



THE FRUSTRATED ARCHITECT

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@simonbrown

coding
the
architecture

INTERNATIONAL
SOFTWARE DEVELOPMENT
CONFERENCE

gotocon.com

Perceptions

Big up front design
and analysis paralysis

Waterfall

UML

I'm a
**software
architect**

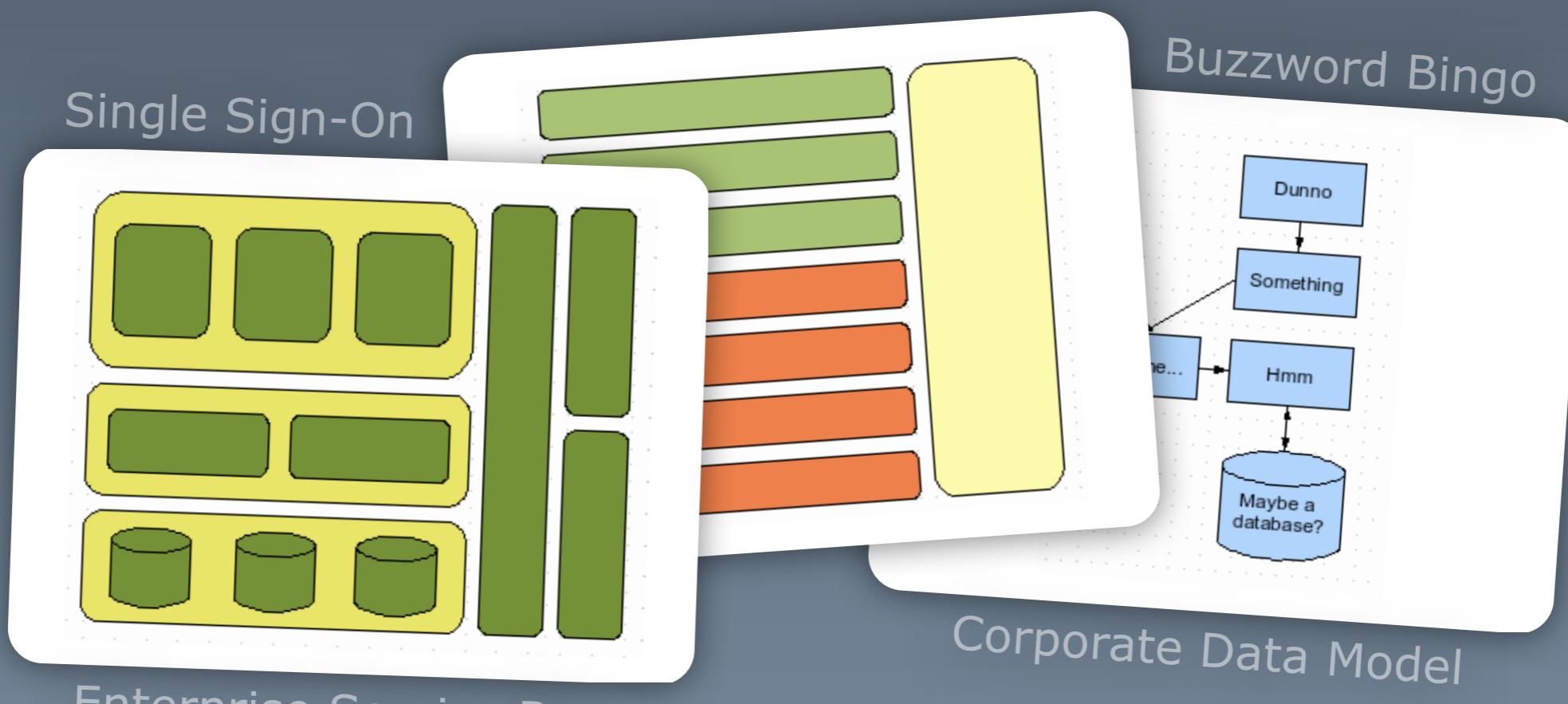


Ivory Tower

PowerPoint Architect

Architecture Astronaut

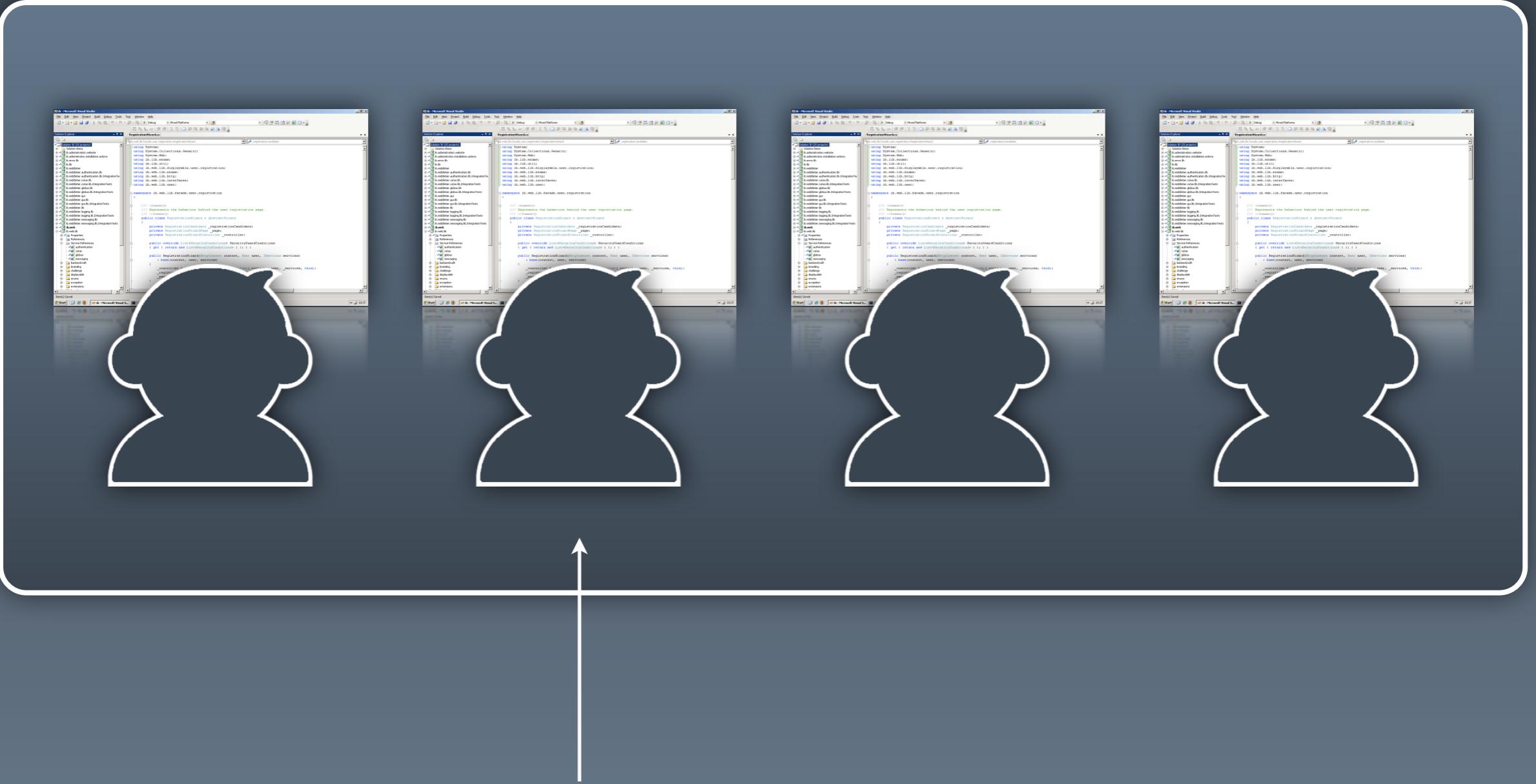
PowerPoint Architecture



yes, I know ... but I'm not using PowerPoint :-P

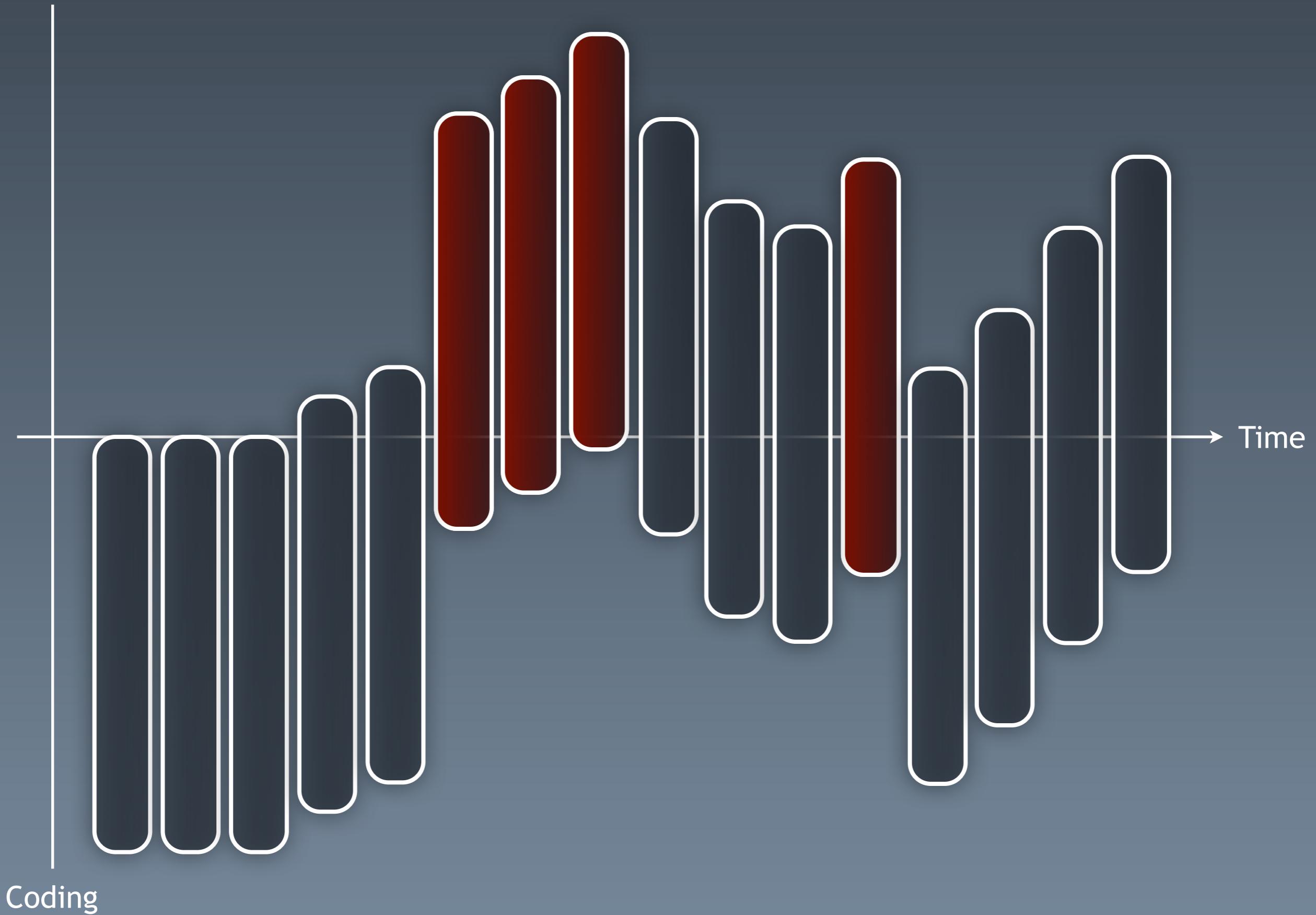
Relay Sport Architecture



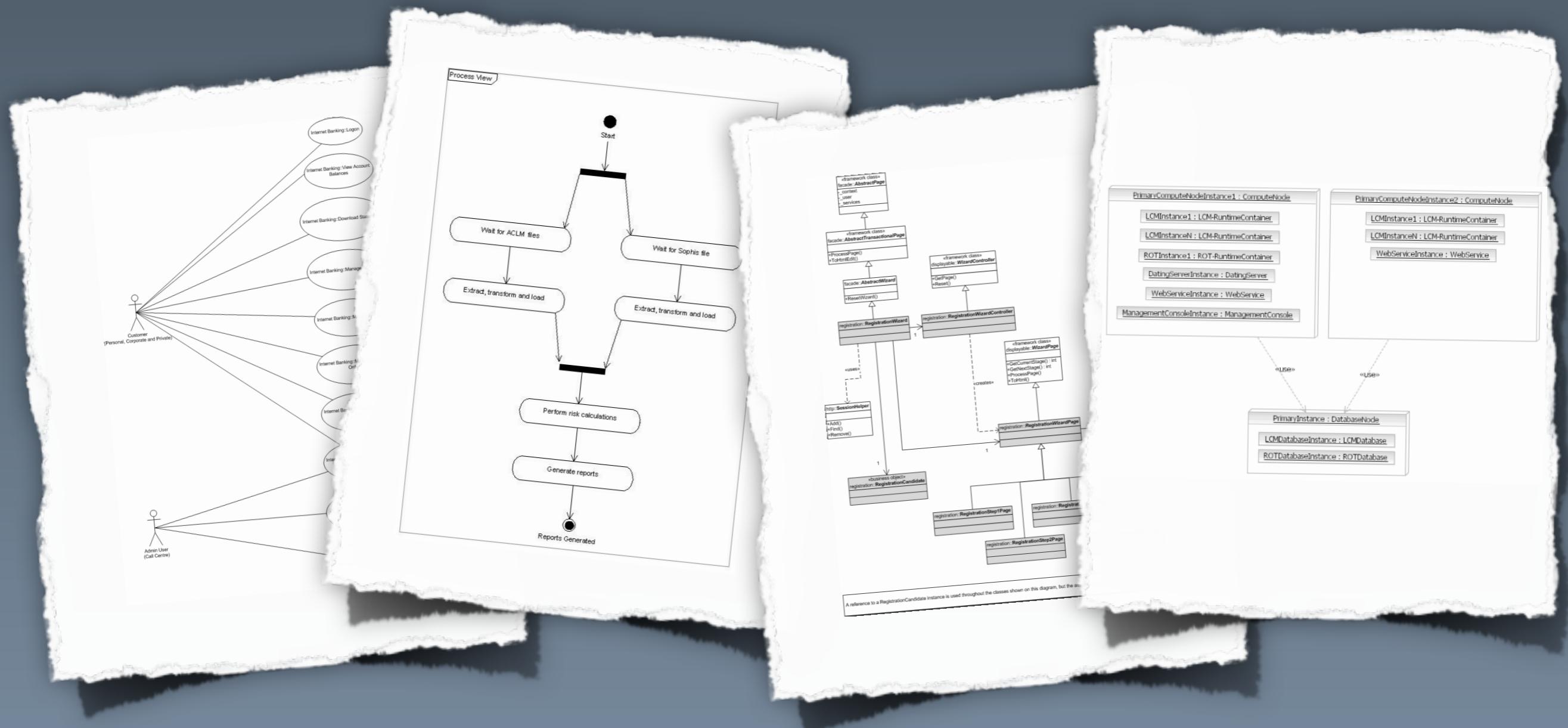


I'm another member of the team
(and I like writing code)

