

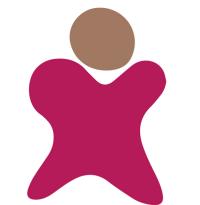
Your Architectural Kata is...

Going Going Gone!



bidder

- view live video stream
- view live bid stream
- place a bid



auctioneer

- receive online bid
- enter live bids into system
- mark item as sold



system

- ✓ start auction
- make payment
- track bidder activity



Your Architectural Kata is...

Going Going Gone!



bidder

- view live video stream
- view live bid stream
- place a bid



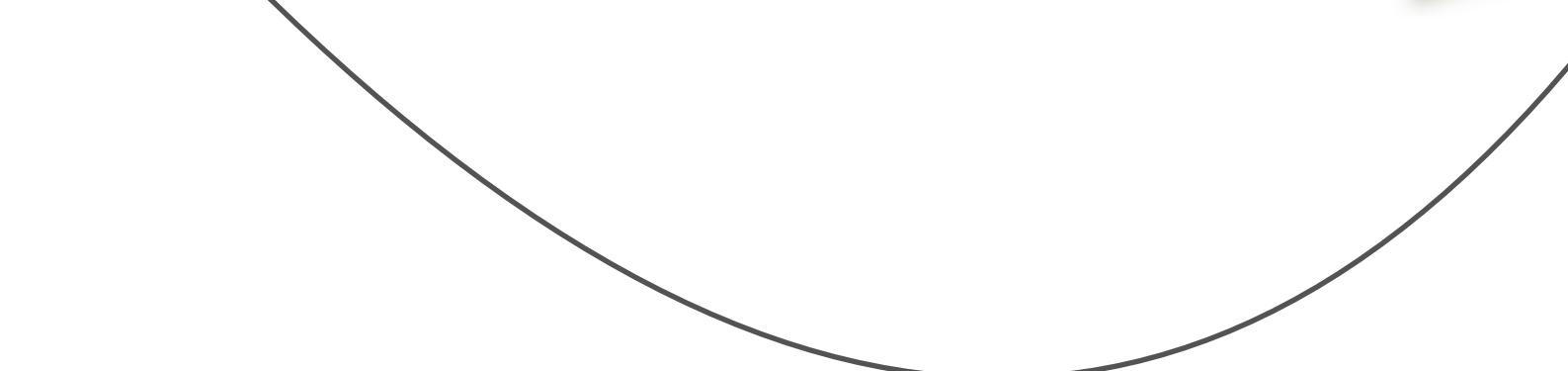
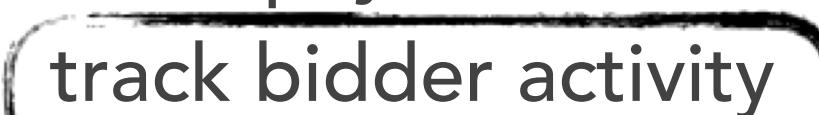
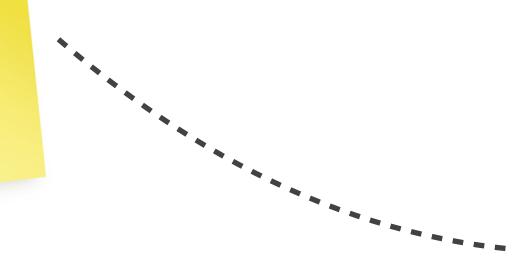
auctioneer

- receive online bid
- enter live bids into system
- mark item as sold



system

- ✓ start auction
- make payment
- track bidder activity**



Your Architectural Kata is...

Going Going Gone!

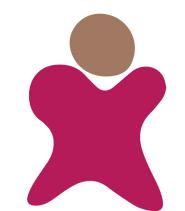


bidder

view live video stream

view live bid stream

place a bid



auctioneer

receive online bid

enter live bids into system

mark item as sold



system

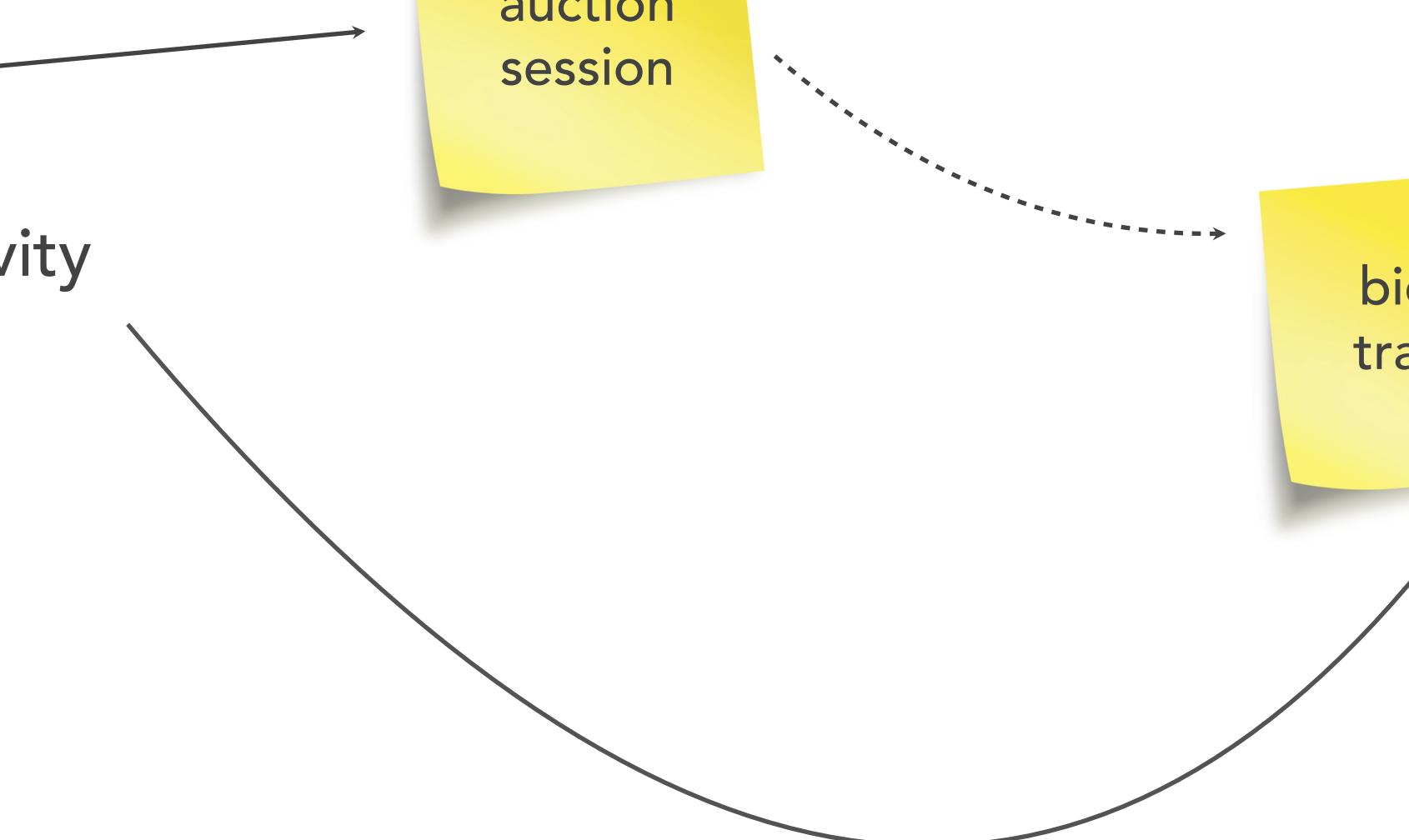
✓ start auction

make payment

✓ track bidder activity

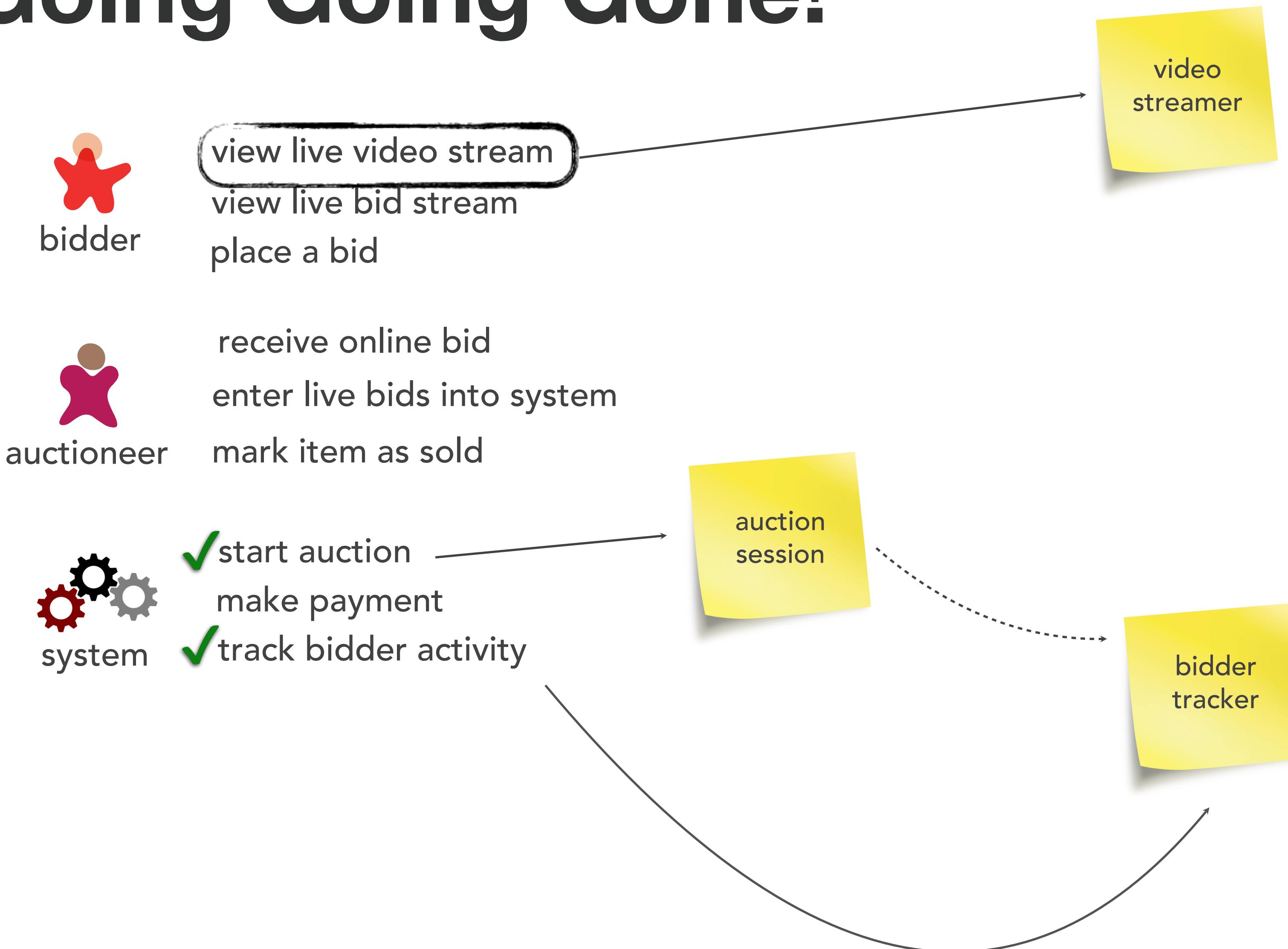
auction
session

bidder
tracker



Your Architectural Kata is...

Going Going Gone!



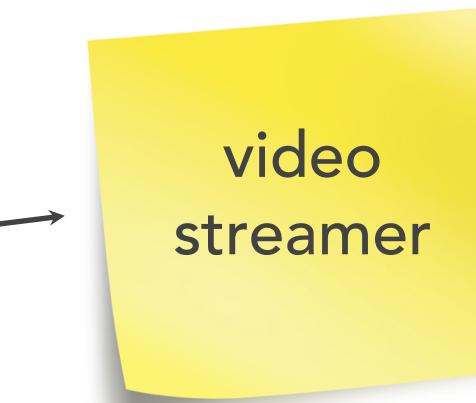
Your Architectural Kata is...

Going Going Gone!

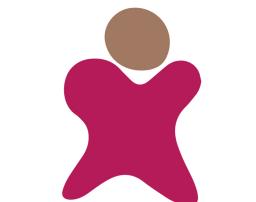


bidder

- ✓ view live video stream
- view live bid stream
- place a bid



video
streamer



auctioneer

- receive online bid
- enter live bids into system
- mark item as sold



system

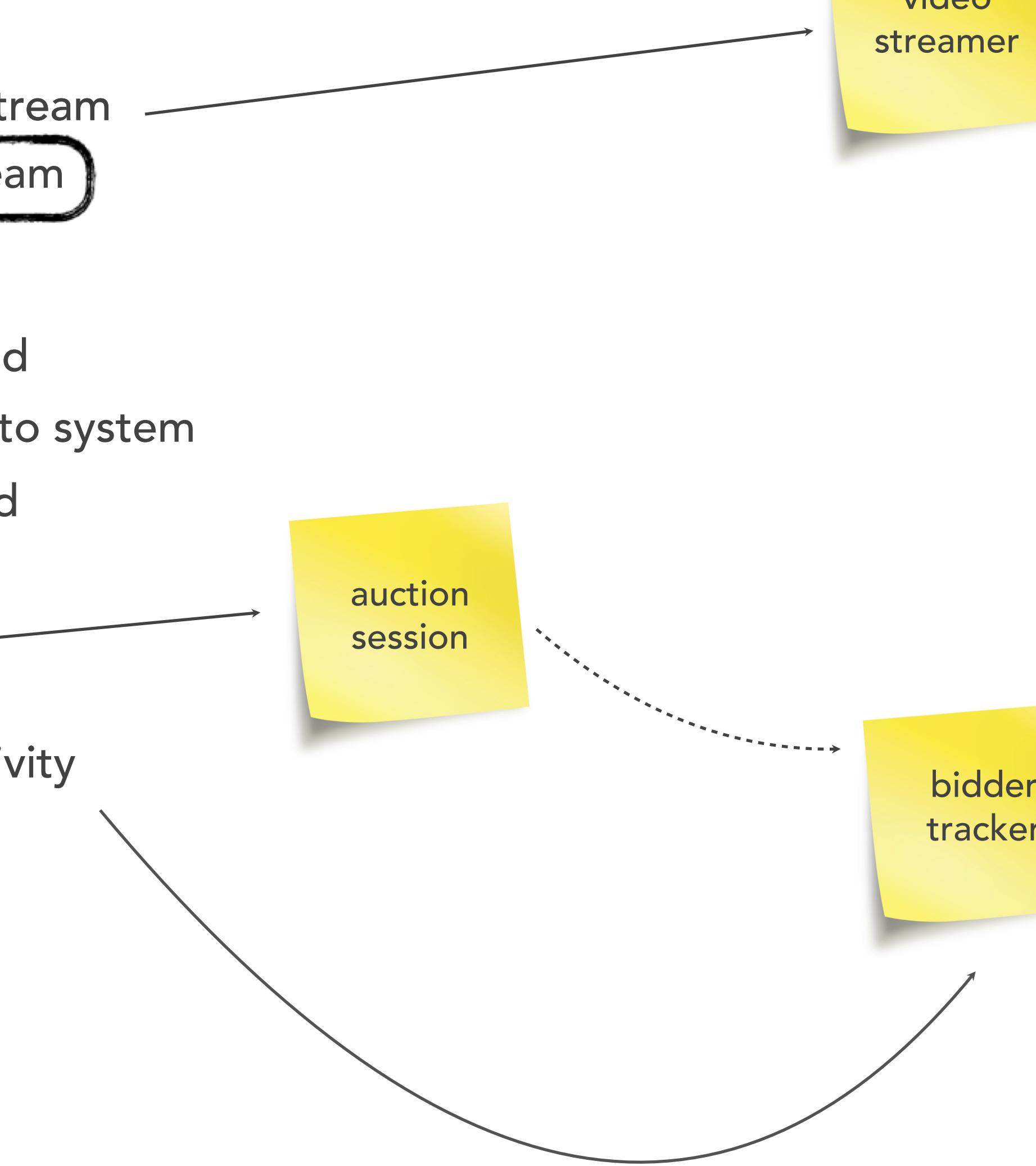
- ✓ start auction
- make payment
- ✓ track bidder activity



