

coding
_{the}
architecture

A diagram showing the words "coding" and "architecture" in a light gray font. A dashed line extends from the end of "coding", and a small arrowhead points down to the start of "architecture". The word "{the}" is written in a smaller font size between the two words.

Master builder

The original generalising specialist?



Simon Brown

Jersey, Channel Islands





simon.brown@codingthearchitecture.com

@simonbrown on Twitter



Writing

Training and consulting



coding
(the)
architecture

Software Architecture for Developers

A practical and pragmatic guide to software architecture



Simon Brown

Published
incrementally

Variable pricing

Buy now and
get free updates

Leanpub

leanpub.com



Leprechaun warning!

Big up front design
and analysis paralysis

Waterfall

UML

I'm a

software
architect



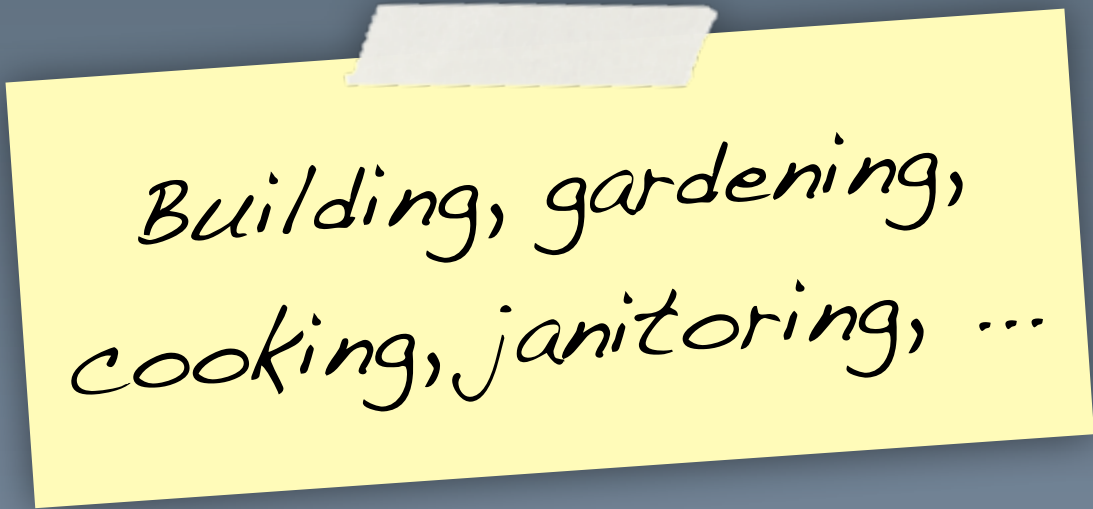
Ivory Tower

PowerPoint Architect

Architecture Astronaut

Software development
is like

\$ { some .metaphor }



*Building, gardening,
cooking, janitorial, ...*

`$ { some .metaphor }`
is broken because...

:-p

“architect”

Latin: architectus

Greek: arkhitekton

“master builder,
director of works”

arkhi- "chief"
+
tekton "builder, carpenter"

The Conclusion

Building architects were master builders,

therefore

software architects should code
rather than sitting in ivory towers

The End

Back to the Middle Ages

Master builder = “master mason”

a stonemason

*most major buildings were
constructed of stone at the time*



A master mason, is a
manipulator *of stone,*
an ***artist*** *in stone and*
a ***designer*** *in stone.*

Did master builders
actually build?

Although a master mason was a respected and usually wealthy individual, he first had to

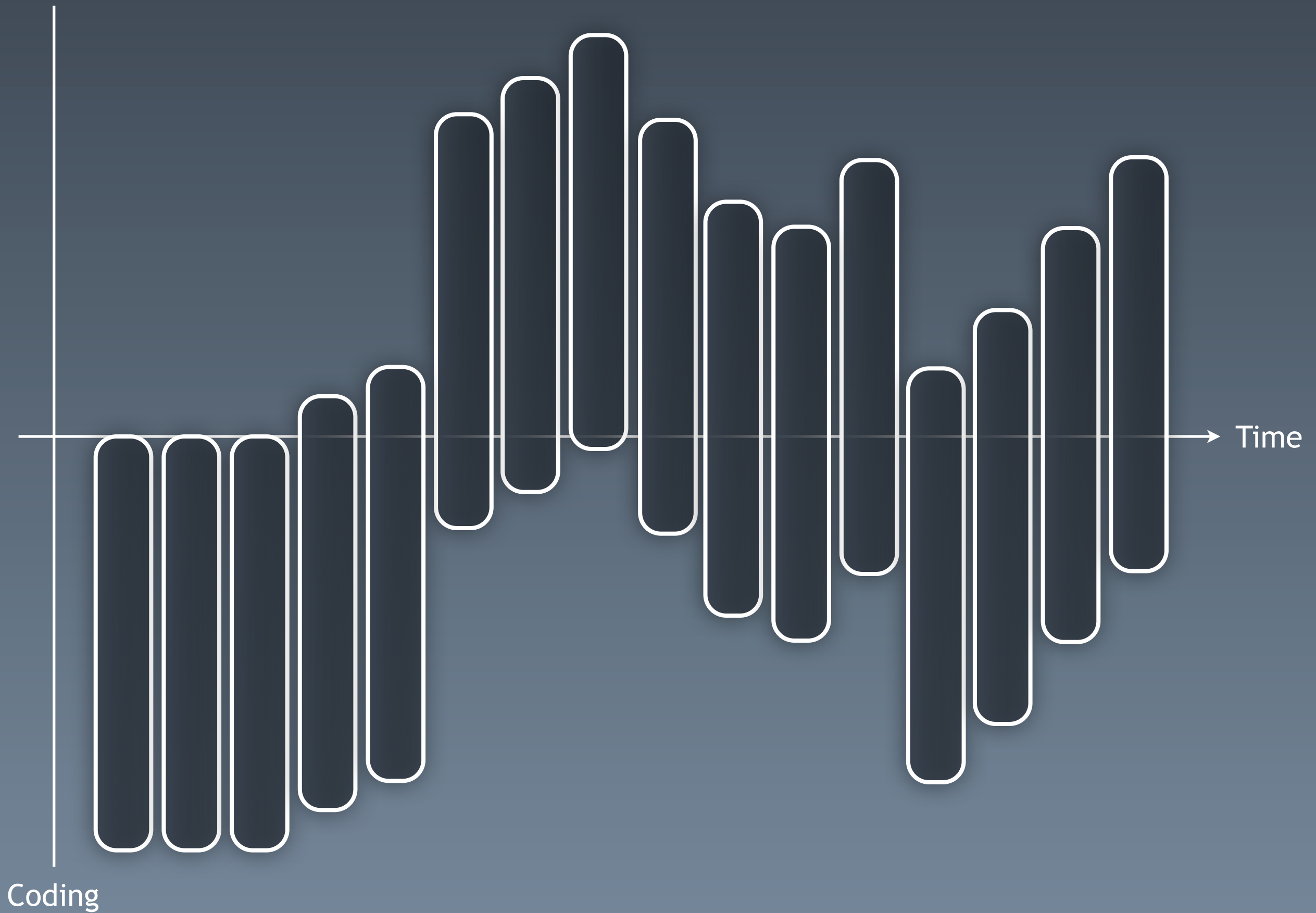
*prove his worth by
going through the
ranks as a stonemason*

and then a supervisor, before being appointed to the highest position in his trade.

Throughout ancient and medieval history, most architectural design and construction was carried out by artisans, such as stone masons and carpenters,

*rising to the role
of master builder.*

“Architecture”



*How much contact he
actually had with this
substance is, however,
debatable.*

Ivory towers?

A mason who was at the top of his trade was a master mason. However, a Master Mason, by title, was the man who had overall charge of a building site and master masons would work under this person. A Master Mason also had charge over carpenters, glaziers etc. In fact,

*everybody who worked
on a building site was
under the supervision of
the Master Mason.*

The master mason, then, designed the structural, aesthetic and symbolic features of what was to be built; organised the logistics that supported the works; and, moreover, prioritised and decided the order of the work.

...

If, as seems likely, this multiplicity of tasks was normal it is

***hardly surprising that
master masons took little
part in the physical work***

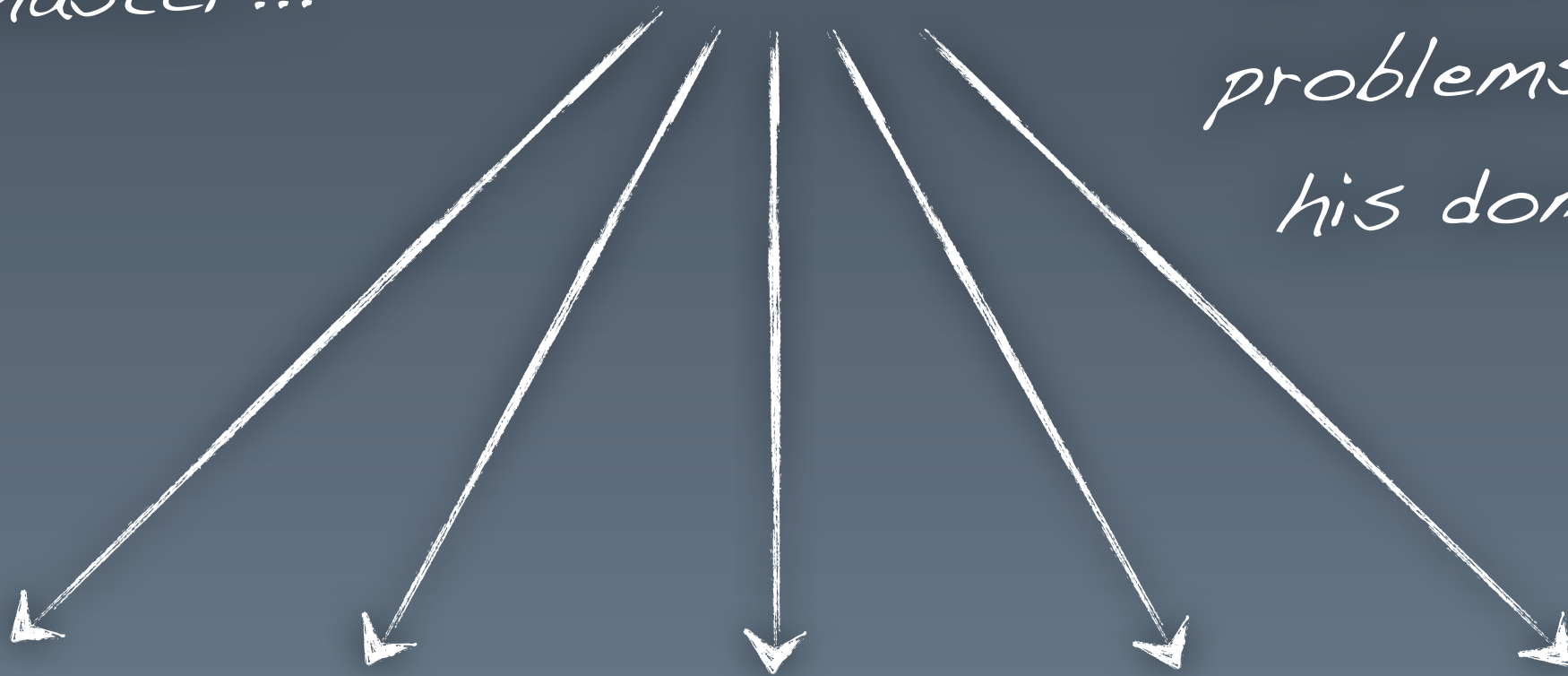
(even had their status permitted it).

