

# Architectural Views

*Software Architecture*

Richard Thomas

February 23, 2026

*Interesting Software is Complex*

Many aspects to the design of its architecture.

## *Architectural Design*

Managing technical complexity.

*Question*

How do you describe a complex architecture, without making it too difficult to understand?

### *Question*

How do you describe a complex architecture, without making it too difficult to understand?

### *Answer*

## *Architectural Views*

- Only consider one aspect at a time.

# Architectural Views

- C4 Model *[Brown, 2026]*
  - context, structure, behaviour, infrastructure

# Architectural Views

- C4 Model *[Brown, 2026]*
  - context, structure, behaviour, infrastructure
- 4+1 Views *[Kruchten, 1995]*
  - logical, process, development, physical, scenario

# Architectural Views

- C4 Model *[Brown, 2026]*
  - context, structure, behaviour, infrastructure
- 4+1 Views *[Kruchten, 1995]*
  - logical, process, development, physical, scenario
- Software Architecture in Practice *[Bass et al., 2021]*
  - module, component-and-connector, allocation



# Architectural Views

- C4 Model *[Brown, 2026]*
  - context, structure, behaviour, infrastructure
- 4+1 Views *[Kruchten, 1995]*
  - logical, process, development, physical, scenario
- Software Architecture in Practice *[Bass et al., 2021]*
  - module, component-and-connector, allocation
- NATO Architecture Framework *[Team, 2020]*
  - concepts, service, logical, physical resource, architecture foundation

# Architectural Views

- C4 Model *[Brown, 2026]*
  - context, structure, behaviour, infrastructure
- 4+1 Views *[Kruchten, 1995]*
  - logical, process, development, physical, scenario
- Software Architecture in Practice *[Bass et al., 2021]*
  - module, component-and-connector, allocation
- NATO Architecture Framework *[Team, 2020]*
  - concepts, service, logical, physical resource, architecture foundation
- The Open Group Architecture Framework (TOGAF) *[Forum, 2025]*
- ISO/IEC/IEEE 42010:2011 *[iso, 2022]*

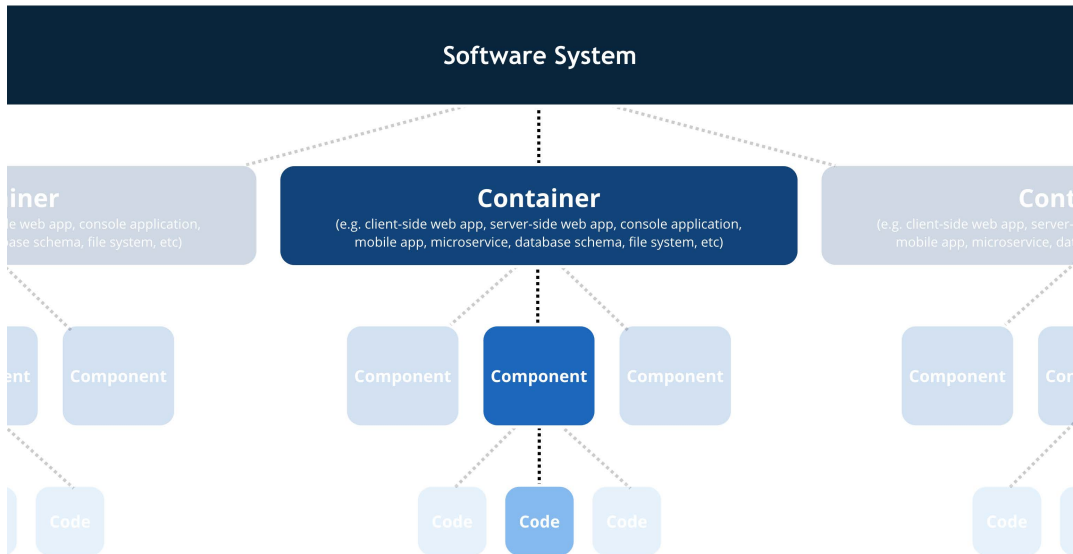
## Diagrams & Notation

- A *good* diagram is worth a thousand words
  - A thousand diagrams is just confusing