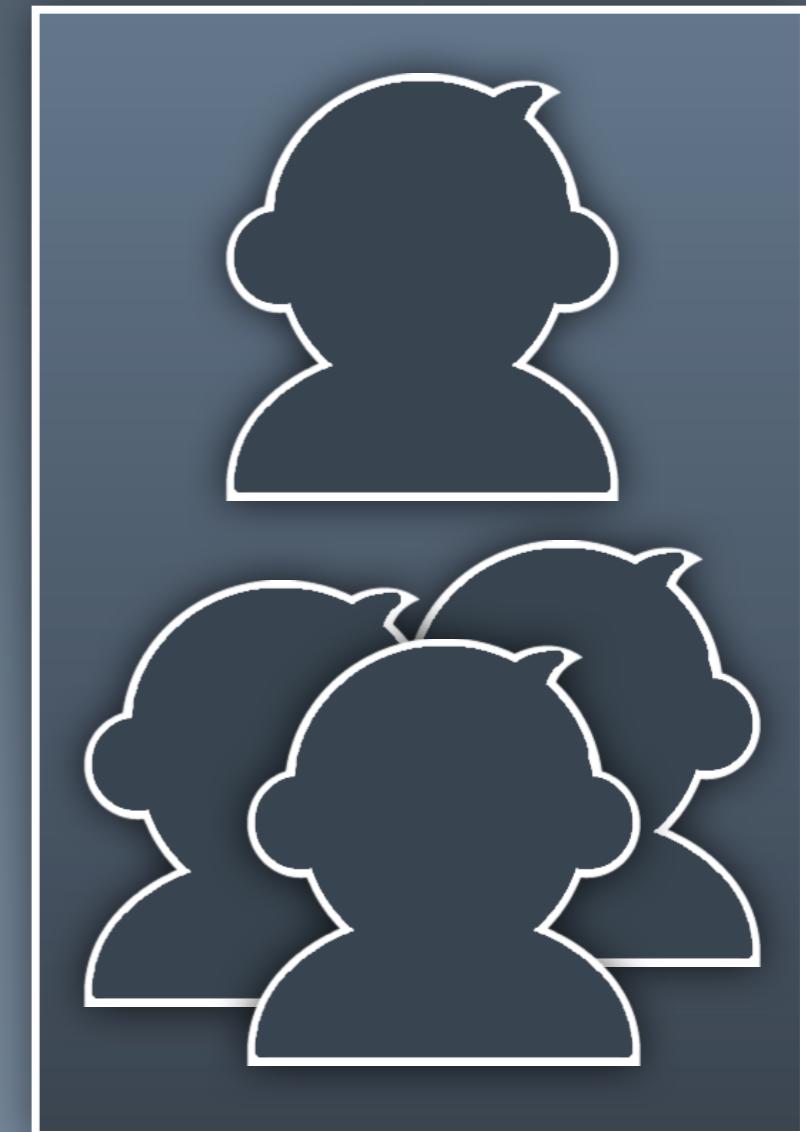
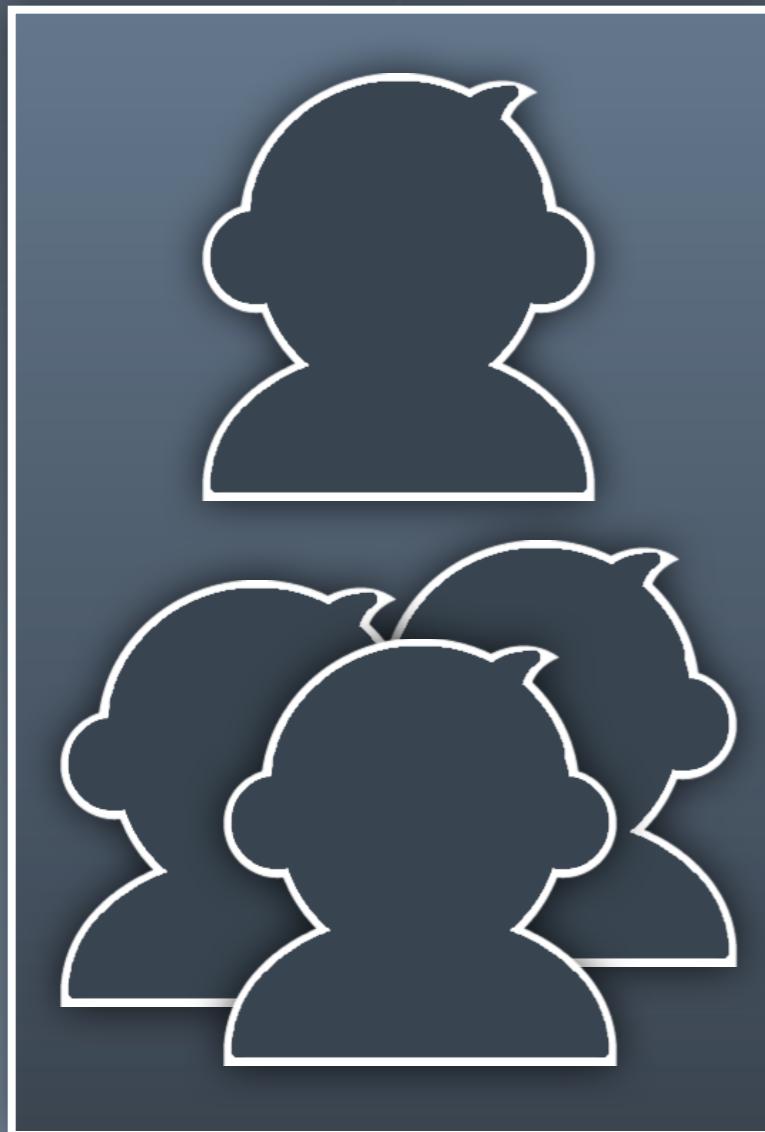
“Architecture”



The UML phase



The
Management Consulting
phase



Non-technical

Technical



The “corporate ladder”

Our tech lead and mentor
has been “promoted” ...

help!

Your management thinks
coding
is a
commodity?

Tell them to
offshore it all

coding----- {the} architecture

<http://www.codingthearchitecture.com>

“Software Architect”

is **not** an

organisational rank

*It's a role that you
evolve into*

We aspire to be *agile*
and *self-organising*



And that's cool, but aren't you
forgetting something?

Agile

Structure

Self-organising
team

Non-functional
requirements

Automated
acceptance
testing

Performance

Retrospectives

Moving fast,
embracing
change

Availability

Agile

Vision

Kanban

Scalability

Test-driven
development

Security

Continuous
delivery

Technical guidance

Emergent
design

Technical quality

Lean

Agile

I don't position most of
my content as agile, but...

What is an
agile
architect

anyway?



Evolutionary Architecture and Emergent Design

Defer until the
last responsible
moment

YAGNI



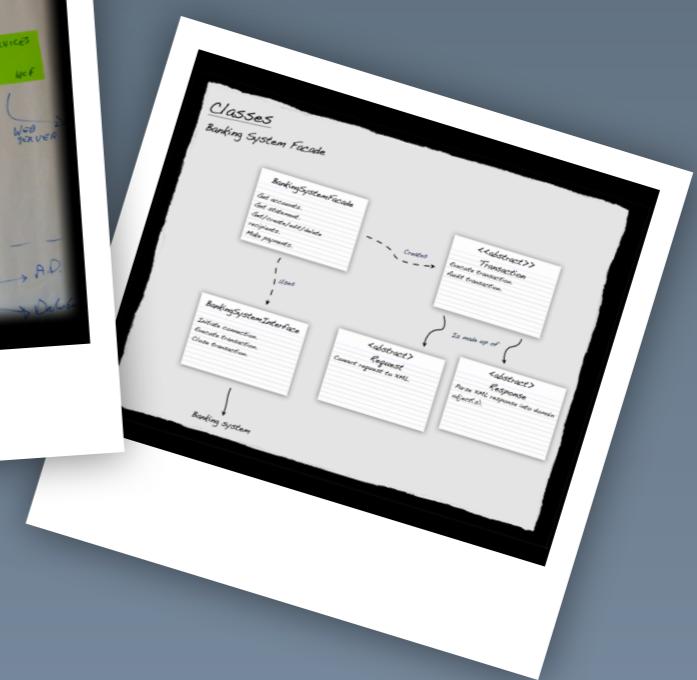
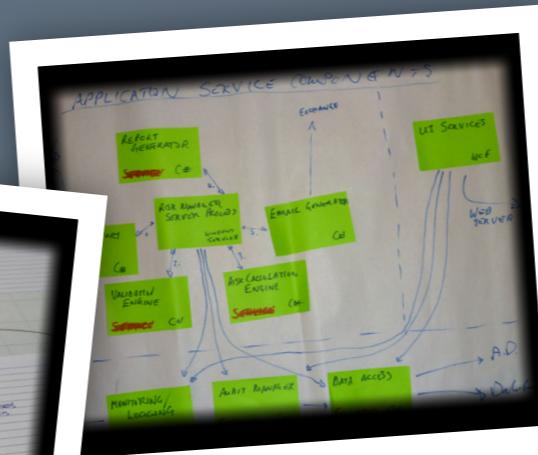
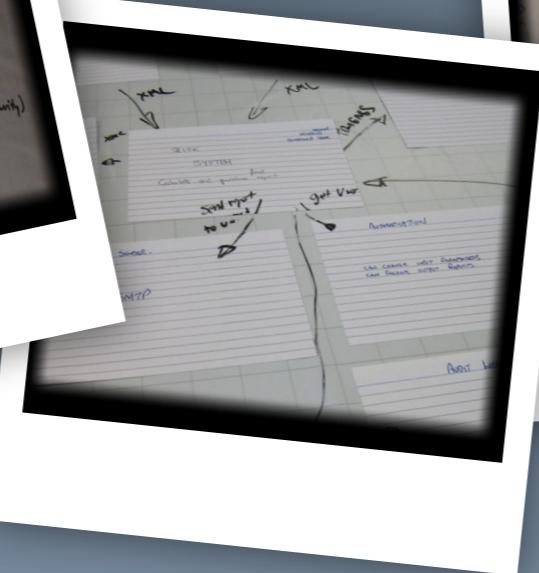
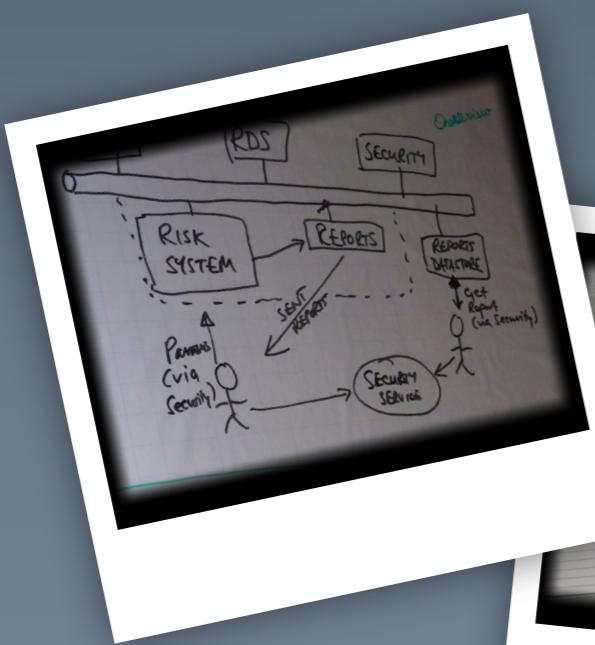
*I'm an agile
architect!*

System Metaphor

Refactoring

Spikes, stripes and tracers

Agile architecture?



Agile (e.g. Scrum)

Skills

Business Modelling

Requirements

Analysis & Design

Implementation

Test

Deployment

Configuration Management

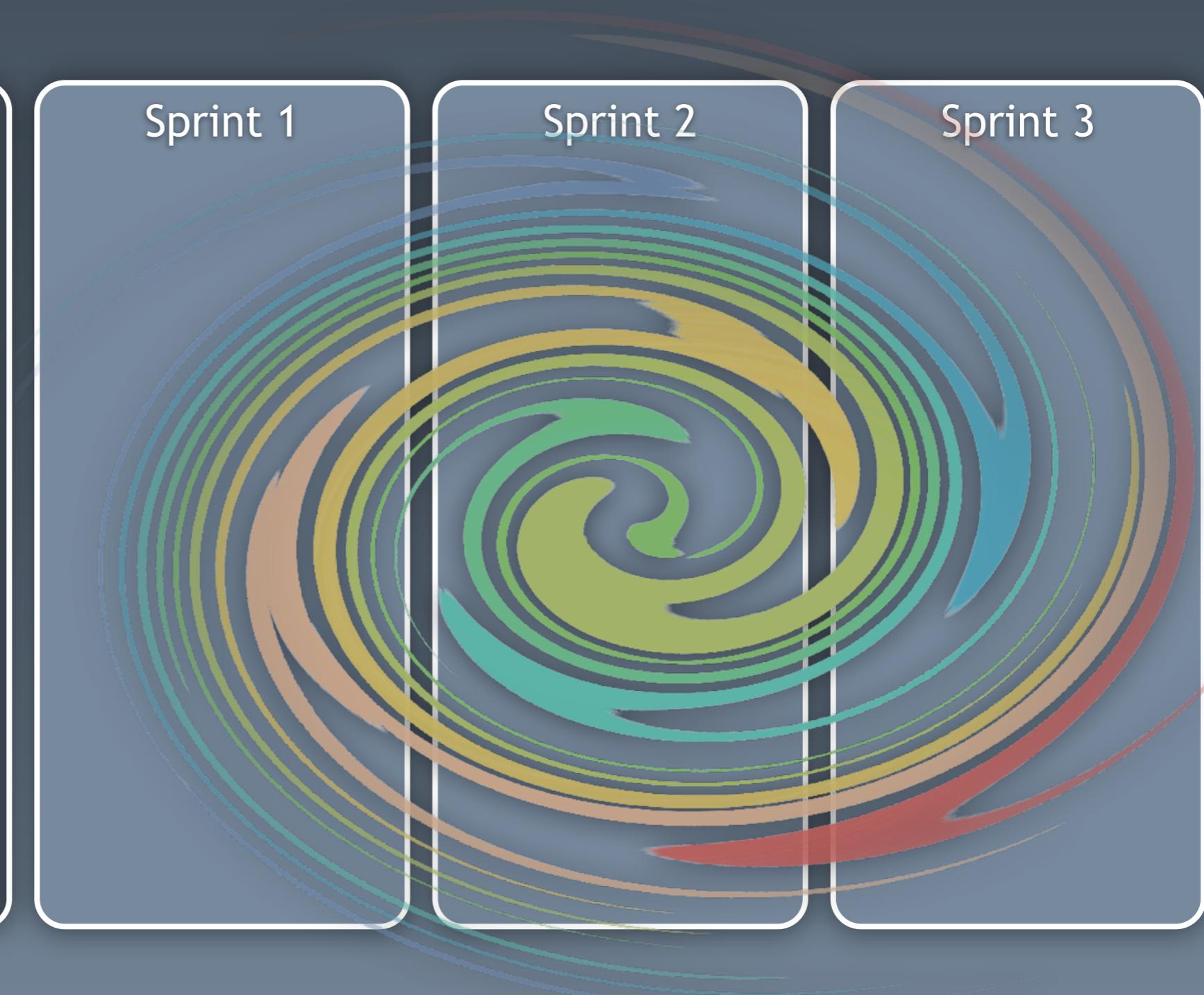
Project Management

Environment

Sprint 1

Sprint 2

Sprint 3



Evolutionary architecture

Foolishly hoping for the best?



We don't need
software architecture;

we do 

Agile software team

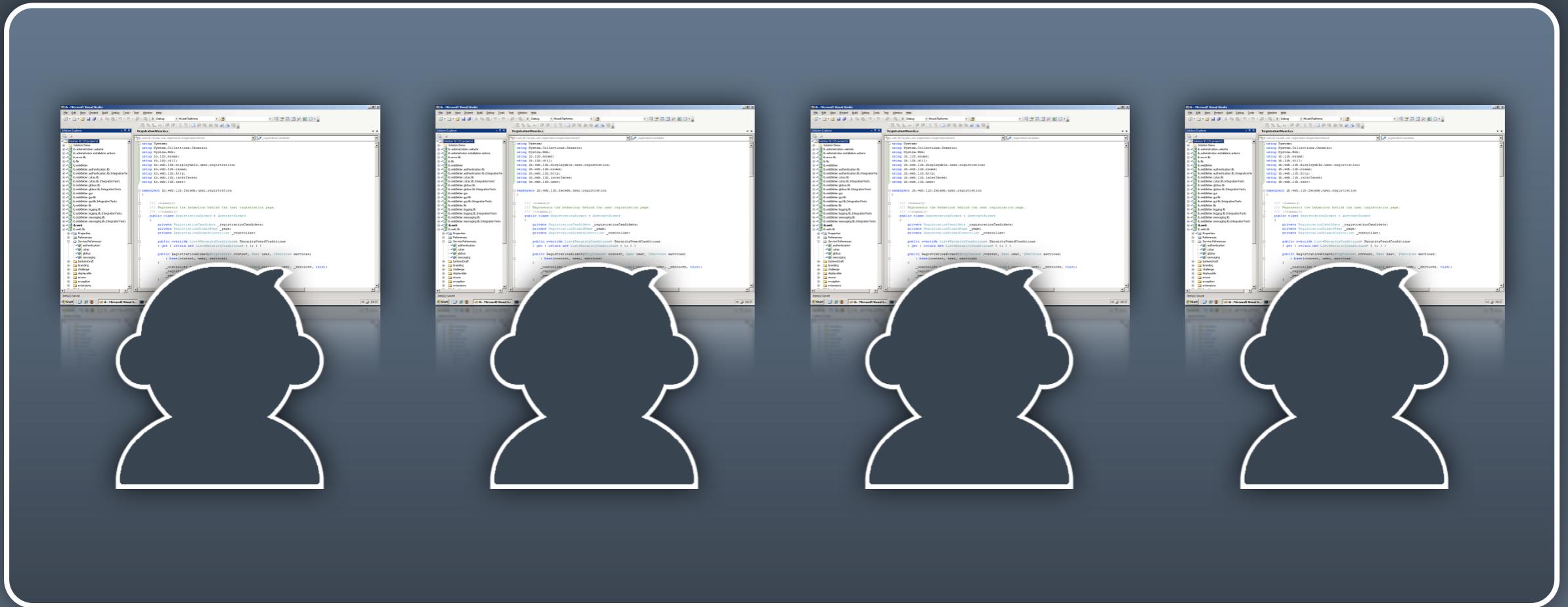
TDD is about code

... architecture isn't

(well, it is, but it's also about more than just the code)

Last responsible moment

Most people know roughly
what they're building
so just make some decisions!



