



Mark Richards

Independent Consultant

Hands-on Software Architect

Published Author | Conference Speaker

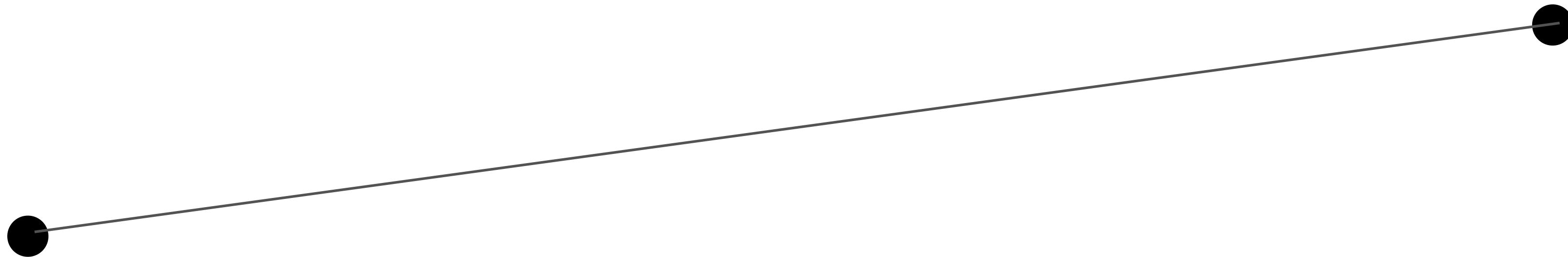
Architecture.Next: Invalidating Old Axioms

O'REILLY®

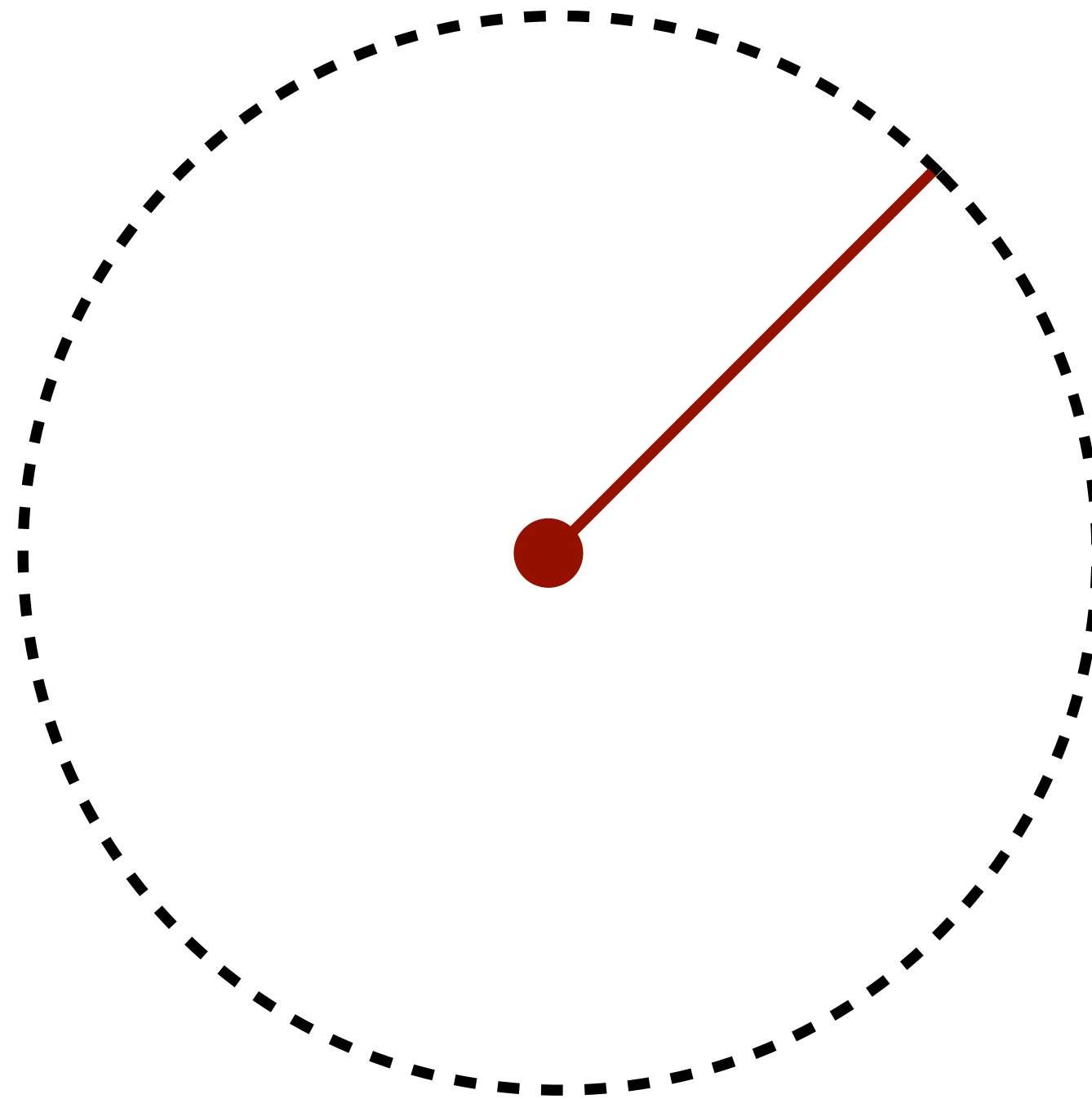
ax·i·om

*a statement or proposition which is
regarded as being established,
accepted, or self-evidently true*

it is possible to draw a straight
line from any point to any other point.



it is possible to describe a circle with
any center and any radius

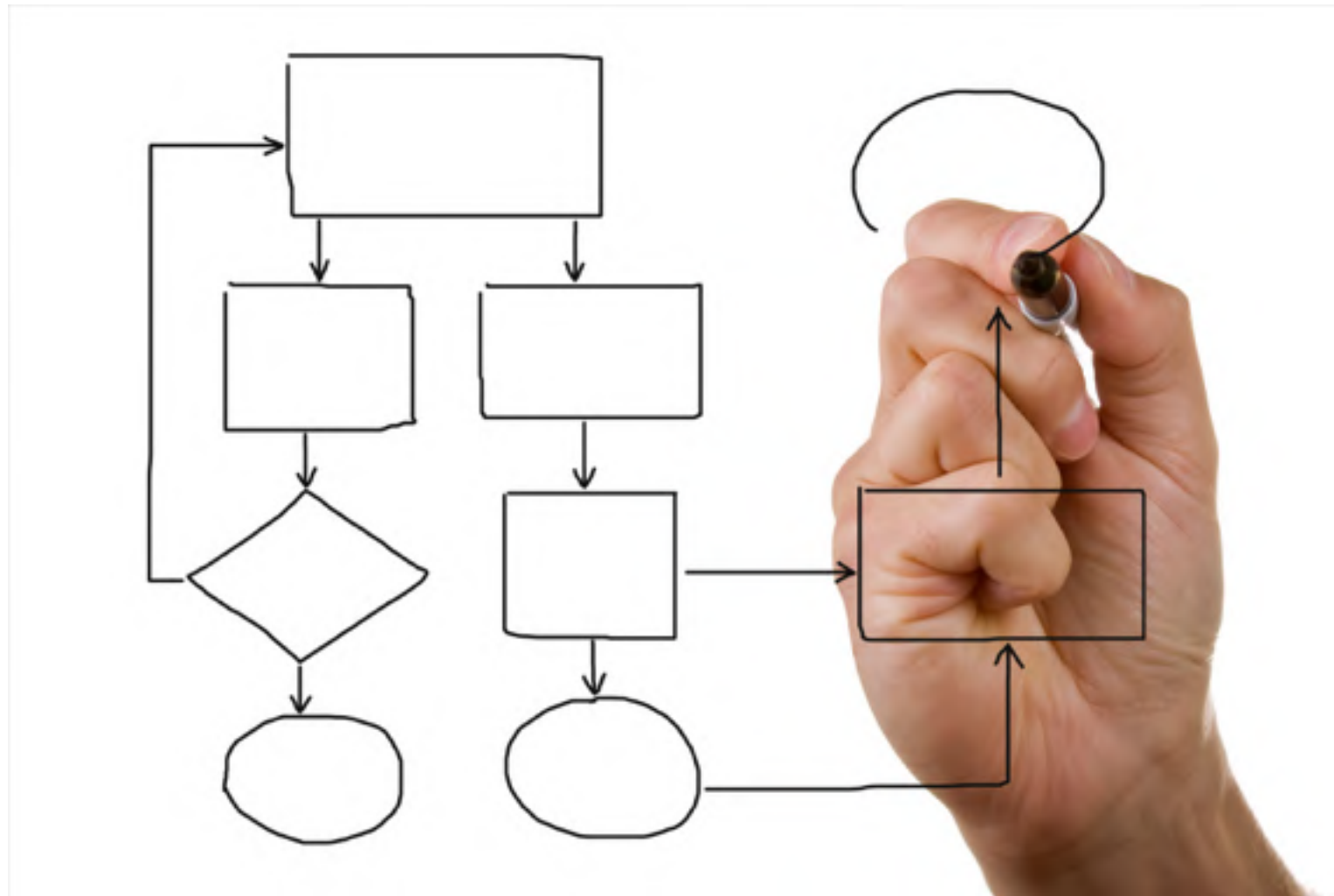


(axiom of extensionality)

given any set A and any set B , if for every set X , X is a member of A if and only if X is a member of B , then A is equal to B .

$$\forall A \forall B (\forall X (X \in A \iff X \in B) \implies A = B)$$

software architecture is a separate activity from software development



A screenshot of a Java code editor window titled "AMQPCommon.java". The code defines a package, imports, and a class with two static methods for connecting and closing an AMQP channel.

```
package common;

import com.rabbitmq.client.Channel;
import com.rabbitmq.client.Connection;
import com.rabbitmq.client.ConnectionFactory;

public class AMQPCommon {

    public static Channel connect() throws Exception {
        ConnectionFactory factory = new ConnectionFactory();
        factory.setHost("192.168.99.100");
        factory.setPort(32772);
        Connection conn = factory.newConnection();
        return conn.createChannel();
    }

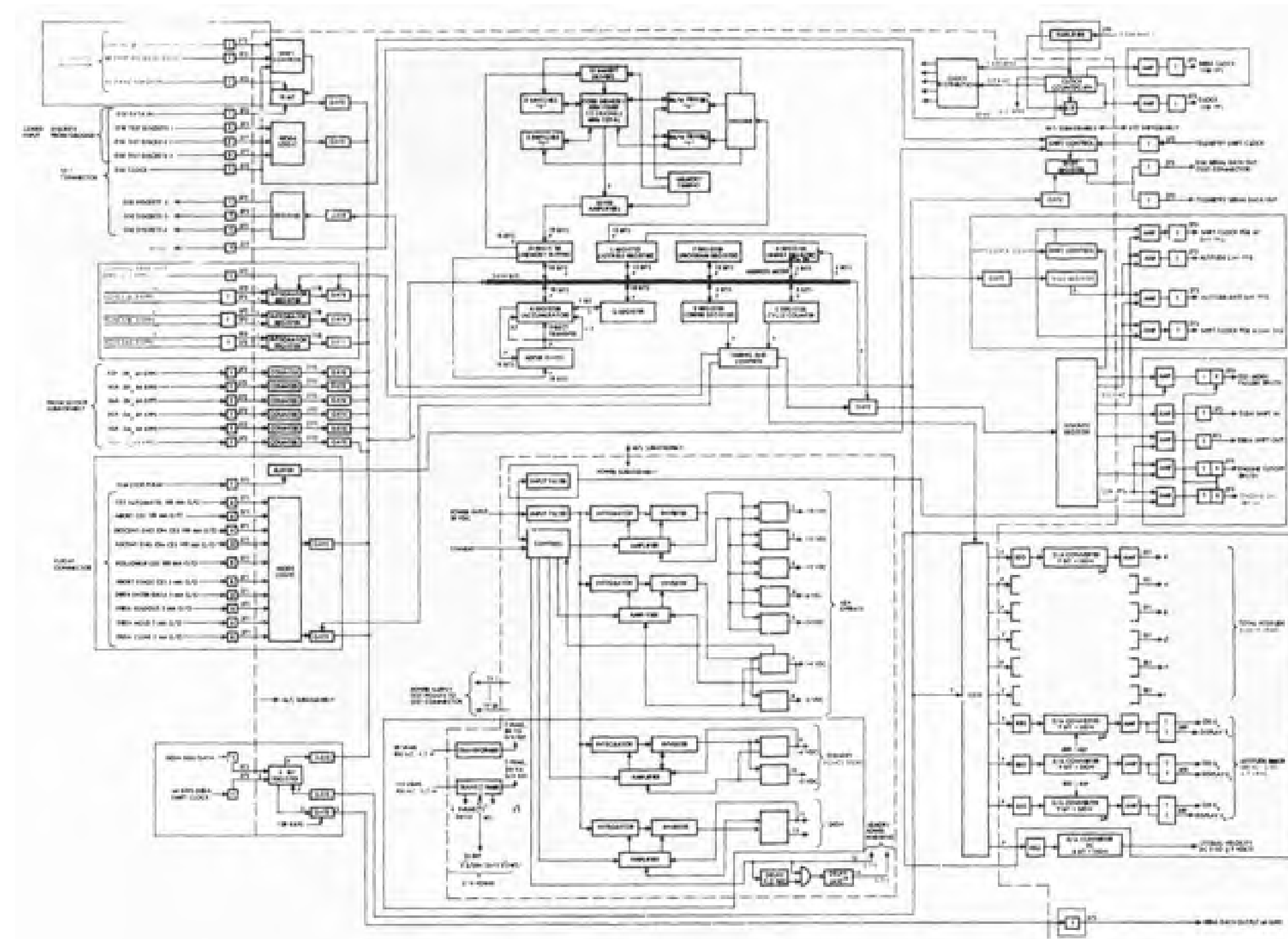
    public static void close(Channel channel) throws Exception {
        channel.close();
        channel.getConnection().close();
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}
```

Line: 1 Column: 1 Java Tab Size: 4

software architects should adopt
and follow best practices in
software architecture



software architecture is the stuff that's
hard to change later

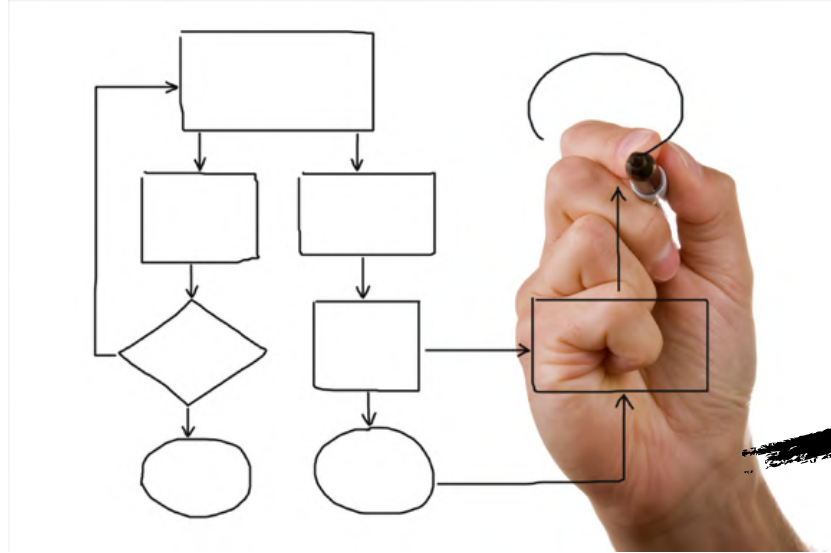
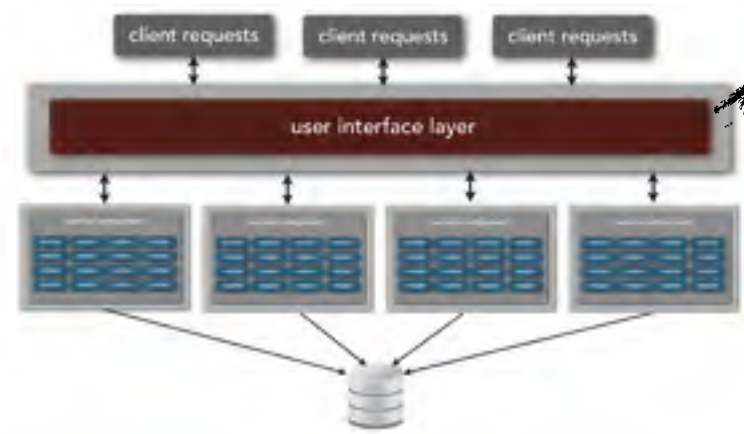


software architecture is a separate
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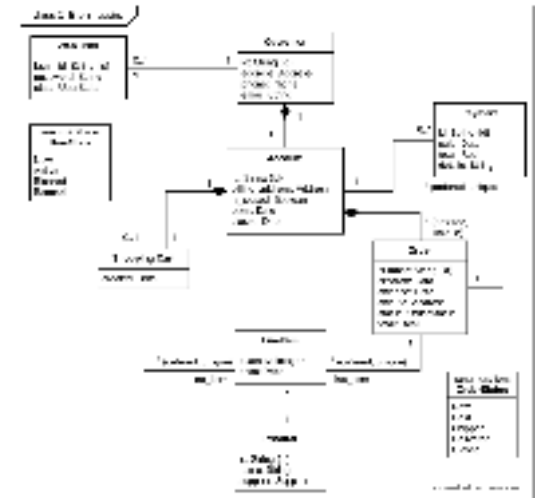