auction
session

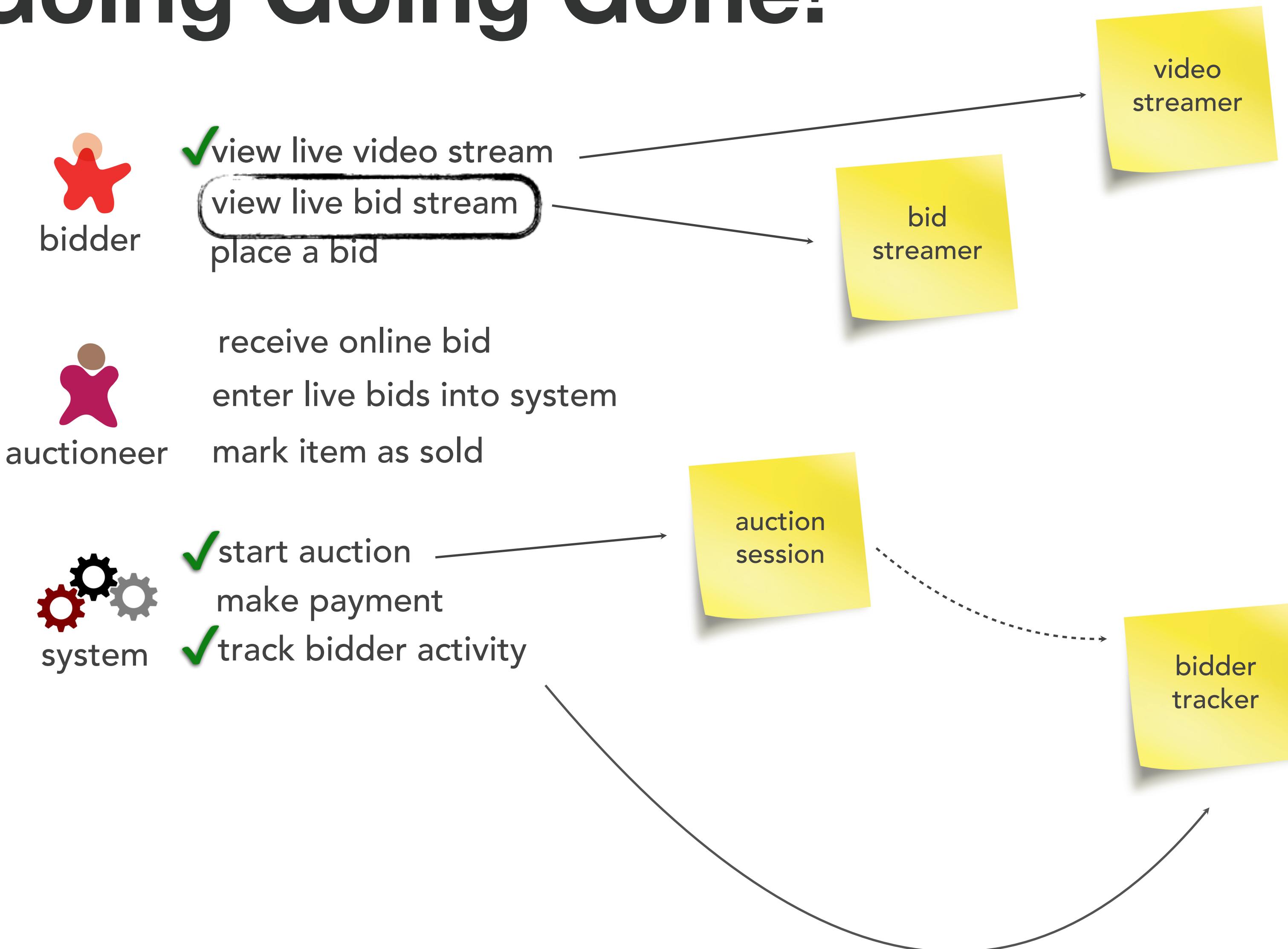


bidder
tracker



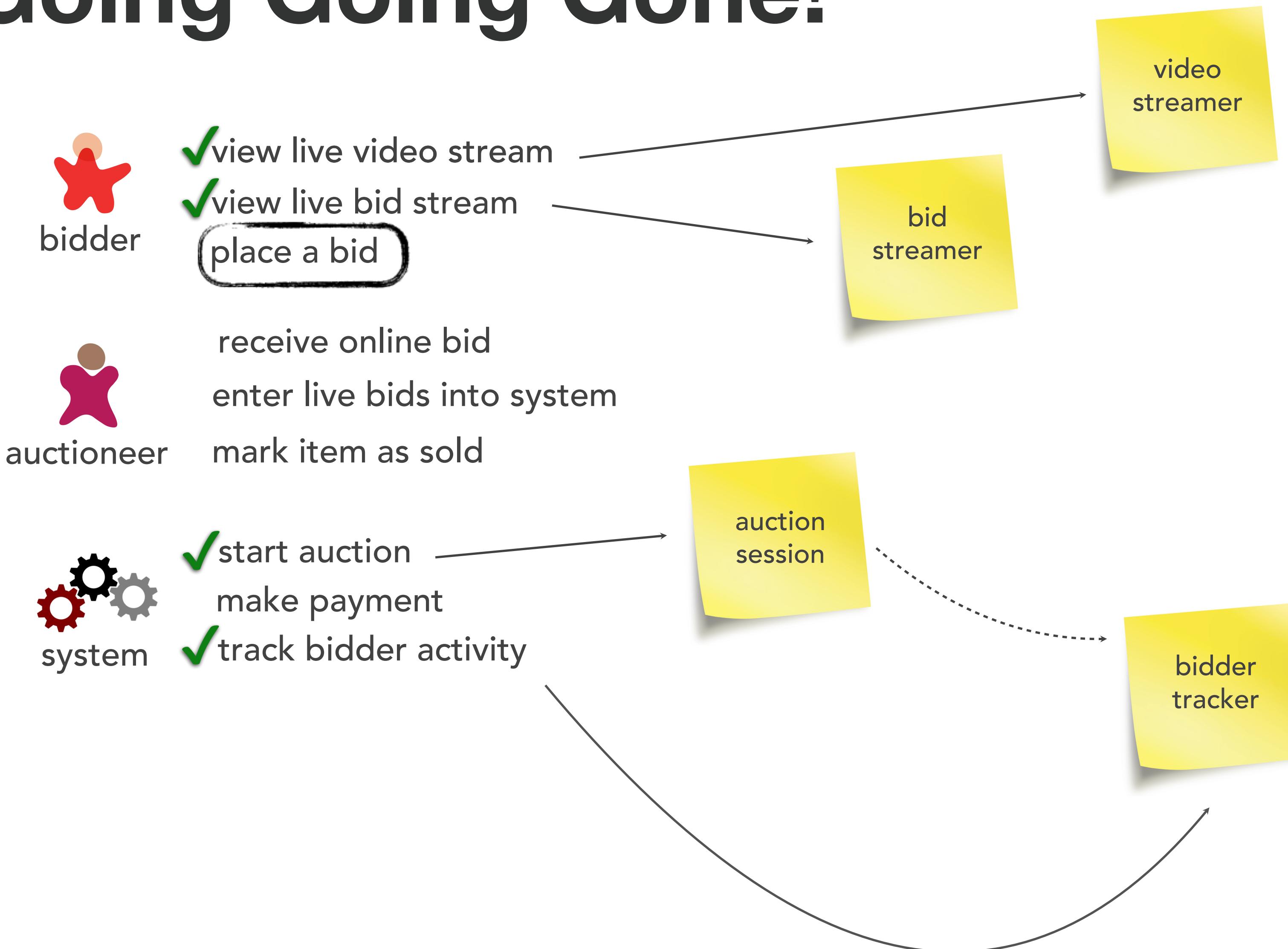
Your Architectural Kata is...

Going Going Gone!



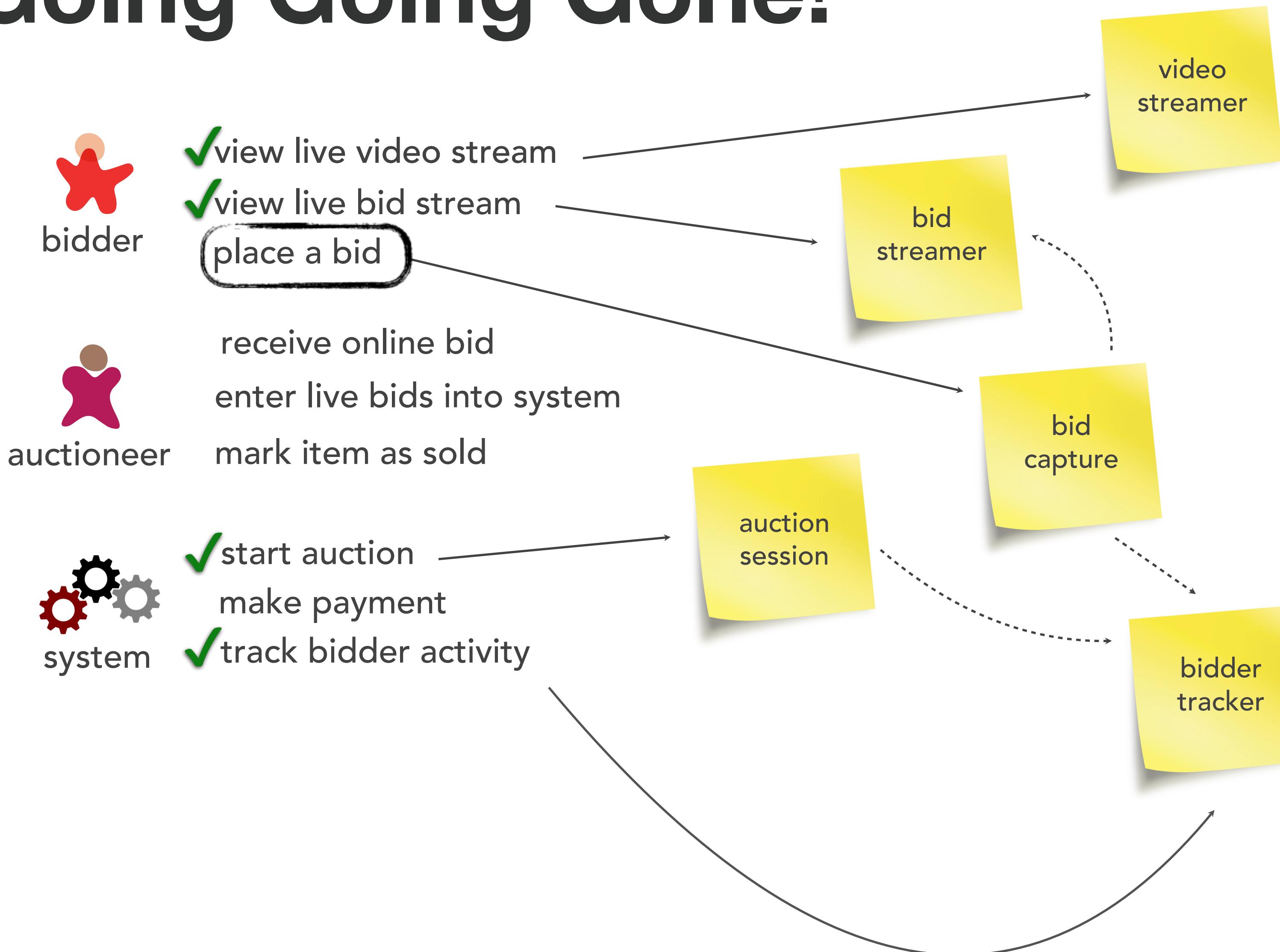
Your Architectural Kata is...

Going Going Gone!



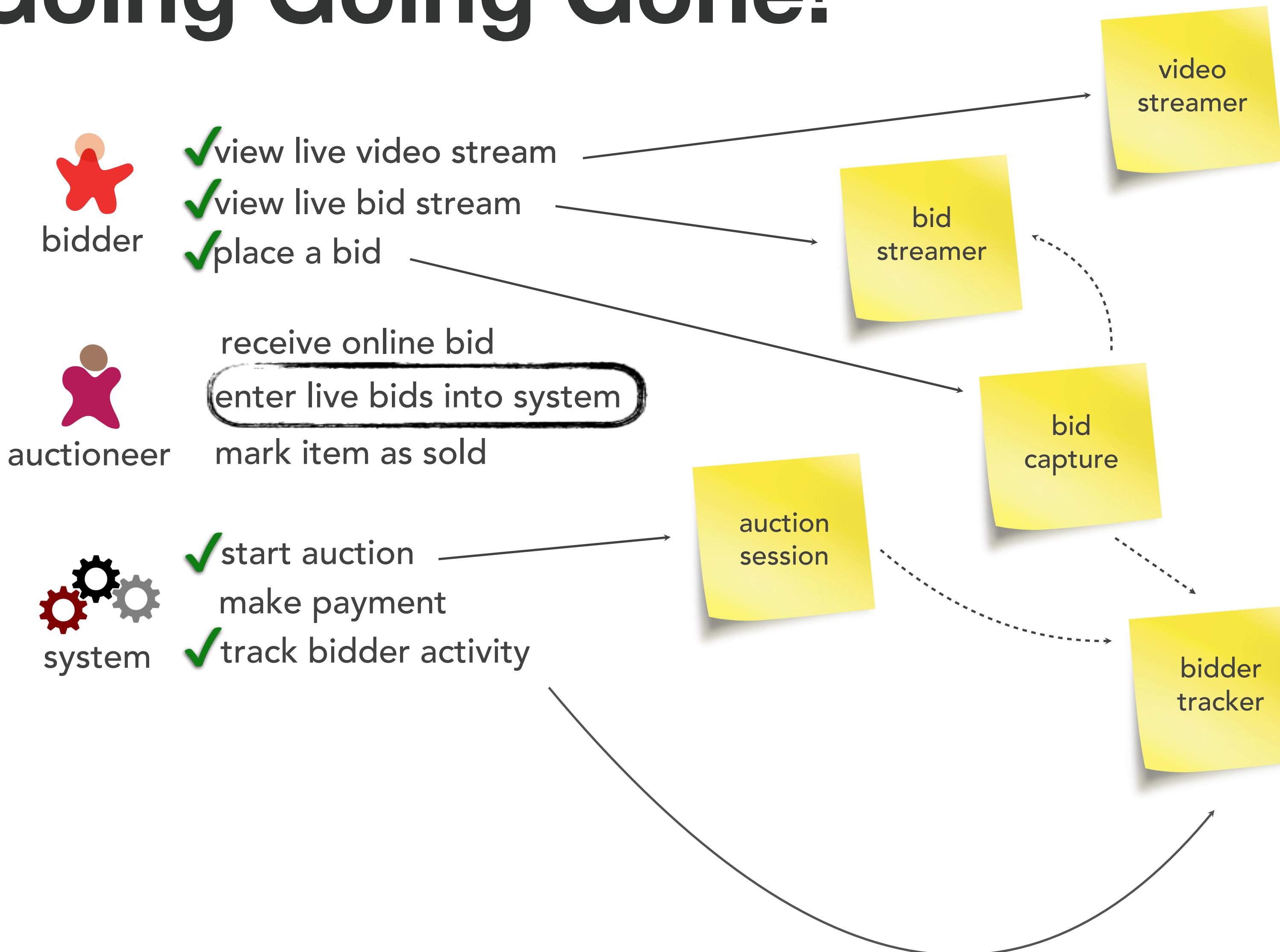
Your Architectural Kata is...

