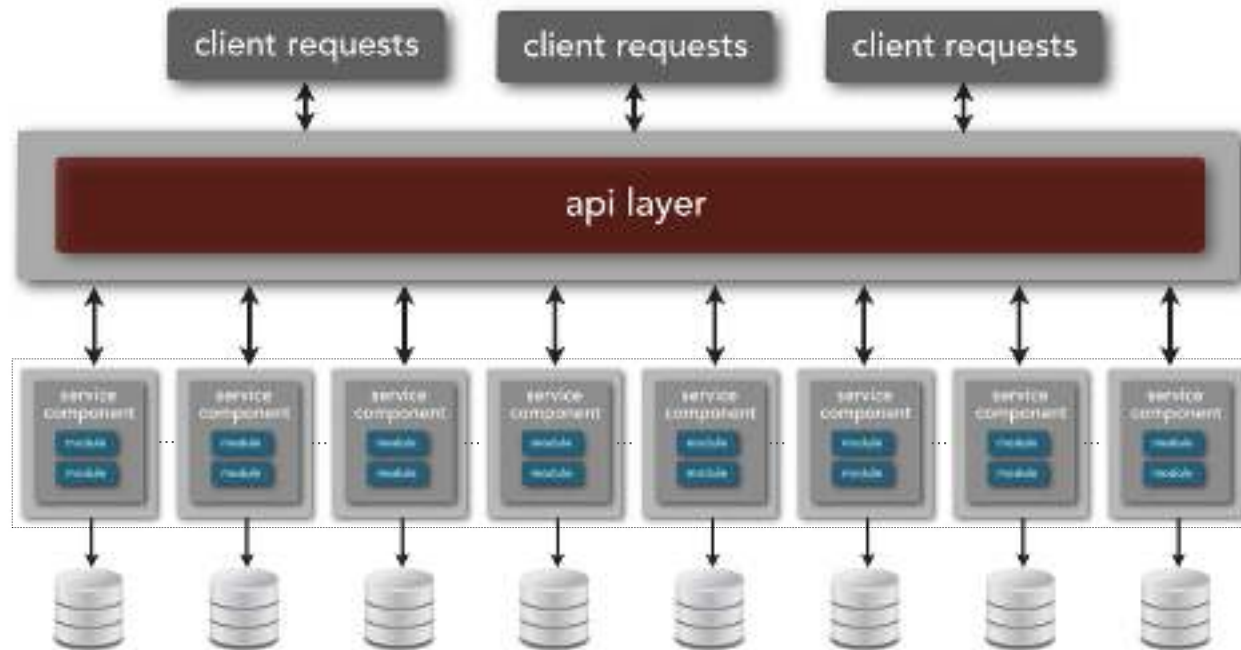




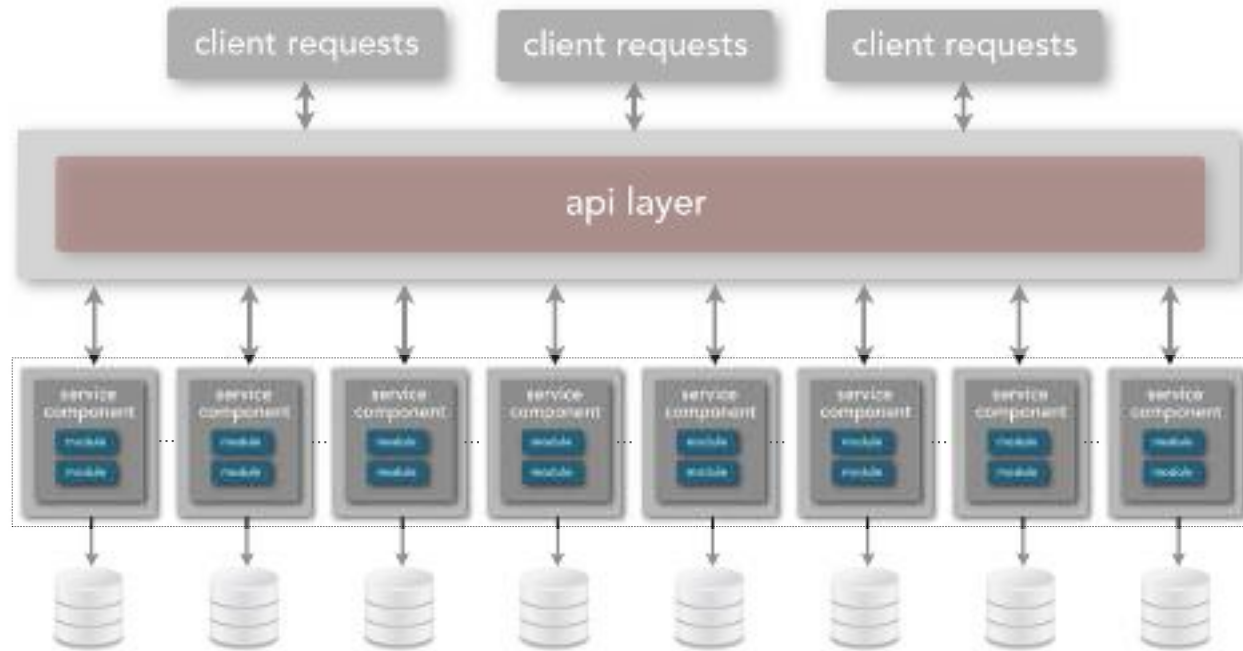
# dimensions



# dimensions

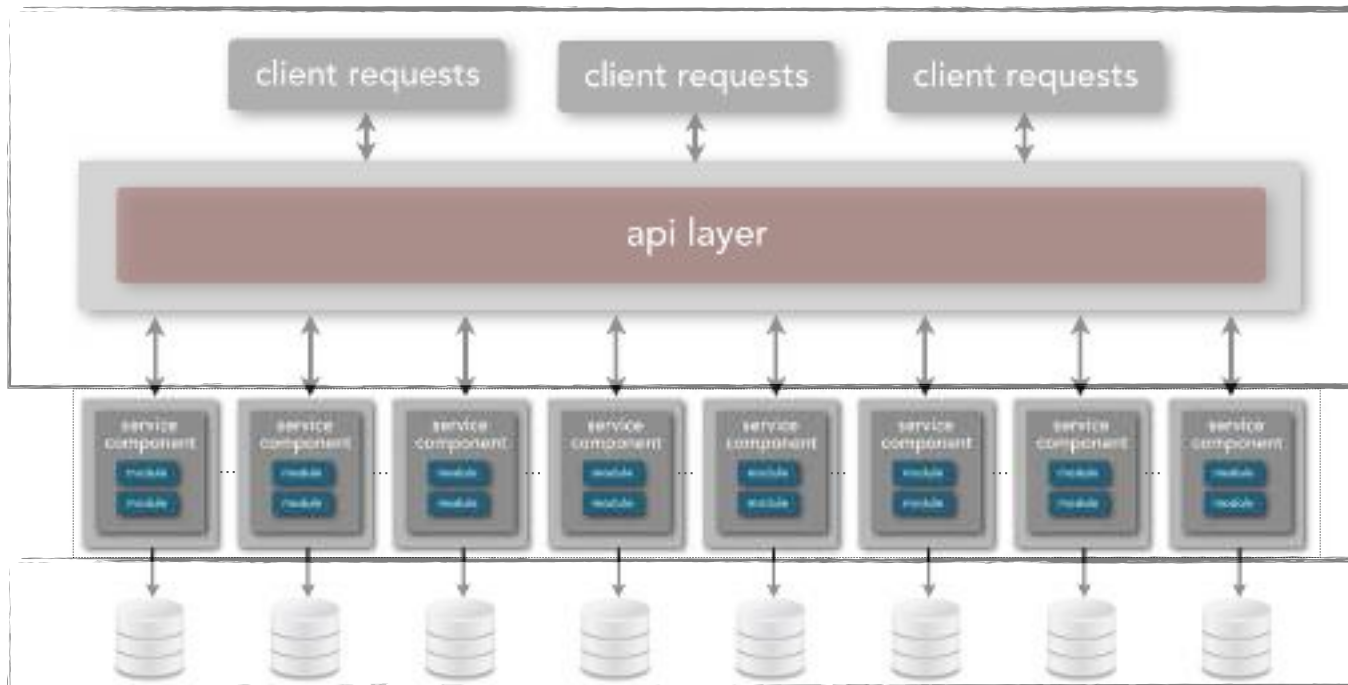


# dimensions

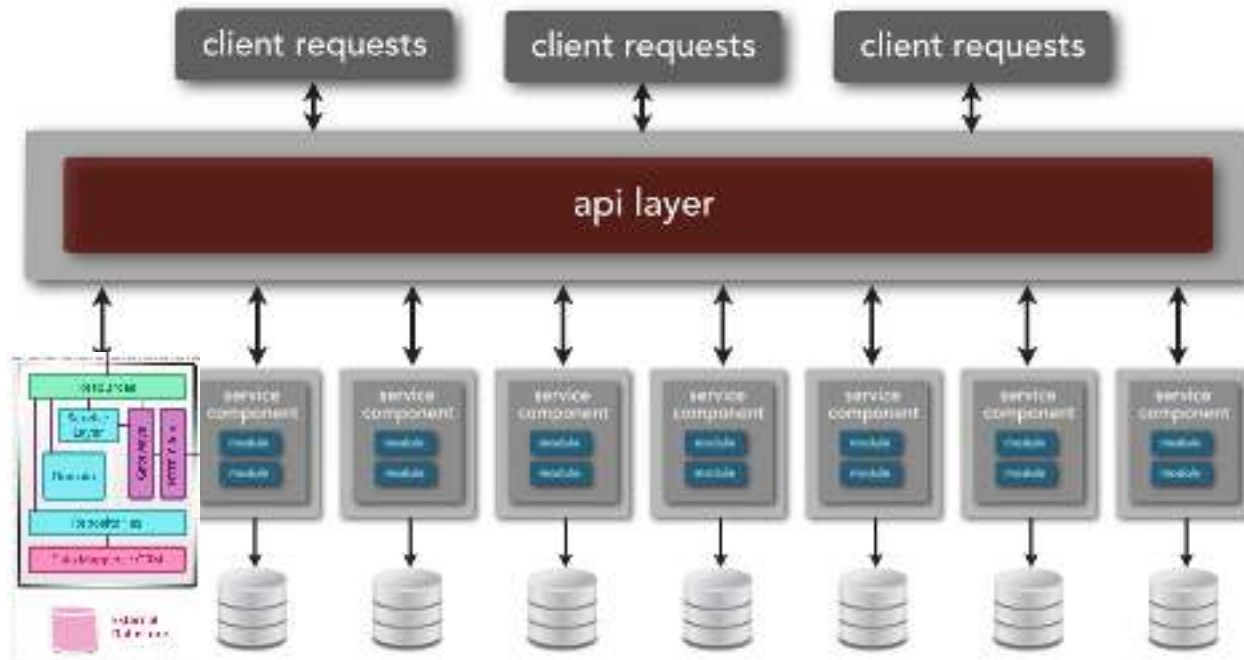


opacity shift

# dimensions

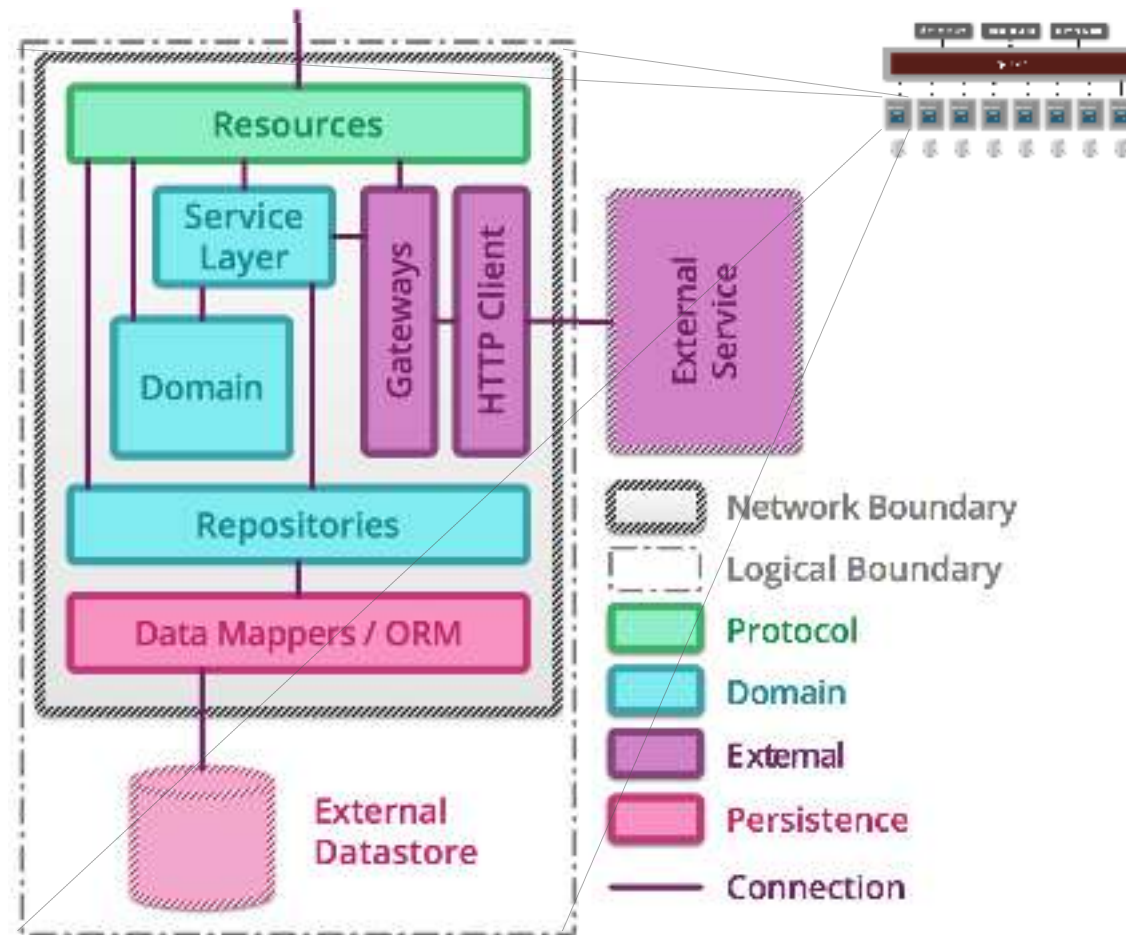


# representational

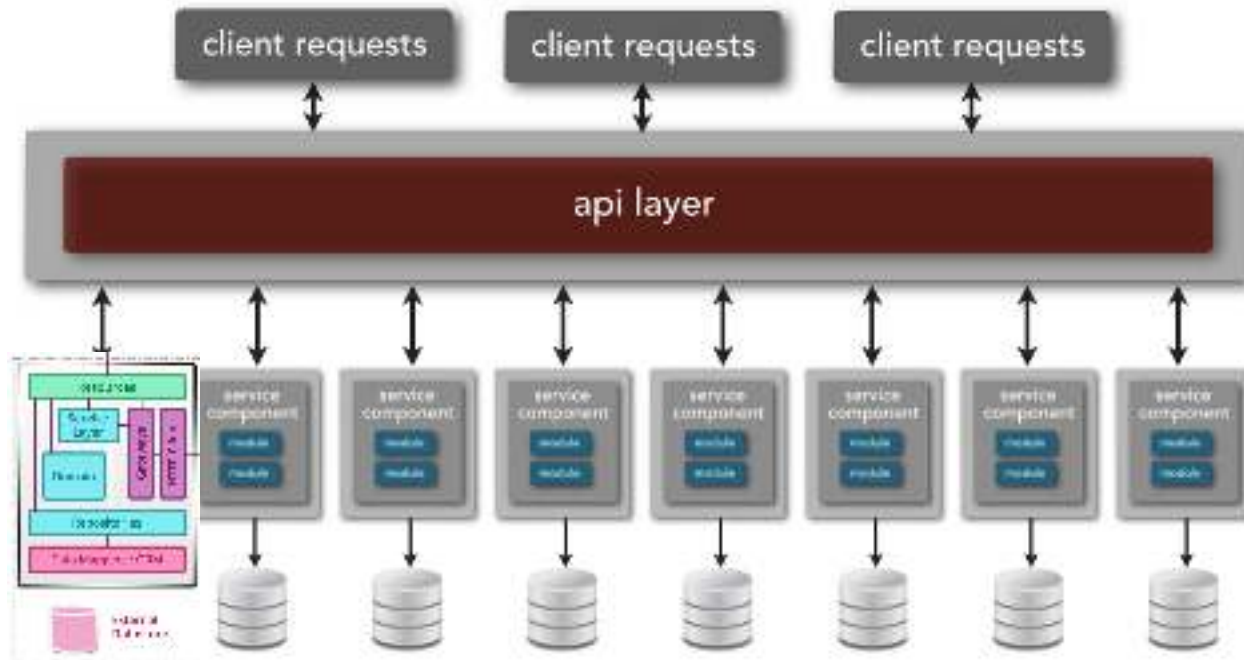




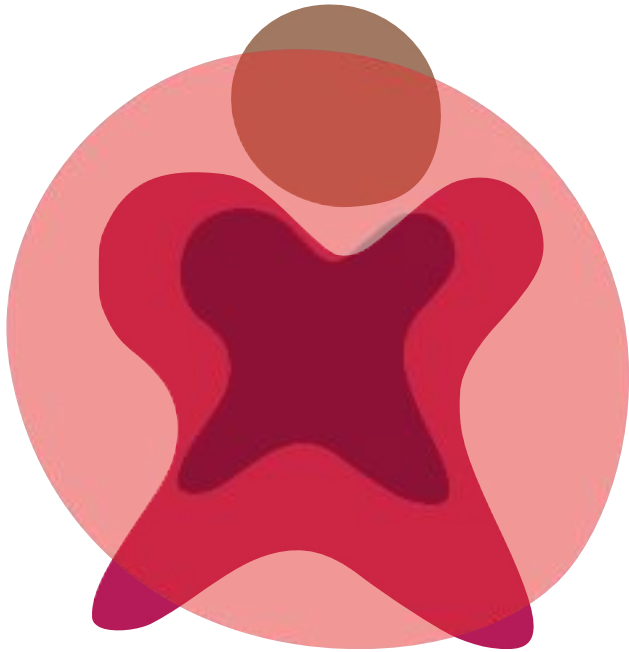
# representational



# representational

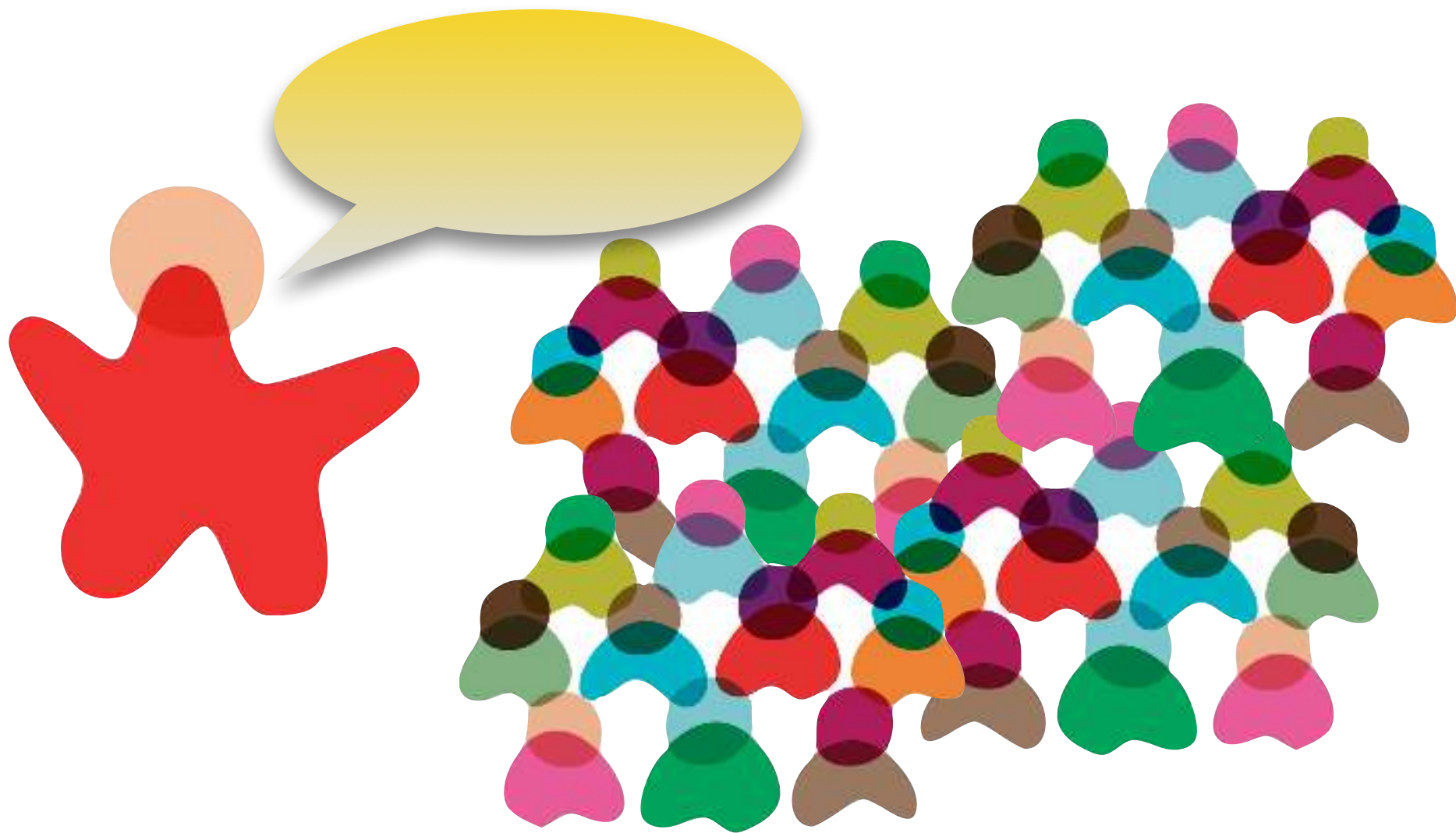


performance anti-  
patterns



# Going Meta

To bore your audience (at best) and annoy it (at worst), talk about your presentation within the presentation.



