Chapter 2. Why is Software Architecture Important?

【理解：13个理由】

* Thirteen Reasons
  1. Influence quality attributes.

影响质量属性。

* 1. Help reason about and manage change as the system evolves.

随着系统的发展，帮助分析和管理变更。

* 1. Early prediction of a system’s qualities.

系统质量的早期预测。

* 1. Enhances communication among stakeholders.

加强利益相关者之间的沟通。

* 1. Capture the earliest and hence most fundamental, hardest-to-change design decisions.

捕获最早的、因而也是最基本的、最难更改的设计决策。

* 1. Defines a set of constraints on subsequent implementation.

定义后续实现上的一组约束。

* 1. Dictates the structure of an organization, or vice versa.

规定组织的结构，反之亦然。

* 1. Provide the basis for evolutionary prototyping.

为进化原型提供基础。

* 1. Allows the architect and project manager to reason about cost and schedule. 允许架构师和项目经理考虑成本和进度。
  2. As a transferable, reusable model that form the heart of a product line.

作为一个可转移的、可重用的模型，它构成了产品线的核心。

* 1. Architecture-based development focuses attention on the assembly of components, rather than simply on their creation.

基于体系结构的开发关注组件的组装，而不是简单地关注组件的创建。

* 1. Reducing design and system complexity.

减少设计和系统复杂性。

* 1. Be the foundation for training a new team member

成为培训新团队成员的基础