coding------architecture

### Agile software architecture

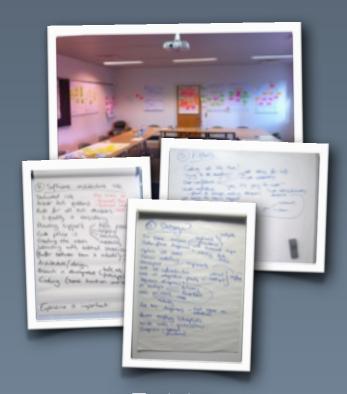




#### I help software teams understand

## software architecture, technical leadership and the balance with agility

(I code too)







Book



Speaking

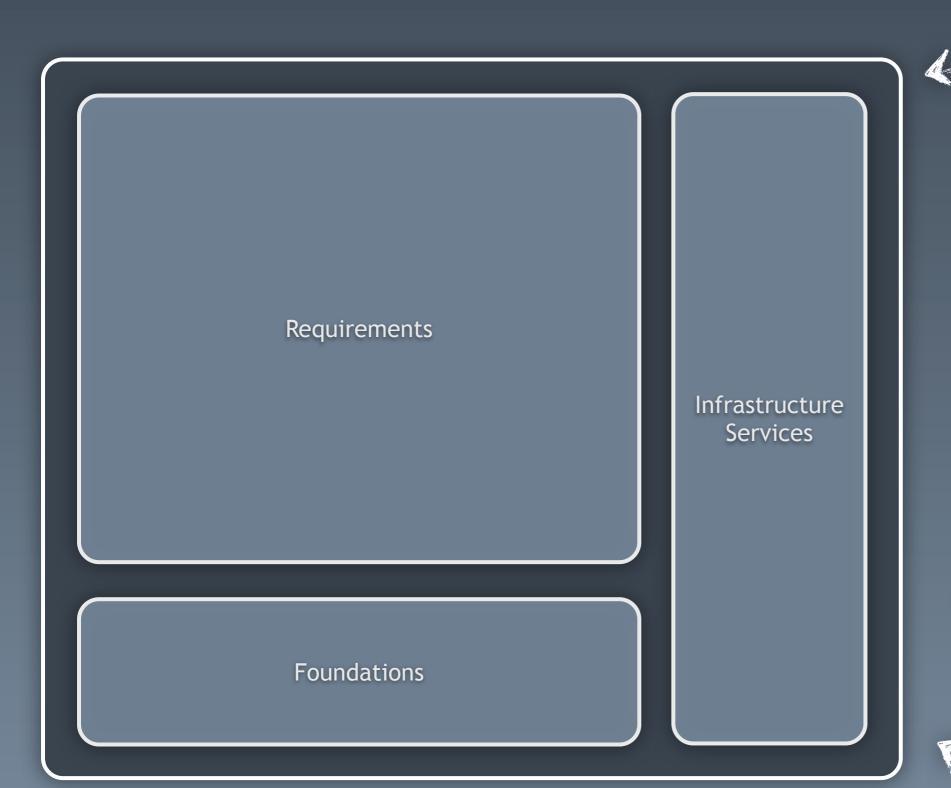




# simon.brown@codingthearchitecture.com@simonbrown on Twitter



#### What is architecture?



As a noun...

#### Structure

The definition of something in terms of its components and interactions

As a verb...

#### Vision

The process of architecting, making design decisions, providing guidance, etc

#### Architecture vs design

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

**Grady Booch** 

can you refactor
it in an afternoon?

# Design a software solution for the financial risk system



Challenging? level of detail Lutere to stop different Who 5 the audience backgrands Implementation -easy to get bogged dan Type of diagrams Notation Documenting assumptions

Dedad to ask questions/

Meedad to ask questions/

Make assumptions

Temptation to focus on detail

Liken do me stop?

How much detail?

Talked don't more than the diagrams

Liken notation? boxes

Loves

What's been challenging about the exercise?

(10) Challenging?

Verifying our own assumptions Expressing the solution

- communicating it is a clear way
- -use of notation
- easy to mix levels of dostraction
- how much detail?

## Review the diagrams

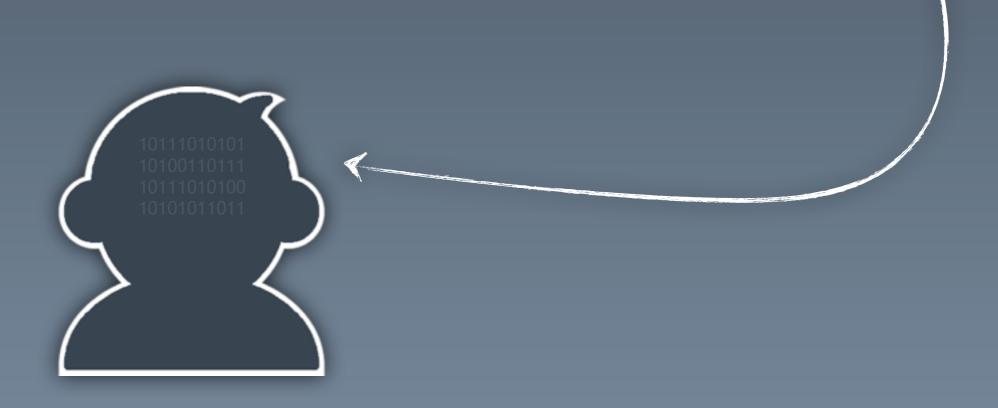
3+ things we like about the diagrams

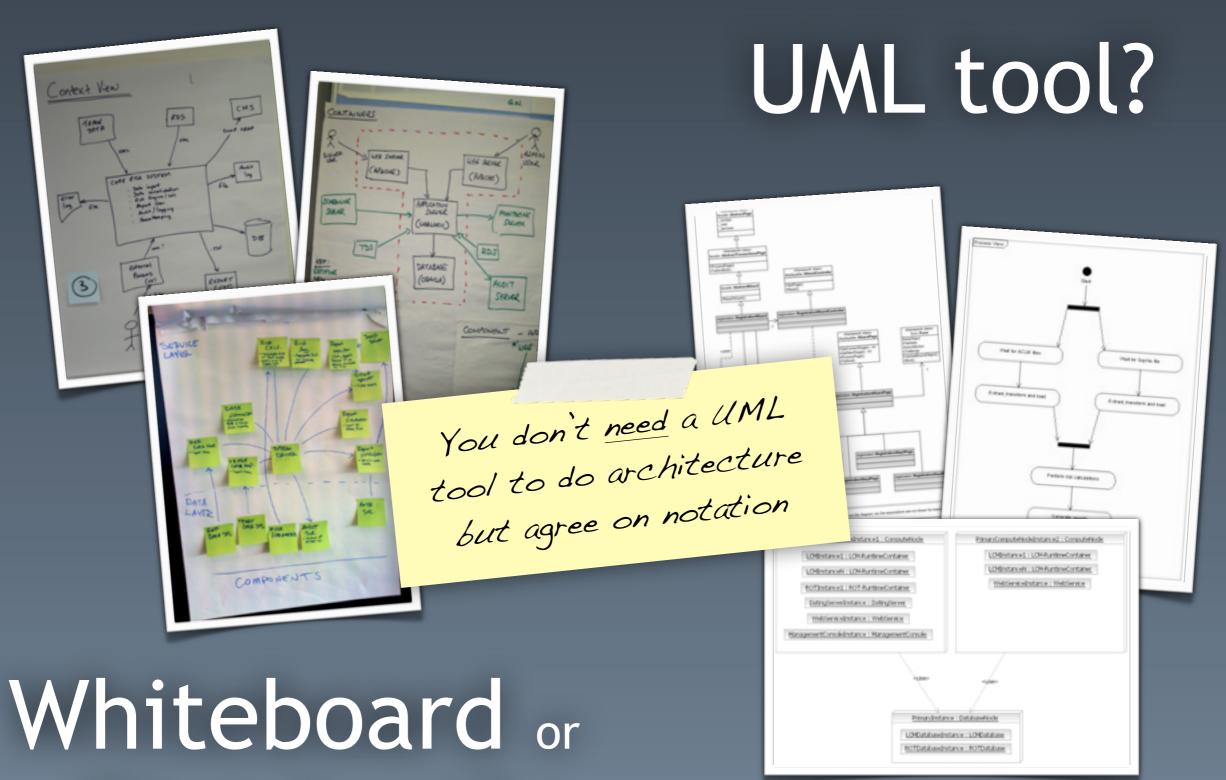
3+ things we think would improve the diagrams



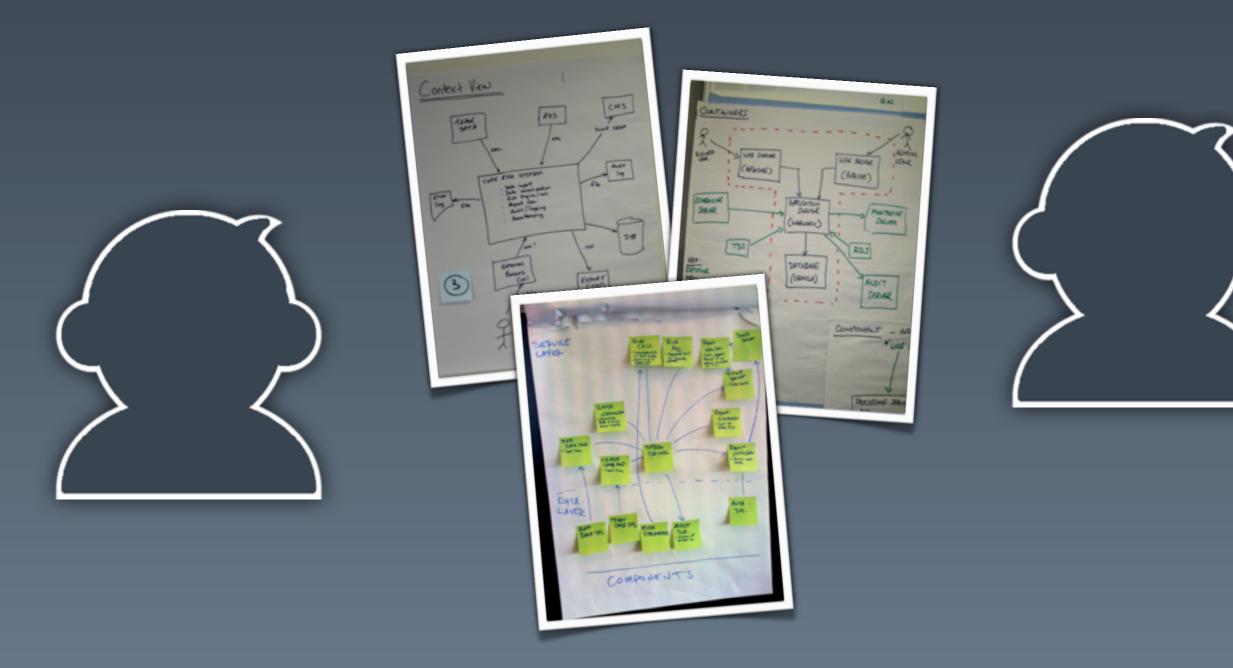
People expect to present their designs and therefore

## information is still stuck in their heads





flip chart?

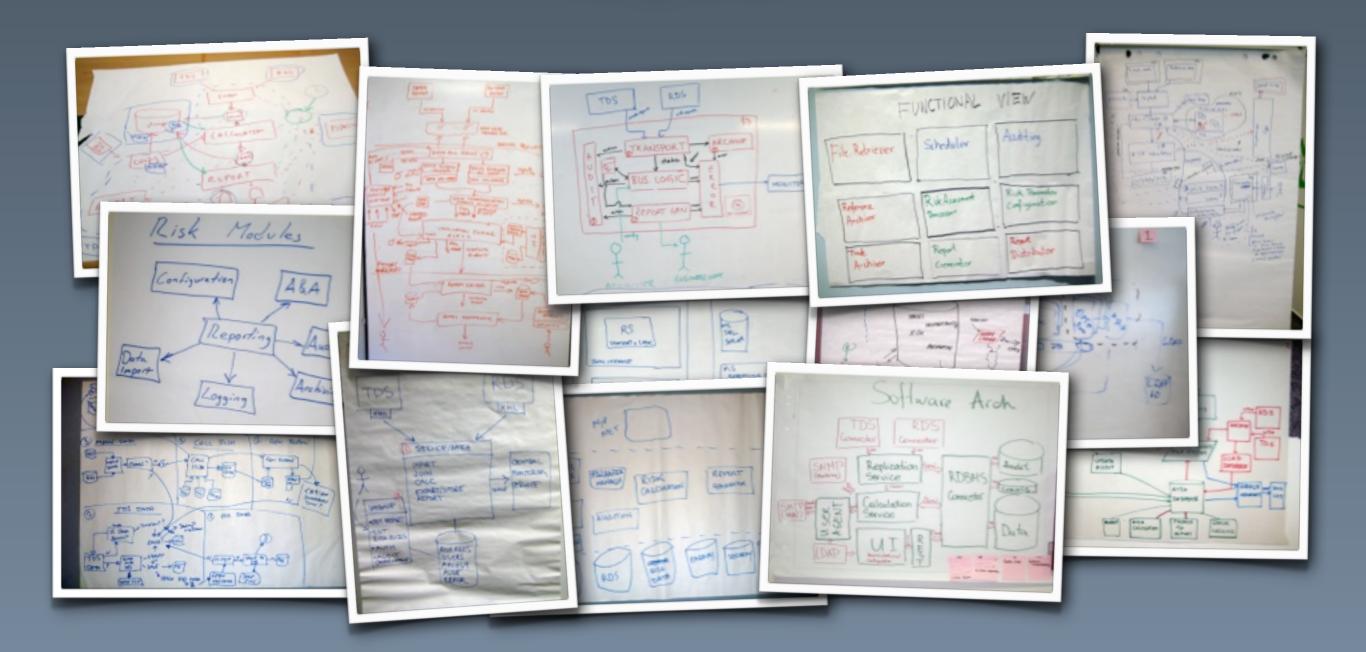


## Collaborative design

(e.g. pair architecting)

# NOUML

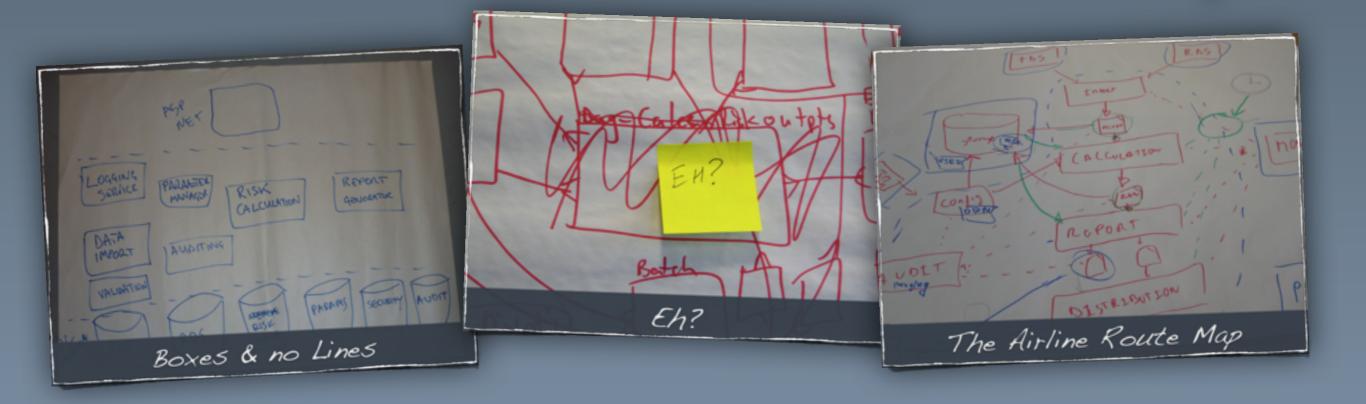
diagrams?