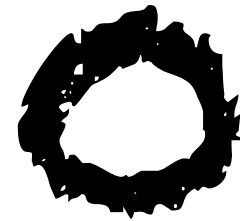
-'s

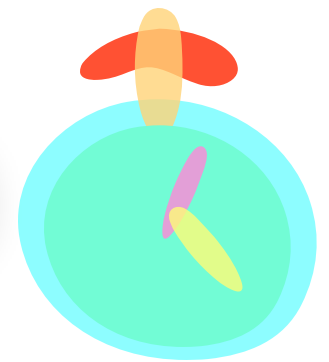
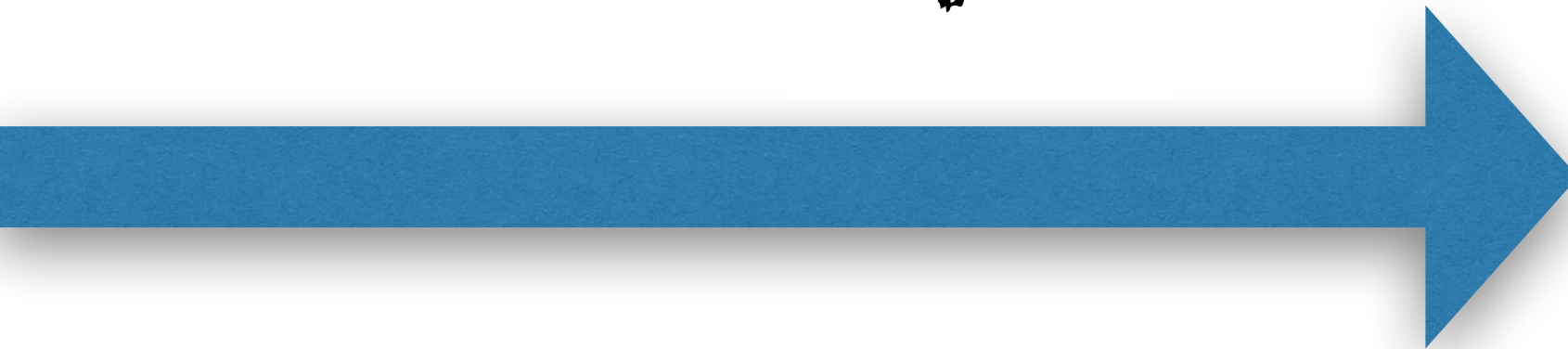
Shortchanging useful topic time

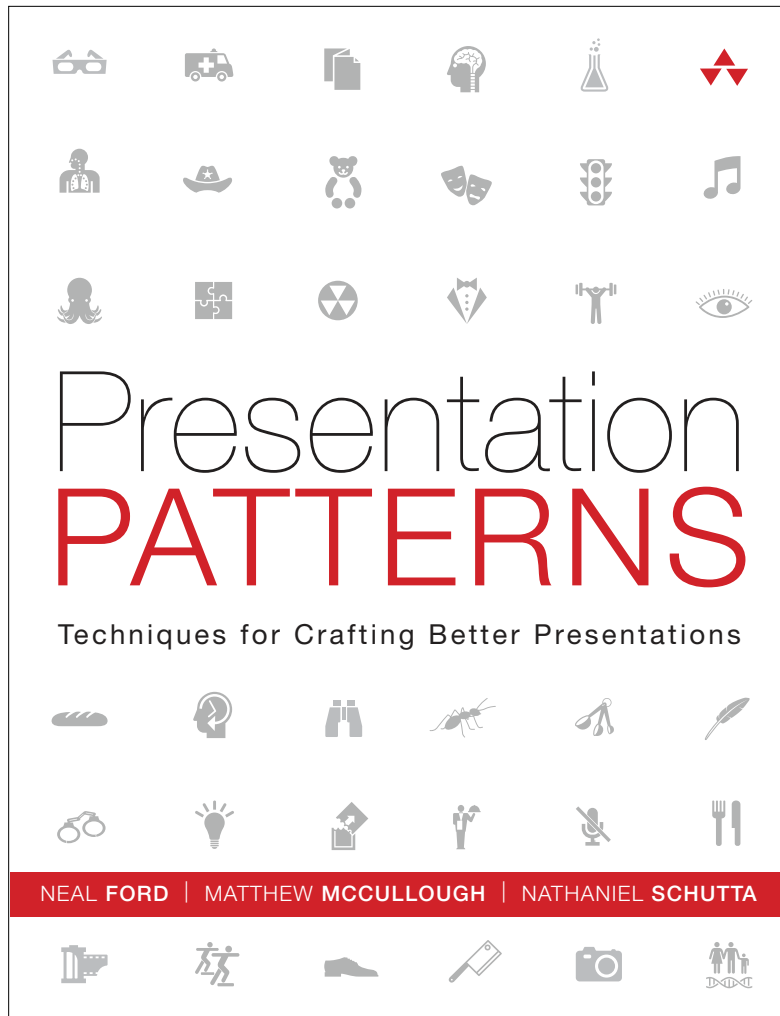
Talking about something  
only you care about

Negative foreshadowing

+'s







<http://presentationpatterns.com>





# architecture katas

## documenting and presenting your architecture



# Reactive Architecture

# source code

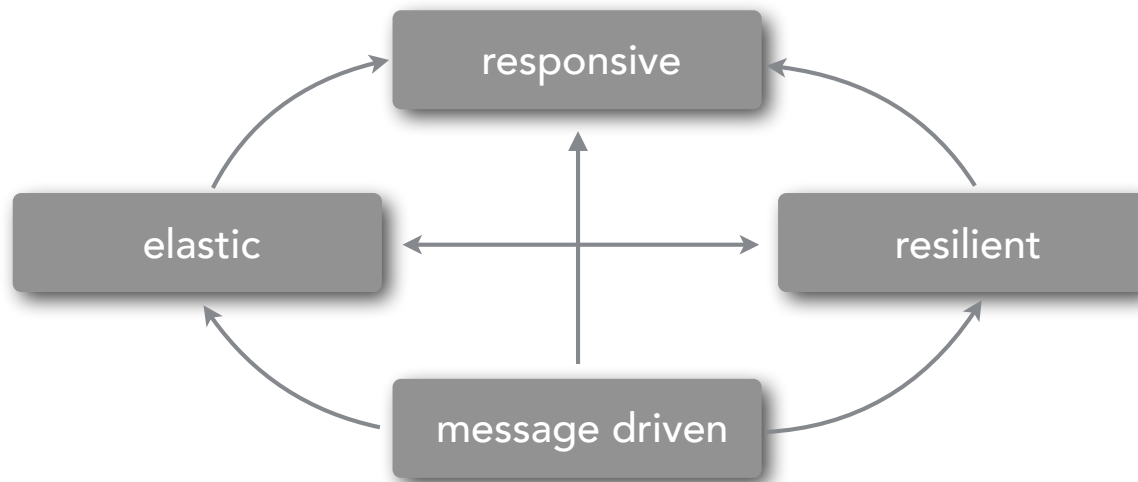
<https://github.com/wmr513/reactive>

# GitHub



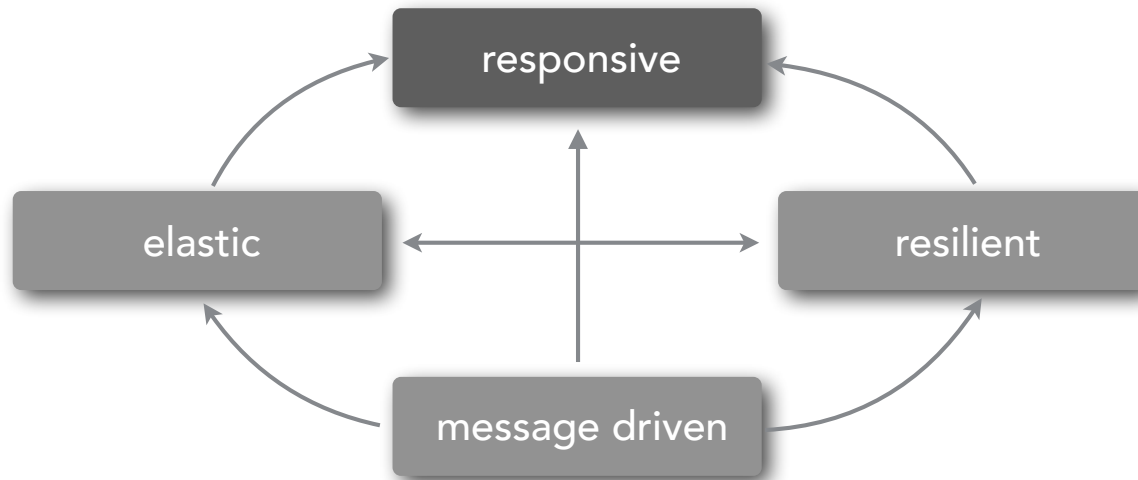
# reactive architecture

## reactive manifesto



# reactive architecture

## reactive manifesto

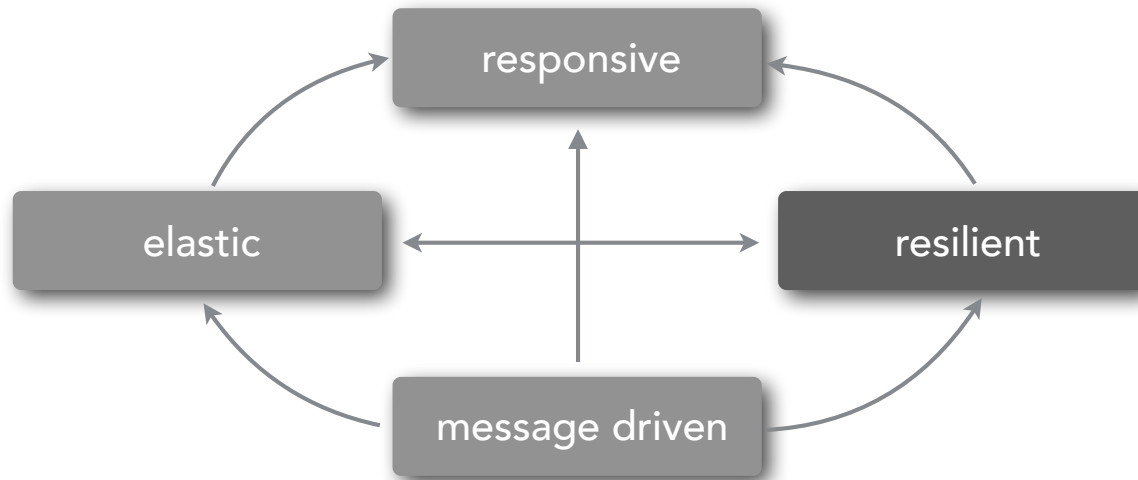


the system responds in a consistent, rapid,  
and timely manner whenever possible

*how the system reacts to users*

# reactive architecture

## reactive manifesto

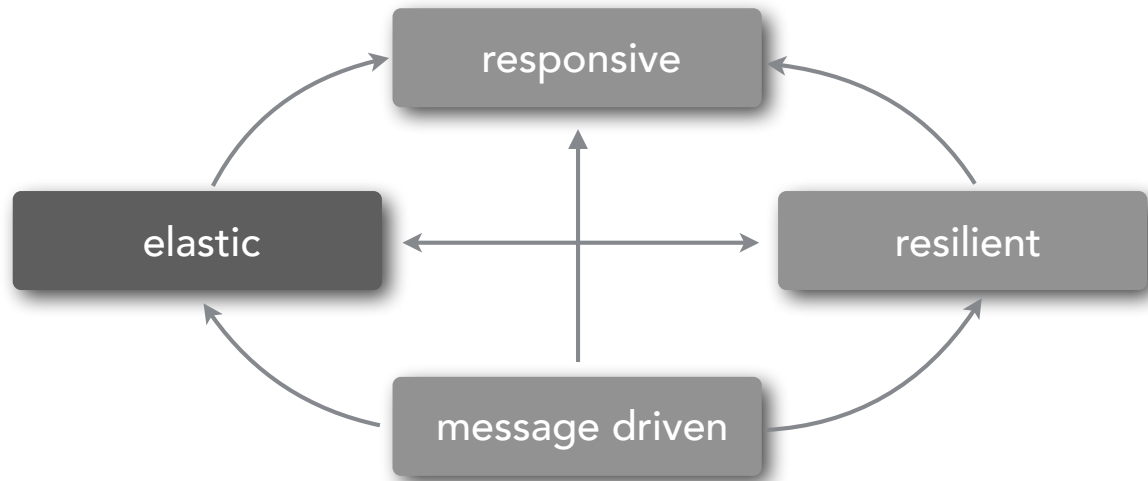


the system stays responsive after a failure  
through replication, containment, isolation,  
and delegation

*how the system reacts to failures*

# reactive architecture

## reactive manifesto

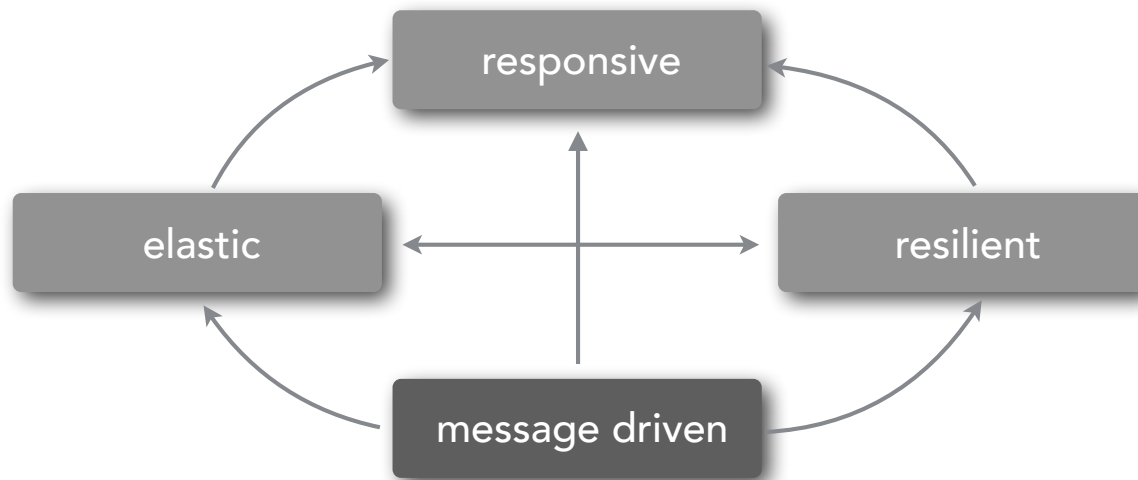


the system stays responsive under  
varying workload

*how the system reacts to load*

# reactive architecture

## reactive manifesto

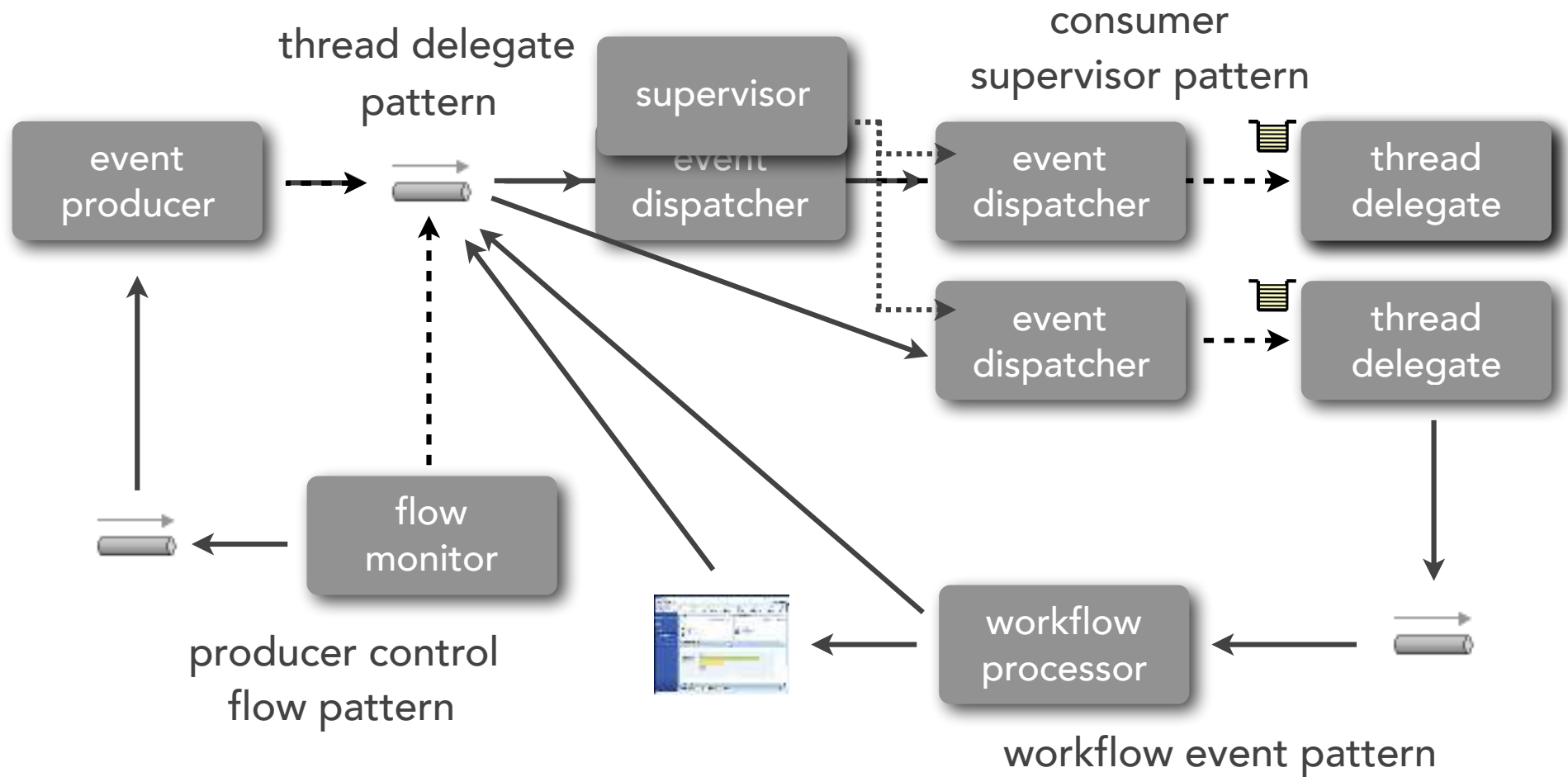


the system relies on asynchronous messaging  
to ensure loose coupling, isolation, location  
transparency, and error delegation

*how the system reacts to events*



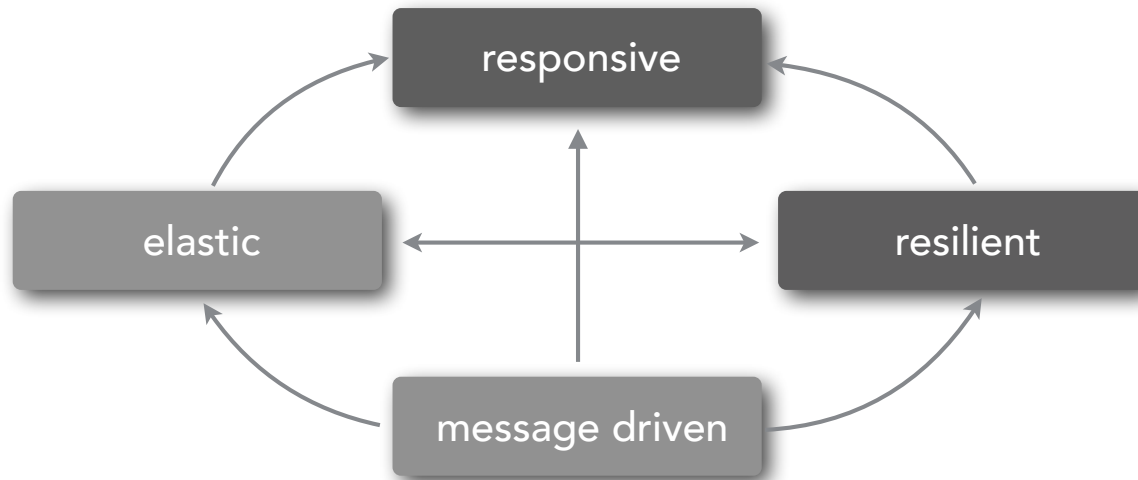
# reactive patterns for self-healing systems



# Thread Delegate Pattern

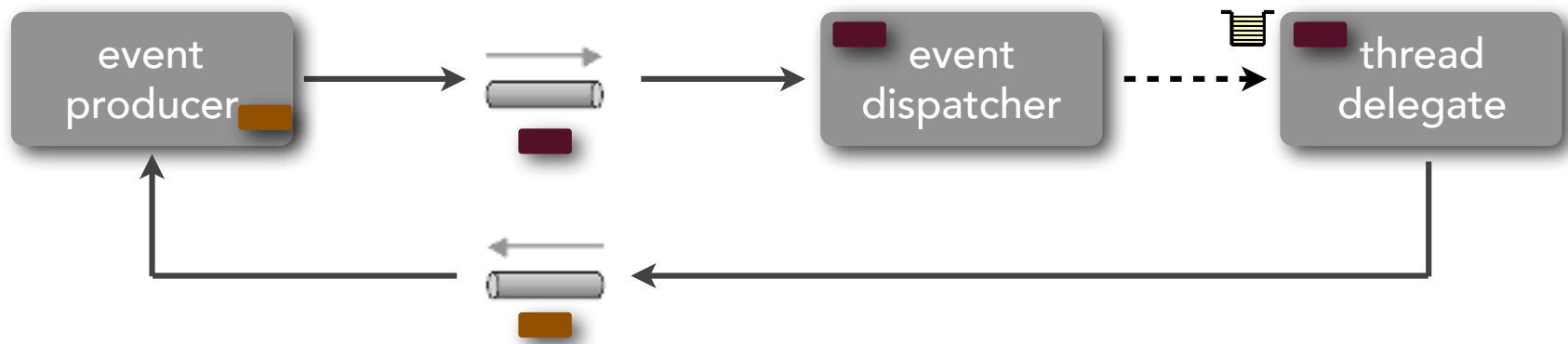
# thread delegate pattern

how can you ensure timely and consistent response time as your system grows?



# thread delegate pattern

how can you ensure timely and consistent response time as your system grows?



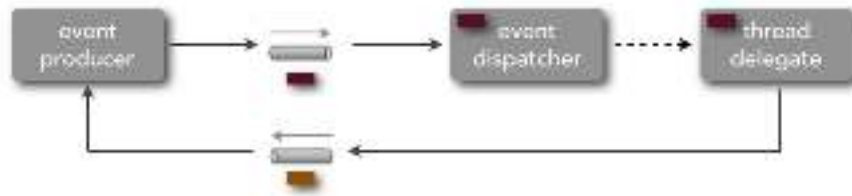
# thread delegate pattern



let's see the issue...