"Every lesser mason followed the directions set by the master..."



Master Mason

... and all decisions with regard to major structural, or aesthetic, problems were his domain."



Mason



Mason



Mason



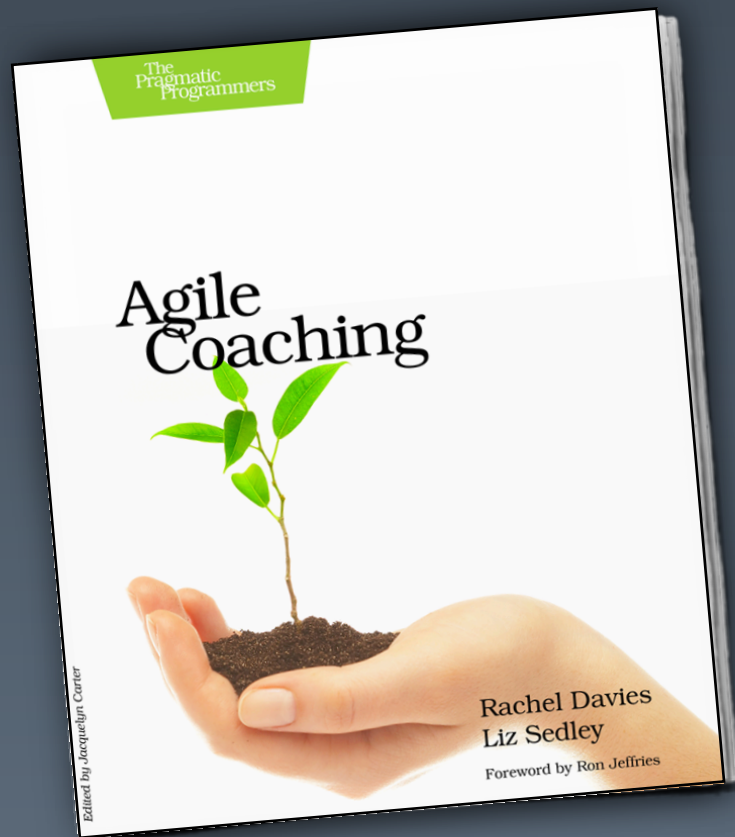
Mason



Mason

*Testimony of this supposition is supplied by a
sermon given in 1261 by Nicholas de Biard*

*railing against the
apparent sloth of
the master mason
‘who ordains by
word alone’.*



"If you know how to program, it's often tempting to make suggestions about how developers should write the code. Be careful, because you may be wasting your time—developers are likely to ignore your coding experience if you're not programming on the project."

They may also think that you're overstepping your role and interfering in how they do their job, so give such advice sparingly."

Agile Coaching

Rachel Davies & Liz Sedley

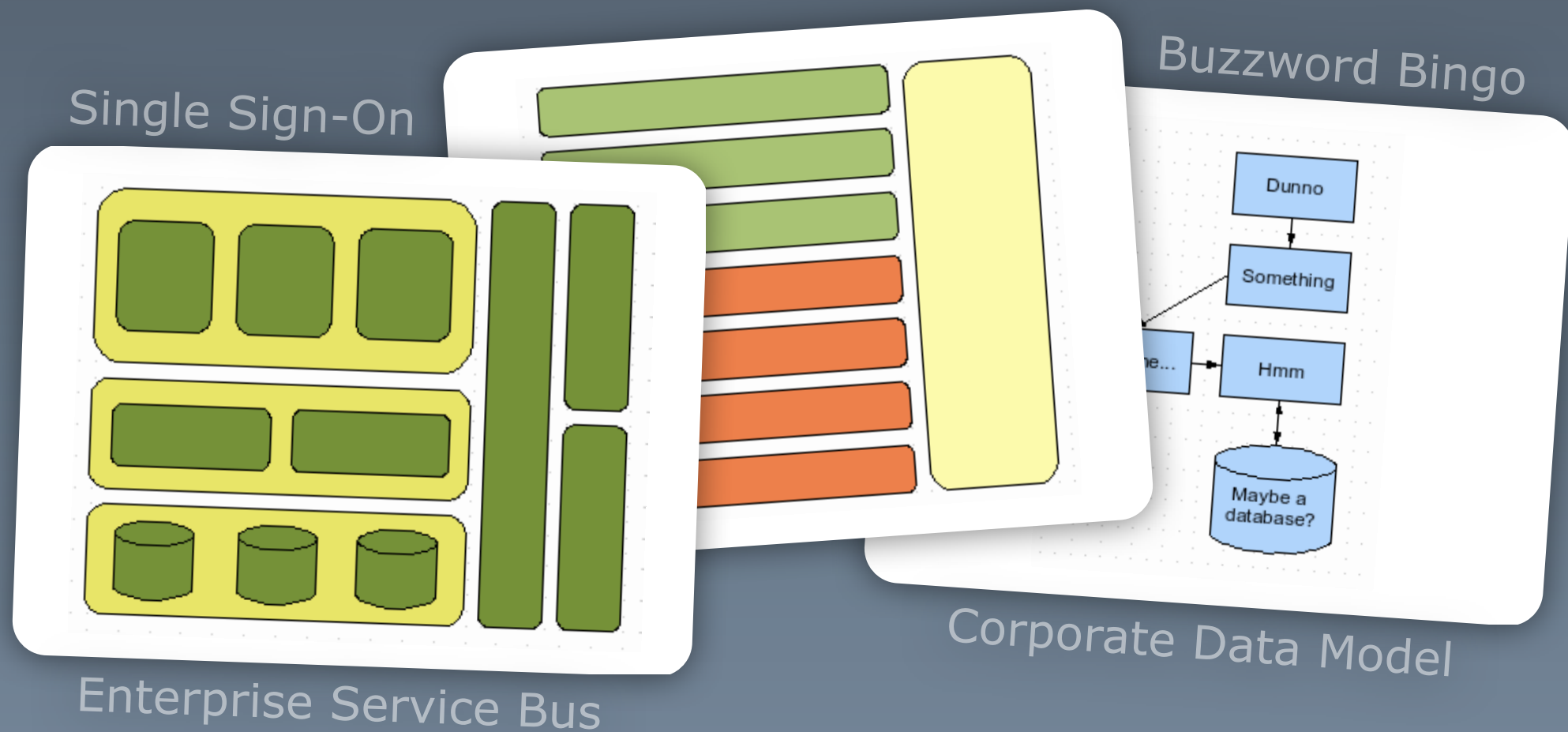
Why do you want
to code on this project?



