

Ready, Set, Architect!

300* seconds to free architecture



Secret Chipmunk
Ron Parker | @scmunk

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resemblance to anything related to any other entity with that being said everything related to this session is completely based on my opinion and right about now is when you insert some random Latin filler phrases to make it look like there is more verbiage than there actually is although no one really cares at the end of the day.

3

Agenda

Why do we have architecture and what does it look like?

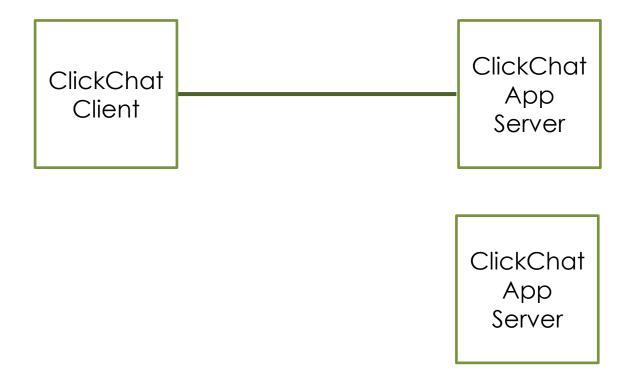
What are some approaches or frameworks for architecture?

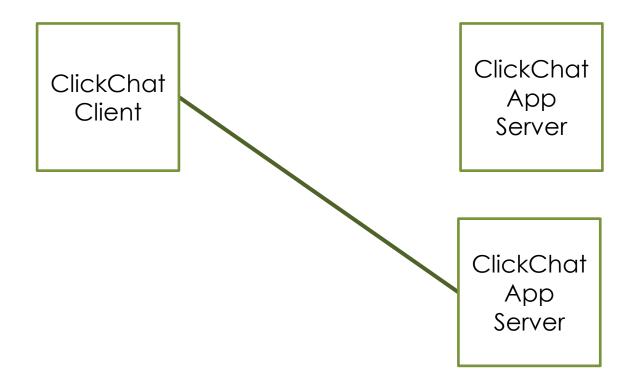
What tools can be used?