# thread delegate pattern

## thread delegate vs. consumer supervisor

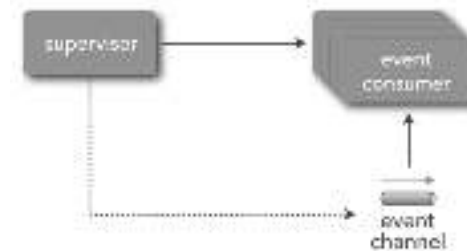


scalability

consistent consumers

decoupled event processors

near-linear performance



elasticity

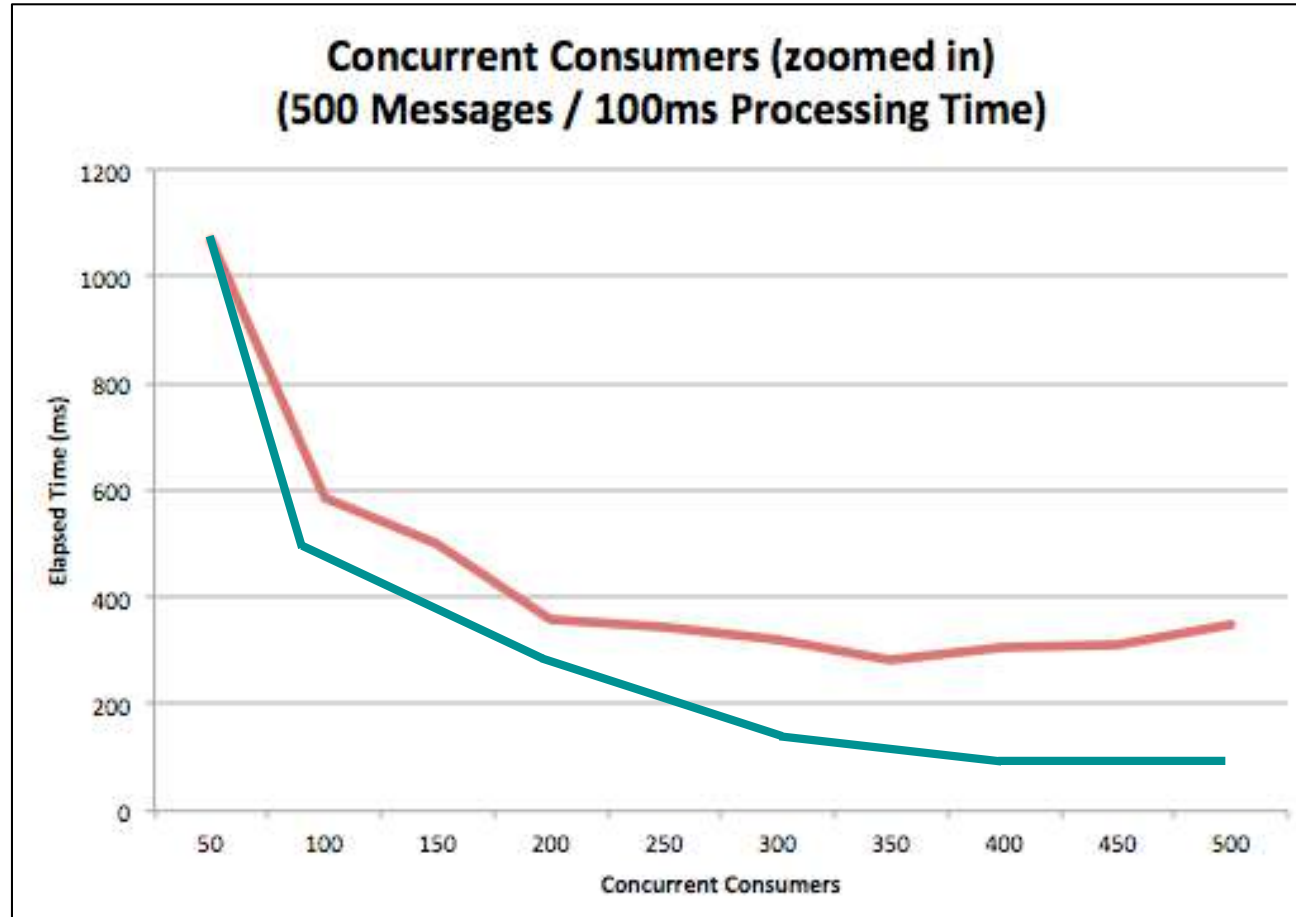
variable consumers

coupled event processors

diminishing performance

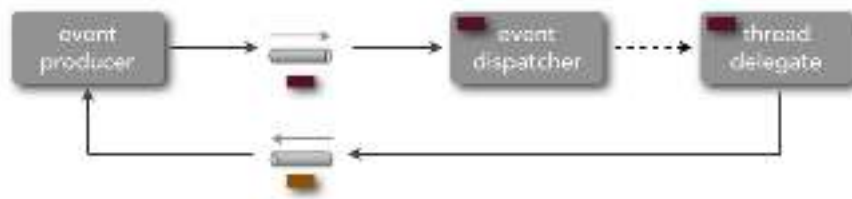
# thread delegate pattern

thread delegate vs. consumer supervisor



# thread delegate pattern

## thread delegate vs. consumer supervisor



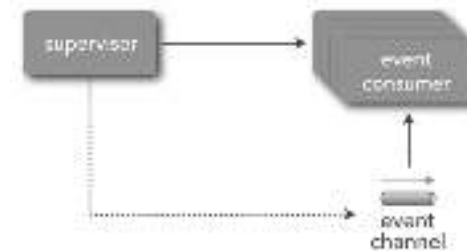
scalability

consistent consumers

decoupled event processors

near-linear performance

can preserve message order



elasticity

variable consumers

coupled event processors

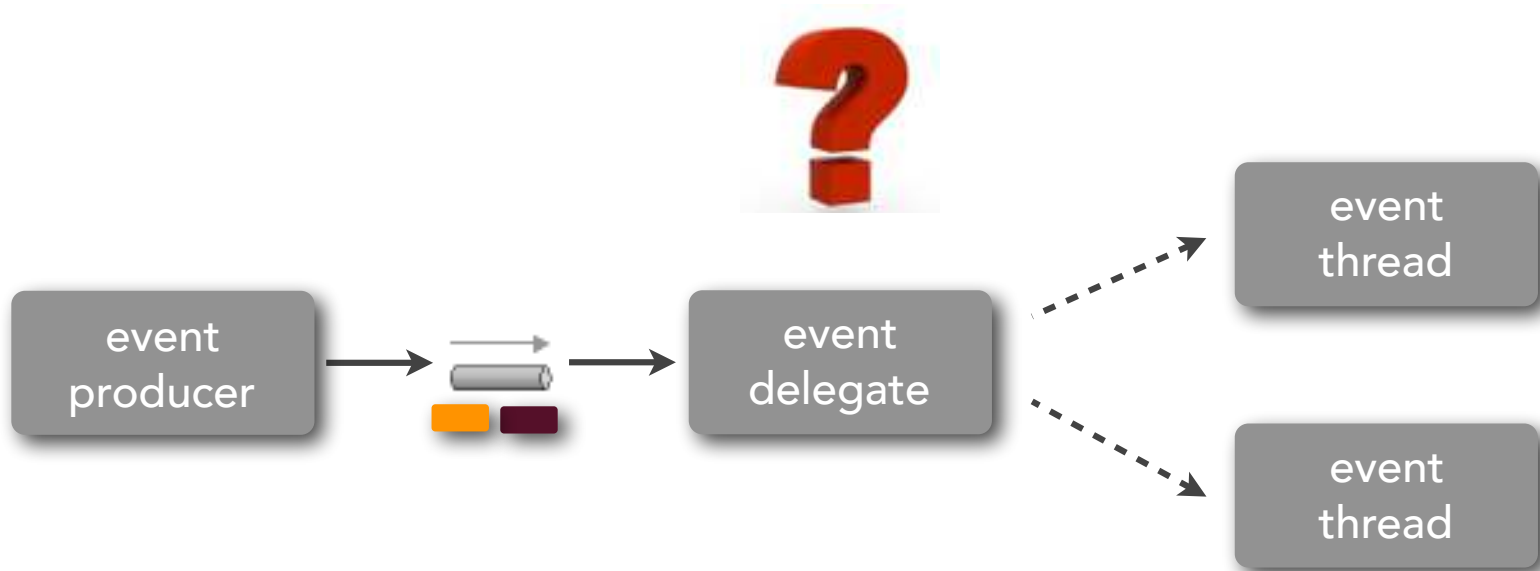
diminishing performance

message order not preserved



# thread delegate pattern

preserving message order



# thread delegate pattern

## preserving message order

**premise:** not every message must be ordered, but rather messages *within a context* must be ordered

1. PLACE AAPL A-136 2,000,000.00  
2. CANCEL AAPL A-136 2,000,000.00  
3. REBOOK AAPL A-136 1,800,000.00

⇒ 1, 2, 3

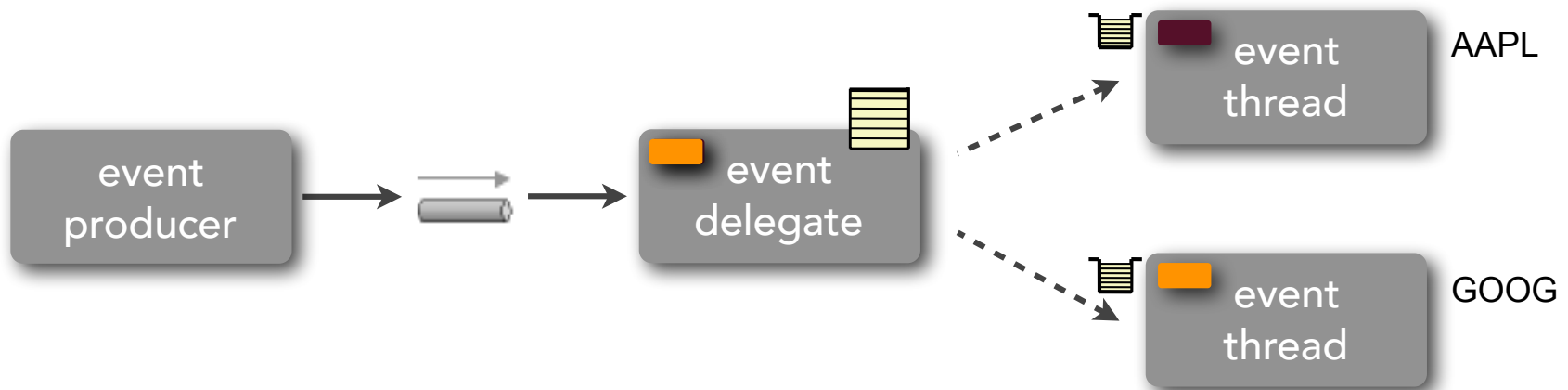
1. PLACE AAPL A-136 2,000,000.00  
2. PLACE GOOG V-976 650,000.00  
3. CANCEL GOOG V-976 650,000.00  
4. CANCEL AAPL A-136 2,000,000.00  
5. REBOOK AAPL A-136 1,800,000.00  
6. REBOOK GOOG V-976 600,000.00

⇒ 1, 4, 5

⇒ 2, 3, 6

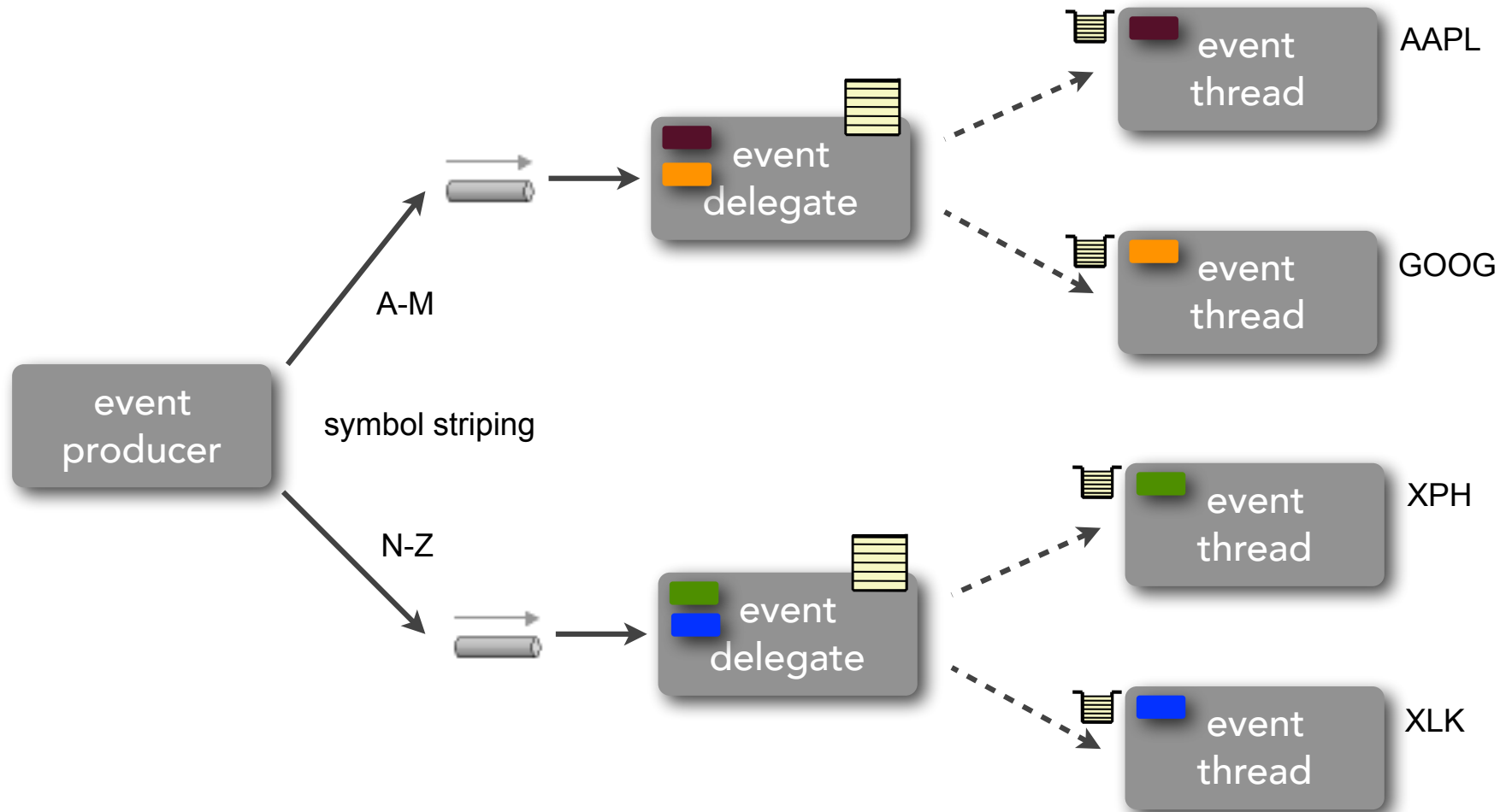
# thread delegate pattern

preserving message order



# thread delegate pattern

## preserving message order



# thread delegate pattern

## Dispatcher

```
while (true) {  
    //get the next message from the queue  
    //get next available thread  
    //send message to thread (or start new thread)  
}
```

# thread delegate pattern

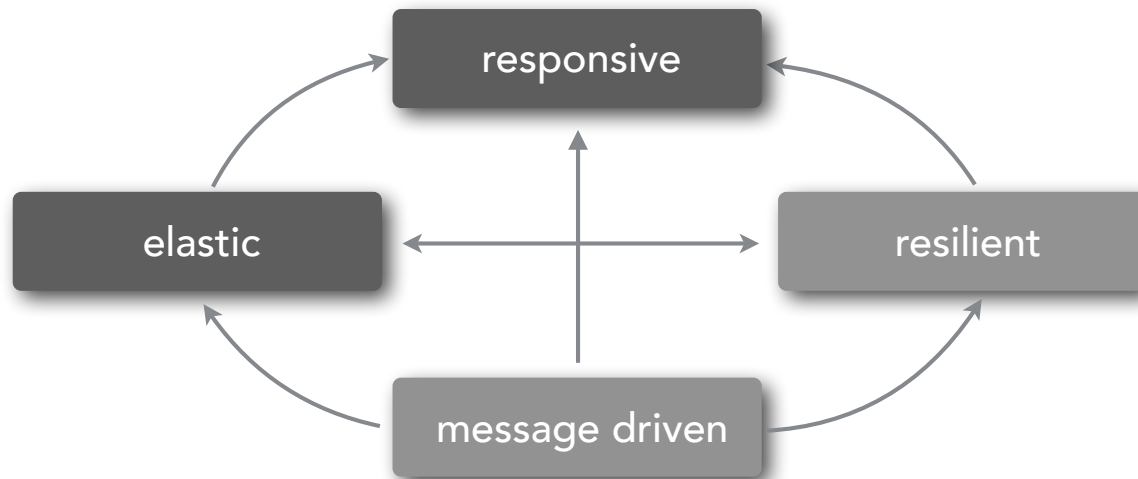


let's see the result...

# Consumer Supervisor Pattern

# consumer supervisor pattern

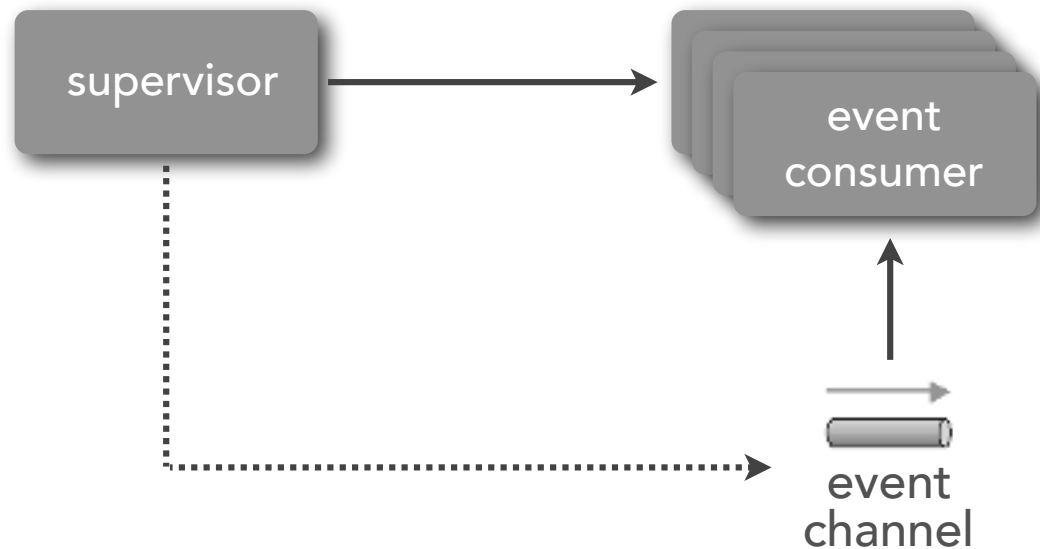
how can you react to varying changes in load  
to event consumers to ensure consistent  
response time?





# consumer supervisor pattern

how can you react to varying changes in load  
to event consumers to ensure consistent  
response time?

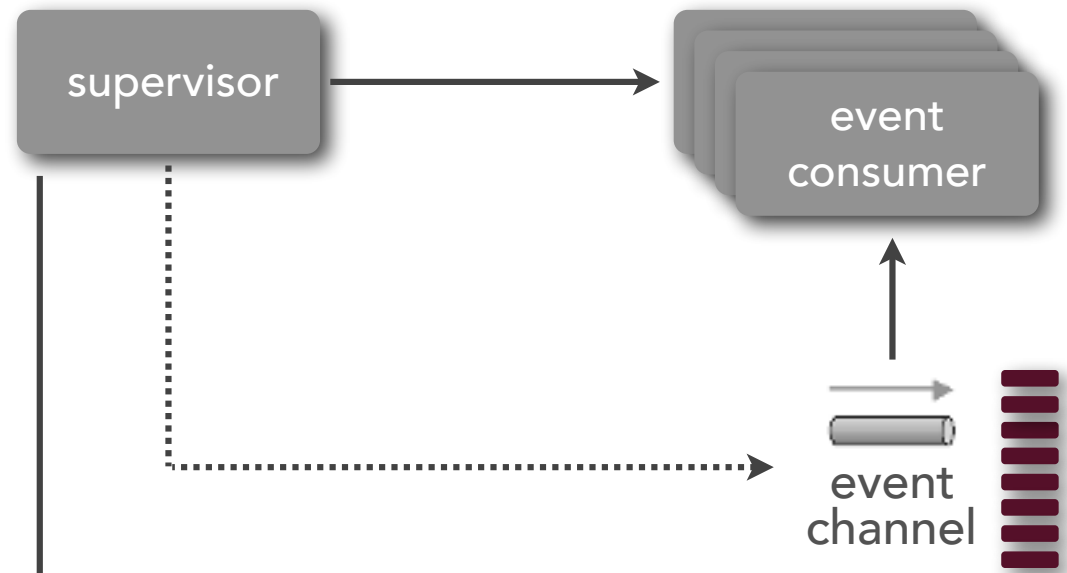


# consumer supervisor pattern



let's see the issue....

# consumer supervisor pattern



periodically monitor queue depth  
determine consumers needed (e.g.,  $\text{depth}/2$ )  
apply max threshold  
add or remove consumers

# consumer supervisor pattern

Supervisor.java

```
List<MyConsumer> consumers = new ArrayList<MyConsumer>();
```

```
private void startConsumer() {  
    MyConsumer consumer = new MyConsumer();  
    consumers.add(consumer);  
    new Thread() { public void run() {  
        consumer.startup(connection);  
    }}.start();  
}
```

```
private void stopConsumer() {  
    if (consumers.size() > 1) {  
        AMQPConsumer consumer = consumers.get(0);  
        consumer.shutdown();  
        consumers.remove(consumer);  
    }  
}
```

# consumer supervisor pattern

Supervisor.java

```
public void execute() throws Exception {
    startConsumer();
    while (true) {
        Thread.sleep(1000);
        long queueDepth = getMessageCount("trade.eq.q");
        long consumersNeeded = queueDepth/2;
        long diff = Math.abs(consumersNeeded - consumers.size());
        for (int i=0;i<diff;i++) {
            if (consumersNeeded > consumers.size())
                startConsumer();
            else
                stopConsumer();
        }
    }
}
```

# consumer supervisor pattern

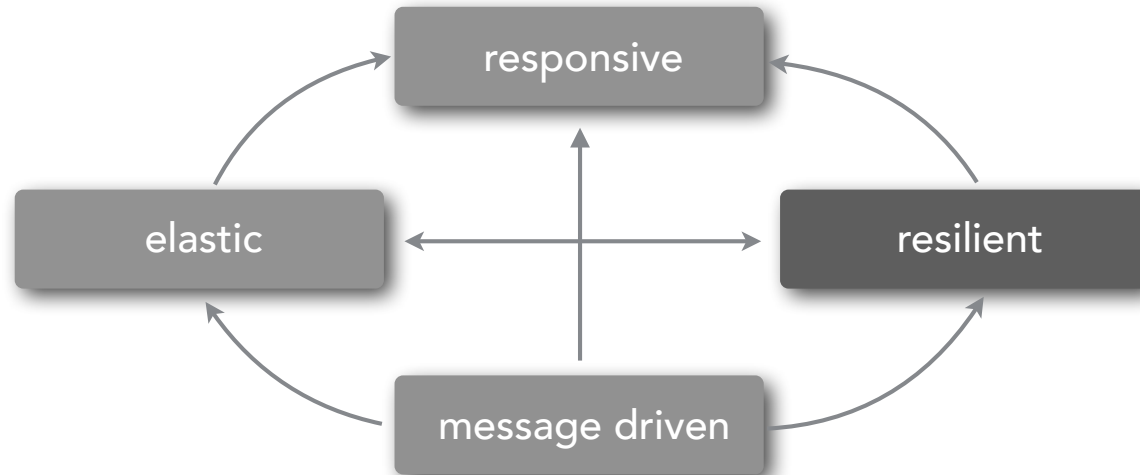


let's see the result...

# Workflow Event Pattern

# workflow event pattern

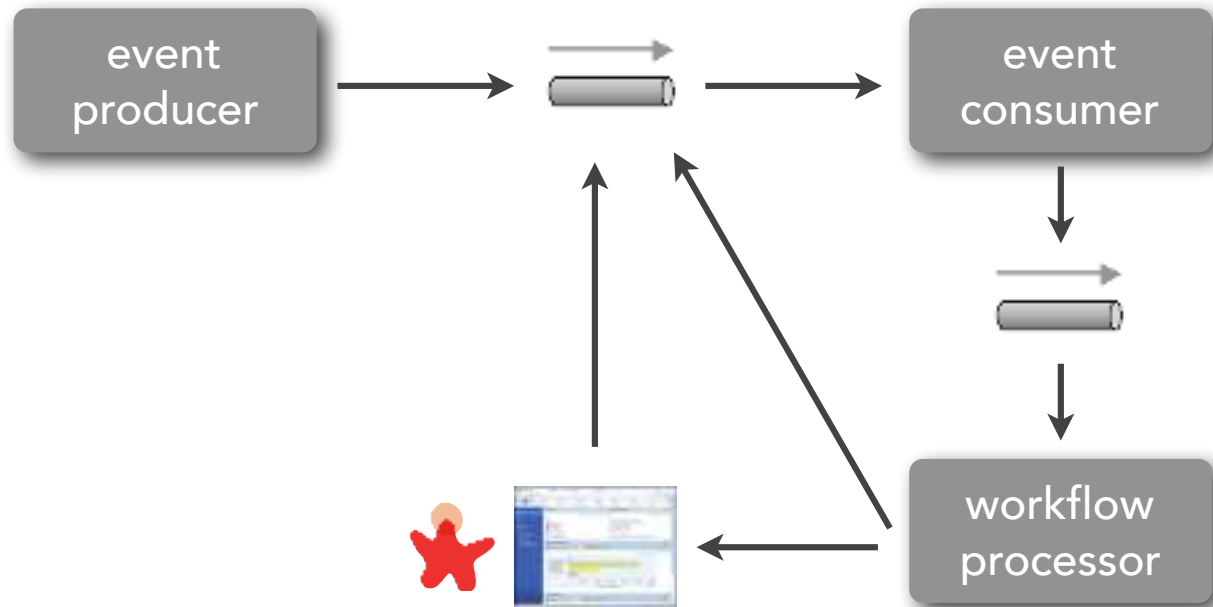
how can you handle error conditions without failing the transaction?





# workflow event pattern

how can you handle error conditions without failing the transaction?



# workflow event pattern

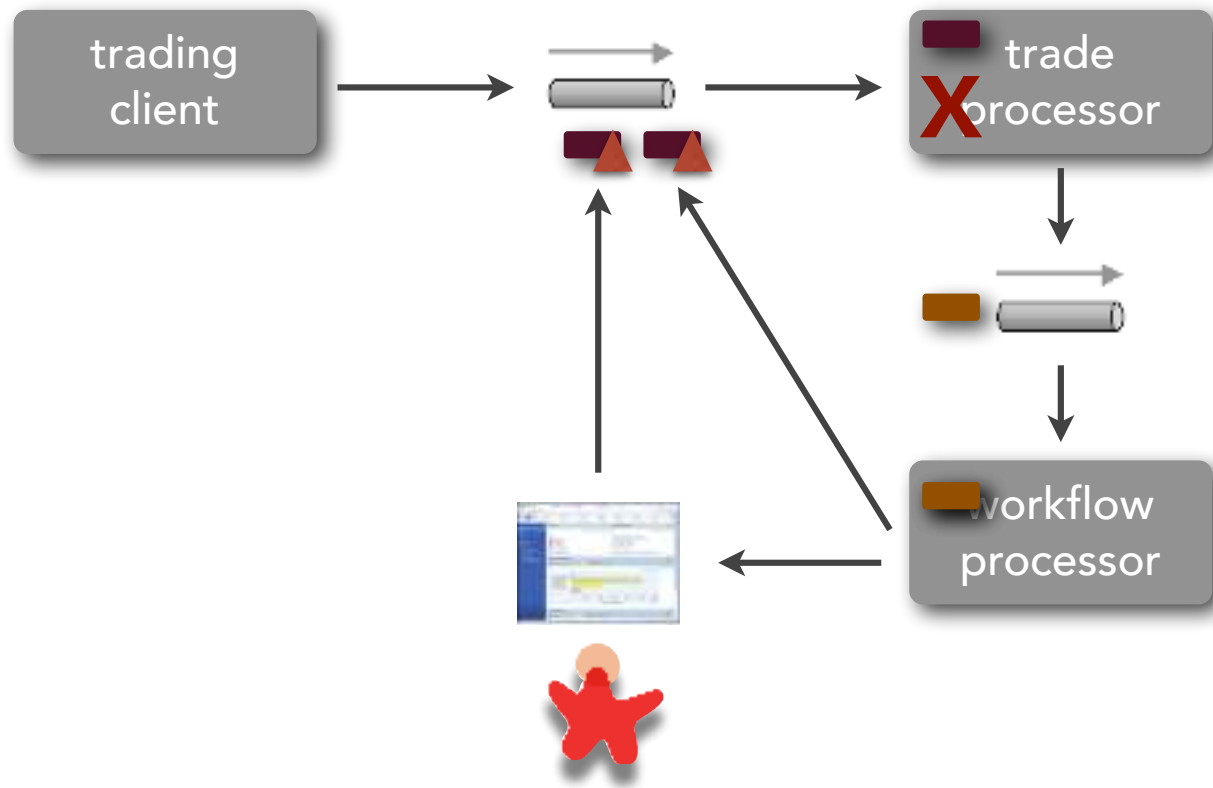


let's see the issue...