Manager

PowerPoint

Architecture



Software development is not a relay sport



AaaS ... architecture as a service

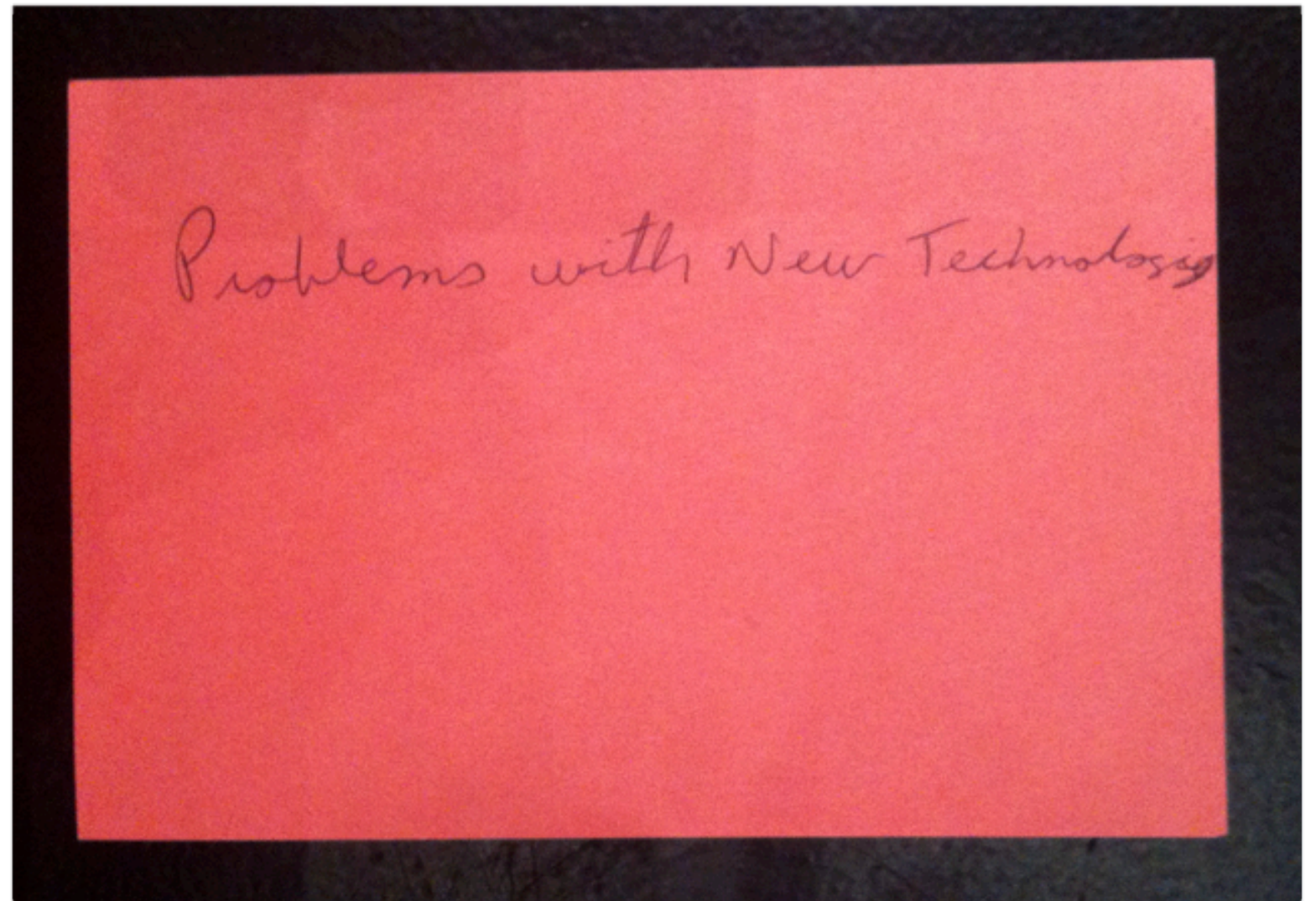
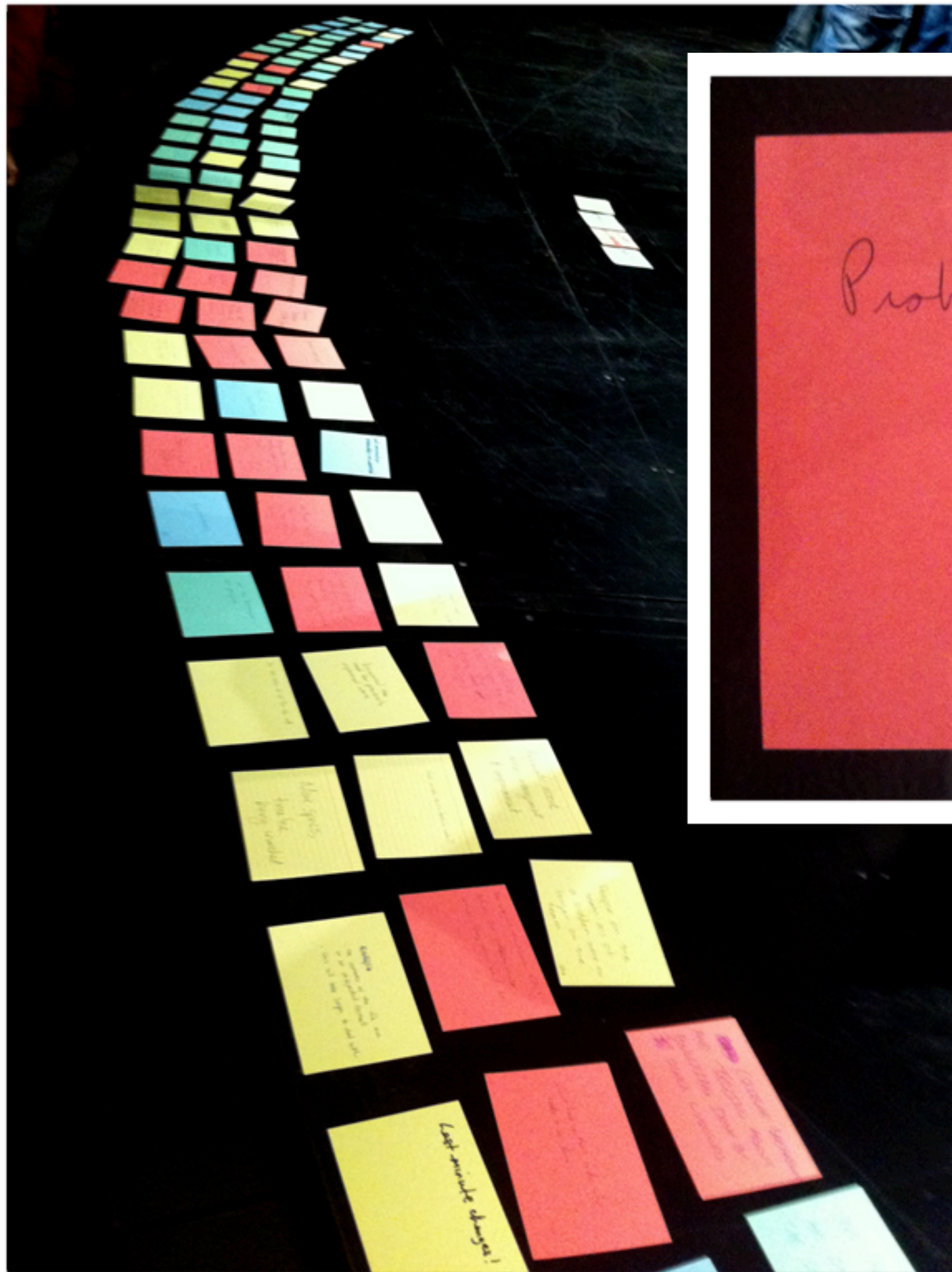
Successful software delivery

is **not** an

implementation
detail!

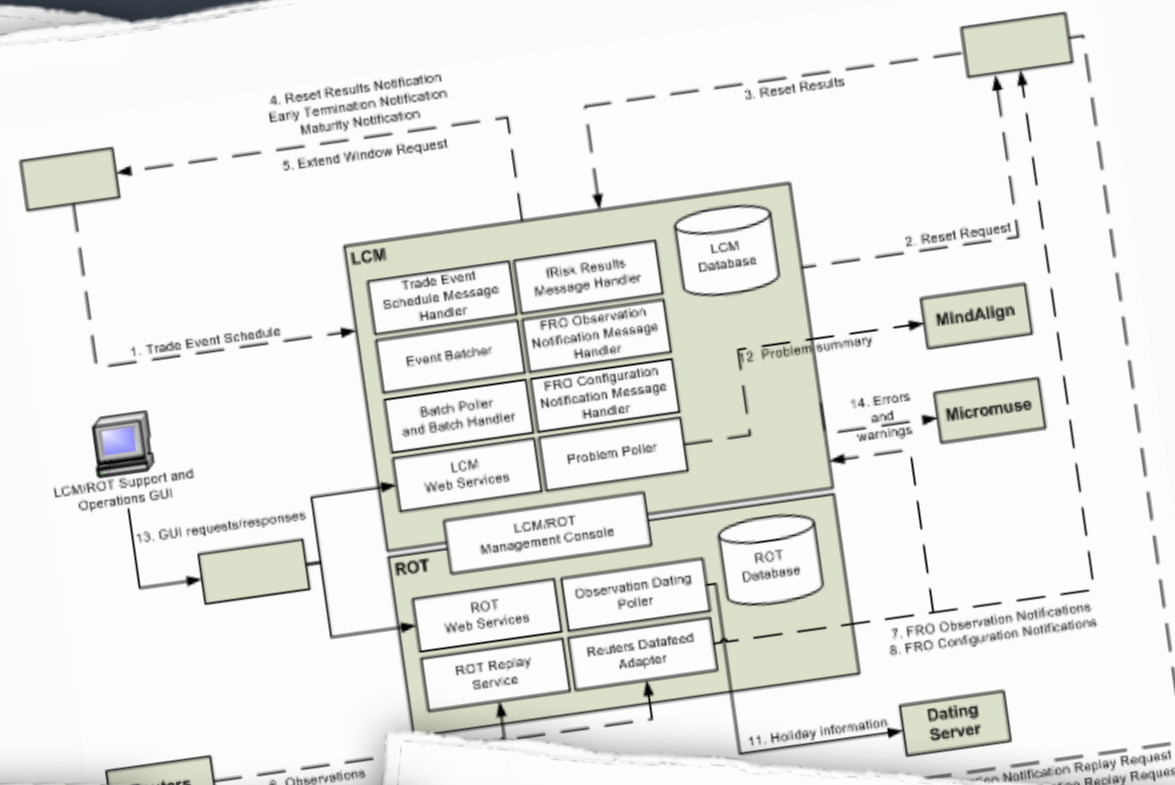
Why did you choose
technology A?