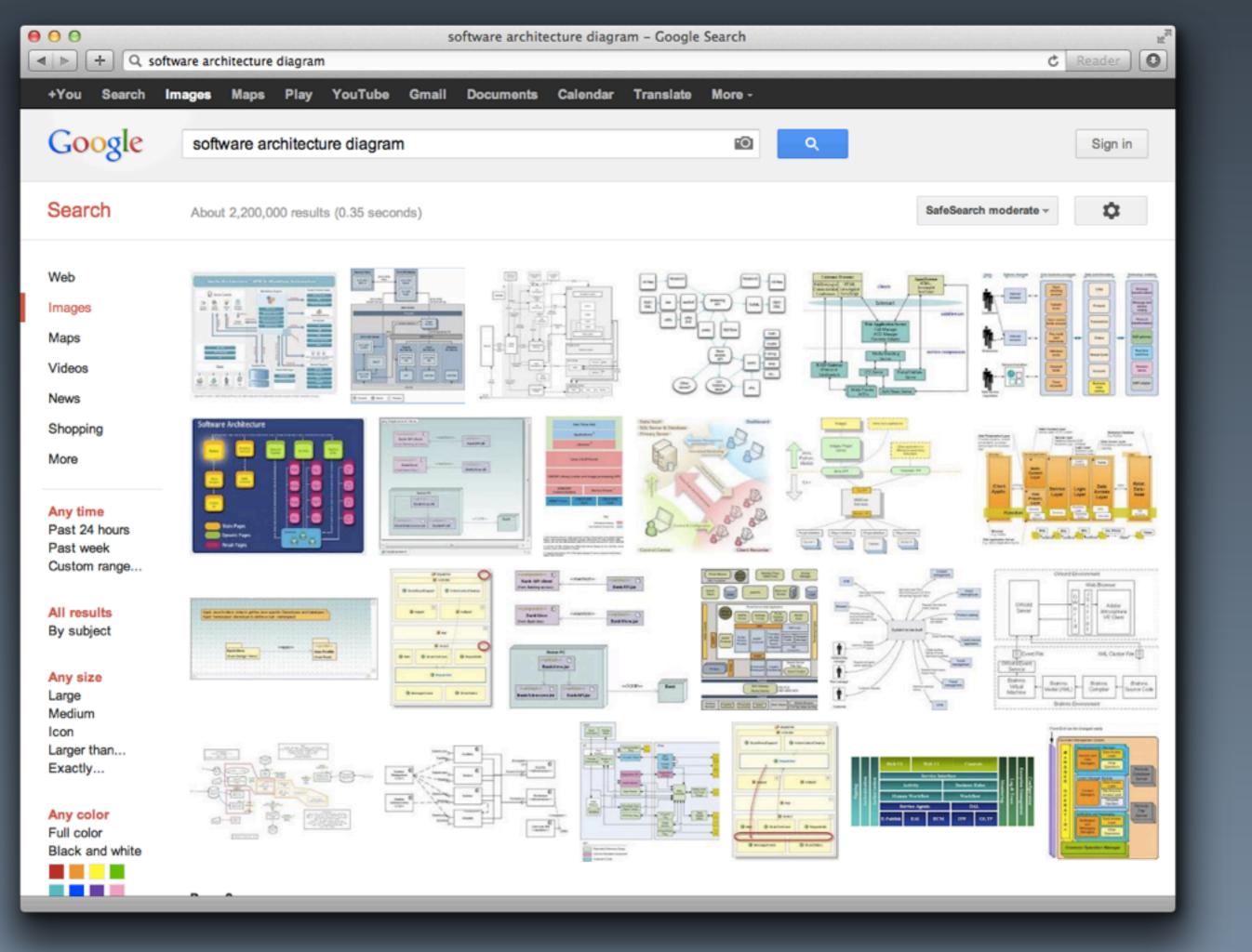


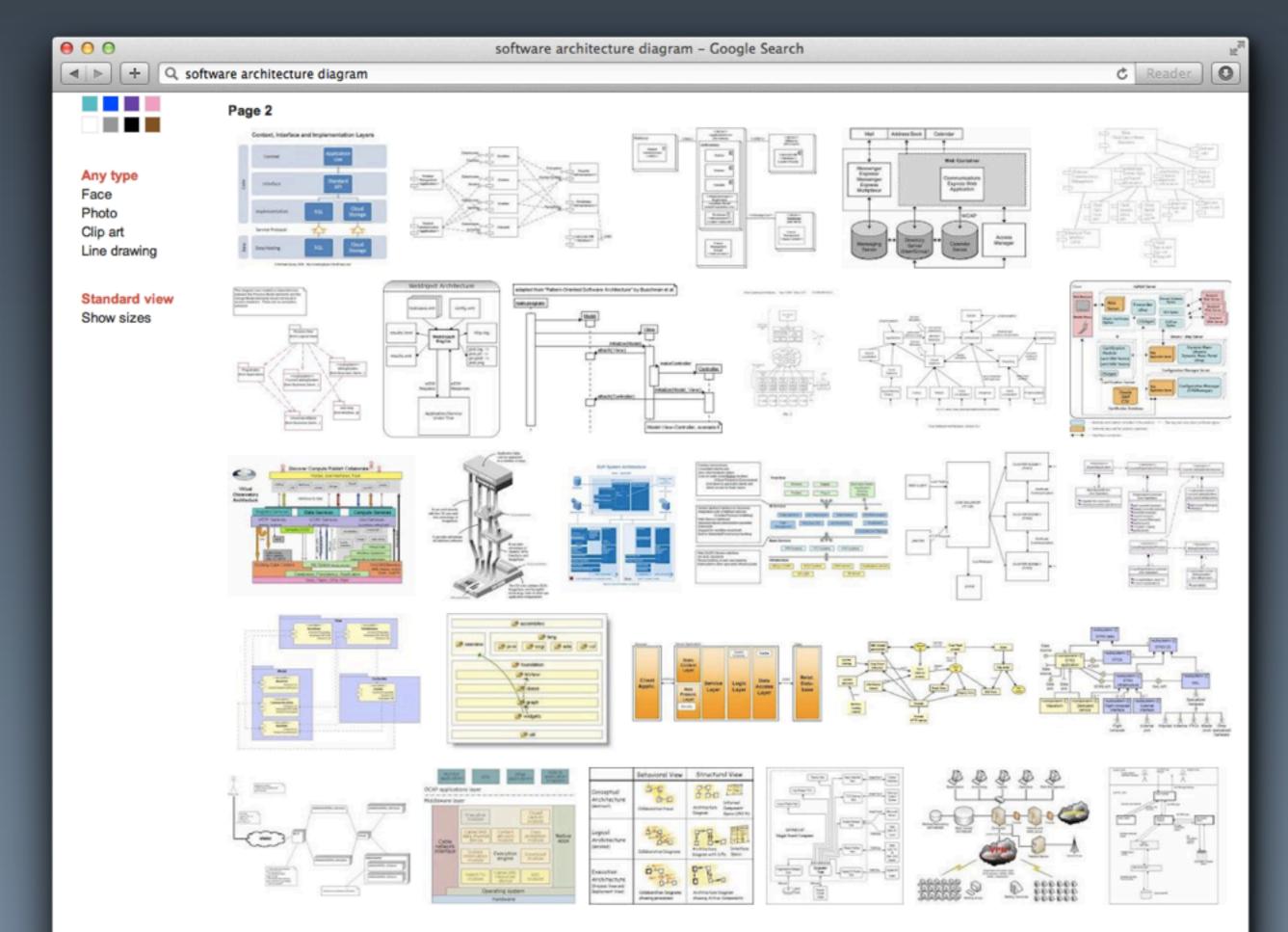
## We can Visualise our process...

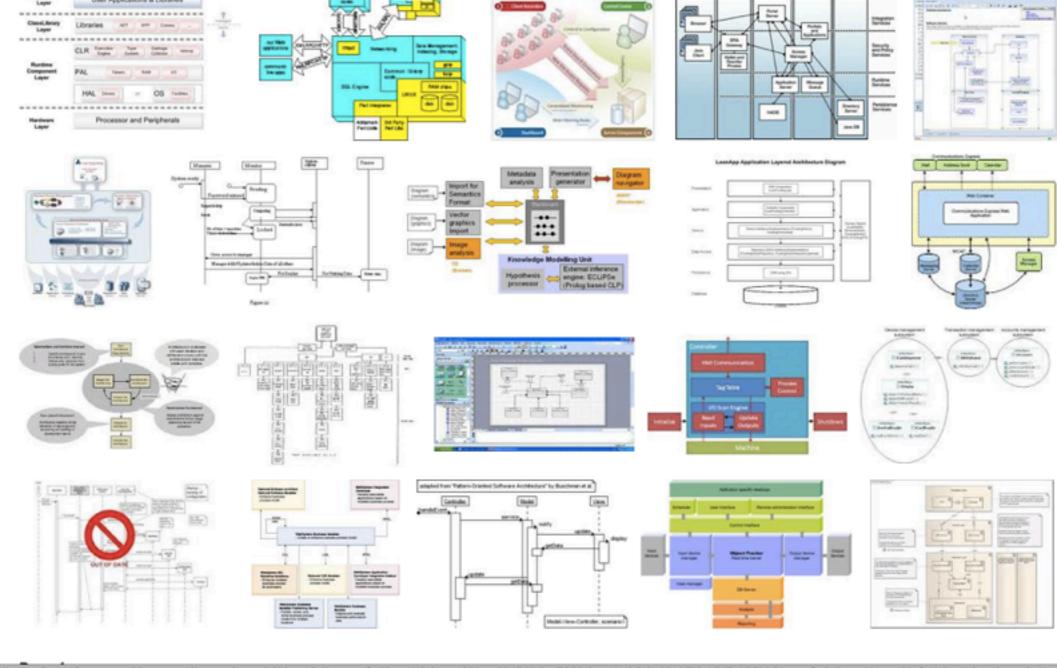


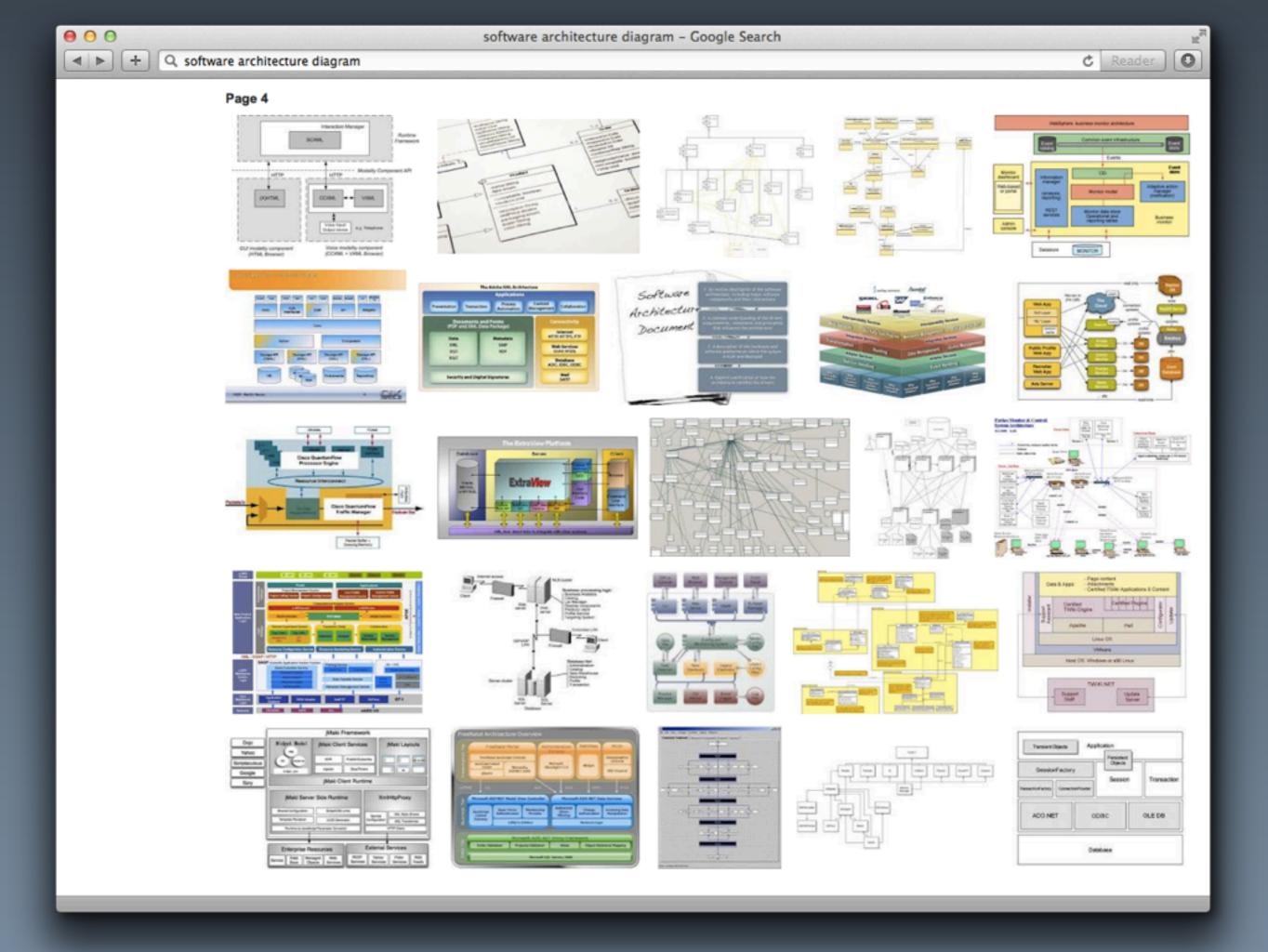
# ...but not our software!