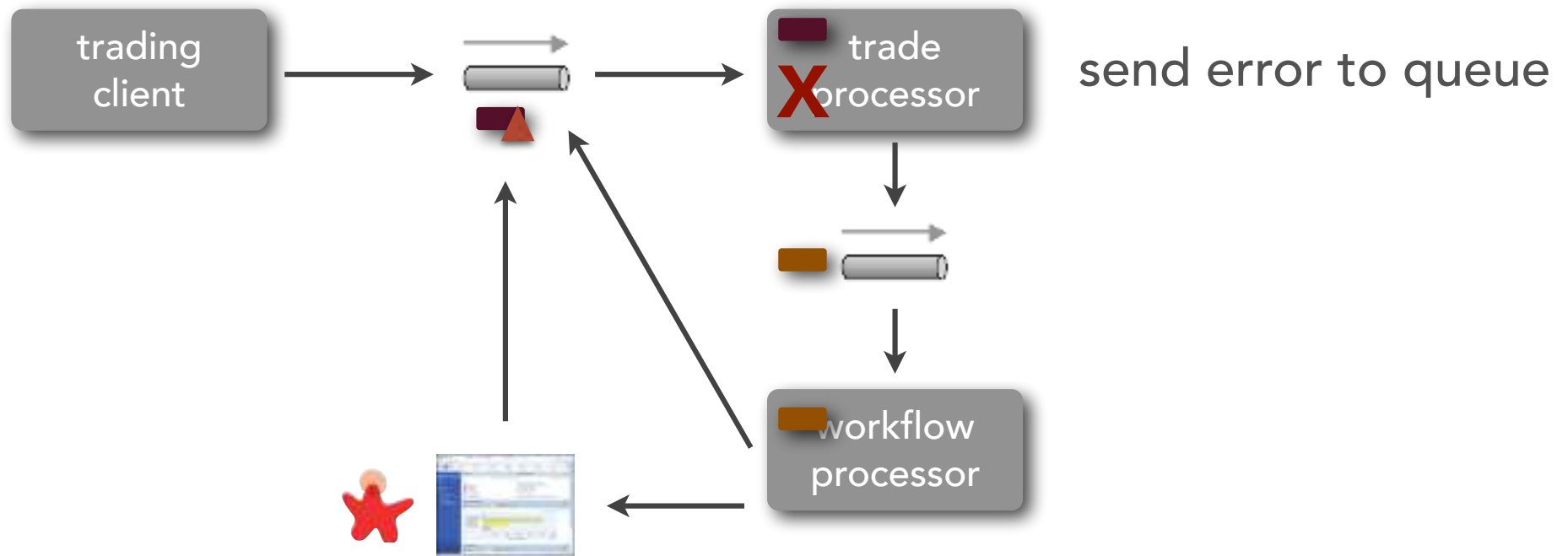
# workflow event pattern

# example

while asynchronously processing trades an error occurs with one of the trade orders



# workflow event pattern



programmatically fix error  
resubmit to processing queue

---

send error to dashboard  
human fixes error  
resubmit to processing queue

# workflow event pattern

Workflow.java

```
//get next message from queue  
String newMsg = msg.substring(0, msg.indexOf(" shares"));  
//resubmit message
```

# consumer supervisor pattern

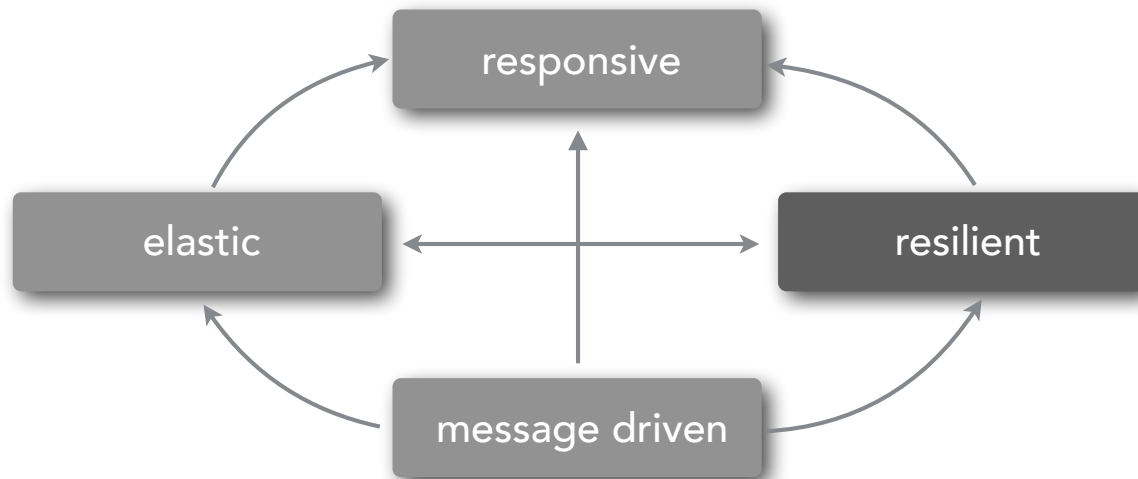


let's see the result...

# Producer Control Flow Pattern

# producer control flow pattern

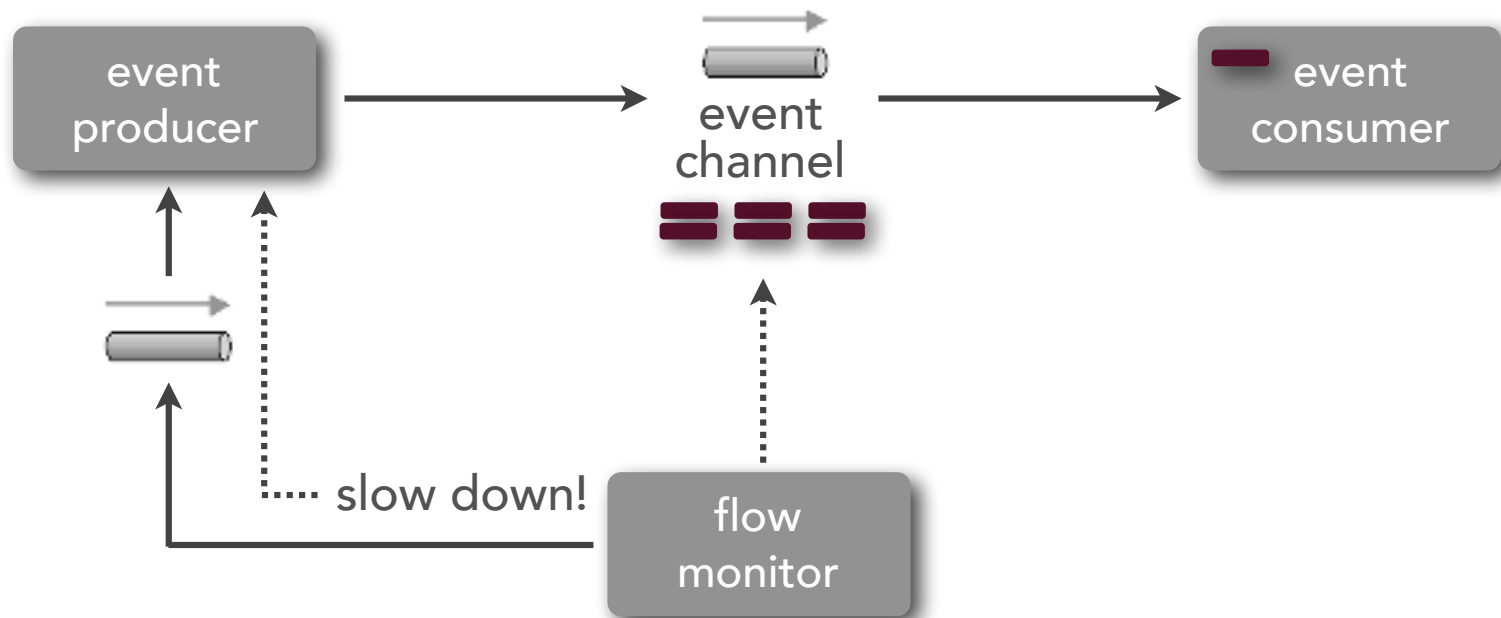
how can you slow down message producers  
when the messaging system becomes  
overwhelmed?





# producer control flow pattern

how can you slow down message producers  
when the messaging system becomes  
overwhelmed?



# producer control flow pattern

how can you slow down message producers  
when the messaging system becomes  
overwhelmed?



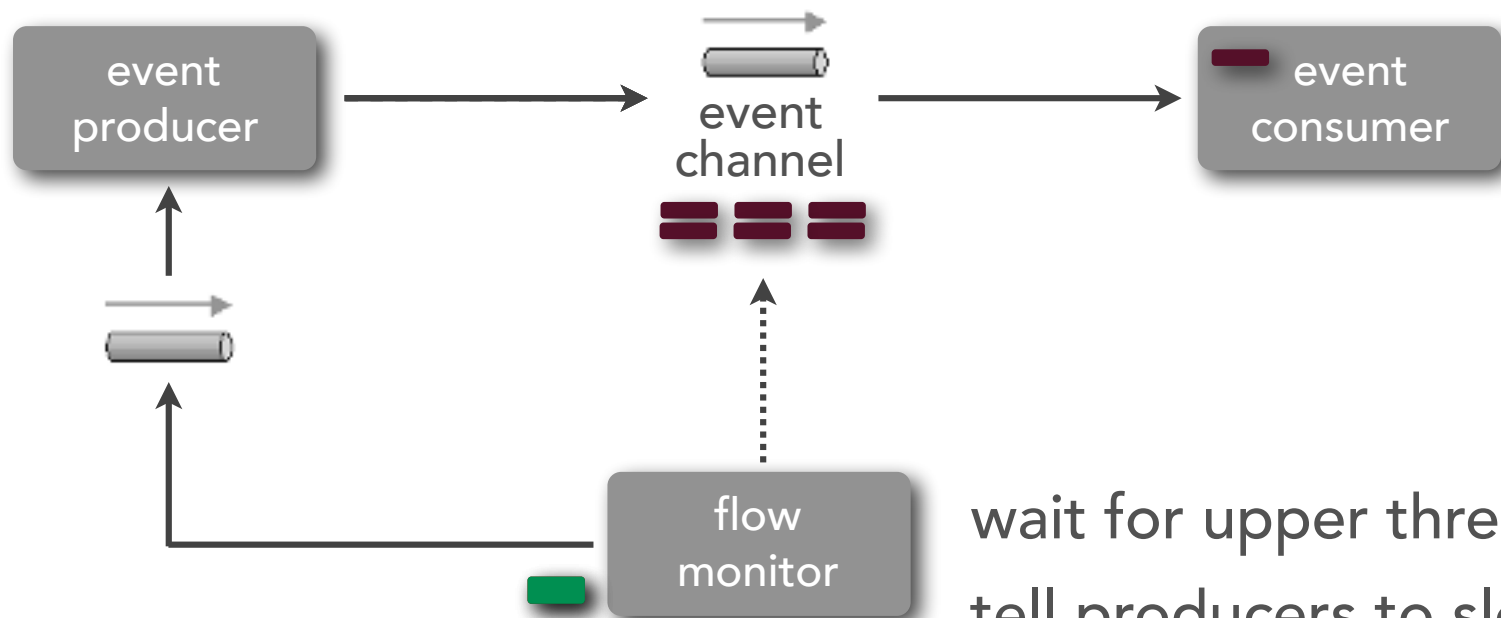
shutdown (broker) vs. slowdown (pattern)

# producer control flow pattern



let's see the issue....

# producer control flow pattern



wait for upper threshold  
tell producers to slow down  
wait for lower threshold  
tell producers to resume

# producer control flow pattern

FlowMonitor.java

```
public void execute() throws Exception {  
    long threshold = 10;  
    boolean controlFlow = false;  
    while (true) {  
        Thread.sleep(3000);  
        long queueDepth = getMessageCount("trade.eq.q");  
        if (queueDepth > threshold && !controlFlow) {  
            controlFlow = enableControlFlow(channel);  
        } else if (queueDepth <= (threshold/2) && controlFlow) {  
            controlFlow = disableControlFlow(channel);  
        }  
    }  
}
```

# producer control flow pattern

FlowMonitor.java

```
private boolean enableControlFlow(Channel channel) {  
    byte[] msg = String.valueOf(true).getBytes();  
    //send message to producer  
    return true;  
}  
  
private boolean disableControlFlow(Channel channel) {  
    byte[] msg = String.valueOf(false).getBytes();  
    //send message to producer  
    return false;  
}
```

# producer control flow pattern

Producer.java

```
public void startListener() {
    new Thread() {
        public void run() {
            while (true) {
                //wait for message from flow monitor
                boolean controlFlow =
                    new Boolean(new String(msg.getBody())).booleanValue();
                synchronized(delay) { delay = controlFlow ? 3000 : 0; }
            }
        }
    }.start();
}

private void produceMessages() {
    Thread.sleep(delay);
    //send trade to queue...
}
```

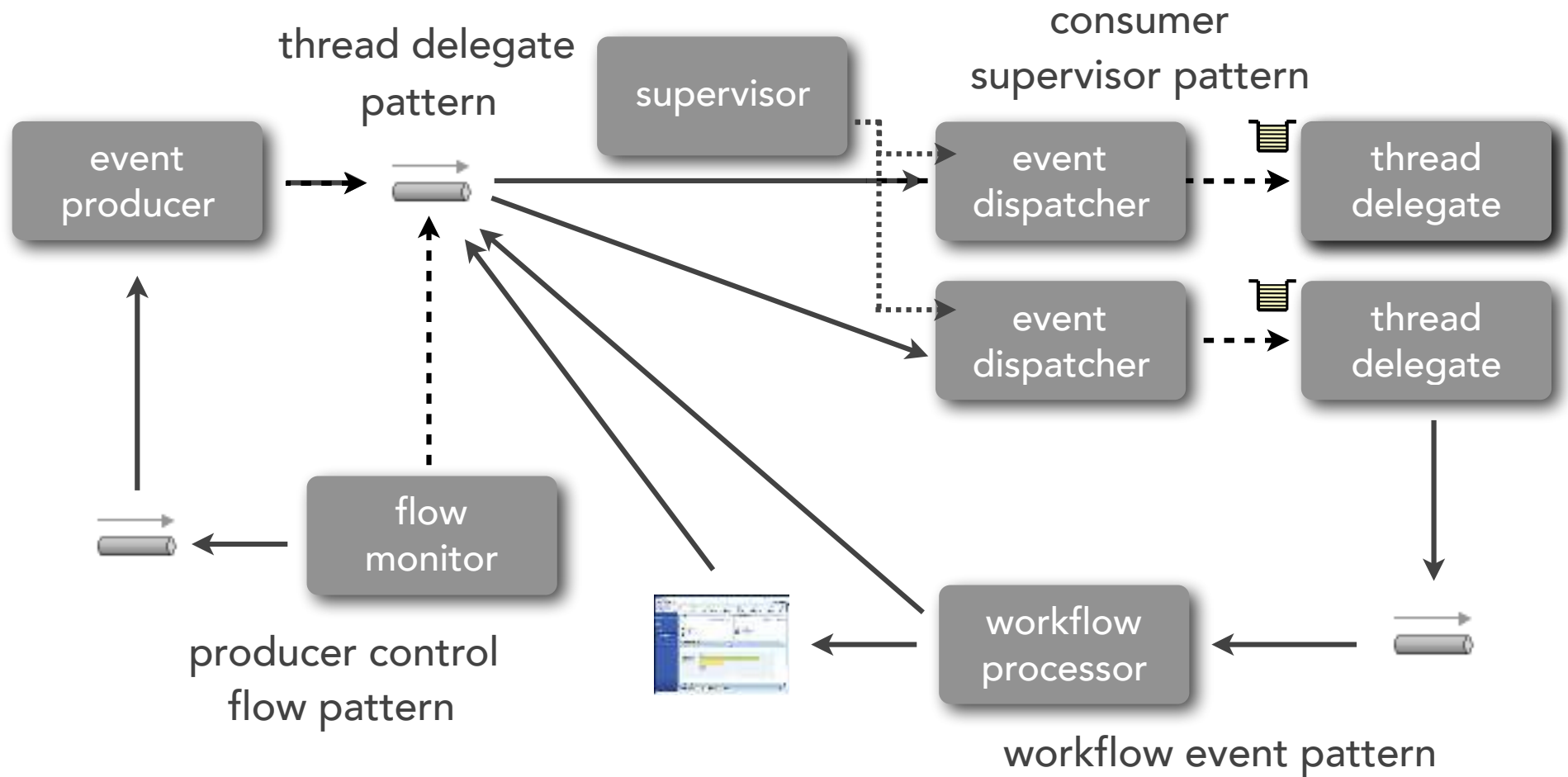
# producer control flow pattern

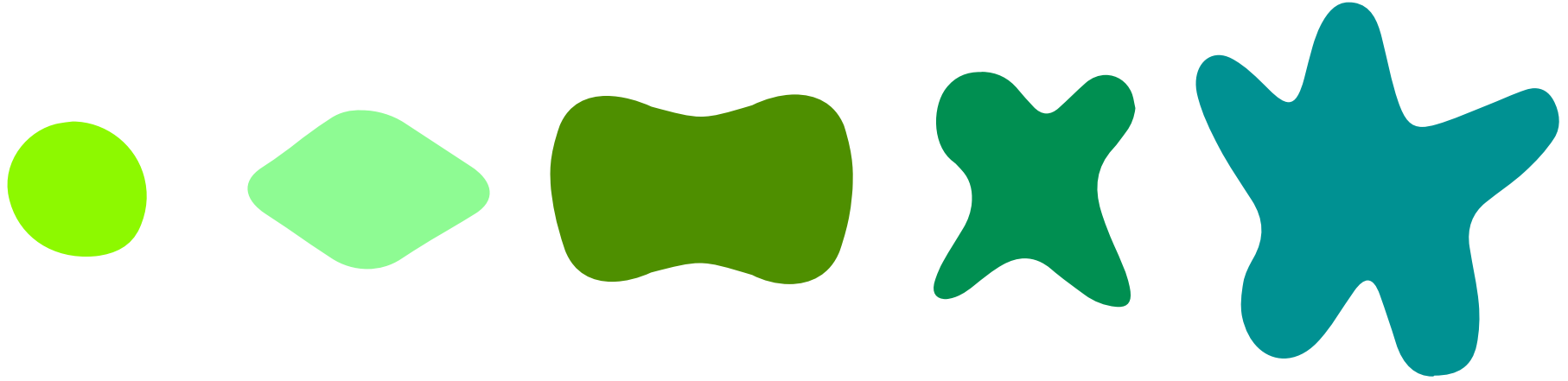


let's see the result...



# reactive patterns for self-healing systems





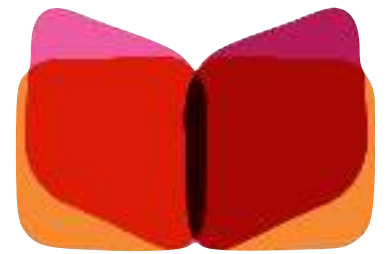
# Evolutionary Architectures



with Rebecca Parsons & Pat Kua



Rebecca Parsons



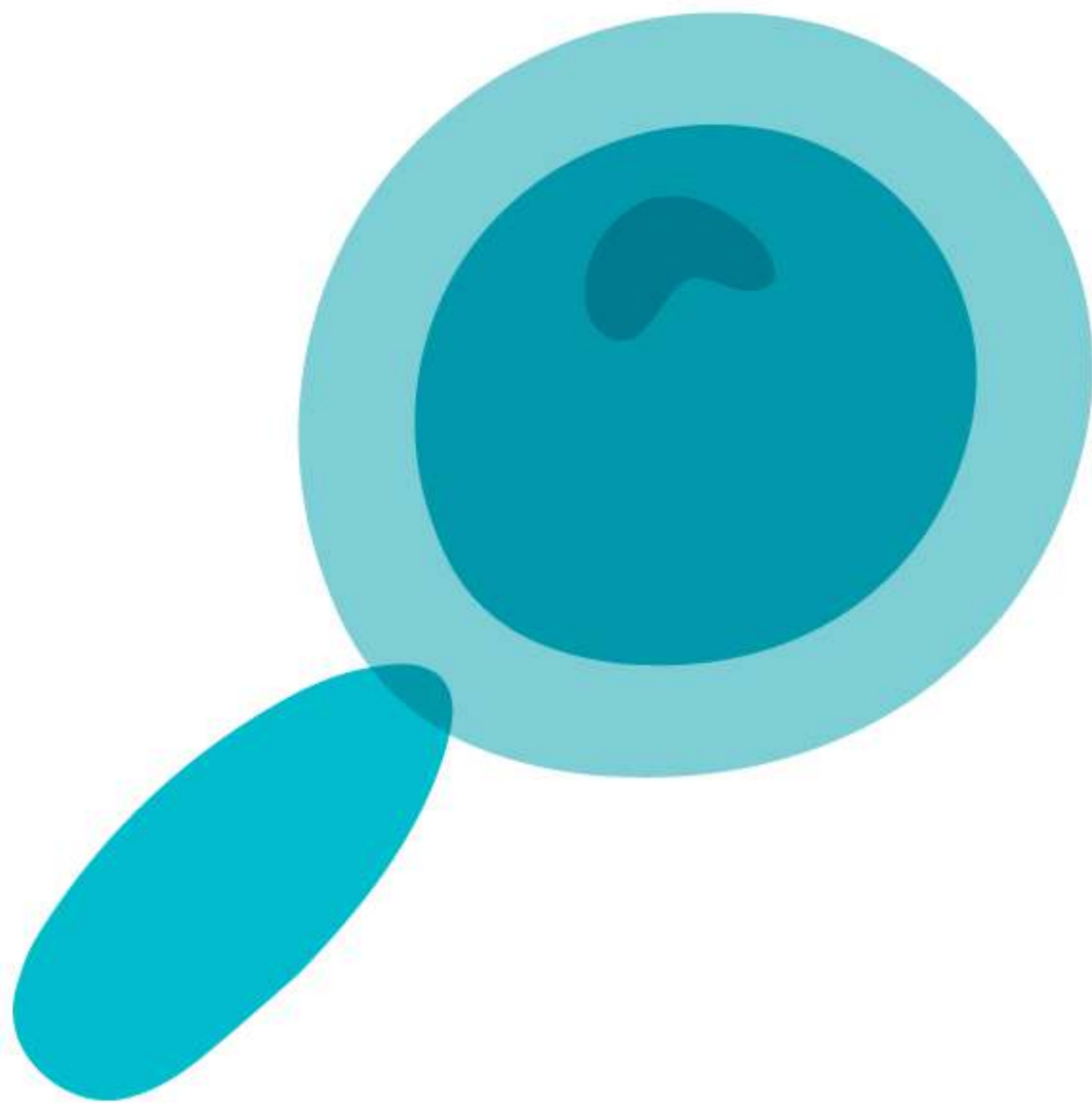
Pat Kua

Neal Ford



Photos by Martin Fowler:

<http://martinfowler.com/albums/ThoughtWorkers/>



# Dynamic Equilibrium



# Definition :

An evolutionary architecture supports incremental, guided change as a first principle across multiple dimensions.