Going Going Gone!



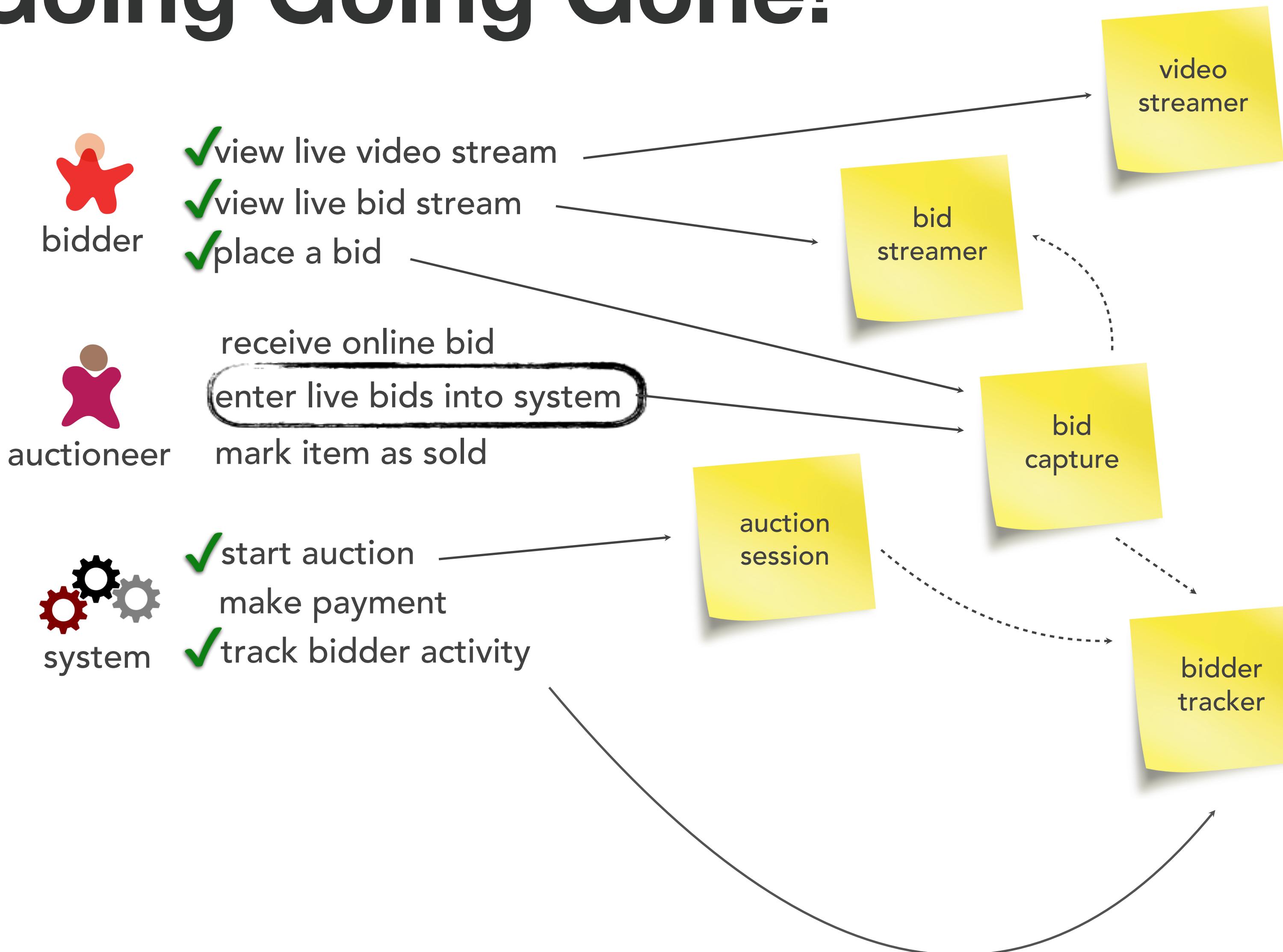
Your Architectural Kata is...

Going Going Gone!



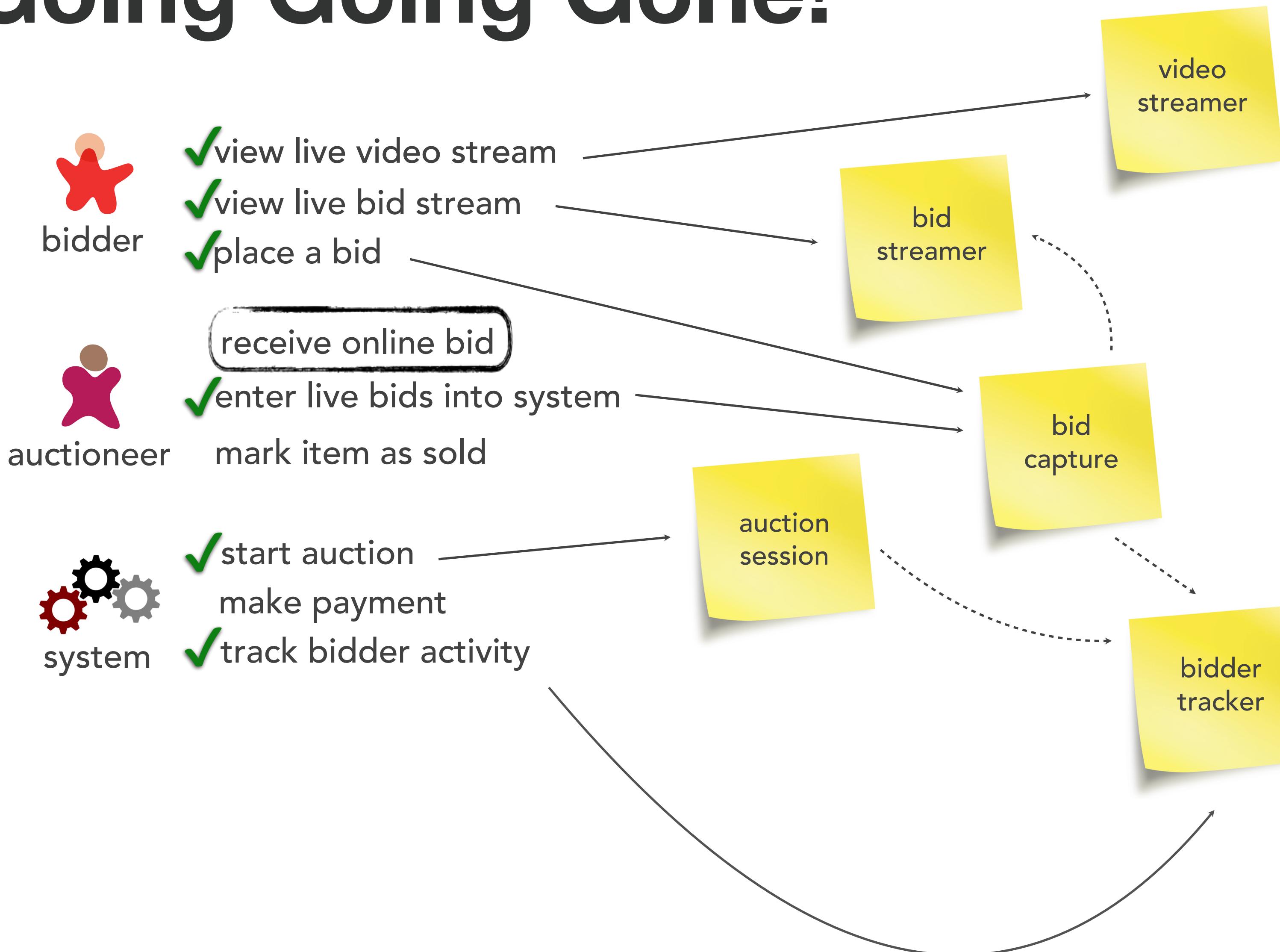
Your Architectural Kata is...

Going Going Gone!



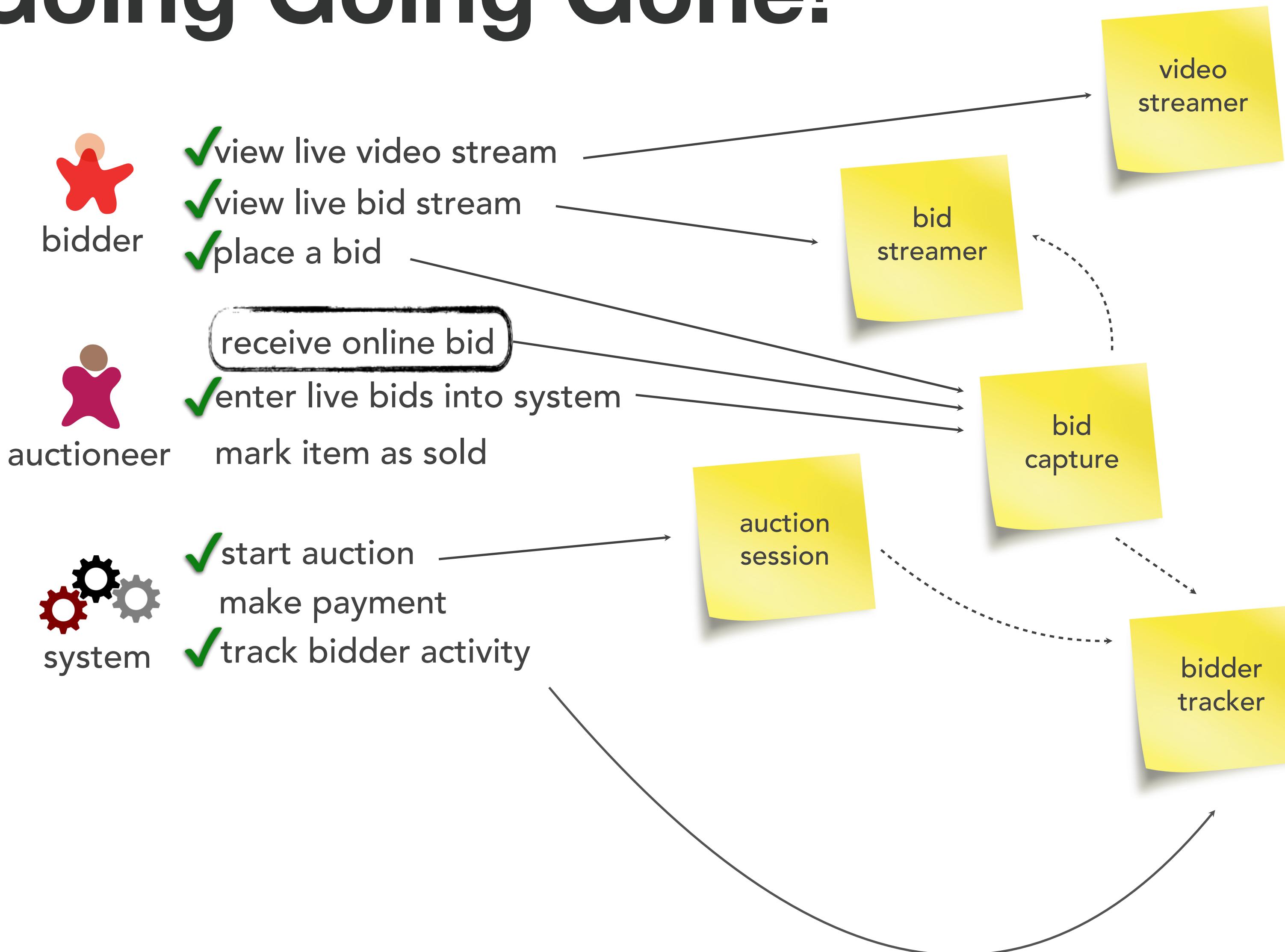
Your Architectural Kata is...

Going Going Gone!



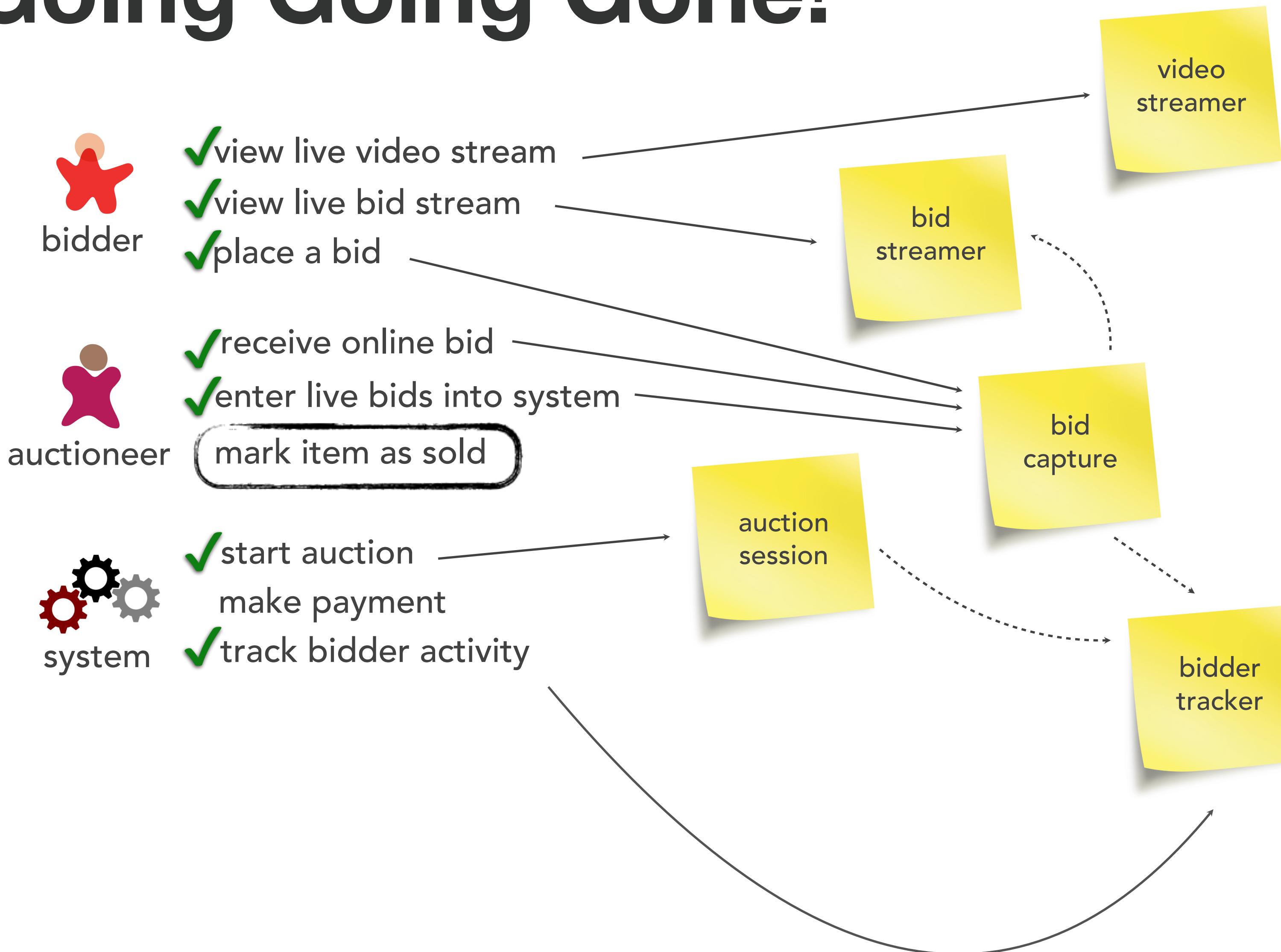
Your Architectural Kata is...

Going Going Gone!