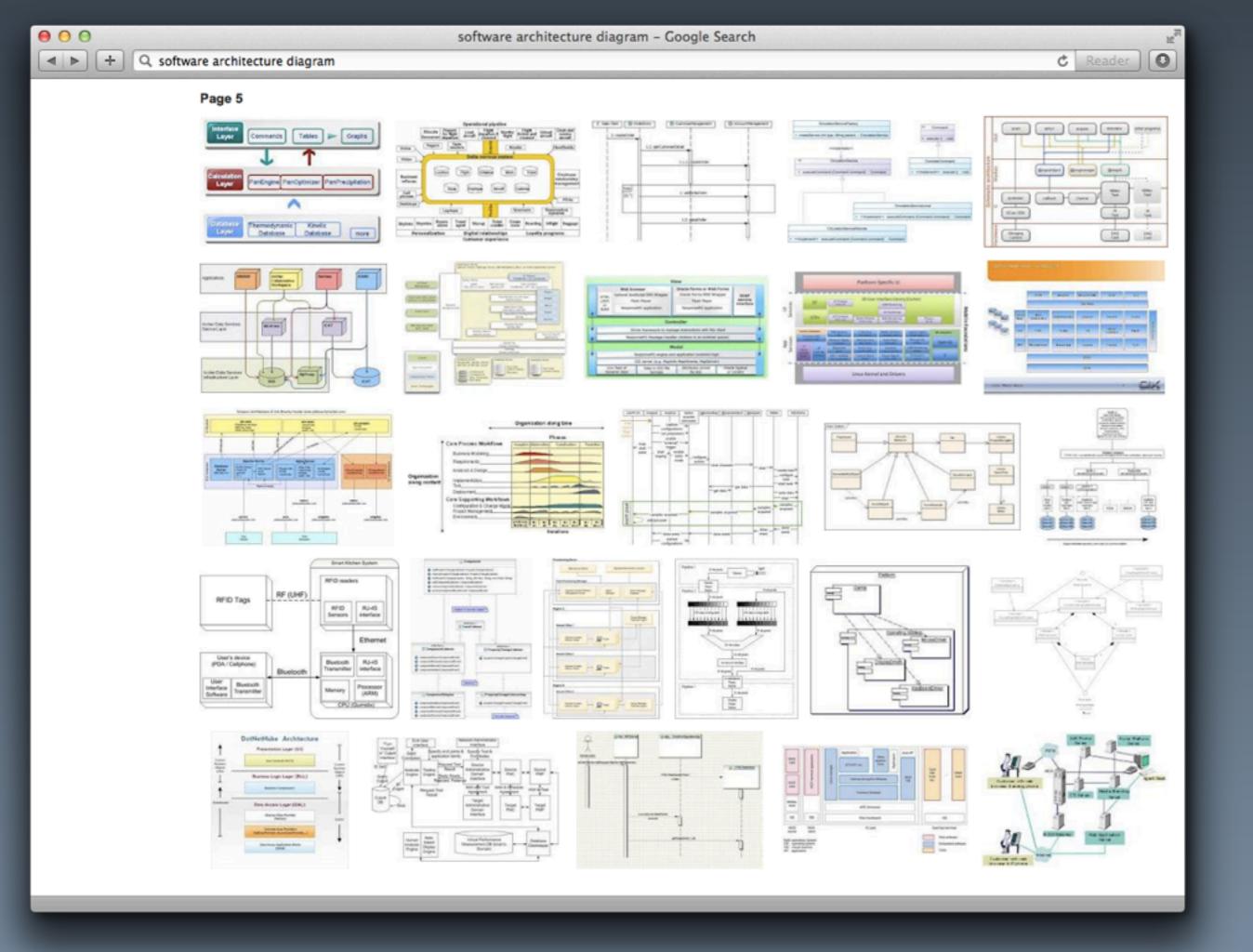


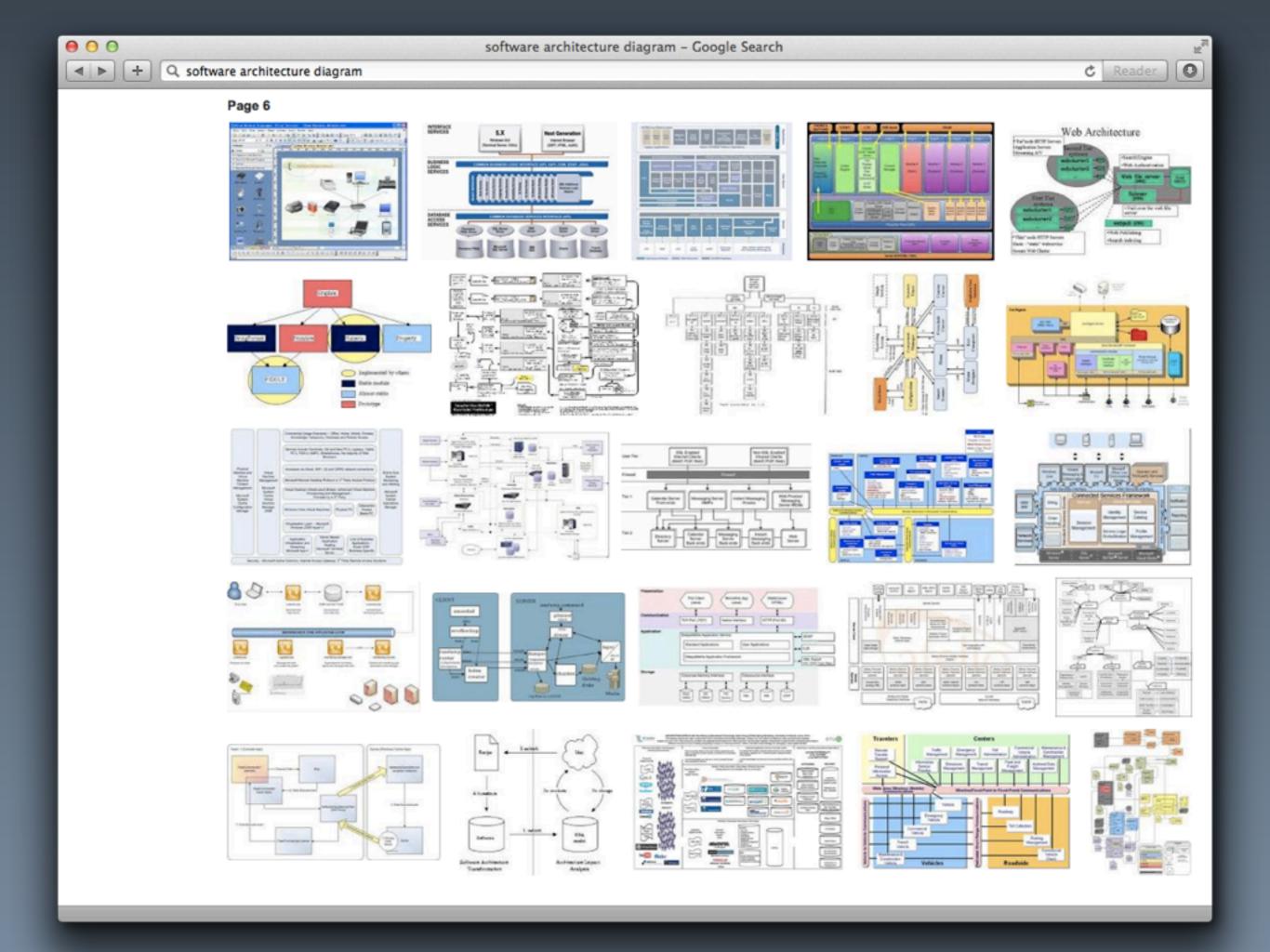


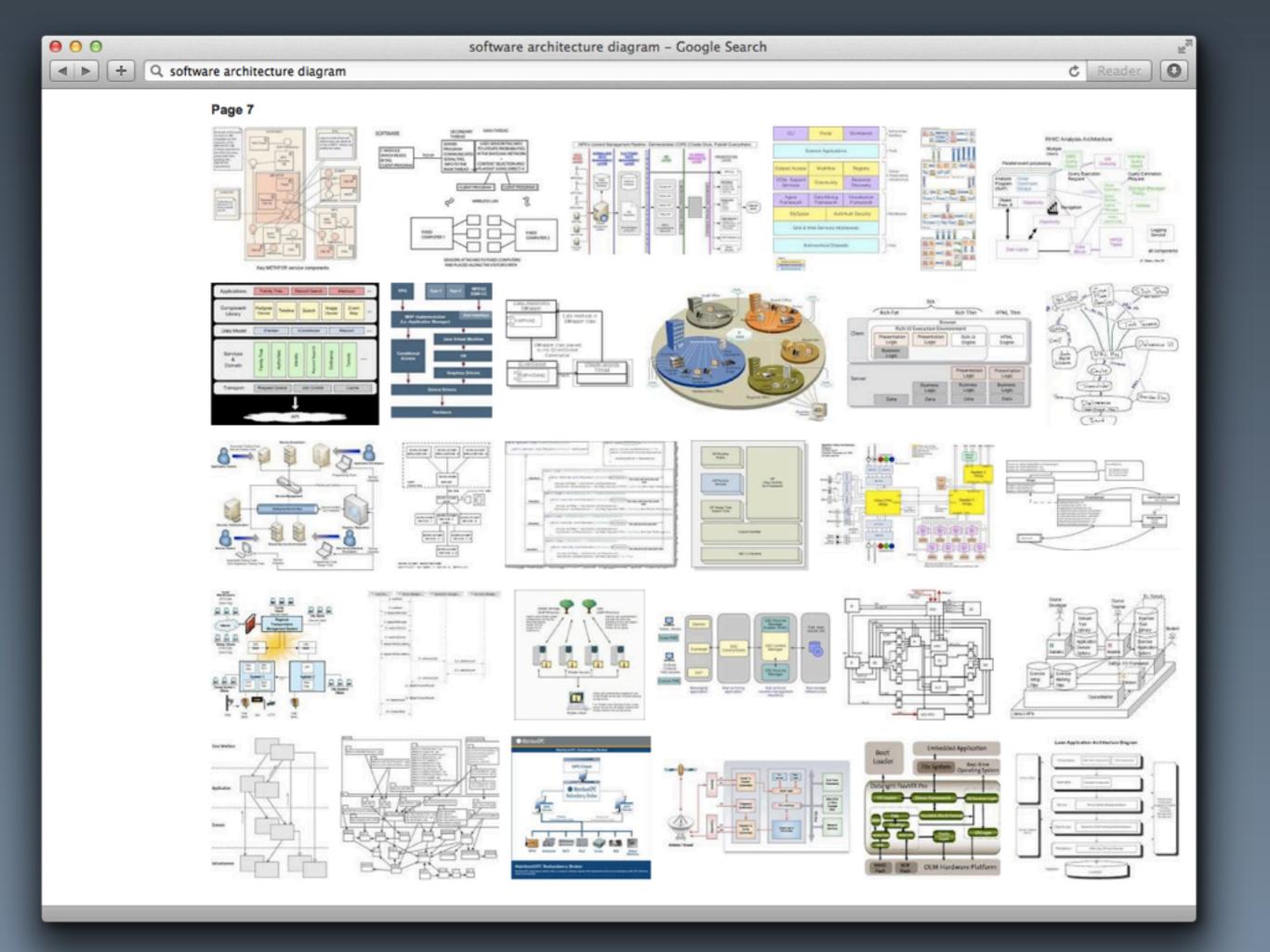


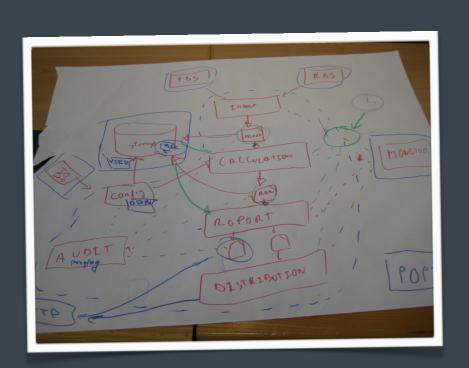












#### Shared vision of

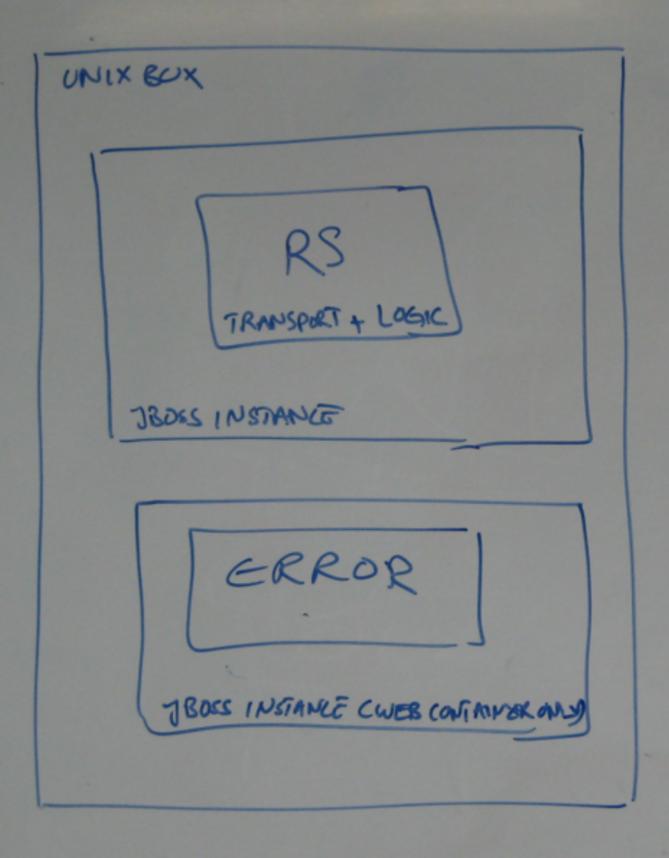
WTF?!

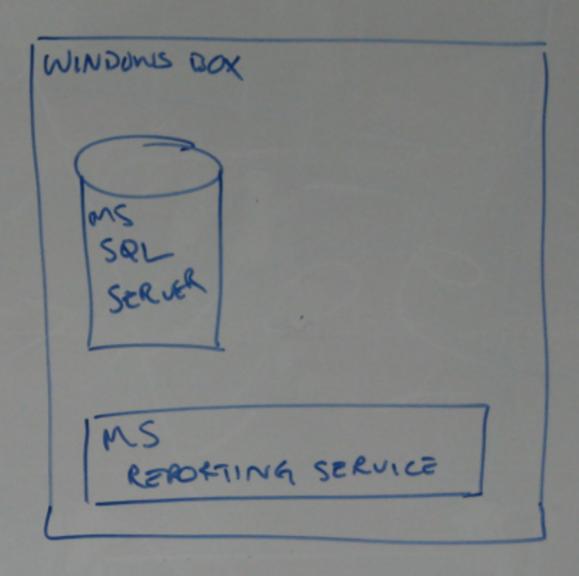


Are these

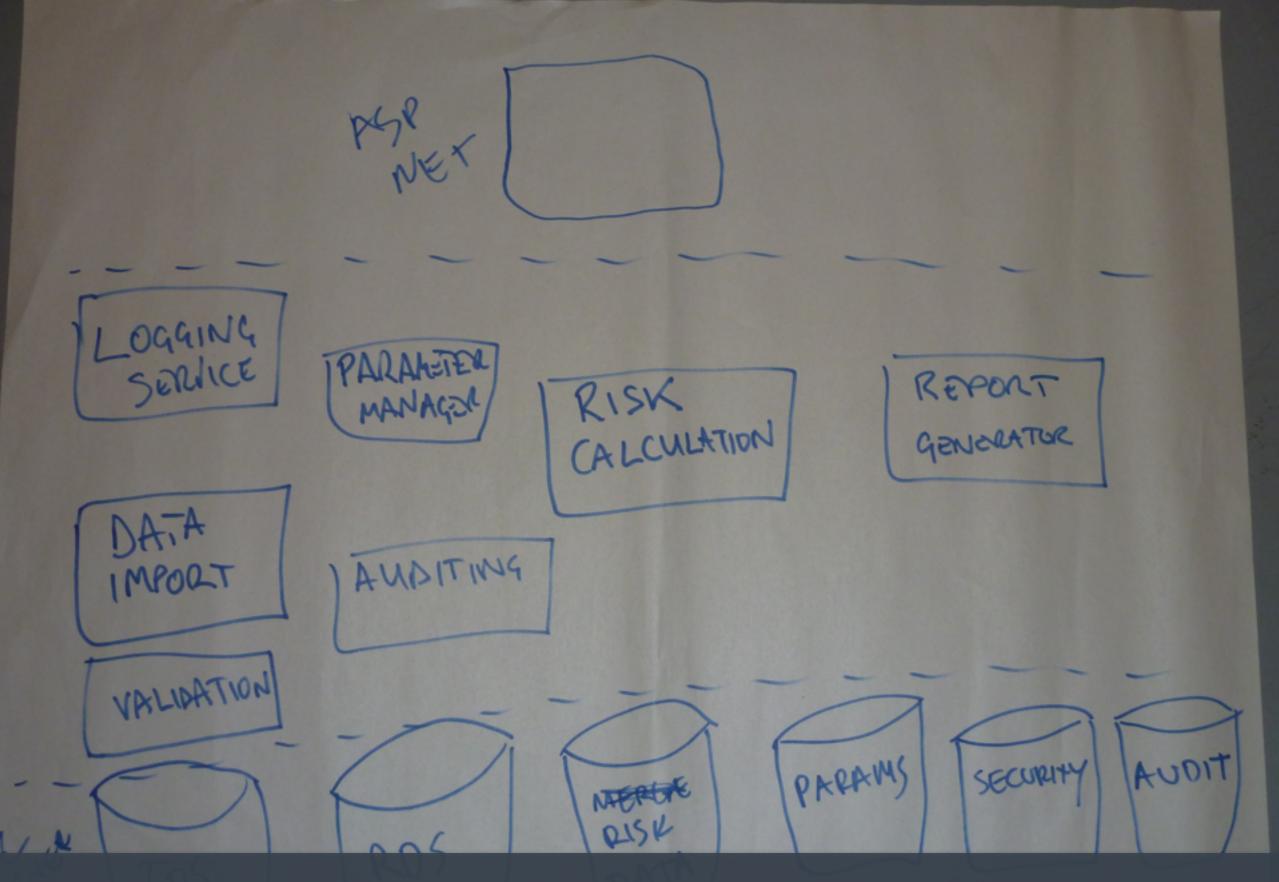
# effective

Sketches?