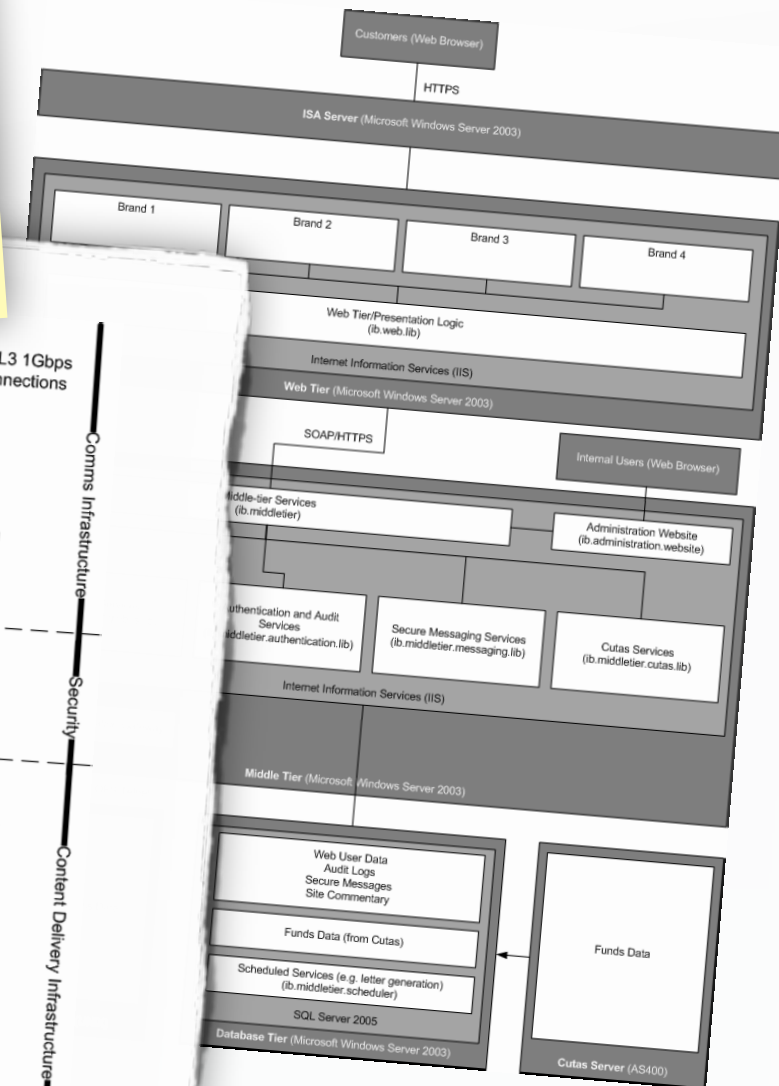
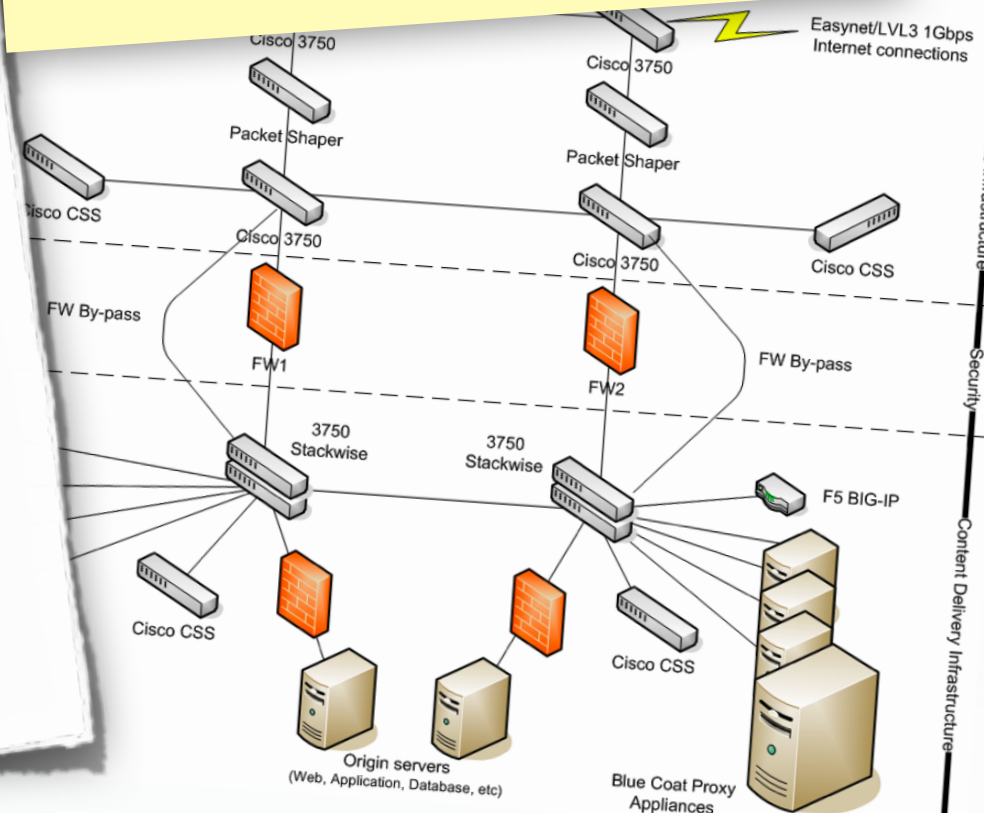
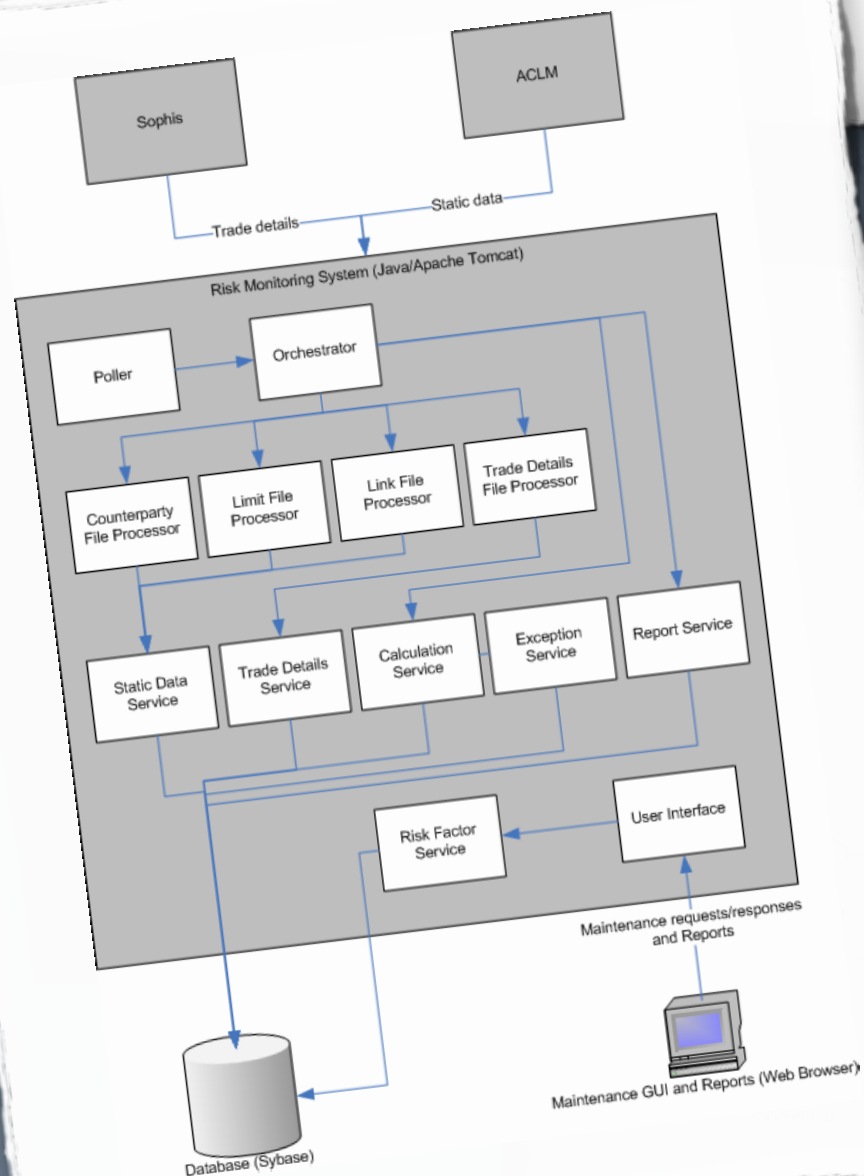


An example timeline from
“Beyond Retrospectives”
by Linda Rising

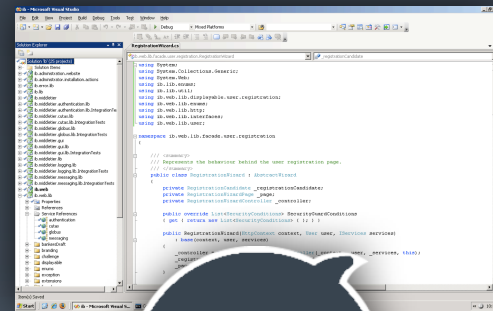
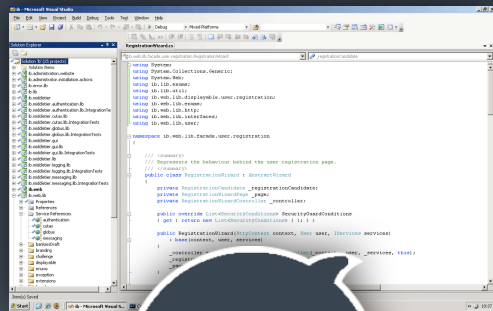
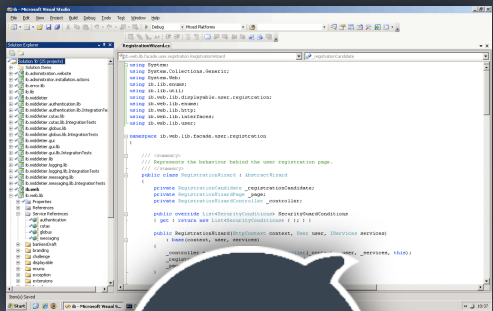
#gotocon Aarhus 2011



*Foolishly hoping
for the best?*

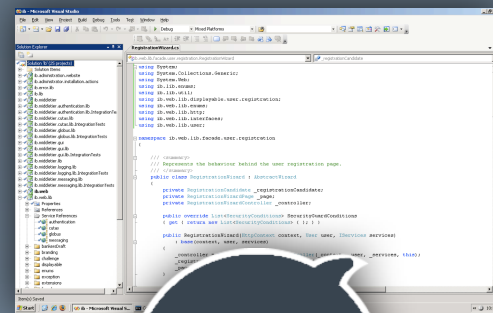
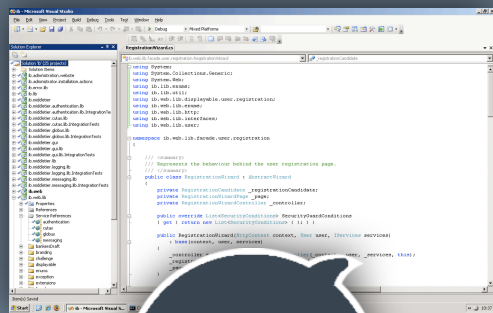
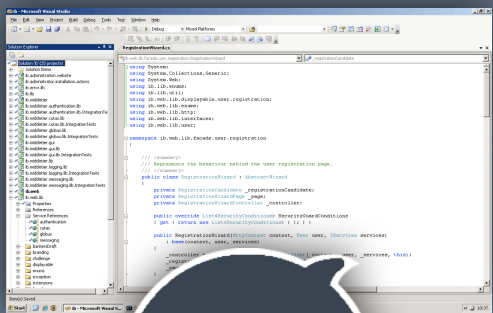