availability
scalability
performance



software architecture



```
package common;

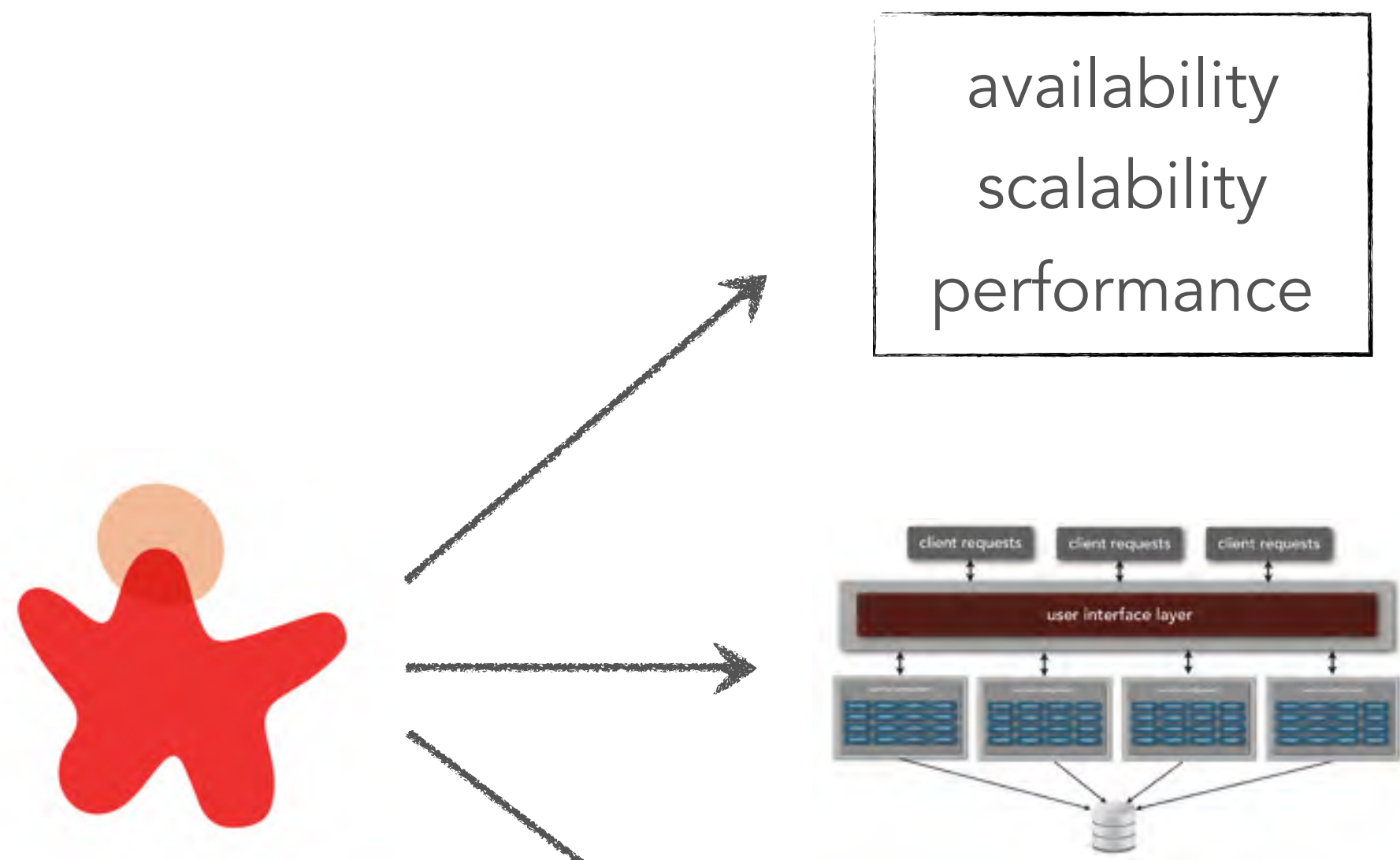
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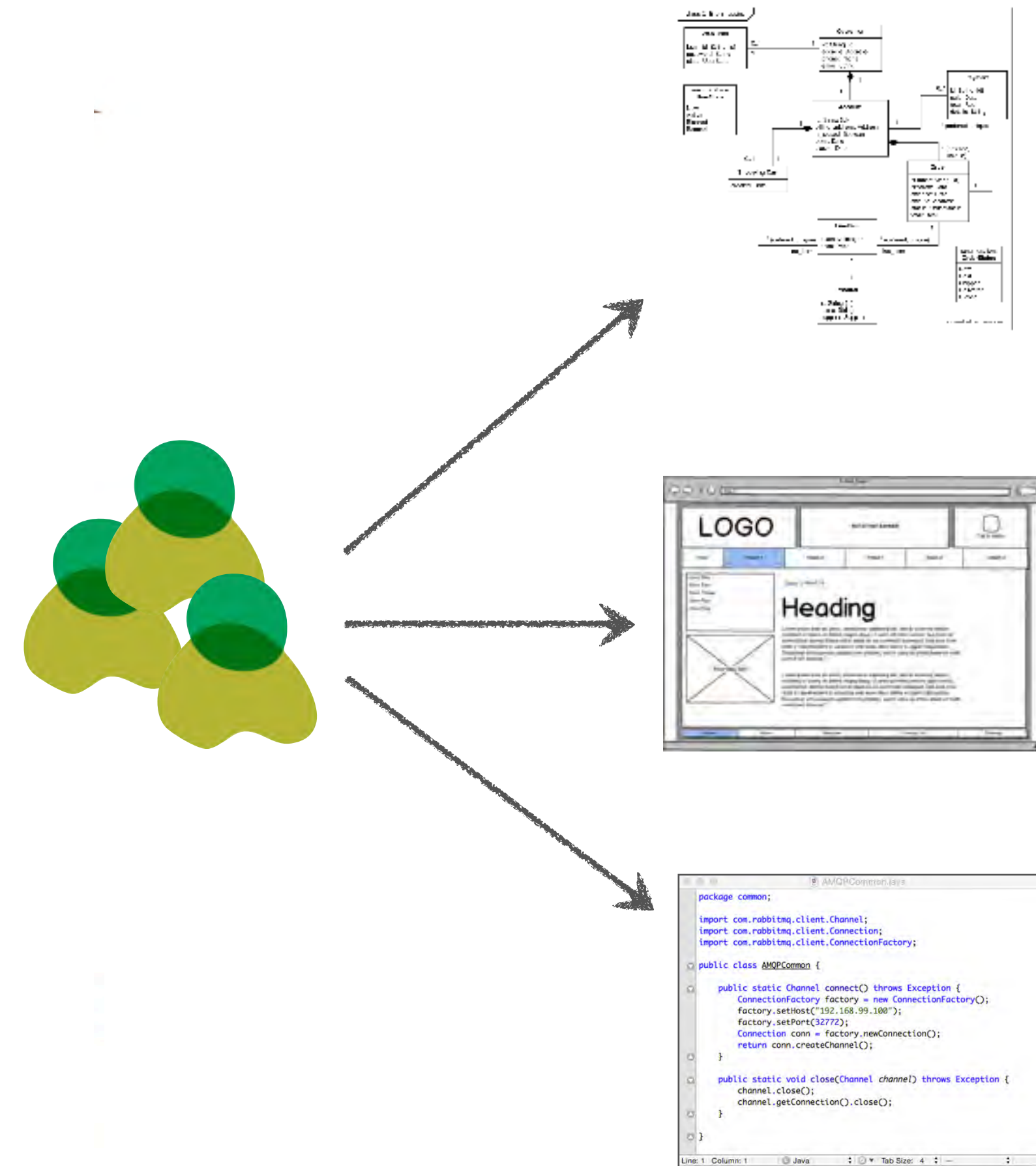
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software development

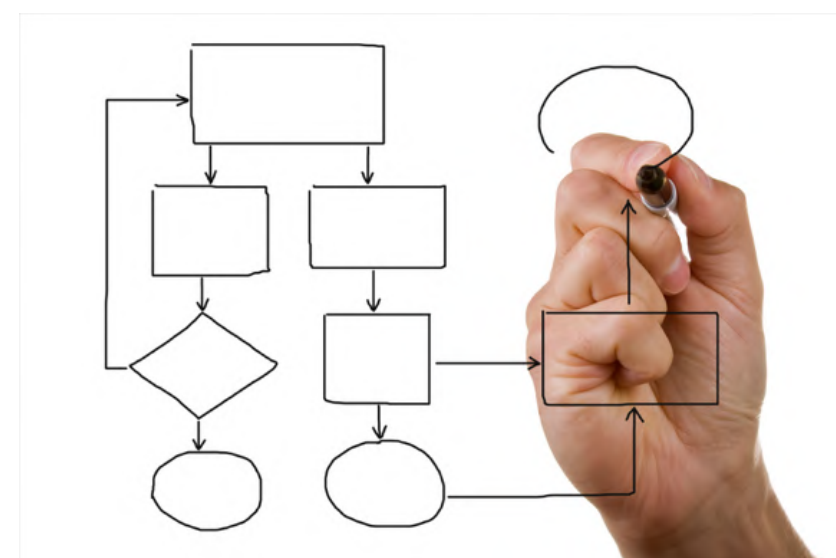
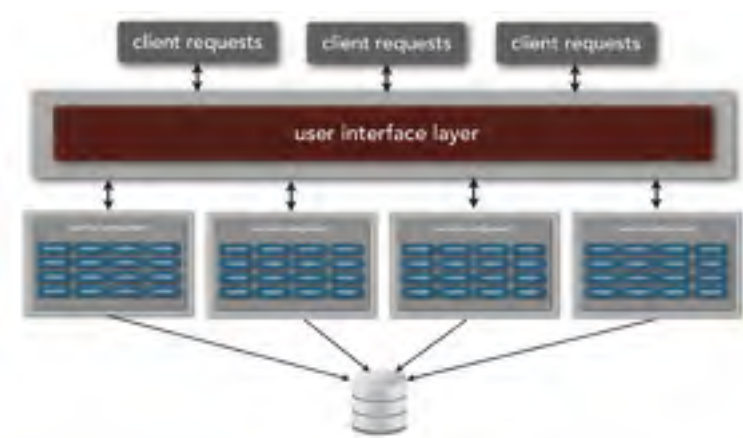


software architecture

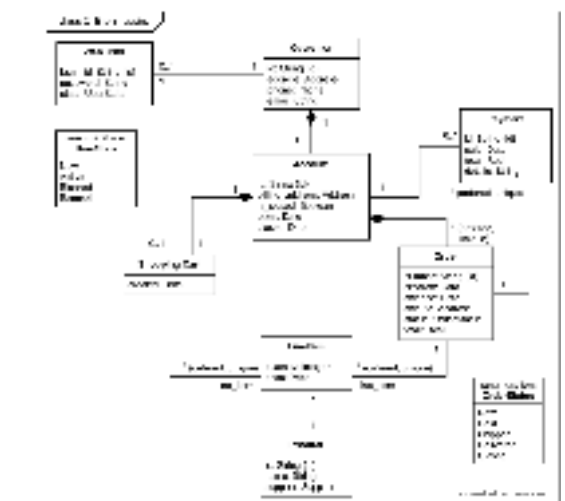


software development

availability
scalability
performance



leadership



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mentoring

software architecture
software development



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Fundamentals of Software Architecture

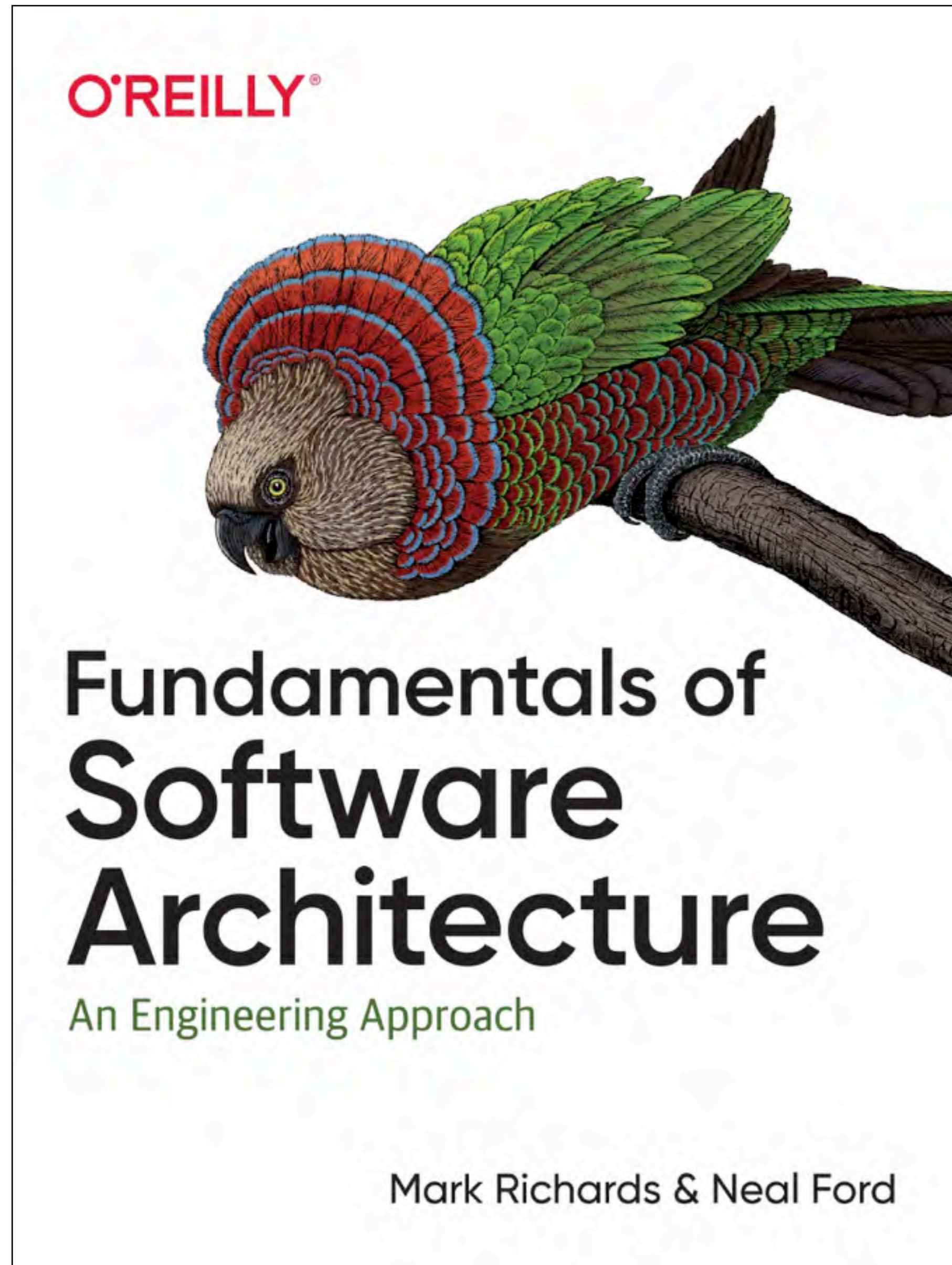
An Engineering Approach

Mark Richards & Neal Ford