## Diagrams & Notation

- A *good* diagram is worth a thousand words
  - A thousand diagrams is just confusing
- C4 – informal, simple structure *[Brown, 2025]*
- UML – formal, well-defined language *[uml, 2017]*
- You probably *don't* want to know about alternatives

# C4 Model: Levels *[Brown, 2025]*

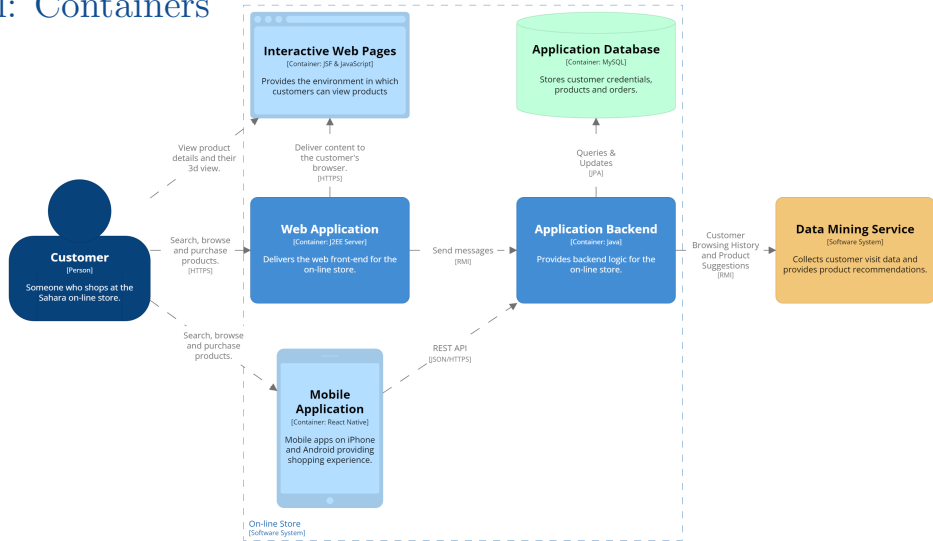


## C4 Model: Context



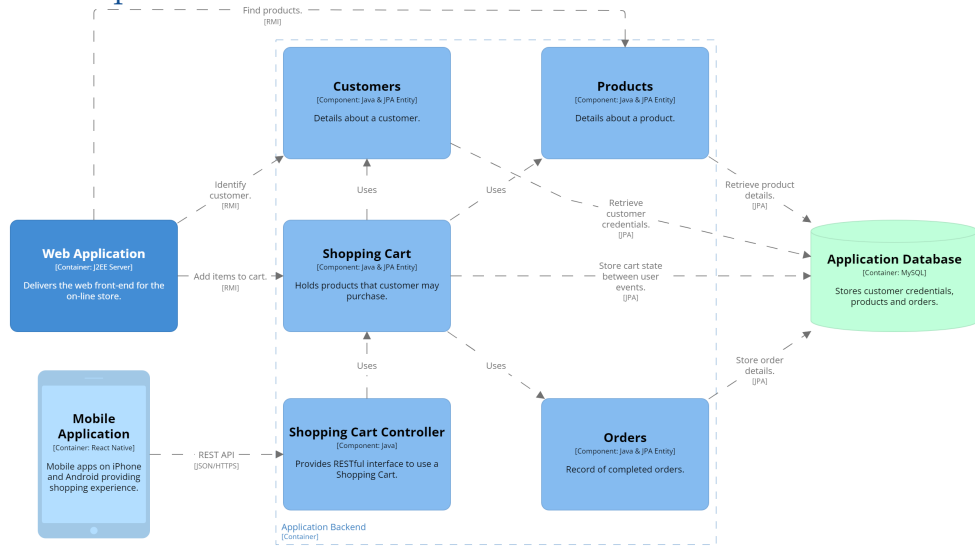
How software system fits into broader *environment*