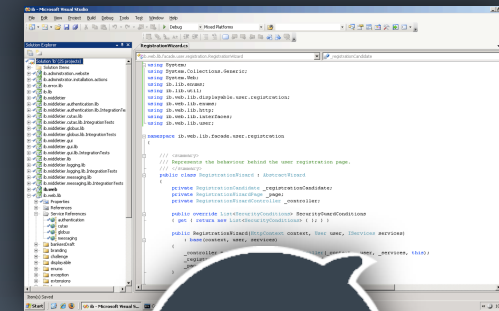
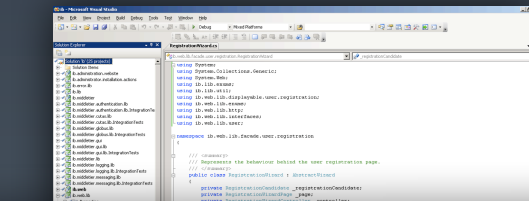
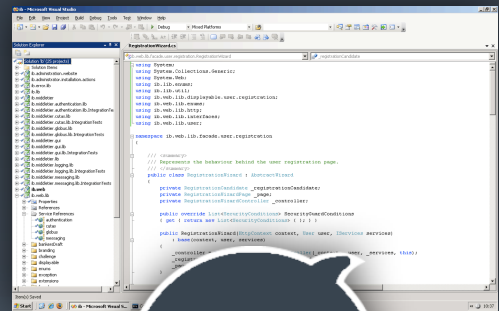
Leadership



Chaos!

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

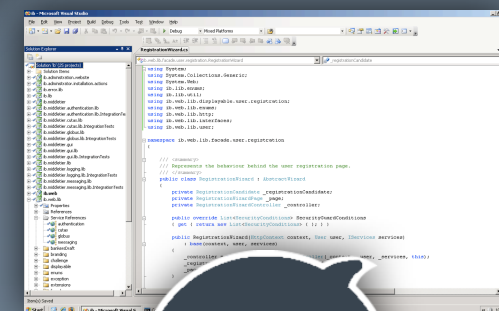
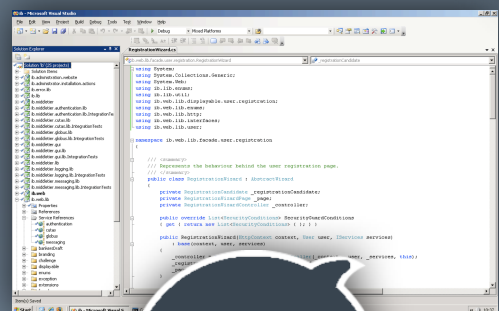




No defined structure,
inconsistent approaches,
big ball of mud,
spaghetti code, ...

STOP

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



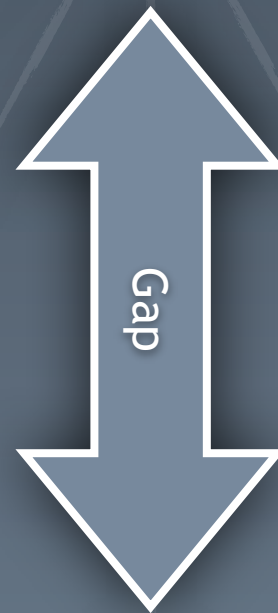


Architect



Sits in an ivory tower

*Focusses on the
low level detail*



Developer



Developer



Developer



Developer



Developer



Architect

Collaborating,
coaching and
mentoring



Reduced gap



Increased
architectural
awareness



Developer



Benjamin Mitchell
@benjaminm

"Have no ego" <- an example of (generally) worthy,
but difficult to implement advice. [#gotocph](#)

In order to avoid the sort of struggle late Renaissance artists had to be recognised as more than mere artisans it would seem that master masons perpetuated a myth (as I see it) of being the descendants of noblemen. Further to this, by shrouding their knowledge with secrecy

*they created a mystique
that separated them from
other less 'arcane' or
'noble' professions.*

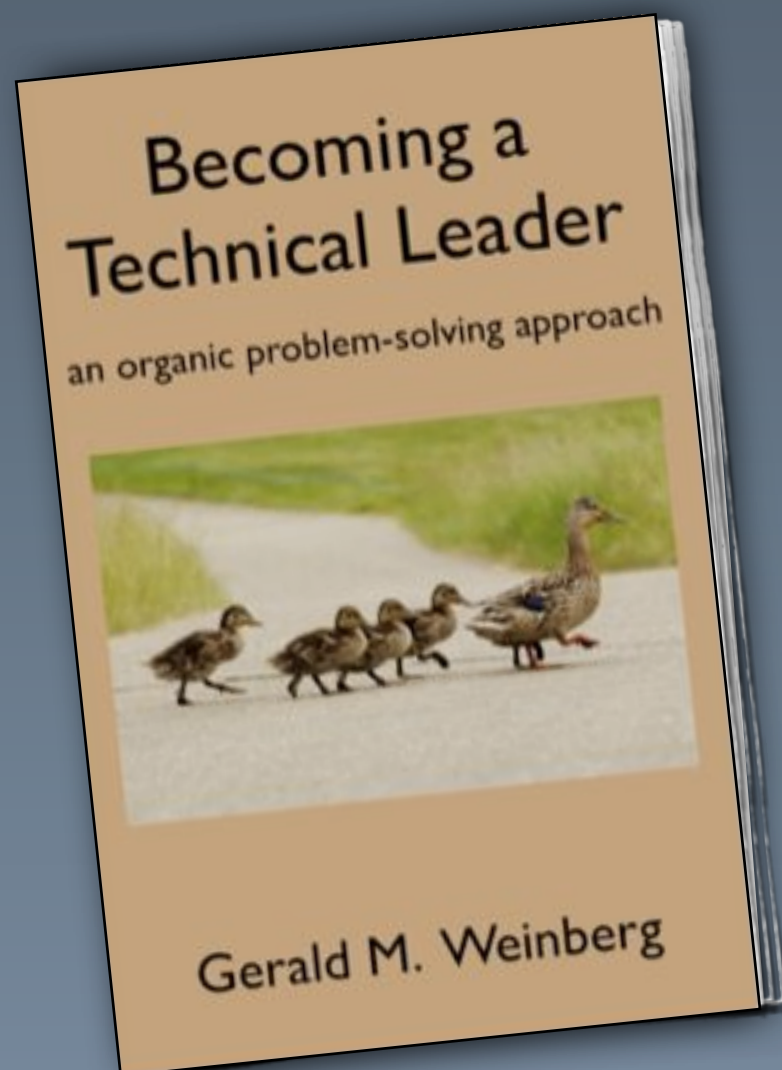


jasongorman
@jasongorman

"I don't write code any more, that's how good I am at programming". We have some funny ideas about seniority in our industry

Would you **hire** a
software architect
that **wouldn't** code?

*"Understanding the
experiences of others
expands our choices"*



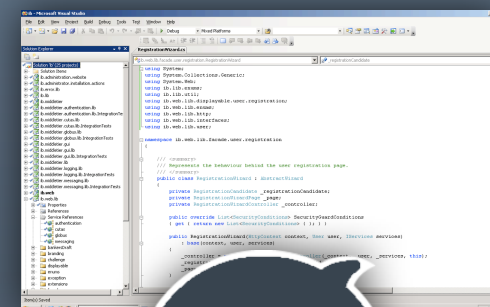
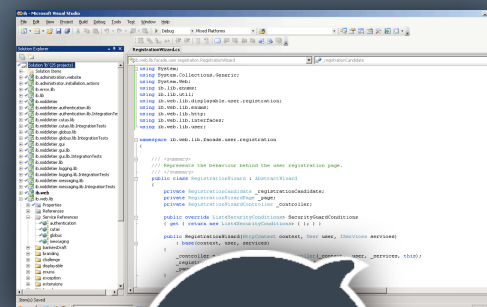
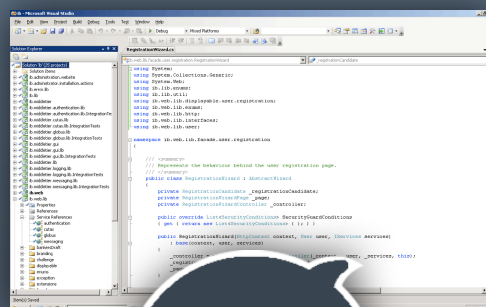
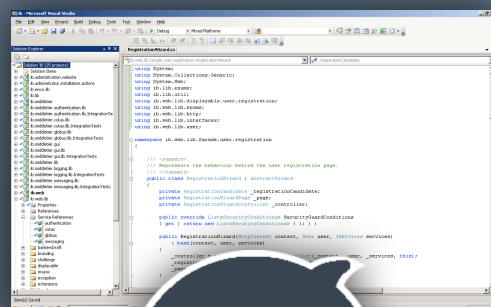
Becoming a Technical Leader

