

精製道場

手打
秘造

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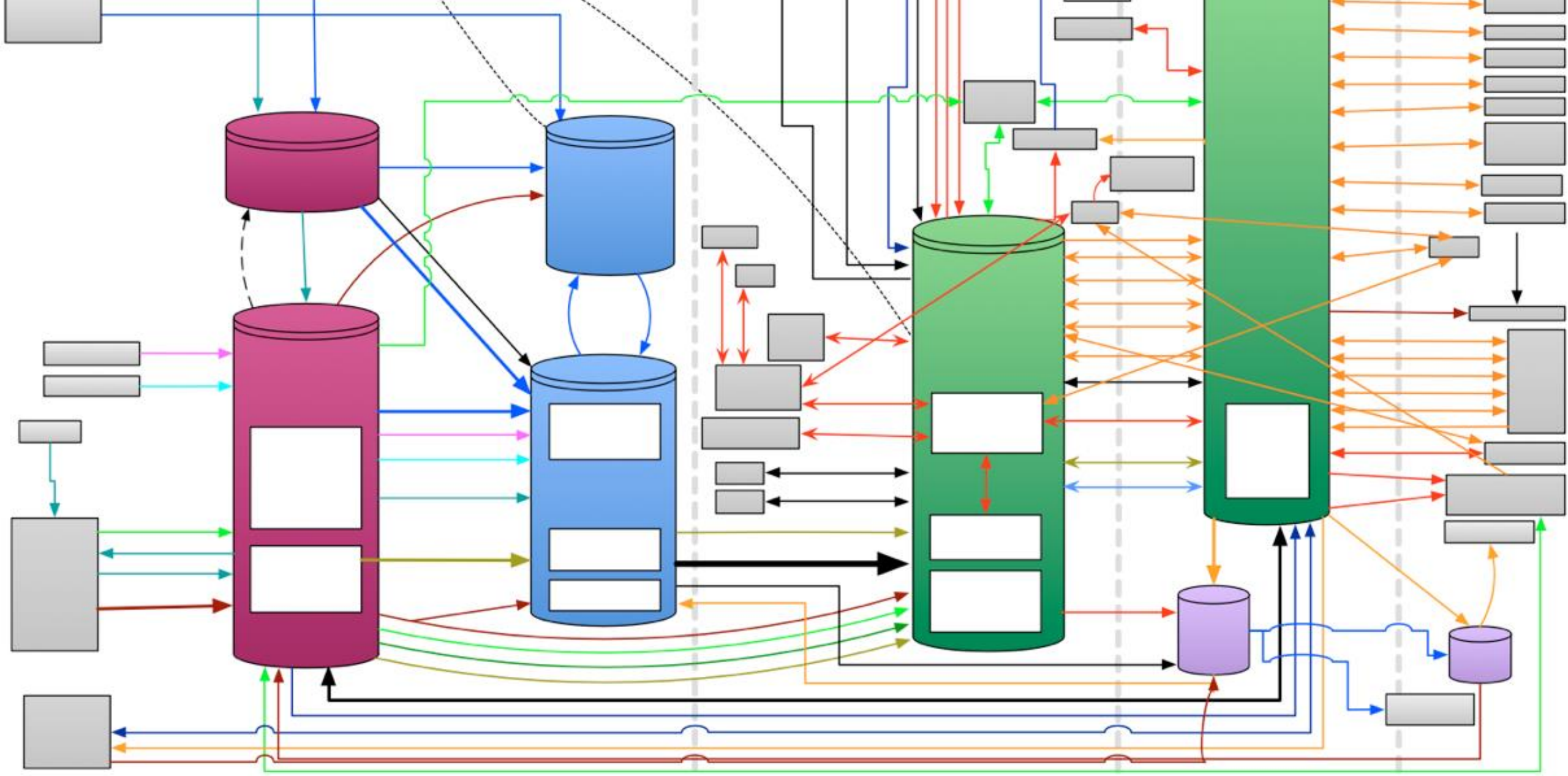
精製道場