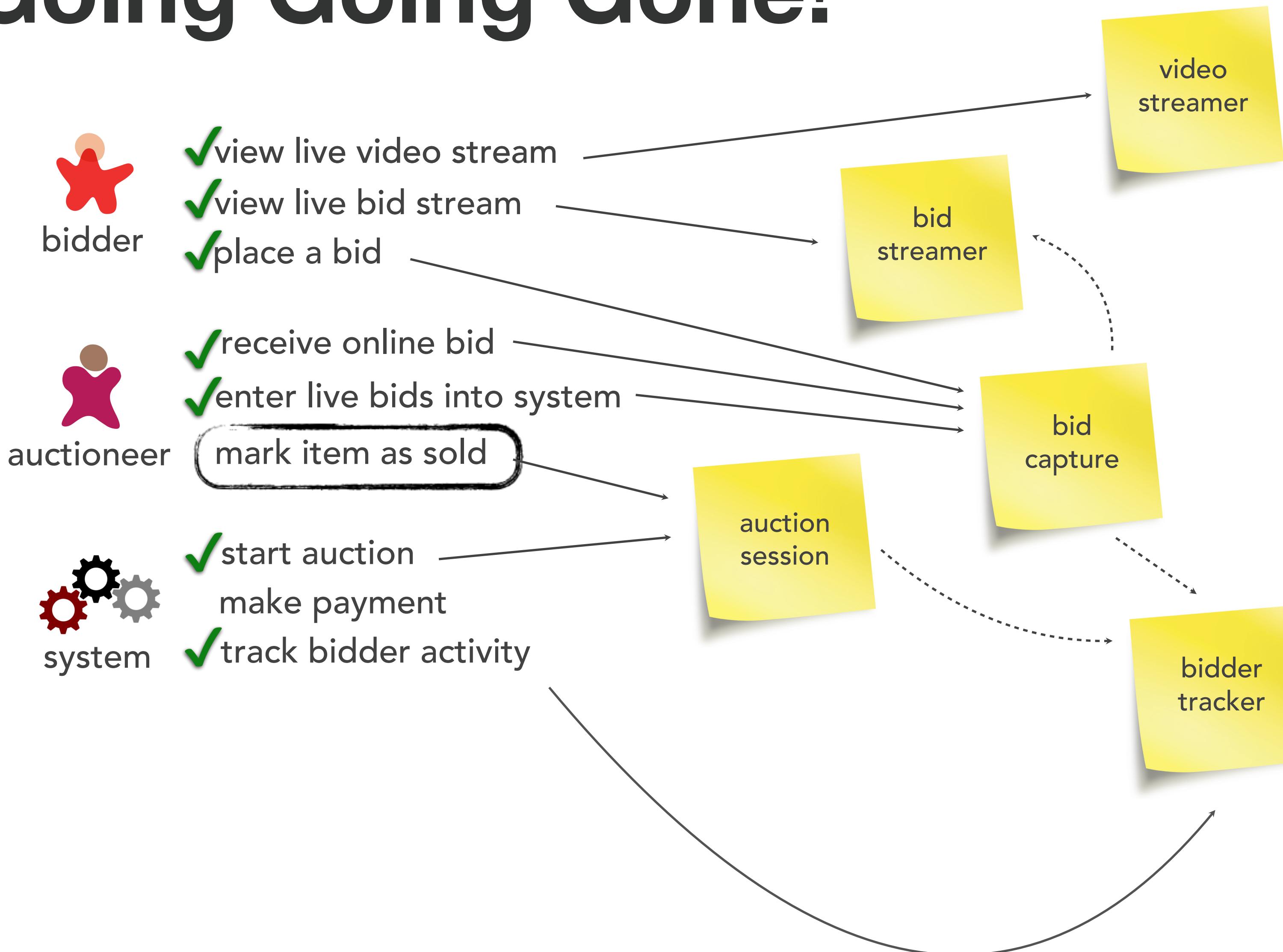
Your Architectural Kata is...

Going Going Gone!



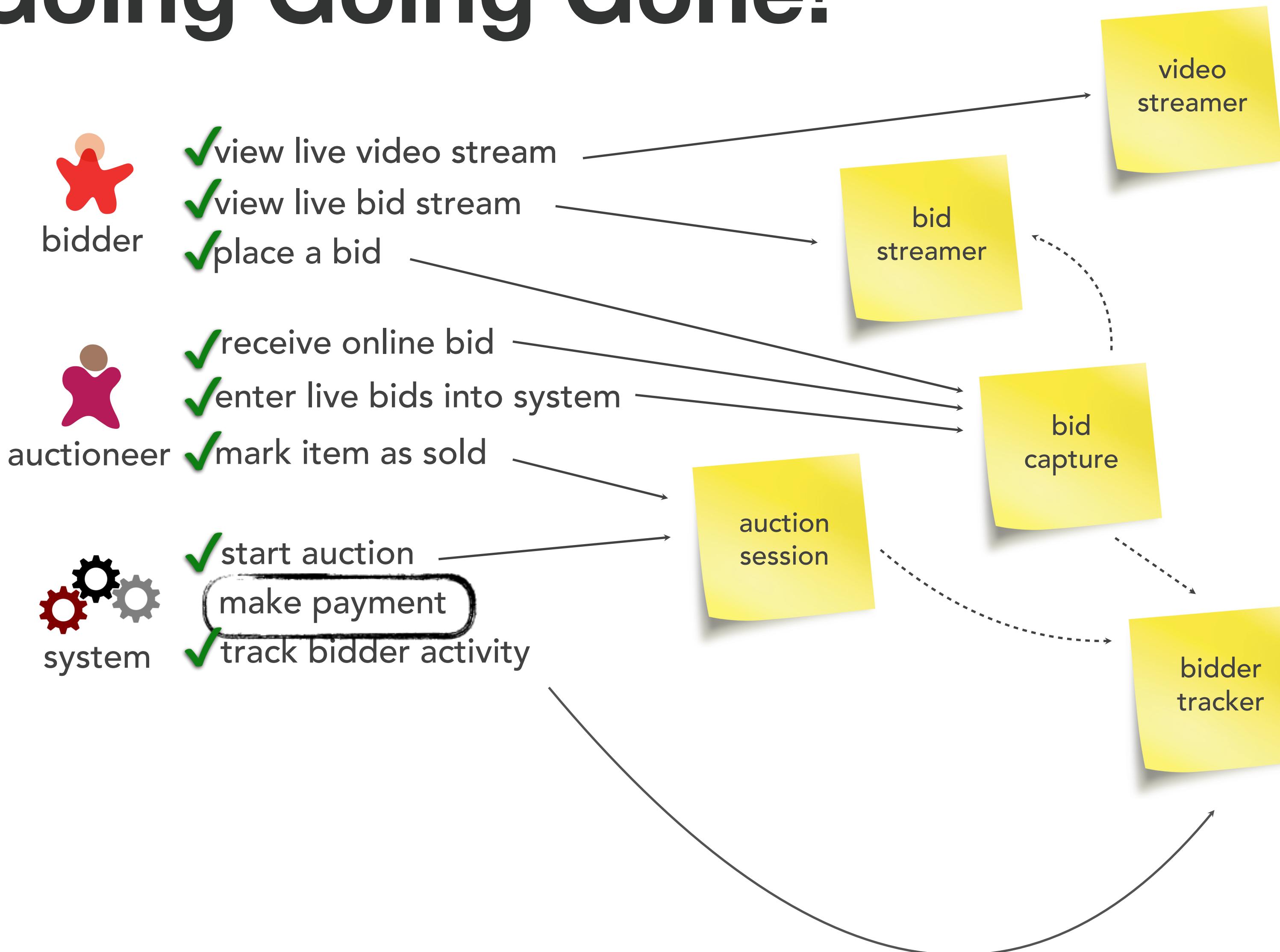
Your Architectural Kata is...

Going Going Gone!



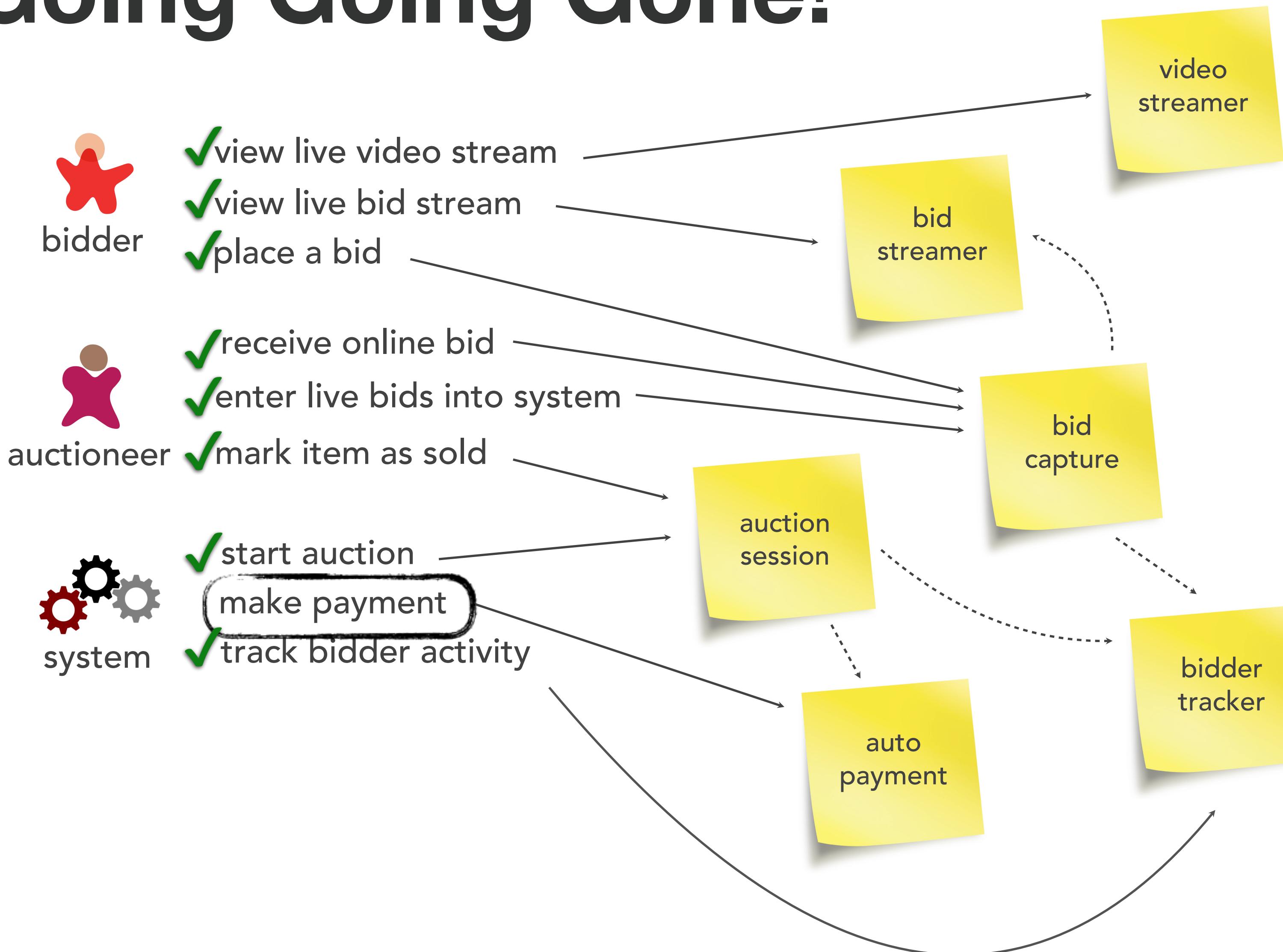
Your Architectural Kata is...

Going Going Gone!



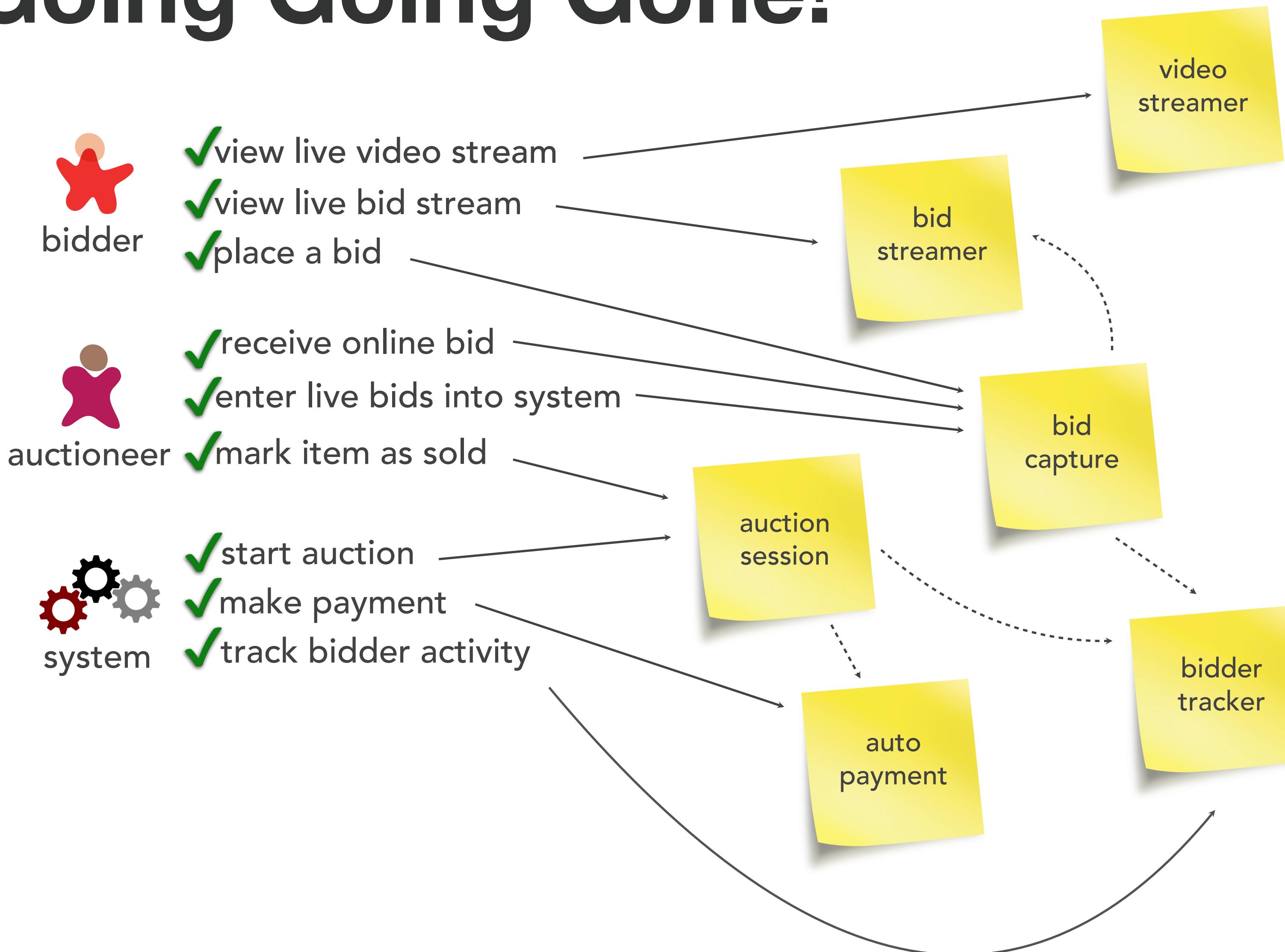
Your Architectural Kata is...

Going Going Gone!