An organic problem-solving approach

Gerald M. Weinberg



Shared vision



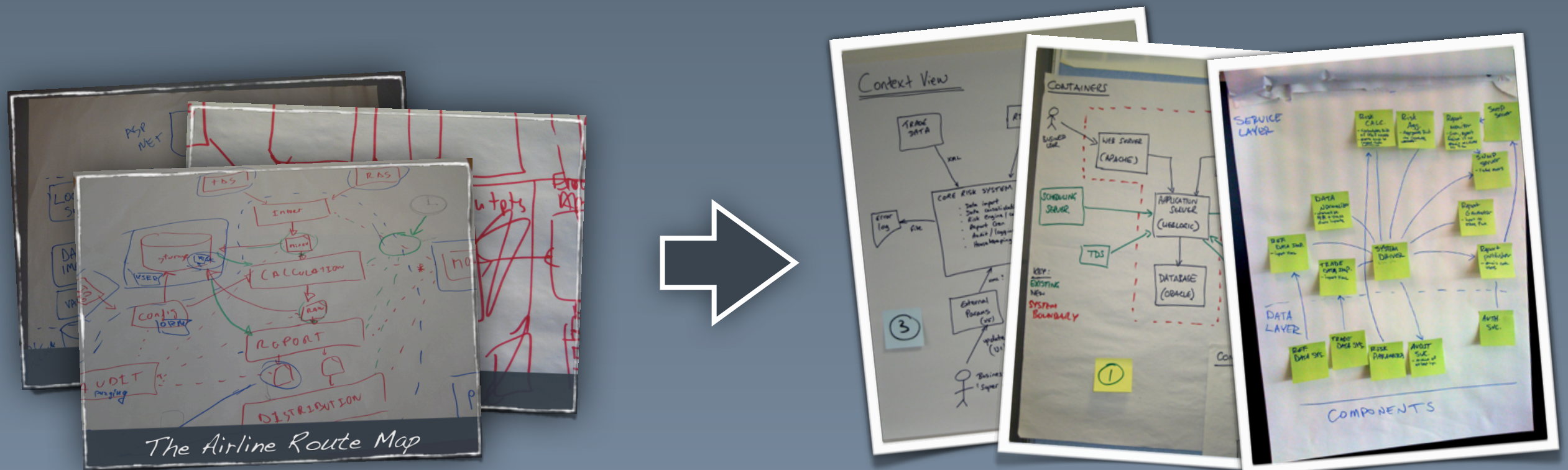
Pictures provide
an excellent
way to create a
shared
vision

for the team



Making the implicit,
explicit

Moving fast requires good communication

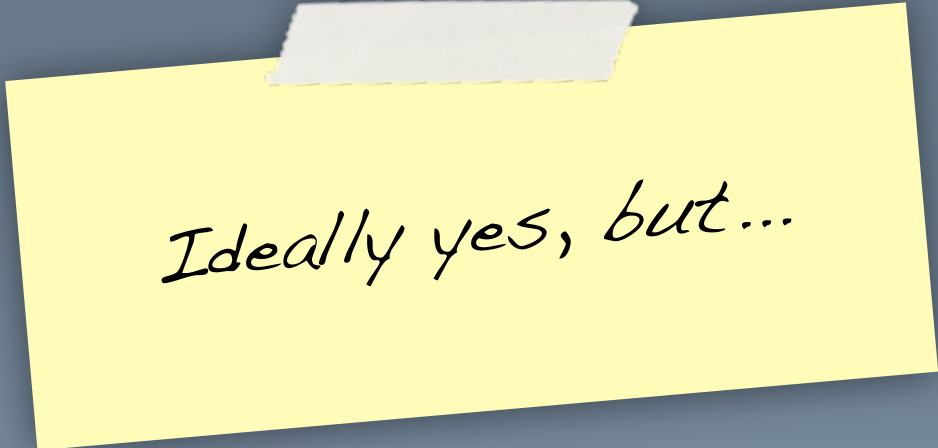


Should
software architects
write code?

Should software architects write

code

on software projects?



Ideally yes, but...

Generalising

Specialist

Depth

Deep hands-on technology
skills and knowledge

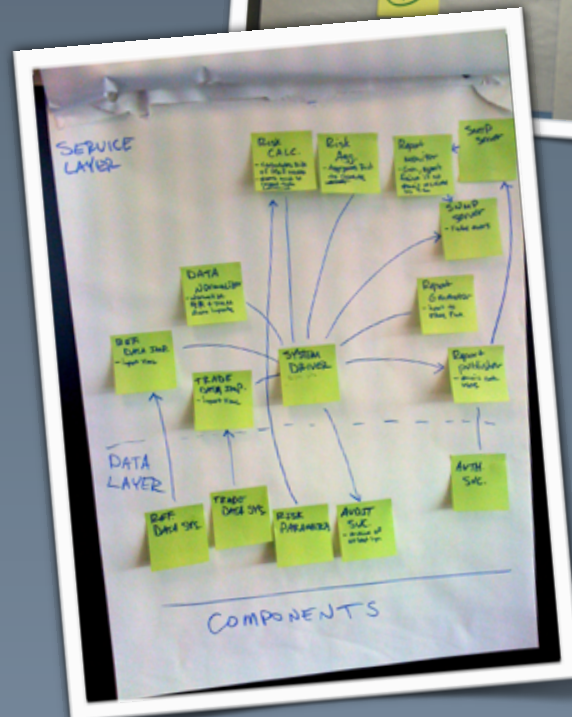
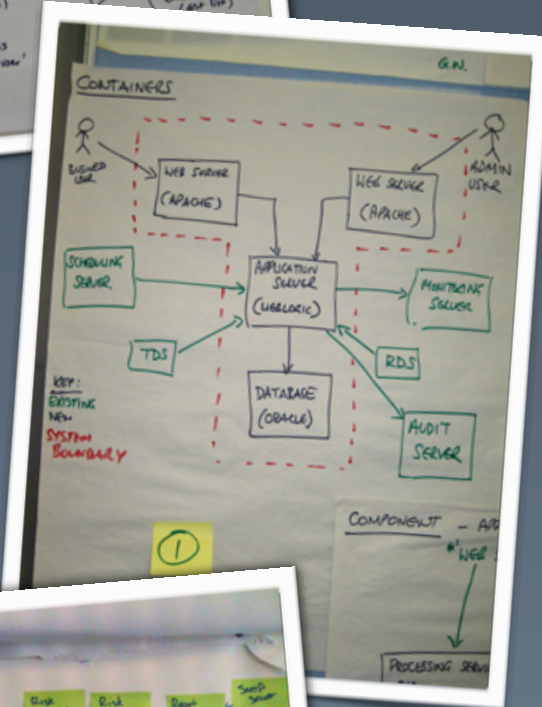
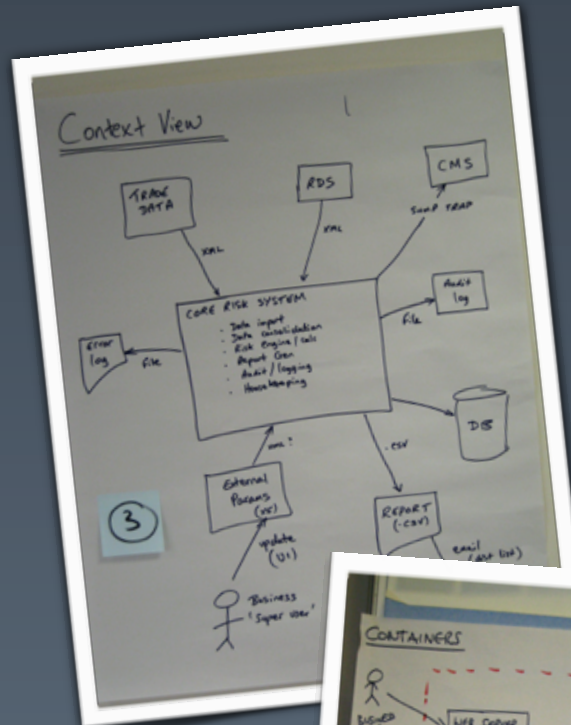
*Good software architects
are master builders*

Breadth

Broad knowledge of
patterns, designs,
approaches, technologies,
...

*Awareness of options
and trade-offs*

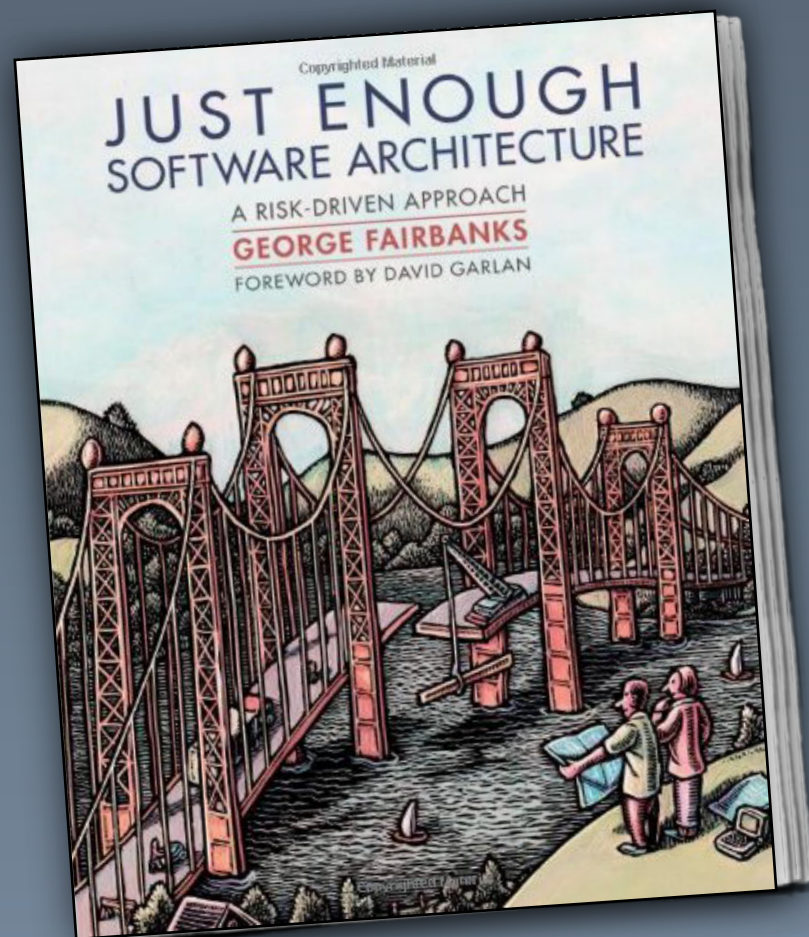
Would we code it that way?



This is why
software architects
must be able to code!

All decisions
involve a
trade-off

"architecture-indifferent design"



Just Enough Software Architecture A Risk-Driven Approach

George Fairbanks



The Conclusion

Building architects were master builders,

therefore

software architects should code
rather than sitting in ivory towers

The End?

Divergence of the master builder role

Throughout ancient and medieval history, most architectural design and construction was carried out by artisans, such as stone masons and carpenters, rising to the role of master builder.