Enabling Technology

Visible Functionality

Internal Consumers



External
Product Data
Providers

External Consumers



Platform

Business
Activity Monitoring

Business
Intelligence

Platform
Analytics

Listening
Architecture

Registry

Repository

Configuration
Management

Development
Engineering
Services

Test
Enablement

Reusable Components



Process Management

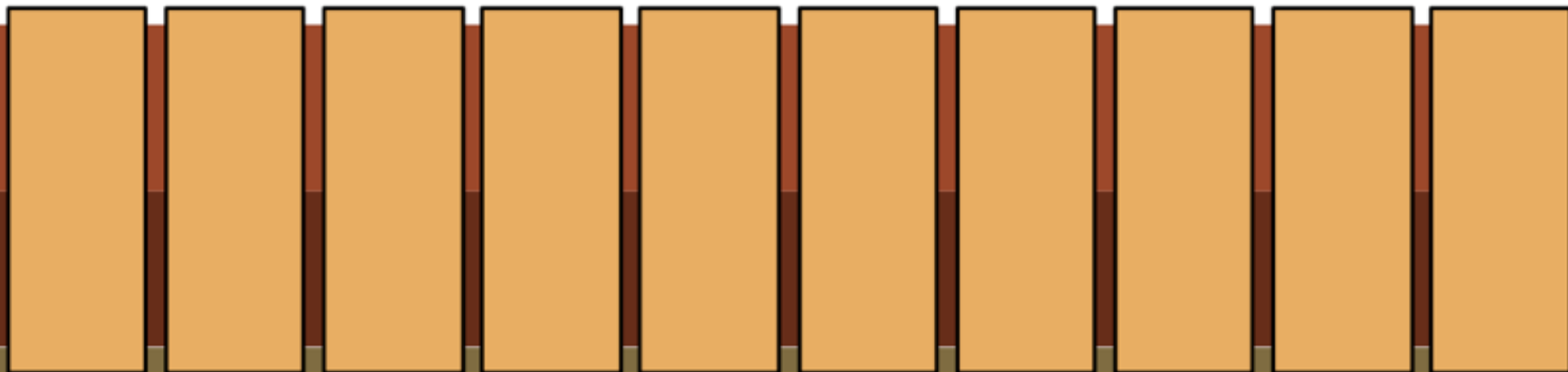


Public APIs

Services

ESB

MDM



Packaged
Apps



Existing
Bus-like
Apps



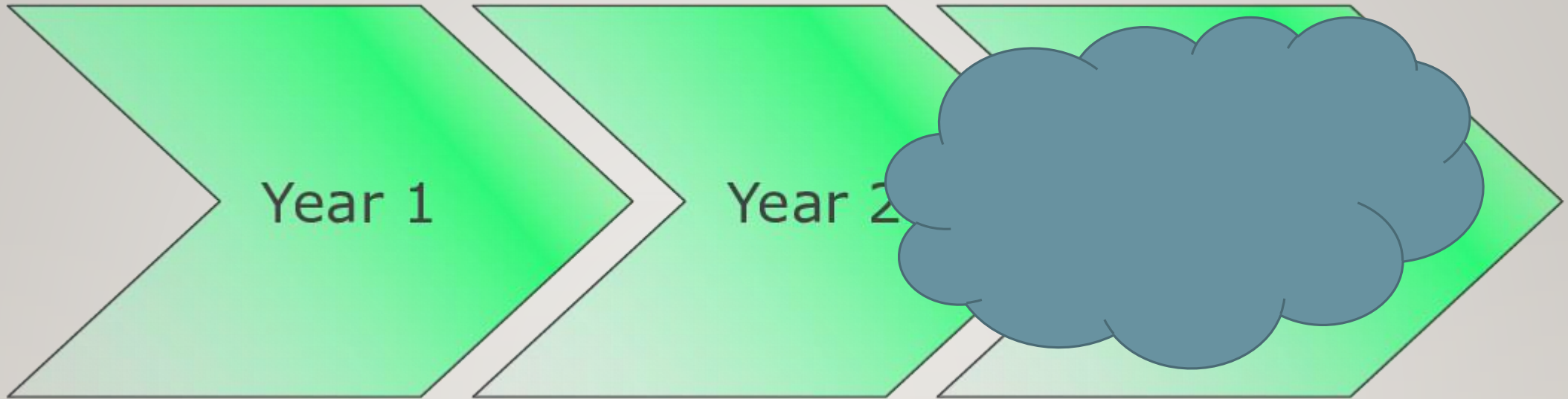


Vendor Selection
Proof of Concept

Rebuild the World

Experience Nirvana



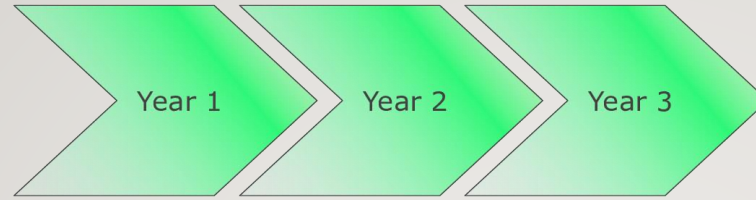


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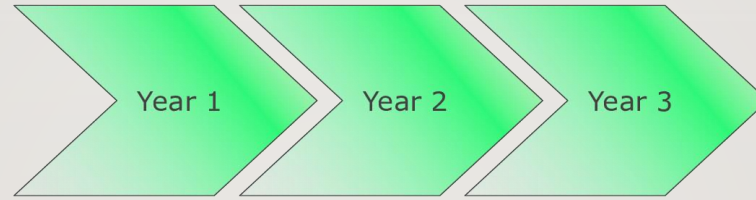
Merger
Acquisition
Market change
Technology churn
Executive turnover

Limp to finish
Declare victory
Never finish migrations
Move on to new initiative

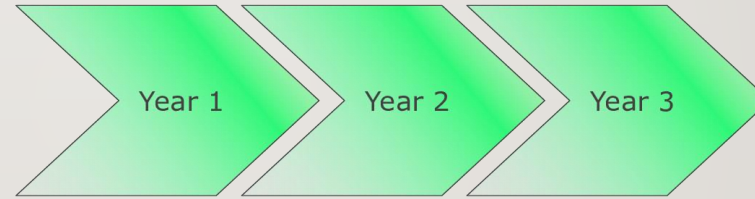
Legacy crap



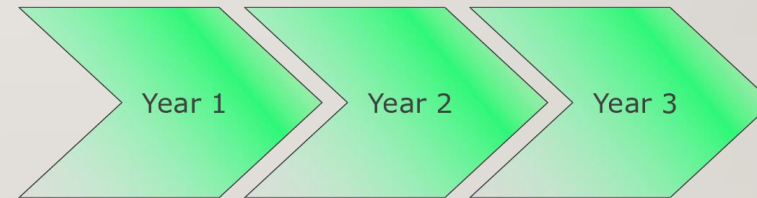
Legacy crap



Previous CIO's failure



New CIO's vision



ACTIVITY: INTRODUCE YOURSELF

Which of these describes your situation:

1. My job title includes the word “architect.”
2. I am working toward an architecture job.
3. My company treats architecture as a role, not a title.
4. My company treats architecture as a dirty word.

COURSE INTRODUCTION AND GOALS



YOUR INSTRUCTOR



Michael Nygard

- Developer
- Architect
- Operations
- “Systems” person
- Author



Build software to survive production, not just to pass QA

E-book available on Safari

Learn how to design systems that evolve over time in the face of technological and business change.



Learn how to **design systems** that evolve over time in the face of technological and business change.



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YOU WILL BE ABLE TO

- Define internal and external boundaries
- Identify interfaces
- Partition and assign responsibilities
- Separate concerns for independent change
- Isolate information
- Build systems in simpler pieces

ARCHITECTURE AND TRADE-OFFS



WHAT IS ARCHITECTURE

- I. Structure of a system

WHAT IS ARCHITECTURE

1. Structure of a system
2. Components and their relationships

WHAT IS ARCHITECTURE

1. Structure of a system
2. Components and their relationships
3. Mechanisms for cross-cutting concerns

PURPOSE OF SOFTWARE ARCHITECTURE

- I. Choose and create desirable system-wide properties

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2. Make trade-offs with deliberation and understanding