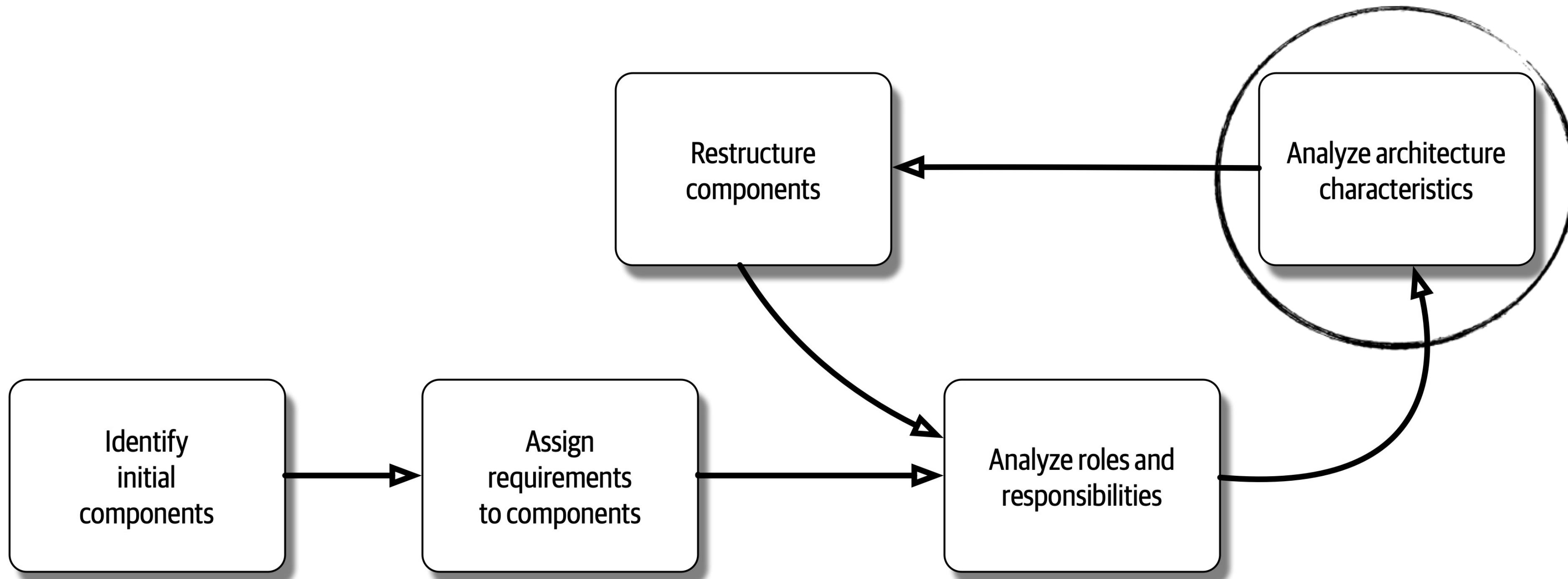
Your Architectural Kata is...

Going Going Gone!



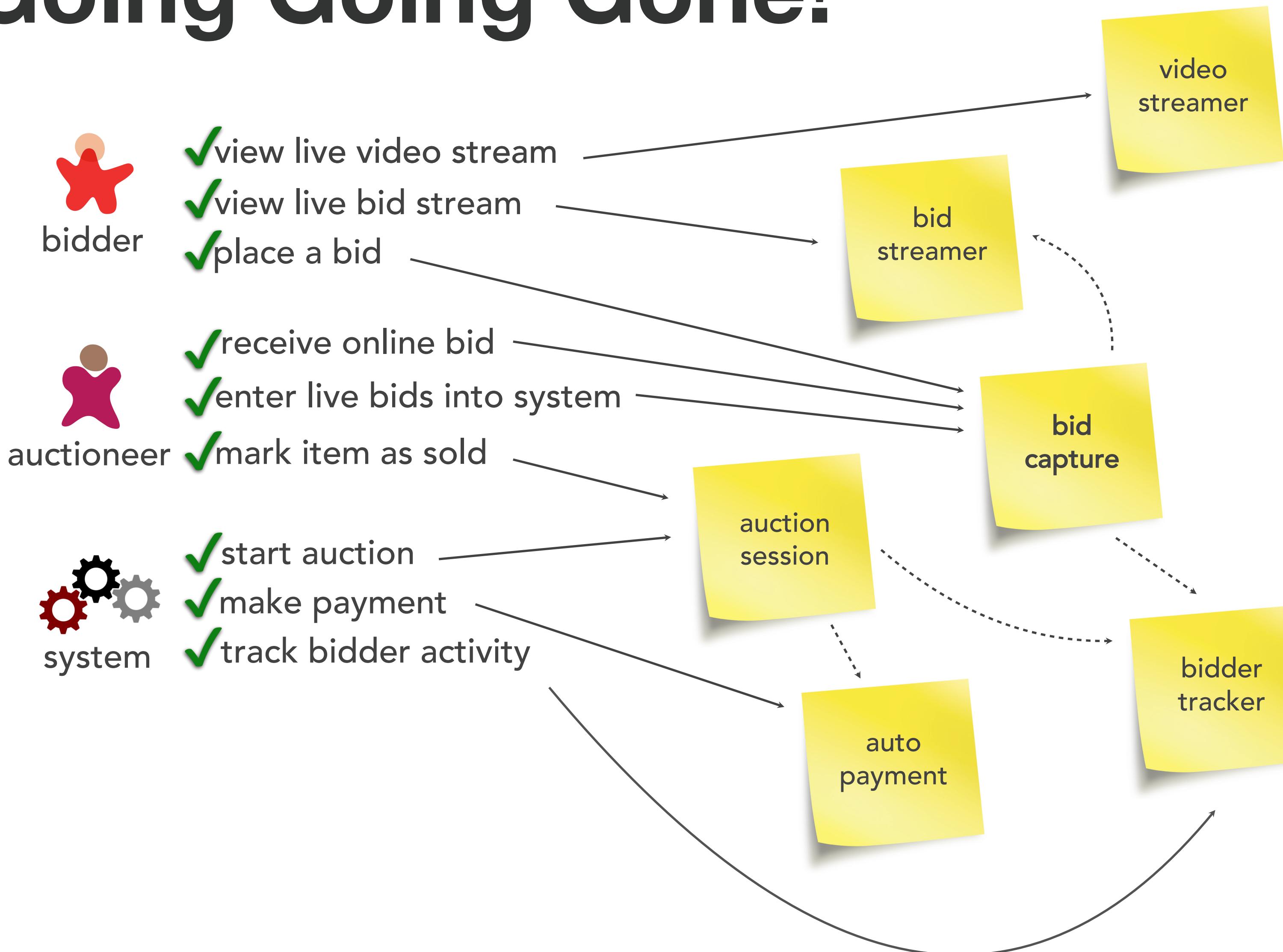
Your Architectural Kata is...

Going Going Gone!



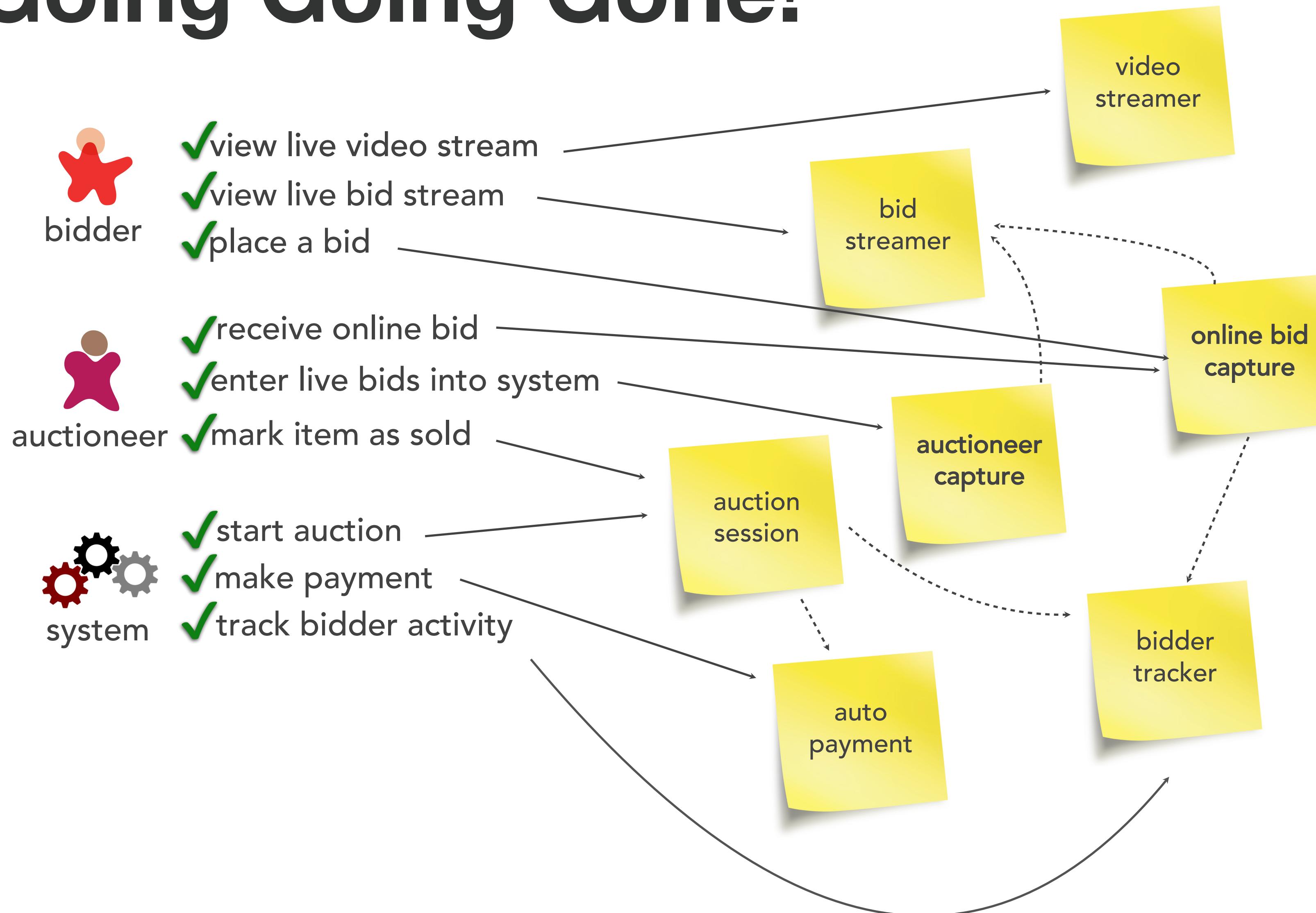
Your Architectural Kata is...

Going Going Gone!



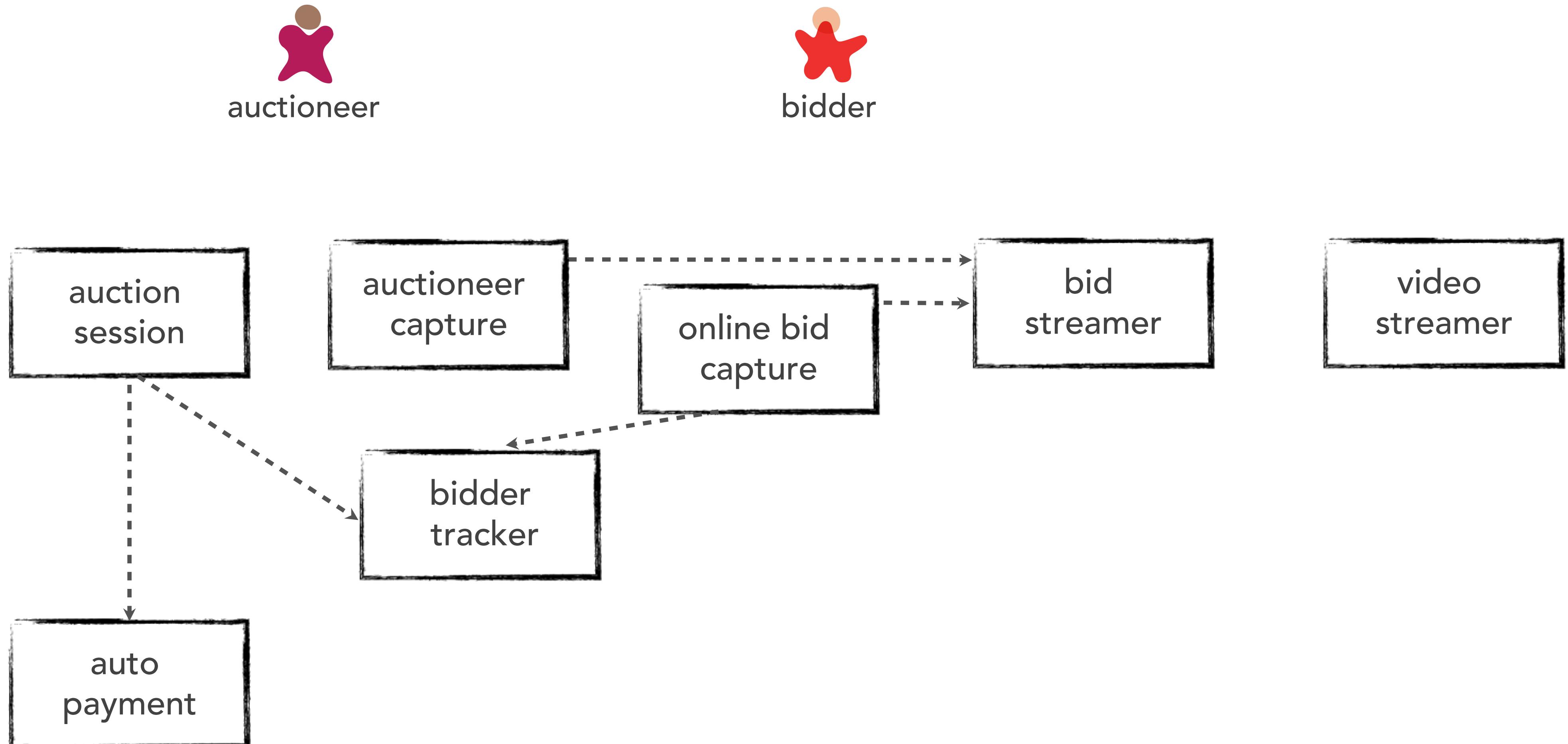
Your Architectural Kata is...

Going Going Gone!