Until modern times there was no clear distinction between the architect and engineer.

In Europe, the titles "architect" and "engineer" were primarily geographical variations referring to the same person, often used interchangeably.

Structural engineering has existed since humans first started to construct their own structures. It became a more defined and formalised profession with the

*emergence of the architecture
profession as distinct from the
engineering profession*

during the industrial revolution in the late 19th century.

*Until then, the architect and the
structural engineer were usually one
and the same - the master builder.*

*Only with the development of specialised knowledge of structural theories that
emerged during the 19th and early 20th centuries did the professional structural
engineer come into existence.*



Architect



*Interacts with
client, requirements,
design, aesthetics,
layout, etc*



Structural
Engineer



*Makes sure the
building doesn't
fall over!*



*Generalising
Specialist*



*Generalising Specialist
+ Specialist(s)*





*Generalist +
Specialist*

*Beware of
ivory towers!*





*Generalist +
Specialists*



How can I *possibly* be
hands-on when I have
seven teams
to look after?!?

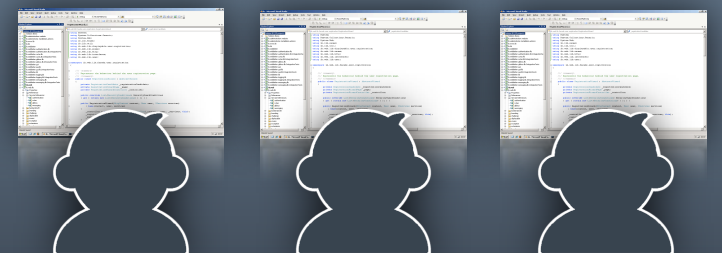
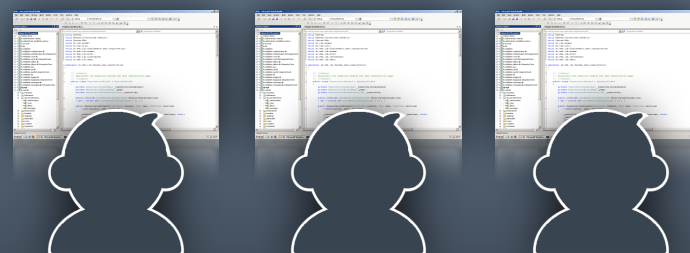
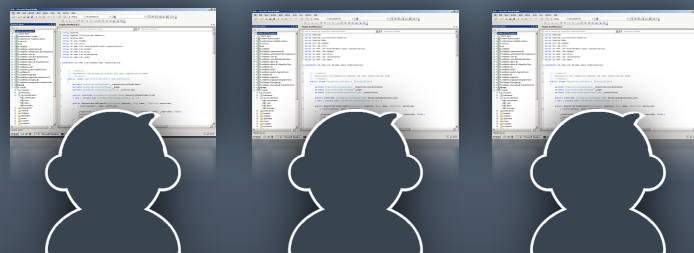
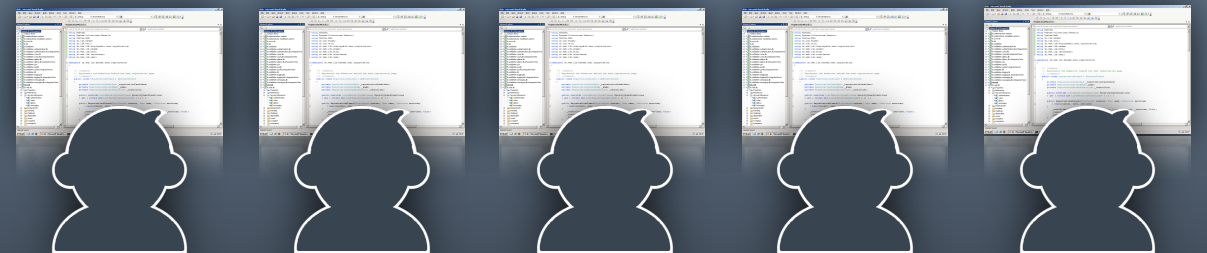
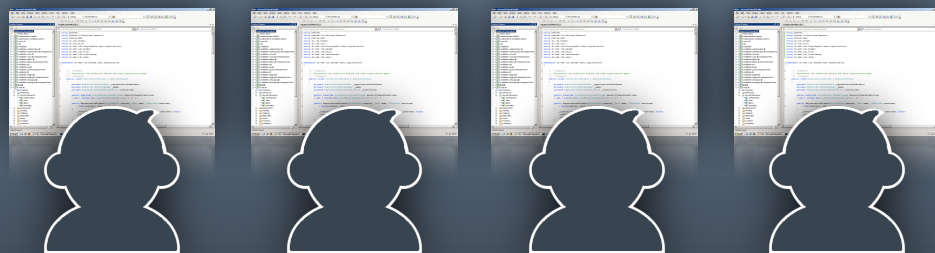
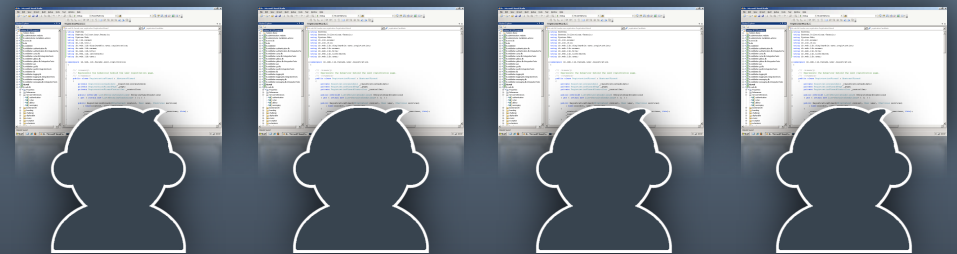
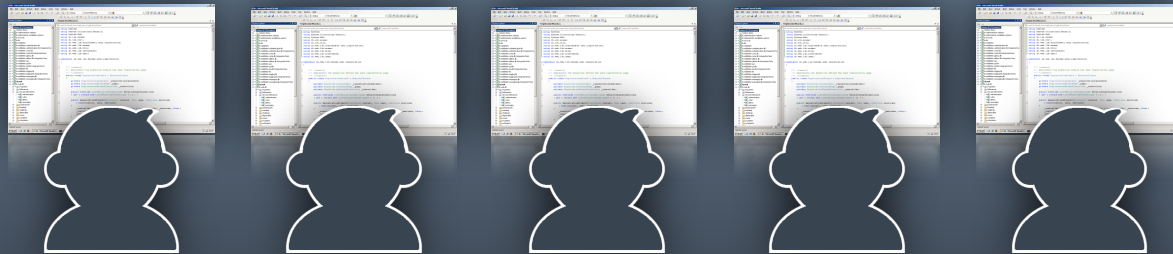


Software Architect

You can't ... but why
are you looking after
seven teams?

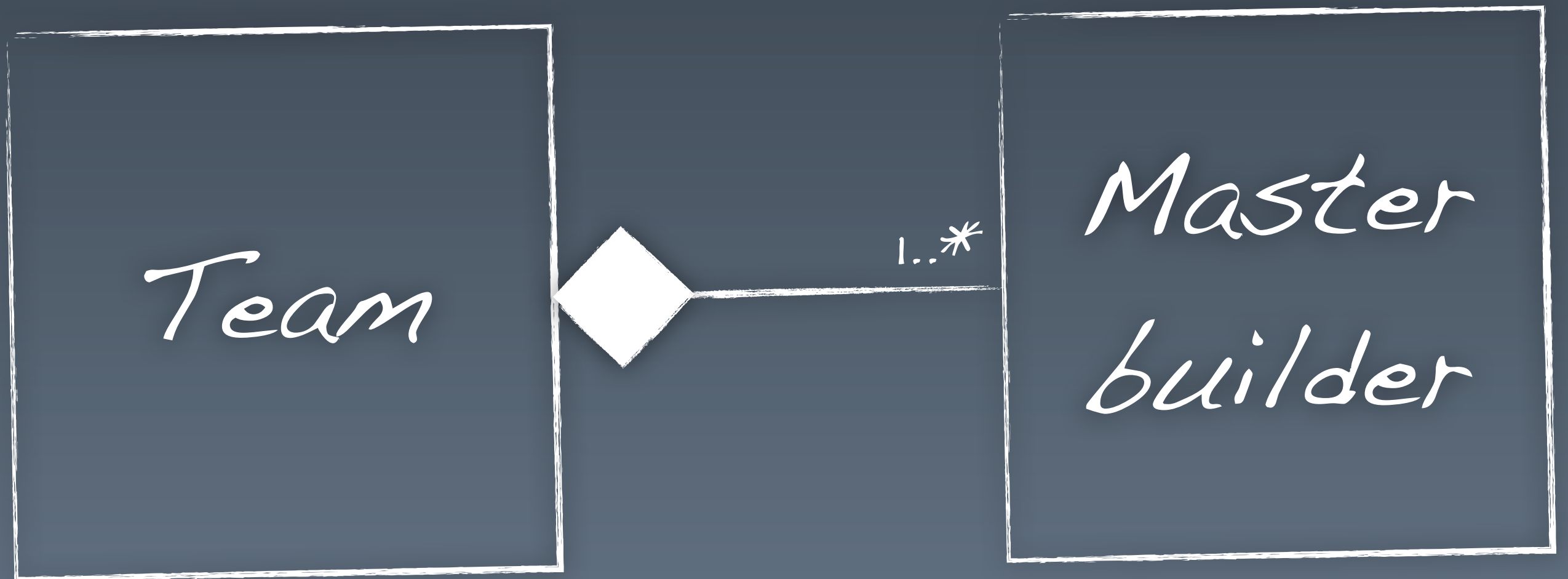


Enterprise Architecture Group



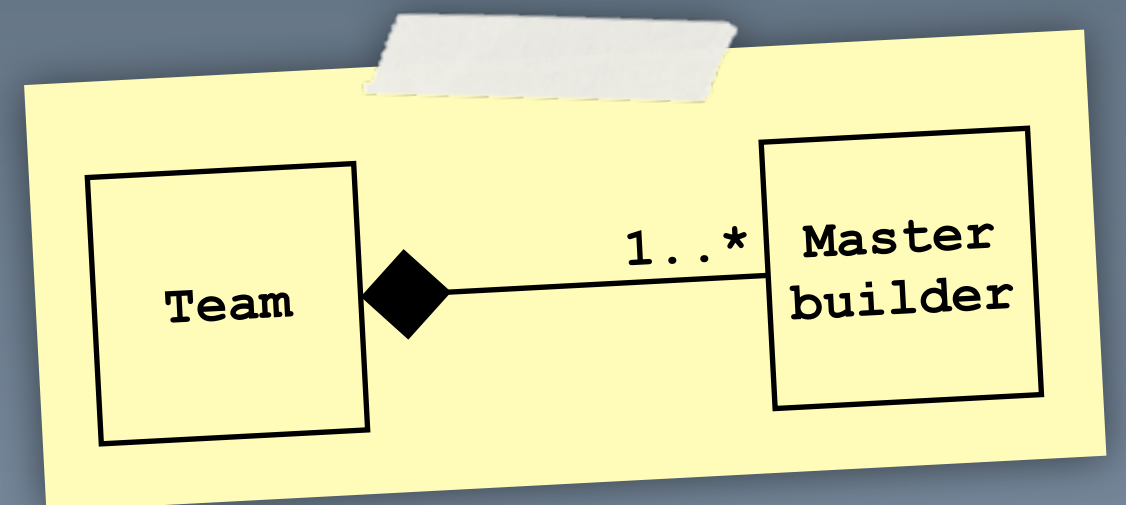
Although they may not have
touched stone, master masons