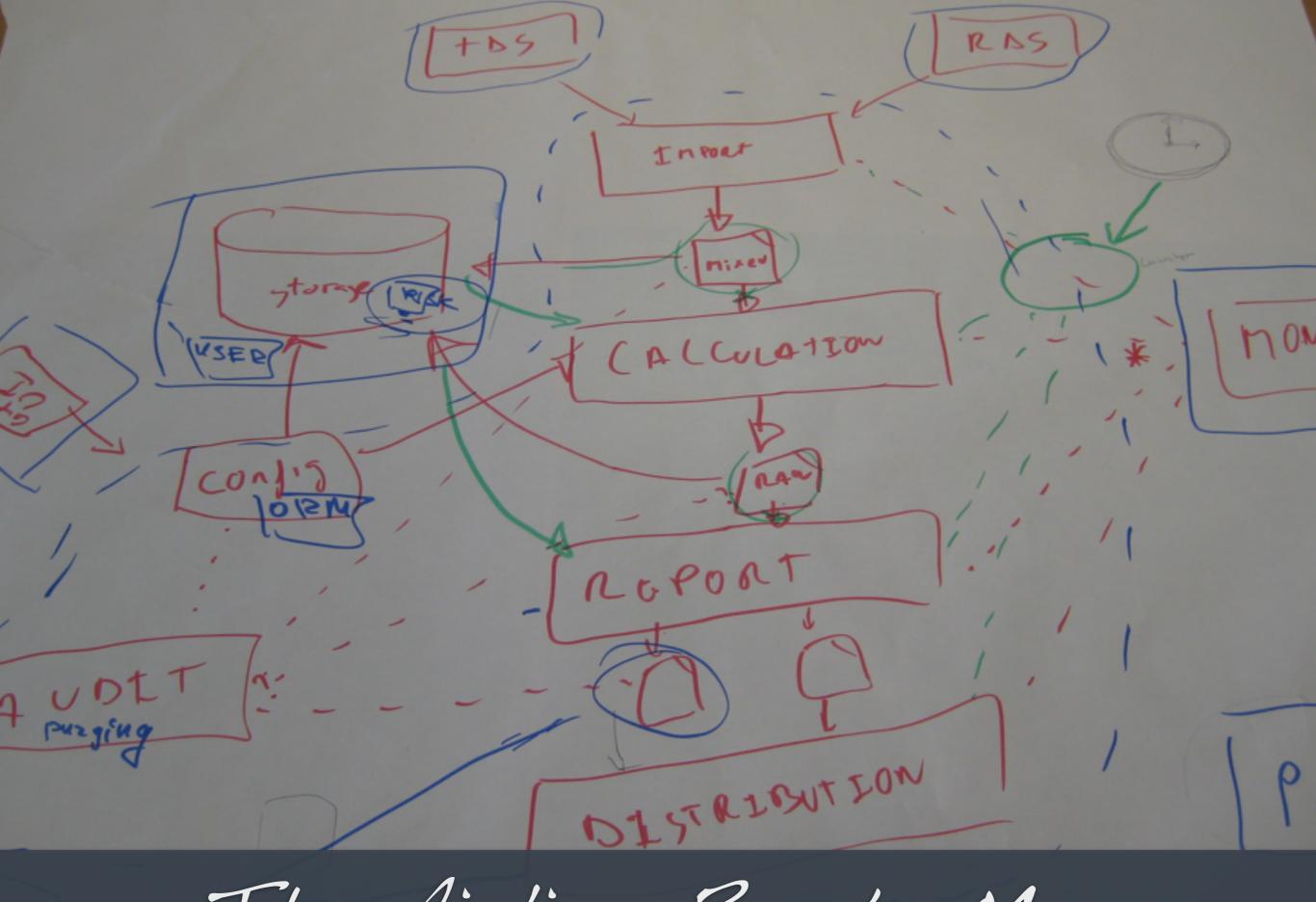


## The Shopping List

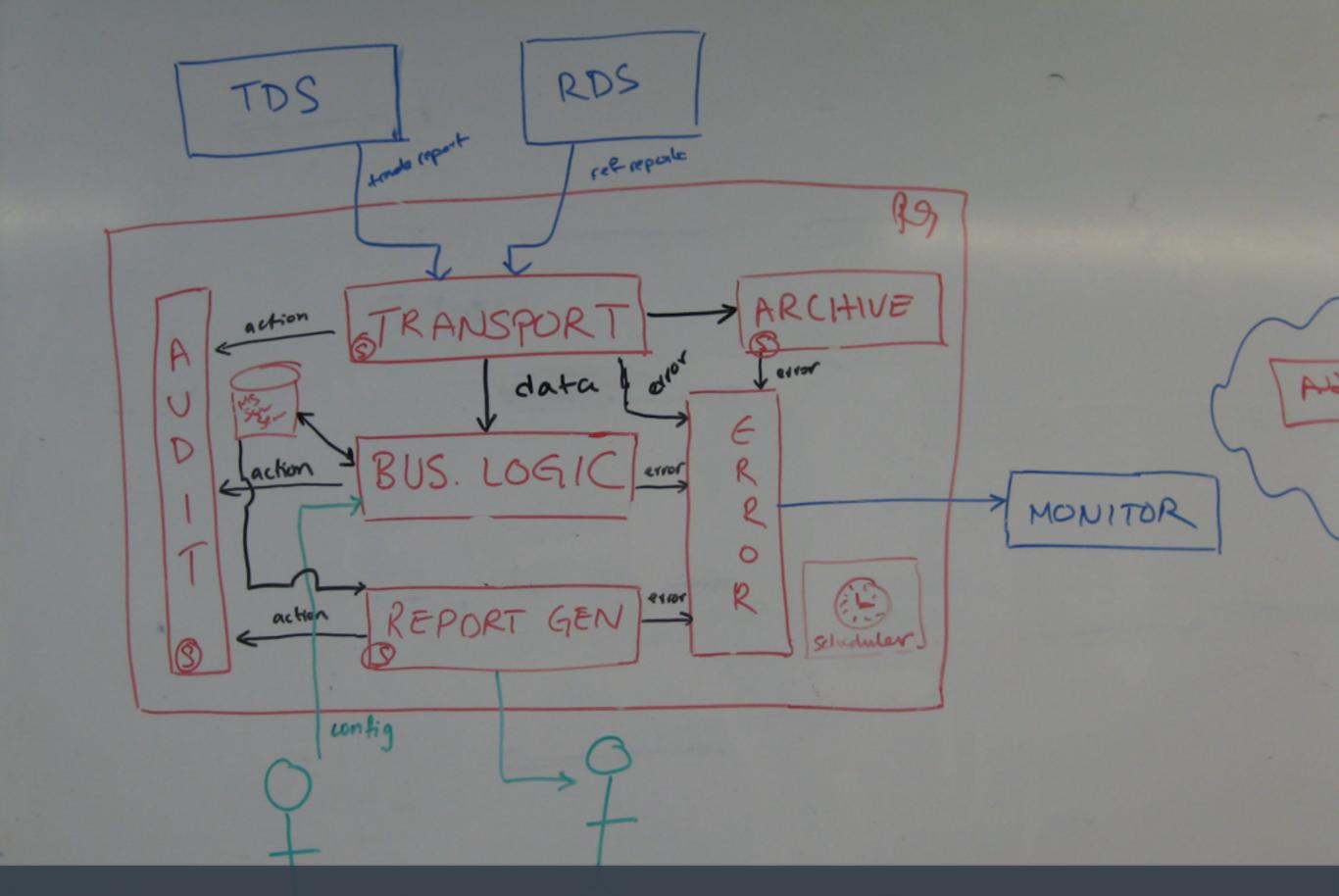


Boxes & No Lines

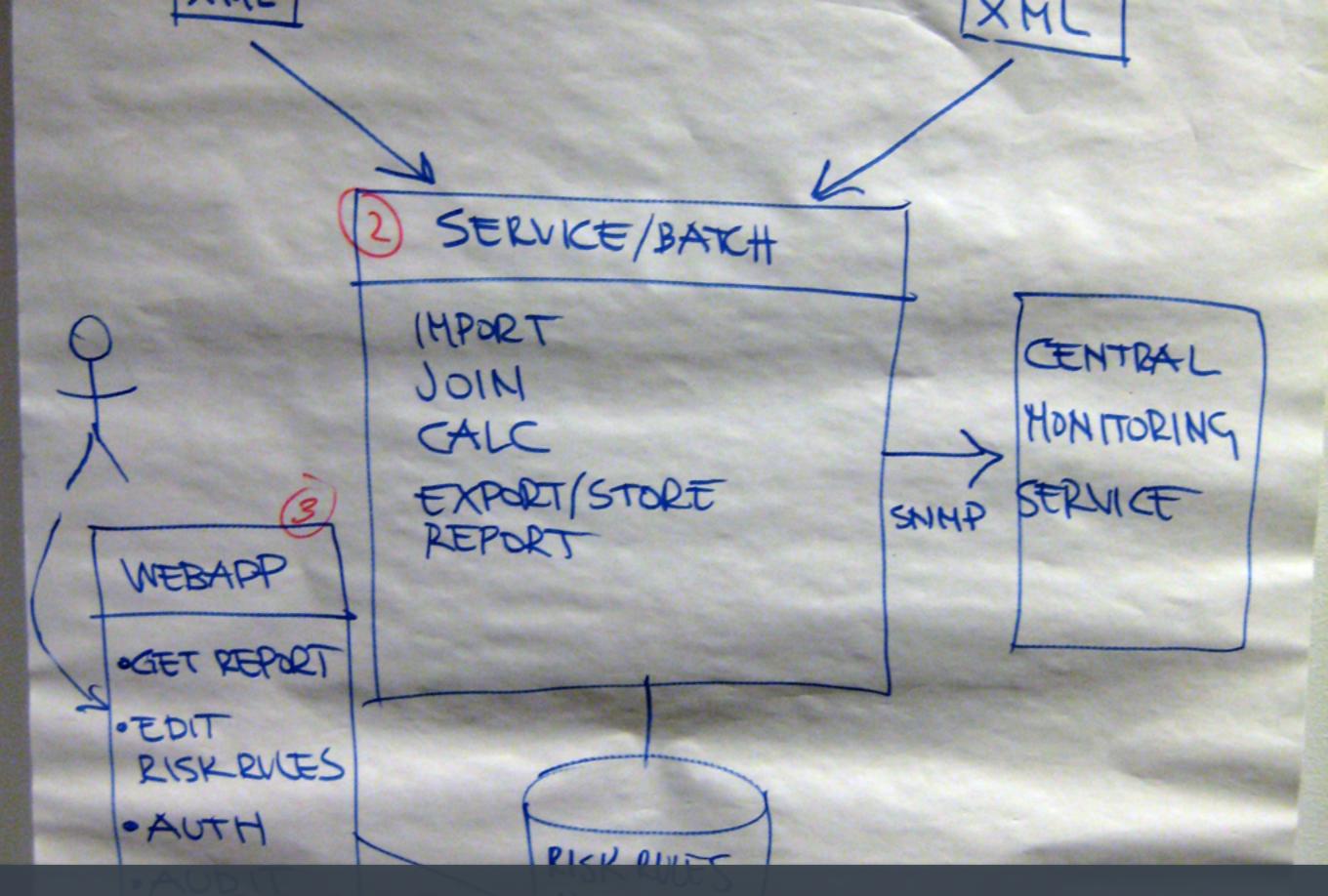
FUNCTIONAL VIEW Auditing File Retriever Scheduler Risk Parameter Risk Assesment Reference Configuration Archiver Processor Report Trade Report Distributor The Functional View