# C4 Model: Containers



*Structure* of the software system

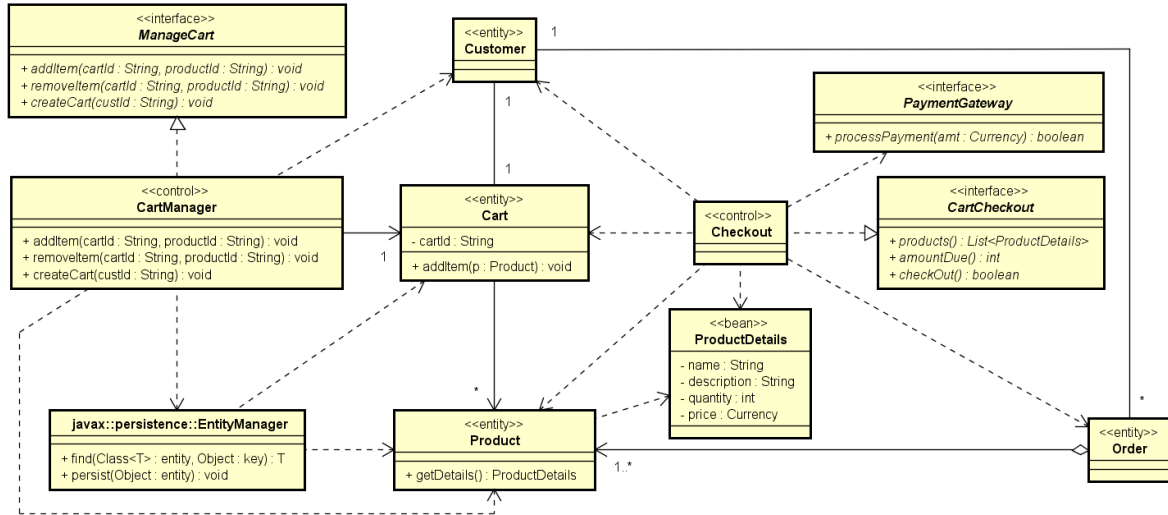
# C4 Model: Components



*Elements* that implement a container

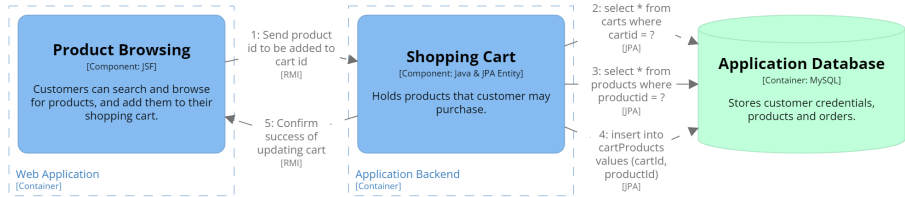


# C4 Model: Code



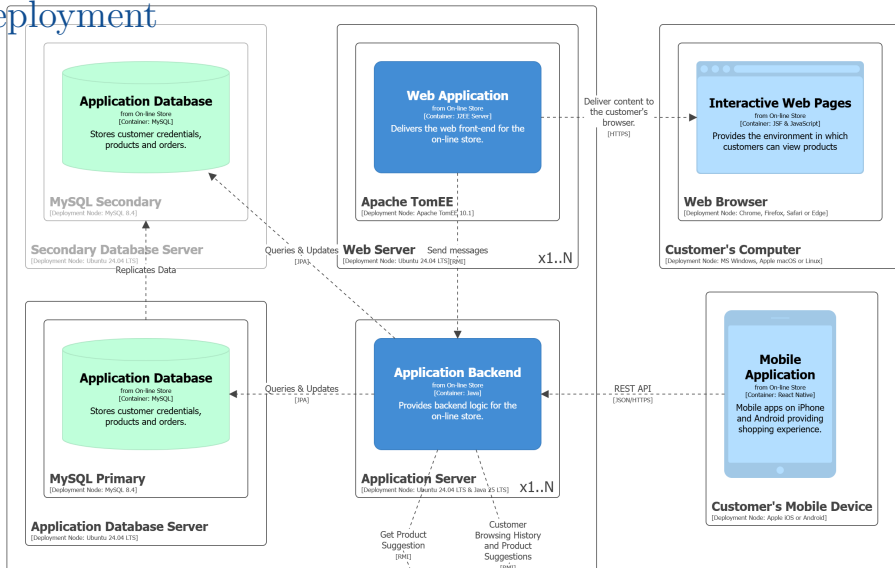
*Structure* of code implementing a component