Flat, self-organising
teams are great but...

...they don't always work

Let's

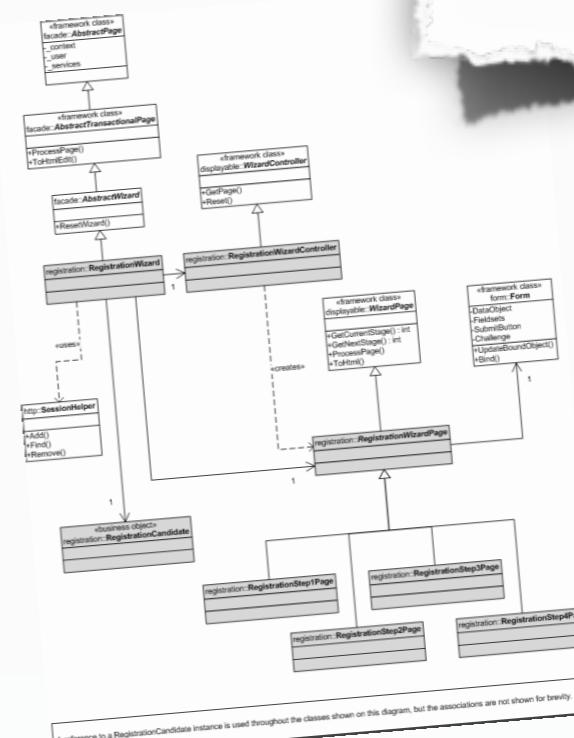
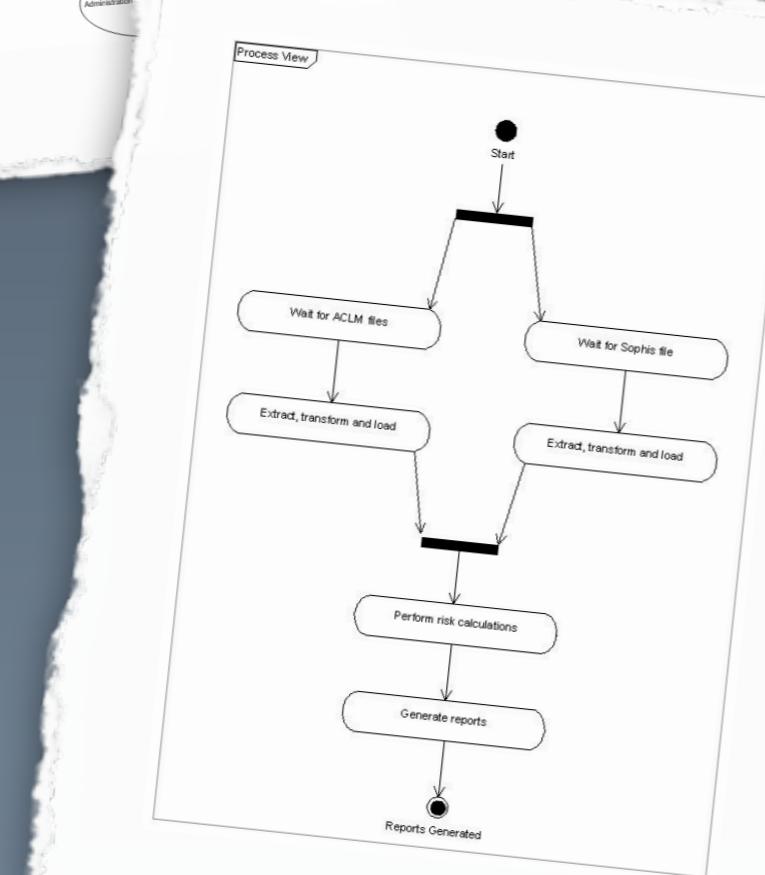
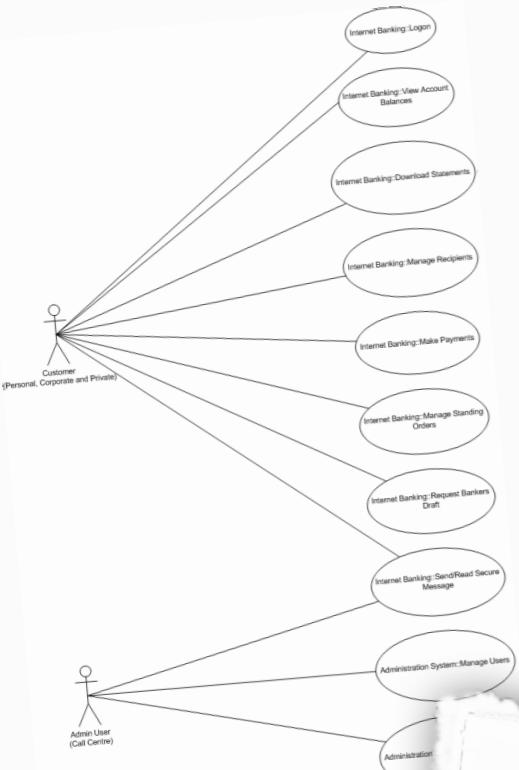
reinvent

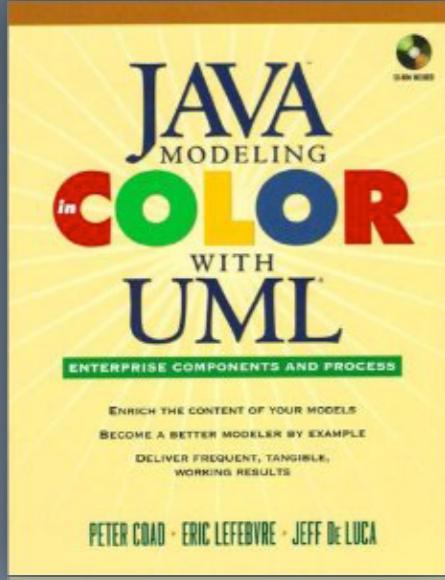
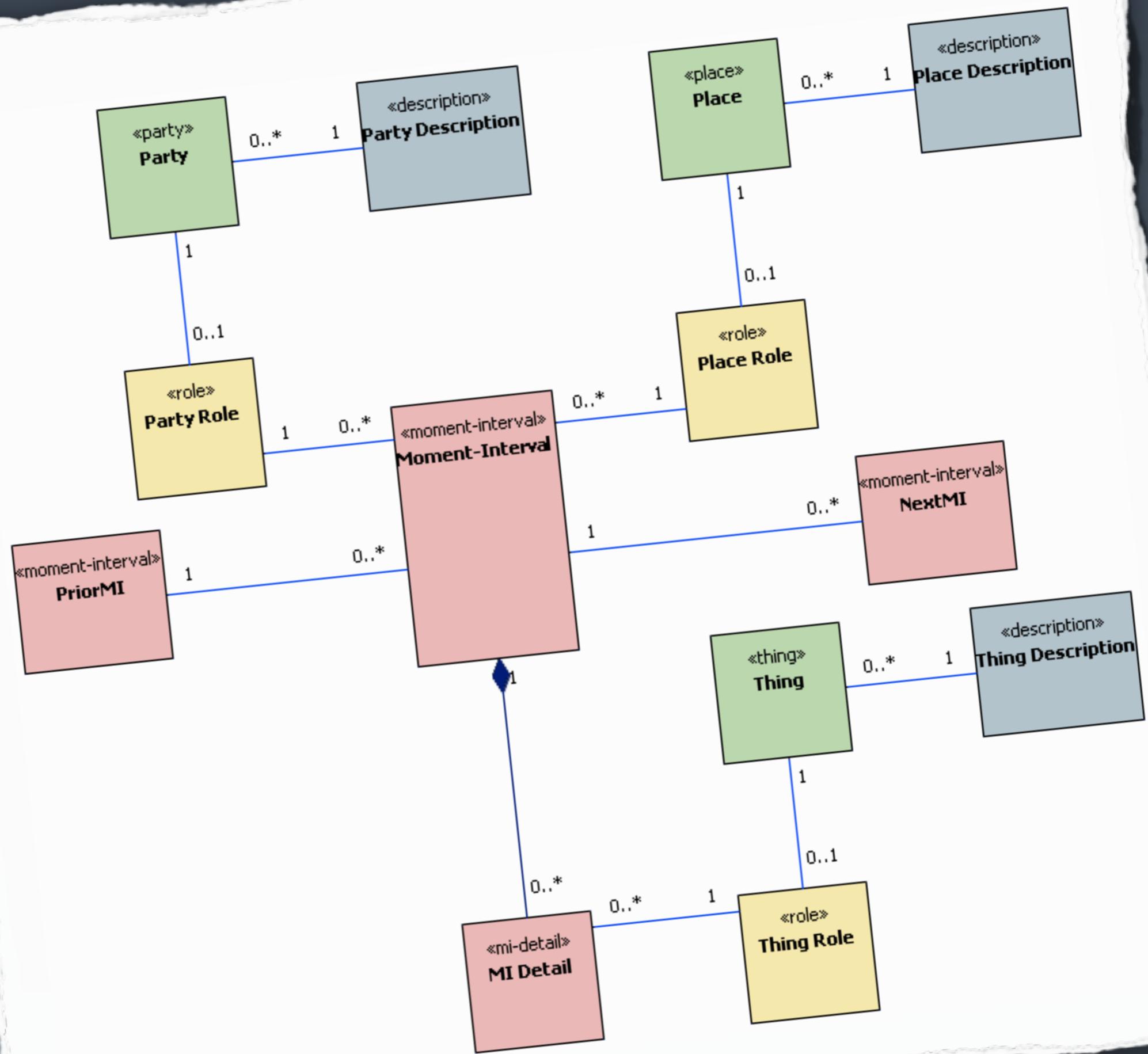
something shiny and new...

Retrospective

Have we forgotten
more than we've learnt?