# Dimensions of Architecture:

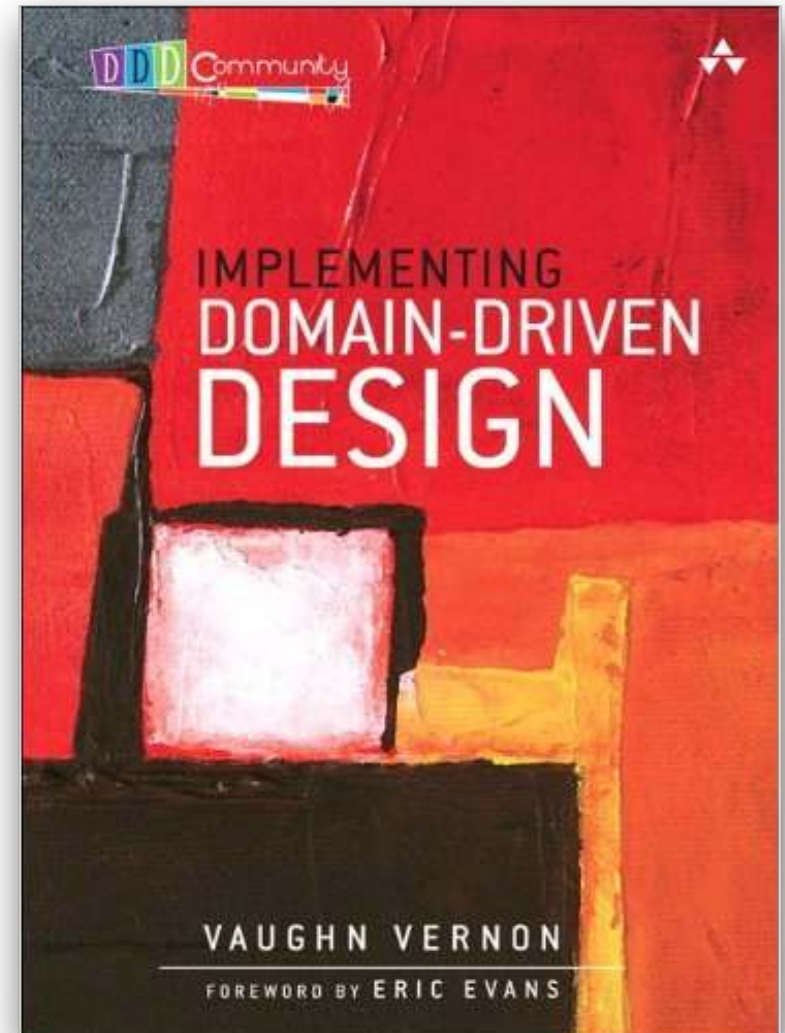
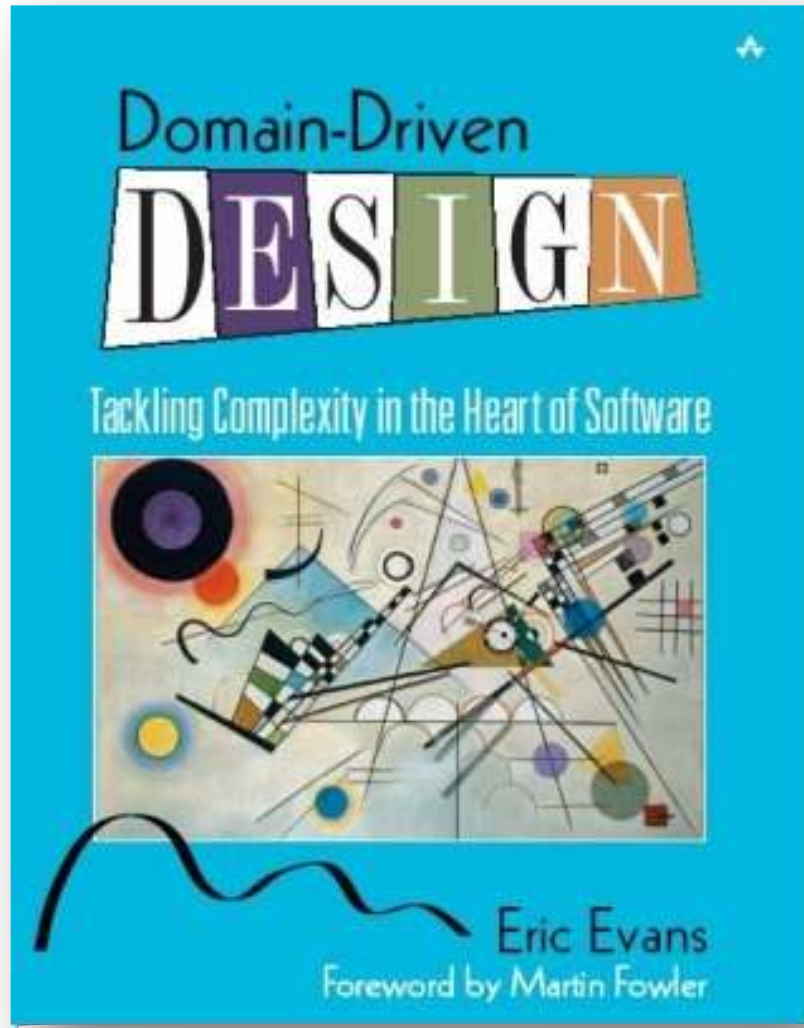
**Technical:** The implementation parts of the architecture

**Data:** Database schemas, table layouts, optimization planning, etc.

**Security:** Defines security policies, guidelines, and specifies tools to help uncover deficiencies.

**Domain:**

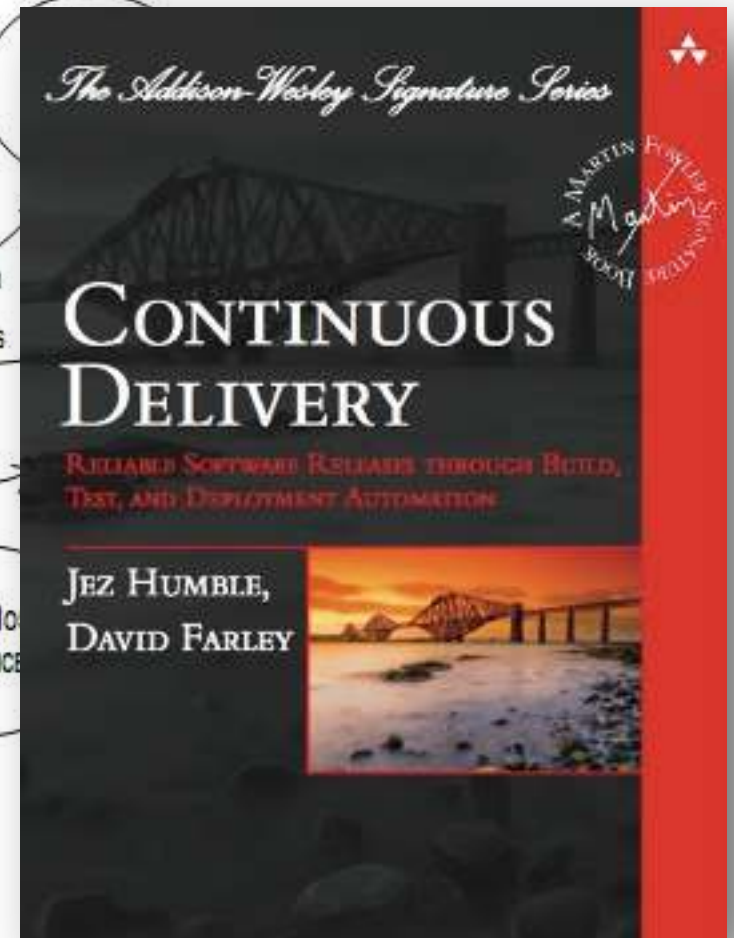
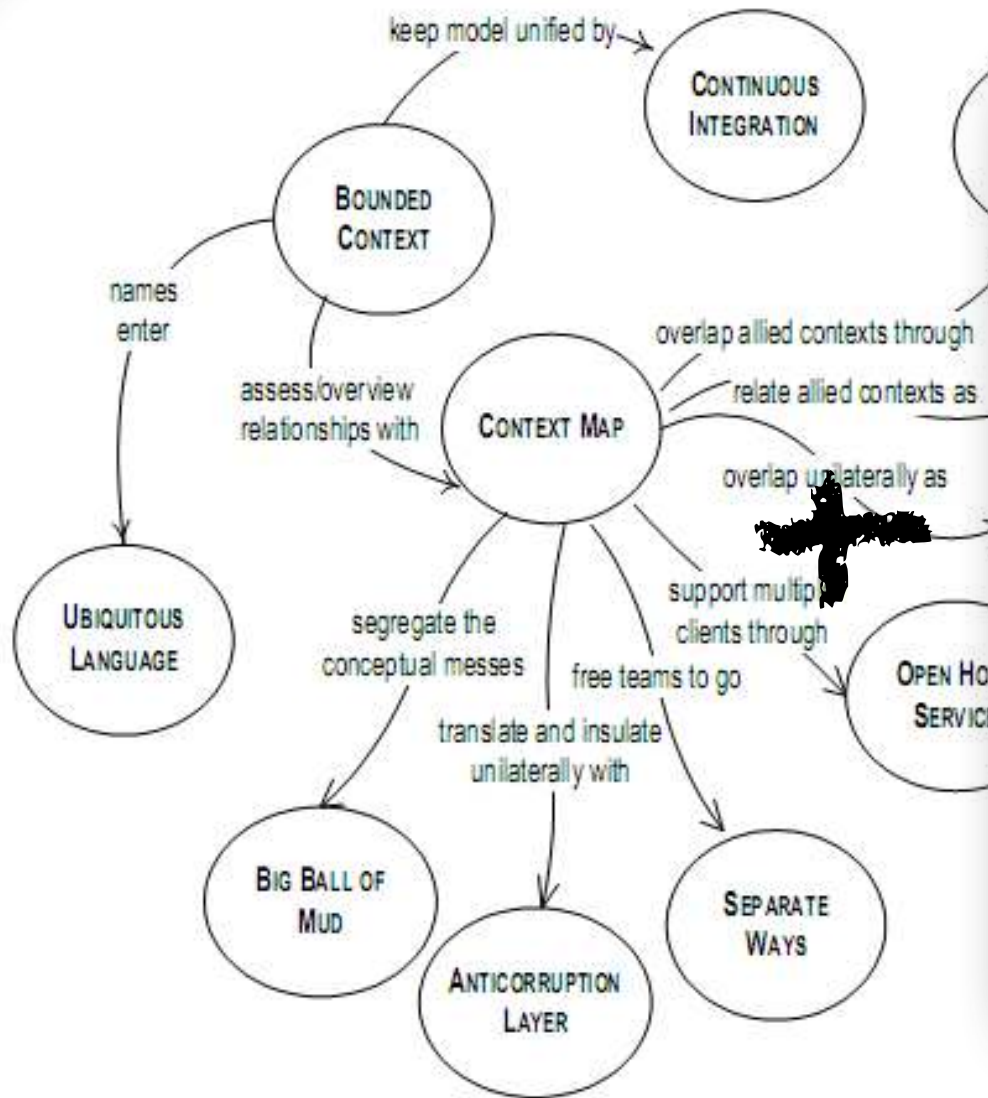
# Domain Driven Design



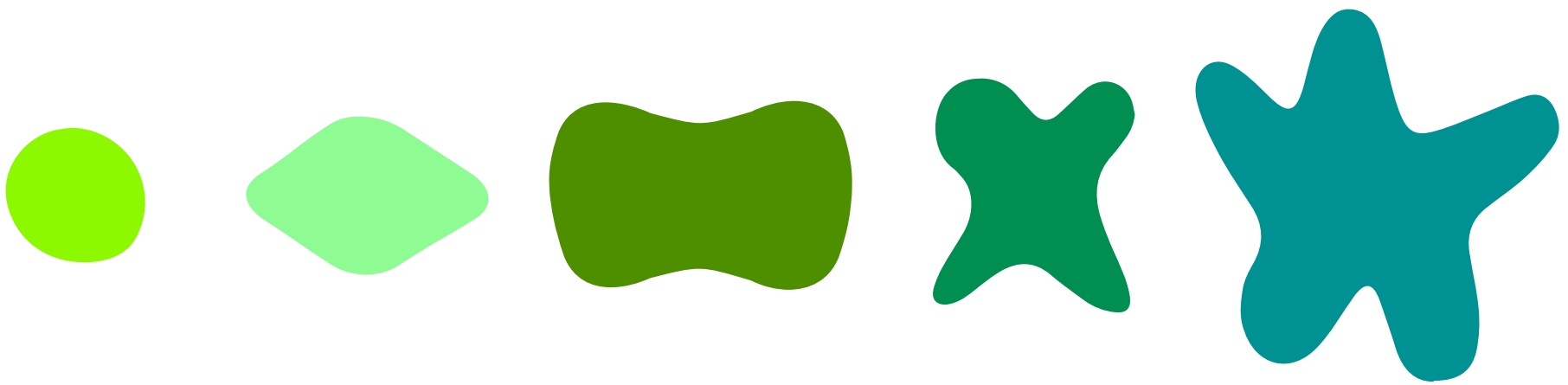


# Bounded Context

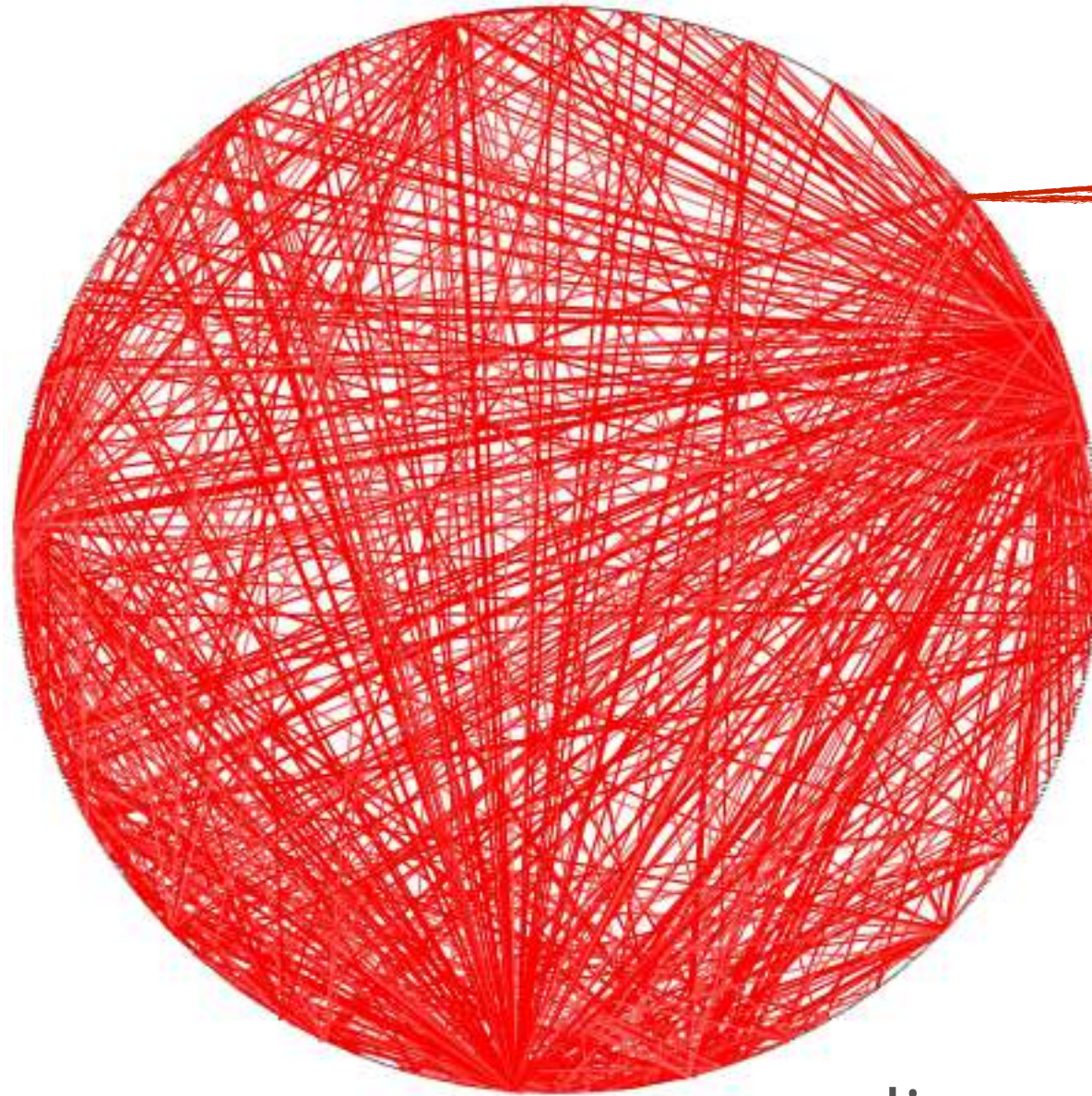
## Maintaining Model Integrity



# Evolvability of Architectures



# Big Ball of Mud



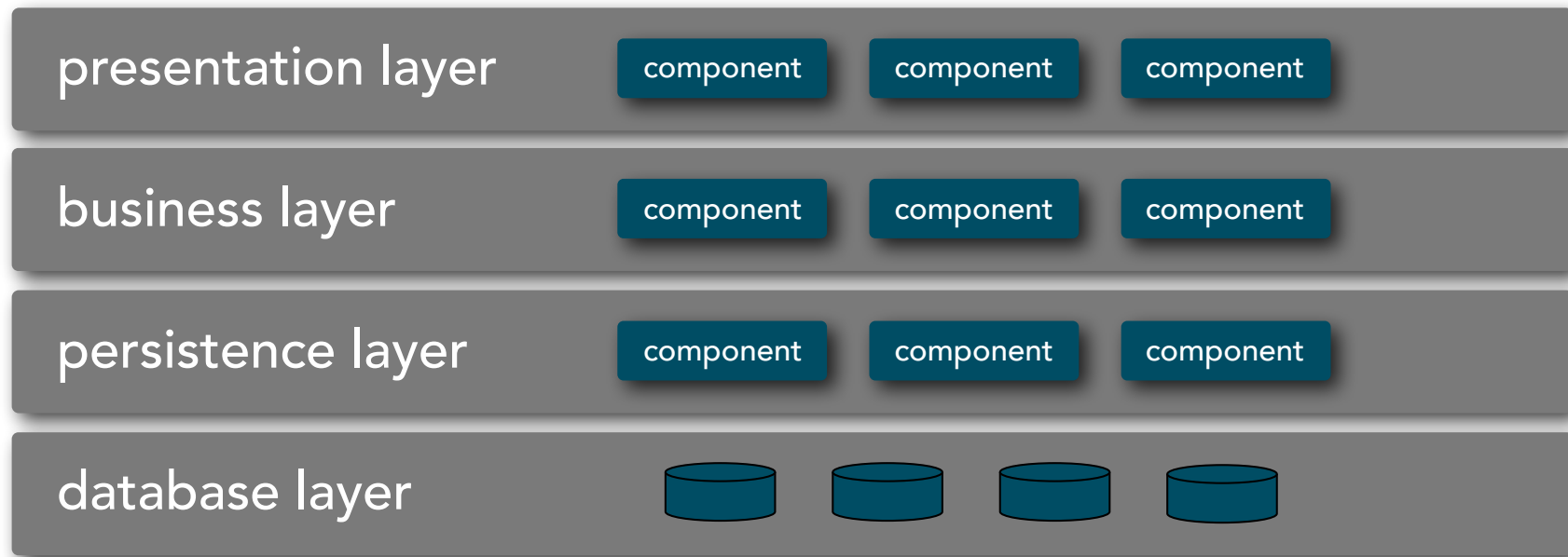
classes



coupling connections

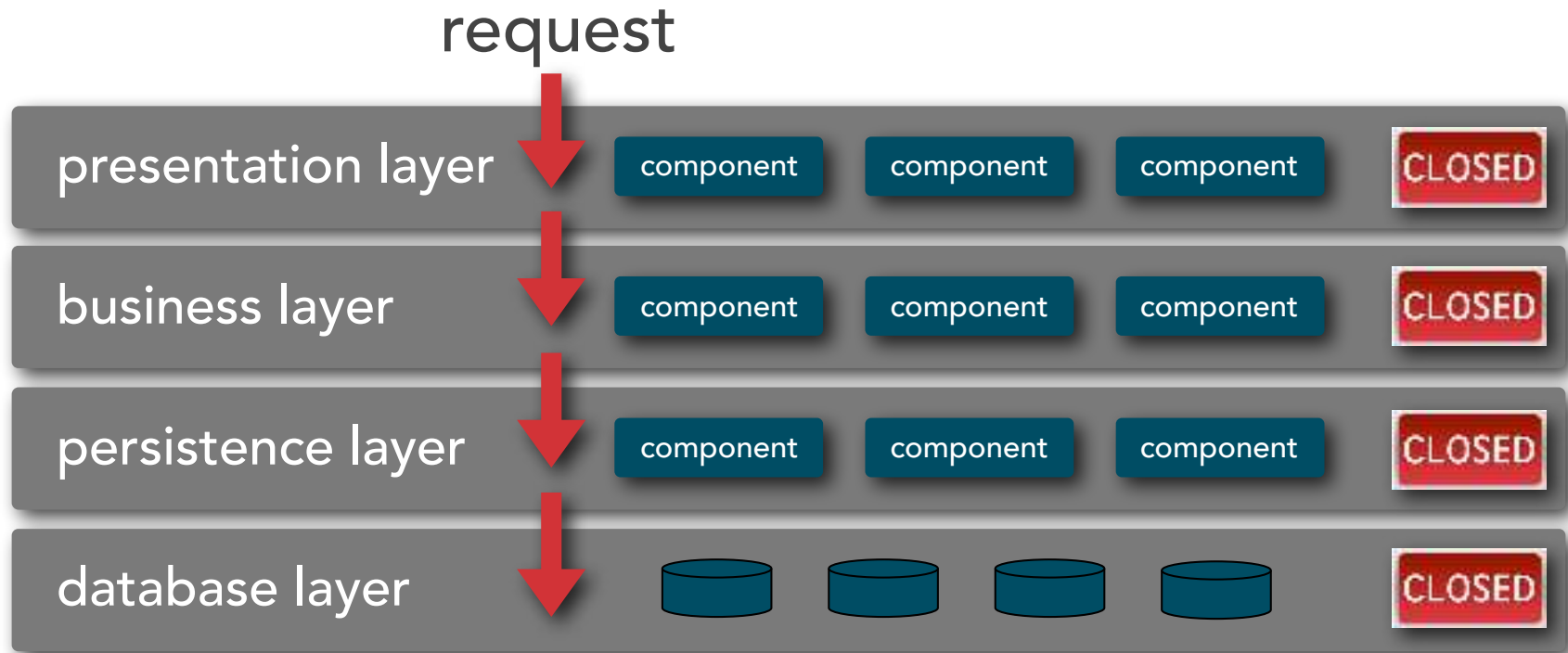
dimensions : 