“Developers should never take components designed by architects as the last word. Rather, the initial design should be viewed as a first draft, where implementation will reveal more details and refinements.”

software architects should adopt
and follow best practices in
software architecture



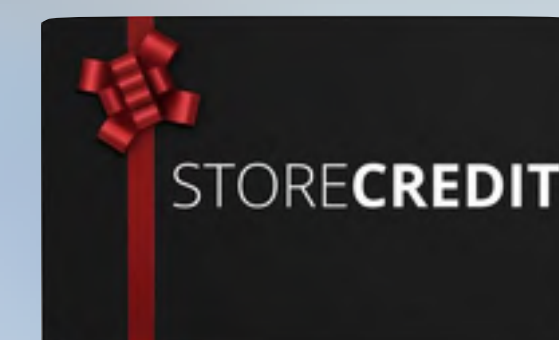


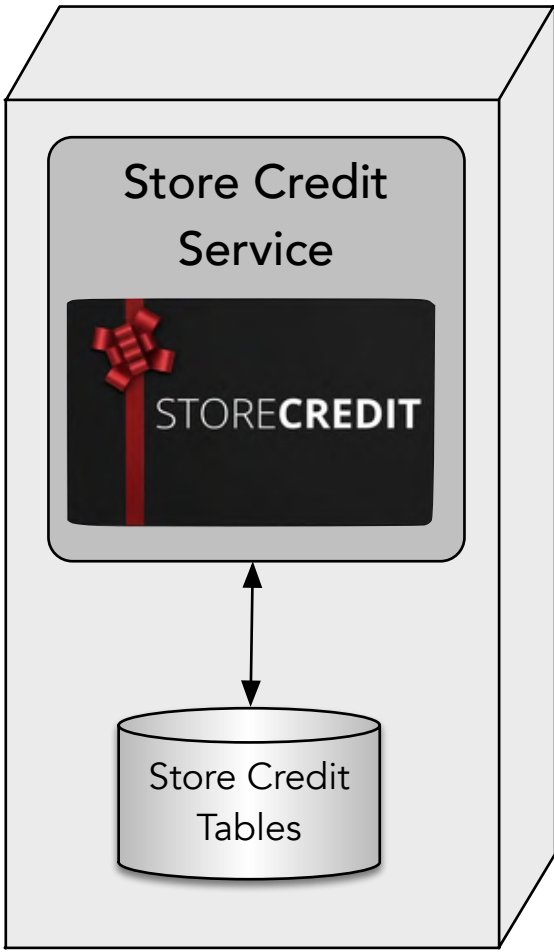
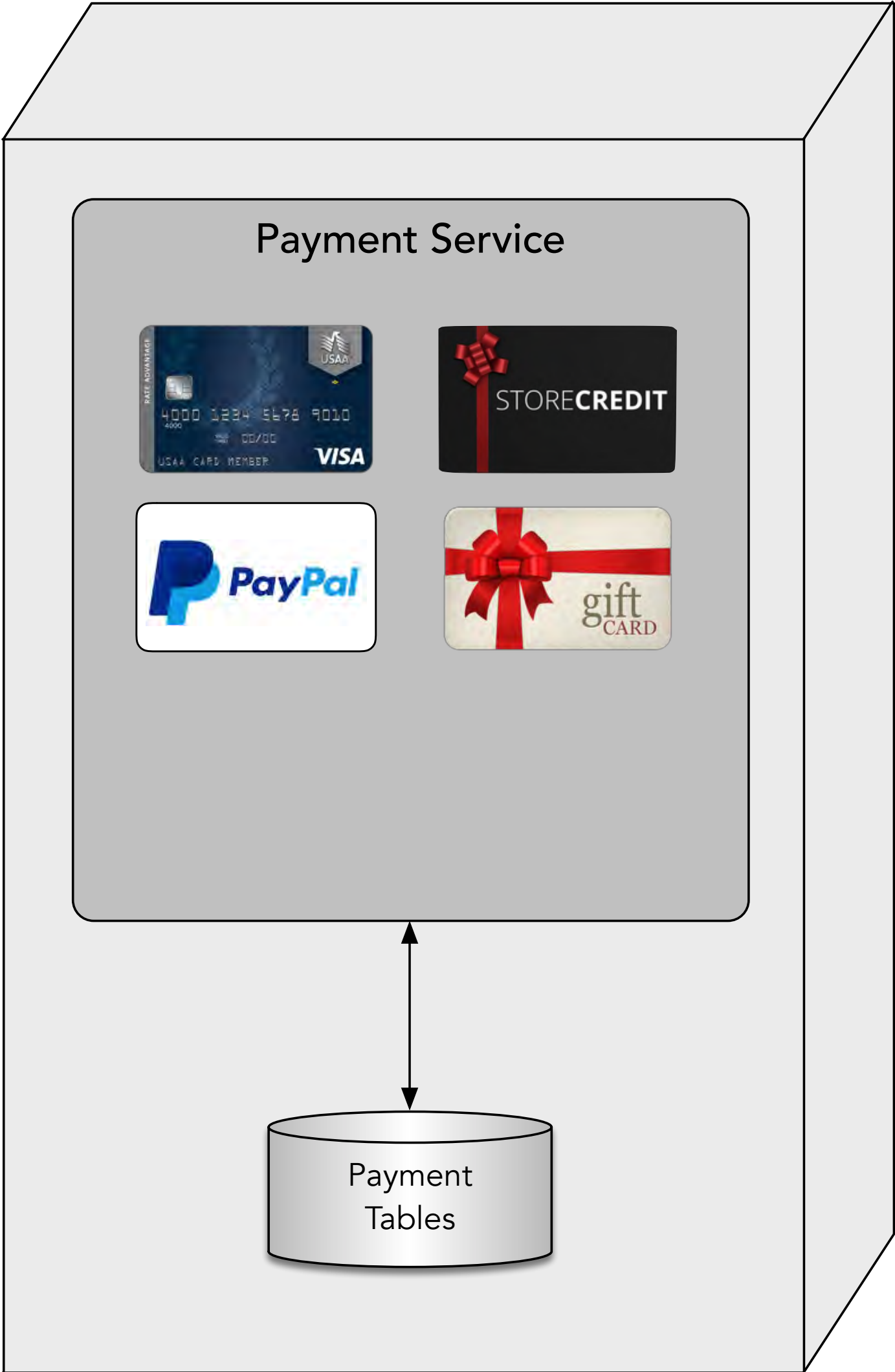
First Law of Software Architecture

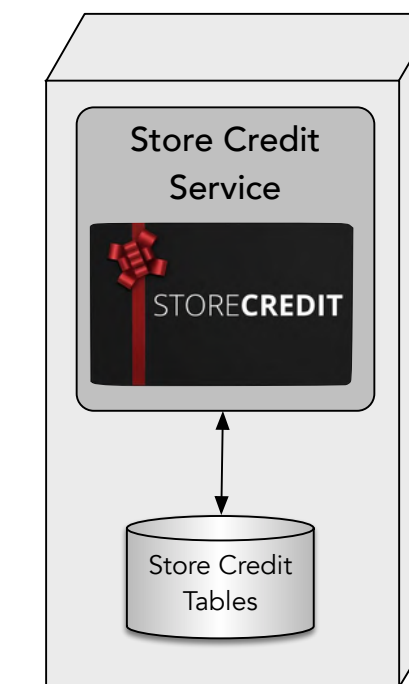
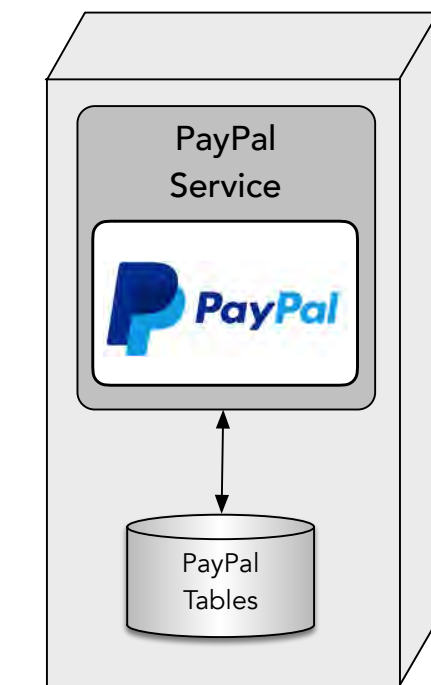
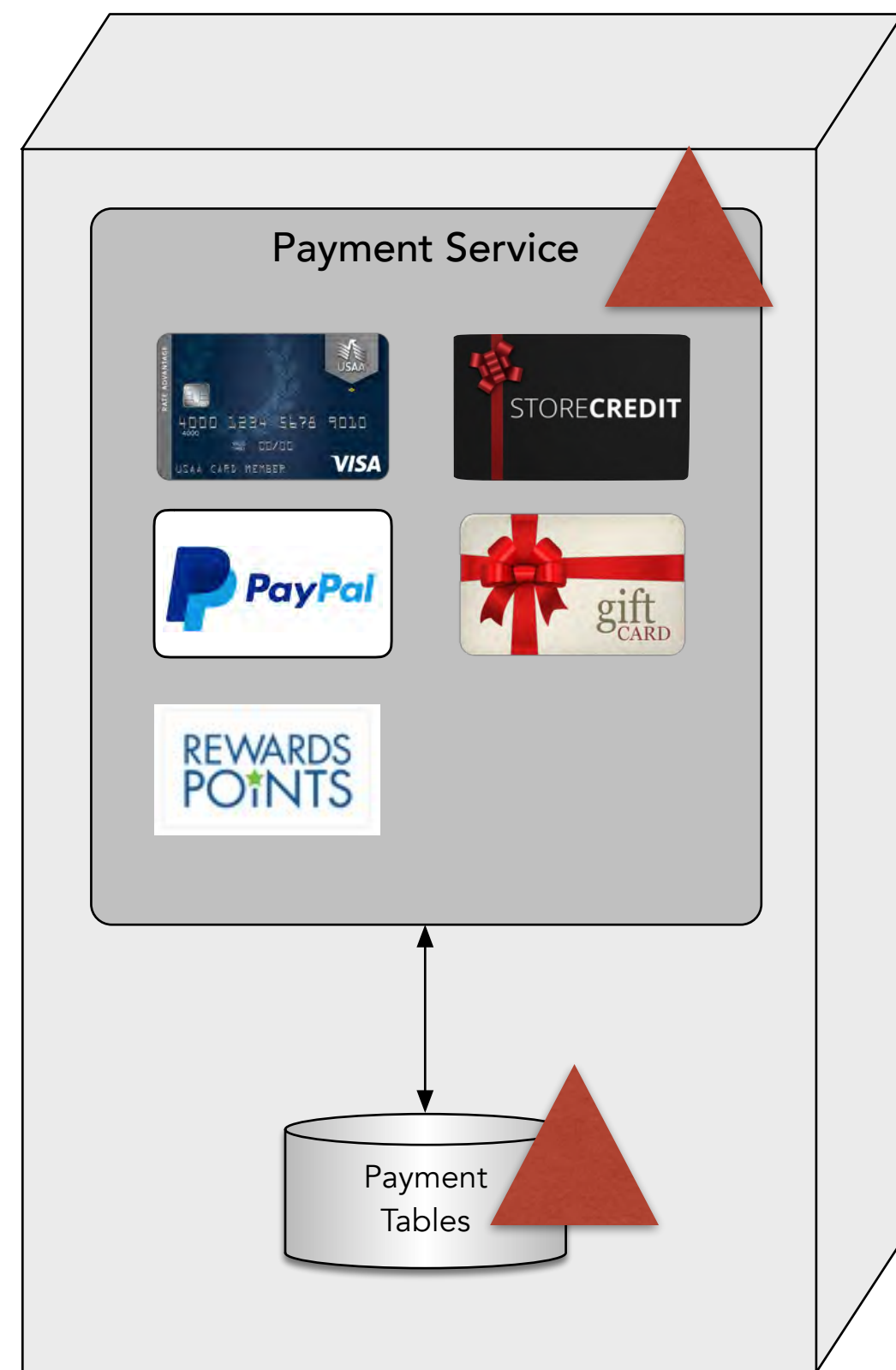
“Everything in software architecture is a trade-off”



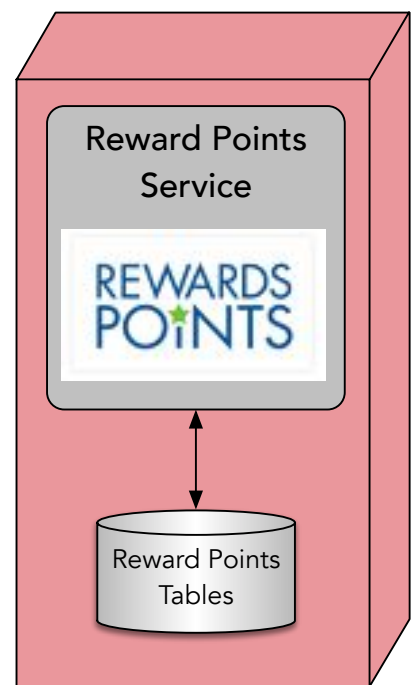
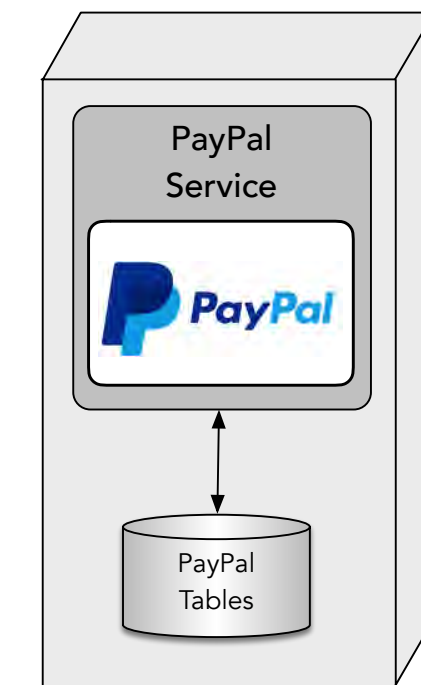
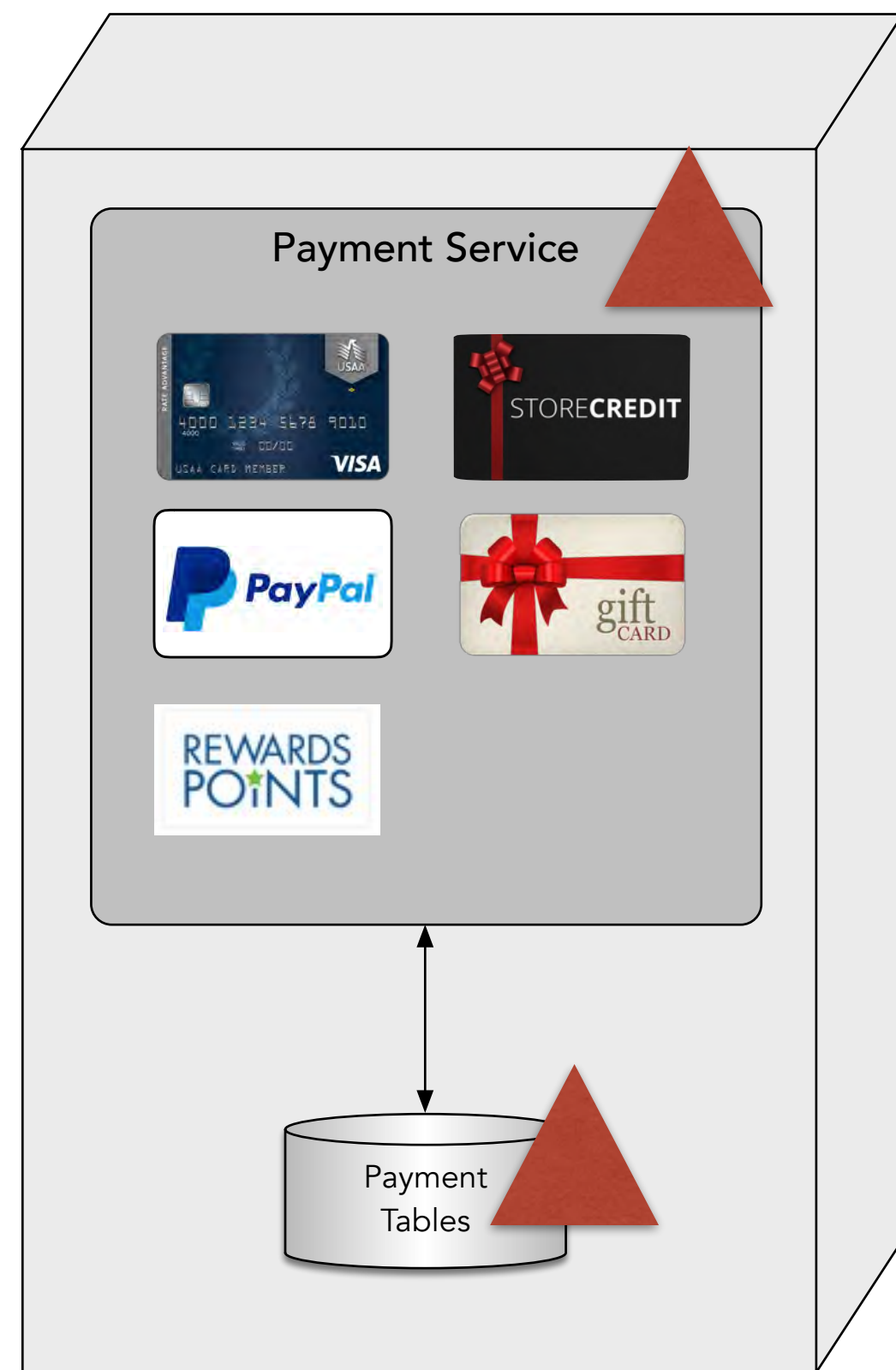
*there are no
best practices!*



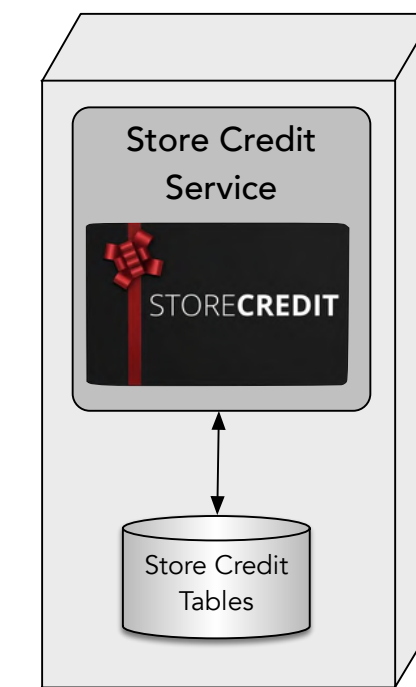
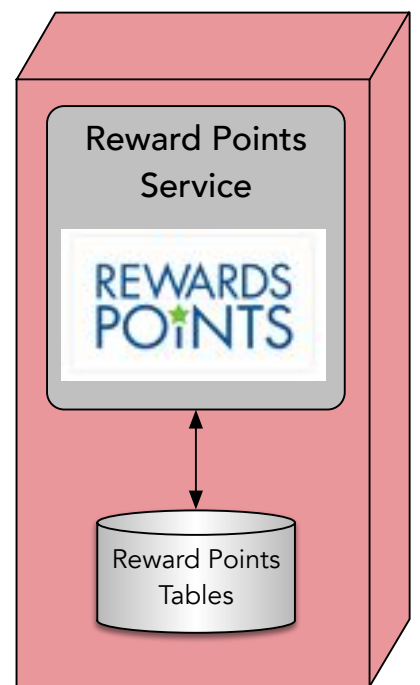
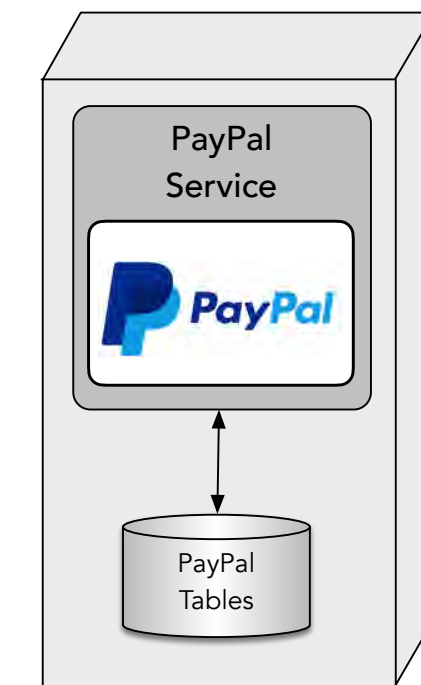