UMU



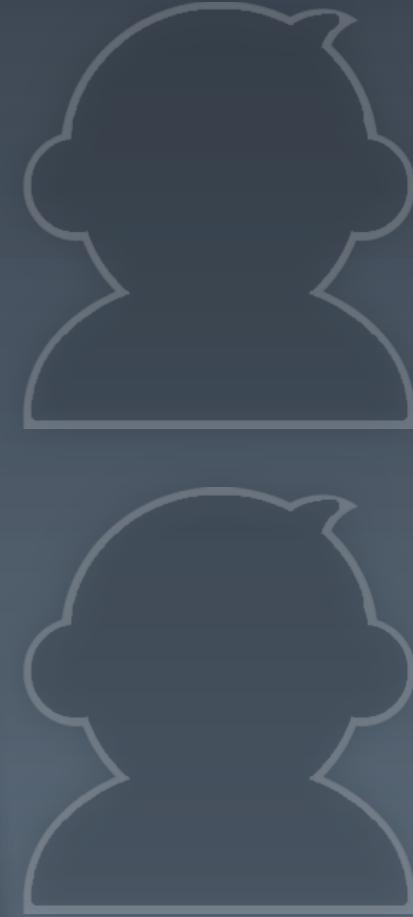


Class-Responsibility-Collaboration

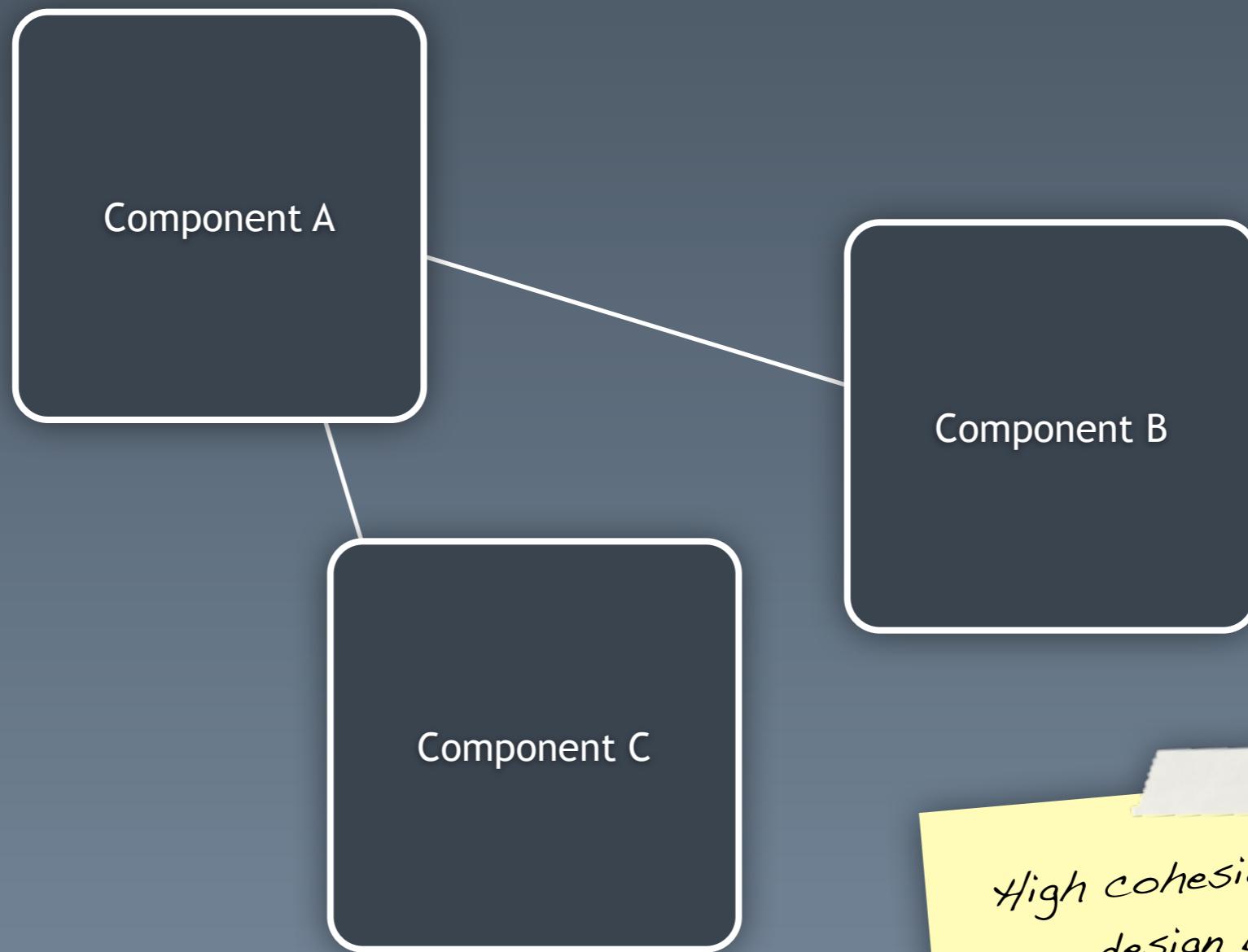
Class

Responsibilities

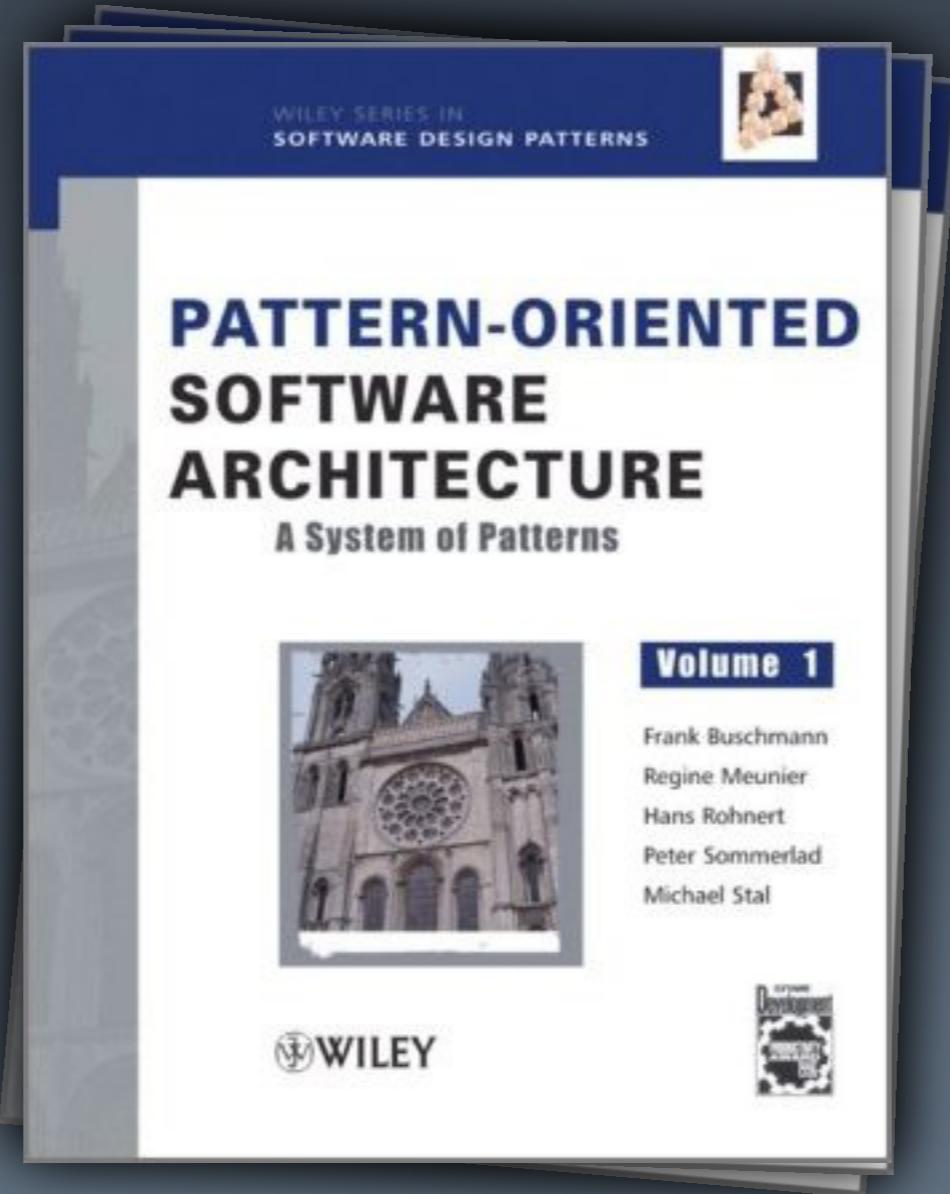
Collaborators



Component-based development

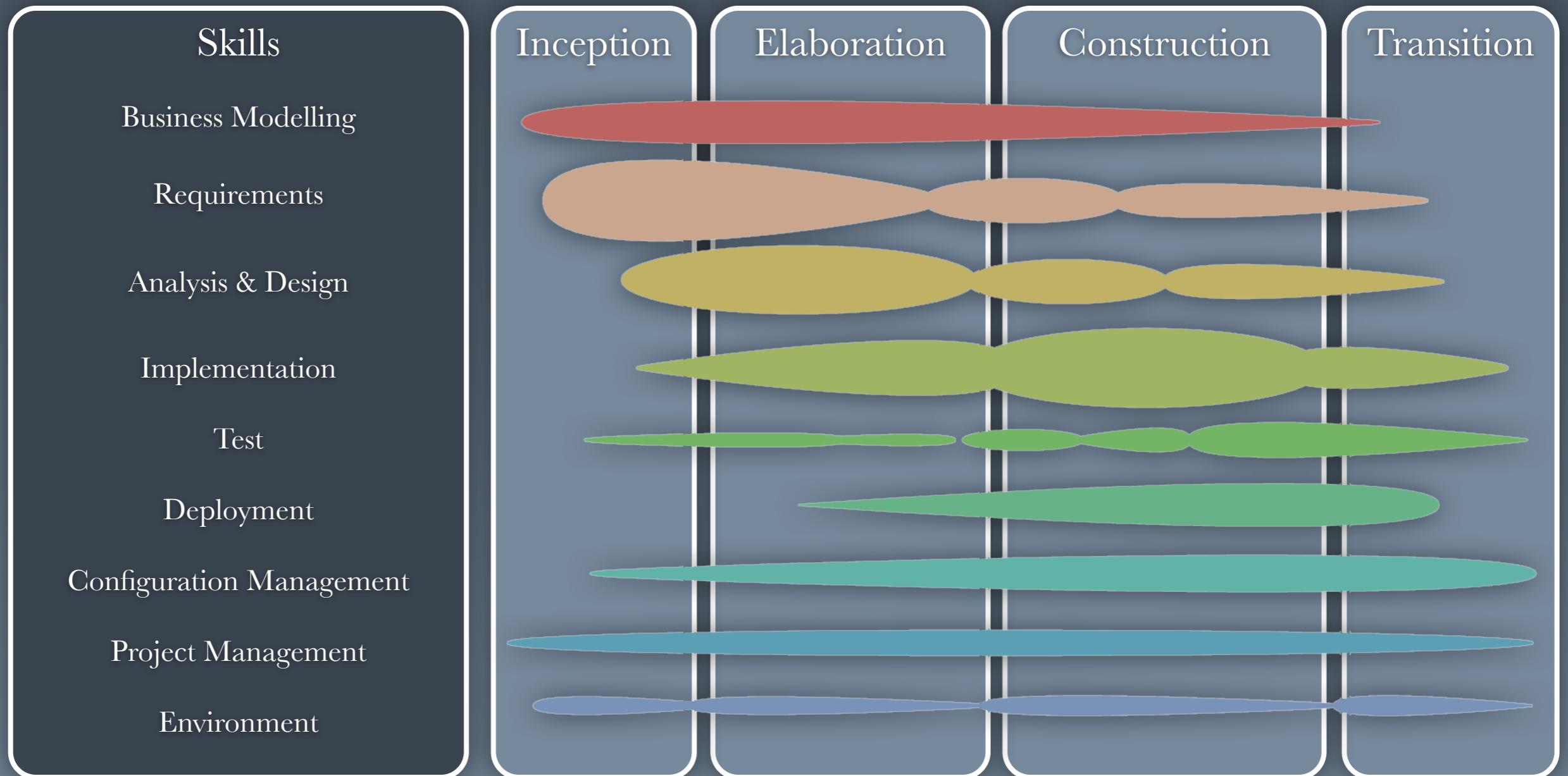


High cohesion, low coupling
design by contract,
Liskov substitution principle



Pattern-Oriented Software Architecture

Rational Unified Process (RUP)



Be pragmatic
with this stuff

(if you know it exists, of course)

Who is teaching the classics of the pre-*agile* era?



So you **think**
you're an architect

Curriculum Vitae / Resume

Enterprise Architect

A Big Company (2006-date)

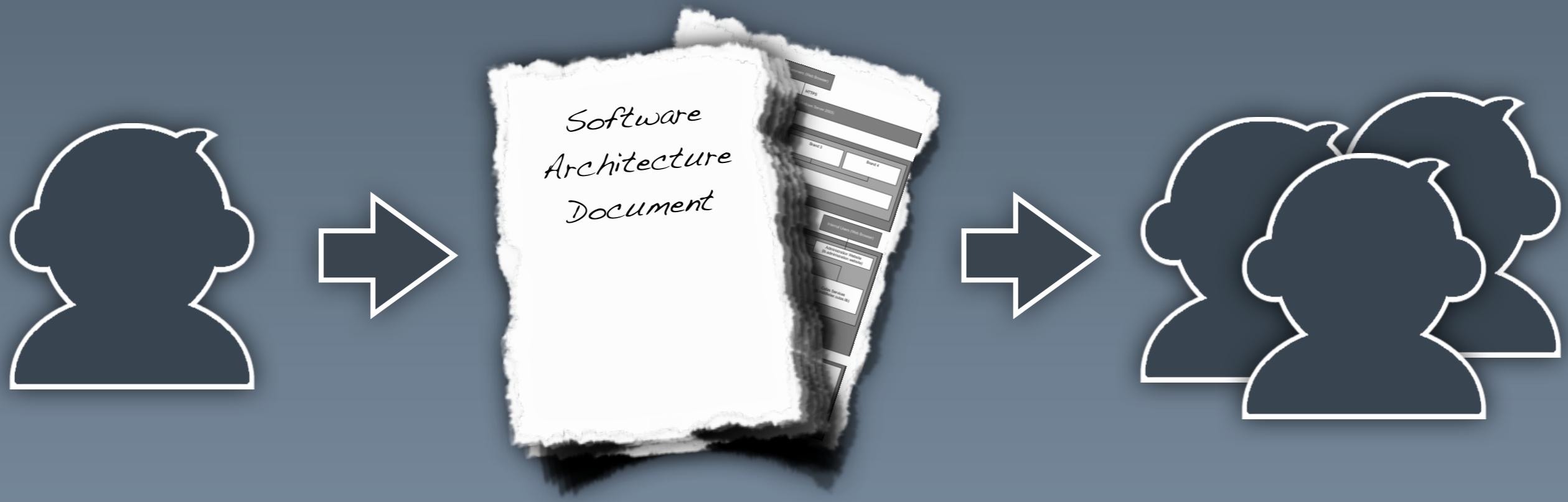
I have been responsible for the design and implementation of an enterprise customer solution. I drew some UML diagrams and I wrote some Java code.

I would like a job writing more code please. :-)

Err, no; you're a software architect who just happens to work in a large organisation

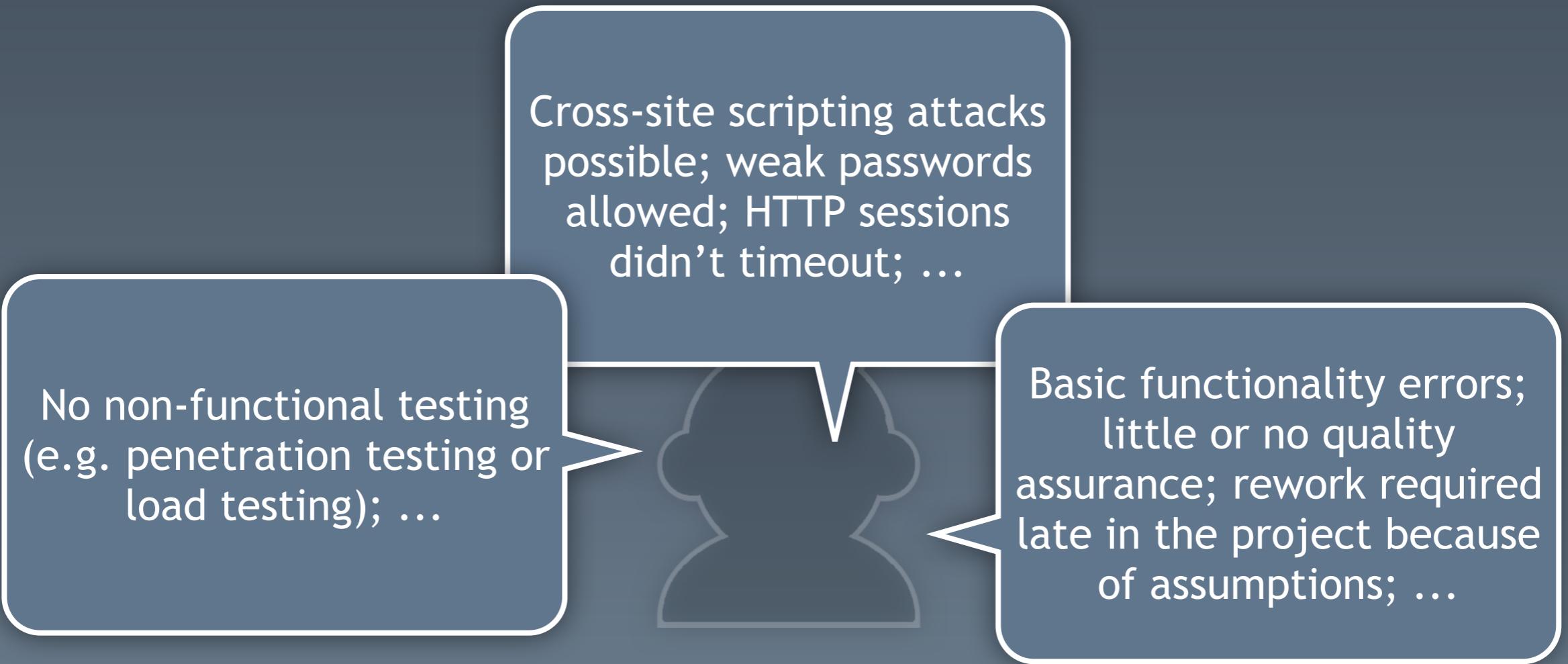
(in fact, you're barely a "software architect" either)

Software development is not a relay sport



Successful software delivery
is not an
implementation
detail!