## C4 Model: Dynamic



How parts of the model *collaborate* to deliver *behaviour*

# C4 Model: Deployment



*Infrastructure* on which system will be deployed

## 4+1 Views

Logical – *Structure* of how the software is implemented

- components/classes, relationships, interactions

## 4+1 Views

Logical – *Structure* of how the software is implemented

- components/classes, relationships, interactions

Process – *Dynamic* behaviour

- concurrency, distribution, fault tolerance, process control, ...

## 4+1 Views

Logical – *Structure* of how the software is implemented

- components/classes, relationships, interactions

Process – *Dynamic* behaviour

- concurrency, distribution, fault tolerance, process control, ...

Development – *Organisation* of the software in the development environment

## 4+1 Views

Logical – *Structure* of how the software is implemented

- components/classes, relationships, interactions

Process – *Dynamic* behaviour

- concurrency, distribution, fault tolerance, process control, ...

Development – *Organisation* of the software in the development environment

Physical – *Map* executable software containers to hardware

- address non-functional requirements
  - availability, reliability, scalability, throughput, ...

## 4+1 Views

Logical – *Structure* of how the software is implemented

- components/classes, relationships, interactions

Process – *Dynamic* behaviour

- concurrency, distribution, fault tolerance, process control, ...

Development – *Organisation* of the software in the development environment

Physical – *Map* executable software containers to hardware

- address non-functional requirements
  - availability, reliability, scalability, throughput, ...

Scenario – *Demonstrate* functionality delivered by architecture

- use case details
  - *drive* functional design of architecture
  - *validate* design of architecture
  - *illustrate* purpose of architecture



*Reading...*

“Architectural Views” Notes<sup>1</sup> *[Thomas and Webb, 2026]*

---

<sup>1</sup>Remember, I said you had to read the notes.

## References

[uml, 2017] (2017).

*Unified Modeling Language.*

OMG, 2.5.1 edition.

<https://www.omg.org/uml/>.

[iso, 2022] (2022).

*Software, Systems and Enterprise – Architecture Description (ISO/IEC/IEEE 42010:2022).*

International Organization for Standardization.

[Bass et al., 2021] Bass, L., Clements, P., and Kazman, R. (2021).

*Software Architecture in Practice.*

Addison-Wesley, 4th edition.

[Brown, 2025] Brown, S. (2025).

*The C4 Model for Visualising Software Architecture.*

Leanpub.

<https://leanpub.com/visualising-software-architecture>.

[Brown, 2026] Brown, S. (2026).

*The C4 Model: Visualising Software Architecture.*

O'Reilly Media, Inc.

<https://www.oreilly.com/library/view/the-c4-model/9798341660113/>.

[Forum, 2025] Forum, T. O. G. A. (2025).

*The Open Group Architecture Framework Standard – Architecture Development Method.*

The Open Group, 10 edition.

<https://pubs.opengroup.org/togaf-standard/>.

[Kruchten, 1995] Kruchten, P. (1995).

Architectural blueprints — the ‘4+1’ view model of software architecture.

*IEEE Software*, 12(6):42–50.

[https:](https://www.cs.ubc.ca/~gregor/teaching/papers/4+1view-architecture.pdf)

[//www.cs.ubc.ca/~gregor/teaching/papers/4+1view-architecture.pdf](https://www.cs.ubc.ca/~gregor/teaching/papers/4+1view-architecture.pdf).

[Team, 2020] Team, A. C. (2020).

*NATO Architecture Framework*.

NATO, 4th edition.

[Thomas and Webb, 2026] Thomas, R. and Webb, B. (2026).

Architectural views.

<https://csse6400.uqcloud.net/handouts/views.pdf>.