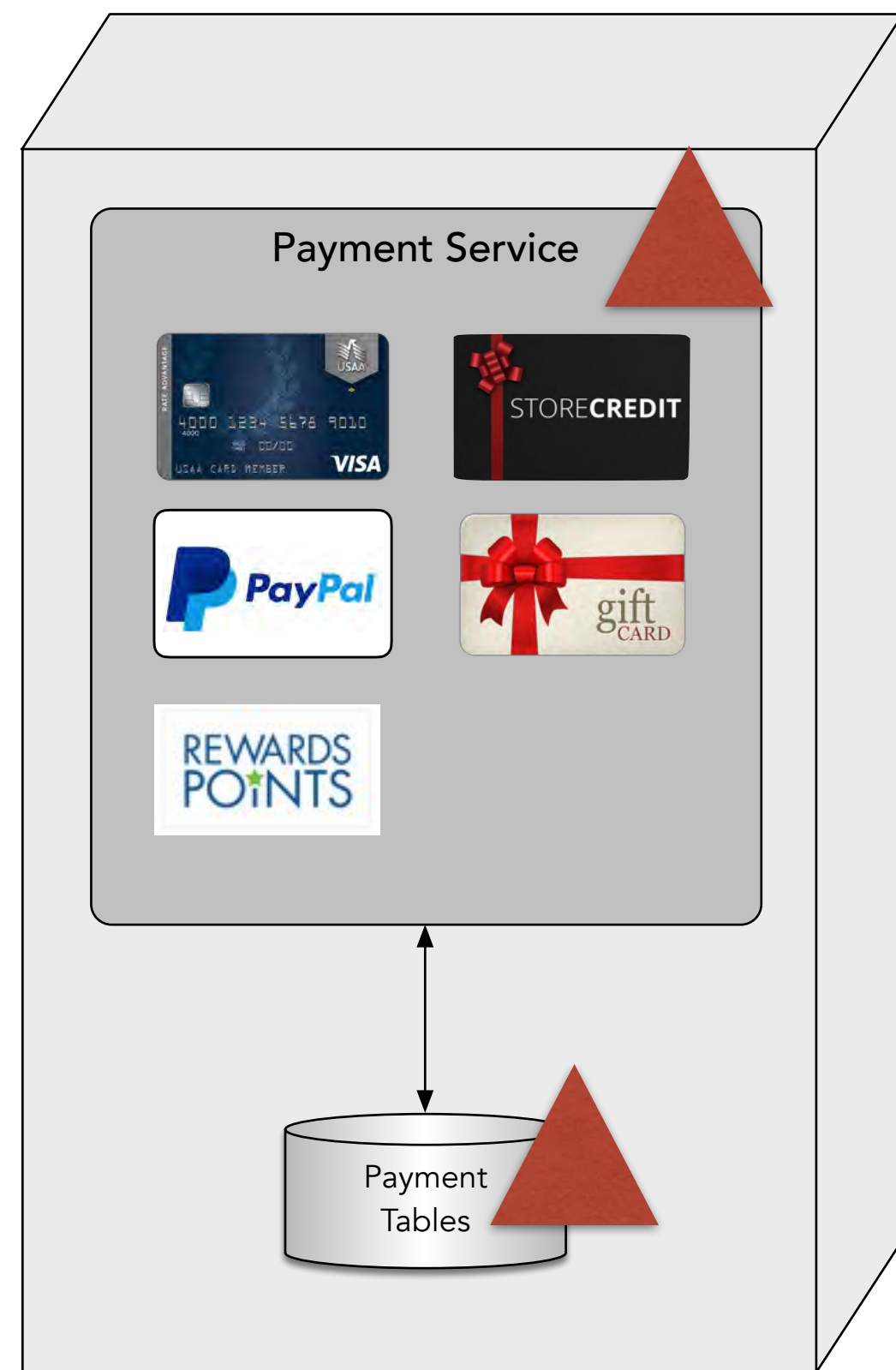




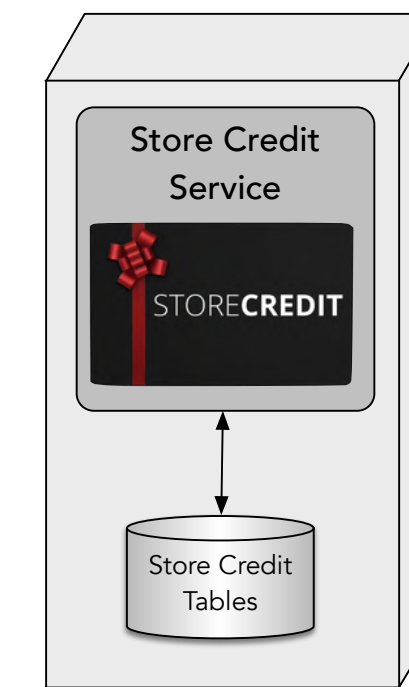
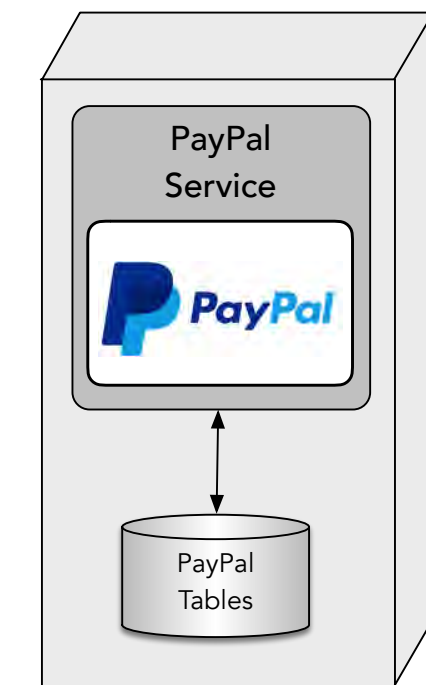
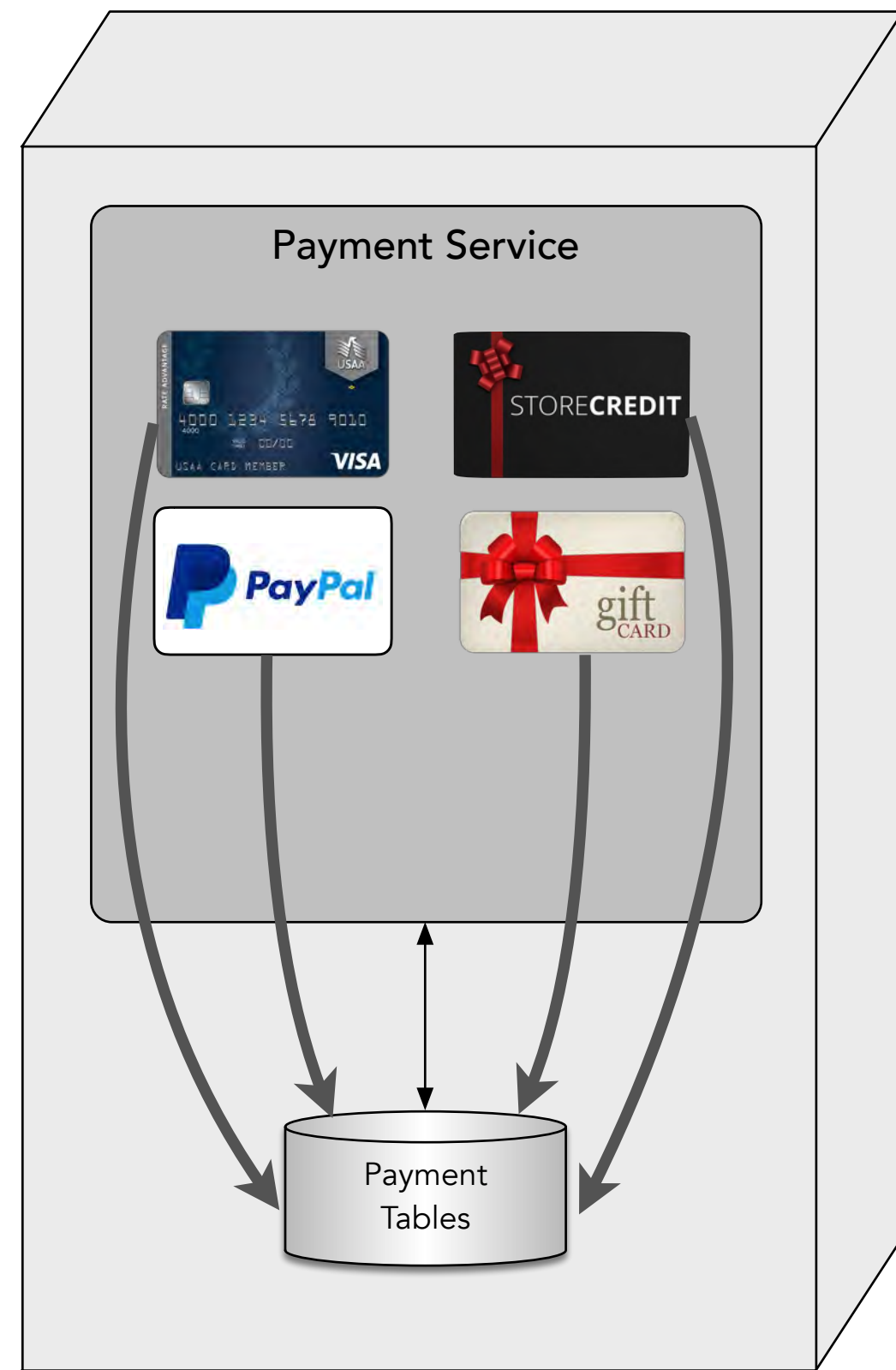
add a new feature to collect, maintain, and
redeem reward points



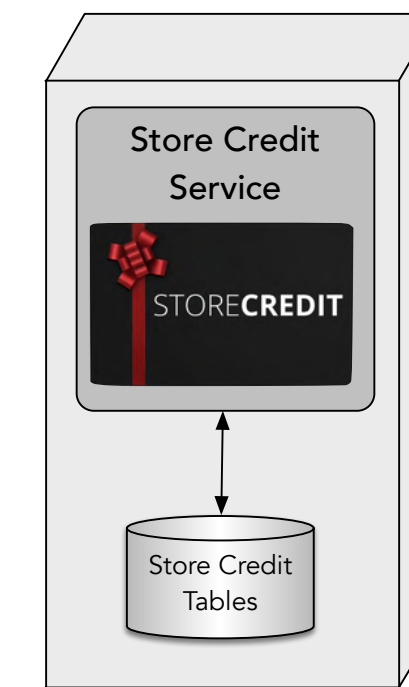
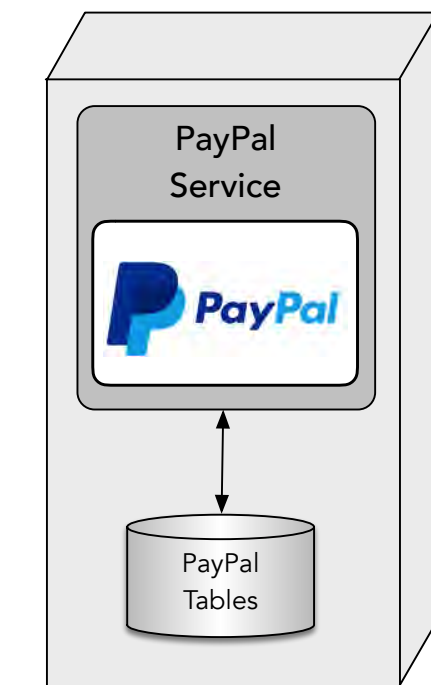
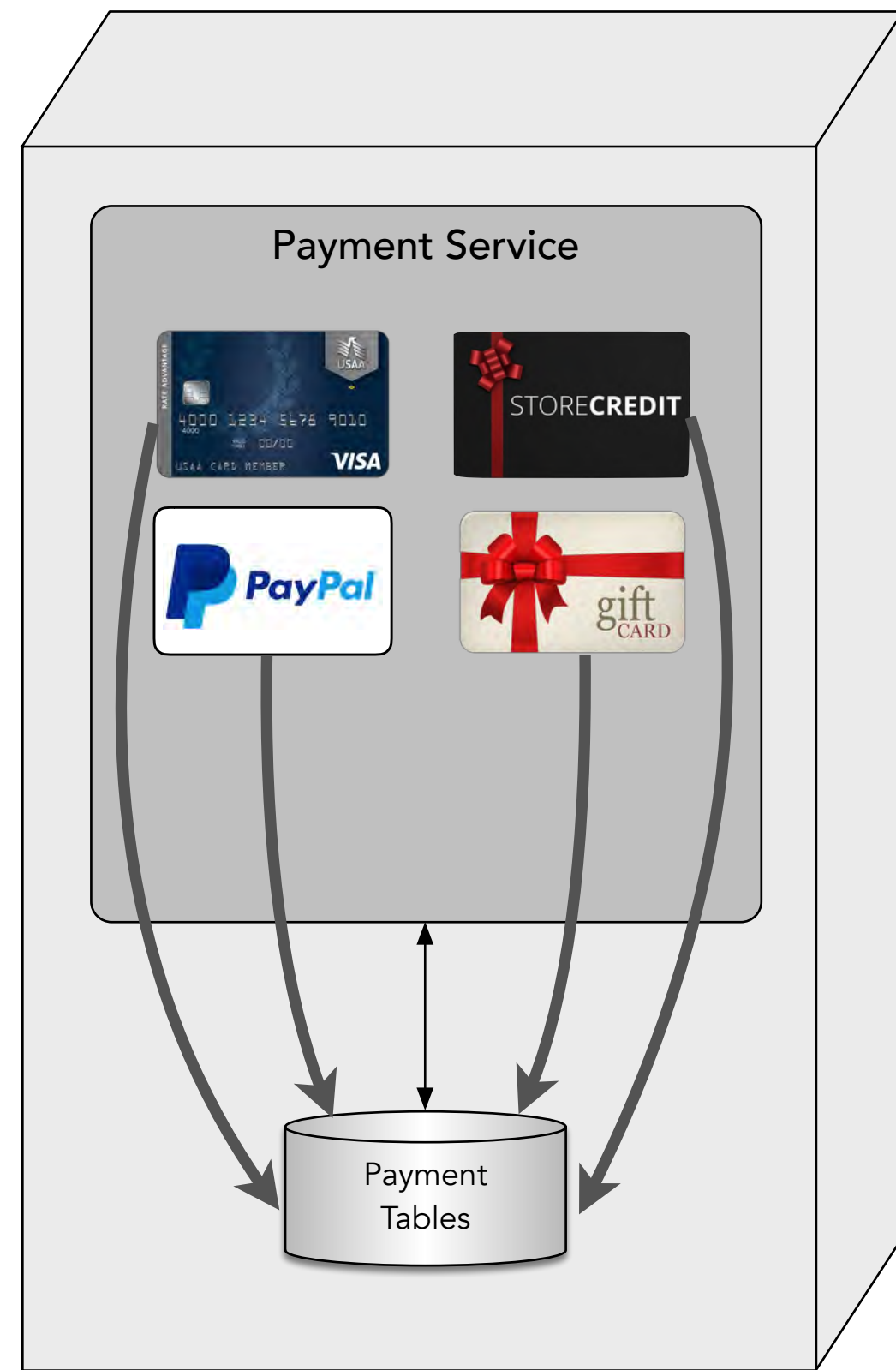
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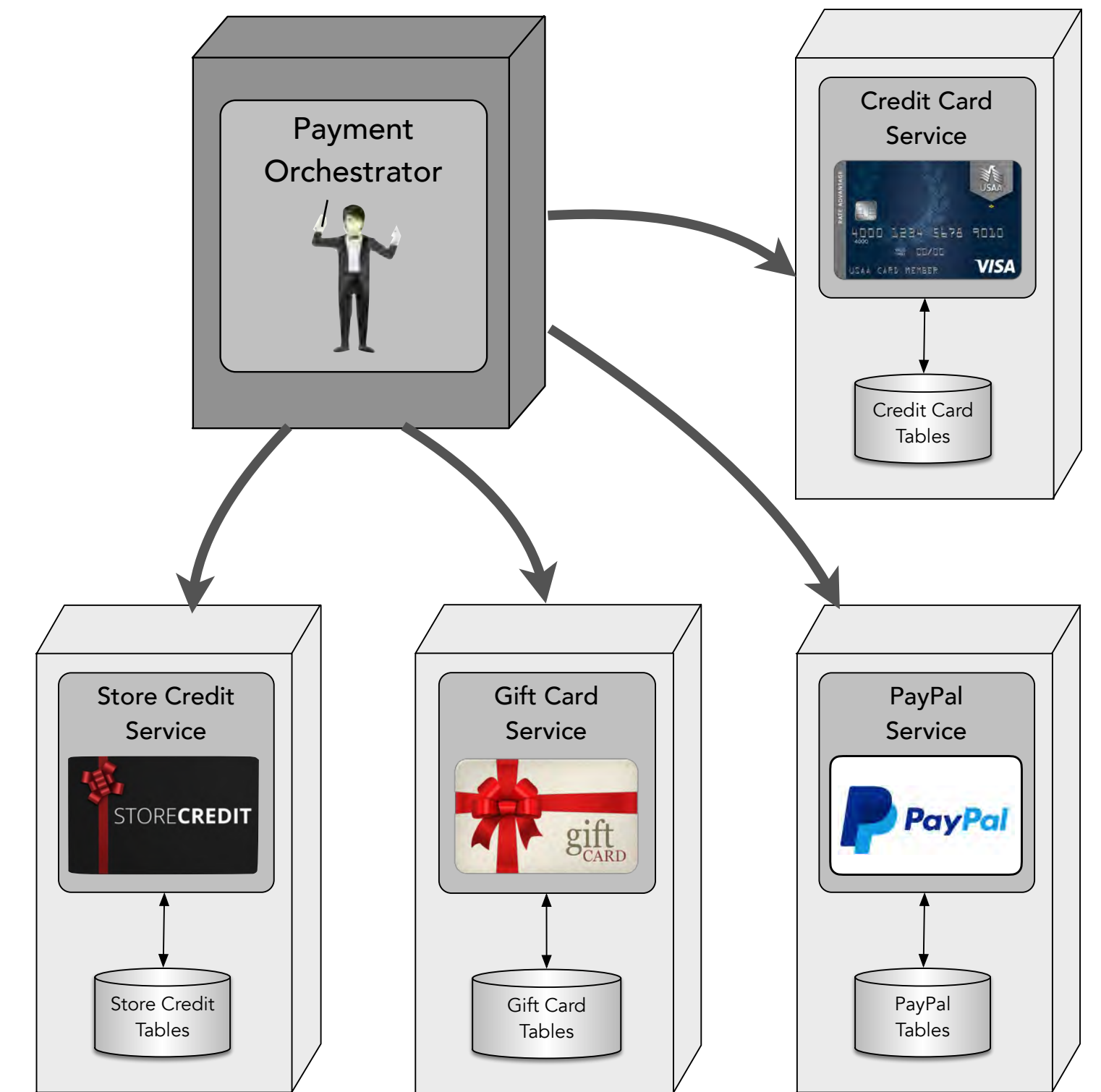
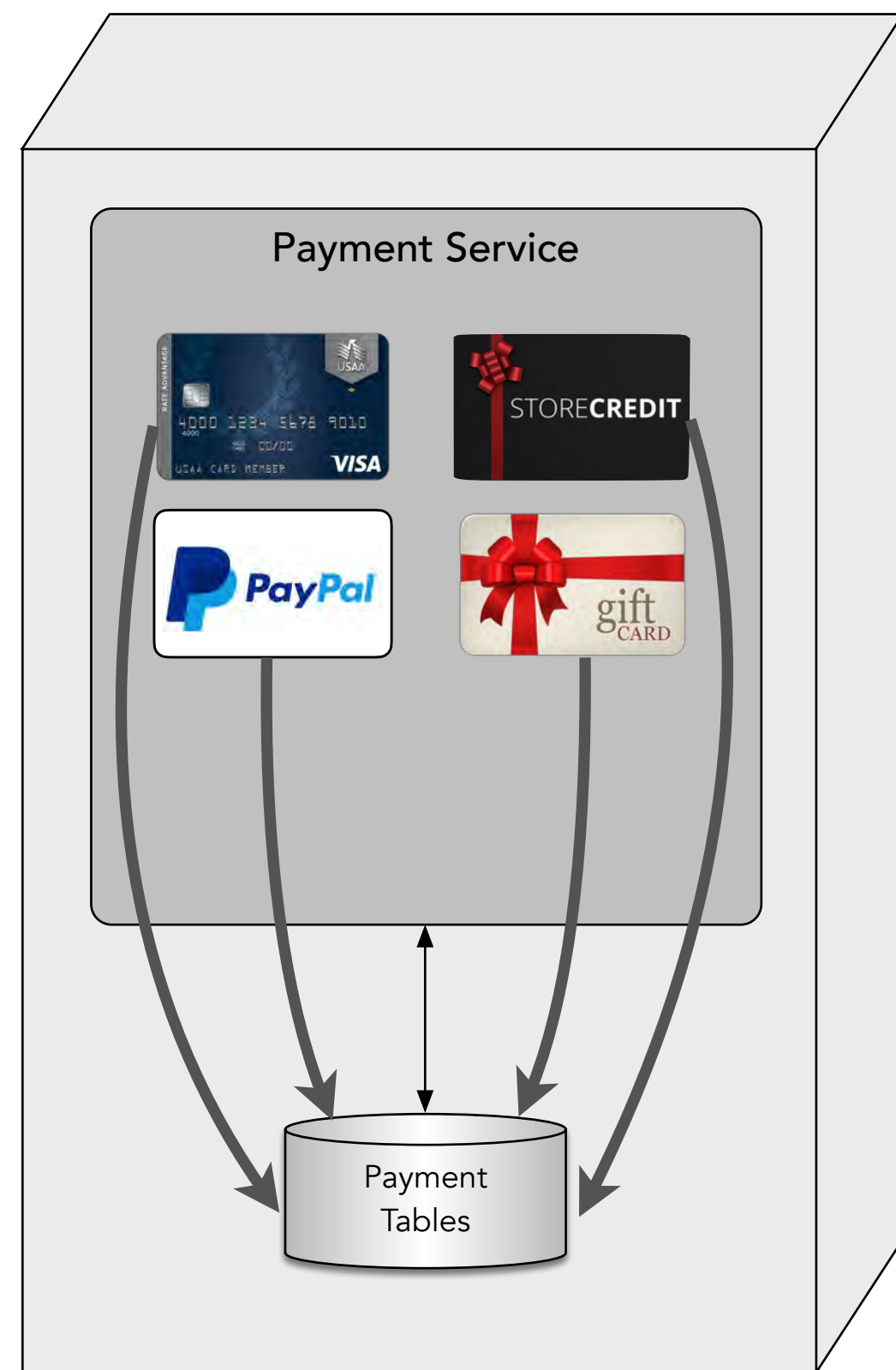
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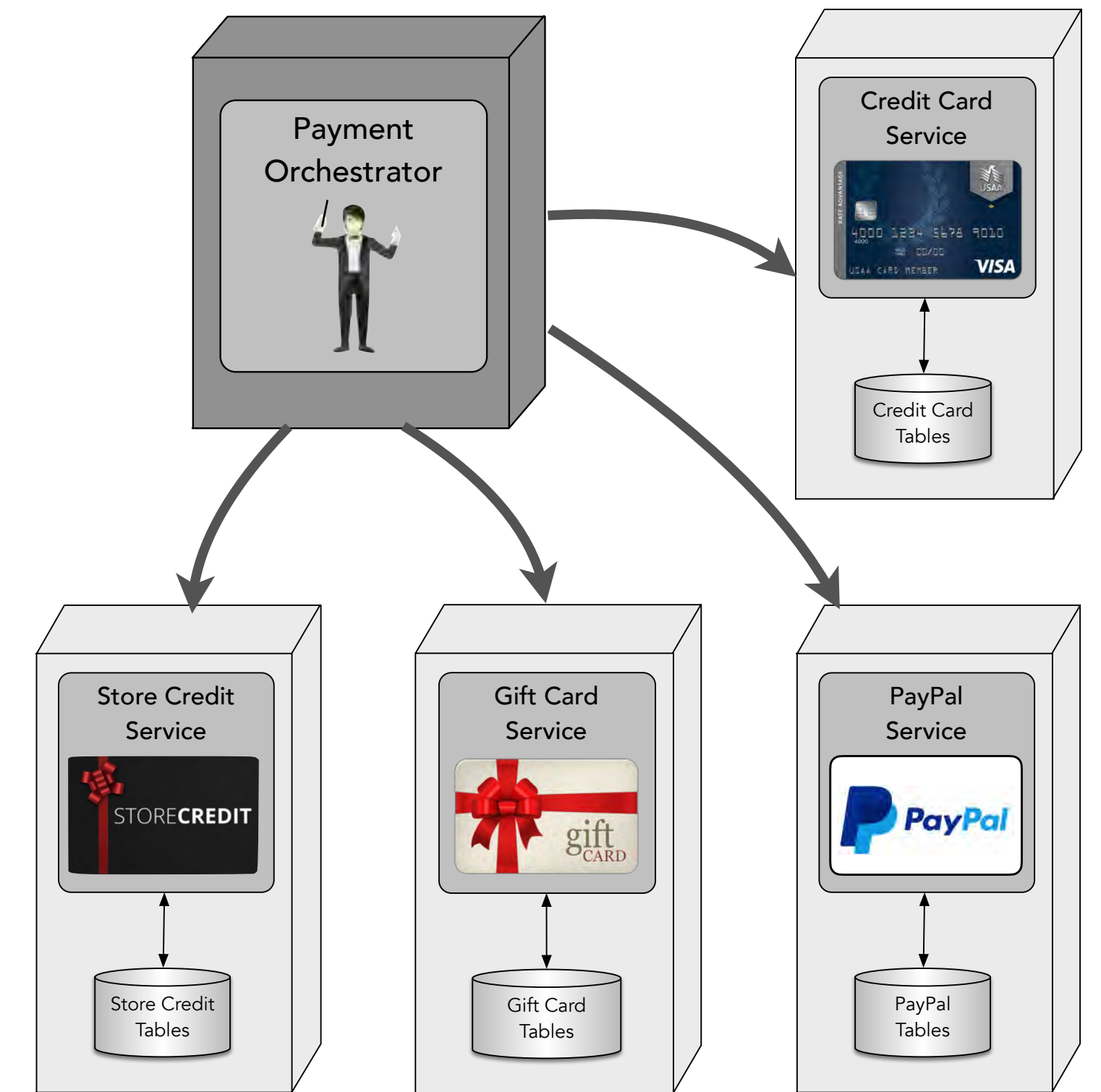
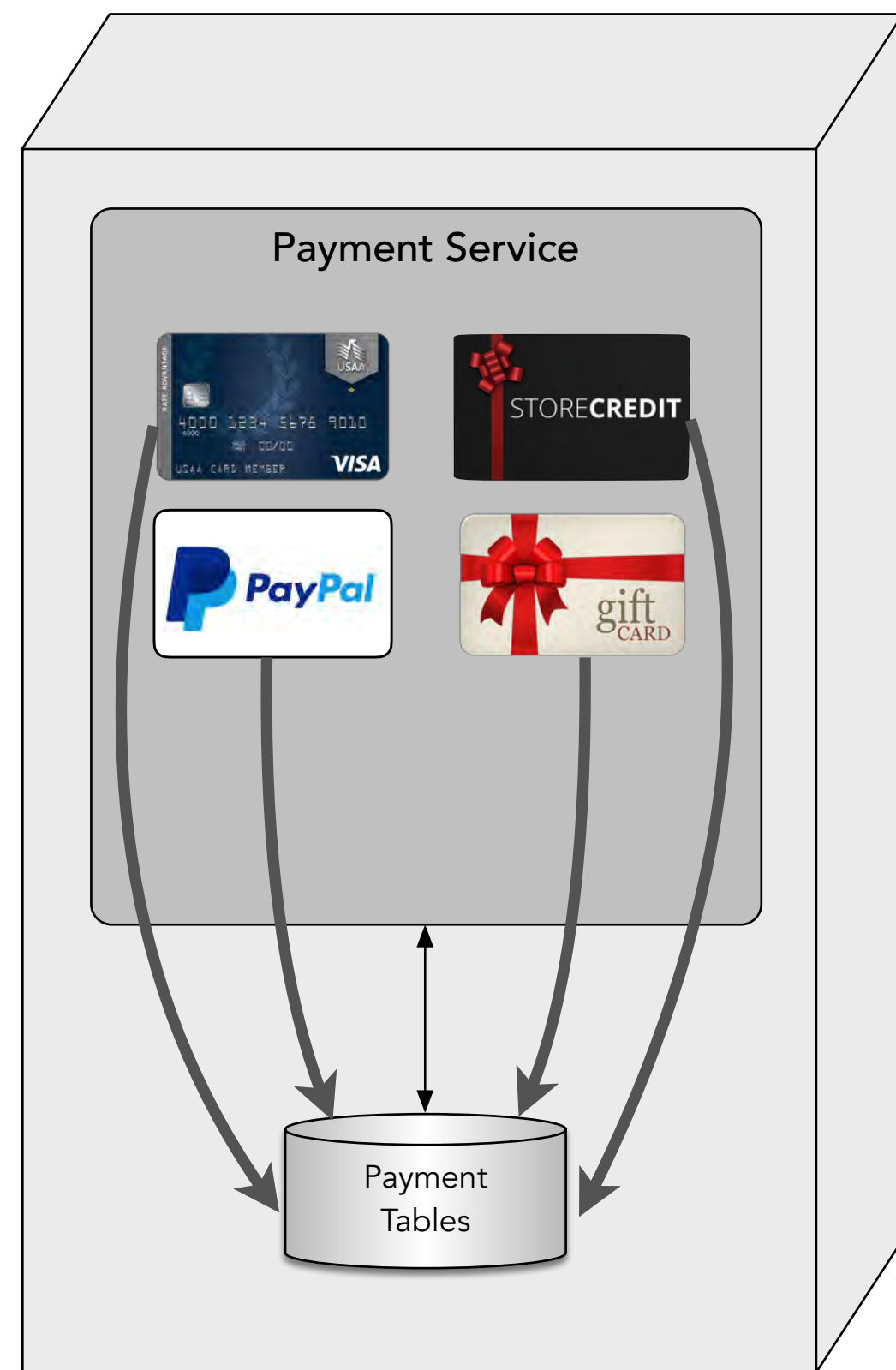
add the ability to apply multiple payment types to pay for an order



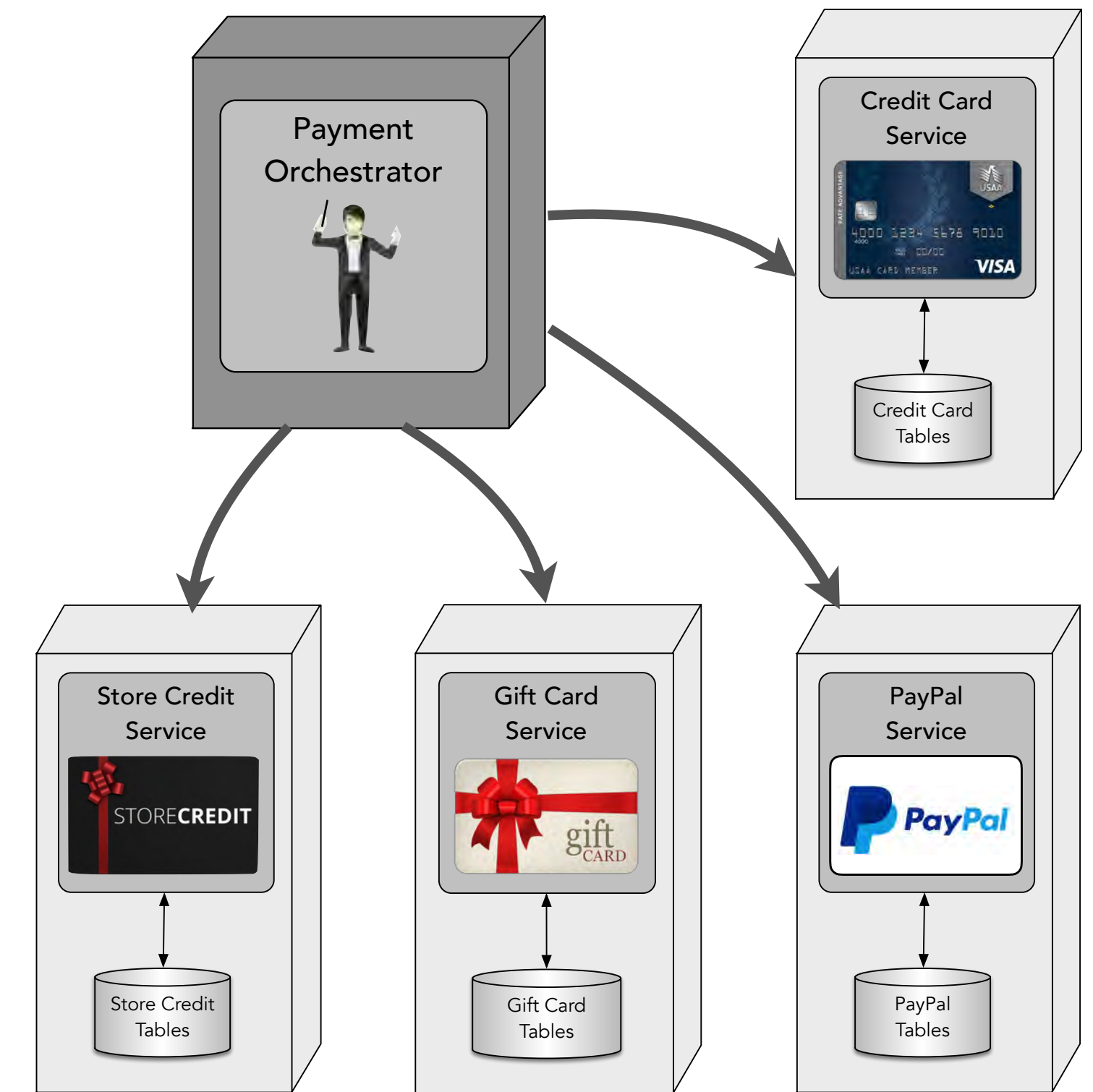
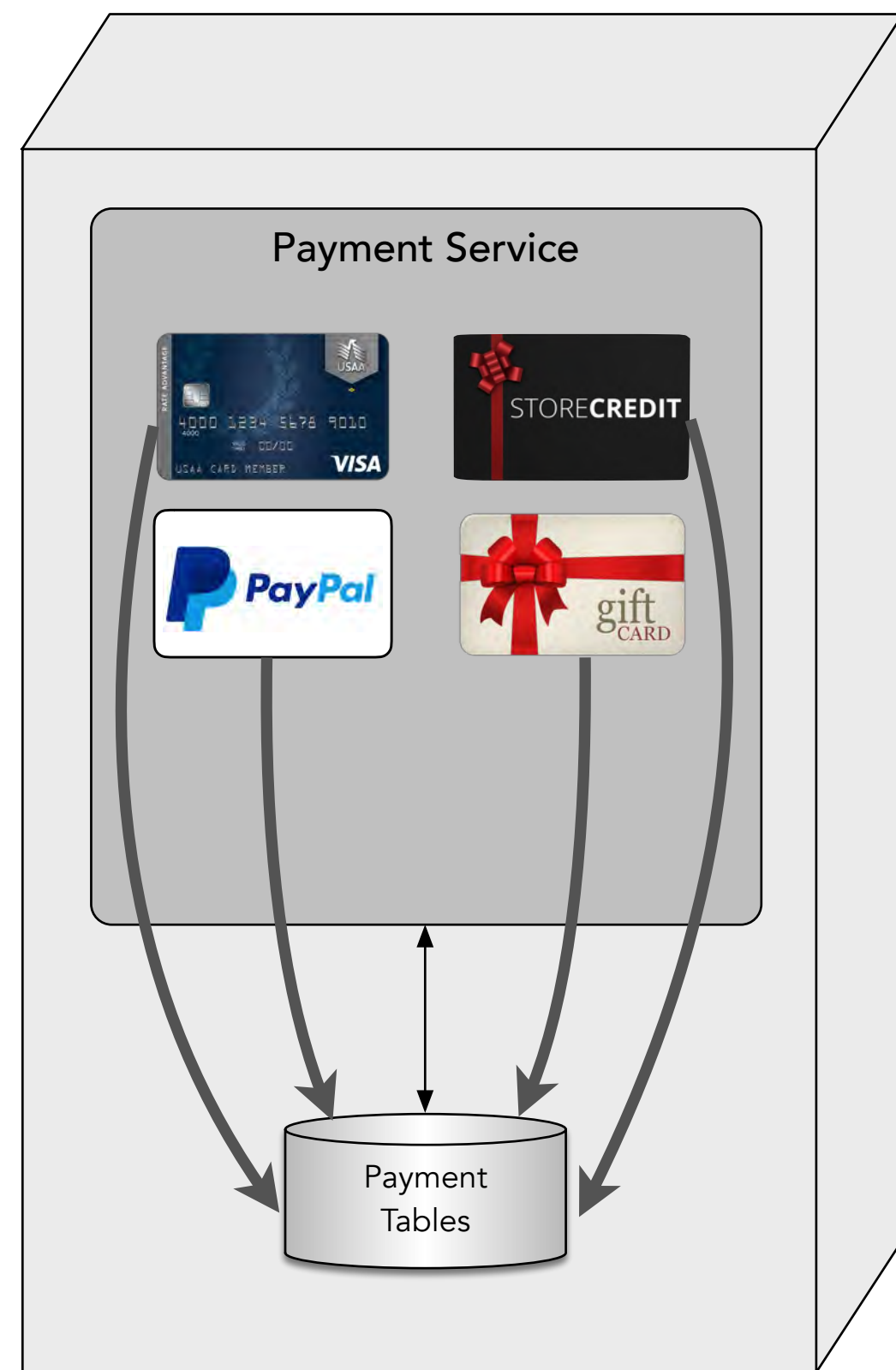
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add the ability to apply multiple payment types to pay for an order