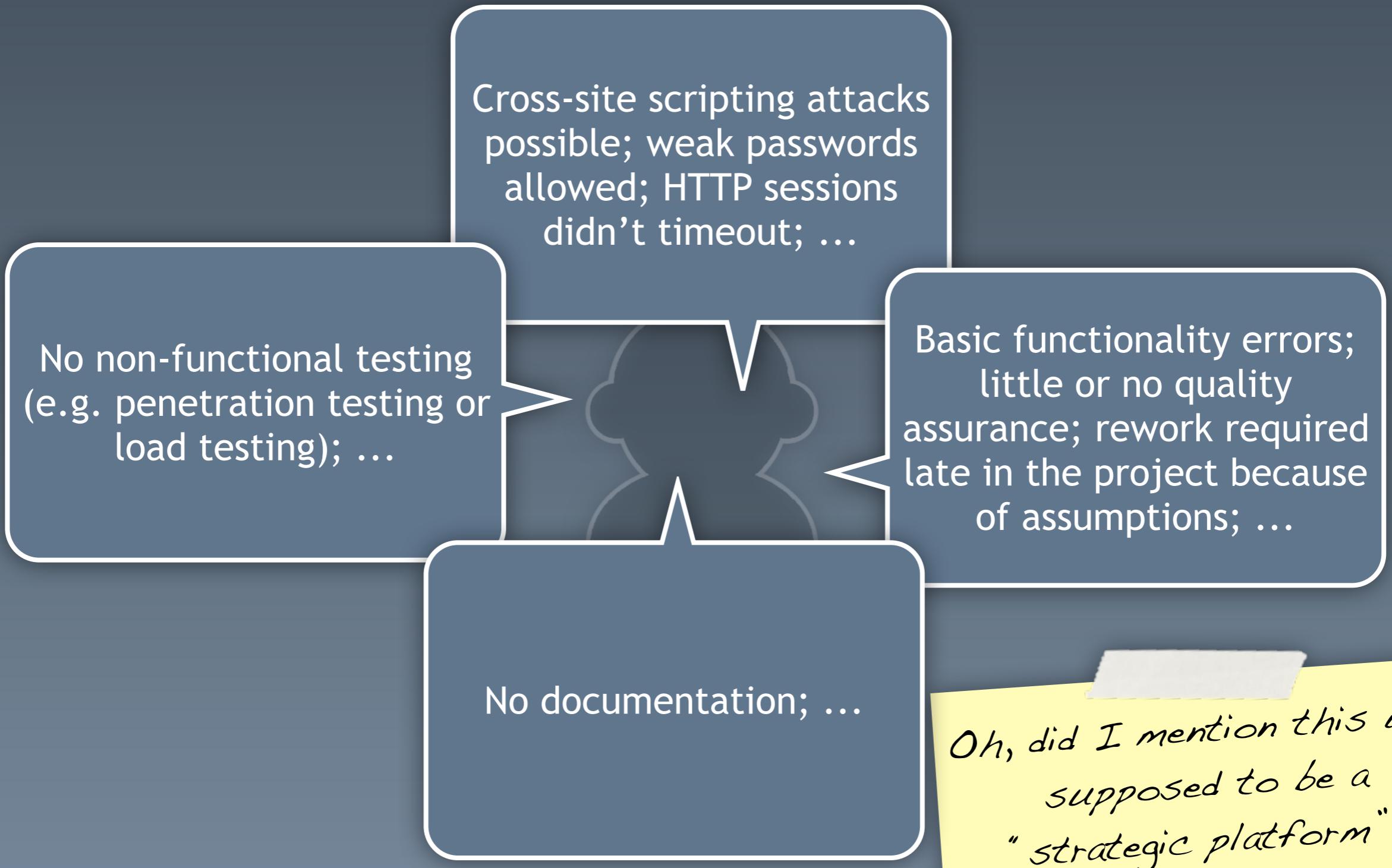
The irresponsible architect



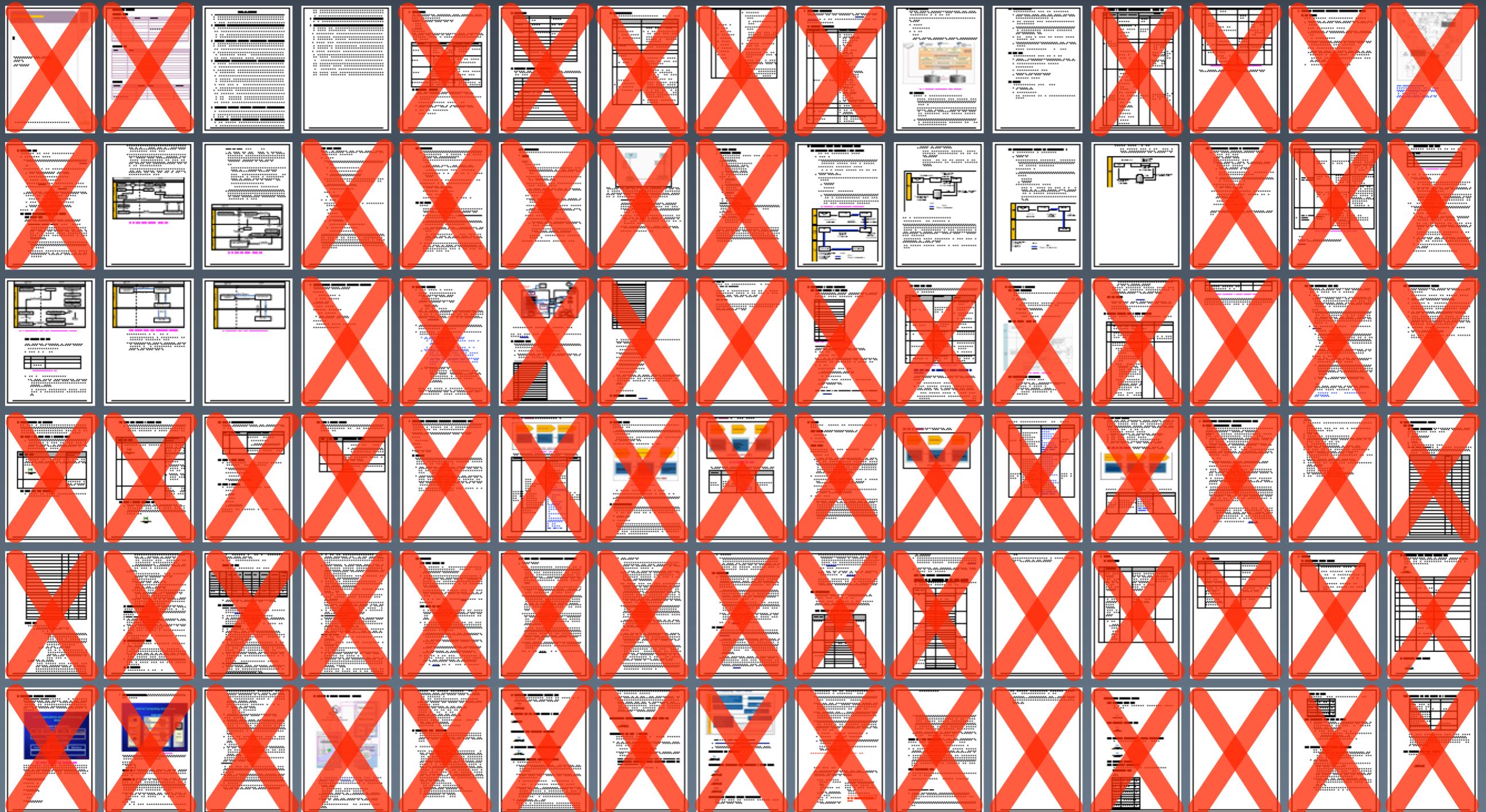


Foolishly hoping for the best?

The irresponsible architect







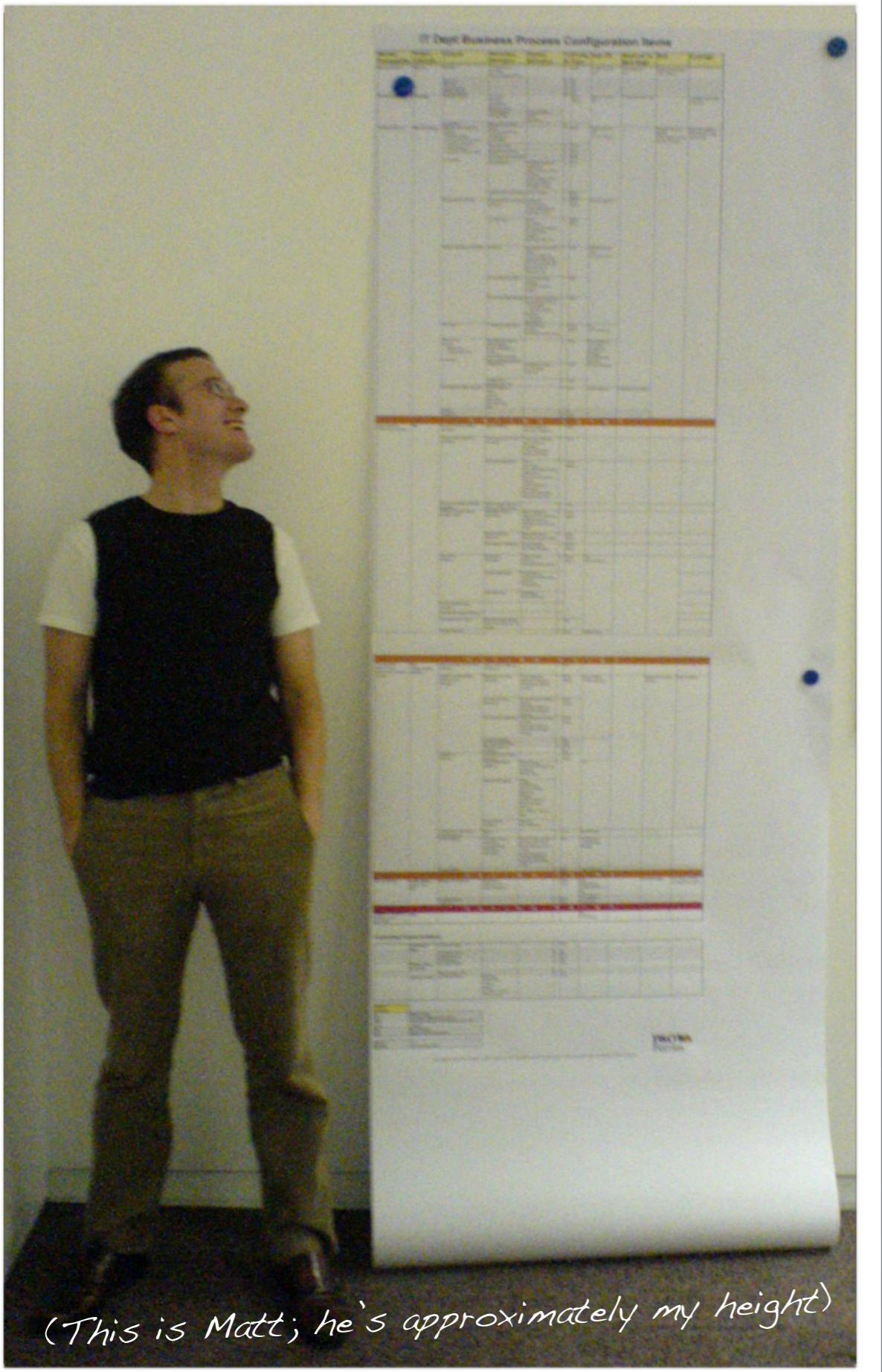
Author
or architect?

coding-----
{the}
architecture

#win

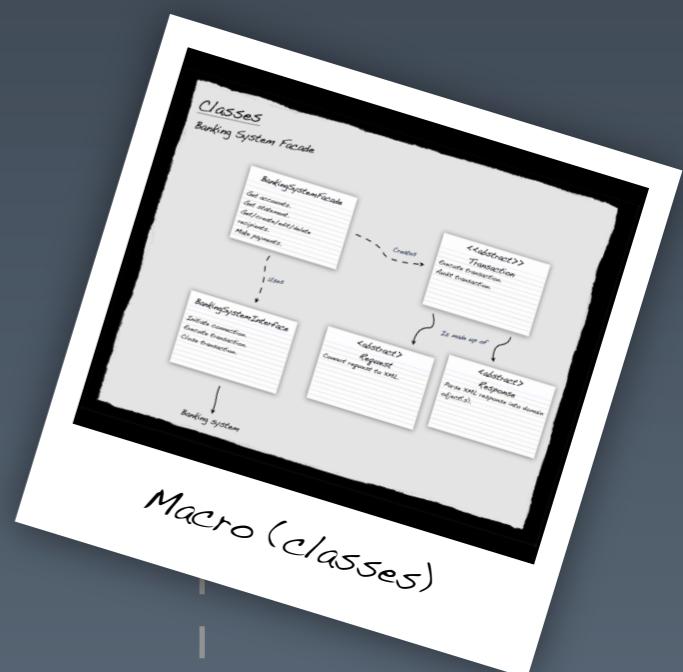
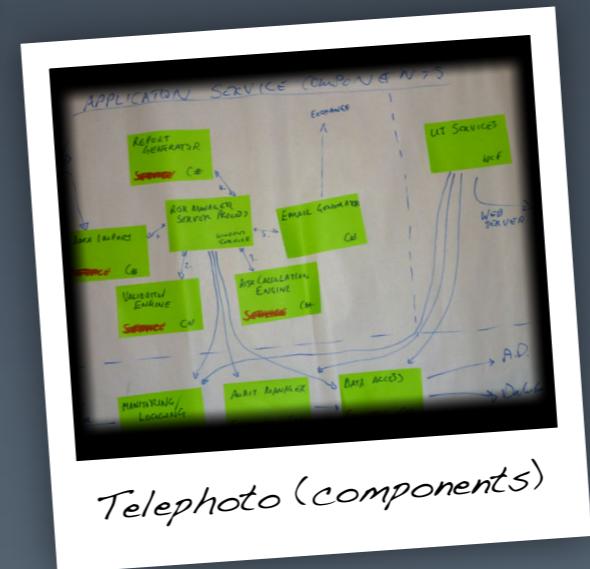
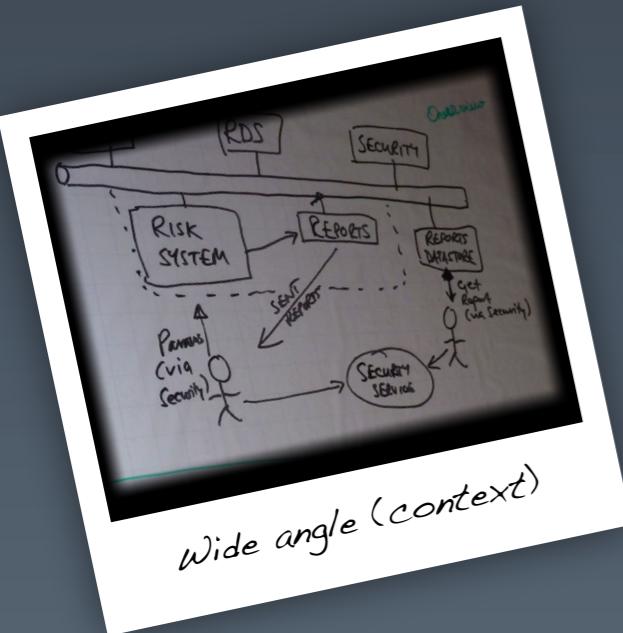
Project Managing
{the}
architecture

#fail



Technical
Project
Managers
tend to focus more on
project
management
than technology

Serenity

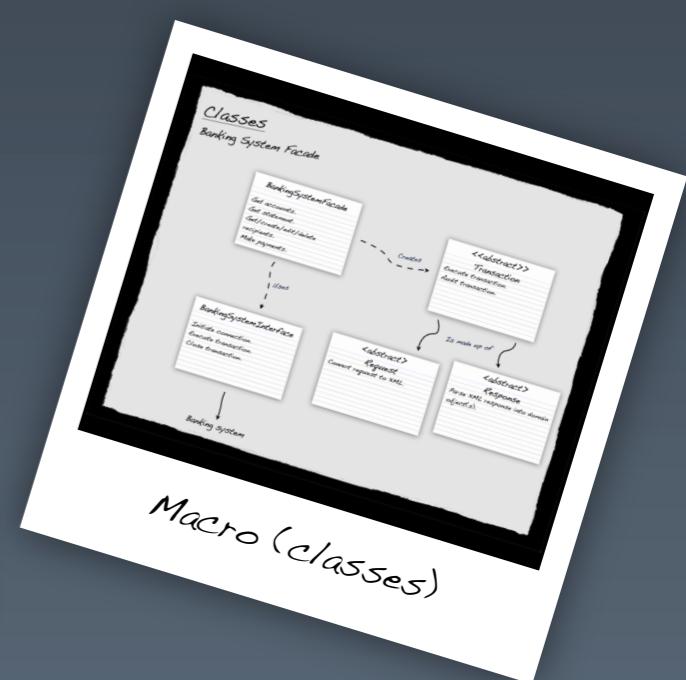
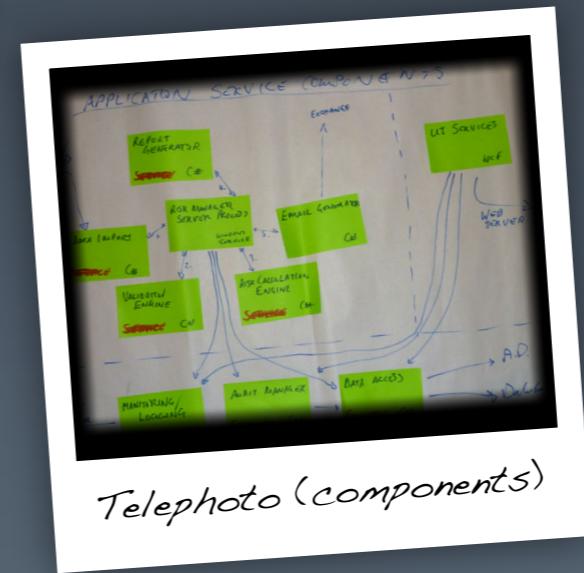
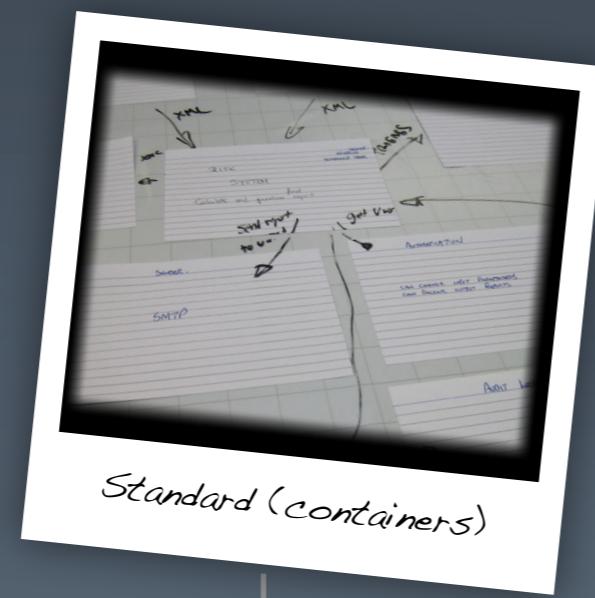
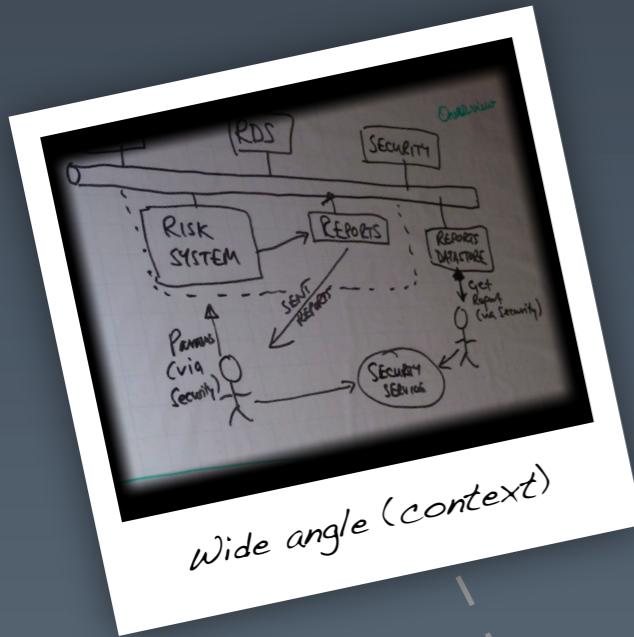


