Being Software Architect

Nihad Abbasov, Software Architect

April 10, 2021 10:00-11:45 AM PST



Chapter 3 | Session 03

Agenda Overview

10:00-11:45 am

Time Topic

10:00-10:10 am Kick-off

10:10-10:20 am Introduction

10:20-11:05 am Presentation

11:05-11:10 am Break

11:10-11:40 am Q&A Discussion

11:40-11:45 am Wrap up













Hosted by:

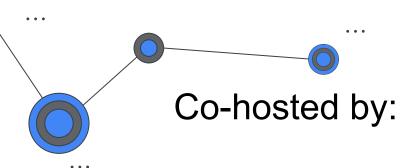
Rasim Abdullayev, Community Lead @ GOUP

GoUp Community driven Open source accelerator!

- Building next generation community: egoless, collaborative, competent, decentralized, scalable, fun community culture.
- Structure and index the data flow within community.





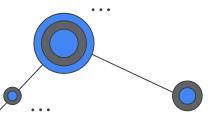


Vurgun Hajiyev, Expertech

Expertech is a monthly tech meetup series organized by ATL Group to bring IT minds together.

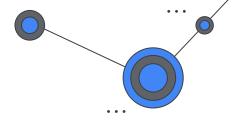
The goal of this meetup series is a commitment to the development of the local IT ecosystem for professionals, students, and IT enthusiasts.







We want to know you, if you fit!





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https://www.linkedin.com/company/goupaz



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To reach for community event sponsorship contact us over Slack: slack.goupaz.com

Code of Conduct

Build with love, push with sugar, pull with caution

- 1. Language is **English**
- 2. We are here to **collaborate**: learn, benefit and contribute
- 3. We are here **equal**: despite our roles, accomplishments
- 4. NO marketing, selling, competing





Photo Shoot Time







whoami

Nihad Abbasov

nihad@42na.in github.com/narkoz

- Software Architect
- Programming since 16 yo
- Open Source contributor
- Golang user group organizer
- AWS Certified Solutions
 Architect

Agenda

- L. Software Architect role
- 2. Responsibilities and required skills
- 3. Become a Software Architect

What is Software Architecture

Software architecture refers to the fundamental structures of a software system and the discipline of creating such structures and systems. Each structure comprises software elements, relations among them, and properties of both elements and relations.

Who is a Software Architect

development expert who makes high-level design choices and tries to enforce technical standards, including software coding standards, tools, and platforms.

A software architect is a software

Responsibilities and required skills

Design of the system architecture

Architectural design decisions are hard.

Bad decisions are expensive.

How to make a right decision?

Answer: trial and error.

Develop some expertise.

Have understanding of common software design patterns and architecture.

Consider business goals and requirements.

Every technical choice involves tradeoffs.

React or Vue?

Monolith or microservices?

Answer: It depends.

No tech is perfect. There is no silver bullet.

What criteria should you use?

Answer: It depends.

Focus on Quality Attributes.

What are some quality attributes?

The 5 Pillars of the AWS Well-Architected Framework

Operational Excellence

Security

Reliability

Performance Efficiency

Cost

Other quality attributes

Maintainability

Scalability

Deployability

Simplicity

Usability

Compatibility

Modularity

And many more!

https://en.wikipedia.org/wiki/List_of_system_quality_attributes

What quality attributes do you focus on?

Answer: It depends.

Depends on the type of software you build.

It's a balance.

Find out what quality attributes matter most for your organization.

Build design specifications and system-related documentation

How to document Architectural Decisions?

List assumptions and constraints.

Which quality attributes did you chose to focus on?

Why?

Use version control to store the documentation.

Ensure that the documentation is always up to date.

Lead software development life cycle

Code Reviews.

How to evaluate the code quality?

Compliance with established architecture, design patterns and standards.

Good selection of 3rd party dependencies.

Good layered architecture.

Single source of truth.

Cyclomatic complexity is not high.

Good use of commenting.

Advanced techniques are used only where it makes sense.

Shortcomings are highlighted in the README file.

High test code quality.

How to become a Software Architect

Gain experience as a Software Engineer

Get broad knowledge of various technologies

Learn new things. Constantly.

Technology changes.

New languages, frameworks, techniques, approaches.

How do you keep up?

Curiosity.

Self-discipline.

Follow a routine.

30 minutes per day. A couple hours every other day. Whatever fits.

Could be pet projects, open source.

Follow the tech news.

Hacker News, Youtube, Medium, Twitter, Mailing lists, etc.

Can't read it all. Be selective.

In fact, you'll miss 90% of stuff. That's OK.

You cannot adopt every new thing.

Learning keeps things interesting.

Helps to avoid legacy platforms.

Soft Skills

Be helpful.

Be open minded.

Speak their language.

5 mins break





Q&A Discussion







Wrap-up

Feel free to reach out.



Collaborate, contribute, benefit!

Find me anywhere at

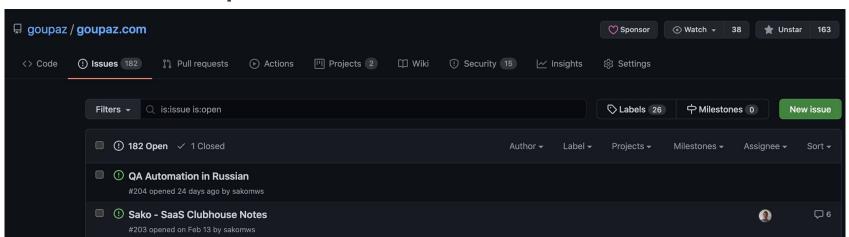
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We love Feedback

Open Issue in Github:)



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Thank you!