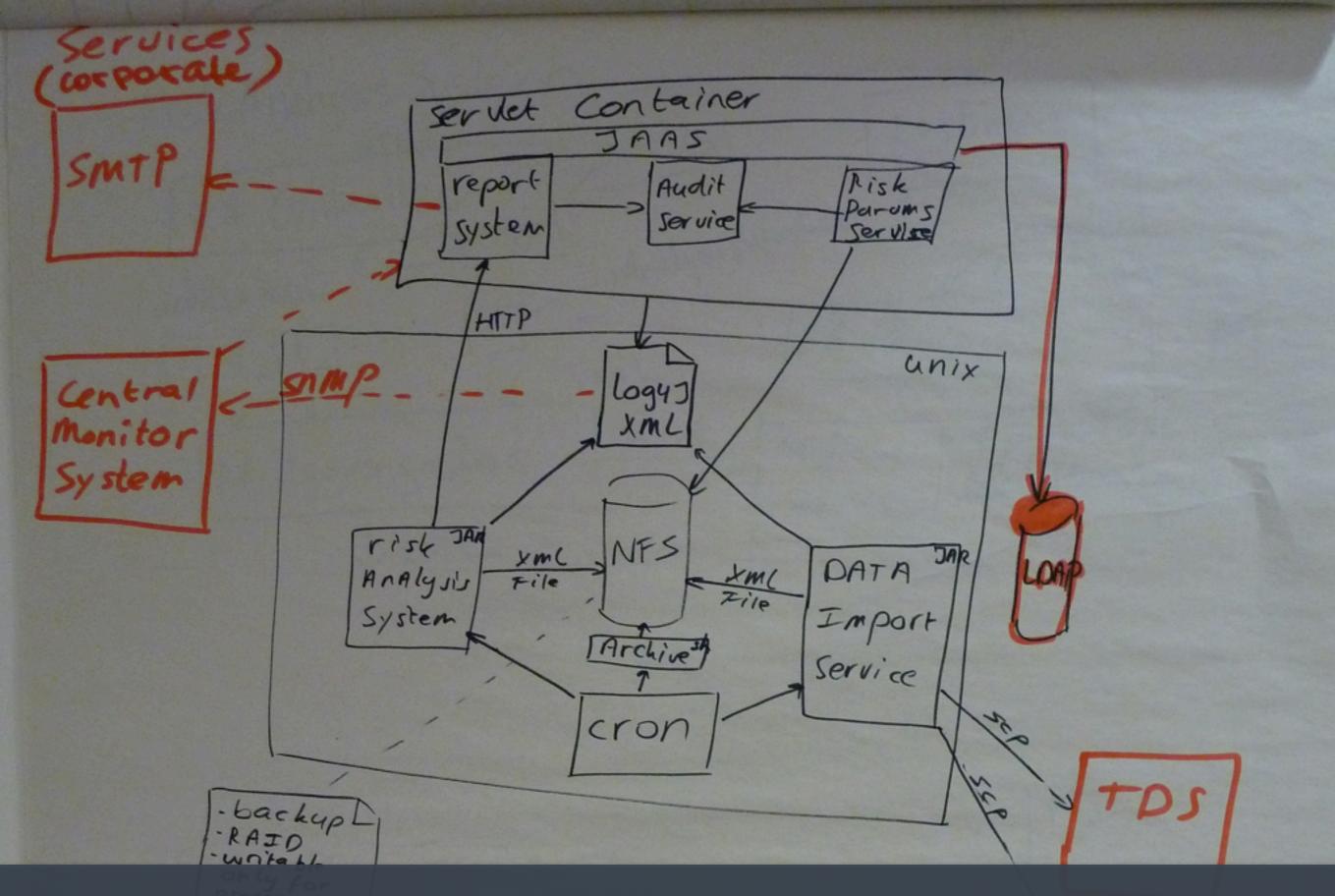
The Airline Route Map



Generically True



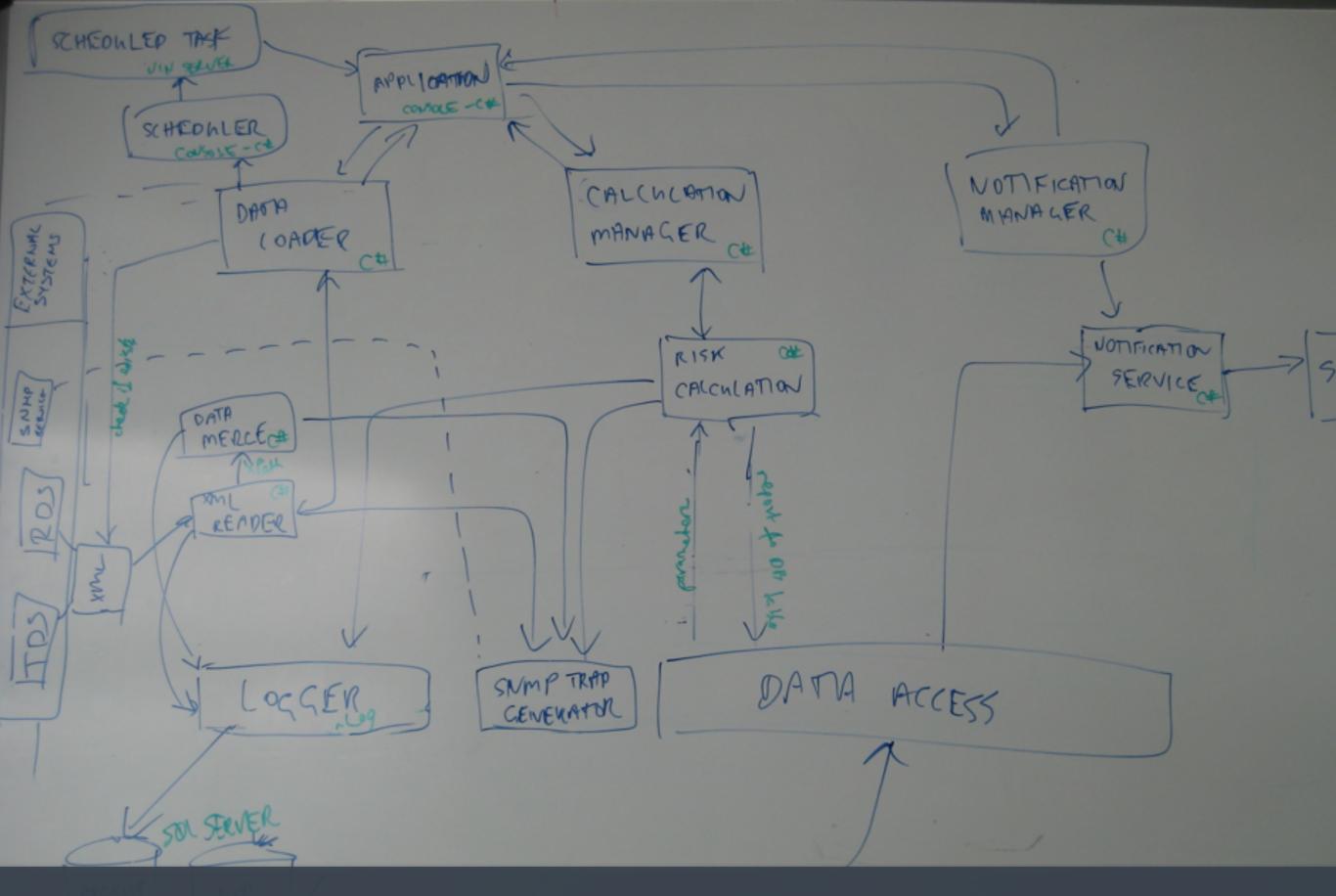
The Technology Deferral



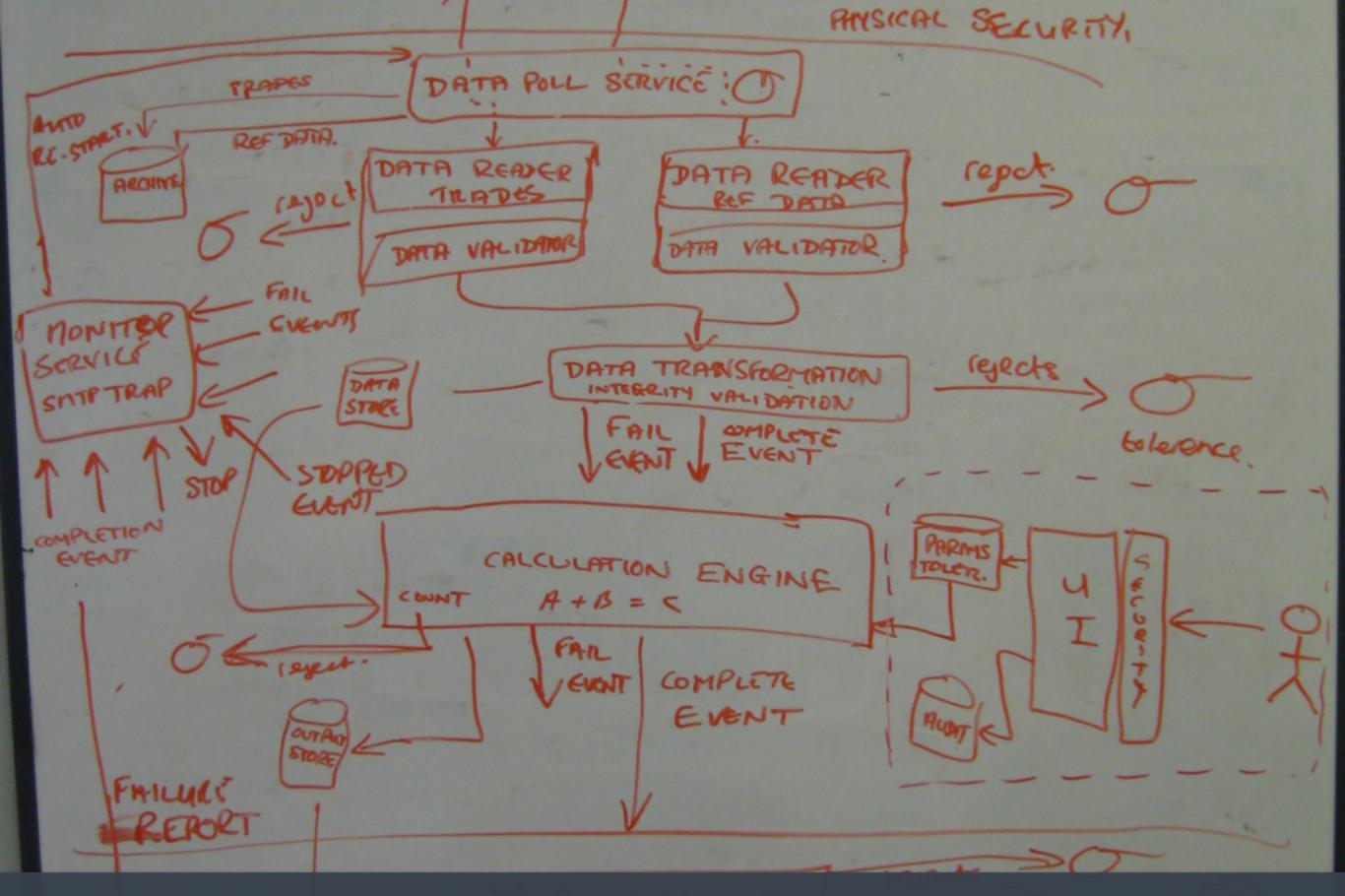
Missing Details

Rish Report GUI/ LRishlanfig 601 Appl. Server FEE Lish Report Serie Audit Senice

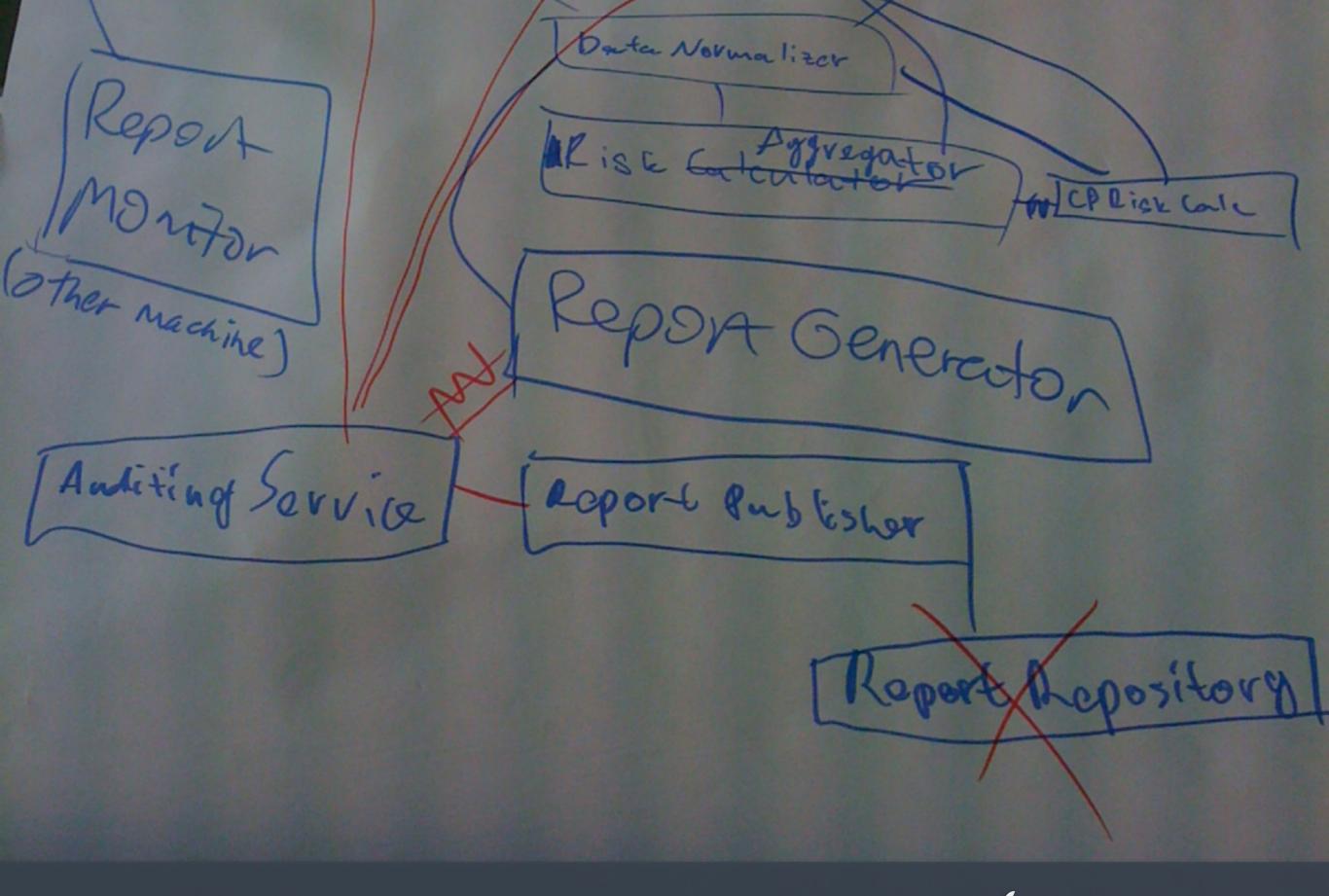
Assumptions are the mother of all ...



Homeless Old C# Object (4/000)



The Adventure Book



Should have used a whiteboard!



Eh?

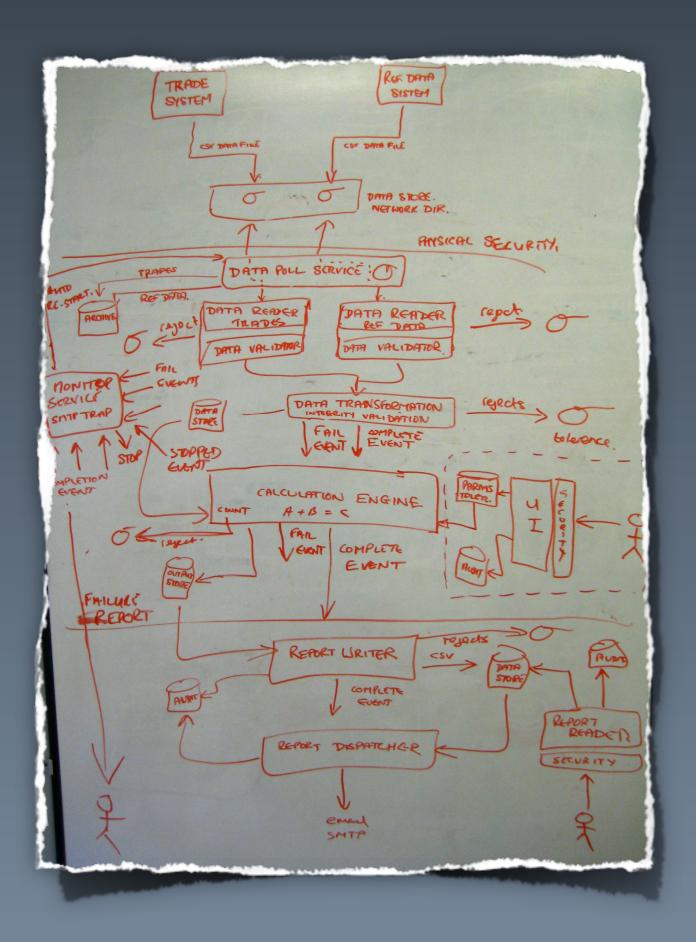
## Would you

it that way?