there are no best practices in
software architecture - only trade-offs



software architecture is the foundational structure of a system and therefore should not undergo frequent change

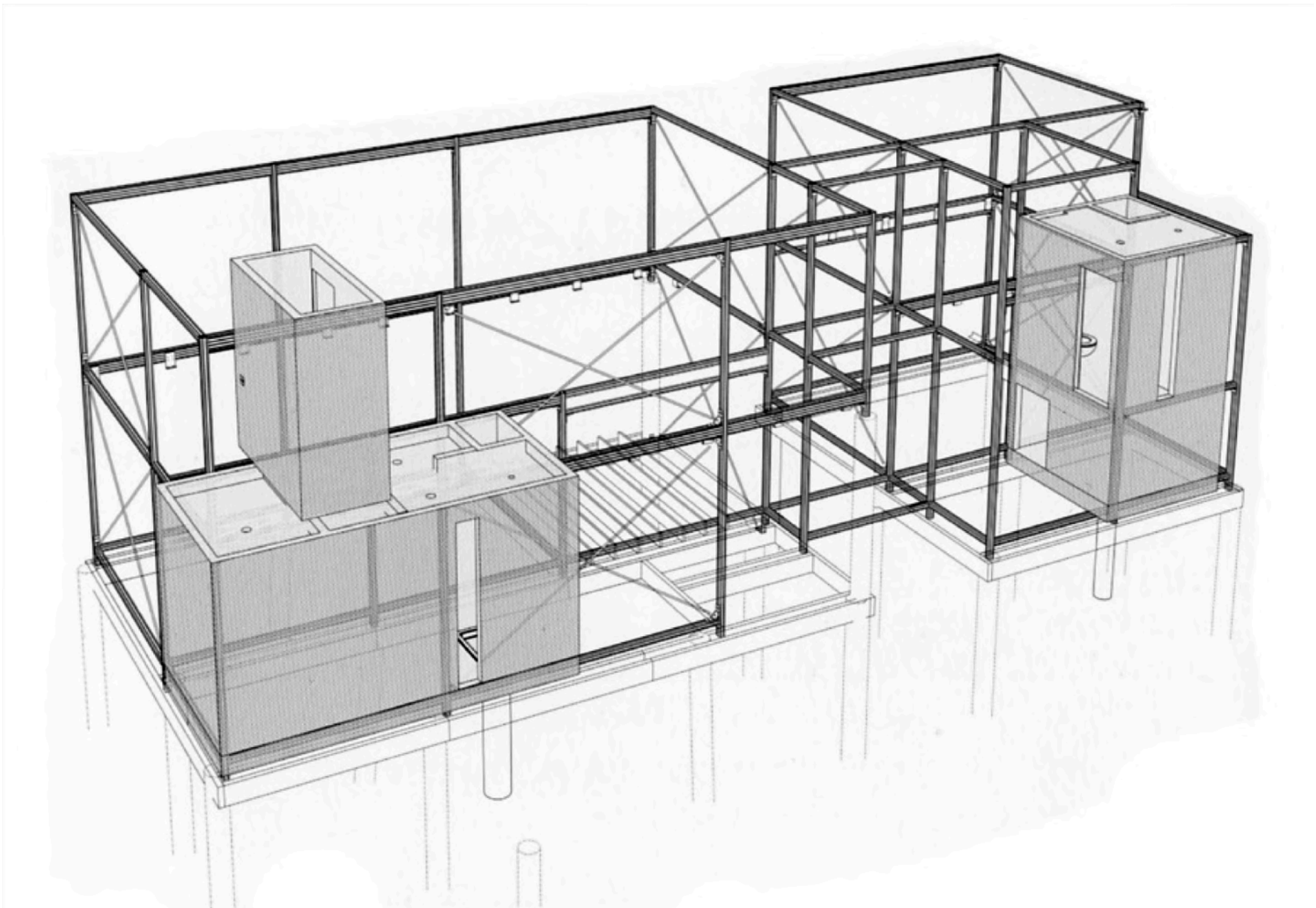


software architecture is the stuff that's hard
to change later

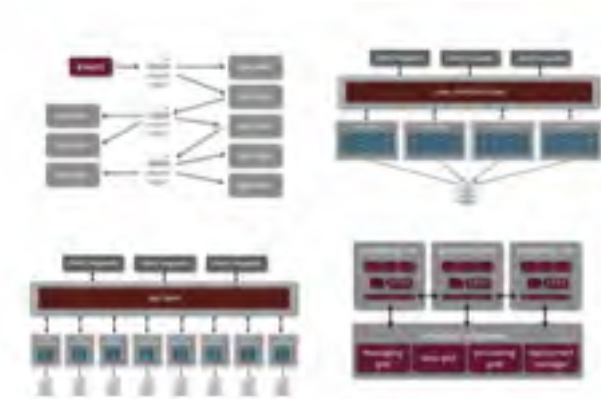


continually refactoring the architecture
means you don't know what you are doing

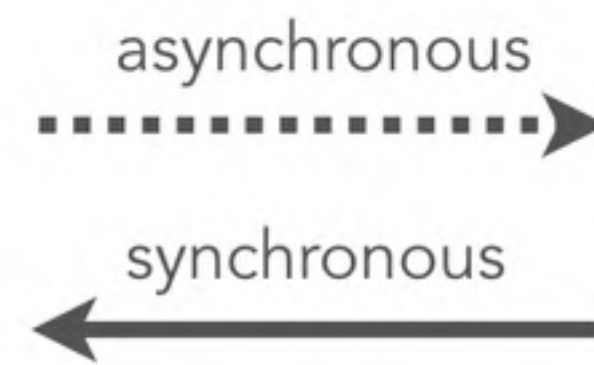




architecture



structure



communication



dependencies

business drivers



innovation



mergers and acquisitions



consumer demand



competition

environment



CI/CD pipelines



cloud infrastructure

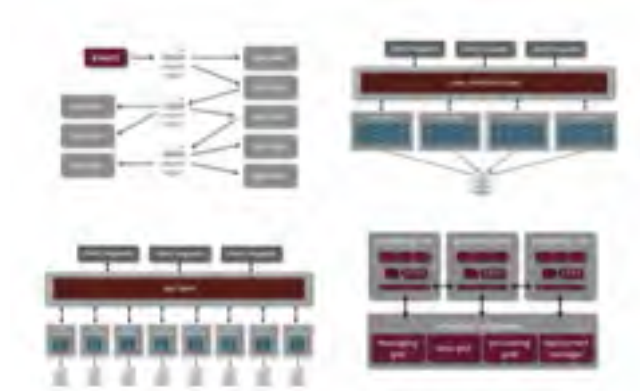


ops

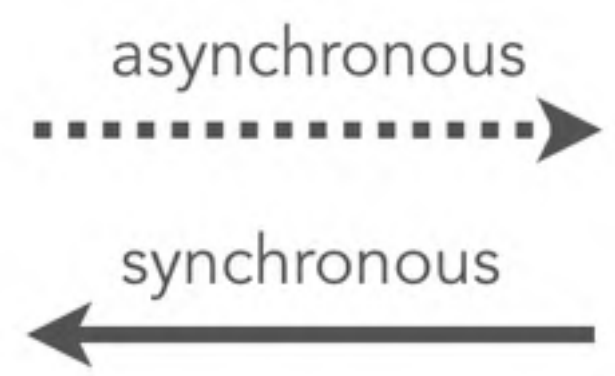


containerization

architecture



structure



communication



dependencies

business drivers



innovation