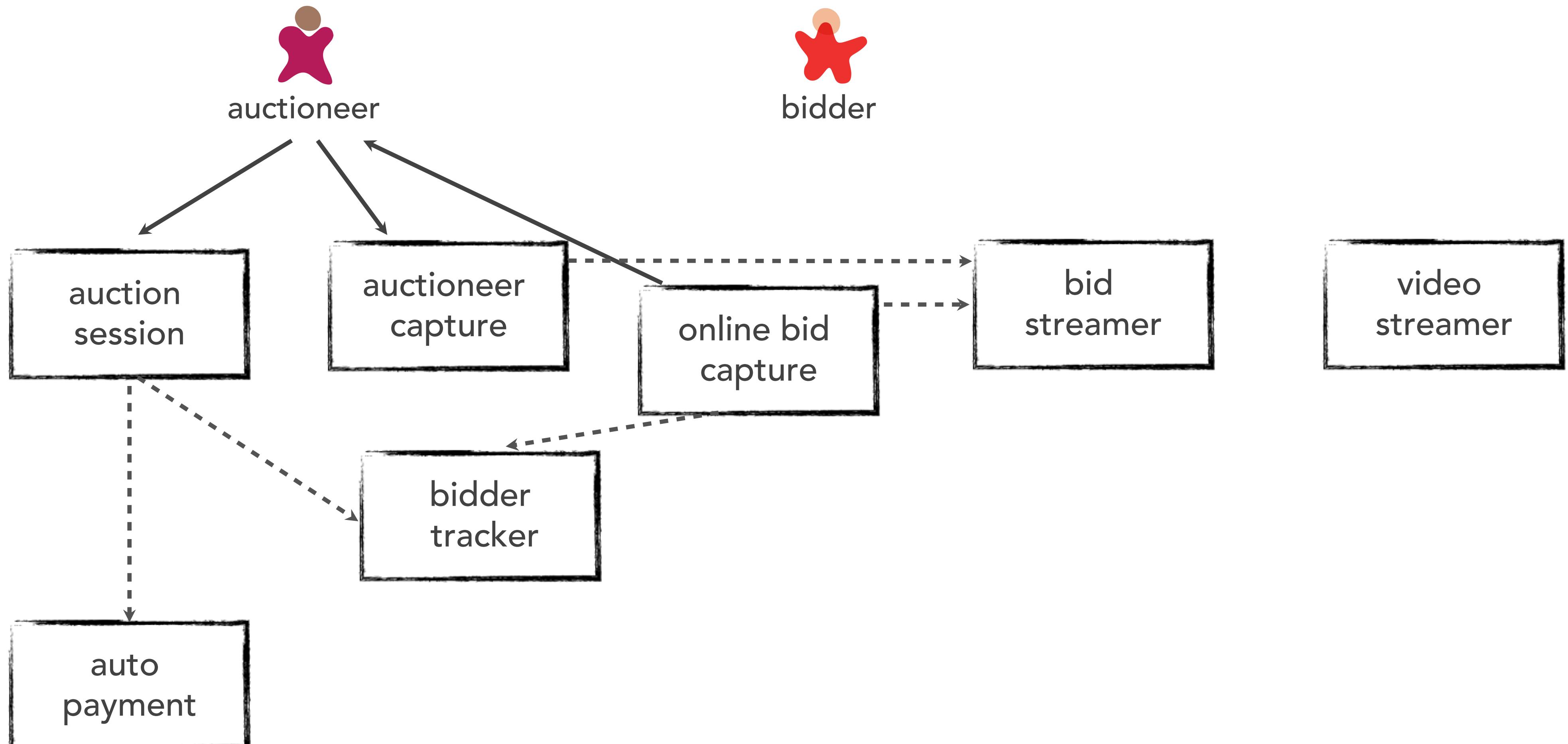
Your Architectural Kata is...

Going Going Gone!



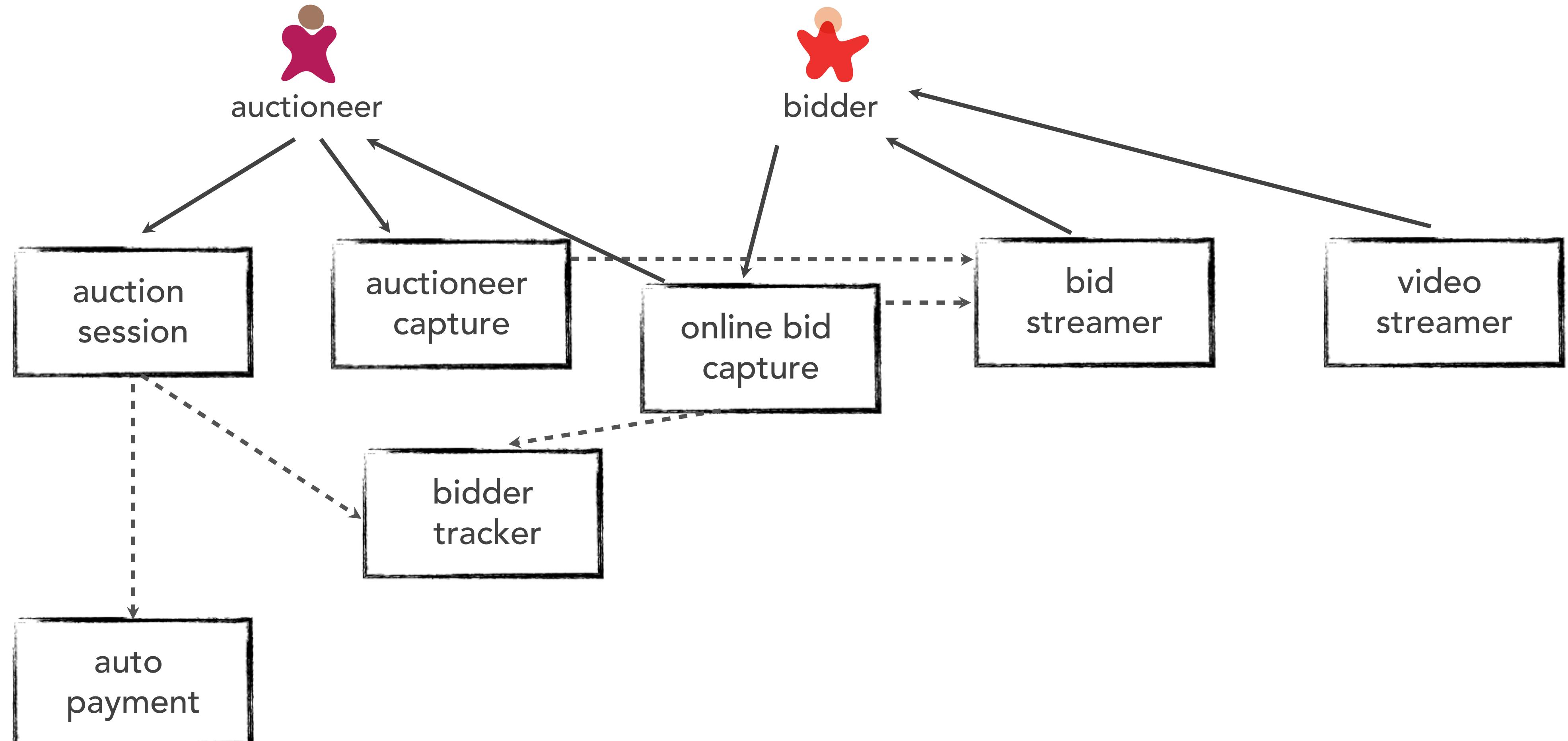
Your Architectural Kata is...

Going Going Gone!



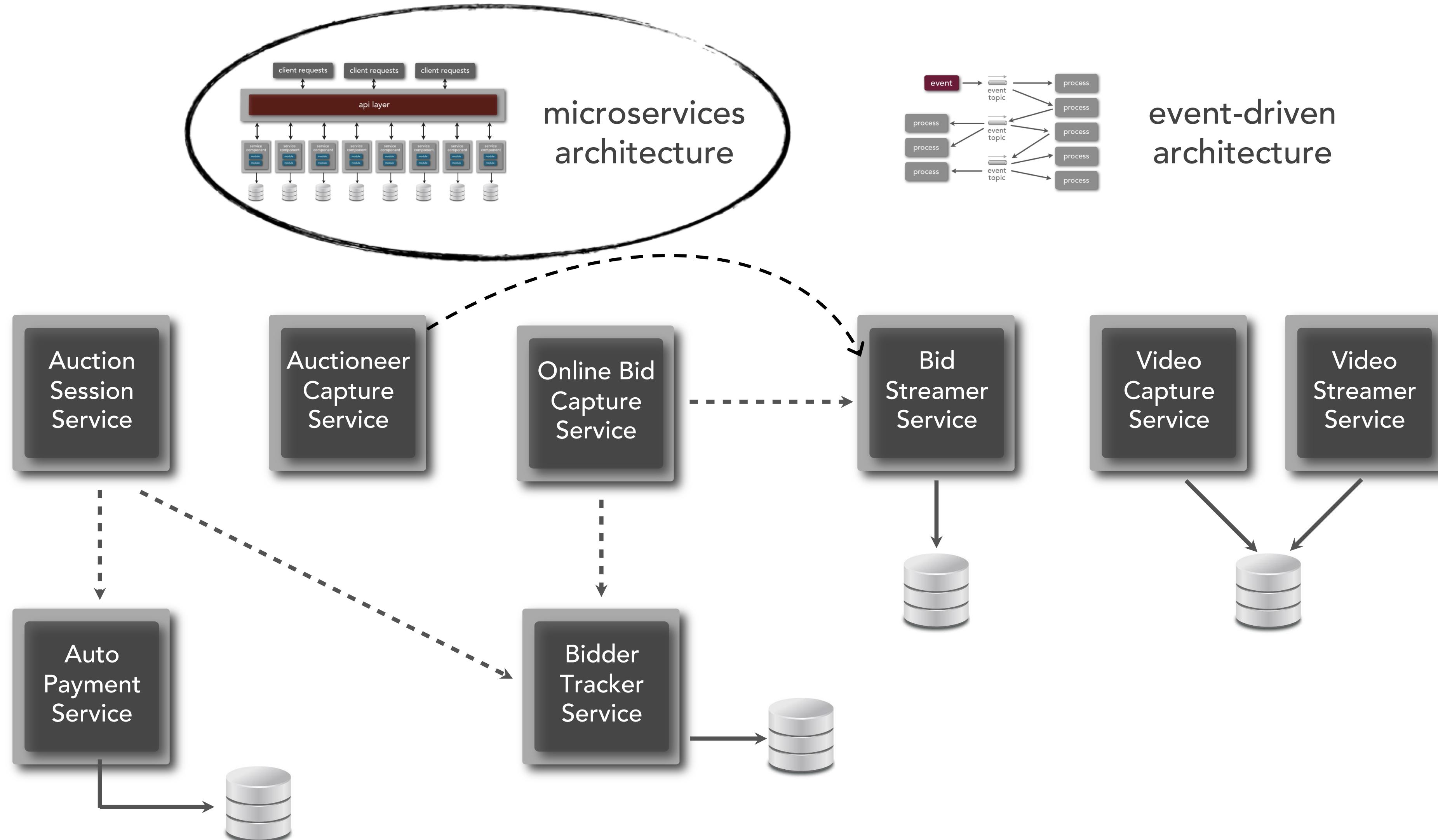
Your Architectural Kata is...

Going Going Gone!



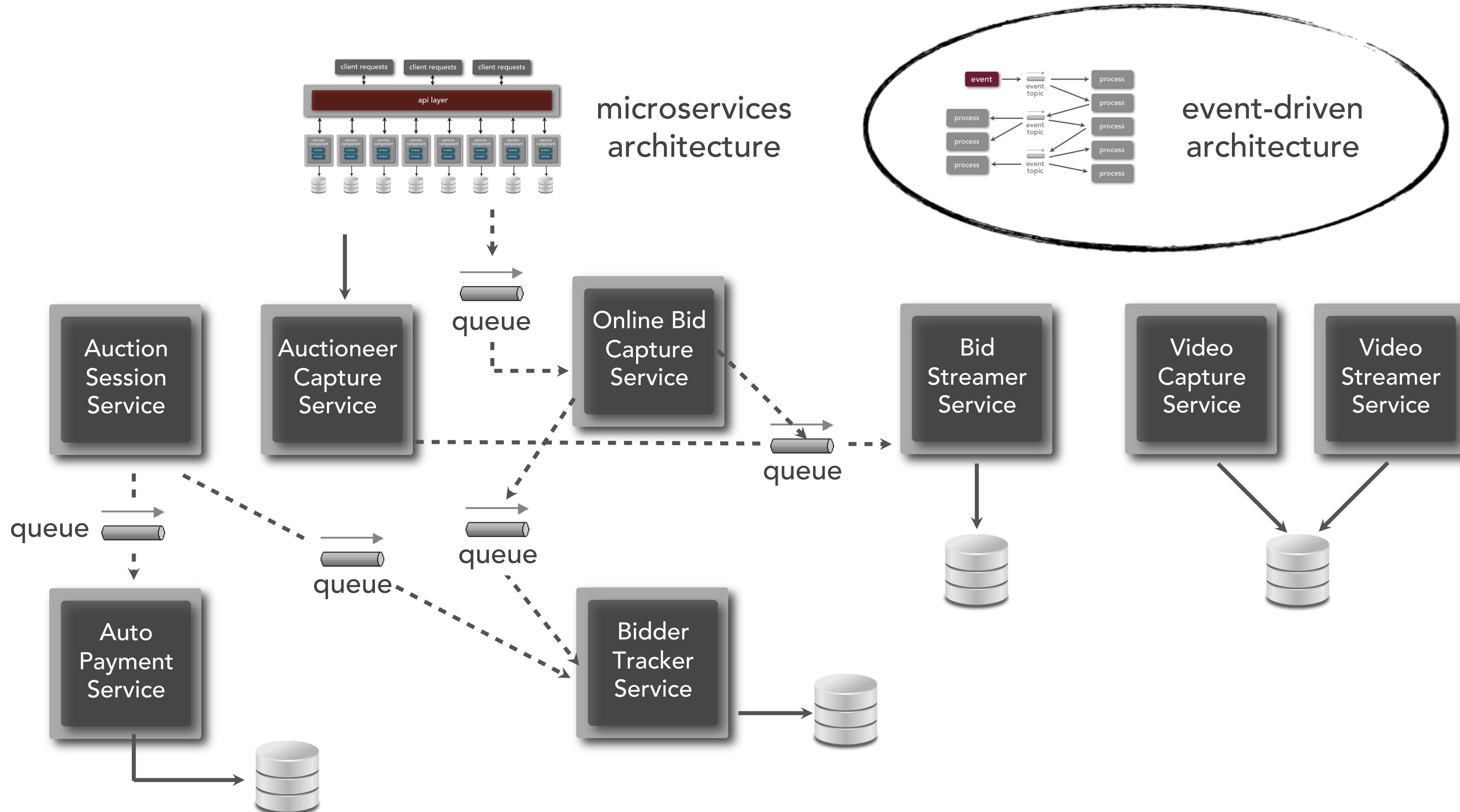
Your Architectural Kata is...

Going Going Gone!



Your Architectural Kata is...

Going Going Gone!