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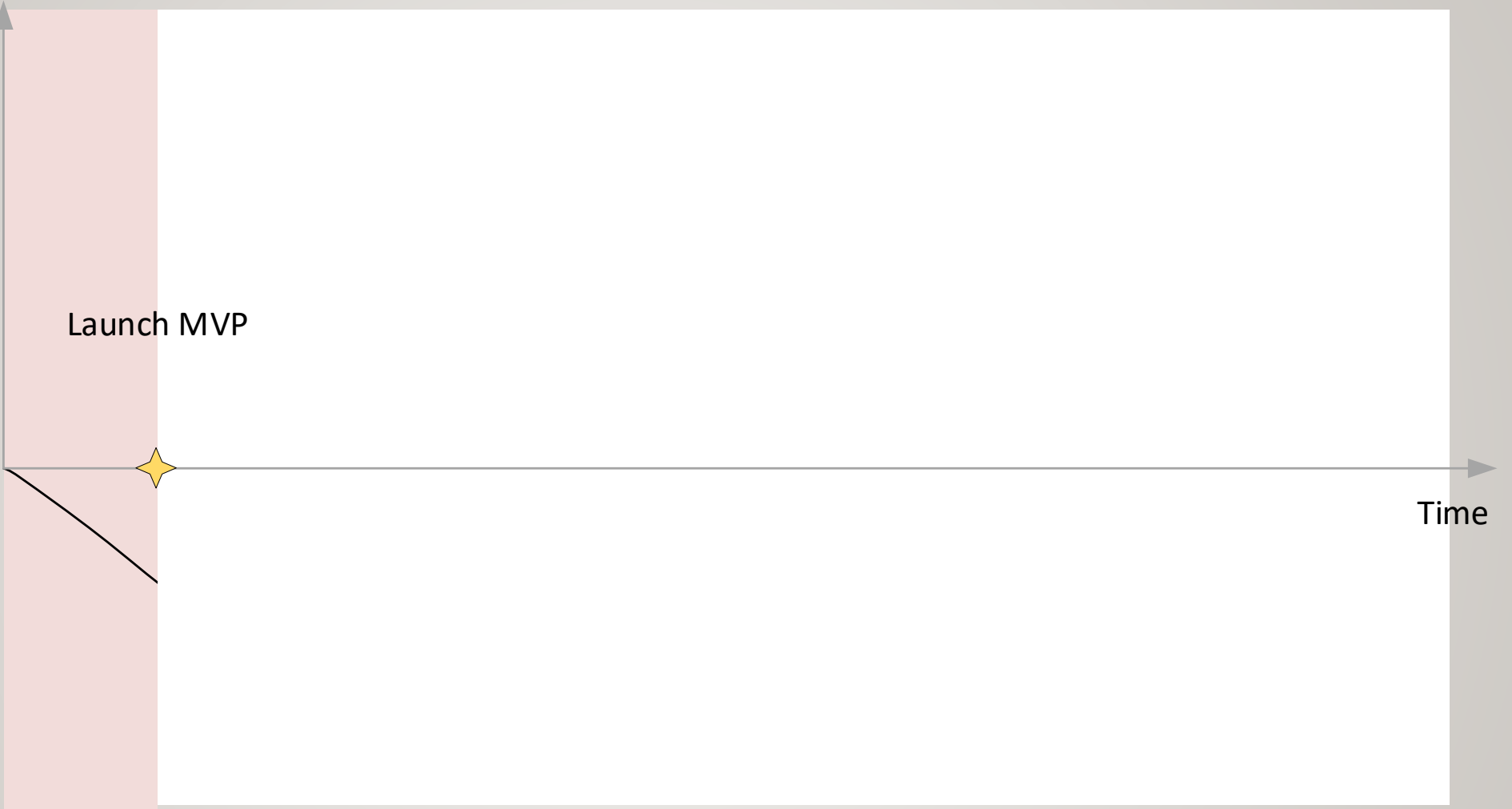
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1. Choose and create desirable system-wide properties
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3. Allow orderly construction of a system or systems
4. Divide responsibilities among team members
5. Provide common vocabulary
6. **Manage cost**