mergers and acquisitions

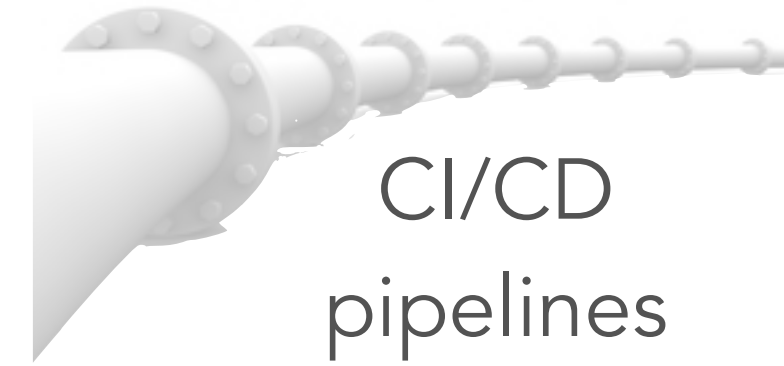


consumer demand



competition

environment



CI/CD
pipelines



cloud infrastructure

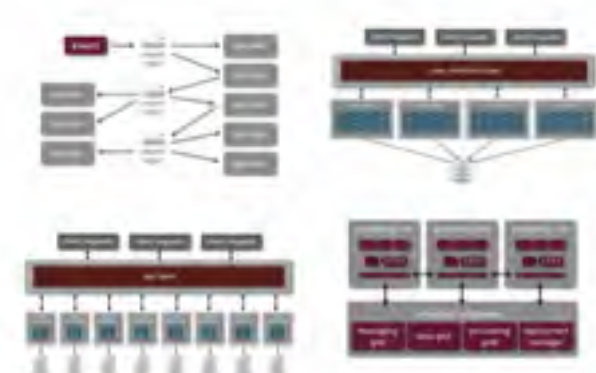


devops

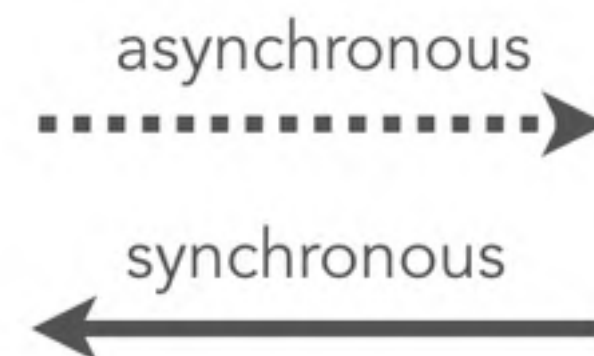


containerization

architecture



structure



communication



dependencies

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innovation



mergers and acquisitions

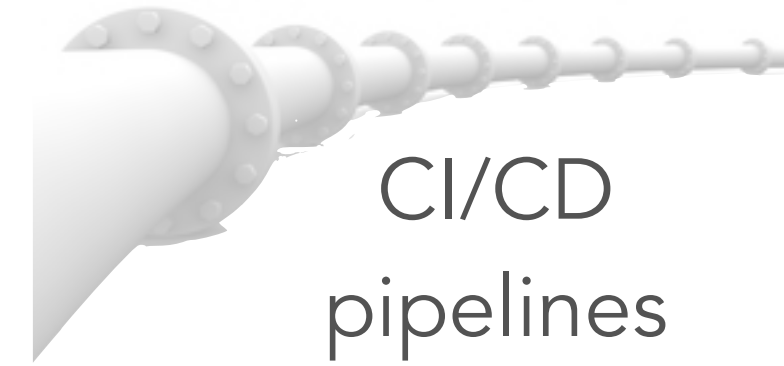


consumer demand



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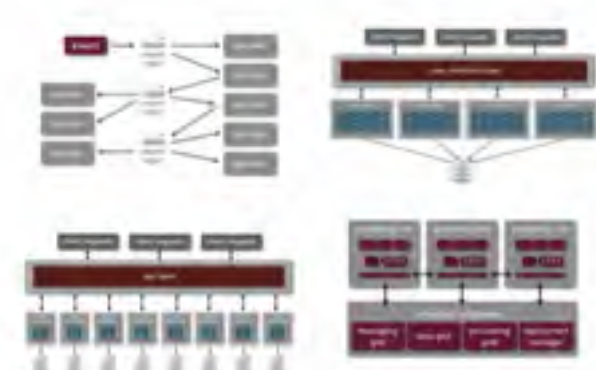


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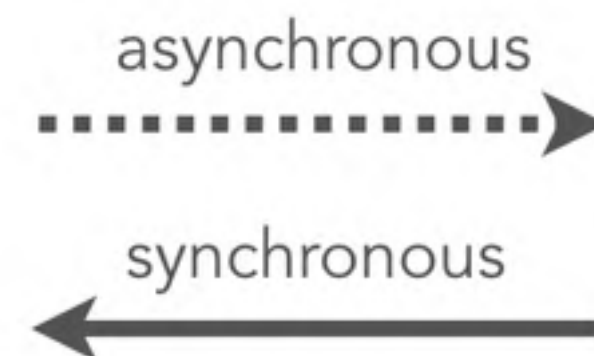


containerization

architecture



structure

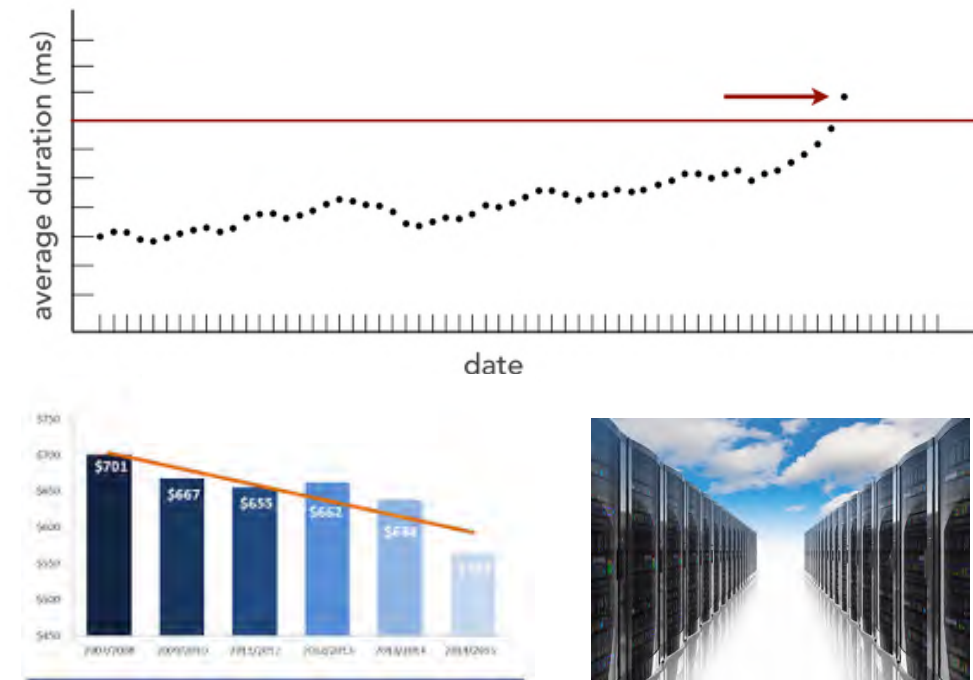


communication

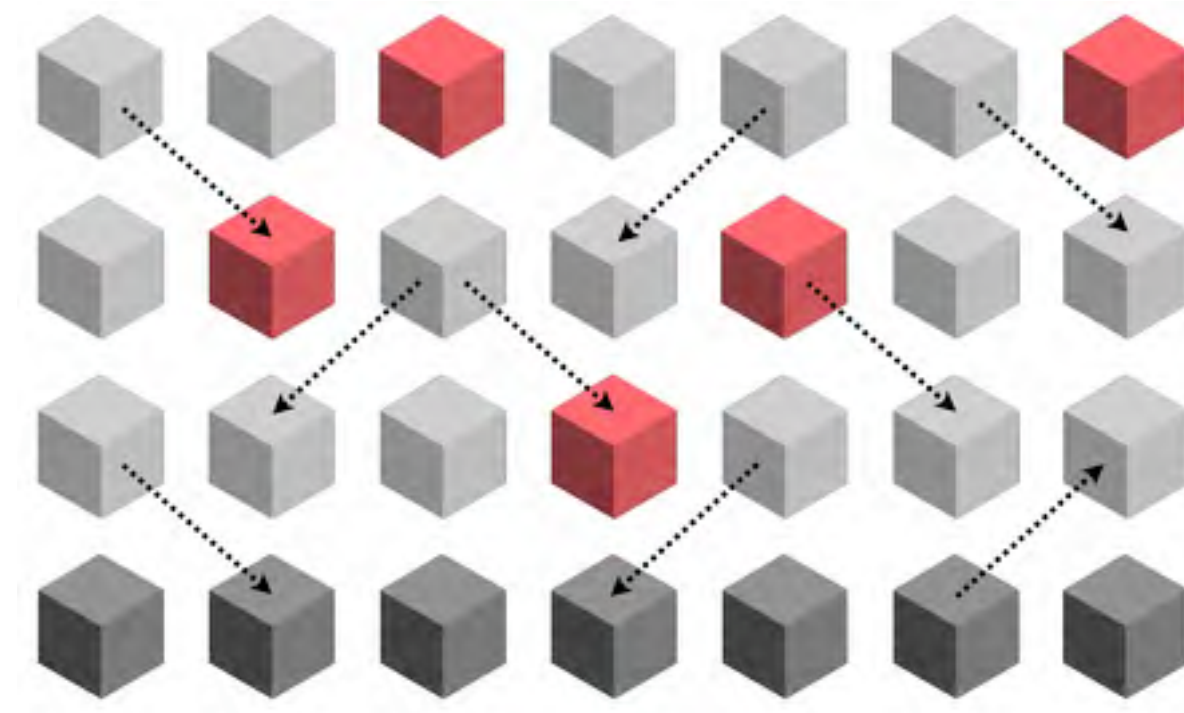


dependencies

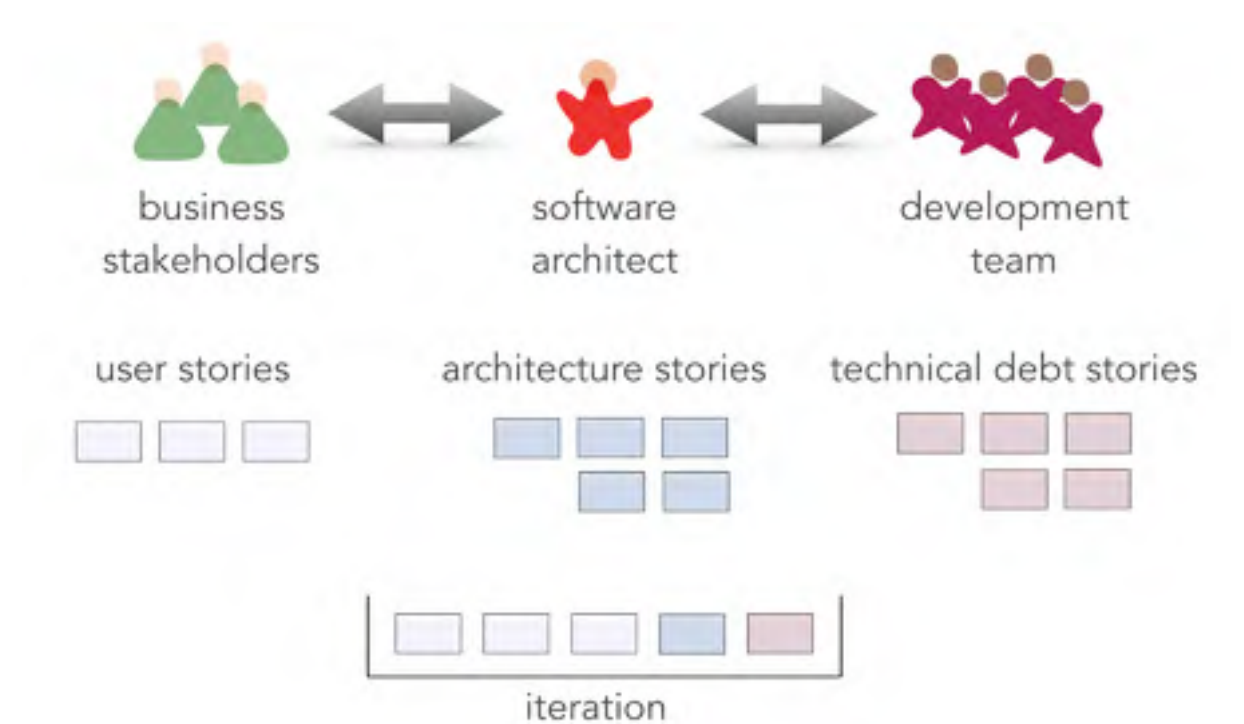