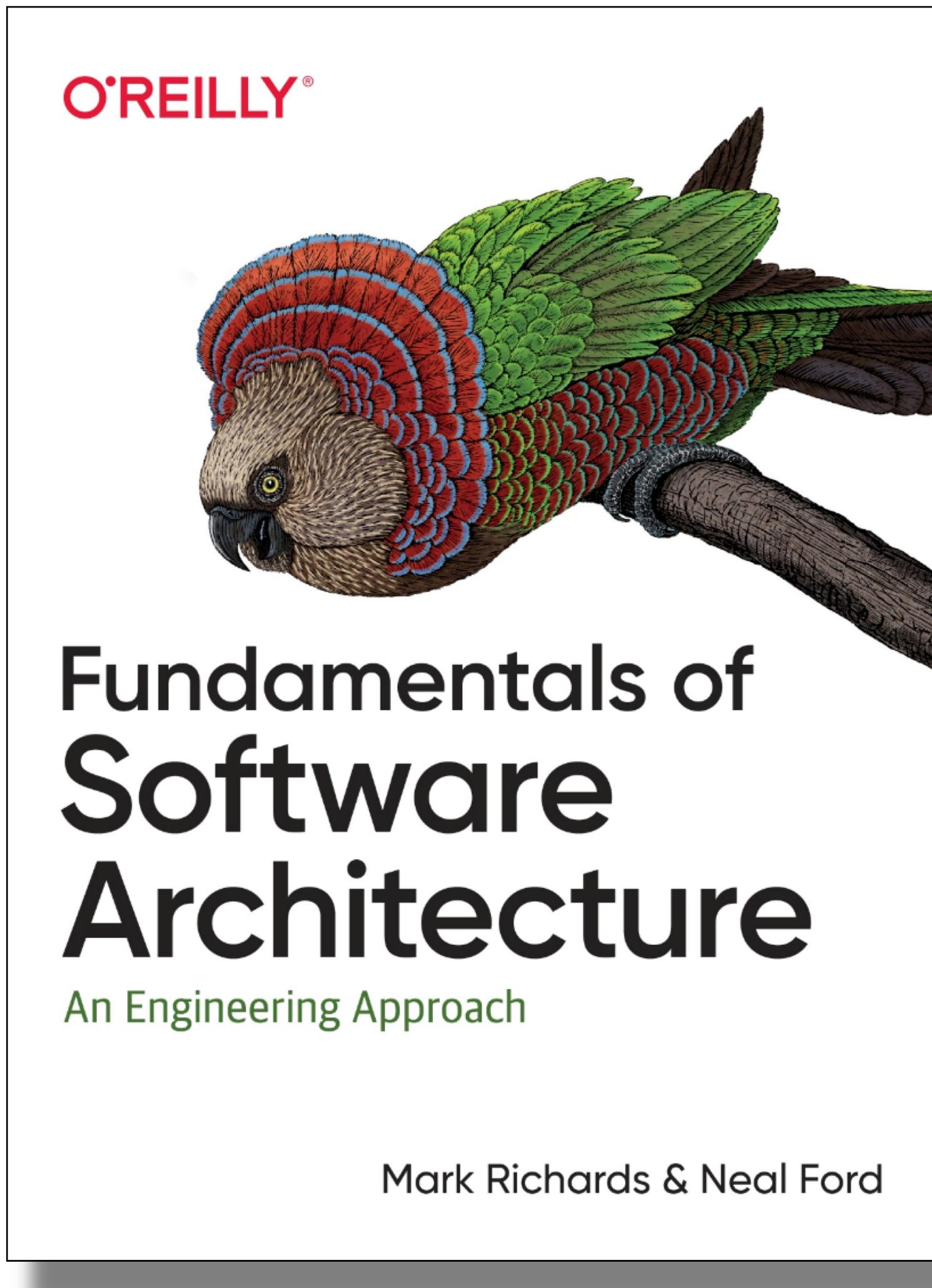
documenting
software
architecture



documenting software architecture



documenting software architecture



Second Law of Software Architecture

"Why is more important than how"

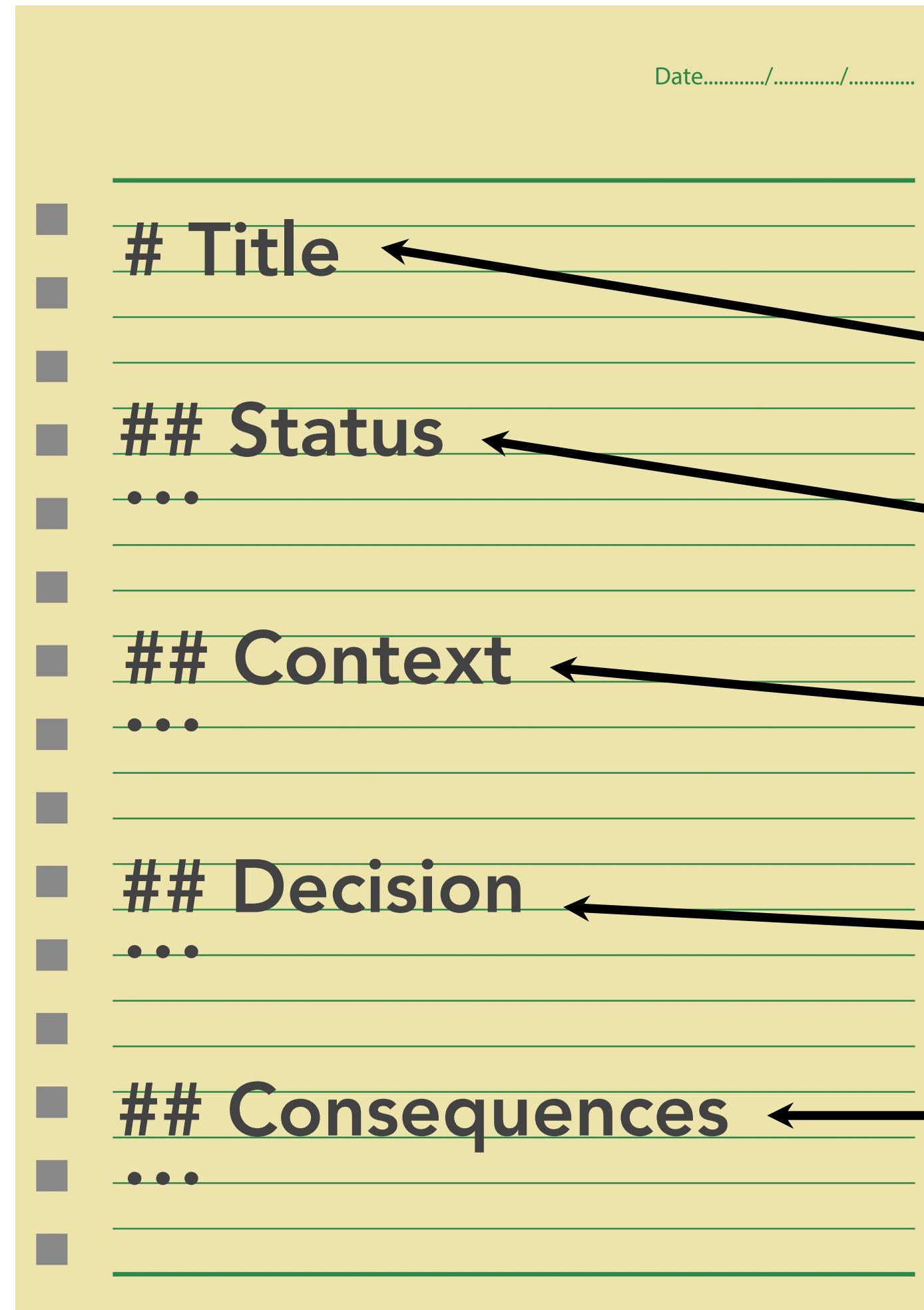
documenting software architecture



“We will keep a collection of records for *architecturally significant decisions*: those that affect the structure, non-functional characteristics, dependencies, interfaces, or construction techniques.”

- Michael Nygard

documenting software architecture



short text file; 1-2 pages long, one file per decision
markdown, textile, asciidoc, plaintext, etc.

short noun phrase

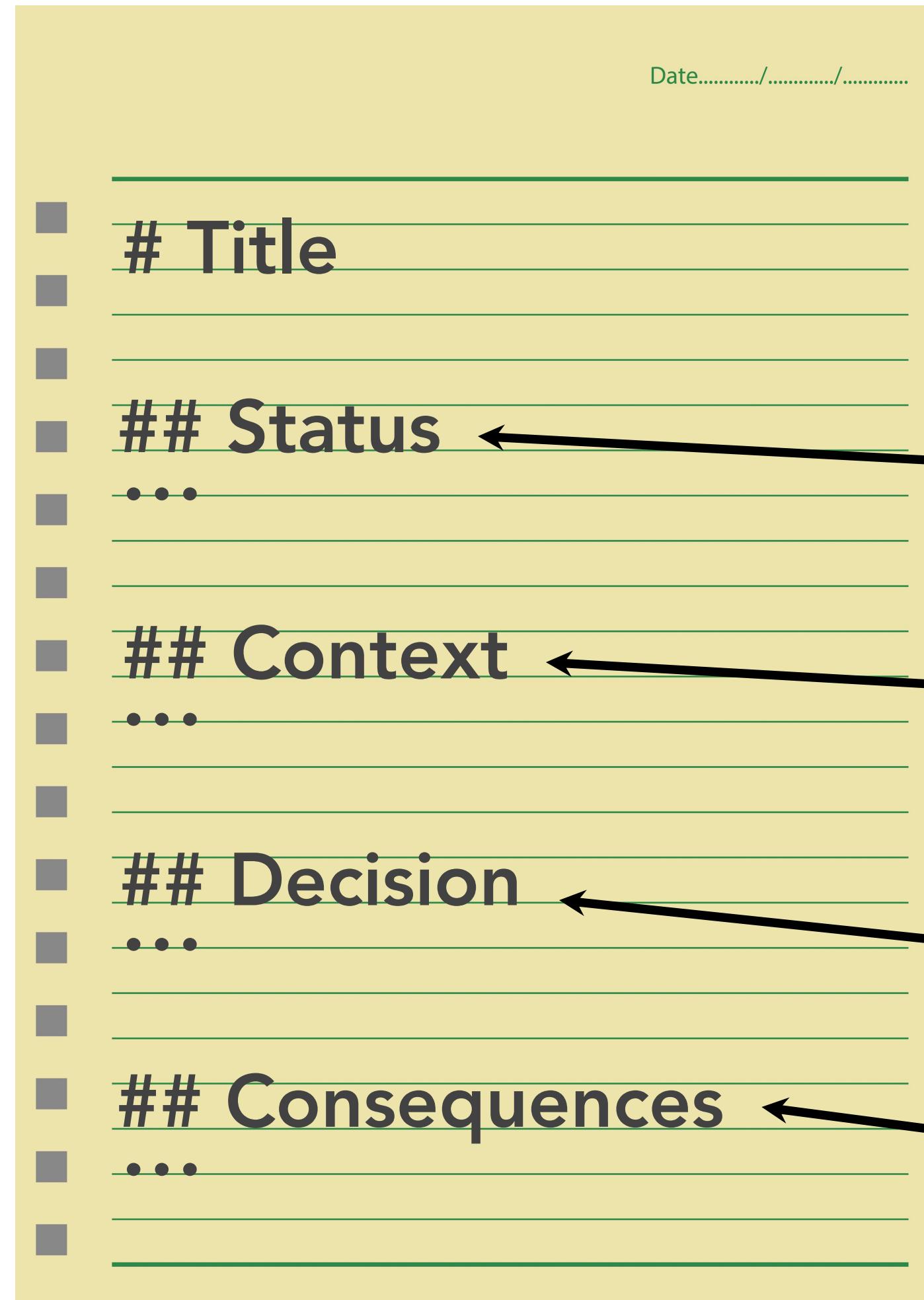
proposed, accepted, superseded

forces at play

response to forces

context after decision is applied

documenting software architecture



short text file; 1-2 pages long, one file per decision
markdown, textile, asciidoc, plaintext, etc.

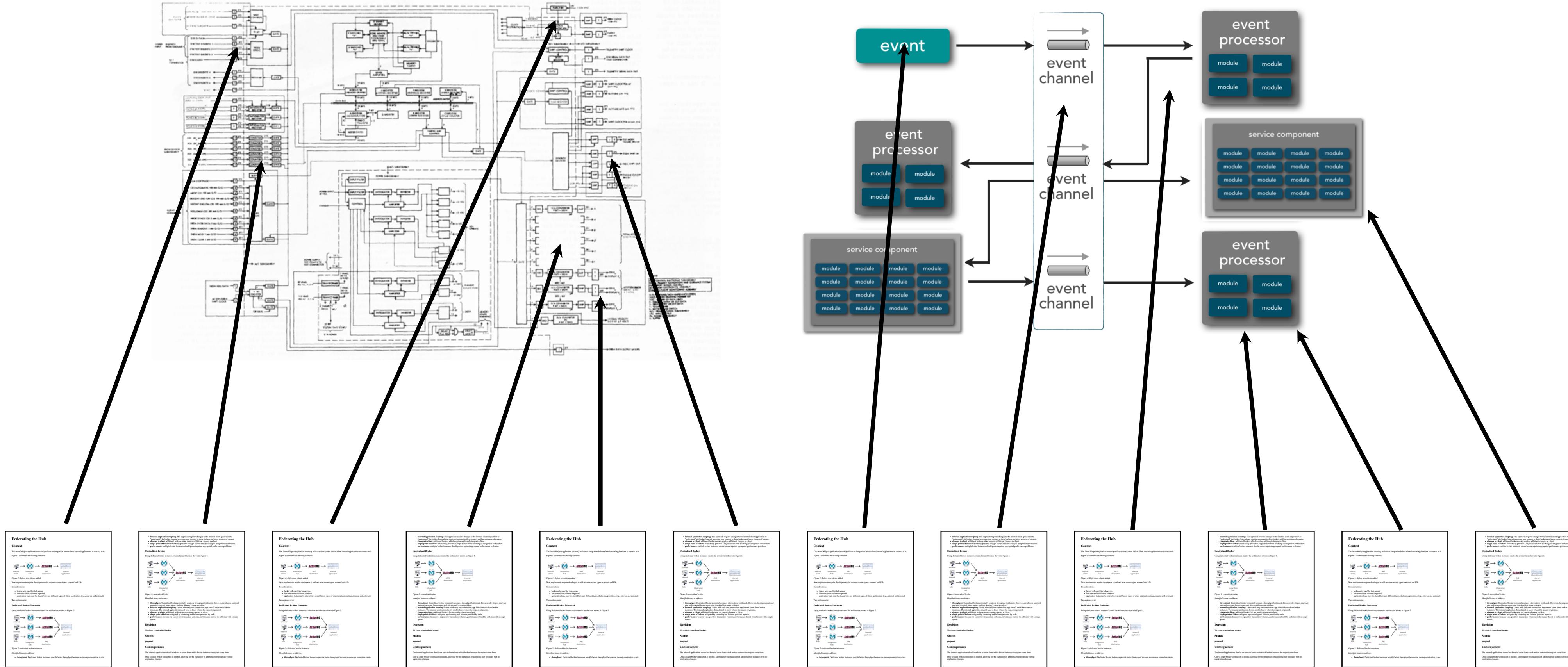
forces criteria for knowing when an architect must seek approval for a decision

description of the problem and alternative solutions available (documentation)

justification (the “why”)

tradeoffs and impact of decision

documenting software architecture



Your Architectural Kata is...

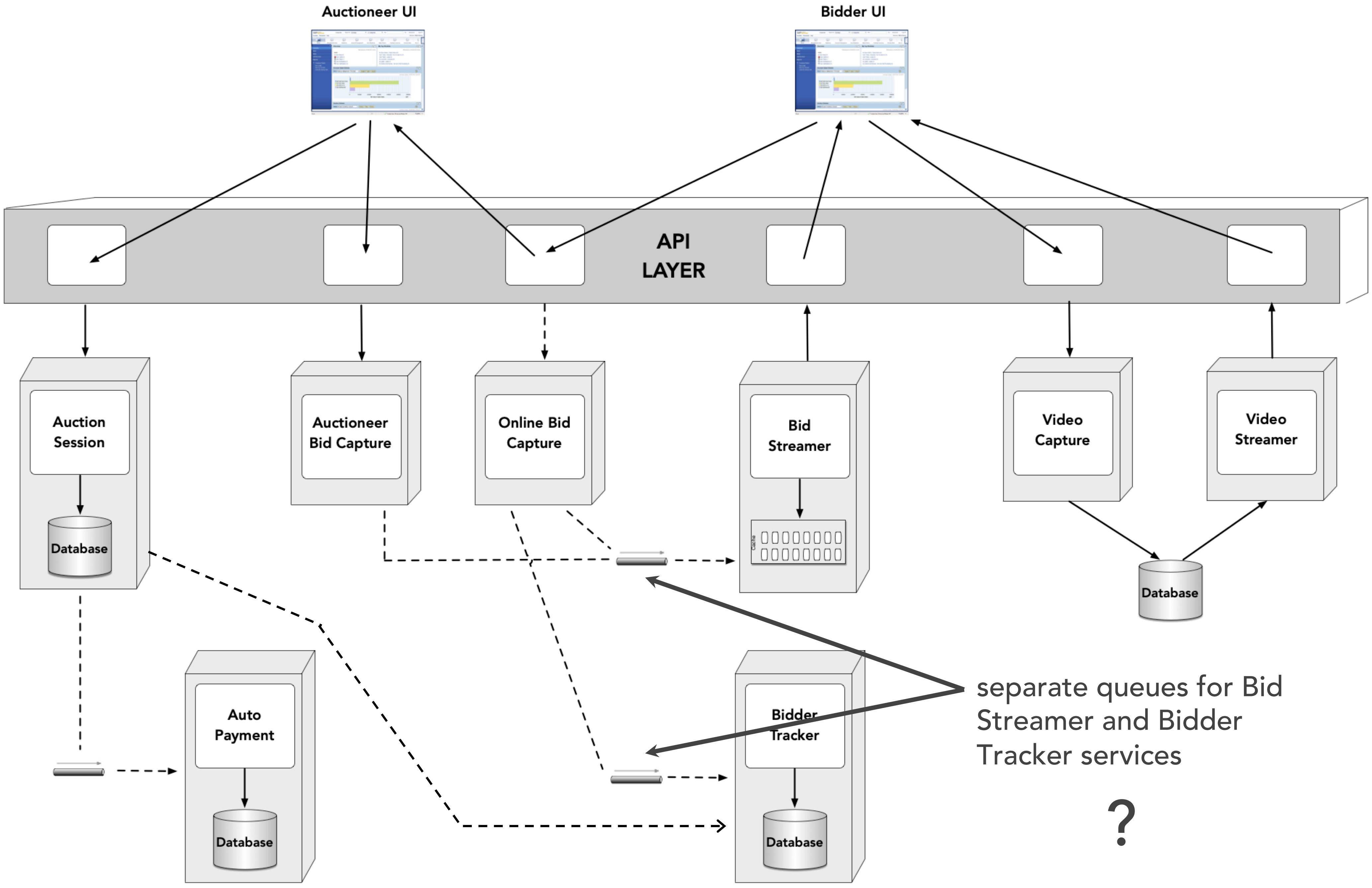
Going Going Gone!