Abstract

Specific

As developers, the code is usually our main focus





Abstract

Specific

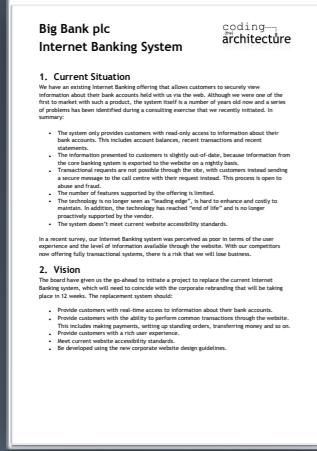


Sometimes you need to
step back from your IDE

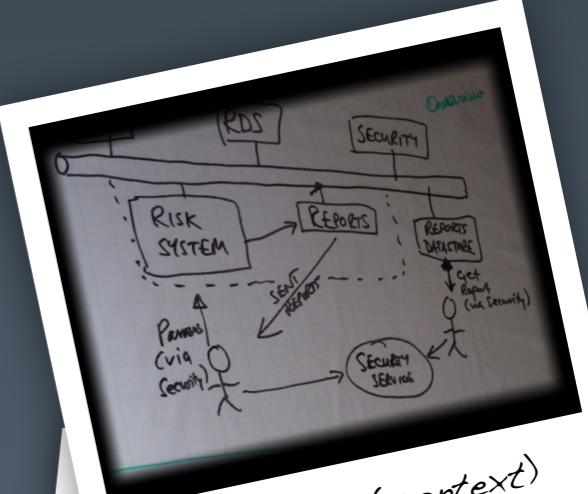
Functional & non-functional requirements

Constraints

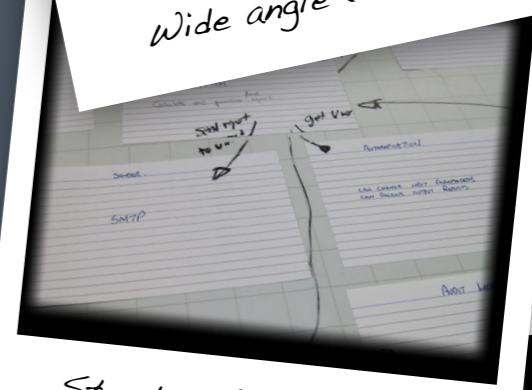
Principles



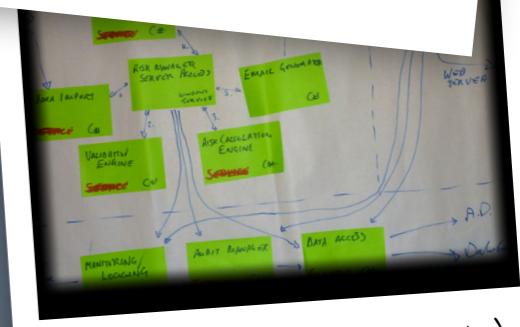
Options



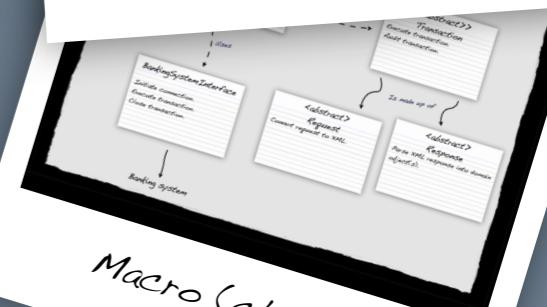
Wide angle (context)



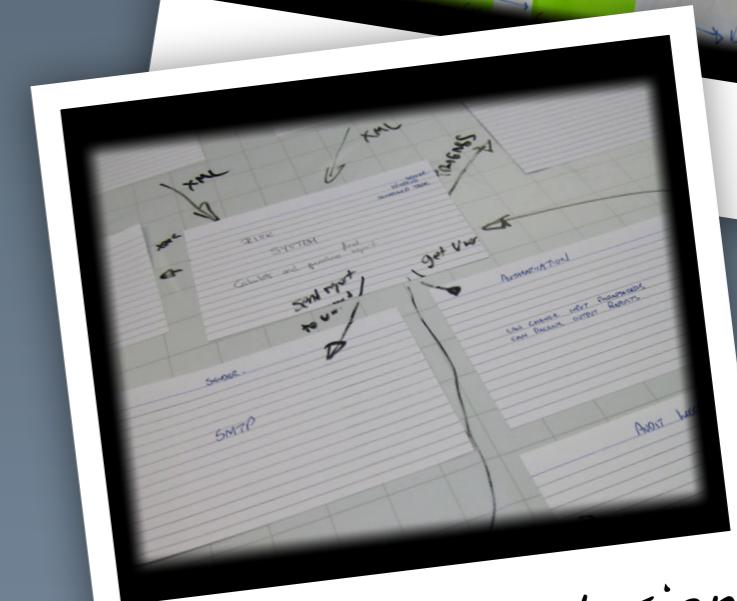
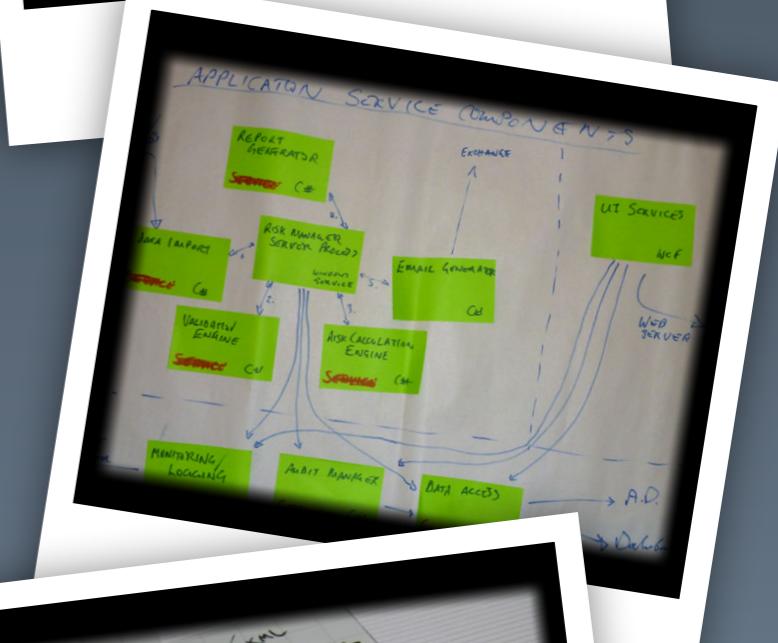
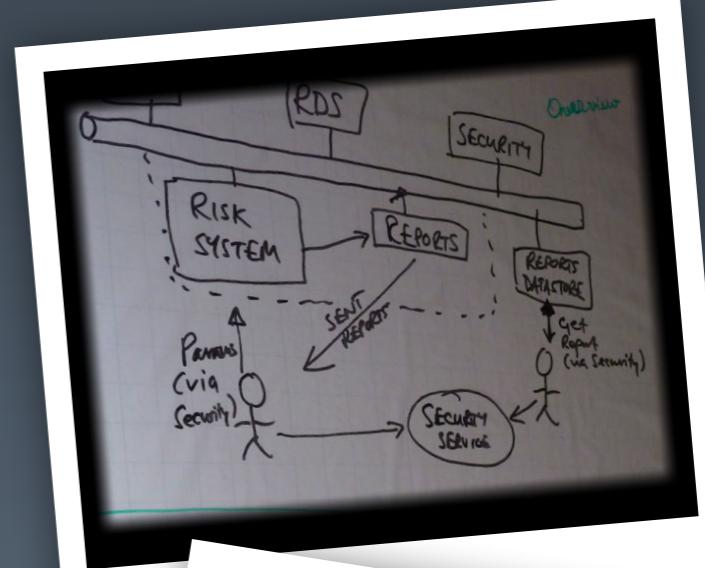
Standard (containers)



Telephoto (components)



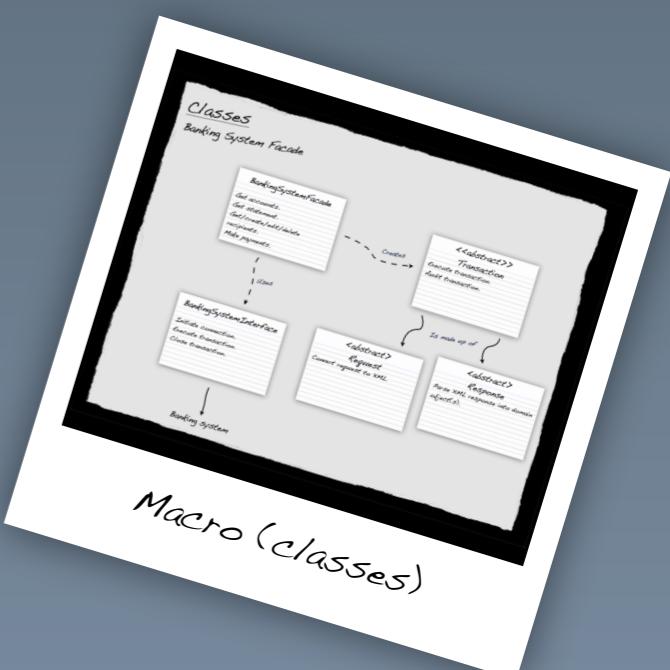
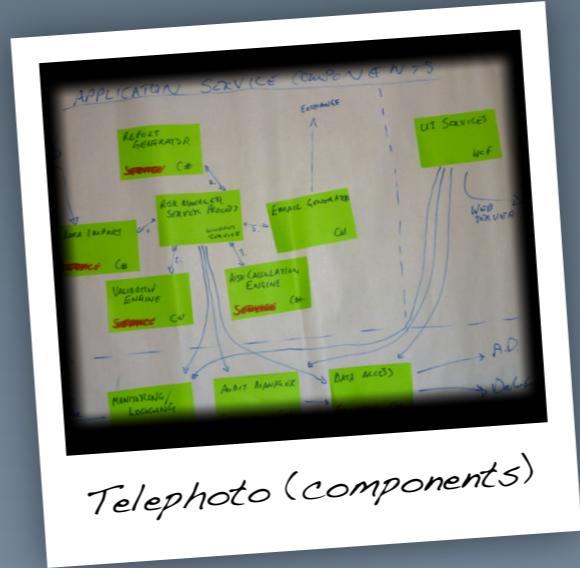
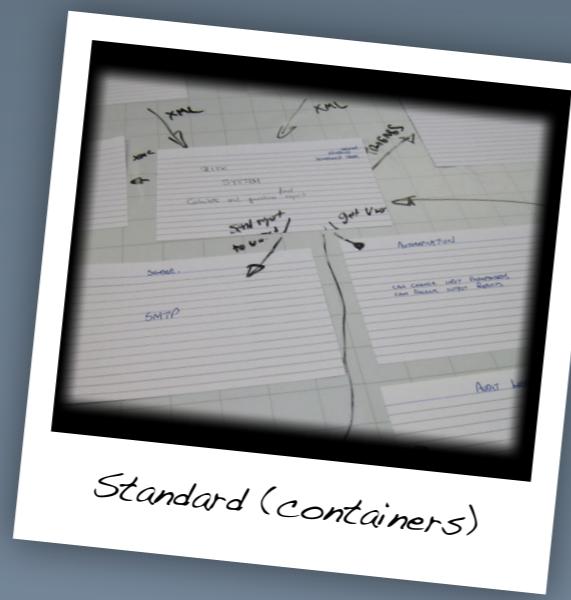
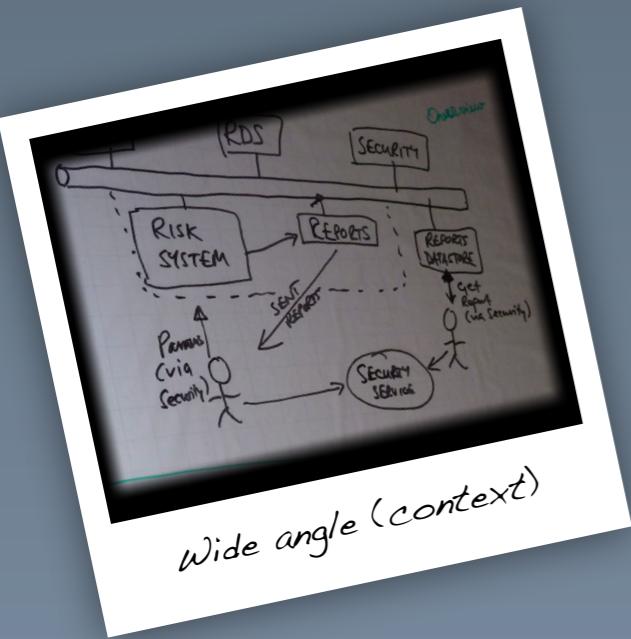
Macro (classes)