# Layered Architecture



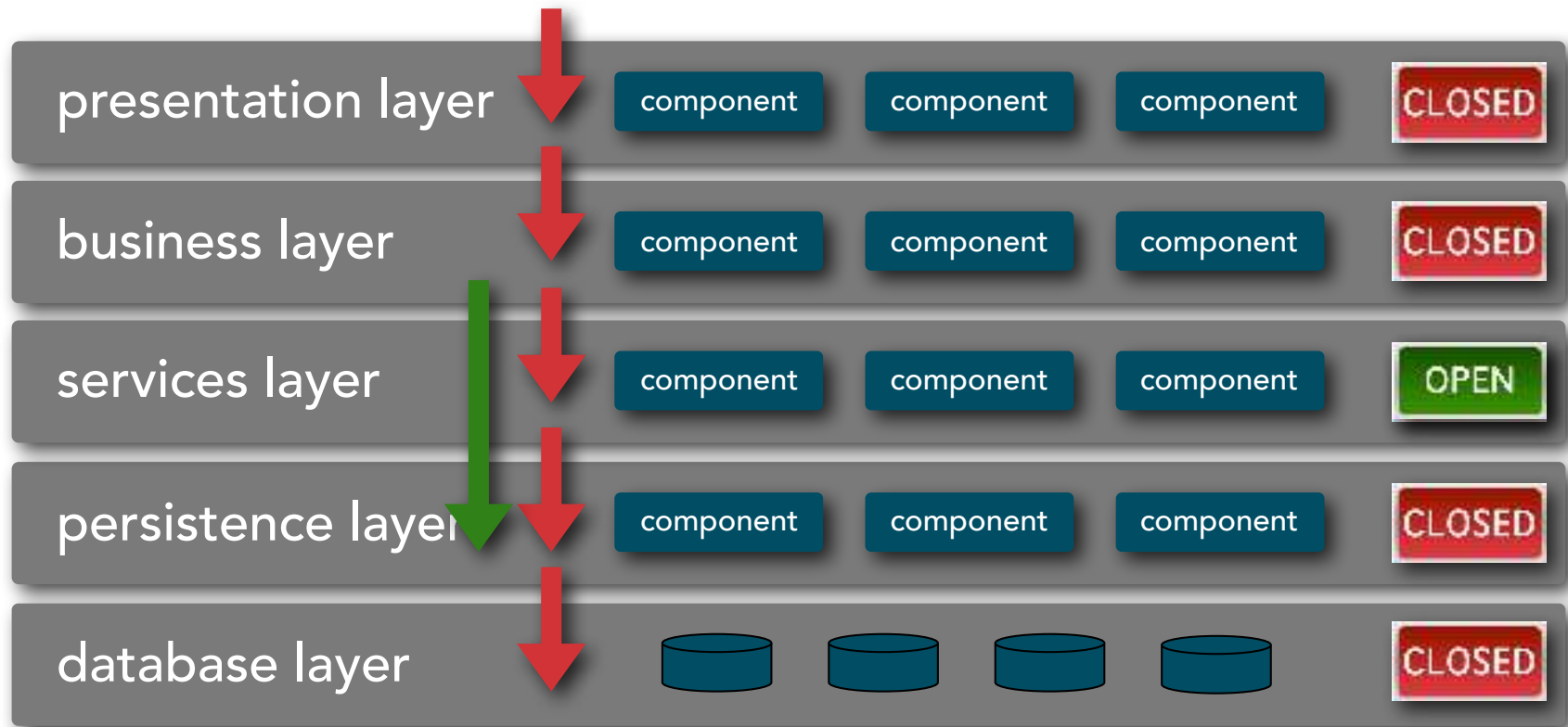
opportunities: 4  
dimensions : 1

# Layered Architecture





# Layered Architecture



opportunities for evolution =  $L - (2 \times L^0)$

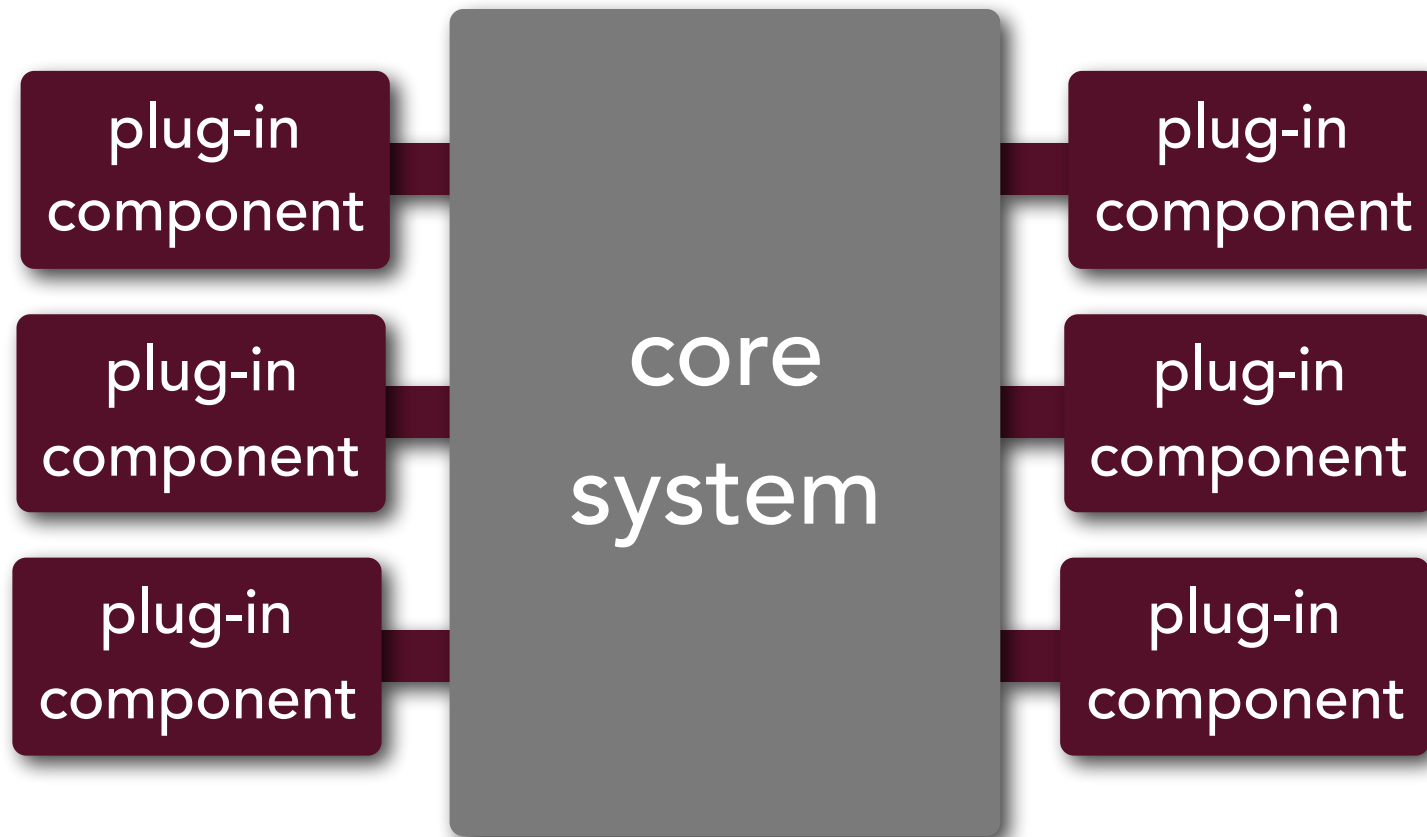
$L$  : # of layers

$L^0$  : # of open layers

dimensions :

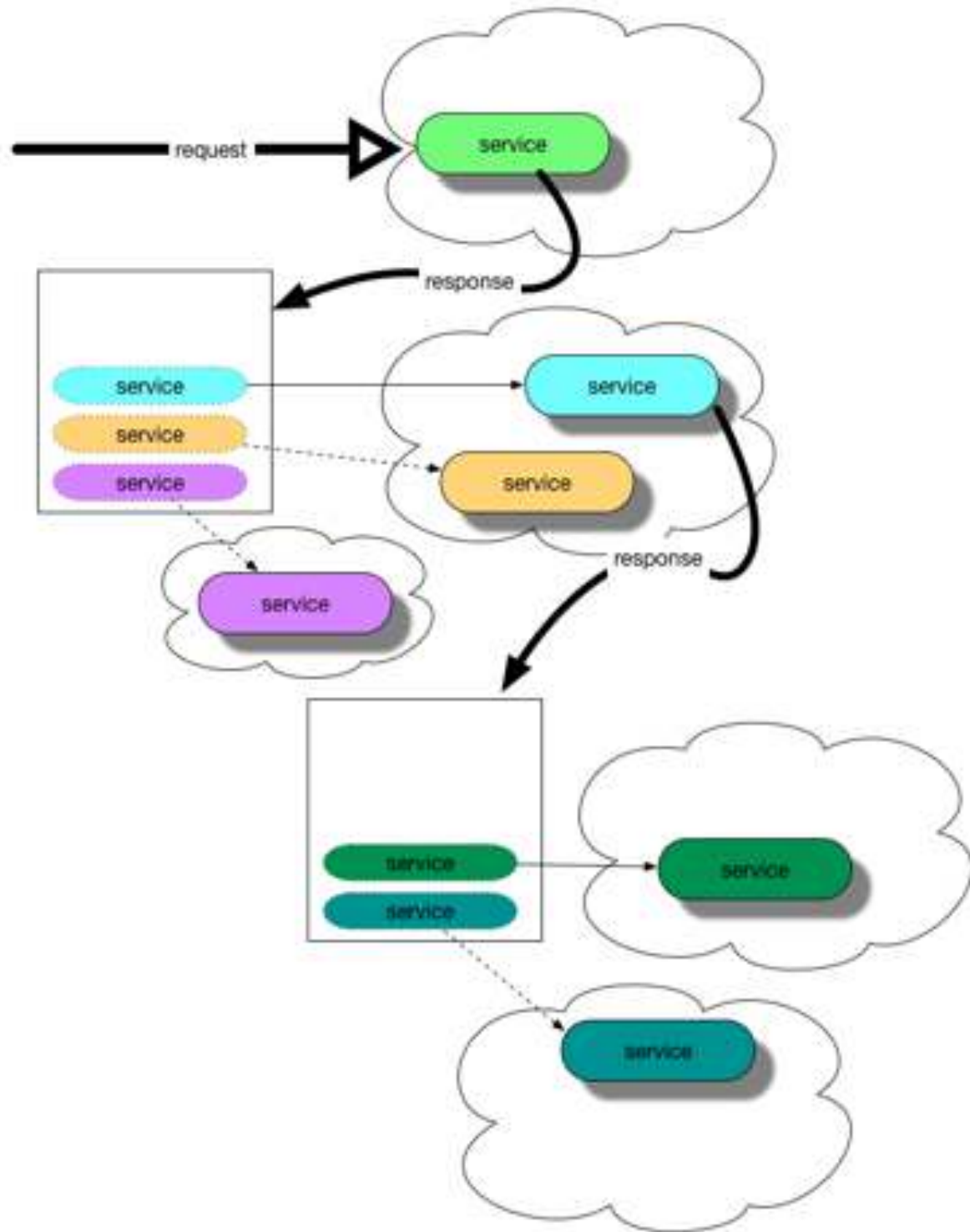
1

# Microkernel



dimensions : 1

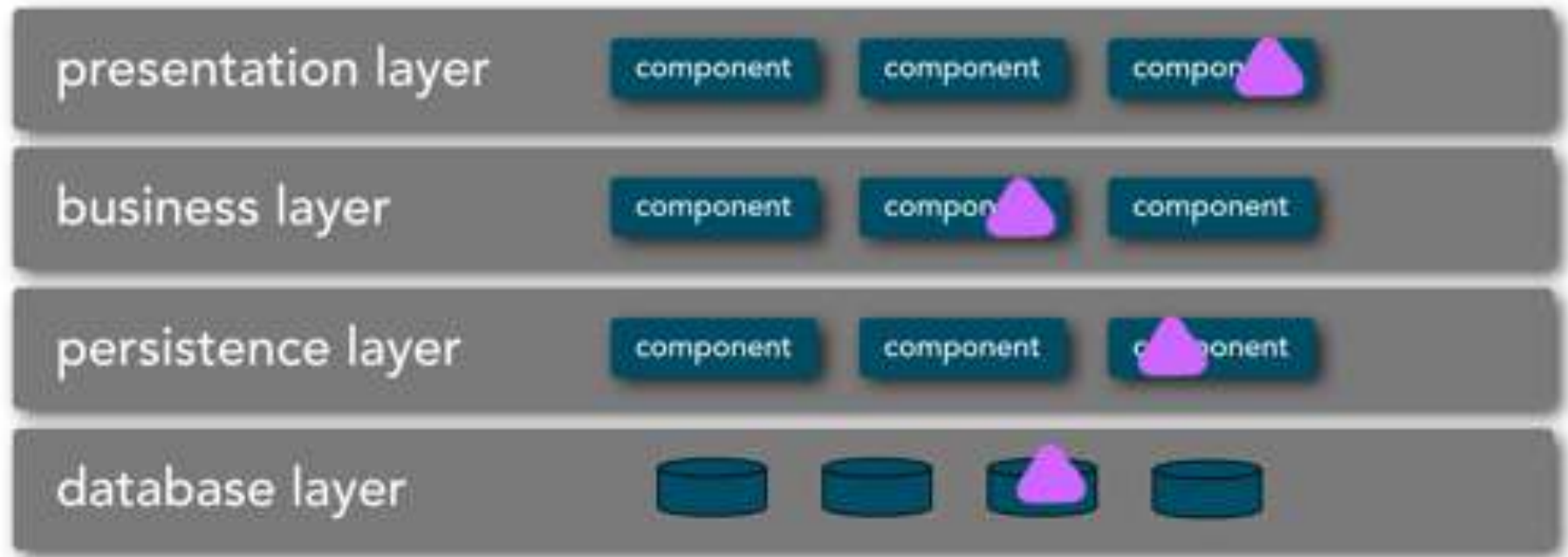
# REST



dimensions : 1



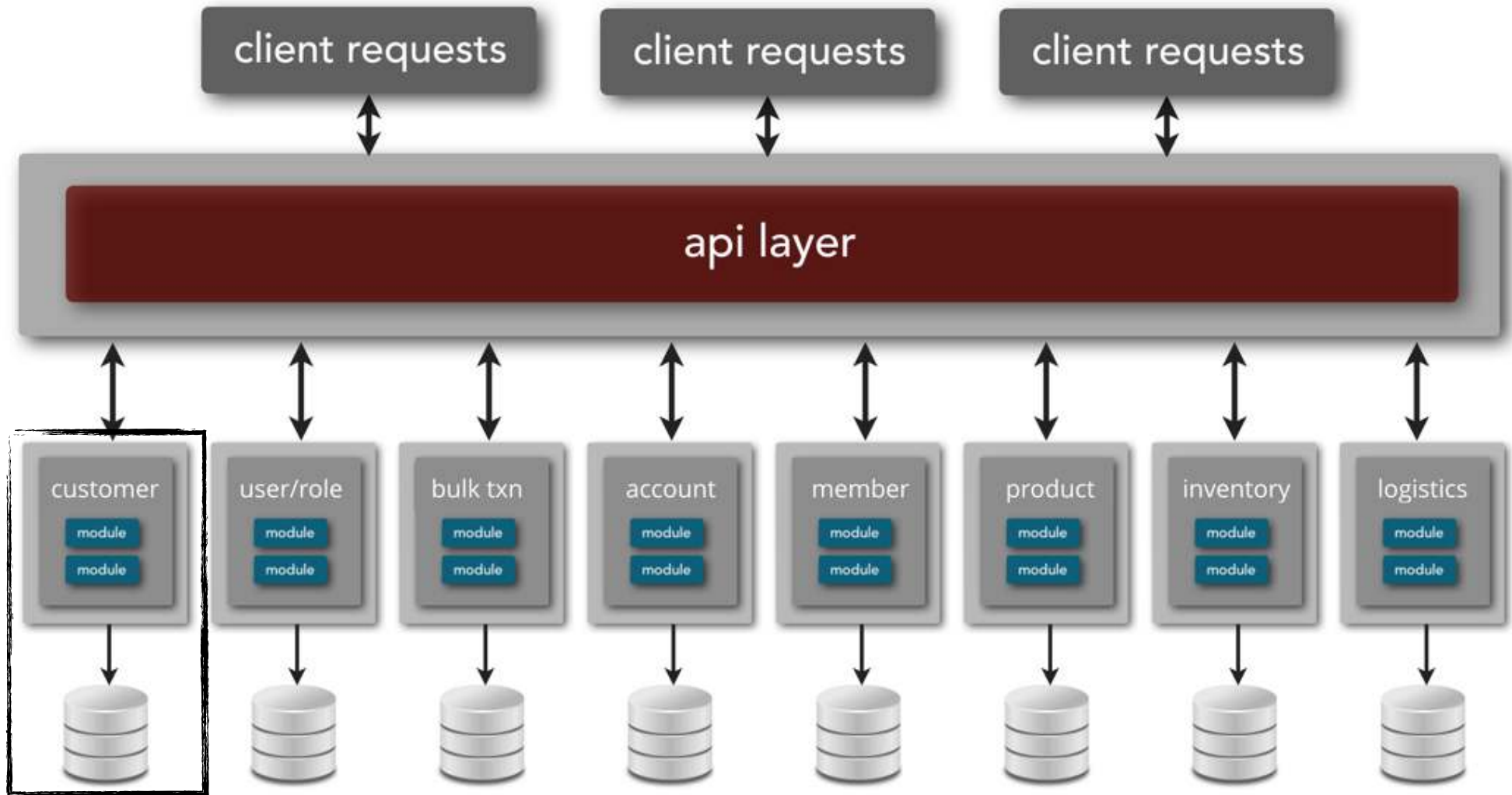
# Domain Shift



domain dimensions :



# Microservices



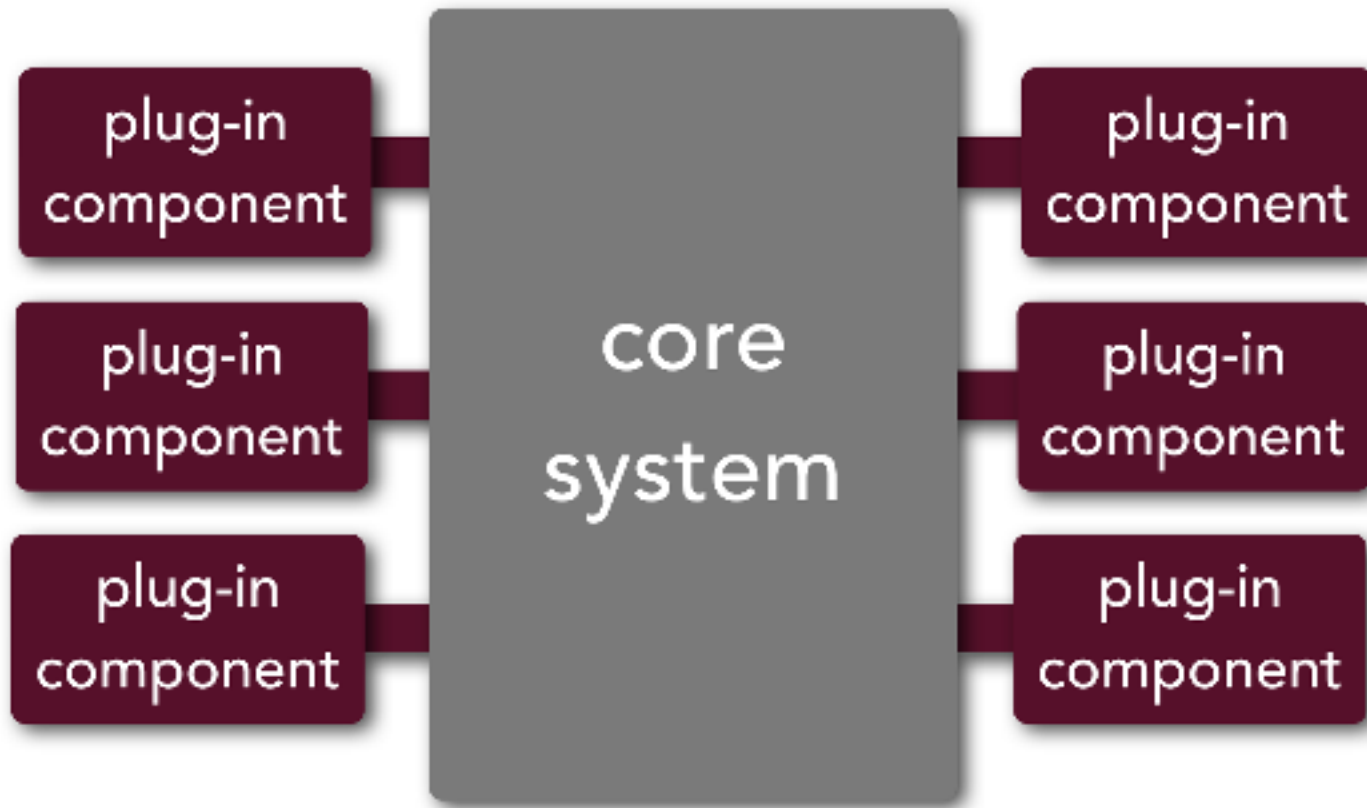
evolutionary architecture dimensions : 

# Definition :

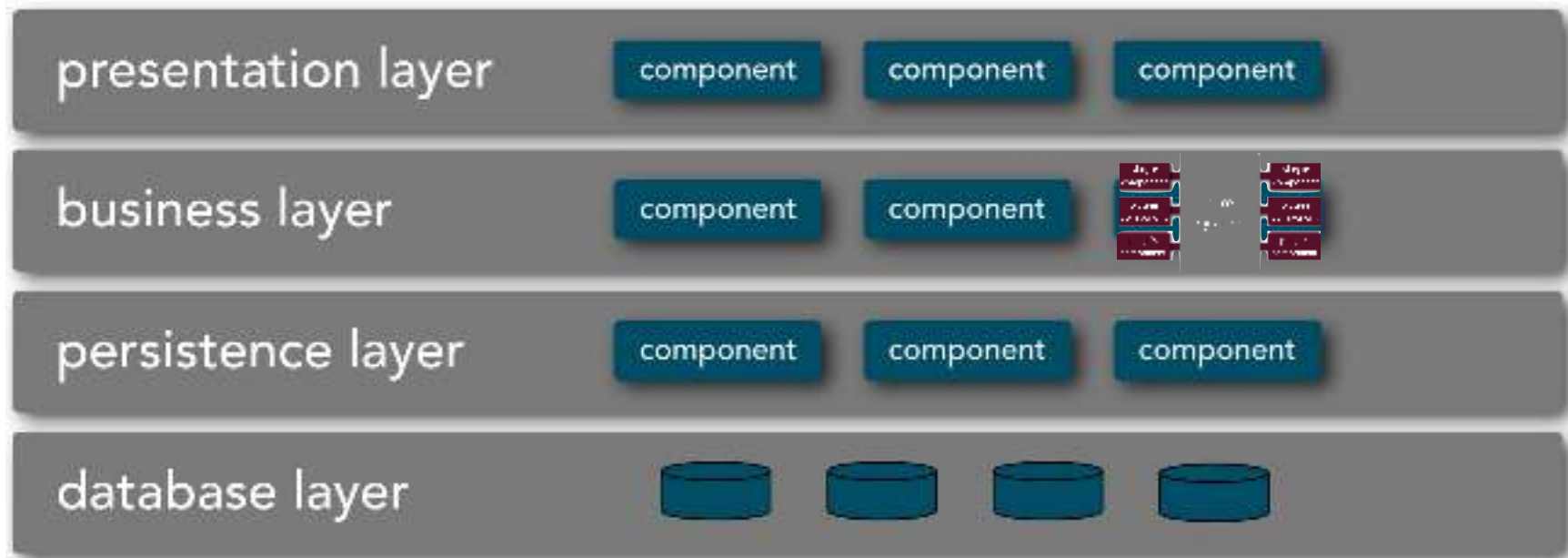
## evolutionary architecture

An evolutionary architecture supports incremental, guided change as a first principle across multiple dimensions.

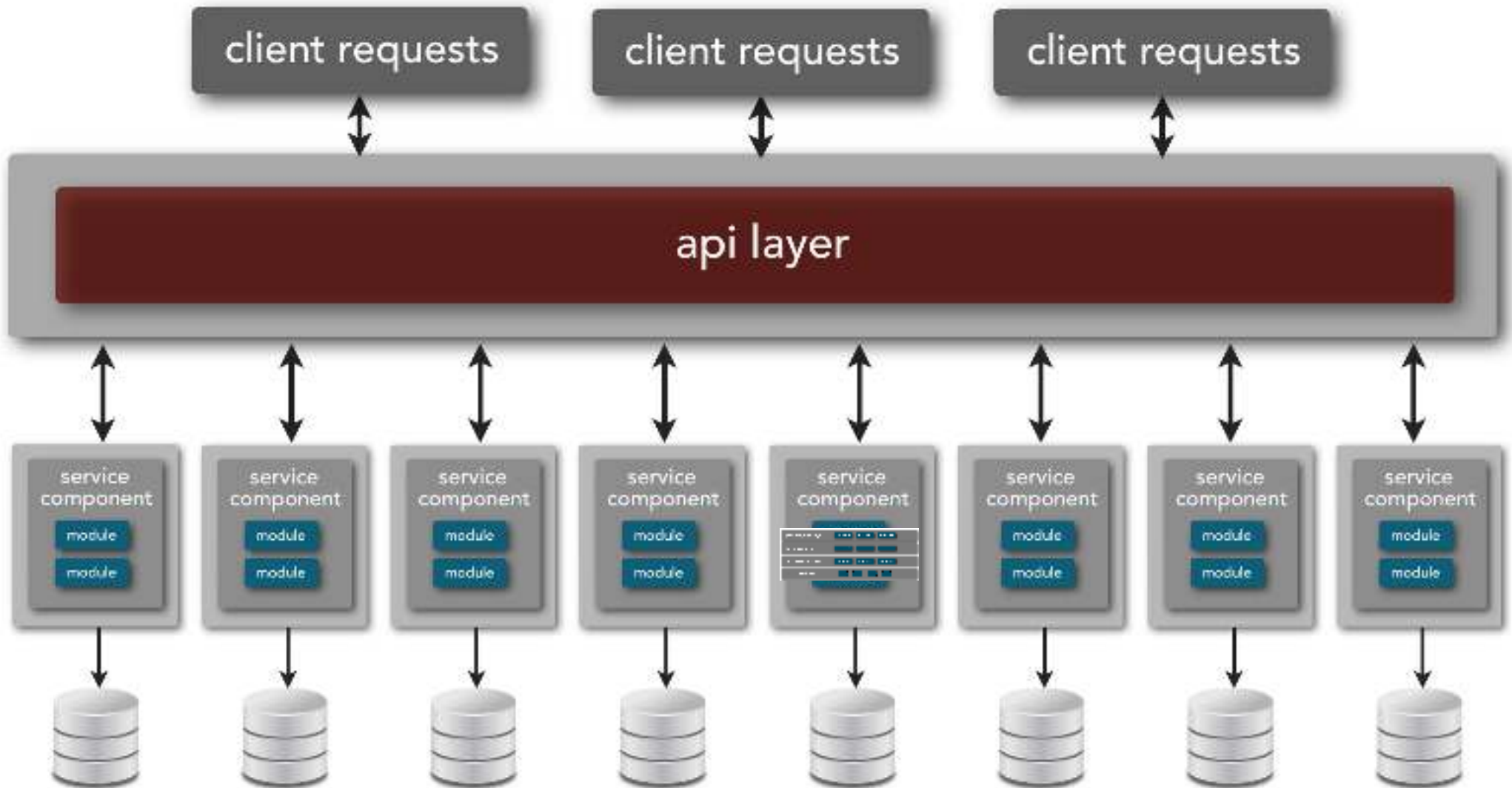
# Composability



# Composability



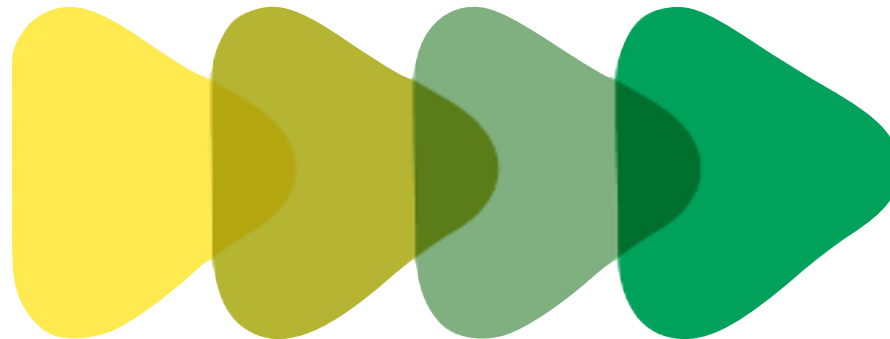
# Composability



# Definition :

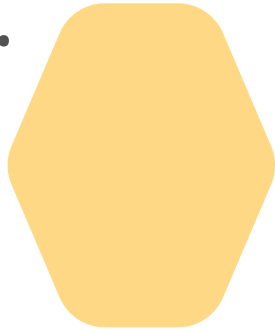
## *evolutionary architecture*

An evolutionary architecture supports incremental, guided change as a first principle across multiple dimensions.