This is why

software architects

must be master-builders

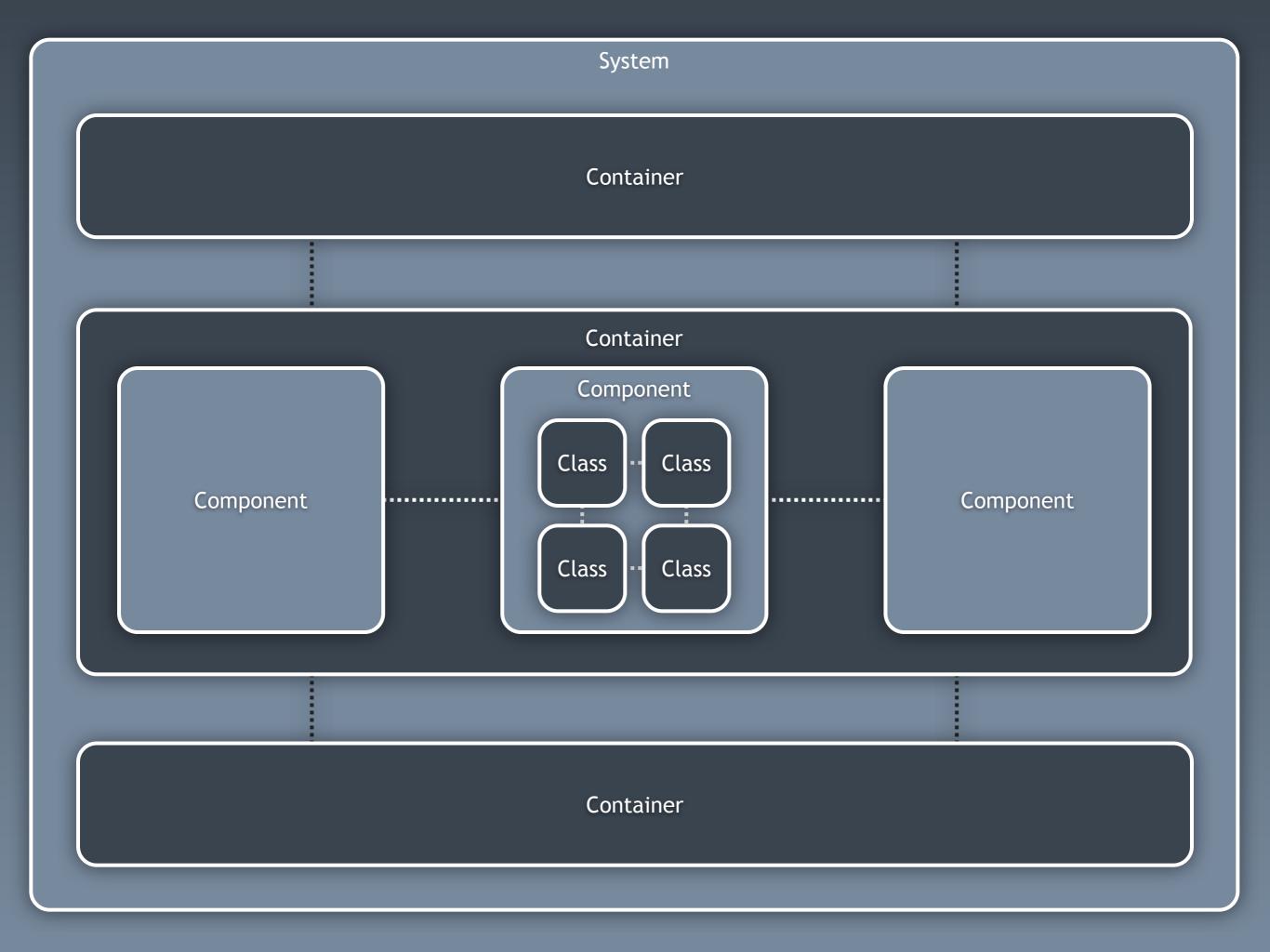


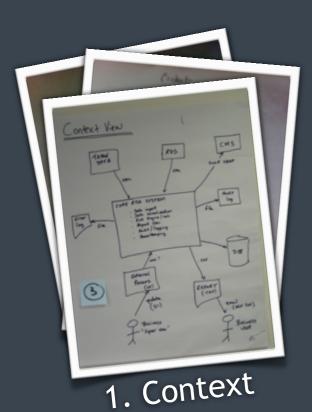
It's usually difficult to show the entire design on a Single diagram

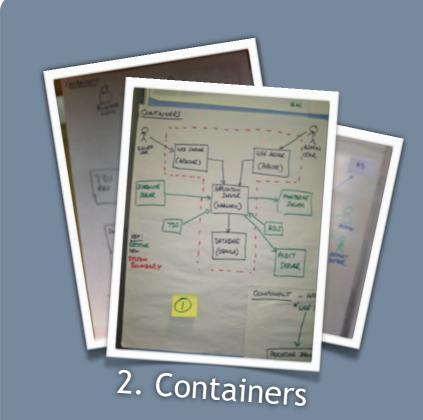
Different VIEWS of the design can be used to manage complexity and highlight different aspects of the solution

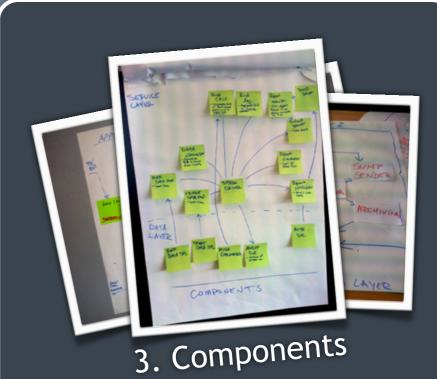
Software System - Containers - Components -- C/asses

Agree on a simple abstraction that the whole team can use to communicate









4

- Context
- Containers
- Components
- Classes

This only covers

the static structure

(runtime, infrastructure,

deployment, etc are also important)

... and, optionally, 4. Classes

Thinking inside the box

# This ISN't about creating a standard

It's about providing you some organisational ideas

#### Context

Internet Banking System

Allows customers to interact securely via the web.

New Systems

Existing Systems

Banking System

Single point of truth for all customer data.

Contains all core banking logic.

E-mail System

Sending e-mails to customers?

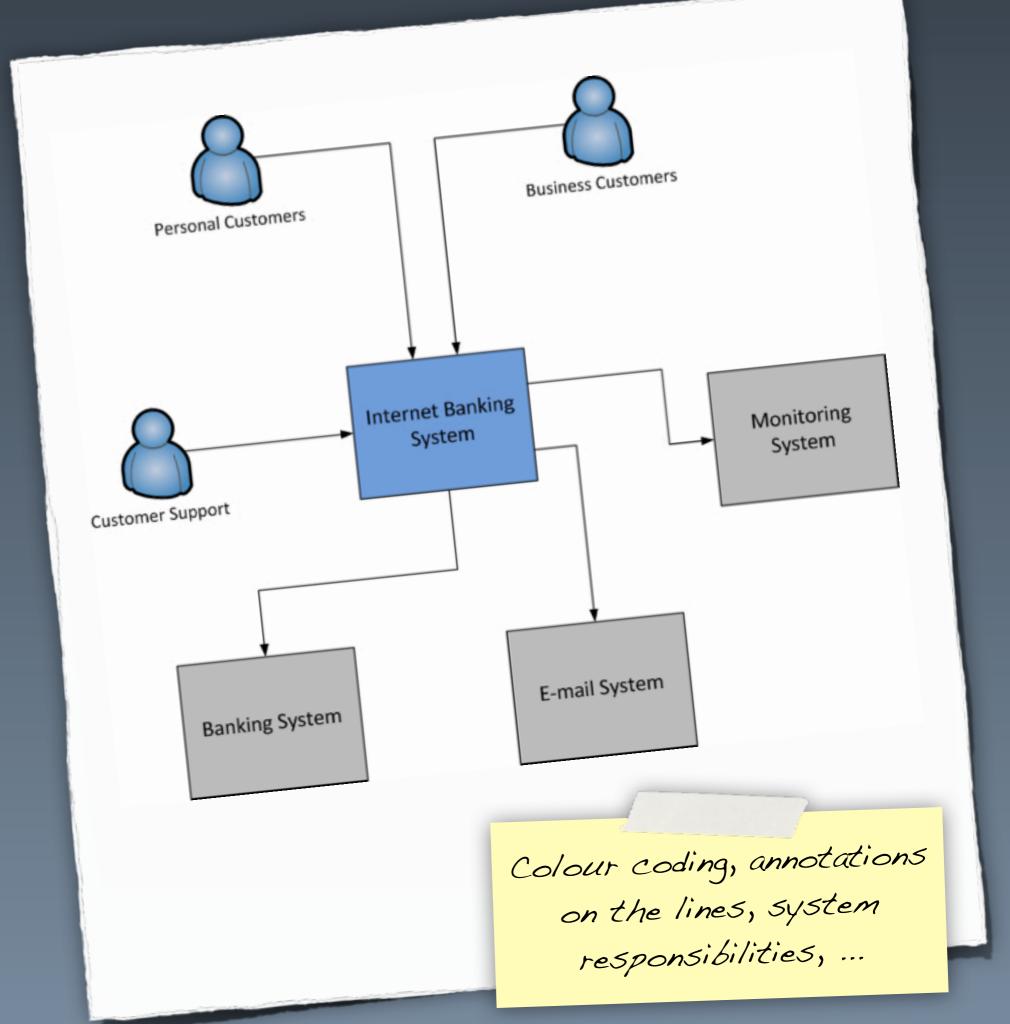
Monitoring System

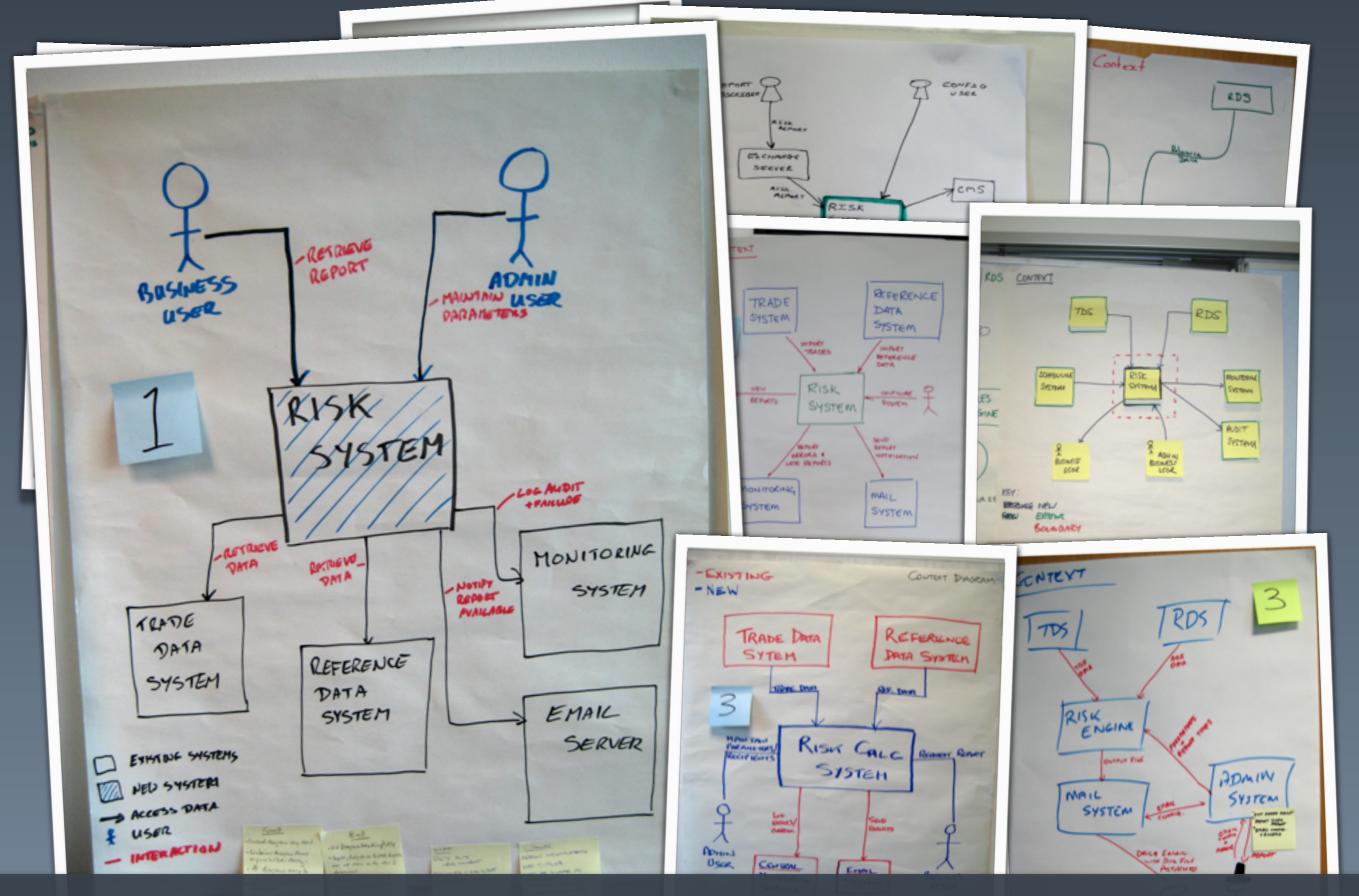
Receive alerts and show them on a dashboard?

#### What

are we building?