Net Value

Launch MVP

Time

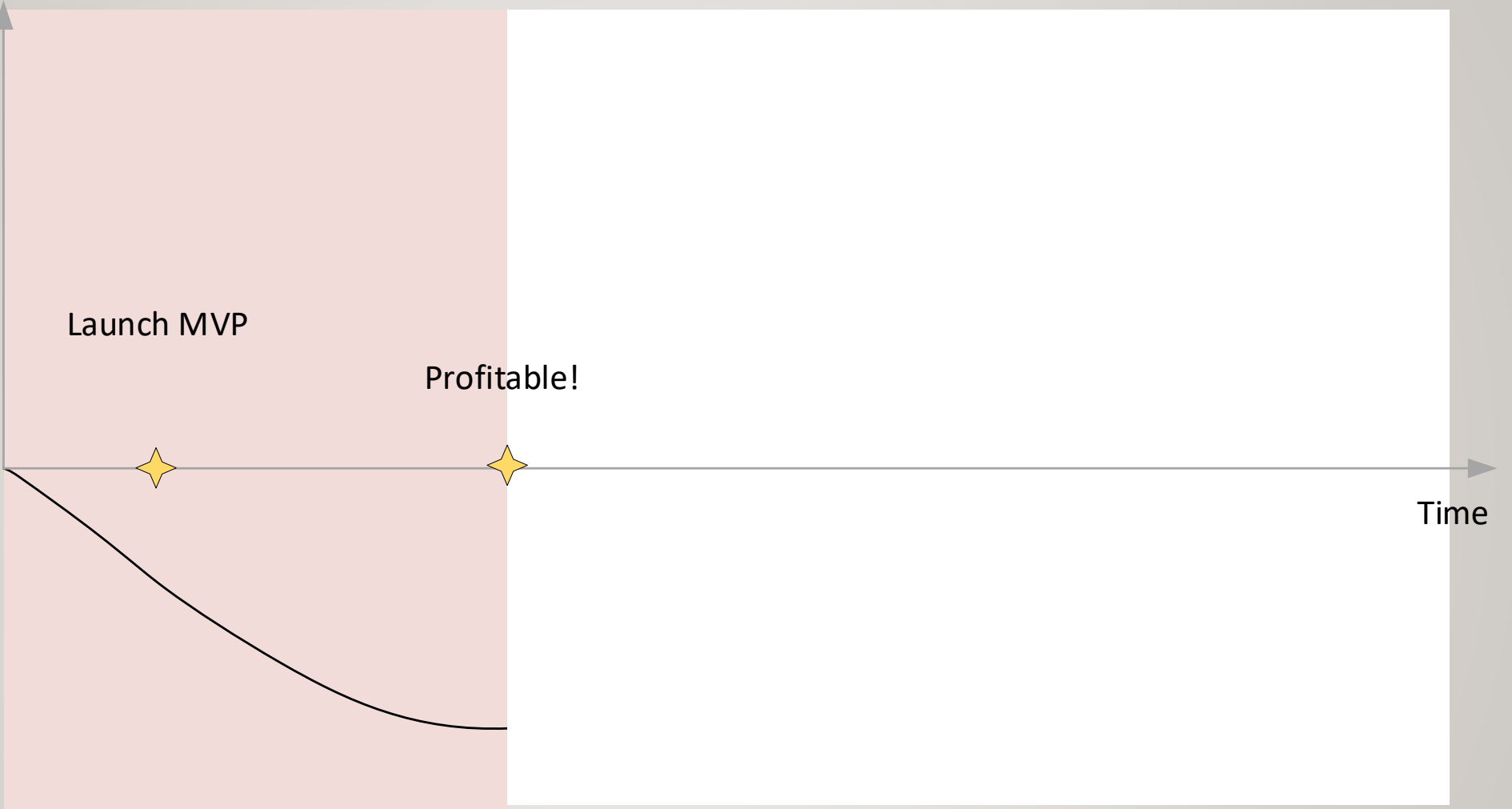