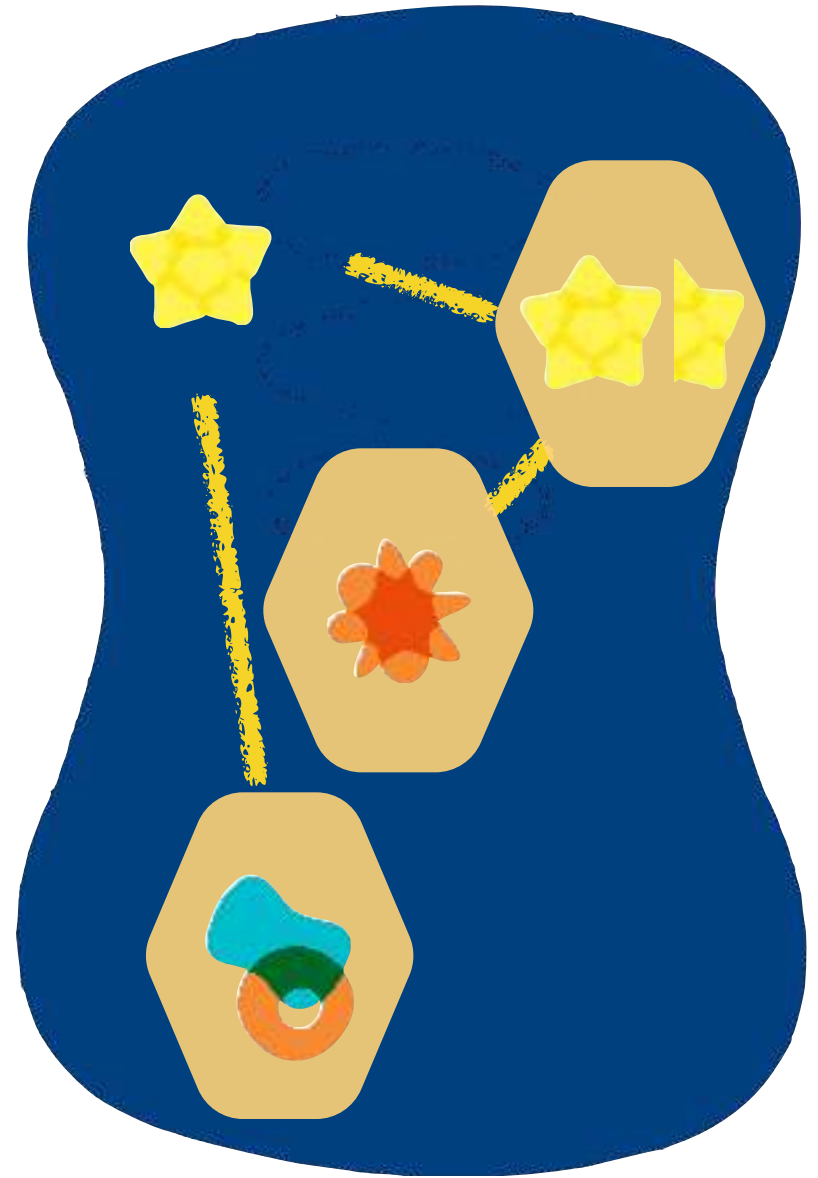
# Incremental Change

Components are  
*deployed.*



Features are *released.*

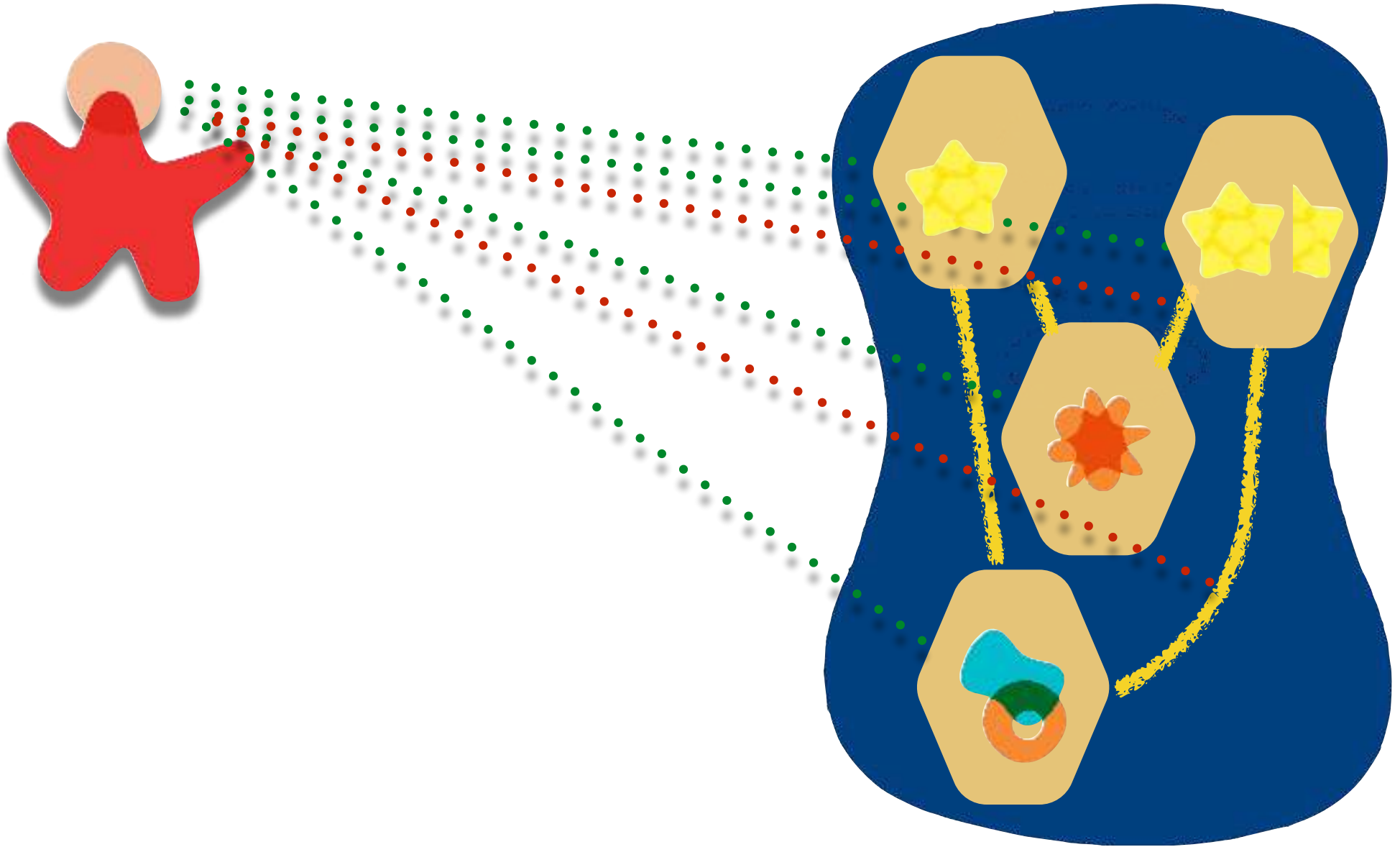
Applications consist  
of *routing.*



production



# Incremental Change



# Definition :

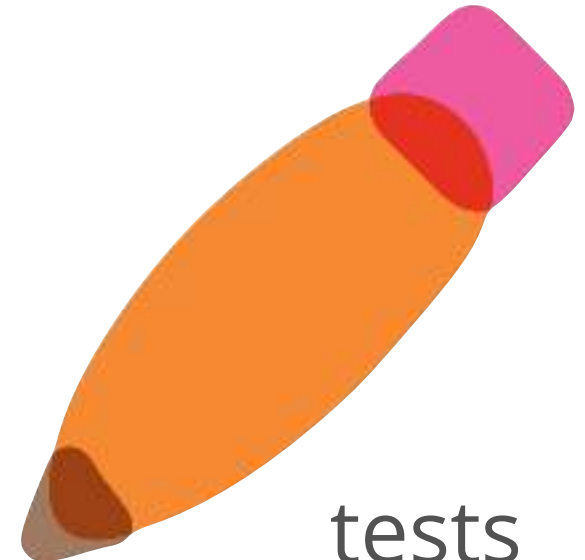
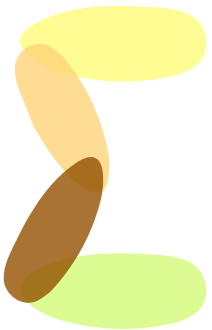
## *evolutionary architecture*

An evolutionary architecture supports incremental, guided change as a first principle across multiple dimensions.

# Architecture Fitness Function

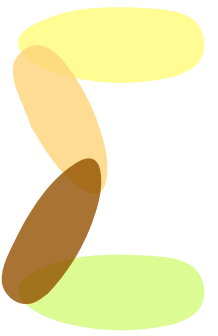


metrics



tests

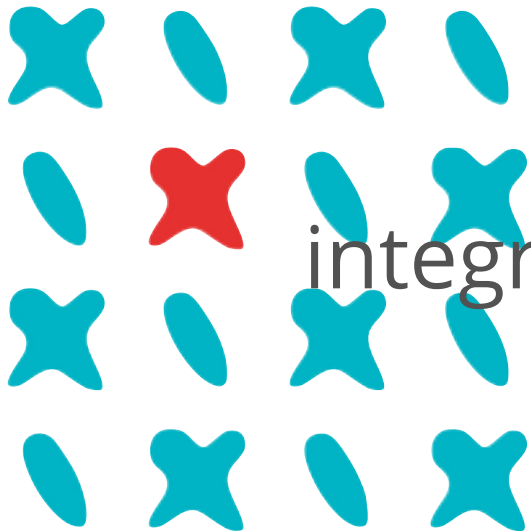
# Scope



application



integration

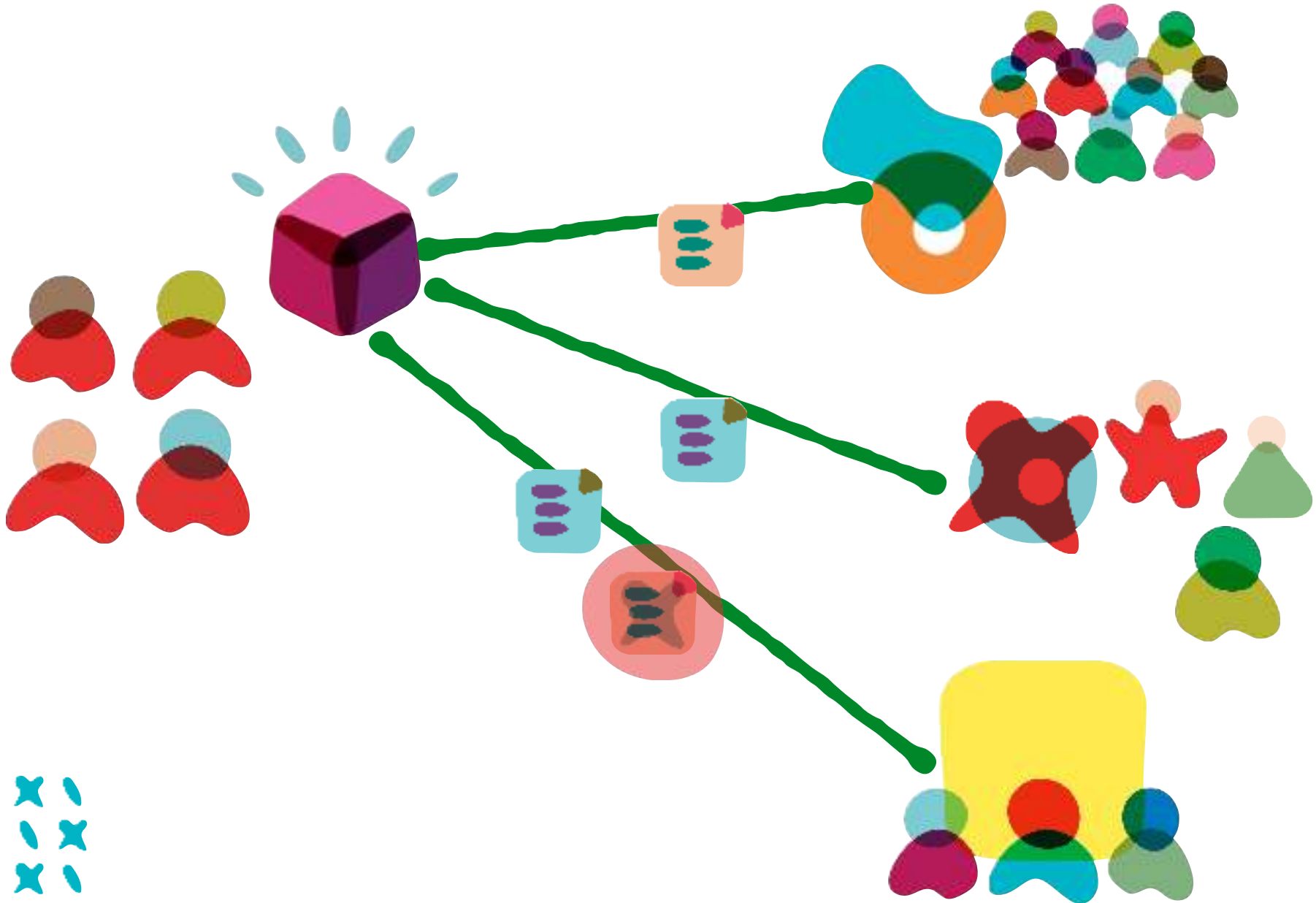


process

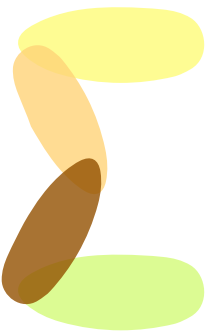


# Consumer Driven Contracts

[martinfowler.com/articles/consumerDrivenContracts.html](http://martinfowler.com/articles/consumerDrivenContracts.html)



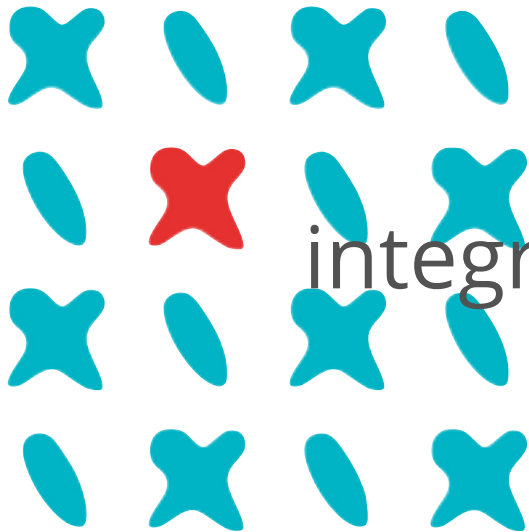
# Scope



application



integration



process



# Cycle Fitness Function

```
/**  
 * Tests that a package dependency cycle does not  
 * exist for any of the analyzed packages.  
 */  
public void testAllPackages() {  
    Collection packages = jdepend.analyze();  
    assertEquals("Cycles exist",  
        false, jdepend.containsCycles());  
}
```

[clarkware.com/software/JDepend.html](http://clarkware.com/software/JDepend.html)



# Coupling Fitness Function

```
protected void setUp() throws IOException {
    jdepend = new JDepend();
    jdepend.addDirectory("/path/to/project/util/classes");
    jdepend.addDirectory("/path/to/project/ejb/classes");
    jdepend.addDirectory("/path/to/project/web/classes");
}

public void testMatch() {
    DependencyConstraint constraint = new DependencyConstraint();
    JavaPackage ejb = constraint.addPackage("com.xyz.ejb");
    JavaPackage web = constraint.addPackage("com.xyz.web");
    JavaPackage util = constraint.addPackage("com.xyz.util");

    ejb.dependsUpon(util);
    web.dependsUpon(util);

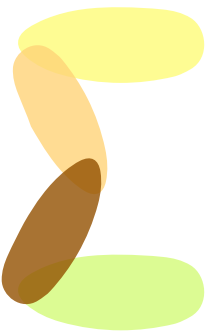
    jdepend.analyze();

    assertEquals("Dependency mismatch",
        true, jdepend.dependencyMatch(constraint));
}
```





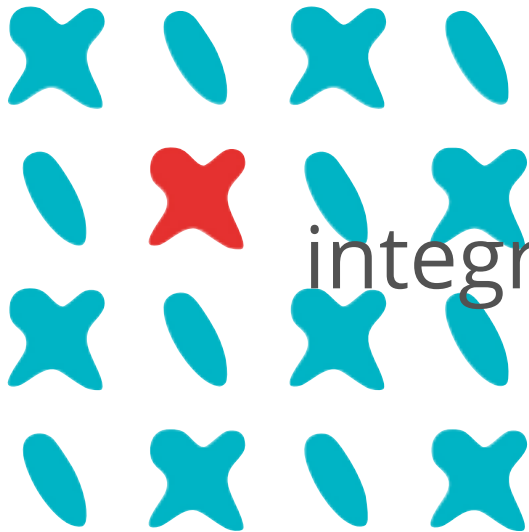
# Scope



application



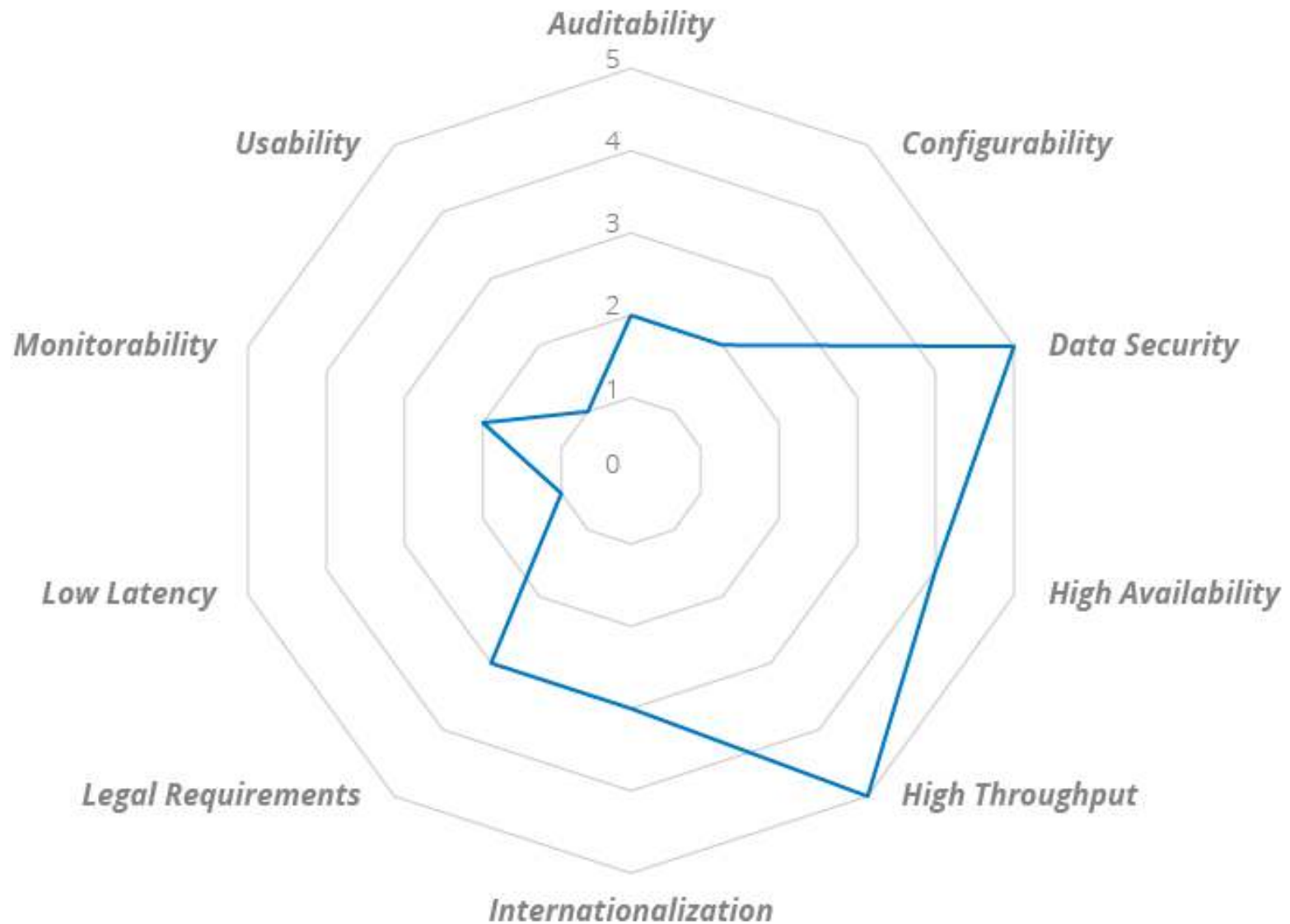
integration



process



# Fitness Function Fit



# Guided Evolution

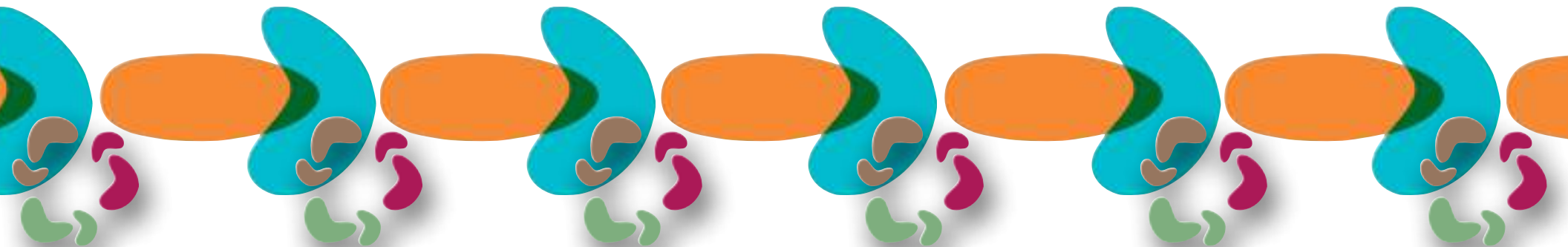


# Definition :

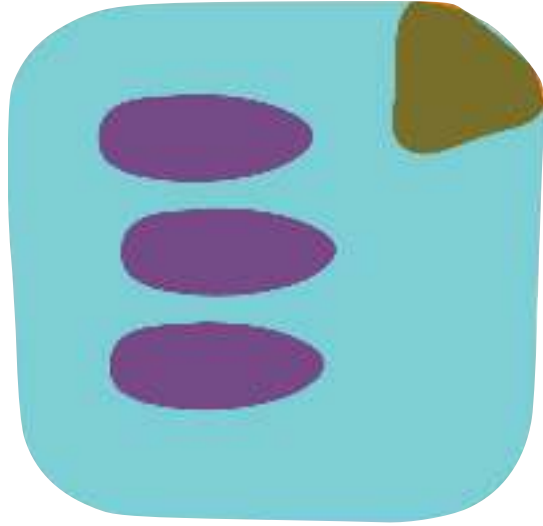
## *evolutionary architecture*

An evolutionary architecture supports incremental, guided change as a first principle across multiple dimensions.