how do software architects handle all of this change?



detect change



plan for change



facilitate change

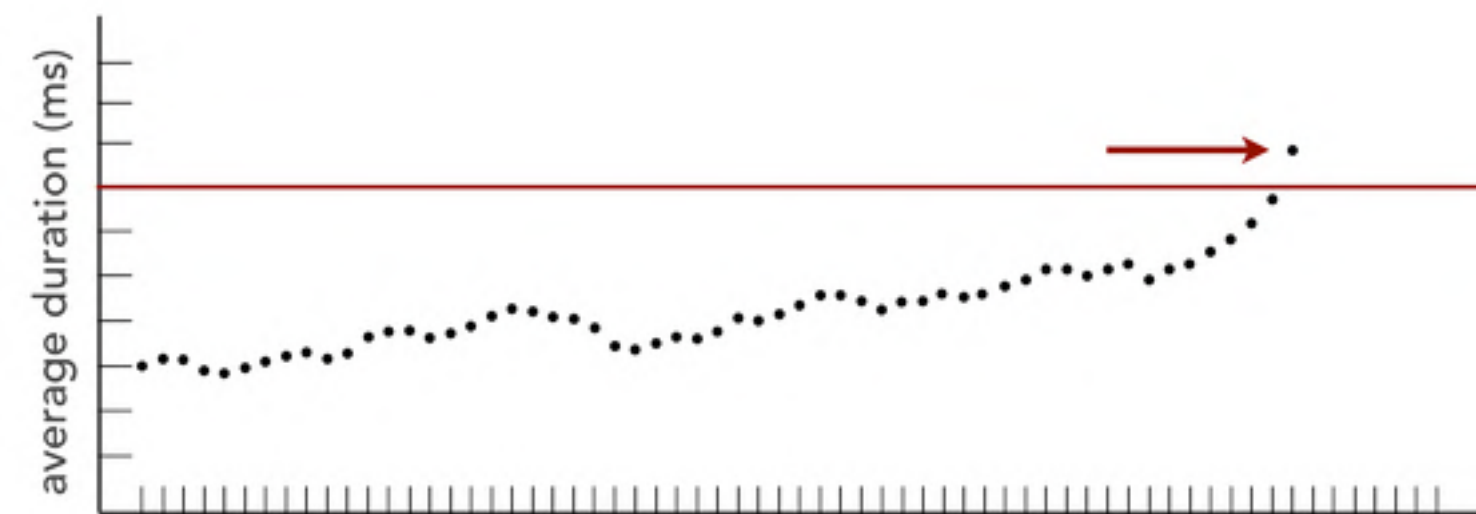
detect change



collaborating with
business stakeholders

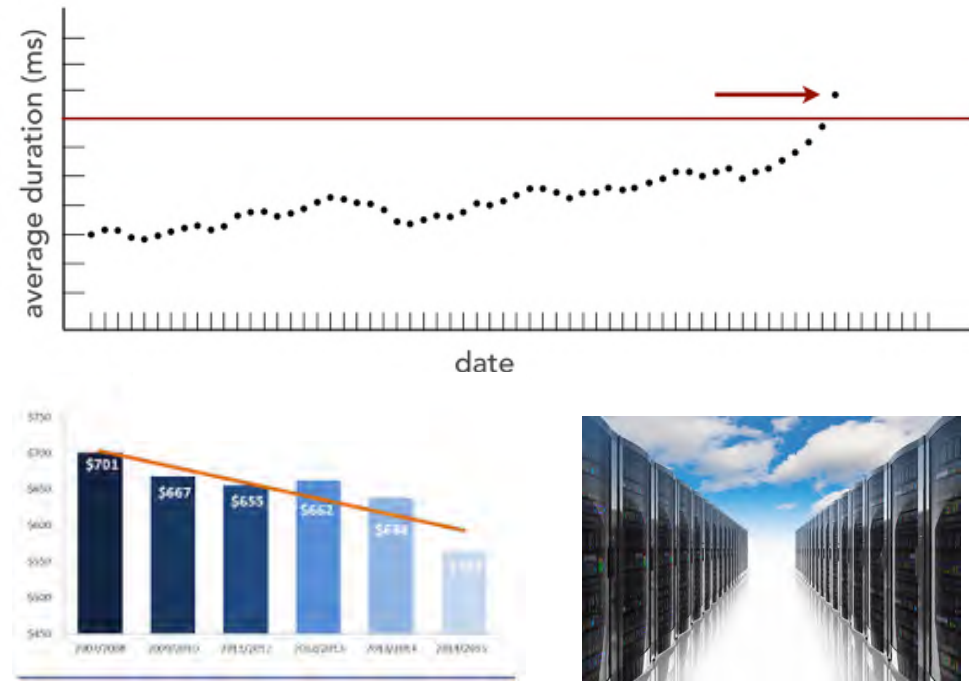


collaborating with
operations stakeholders

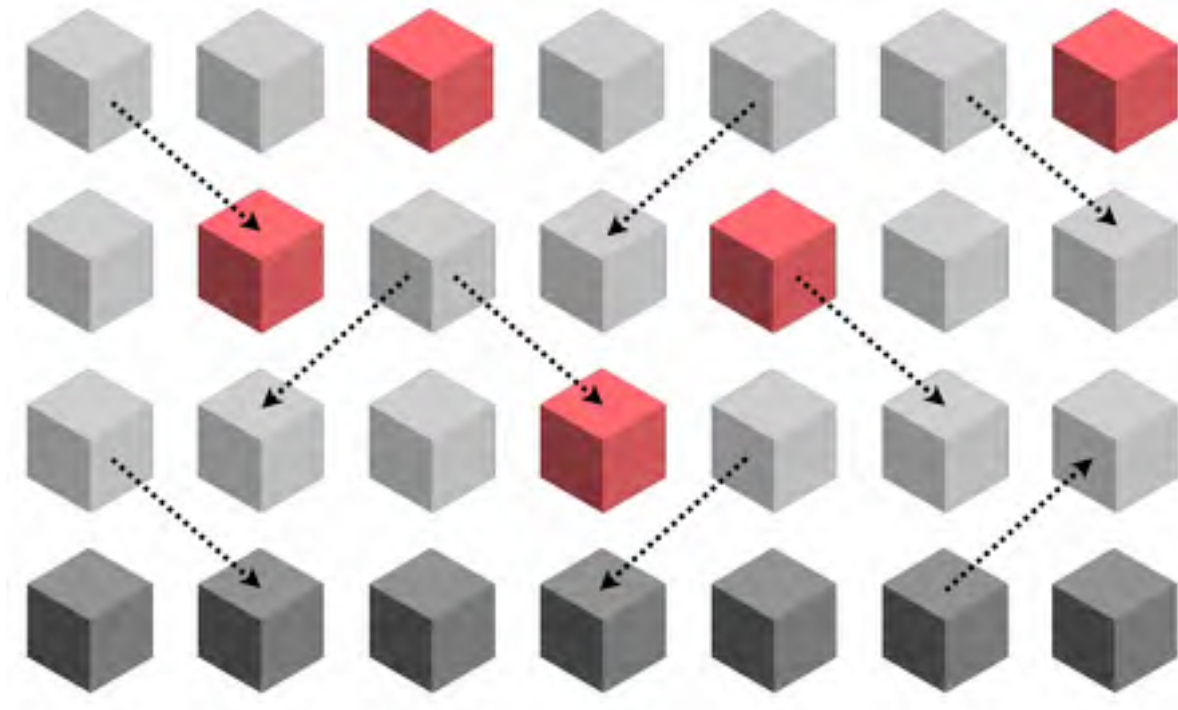


continually analyzing
architecture characteristics

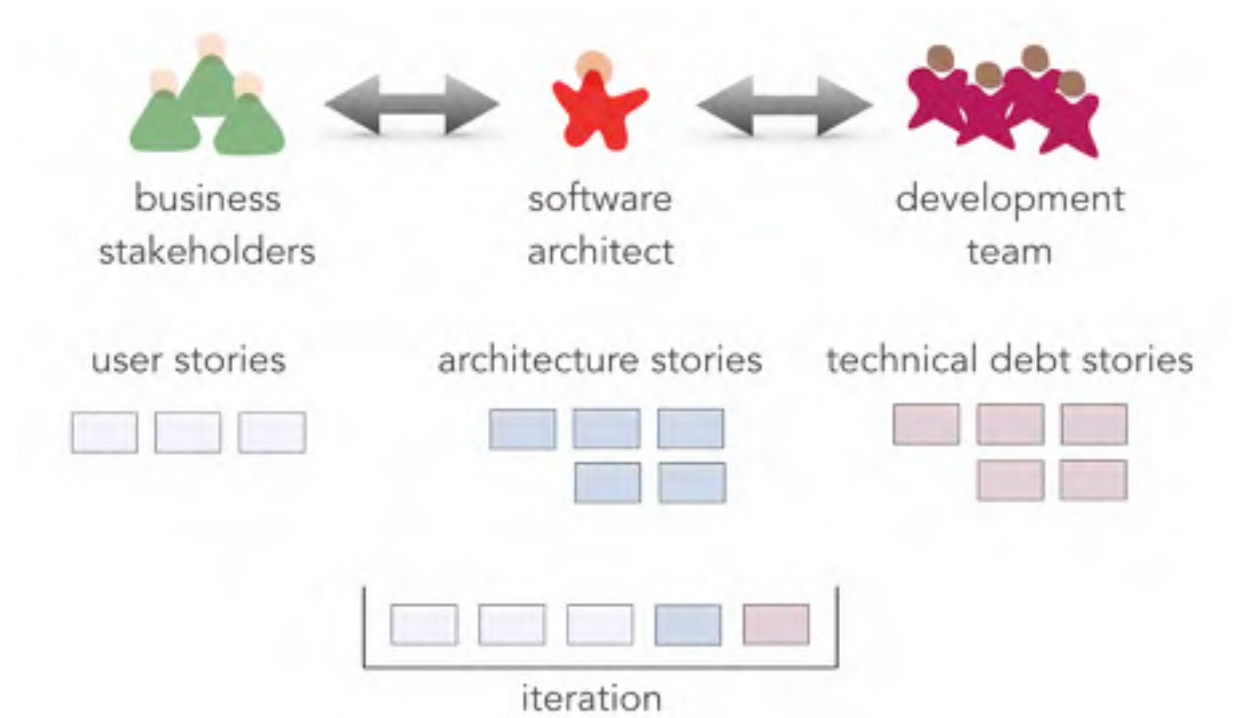
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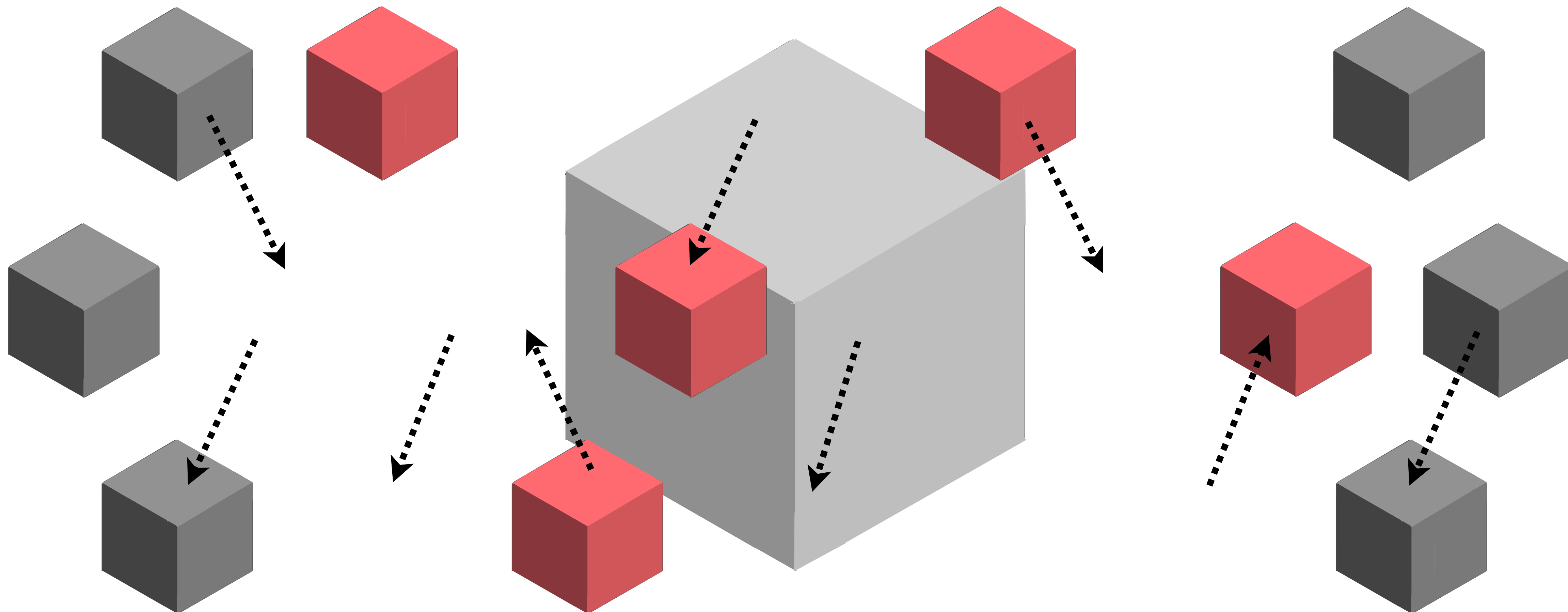


plan for change

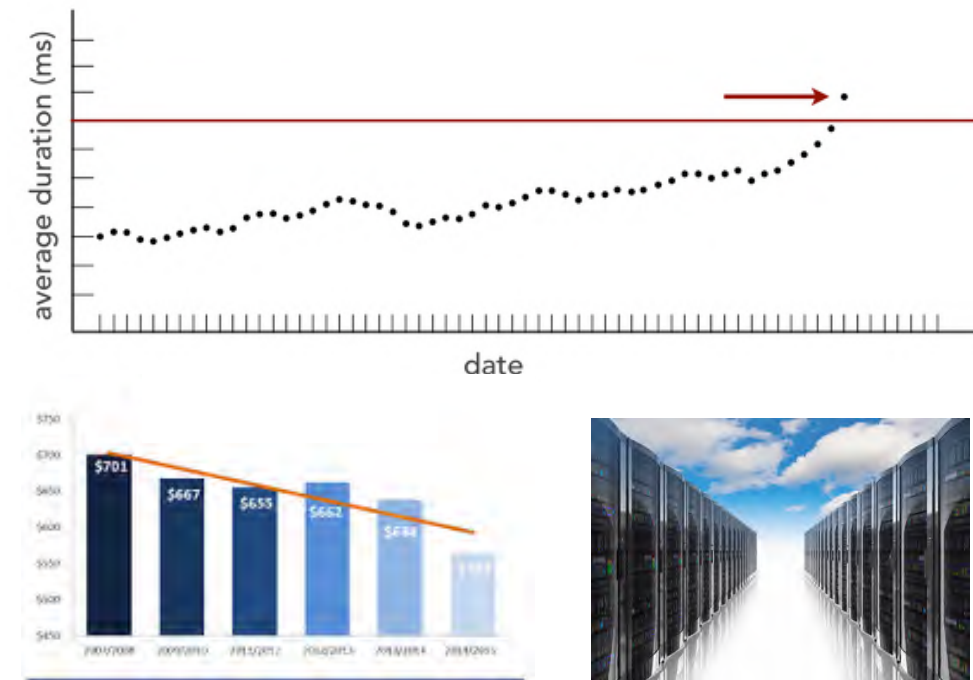


facilitate change

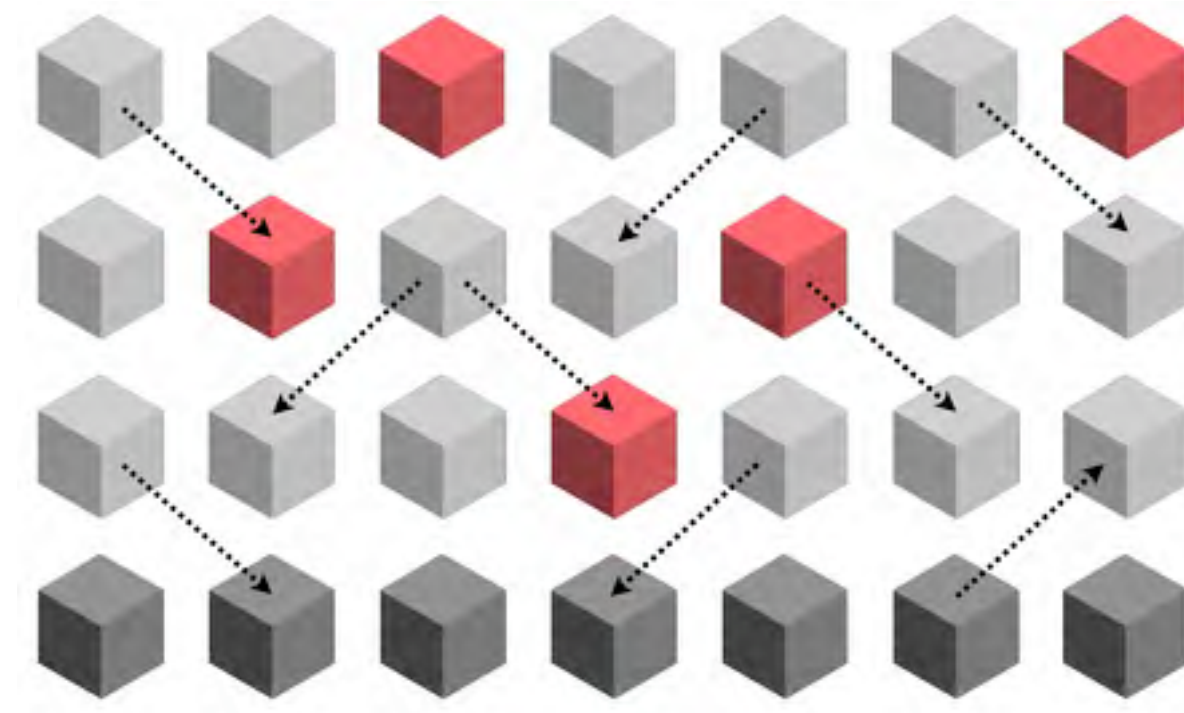
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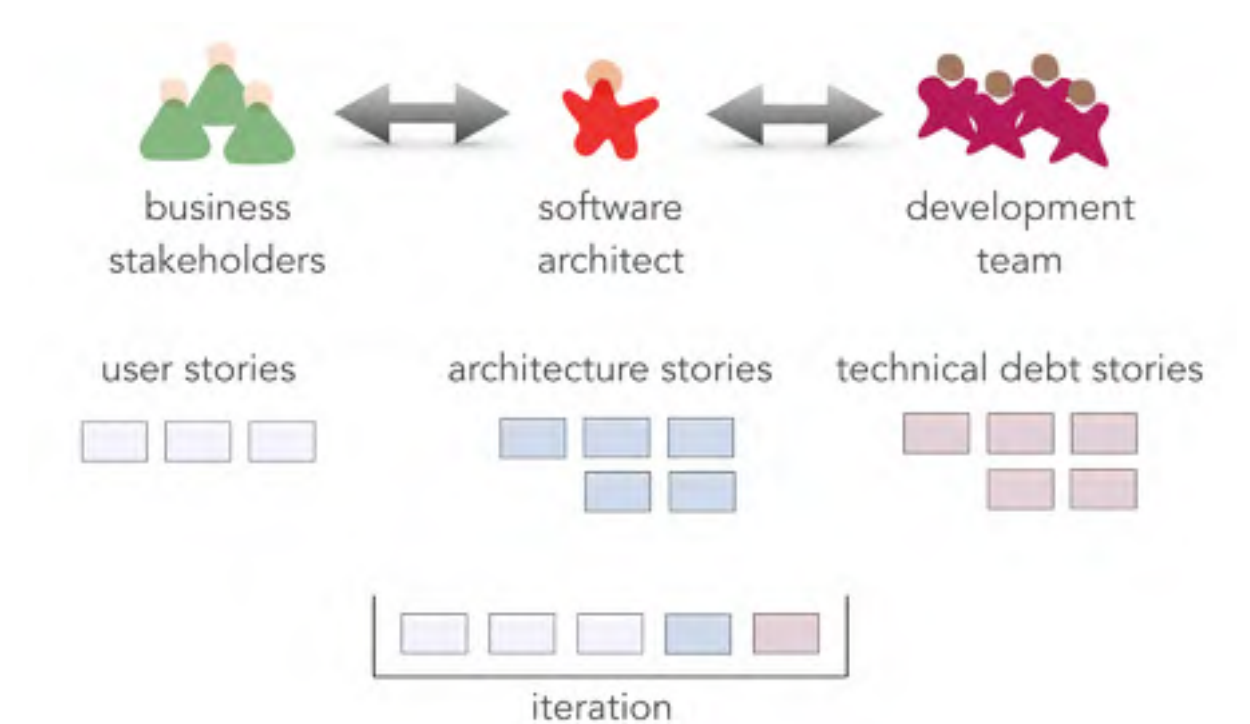
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detect change

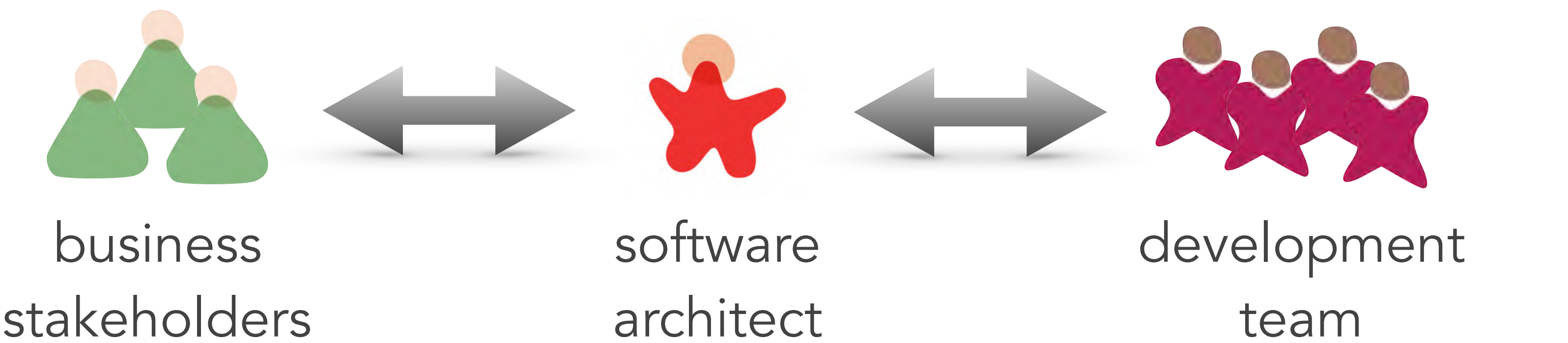


plan for change