worked with
the teams



This diagram might work, but many (most?) people in our industry don't understand UML! :-/

Every software development team needs a master builder

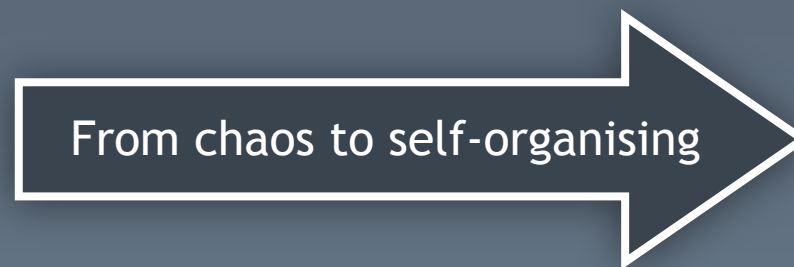


The software architecture role



Dedicated
software architect

Single point of responsibility for
the technical aspects of the
software project



Everybody is a
software architect

Joint responsibility for the
technical aspects of the
software project

Elastic Leadership (Roy Osherove)
Chaos (command and control),
learning (coaching),
self-organising (facilitation)

Corporate career ladders

Is coding a
commodity?

Non-technical

Technical



The “corporate career ladder”

*Our tech lead and mentor
has been “promoted” ...*

help!

Medieval stonemasons' skills were in high demand, and members of the guild, gave rise to three classes of stonemasons:

*apprentices,
journeymen,
and master masons.*

Apprentices were indentured to their masters as the price for their training, journeymen had a higher level of skill and could go on journeys to assist their masters, and master masons were considered freemen who could travel as they wished to work on the projects of the patrons.

*A mason would have an
apprentice
working for him.*

*Traditionally medieval
stonemasons served
a seven-year
apprenticeship.*

97 Things Every
Software Architect
Should Know

97 Things Every Software Architect Should Know

Discussions

Members

Promotions

Jobs

Search

More...



I am a senior developer. Recently, I was promoted to the position as architect. Could anyone please let me know which tools/software an architect should master/be familiar with. Thank you

10 months ago

 Like

 Comment

 Follow

 Flag

More ▾

This is common :-/

We need to **grow** the
software architects
of **tomorrow**



To become a successful master mason in the medieval era, whatever one's origins or education, patently required a man of immense talent. Such a man needed to be a master in the

handling of physical and human resources

- to be able to direct them with imagination, ingenuity and efficiency toward a mercurial goal always framed by a host of compromises.

The opportunities for such a man whose creativity was matched by his organisational and diplomatic ability were varied and great.

Leadership and soft skills?

A 21st century
software architect

A conflict in team structure



Dedicated
software architect

Single point of responsibility for
the technical aspects of the
software project

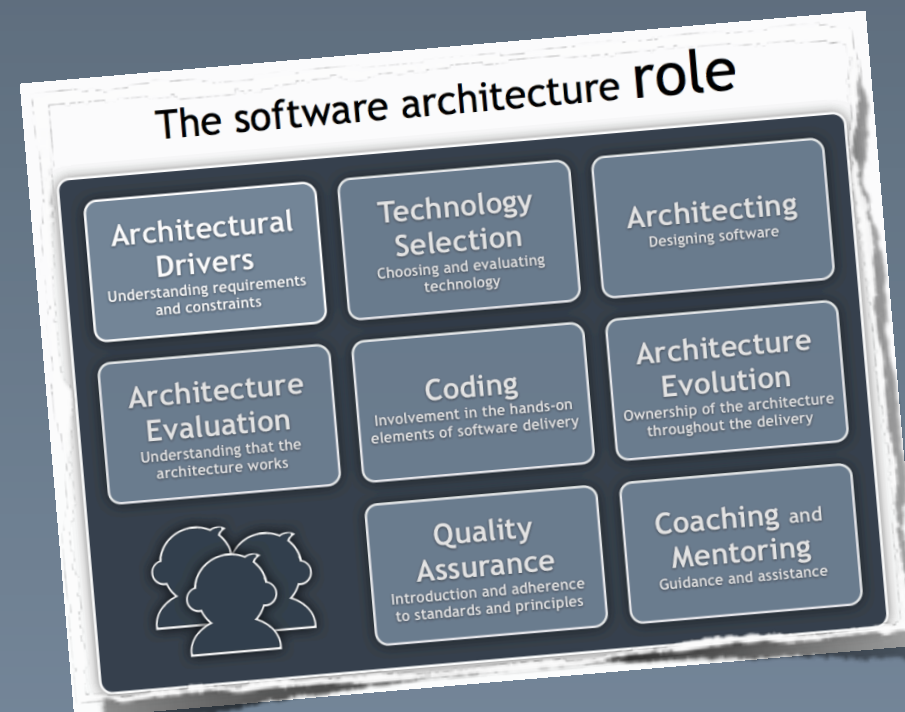
VS



Everybody is a
software architect

Joint responsibility for the
technical aspects of the
software project

Is a collaborative and lightweight
approach to software architecture
the **missing piece**
of the **jigsaw**?





The role



“Just enough”

*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()
    {
    }

    ...
}
```

The Conclusion

Software development teams need

**one or more
master builders**

Number 1

The Conclusion

The master builders are in a leadership role that should be

collaborative

and include **coaching**

Number 2

The Conclusion

Effective and efficient
communication
is a key skill for master builders

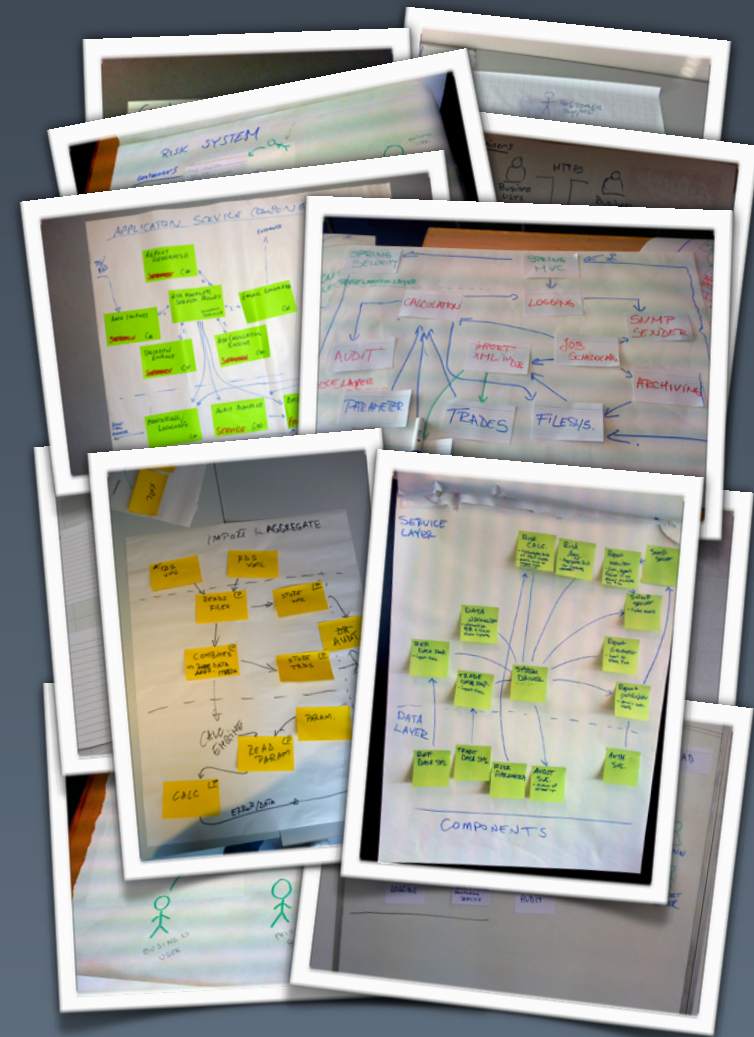
Number 3



codingthearchitecture.com



leanpub.com



On-site training and consulting



simon.brown@codingthearchitecture.com

@simonbrown on Twitter

References

Analyse the role of the master mason in the C12-14th
<http://www.moonshadow.co.uk/?p=66>

Architect
<http://en.wikipedia.org/wiki/Architect>

BuildingArchitect
<http://martinfowler.com/bliki/BuildingArchitect.html>

Medieval Masons
http://www.historylearningsite.co.uk/medieval_masons.htm

Stonemasonry
<http://en.wikipedia.org/wiki/Stonemasonry>

Structural engineering
http://en.wikipedia.org/wiki/Structural_engineering

The Medieval Stonemason and the Master Mason
<http://rachel-bellerby.suite101.com/the-medieval-stonemason-and-the-master-mason-a65816>