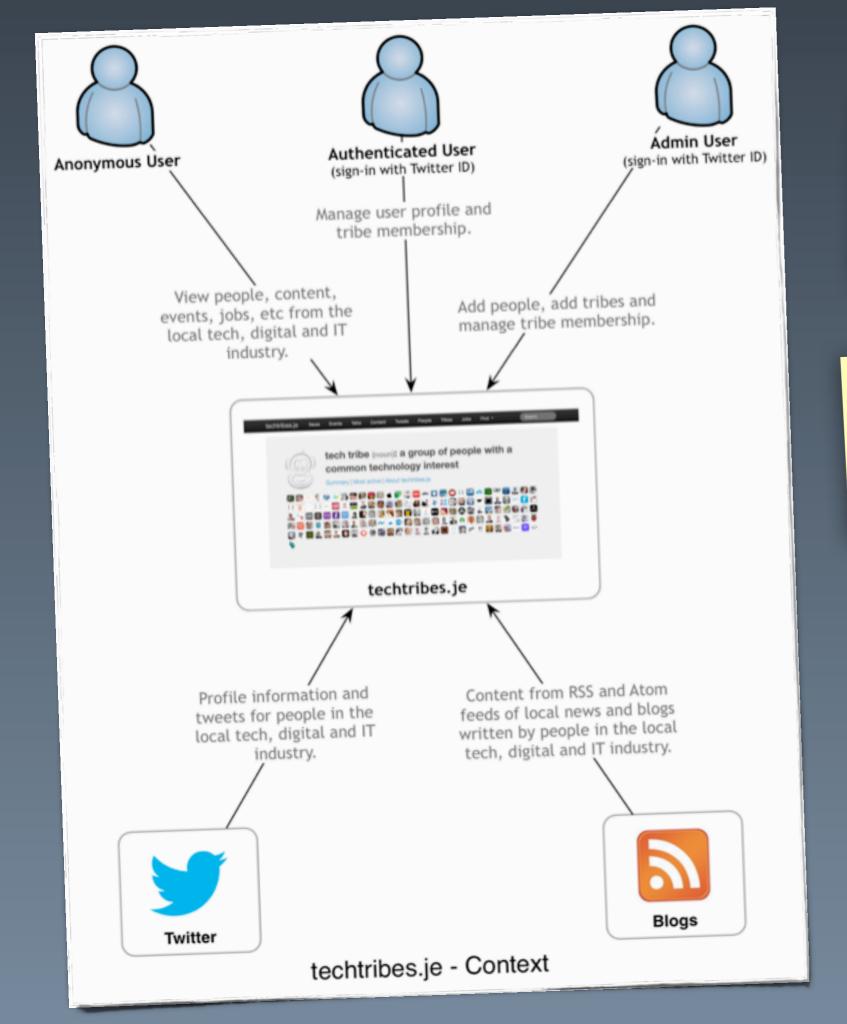
Who is using it?





#### Context

- What are we building?
- Who is using it? (users, actors, roles, personas, etc)
- How does it fit into the existing IT environment?



What are we building?

Who is using it? (users, actors, roles, personas, etc)

How does it fit into the existing IT environment?

#### Containers

Web server, standalone application, Windows Service, application Server, plugin, etc

#### External web Server

Allows customers to interact securely via the web.

IIS

Requests data from
Uses Windows Communication Foundation

Internal web Server

Allows call centre staff to undertake administrative actions.

IIS

Requests data from
Uses Windows Communication Foundation

#### Application Server

Orchestrates user interaction across banking system.

IIS

Database

Stores customer information related to Internet Banking.
Retains audit logs.
Stores managed content.

SQL Server

L

XML/TCP protocol

Banking system

Single point of truth for all customer data.

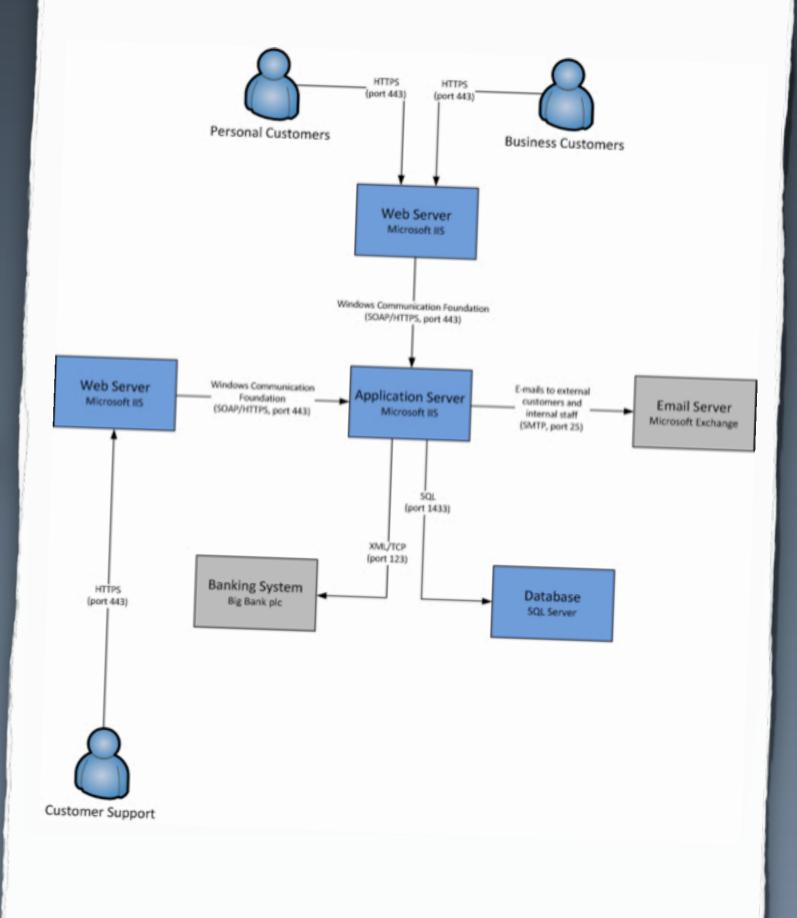
Contains all core banking logic.

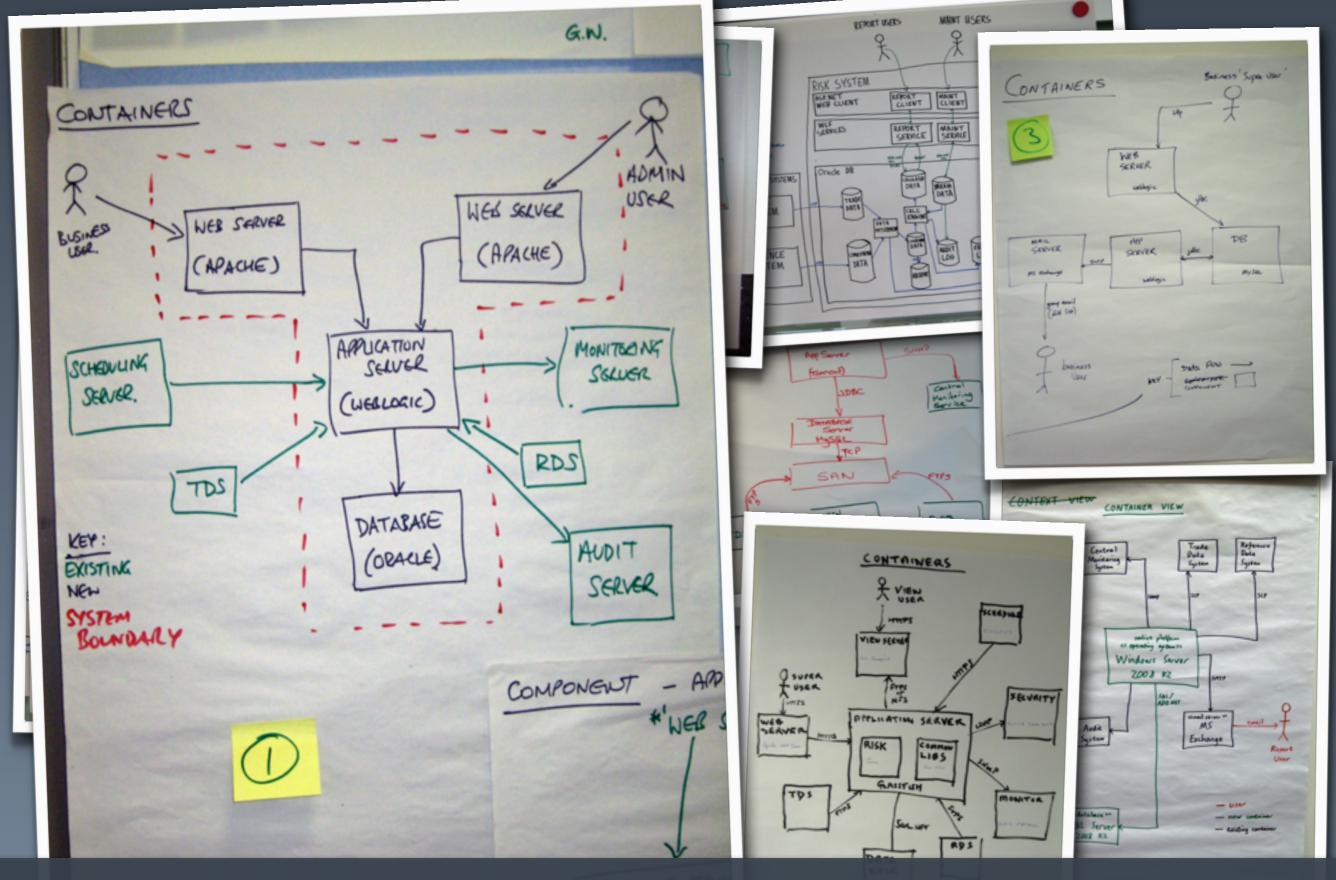
UNIX

### What containers

is the system made up of?

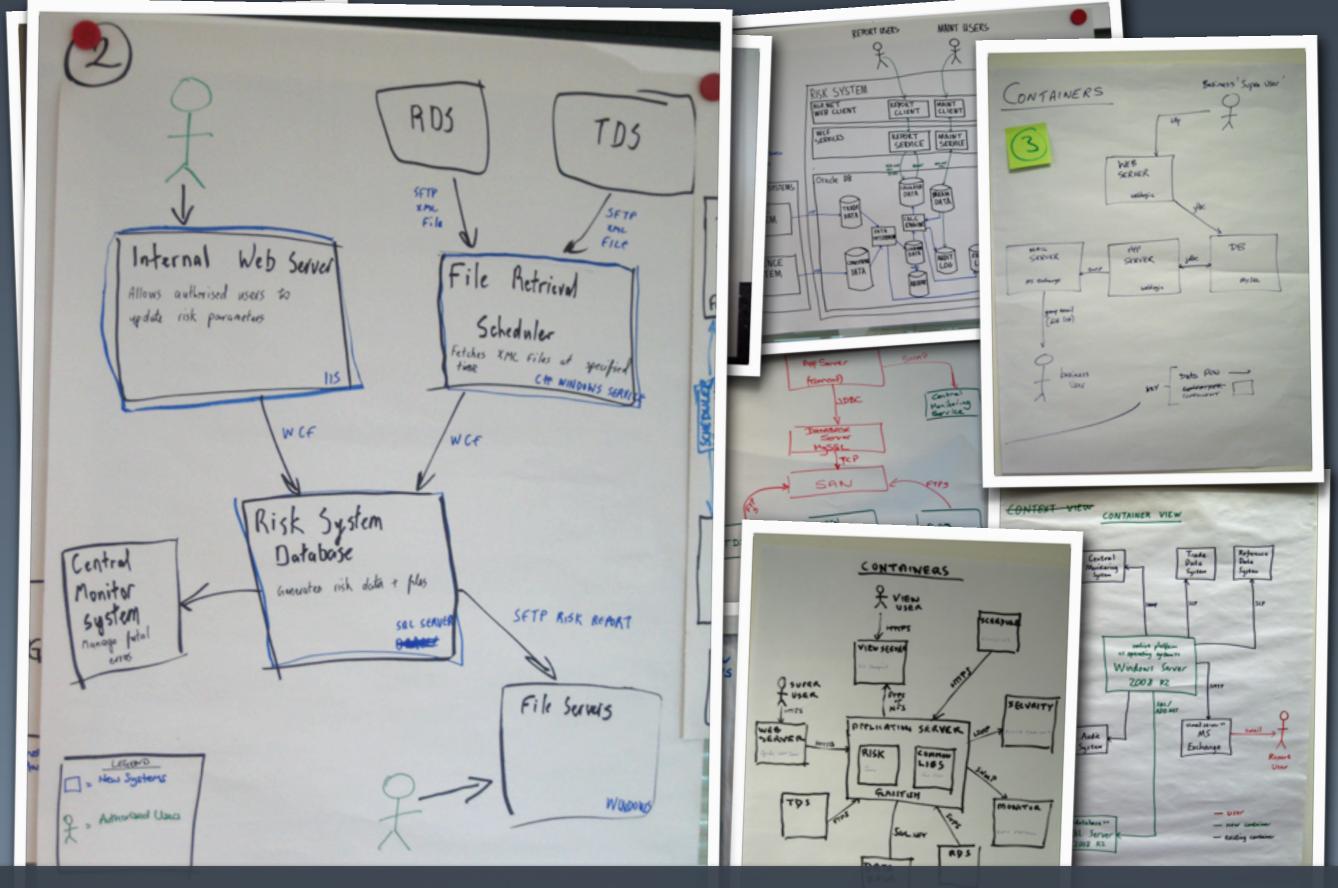
How do they communicate?





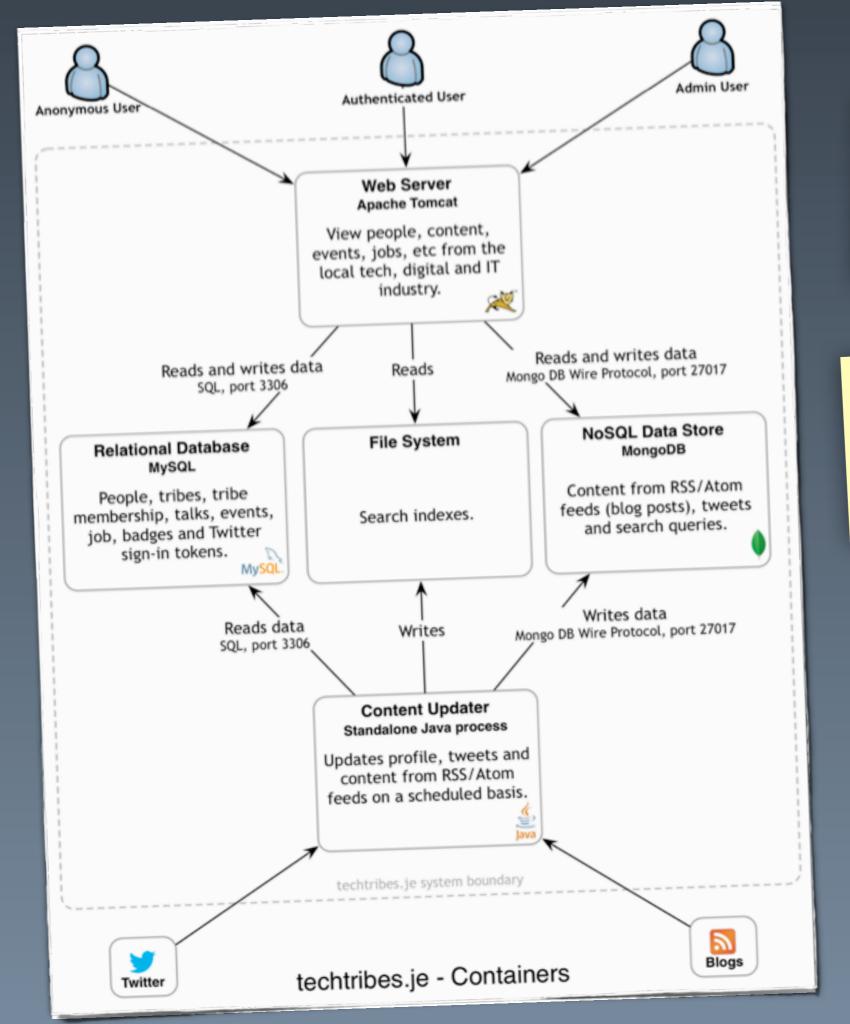
#### Containers

- What are the high-level technology decisions?
- How do containers communicate with one another?
- As a developer, where do I need to write code?



