| **Table 9.1. Stakeholders and the Communication Needs Served by Architecture** | |
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| **Stakeholder** | **Use** |
| Architect and requirements engineers who represent customer(s) | To negotiate and make tradeoffs among competing requirements |
| Architect and designers of constituent parts | To resolve resource contention and establish performance and other kinds of runtime resource consumption budgets |
| Implementors | To provide inviolable constraints (plus exploitable freedoms) on downstream development activities |
| Testers and integrators | To specify the correct black-box behavior of the pieces that must fit together |
| Maintainers | To reveal areas a prospective change will affect |
| Designers of other systems with which this one must interoperate | To define the set of operations provided and required, and the protocols for their operation |
| Quality attribute specialists | To provide the model that drives analytical tools such as rate-monotonic real-time schedulability analysis, simulations and simulation generators, theorem provers, verifiers, etc. These tools require information about resource consumption, scheduling policies, dependencies, and so forth. Architecture documentation must contain the information necessary to evaluate a variety of quality attributes such as security, performance, usability, availability, and modifiability. Analyses for each attributes have their own information needs. |
| Managers | To create development teams corresponding to work assignments identified, to plan and allocate project resources, and to track progress by the various teams |
| Product line managers | To determine whether a potential new member of a product family is in or out of scope, and if out by how much |
| Quality assurance team | To provide a basis for conformance checking, for assurance that implementations have been faithful to the architectural prescriptions |