

Welcome to the C4 Architecture Model Miro template!

The [C4 model](#) is an approach to architectural diagramming that uses four levels of abstractions:

- **Context:** the highest level view of a software system, a starting point showing the system in the context of the world
- **Container:** the applications and data stores that make up the software system
- **Component:** a grouping of related functionality encapsulated behind a well-defined interface within a Container
- **Code:** the implementation details of a Component, as shown in UML class diagrams, entity relationship diagrams, etc. Code diagrams are optional and typically auto-generated by development tooling. An example is not included here.

Instructions for Use of this Miro template

1. Start by adapting the Context diagram to your software system: add actors (persona, devices, etc.), external systems, and the name and description of your software system. Label relationships with their intent and technology/protocol.
2. Adapt the Container diagram to your software system: add containers for applications, data stores, and other subsystems within the system block. Be sure to re-use actors and external systems from the Context diagram.
3. Copy and adapt the Component diagram for each container, at least those that require further explanation. Be sure to re-use dependent containers and external systems from the Container diagram.

Source

The C4 Model was created by Simon Brown, as documented at <https://c4model.com/>.

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