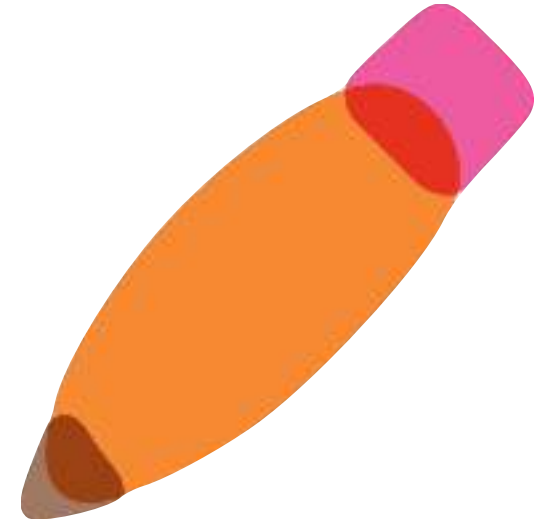
# utilizing evolutionary architecture



# 1. choose dimensions



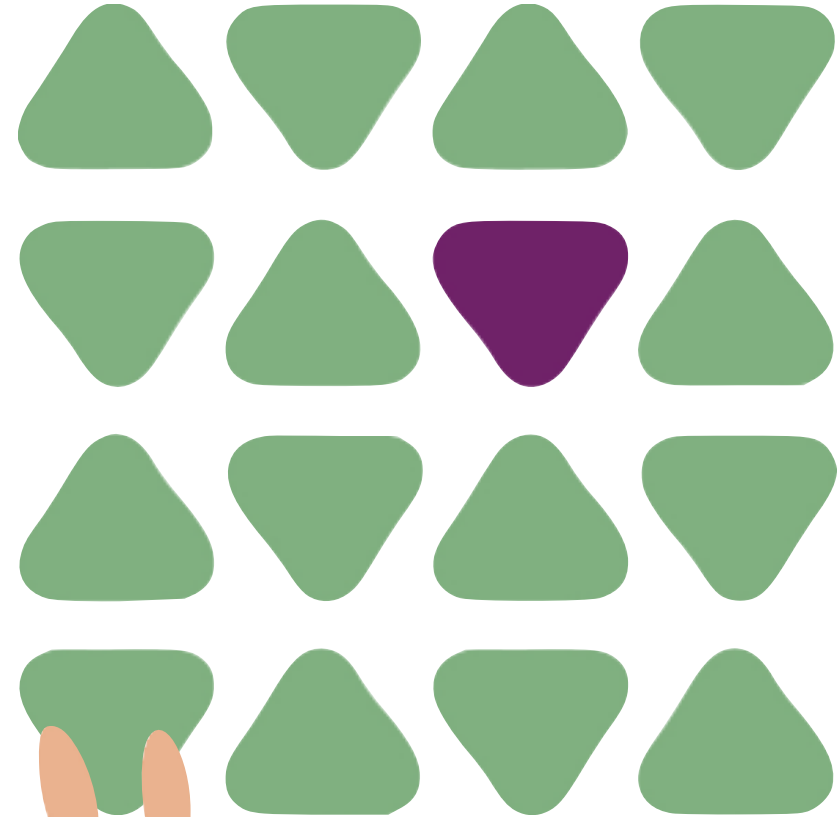
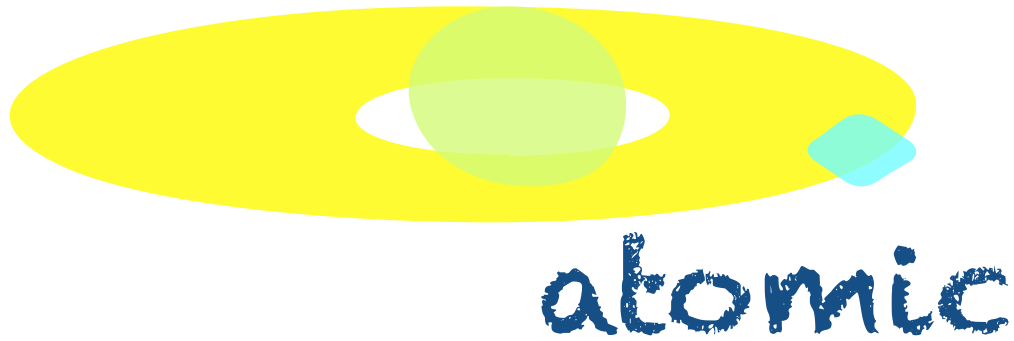
"-ilities"



testable

evolutionary  
change

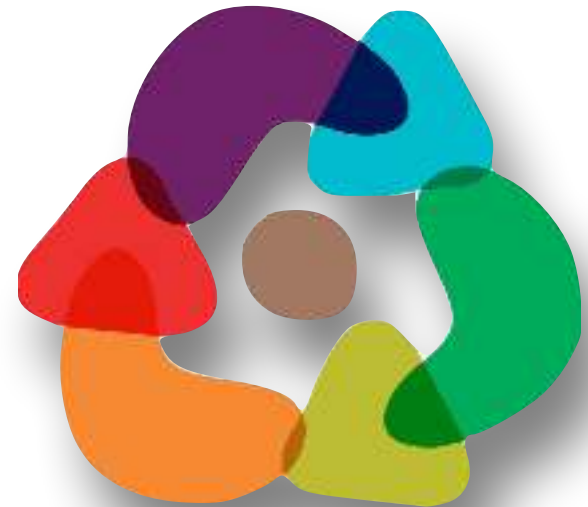
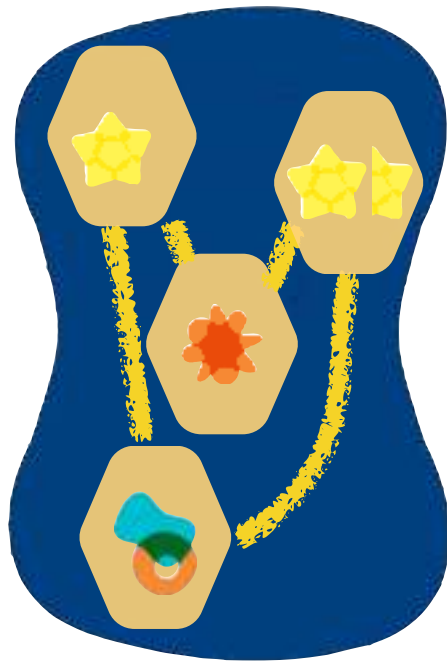
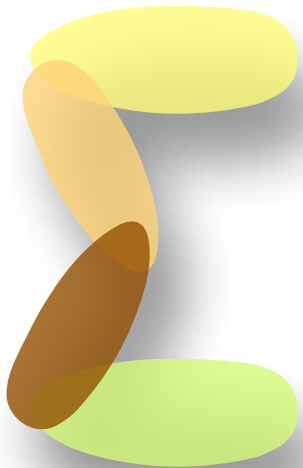
## 2. identify fitness functions



automated / manual

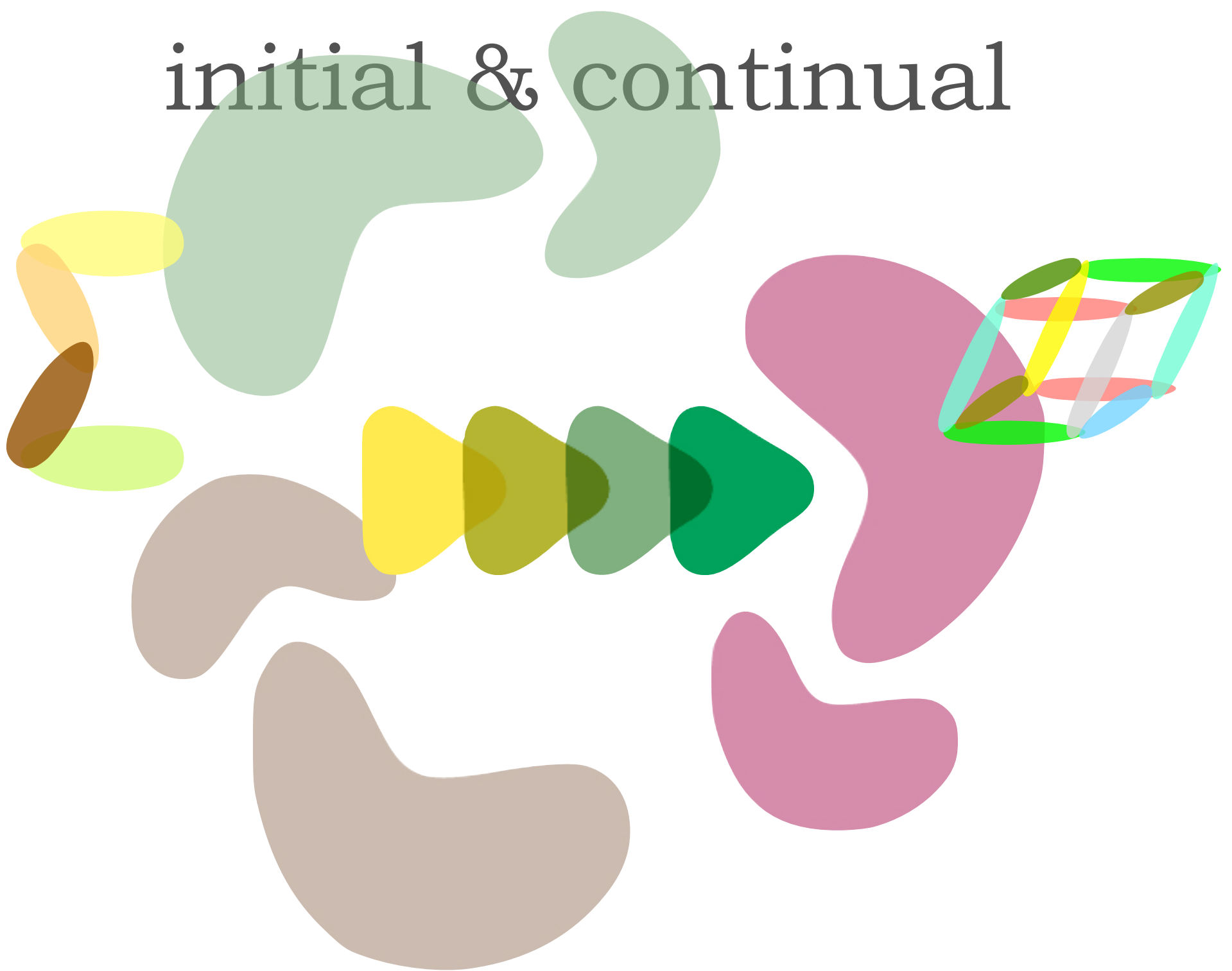


# 3. apply incremental change





# initial & continual



# architecture katas

## identifying evolutionary architecture factors

**Your Architectural Kata is...**

**Make the Grade**

A very large and populous state would like a new application to support standardized testing across all public school systems (grades 1-12).

Requirements: Students will only be able to use the application when testing centers are not in the state; most of these will be in the schools, but not all of them. Students should be able to log in fast, and this state eventually contributed to a single database representing all of the test scores across the state (by school, teacher, and student). Tests will be multiple choice, short answer, and essay. The system should have a reporting system to show which students have taken the tests and what scores they received. To get answer and essay questions, will be manually graded by teachers, who will then send the scores back to the system.

Users: 40,000+ students, 1000 teachers, 50 administrators.

assigned team: 1

next steps

# next steps



technical breadth



certification  
nomination packet



personal radar

# next steps



[www.infoq.com](http://www.infoq.com)



[www.dzone.com](http://www.dzone.com)



**ThoughtWorks**



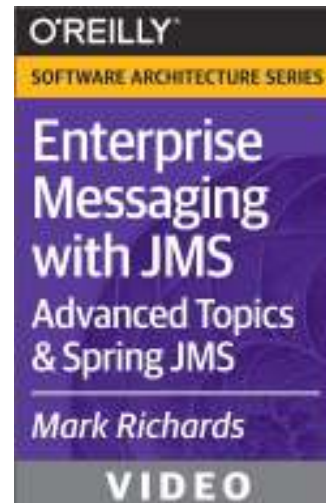
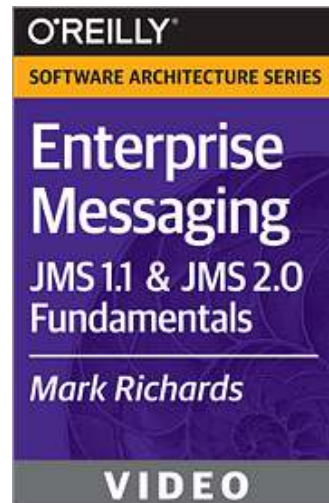
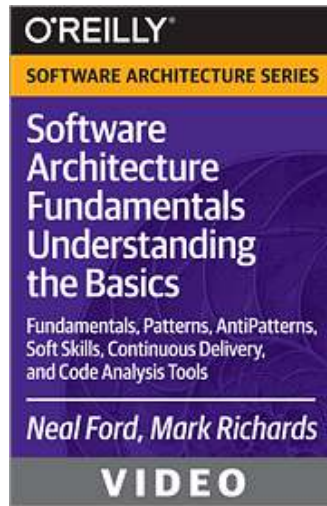
<https://www.thoughtworks.com/radar>

# next steps

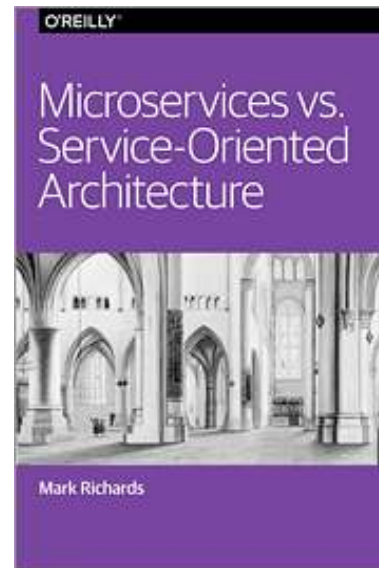


# Software Architecture Fundamentals Video Series

## Enterprise Messaging Video Series




# O'Reilly Free Reports



<http://www.wmrichards.com/publications>



# Microservices AntiPatterns and Pitfalls Video



Larger Cover

## Microservices AntiPatterns and Pitfalls

### Learning to Avoid Costly Mistakes


By [Mark Richards](#)  
Publisher: O'Reilly Media  
Final Release Date: July 2016  
Run time: 4 hours 9 minutes

☆☆☆☆☆ 0.0

[Write a Review](#)

Microservices is an increasingly popular architecture style that promotes scalability and ease of testing and deployment through small, highly distributed service components. It may sound like the correct architecture for your situation, but if you're new to microservices, how do you really know? Understanding microservices'...

[Full description](#)

**Start This Video Training for Free** 

View the links in the TOC below.

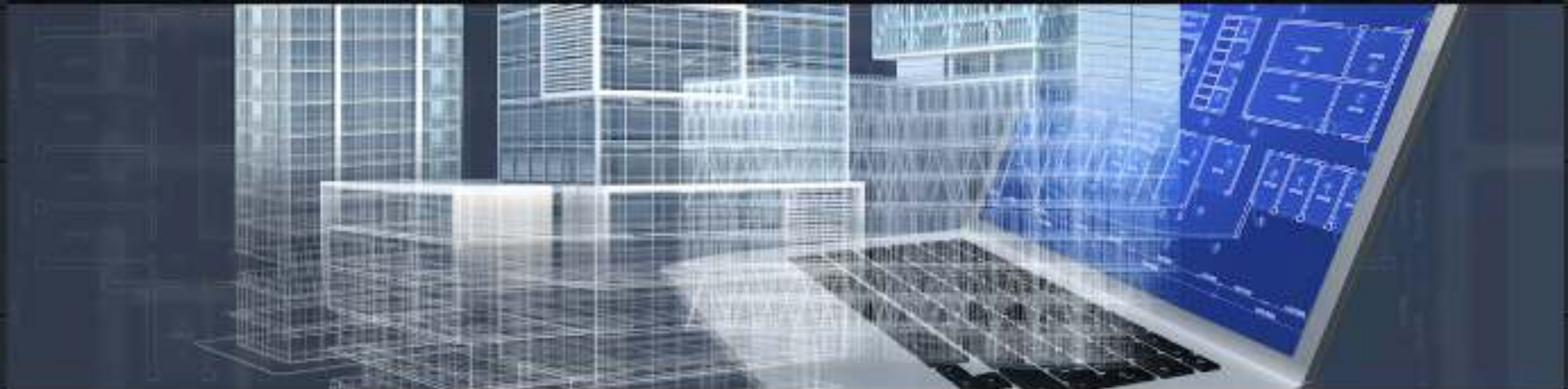
[http://shop.oreilly.com/product/  
0636920052876.do#](http://shop.oreilly.com/product/0636920052876.do#)

HOME TRAINING CONTACT ME BLOG WORK EXPERIENCE PUBLICATIONS SPEAKING ENGAGEMENTS RESOURCES



## Mark Richards

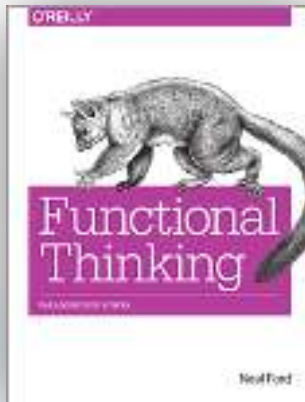
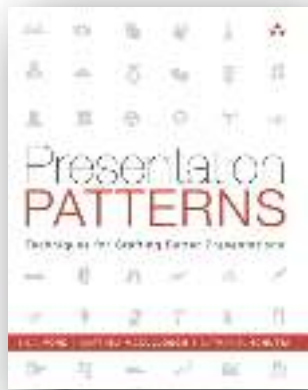
Boston Area Independent Consultant, Hands-on Software Architect, Published Author



I am a hands-on software architect with over 30 years experience in the industry, 20 of those years having played the role of an application architect, integration architect, and enterprise architect. I have experience creating and delivering Microservices Architectures, Service-Based Architectures, and

### Architecture Training

I teach a highly interactive 3 day architecture fundamentals training



[nealford.com](http://nealford.com)

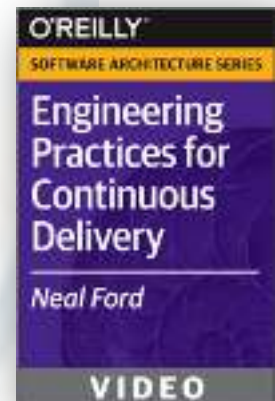
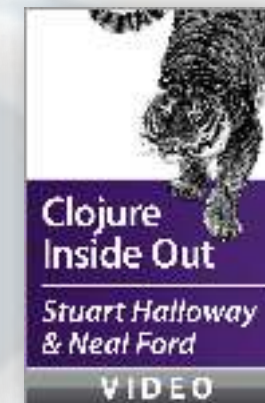
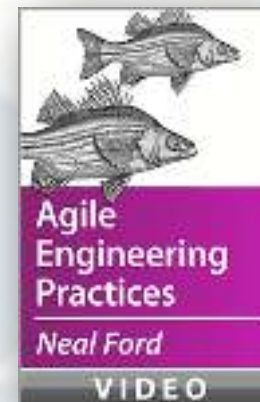
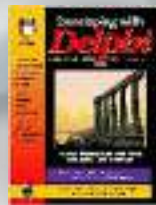
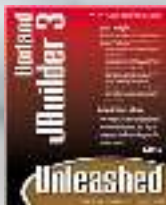
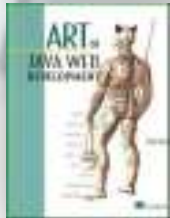


@neal4d

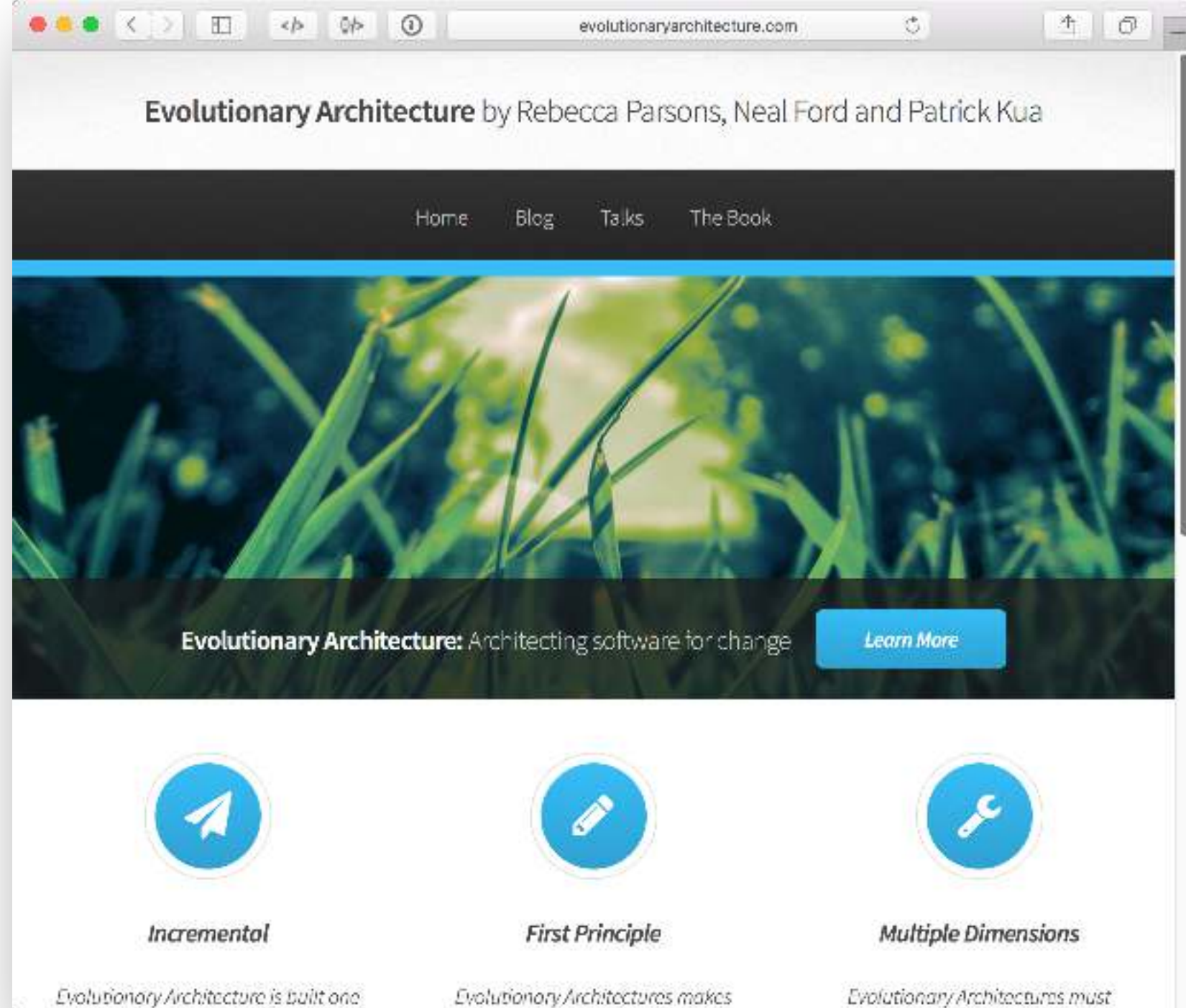
ThoughtWorks®

**NEAL FORD**

*Director / Software Architect / Mentor / Strategist*







<http://evolutionaryarchitecture.com>

# Creating Software Architectures



## Neal Ford

**ThoughtWorks**

Director / Software Architect / Meme Wrangler

<http://www.nealford.com>

@neal4d



## Mark Richards

**Hands-on Software Architect**

Published Author / Conference Speaker

<http://www.wmrichards.com>

<https://www.linkedin.com/in/markrichards3>

@markrichardssa