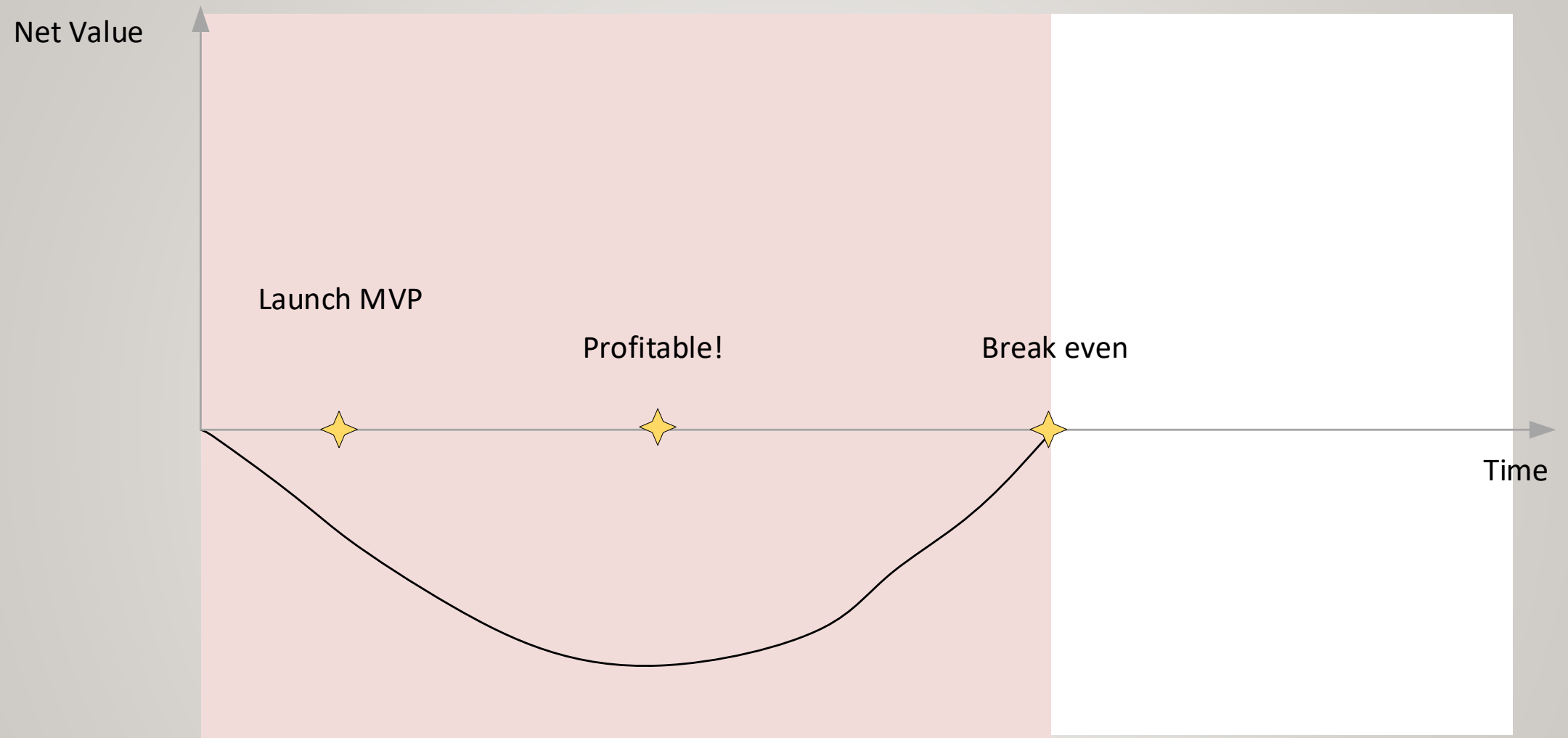
Net Value

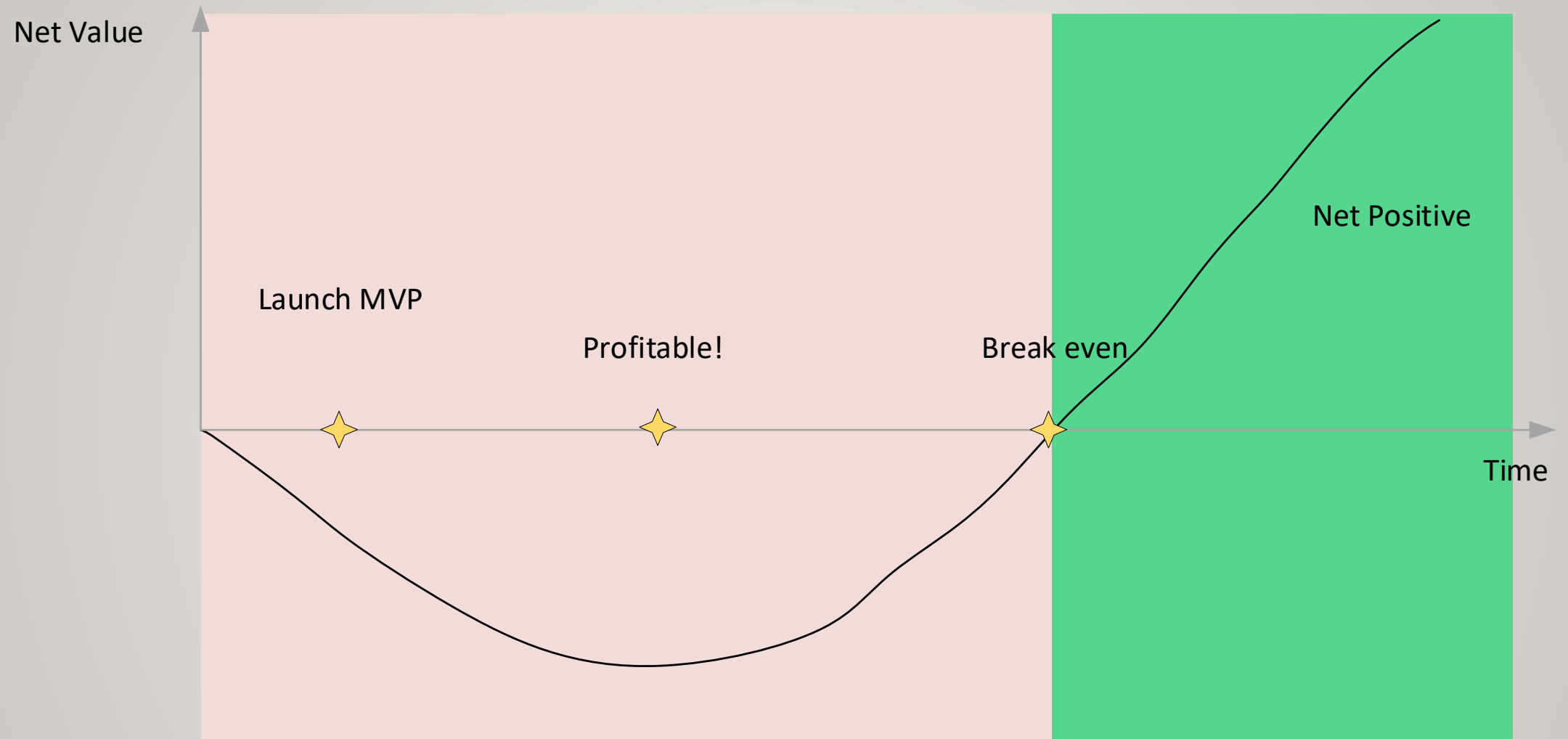
