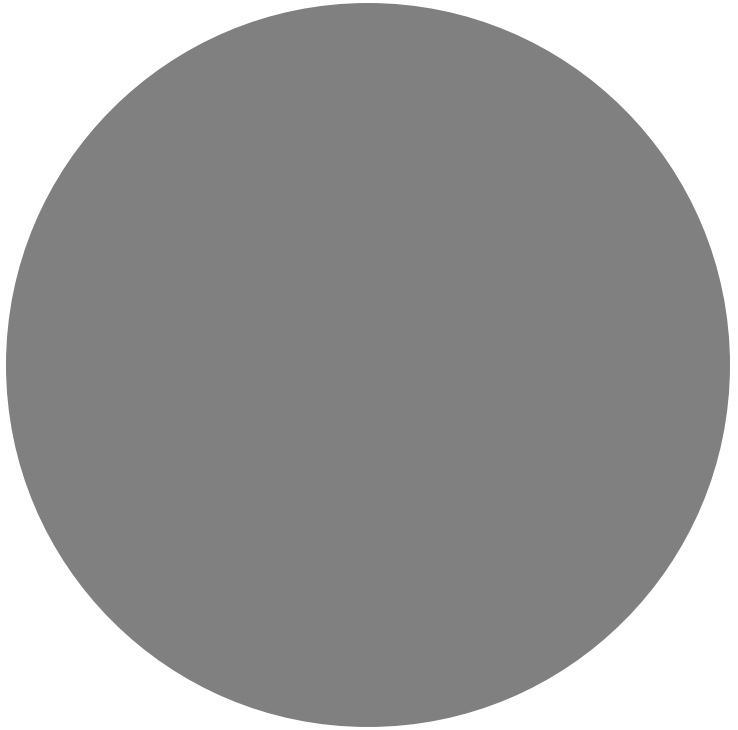
Accelerate with Architecture

- Enable teams to easily ***Test*** and ***Deploy*** individual components or services



A good architecture

Testability and *deployability*

1

Testability

- We can do most of our testing without requiring an integrated environment

2

Deployability

- We can and do deploy / release our application independently of other applications/services it depends on

What makes high performing team ?

Make large scale changes (design) without the permission of somebody outside the team

Make large scale changes (design) without depending on other teams to make changes in their systems

Complete their work without communications outside the team

Deploy and release the product or service on demand, regardless of other services it depends on

Do most of their testing on demand, without requiring an integrated test environment

Perform deployments during normal business hours with negligible downtime

Team dynamics

Teams should be cross-functional, with all the skills necessary to design, develop, test, deploy and operate the system on the same team – i.e OWN END TO END

DESIGN -> DEVELOP -> TEST -> DEPLOY -> OPERATE

Goal of architecture

01

Support the ability of teams to get their work done – from design through to deployment – without requiring high-bandwidth communication between teams

02

How to achieve:

- Decouple systems into smaller, more loosely coupled units (Micro services)
- Use test doubles (mocking)and virtualization as a way to test services or components in isolation

Loosely coupled architecture

Helps achieve better delivery performance, increasing both tempo and stability while reducing the burnout and the pain of deployment

Grow the size of the engineering organization and increase productivity linearly

Focus

On helping teams achieve better outcomes and provide them the tools and technologies that will enable these outcomes

Not ONLY on tools and technologies