facilitate change

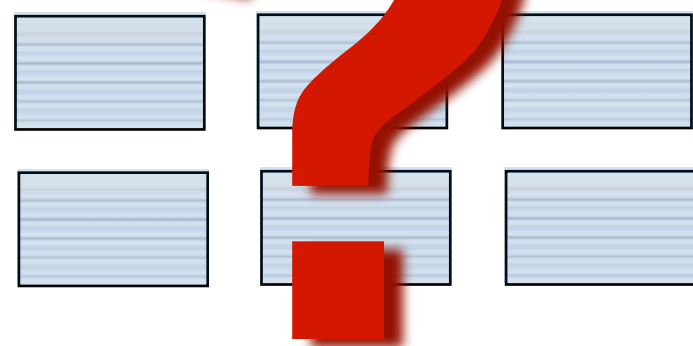
facilitate change



user stories



architectural stories

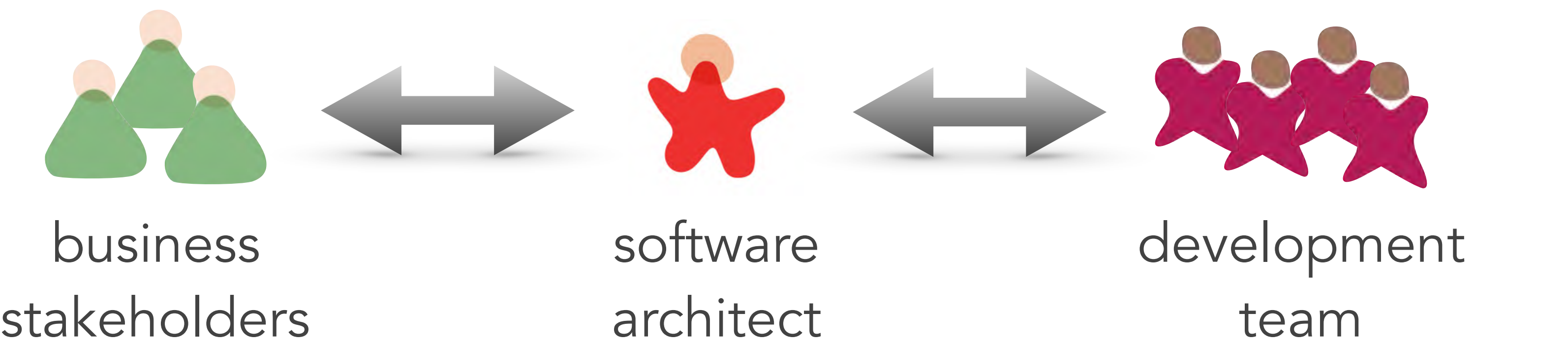


technical debt stories

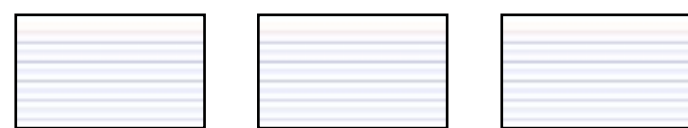


iteration

facilitate change



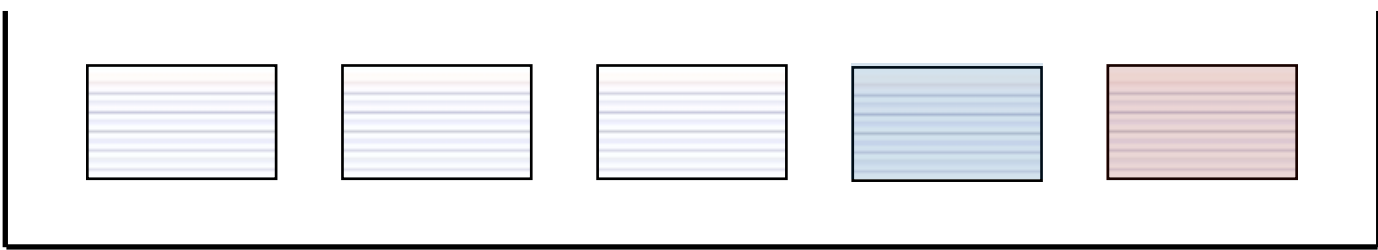
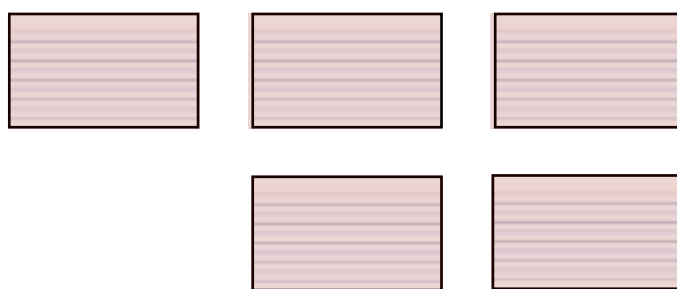
user stories



architecture stories

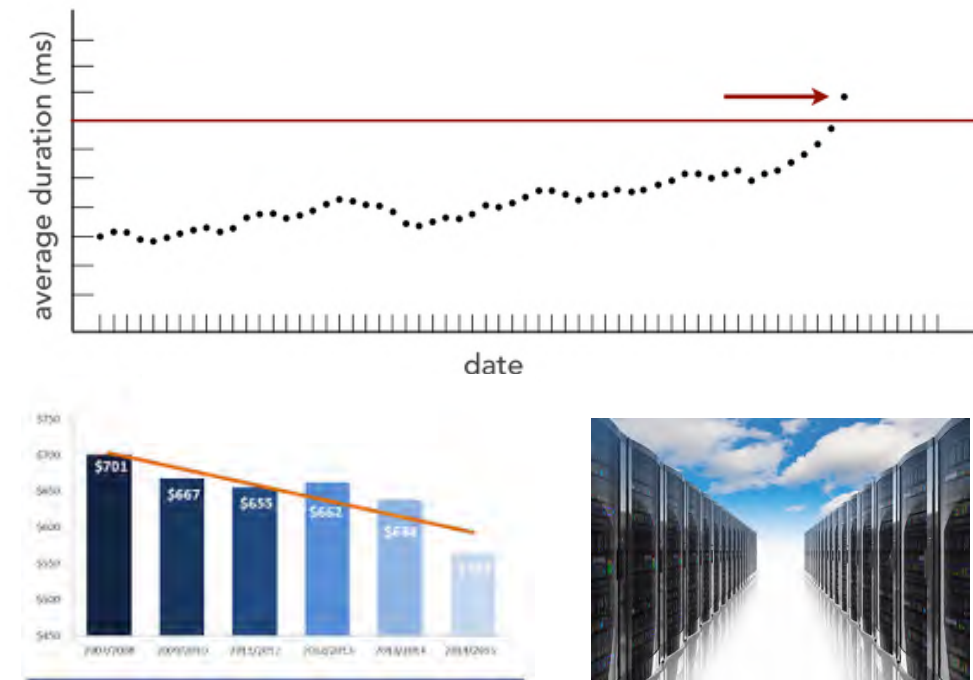


technical debt stories

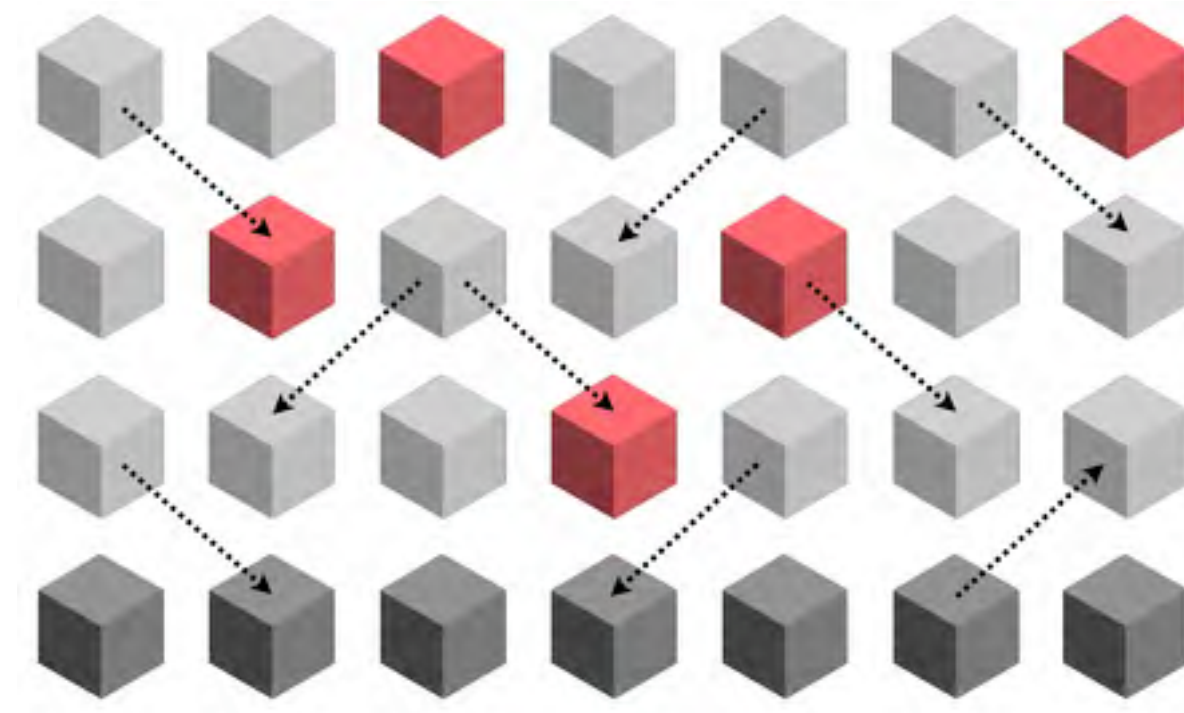


iteration

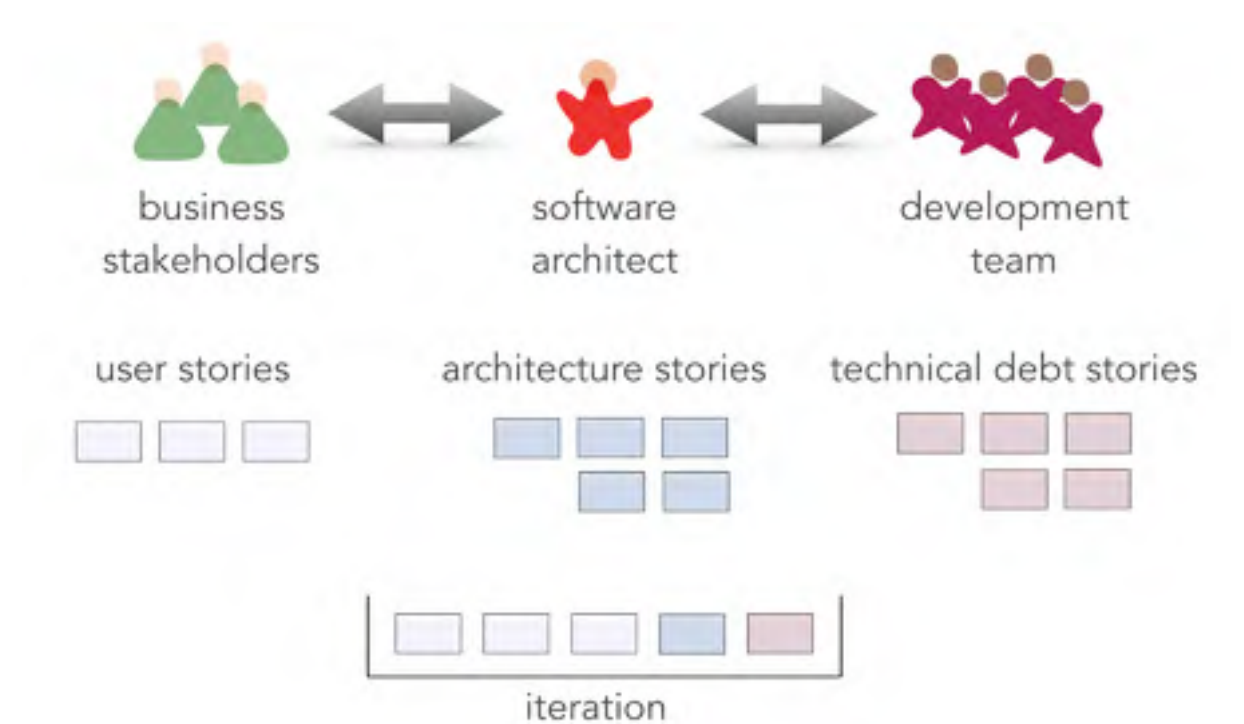
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facilitate change

O'Reilly software architecture
keynotes are only 20 minutes long





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Published Author | Conference Speaker

Architecture.Next: Invalidating Old Axioms

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