Launch MVP

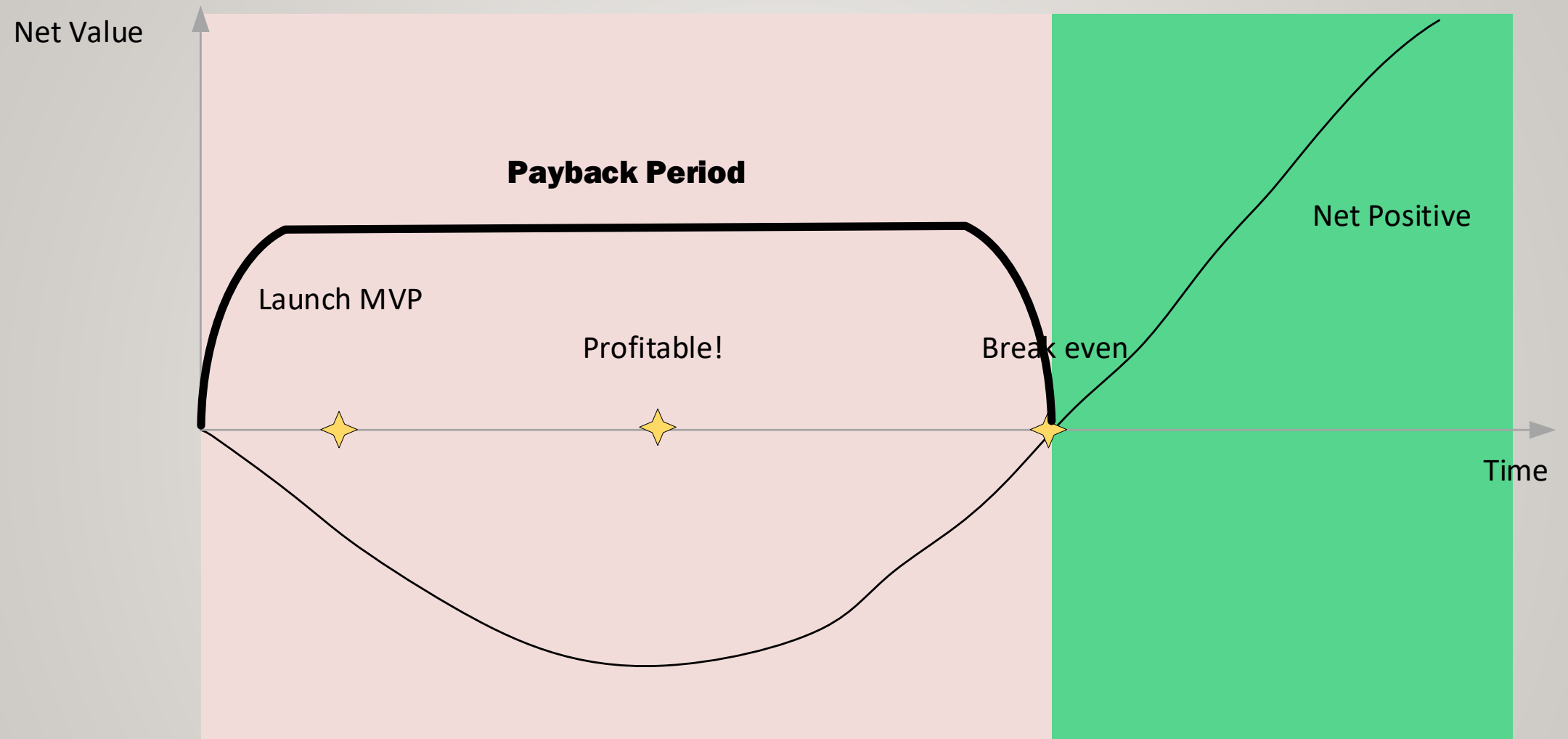
Profitable!

