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1. What percentage of the Book "101 Things I Learned.." are applicable to software architecture?

Some of them apply directly. Some are metaphors.

2. What is used to measure significant according to Grady Booch?

The cost to change any piece of a (Software) Architecture is the significance of that part.

3. What are Firmitas, Utilitas, Venustas and do they apply to software?

Firmitas - strength

Utilitas - utility

Venustas - aesthetic

4. What is sustainable development?

Meeting the current needs without hindering future developers to meet future needs.

5. What is the difference between the architecture as envisioned opposed to the architecture as developed?

An envisioned architecture is the idea the architect had in mind when the solution was created. Architecture as developed is the actual deployment of the solution and how the architecture is used in the problem space.

6. What is refactoring? Rewriting?

Refactoring, reducing the technical debt on existing programs by pulling out shared functionality.

Rewriting, reducing the technical deb on existing programs by throwing them in the trash, because fixing them would not be cost effective.

7. How do buildings learn?

Buildings show wear in common places people gather. Buildings evolve to the needs of the tenants, so they adapt to the people working in them

8. To build stable architectures, what principles should you apply with regards to layers?

Build the lowest layers on the most stable facts, the things that don't change create a stable base for the higher, more volatile layers.

9. How can an architecture mature with regards to cohesion and trends?

Things that change a lot will mature together and display volatile trends. Parts that don't change much will be more cohesive with other parts that don't change.

10. Where did the phrase "All of this has happened before, and it will happen again" come from?

Battle star Galatica