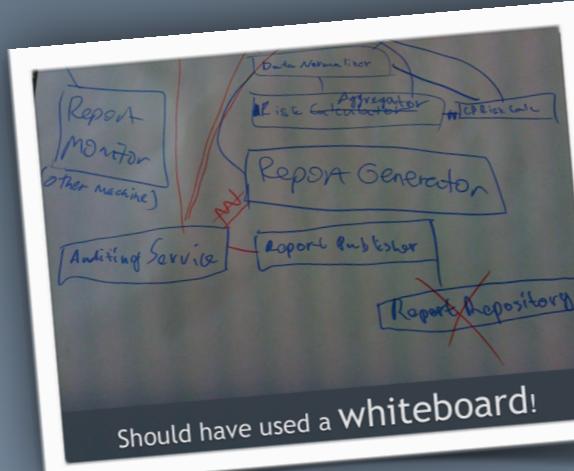
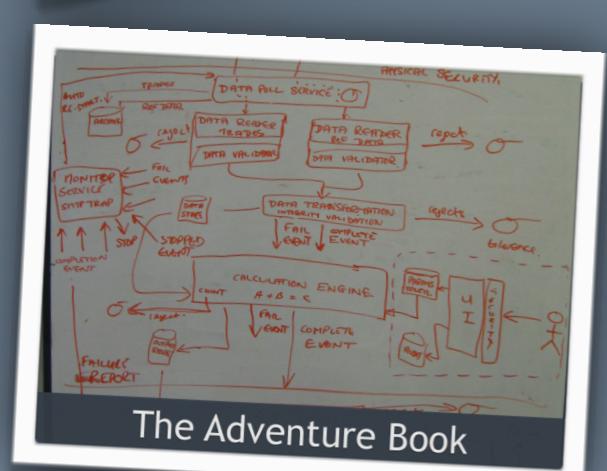
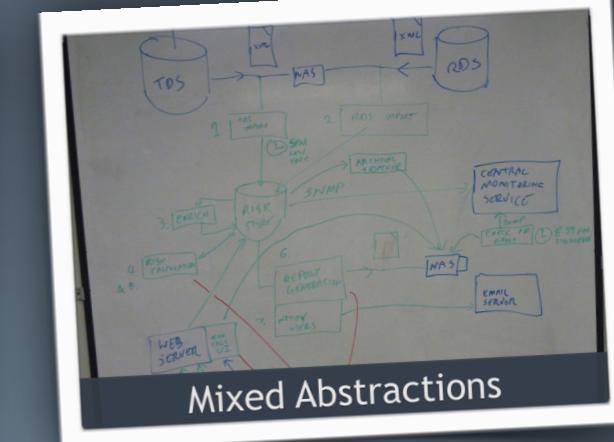
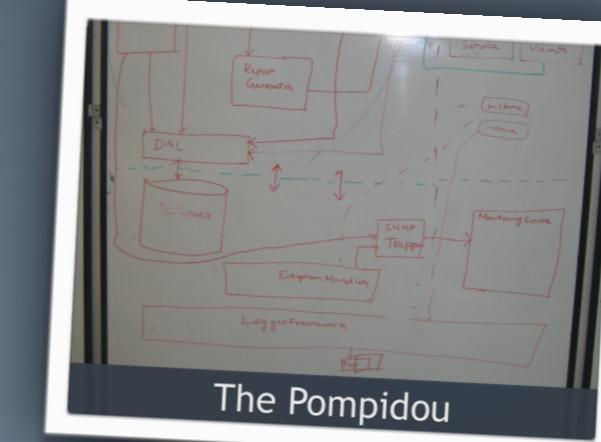
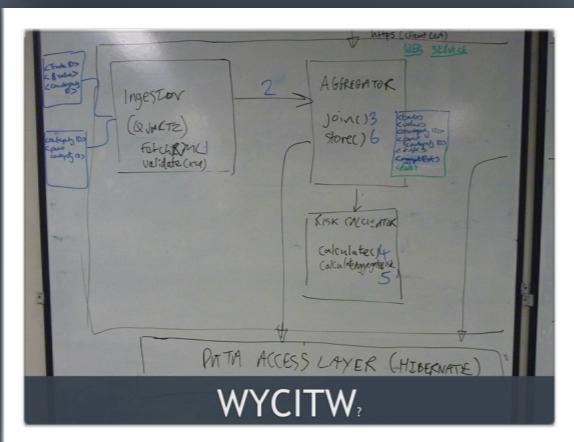
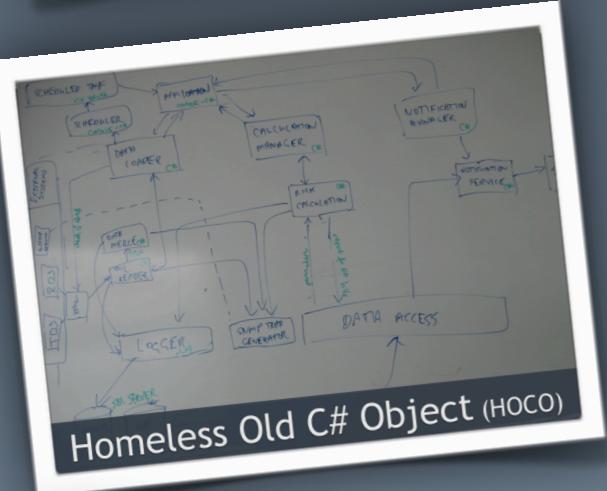
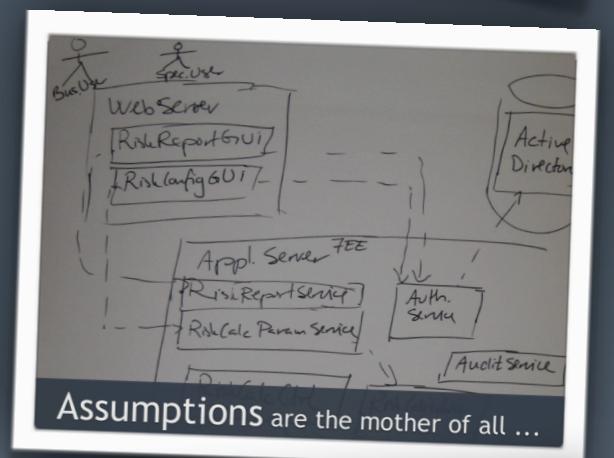
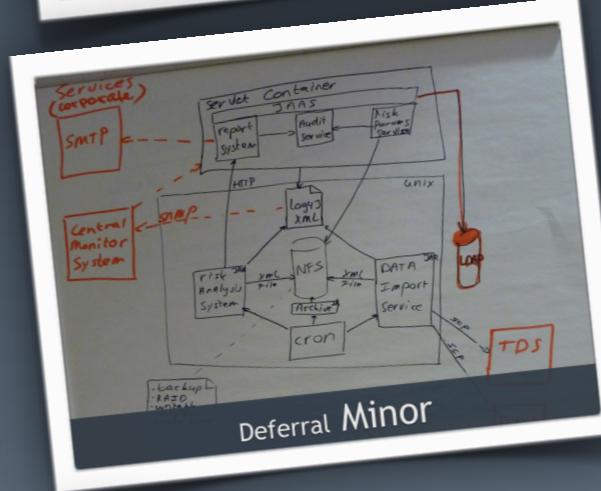
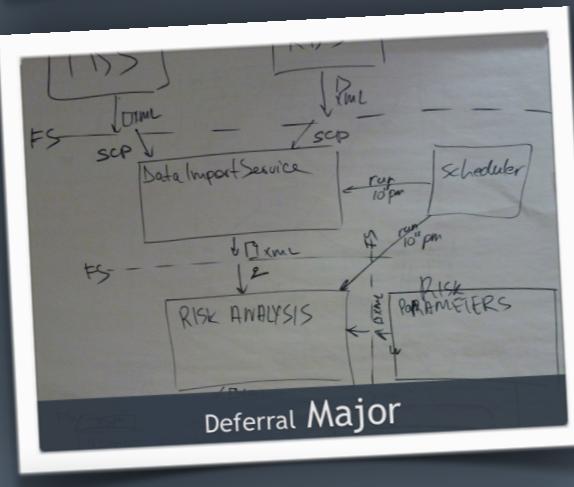
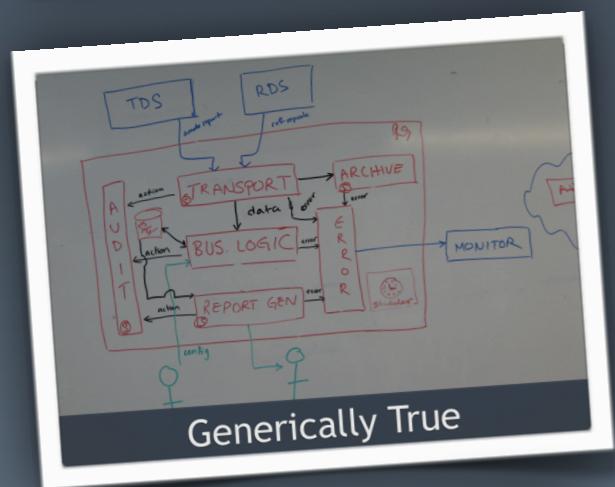
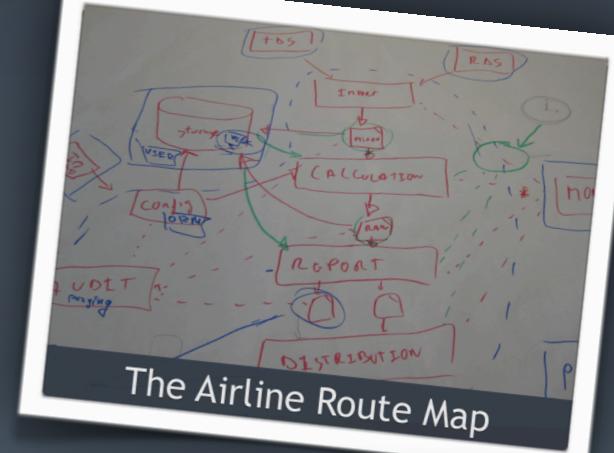
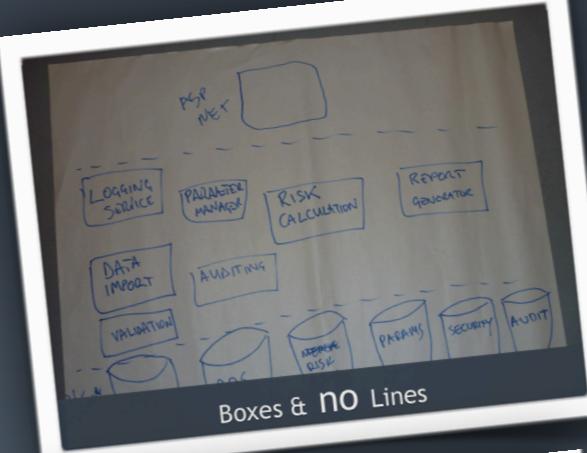
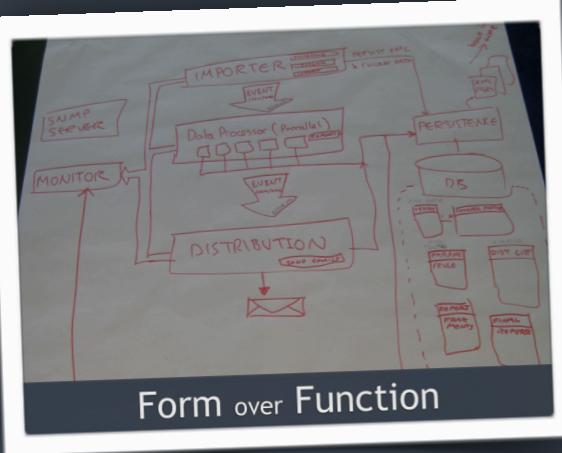


Collaborative design

Effective sketches

are an excellent way to collaborate on software architecture





Drawing diagrams doesn't make you an architect

Would you
code

it that way?

This is why
software architects
must be able to code!



@unclebobmartin
Uncle Bob Martin

The architecture of an accounting app
should scream "accounting" not Spring &
Hibernate.

26 Sep via Twitter for iPhone Favorite Retweet Reply

Or preferably **both**; I like software
architectures to be grounded in reality
(and that includes technology choices)



@unclebobmartin
Uncle Bob Martin

A good architecture allows you to defer framework decisions. A good architecture allows frameworks to act as plugins to the app.

26 Sep via TweetDeck ☆ Favorite ↗ Retweet ↙ Reply

Maybe, maybe not

(remember what I said about technology choices?)



@unclebobmartin
Uncle Bob Martin

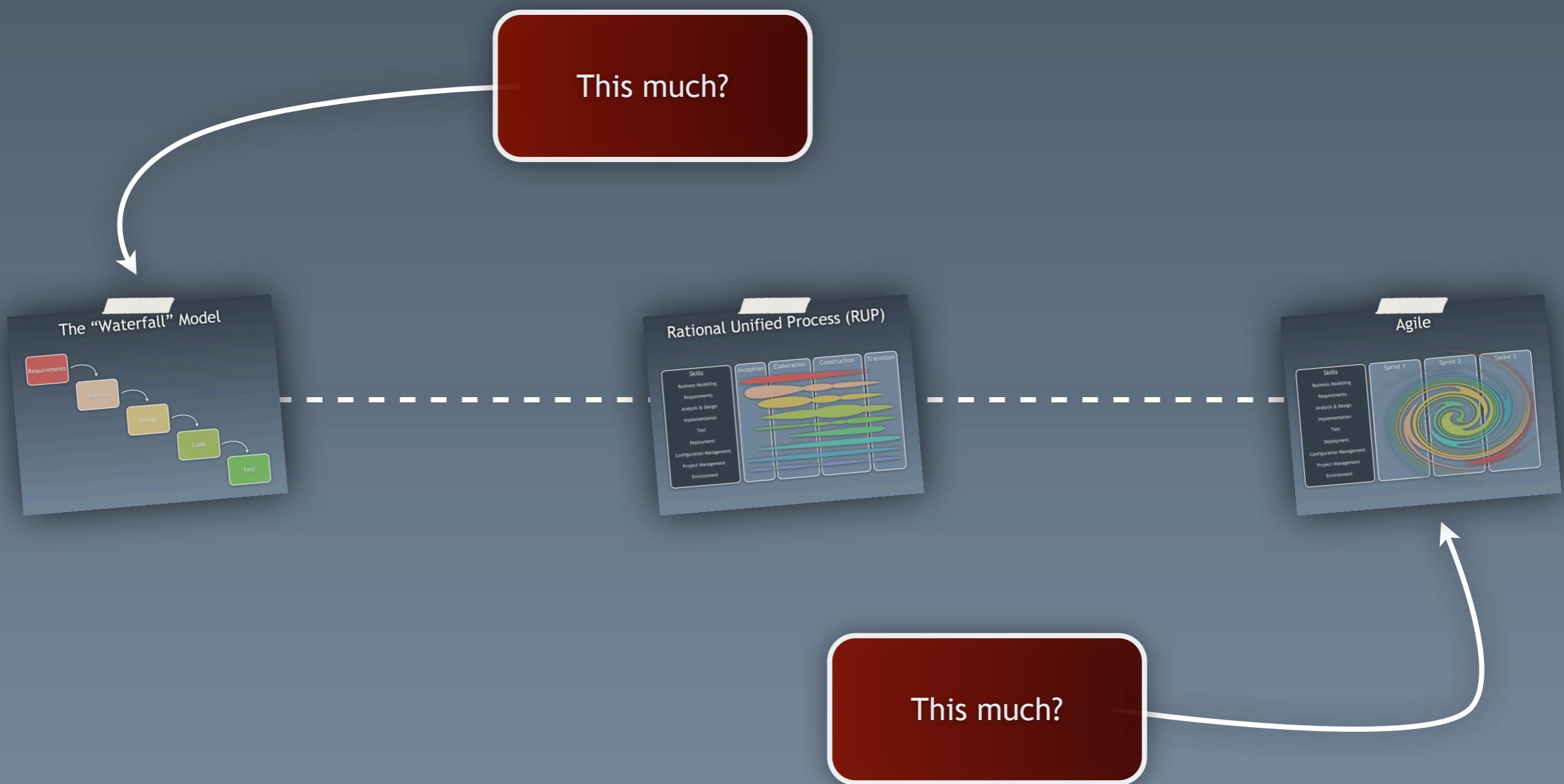
I am amazed by the fact that some people actually disagree that a good software architecture allows you to defer framework decisions.

26 Sep via TweetDeck ☆ Favorite ↗ Retweet ↙ Reply

Deferring framework decisions and isolating them should be a

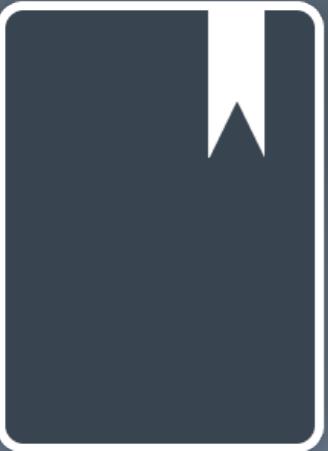
conscious decision

How much architecture do you need to do?





You need to do
“just enough”
architecture



Base your architecture on requirements, travel light and prove your architecture with concrete experiments.

Scott Ambler

<http://www.agilemodeling.com/essays/agileArchitecture.htm>

If you **flex** functionality,
does the architecture
change?