#### Containers

- What are the high-level technology decisions?
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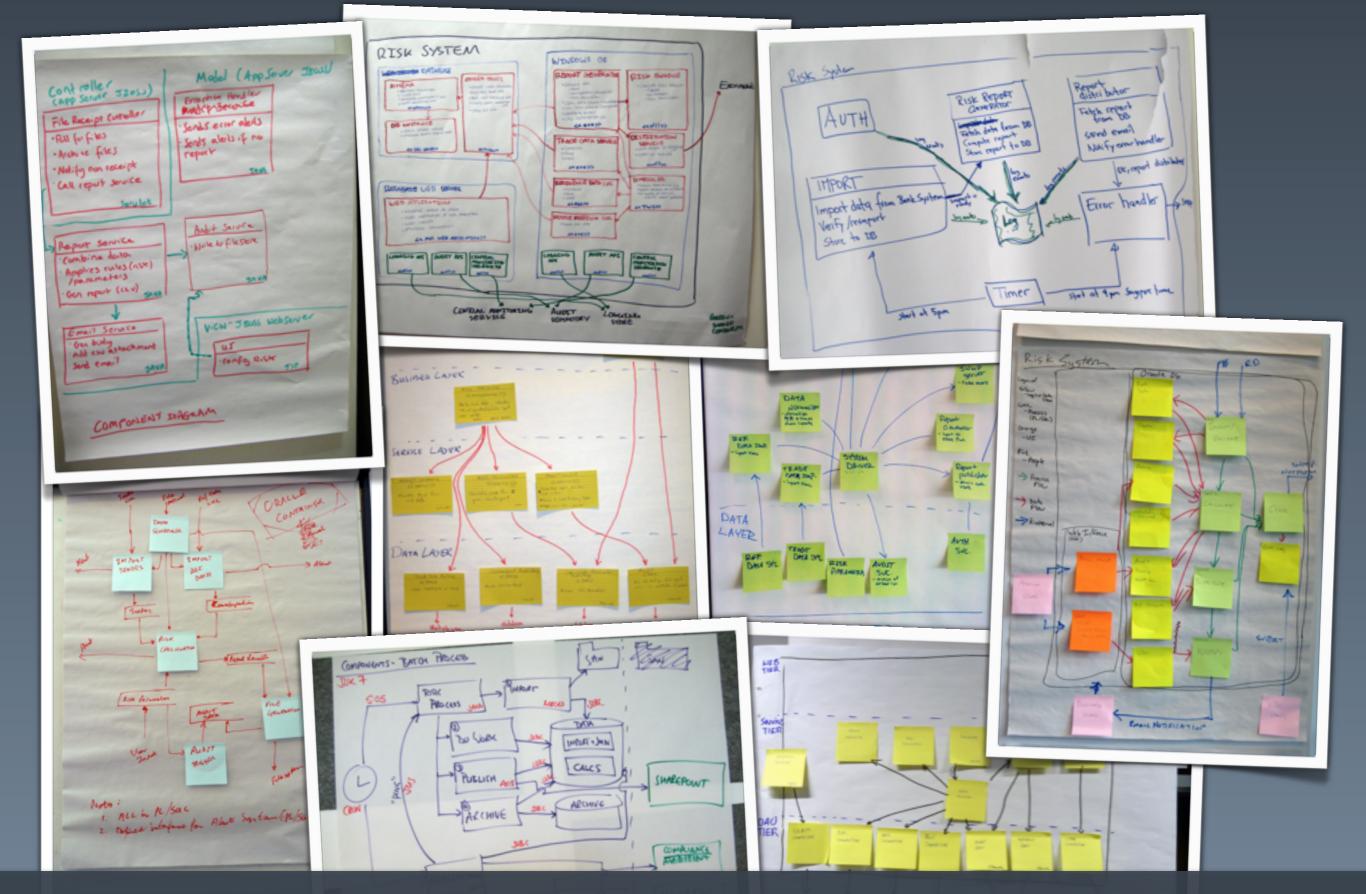


What are the high-level technology decisions?

How do containers communicate with one another?

As a developer, where do I need to write code?

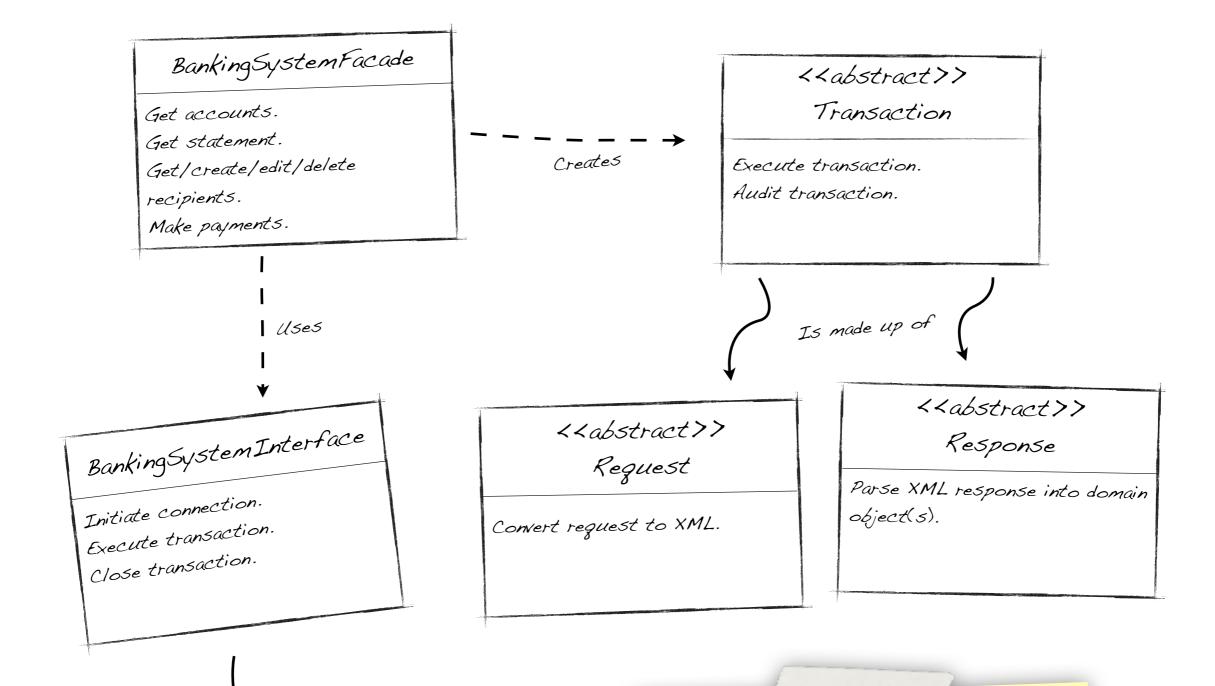
Components - Application Server Web Server Authentication Service Login. Banking Service Authorise transaction. Logout. Get accounts. Reset credentials. Get statement. WCF Service Lock account. Get/create/edit/delete recipients. WCF service Make payments. Business Services Data Services Audit Service Banking System Facade Write audit log entry. log entries for Single point of truth for all Abstraction allows you to manage complexity customer data. Contains all core banking logic. C# Database Banking System



#### Components

- What components/services is the system made up of?
- Is it clear how the system works at a high-level?
- Do all components have a home (a container)?

#### Classes - Banking System Facade



Banking system

Optional: depends on how much guidance and control you need to introduce

#### **Titles**

Short and meaningful, numbered if diagram order is important

#### Lines

Make line style and arrows explicit, add annotations to lines to provide additional information

#### Layout

Sticky notes and index cards make a great substitute for drawn boxes, especially early on

#### Labels

Be wary of using acronyms

#### Colour

Ensure that colour coding is made explicit

#### Orientation

Users at the top and database at the bottom? Or perhaps "upside-down"?

#### Shapes

Don't assume that people will understand what different shapes are being used for

#### Borders

Use borders to provide emphasis or group related items, but ensure people know why

#### Keys

Explain shapes, lines, colours, borders, acronyms, etc

#### Responsibilities

Adding responsibilities to boxes can provide a nice "at a glance" view

#### Some tips for

effective sketches



### Think about the target audience



#### Do whatever works for



Sketches in context

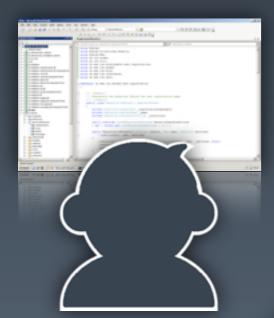


Does the team understand what they are building and how they are building it?



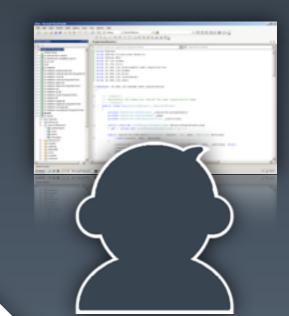








No defined structure, inconsistent approaches, big ball of mud, spaghetti code, ...



Slow, insecure, unstable, unmaintainable, hard to deploy, hard to change, over time, over budget, ...

g it?



Doe



Let's agree on some things

Doe

No defined structure, inconsistent approaches, big ball of mud, spaghetti code, ...

Let's make the implicit, explicit

## 

Slow, insecure, unstable, unmaintainable, hard to deploy, hard to change, over time, over budget, ...

Put some boundaries and guidelines in place

g it?



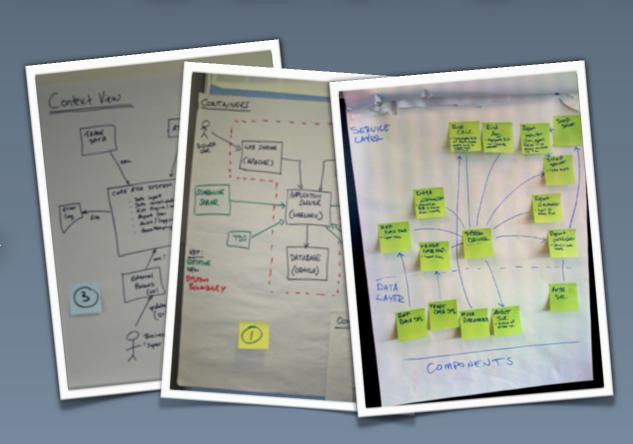


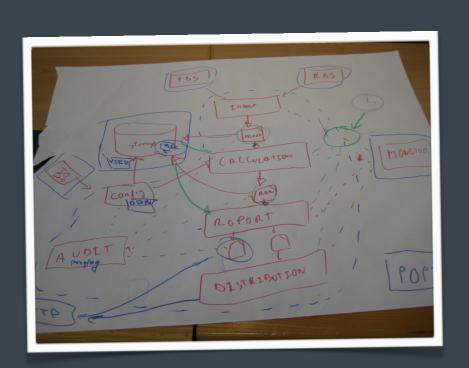
# Moving fast (agility) requires good

### communication









#### Shared vision of

WTF?!



### Every software developer should know how to sketch

It allows you to visualise
a solution and
communicate it quickly

It pares the way for collaborative design and collective code ownership

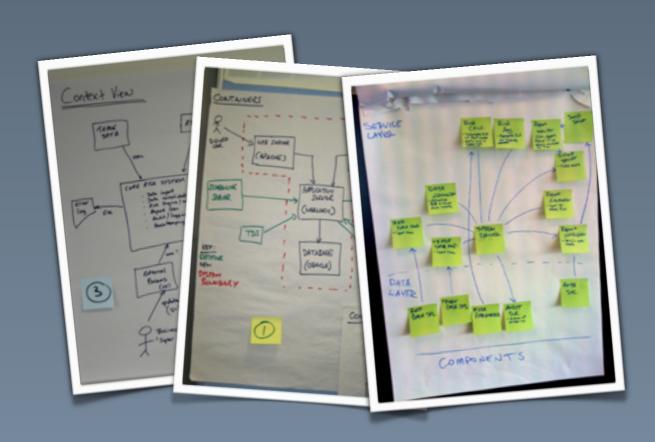


### Sketches are not art or comprehensive models



### Pictures

### are the simplest form of documentation



# Leave your sketches on the wall...

A point of reference for technical discussions (something to point at)

A map to help the team navigate a complex codebase

Plus sketches are also a starting point for...

# Just enough up front design to understand the structure

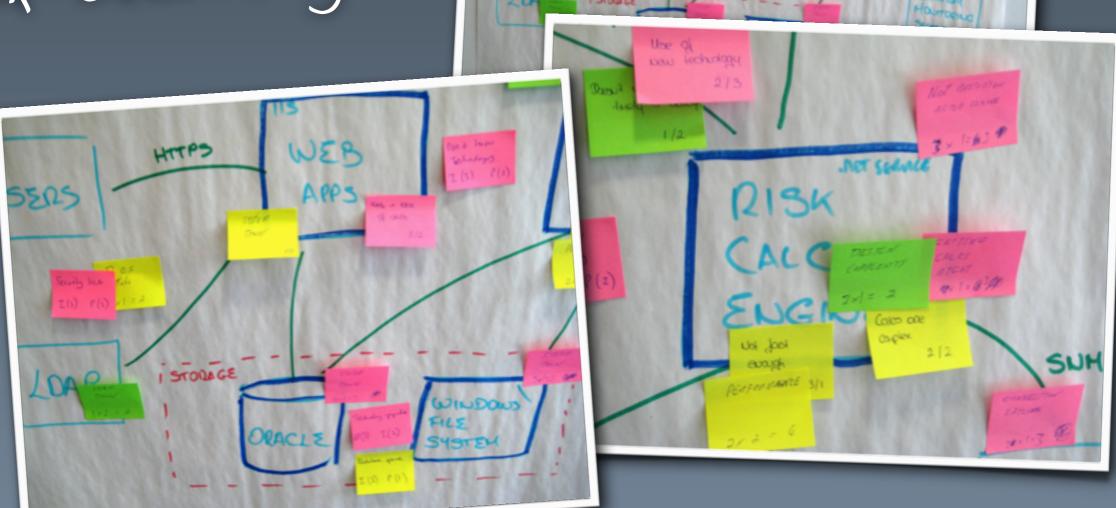
of the software and

## create a shared vision

for the team



Risk-storming



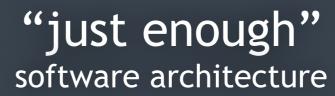
TRADE

A collaborative and visual technique for identifying risk



The role





Understand how the significant elements fit together

Identify and mitigate the key risks

Provide firm foundations and a vision to move forward



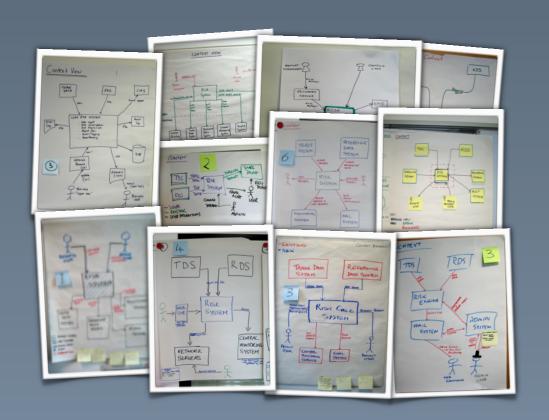
The process

```
/// <summary>
/// Represents the behaviour behind the ...
/// </summary>
public class SomeWizard : AbstractWizard {
    private DomainObject _object;
    private WizardPage _page;
    private WizardController _controller;

    public SomeWizard()
    {
    }
    ...
}
```

### Thanks

and happy sketching!





simon.brown@codingthearchitecture.com
@simonbrown on Twitter