Time









ACTIVITY: MATCH VALUE CURVE TO PLAN

Which value curve that matches this project?

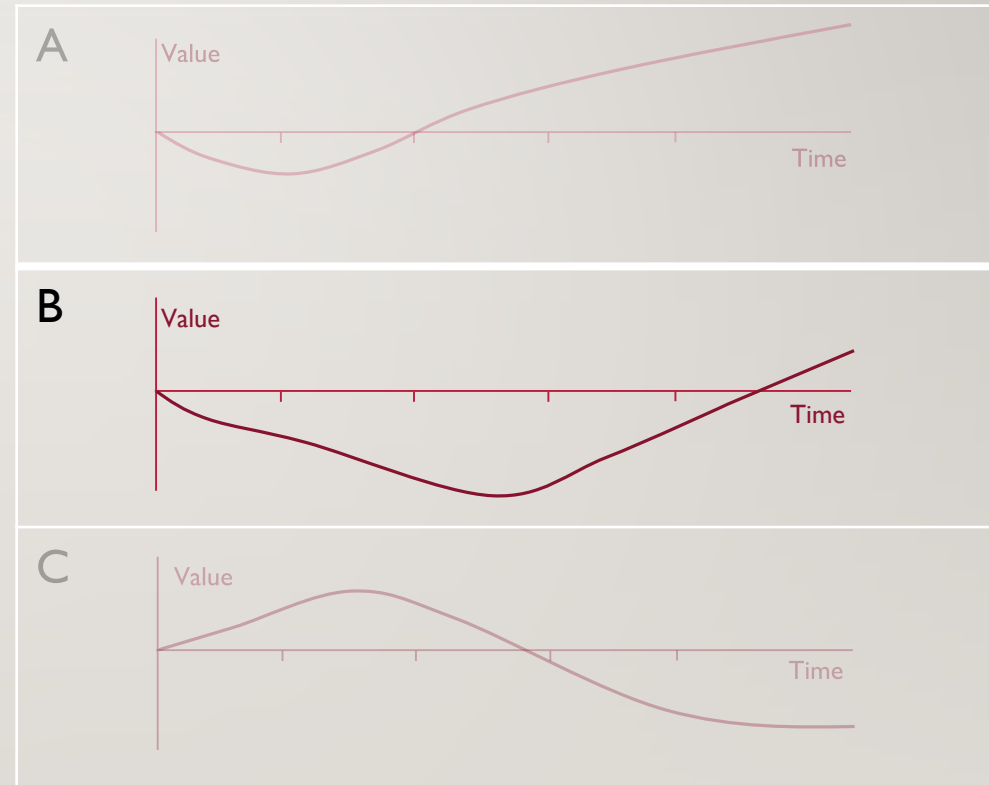
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Year 1: PoC, Vendor bake-off
Year 2: Implementation team
Year 3: Migrate applications



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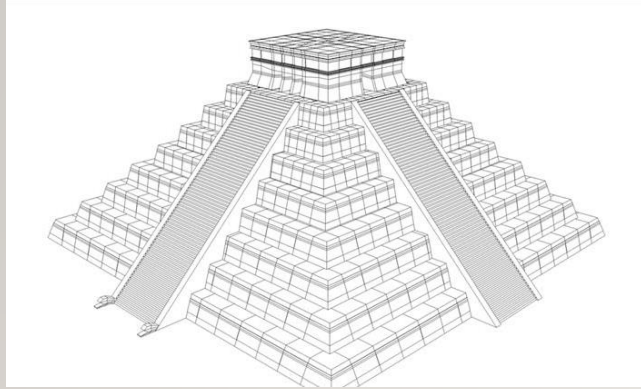
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ARCHITECTURE AND THE VALUE CURVE

- Design for early returns
- Systems should support themselves from the beginning
- But don't sacrifice the future





Build
pyramids
not
arches