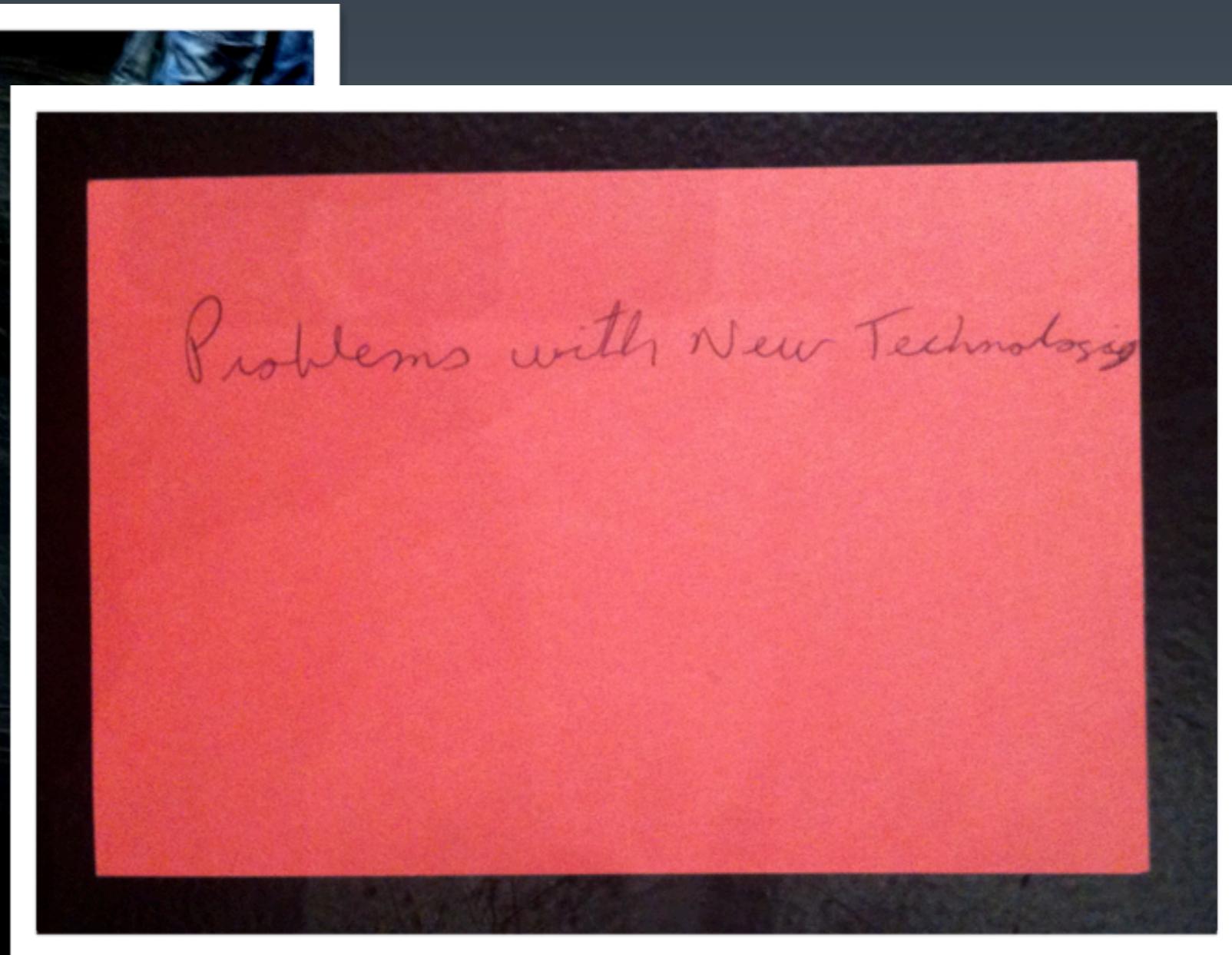
Probably not, so just make
some decisions...

What is architecturally significant?

Costly to change
(can you refactor it
in an afternoon?)

New

Complex and risky



An example timeline from
“Beyond Retrospectives”
by Linda Rising

#gotocon Aarhus 2011

Just enough

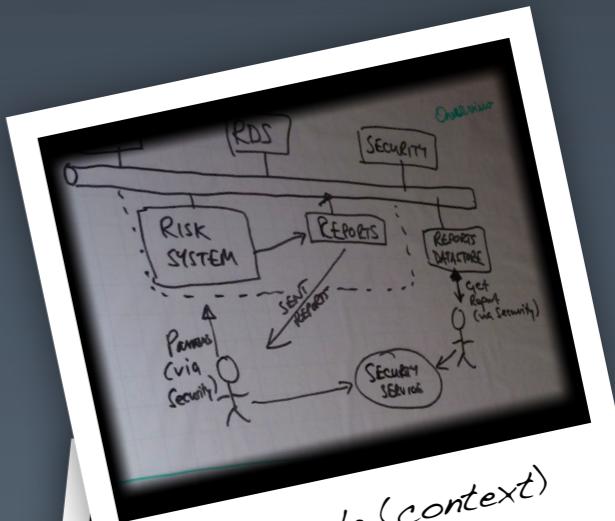
Understand how the significant elements fit together

Mitigate the key risks

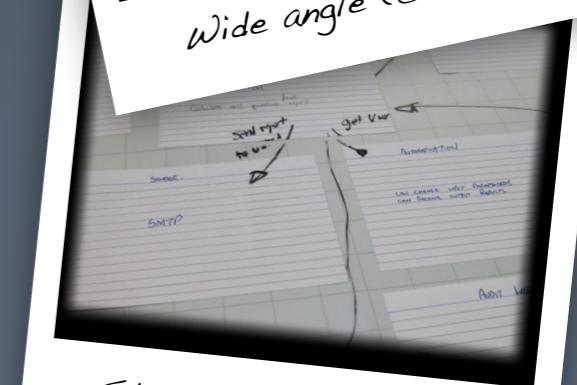
Provide the foundations and vision to move forward

Context and Containers

Requirements

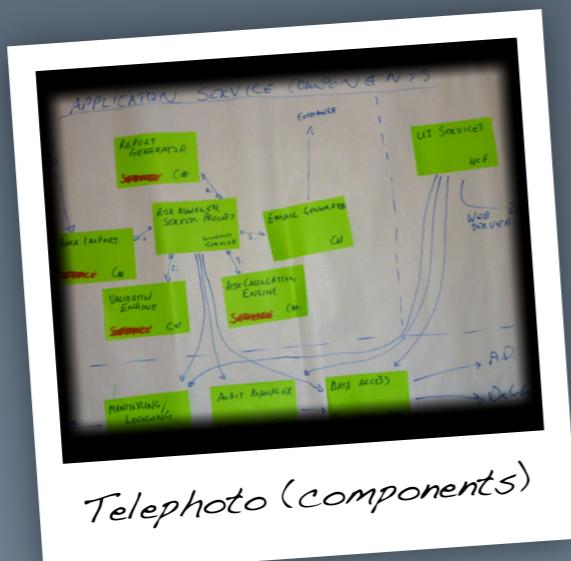


Wide angle (context)



Standard (containers)

1-2 days



Telephoto (components)



Components (and Ballpark Estimates)

Doing this collaboratively allows people's separate ideas to meet

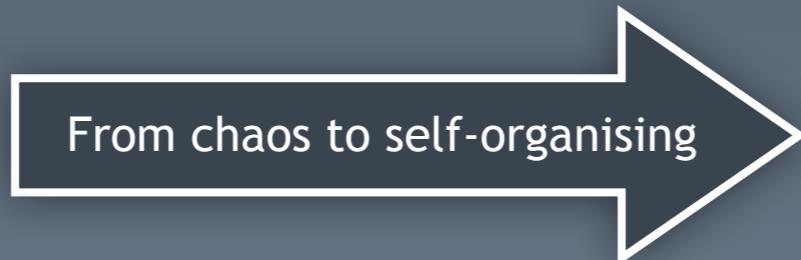
The **role** of the software architect and
the **process** of software architecture are
different

The role



Dedicated
software architect

Single point of responsibility for
the technical aspects of the
software project



Everybody is a
software architect

Joint responsibility for the
technical aspects of the
software project

The process



Big up front design

Requirements capture, analysis
and design complete before
coding starts

From big design up front to evolutionary

```
/// <summary>
/// Represents the behaviour behind the ...
/// </summary>
public class SomeWizard : AbstractWizard
{
    private DomainObject _object;
    private WizardPage _page;
    private WizardController _controller;

    public SomeWizard()
    {
    }

    ...
}
```

Evolutionary
architecture

The architecture evolves
secondary to the value created
by early regular releases of
working software



The role



Just enough

Understand how the significant elements fit together

Mitigate the key risks

Provide the foundations and vision to move forward

The process

```
/// <summary>
/// Represents the behaviour behind the ...
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public class SomeWizard : AbstractWizard
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    private DomainObject _object;
    private WizardPage _page;
    private WizardController _controller;

    public SomeWizard()
    {
    }

    ...
}
```

Let's wrap up...

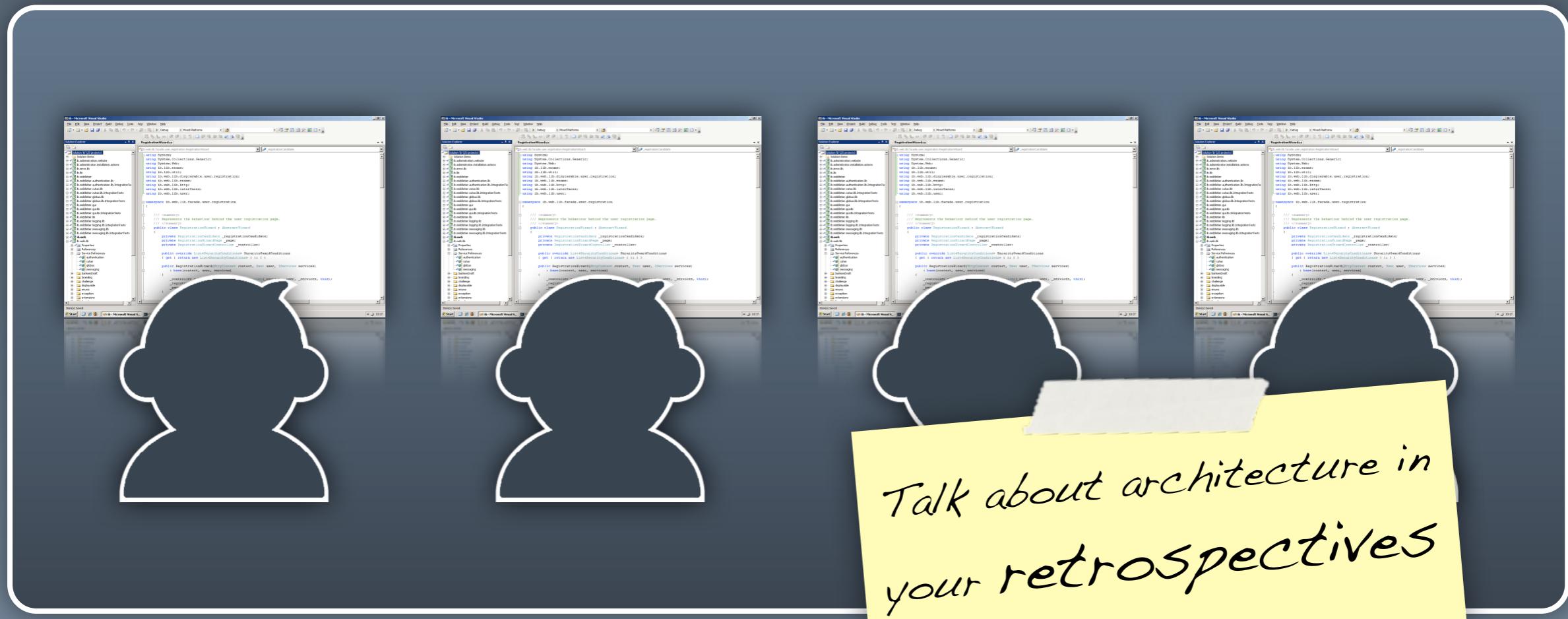
Does *agile* need architecture?

Yes, architecture provides
structure, firm foundations,
vision and technical leadership

Does architecture need *agile*?

Yes, it helps software teams move away from
big design up front
and **analysis paralysis**

Define the software architecture role and collaborate



Do you want to
code?

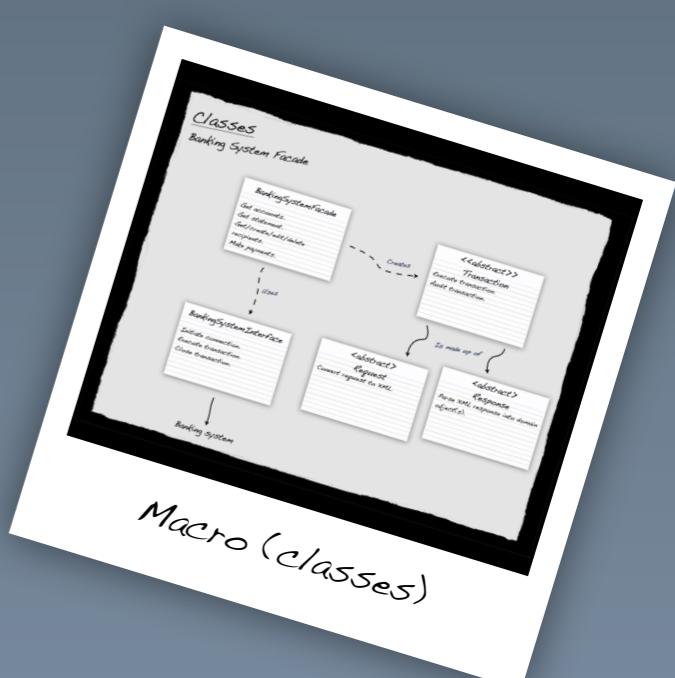
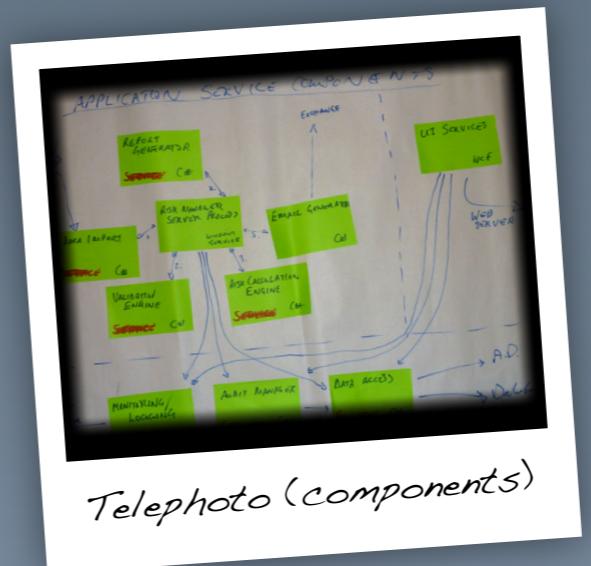
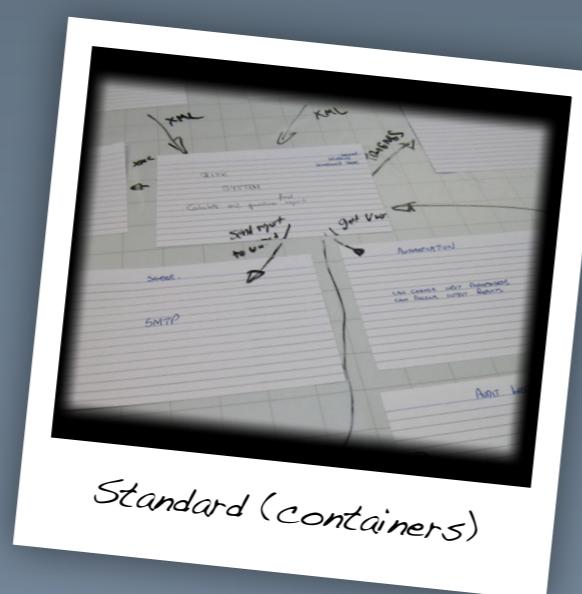
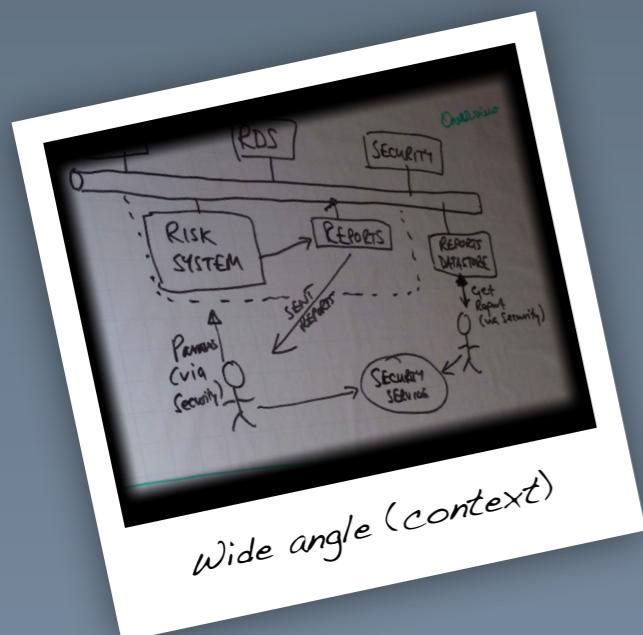
Software architecture documentation should
describe what
the code doesn't

Effective sketches

are an excellent way to

communicate

software architecture



Apply *Craftsmanship*
to
software architecture

Effective yet lightweight
Sketches and documentation

Software systems
that actually work

We need to grow the
architects of
tomorrow

Do whatever works for

you!

(just don't get distracted by shiny new things just because they're shinier!)



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