An auction company wants to take their auctions online to a nationwide scale--customers choose the auction to participate in, wait until the auction begins, then bid during the live auction as if they were there in the room, with the auctioneer.

- **Users:** scale up to hundreds of participants (per auction), potentially up to thousands of participants, and as many simultaneous auctions as possible
- **Requirements:**
 - bidders can see a live video stream of the auction and see all bids as they occur
 - auctions must be as real-time as possible
 - both online and live bids must be received in the order in which they are placed
 - bidders register with credit card; system automatically charges card if bidder wins
 - participants must be tracked via a reputation index
- **Additional Context:**
 - auction company is expanding aggressively by merging with smaller competitors
 - if nationwide auction is a success, replicate the model overseas
 - budget is not constrained--this is a strategic direction
 - company just exited a lawsuit where they settled a suit alleging fraud

Your Architectural Kata is...

Going Going Gone!



1. Separate Queues for Bid Streamer and Tracker Services

Status

Accepted

Context

The Bid Capture Services, upon receiving a bid, must forward that bid to the Bid Streamer Service and the Bidder Tracker Service. This could be done using a single topic (pub/sub) or separate queues (p2p) for each service.

Decision

We will use separate queues for the Bid Streamer and Bidder Tracker services.

Multiple bids will come in for the same ask amount. The Streamer service only needs the first bid received for that amount, whereas the Bidder Tracker needs all bids received. Using a topic (pub/sub) would require the Bid Streamer to contain logic to ignore bids that are the same as the prior amount, forcing the Bid Streamer to store shared state between instances.

The Bid Streamer Service stores the bids for an item in an in-memory cache, whereas the Bidder Tracker stored bids in a database. The Bidder Tracker will therefore be slower and might require back pressure. Using a dedicated Bidder Tracker queue provides this dedicated back pressure point.

Consequences

This decision will require the Bid Capture services to send the same information to multiple queues.

Use of Micro-kernel Architecture

Status
PROPOSED

Context

Two key requirements of the system (_promotions_ and _location services_) have both global (affects all stores) and local (specific to location) requirements.

The current design features a modular monolith architecture, allowing individual stores to upload their behavior using JAR files, shown in *Figure 1*.

![modular monolith](fig1_modular_monolith.jpg)
 Figure 1: the current state architecture

Currently, stores must specify custom behavior (product specials, promotions, location exemptions) via a JAR file, uploaded to the global site via FTP. Operations must certify the JAR, leading to delays in deploying new features.

All local customizations reside in one service and in one set of tables in the master database.

To allow stores to most easily add and customize local behavior, the architects propose moving to a micro-kernel architecture, shown in *Figure 2*.

![microkernel architecture](fig2_microkernel.jpg)
 Figure 2: proposed microkernel architecture

The new design allows easy update of global policy (products, inventory, promotions) while allowing local stores to selectively those choices when appropriate.

Decision

The architects decided to migrate the current monolithic architecture to a micro-kernel architecture.

Consequences

The architects take advantage of the restructuring opportunity to localize databases to individual domains.

The new design also incorporates the BFF patterns, discussed in [004 BFF for device independence](#).

The new design will greatly improve the customization workflow.

- the local store plug-in architecture certifies customizations automatically
- promotions within threshold values go live within 15 minutes
- all stores work with generic workflows via the core system
- promotions
- location exemptions
- local products

Use of Micro-kernel Architecture

Status

PROPOSED

Context

Two key requirements of the system (*promotions* and *location services*) have both global (affects all stores) and local (specific to location) requirements. The current design features a modular monolith architecture, allowing individual stores to upload their behavior using JAR files, shown in *Figure 1*.

Figure 1: the current state architecture

Currently, stores must specify custom behavior (product specials, promotions, location exemptions) via a JAR file, uploaded to the global site via FTP. Operations must certify the JAR, leading to delays in deploying new features.

All local customizations reside in one service and in one set of tables in the master database. Over time, as new customizations accrued, it has become a tangled mess.

To allow stores to most easily add and customize local behavior, the architects propose moving to a micro-kernel architecture, shown in *Figure 2*.

Figure 2: proposed microkernel architecture

The new design allows easy update of global policy (products, inventory, promotions) while allowing local stores to selectively those choices when appropriate.

Decision

The architects decided to migrate the current monolithic architecture to a micro-kernel architecture, and build new functionality via plug-ins.

Consequences

The architects take advantage of the restructuring opportunity to localize databases to individual domains. Communication between services now occurs via messaging.

The new design also incorporates the BFF patterns, discussed in [004 BFF for device independence](#).

The new design will greatly improve the customization workflow.

- the local store plug-in architecture certifies customizations automatically
- promotions within threshold values go live within 15 minutes
- all stores work with generic workflows via the core system, but locations can override to create custom behavior for:
 - promotions
 - location exemptions
 - local products

Stat

Use of Micro-kernel Architecture

Con
Two ke

Status

The cur

PROPOSED

![modu
_Figure

Context

Current

All loca Two key requirements of the system (*promotions* and *location services*) have both global (affects all stores) and local (specific to location) requirements.

To allo The current design features a modular monolith architecture, allowing individual stores to upload their behavior using JAR files, shown in *Figure 1*.

![micro
_Figure

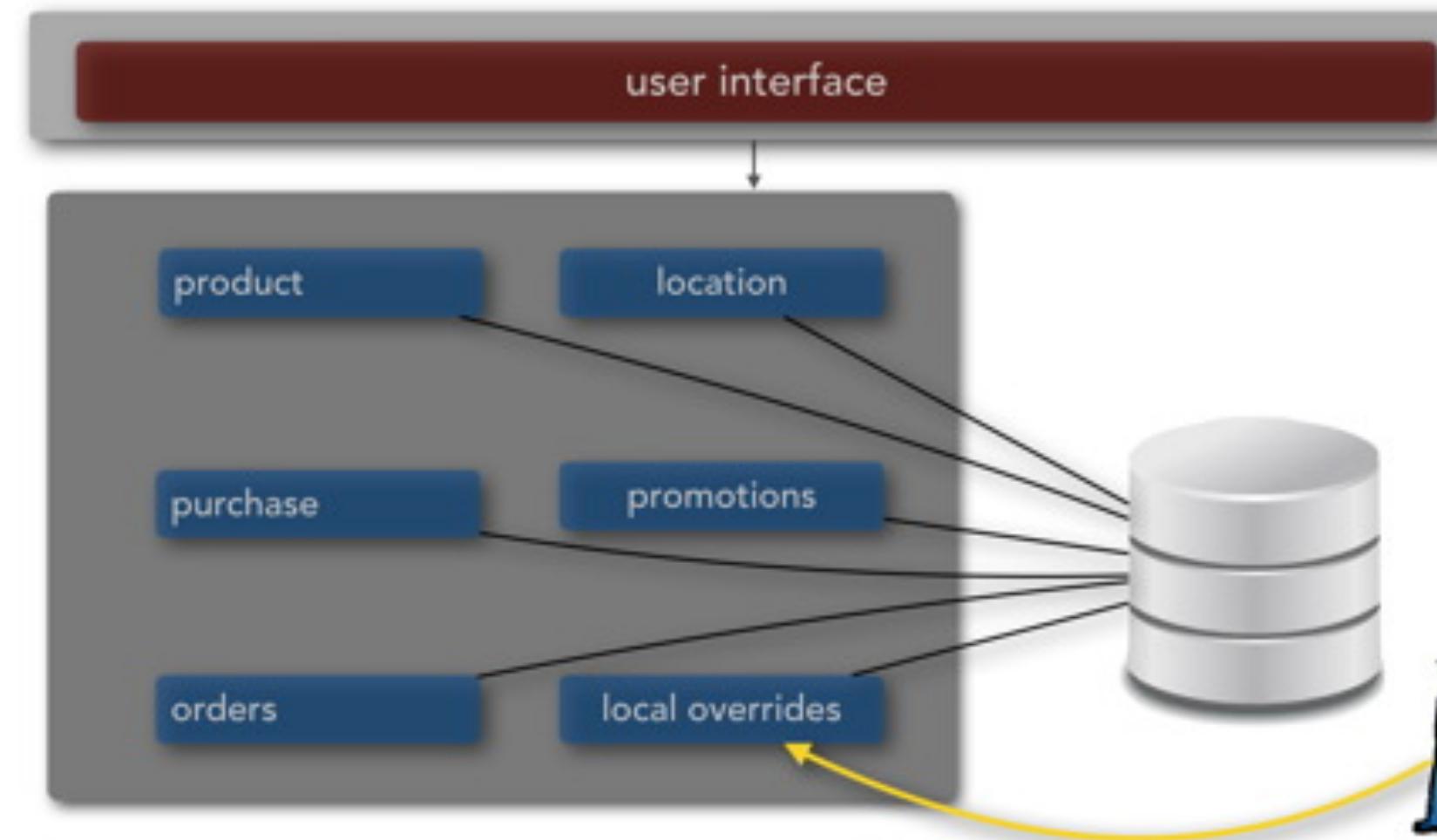


Figure 1: the current state architecture

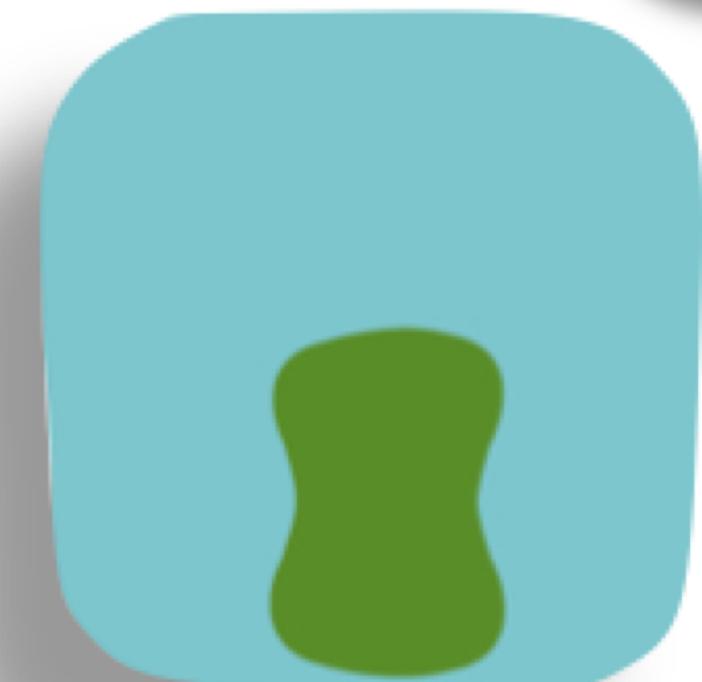
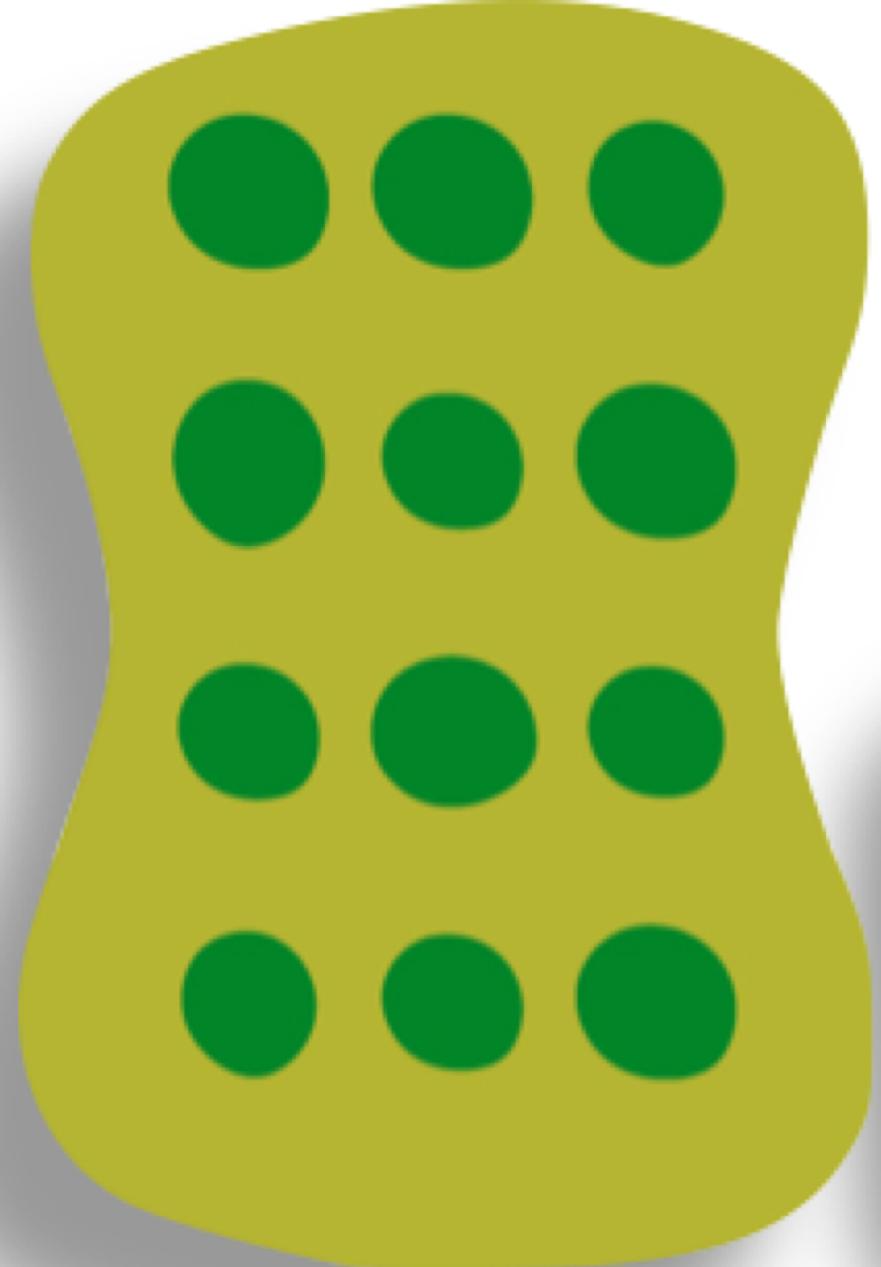
Currently, stores must specify custom behavior (product specials, promotions, location exemptions) via a JAR file, uploaded to the global site via FTP. Operations n the JAR, leading to delays in deploying new features.

All local customizations reside in one service and in one set of tables in the master database. Over time, as new customizations accrued, it has become a tangled me

Meet the Judges!



Meet the
Client !!



Logistics and details

Q&A

Go forth & do some
architecture!