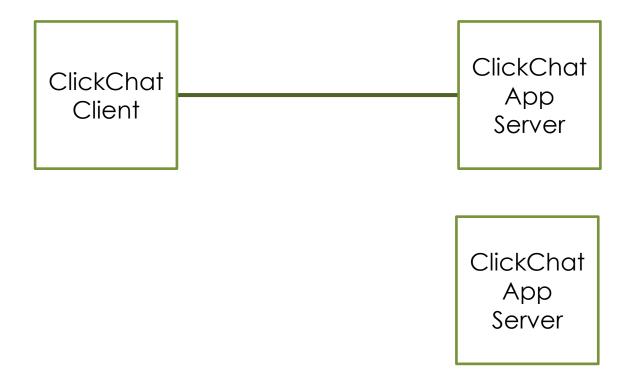




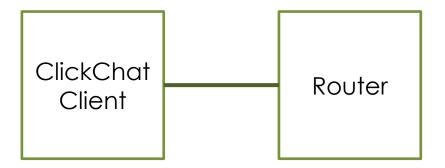




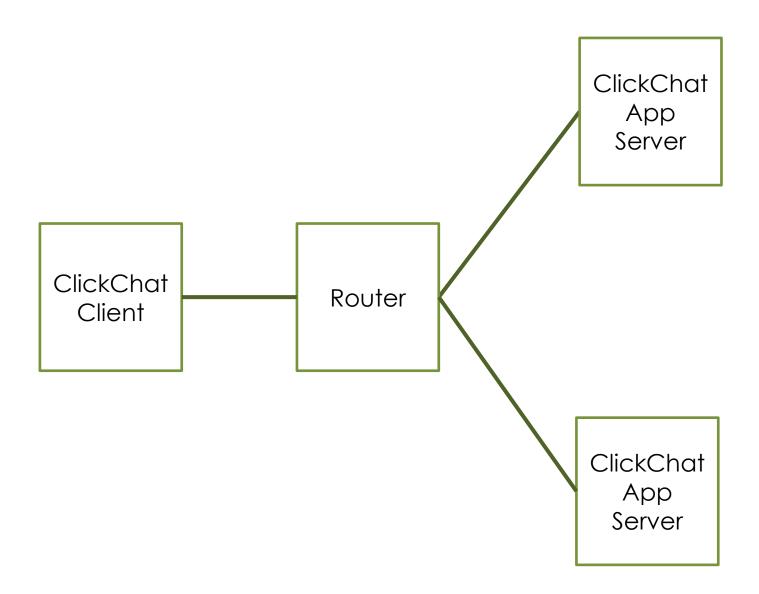


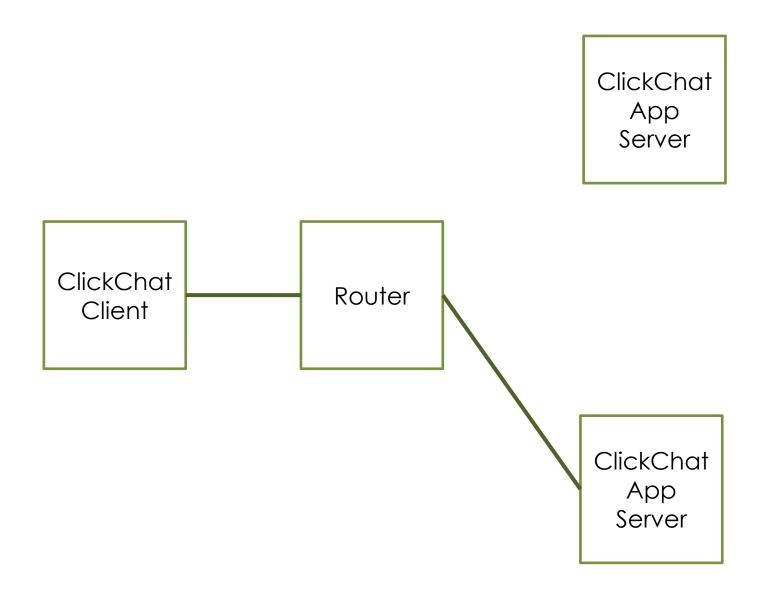


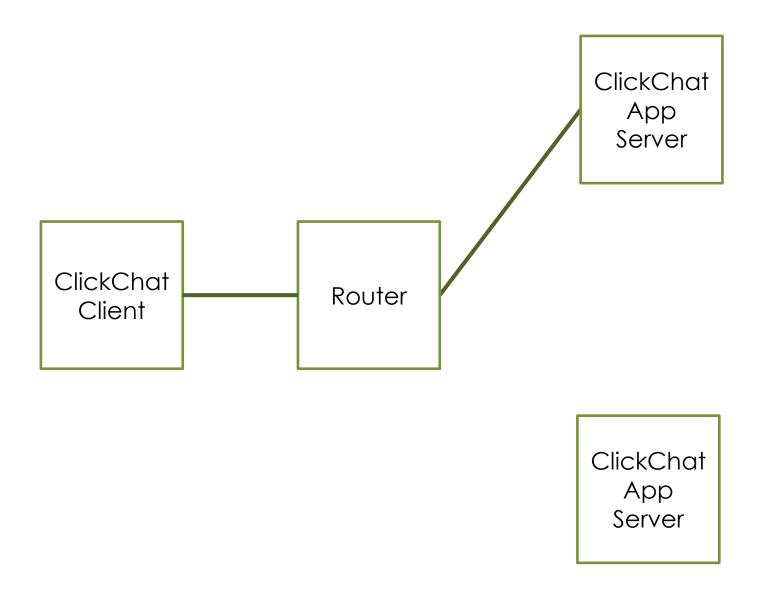
ClickChat App Server

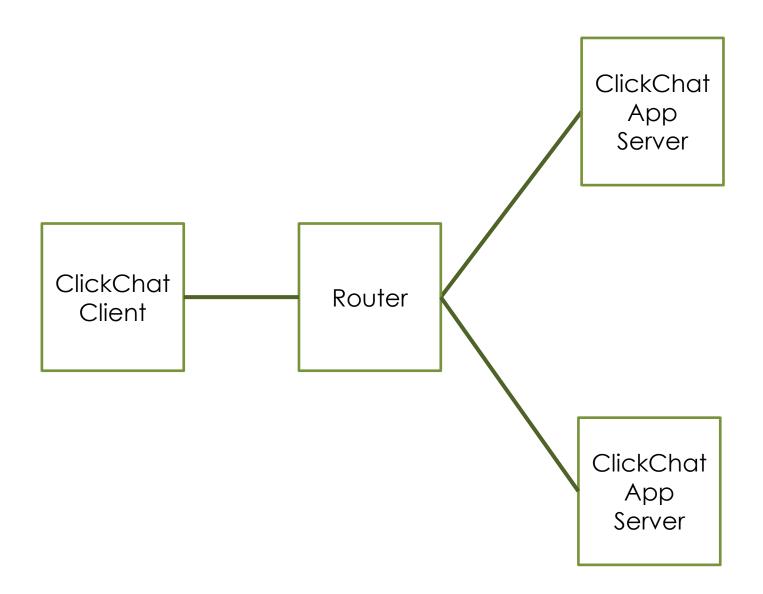


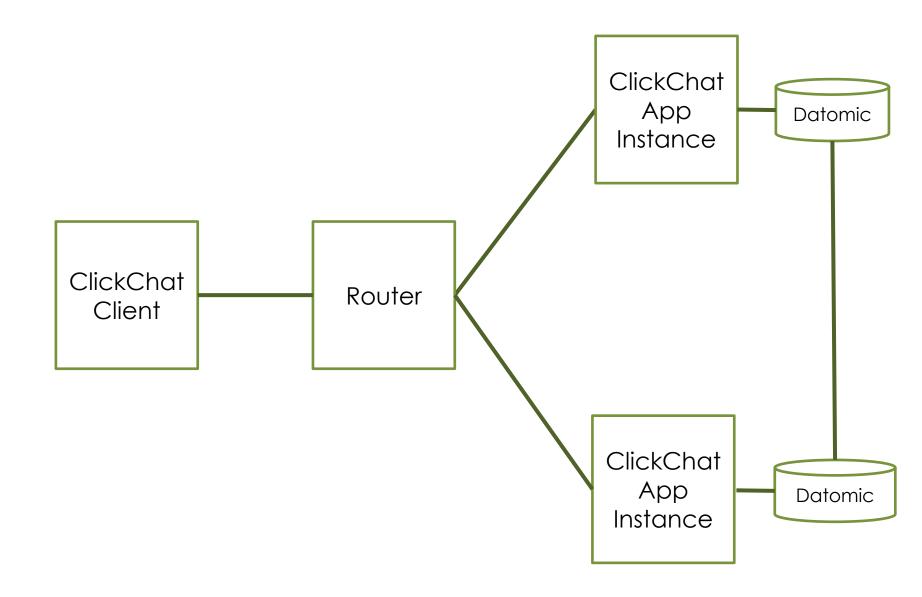
ClickChat App Server



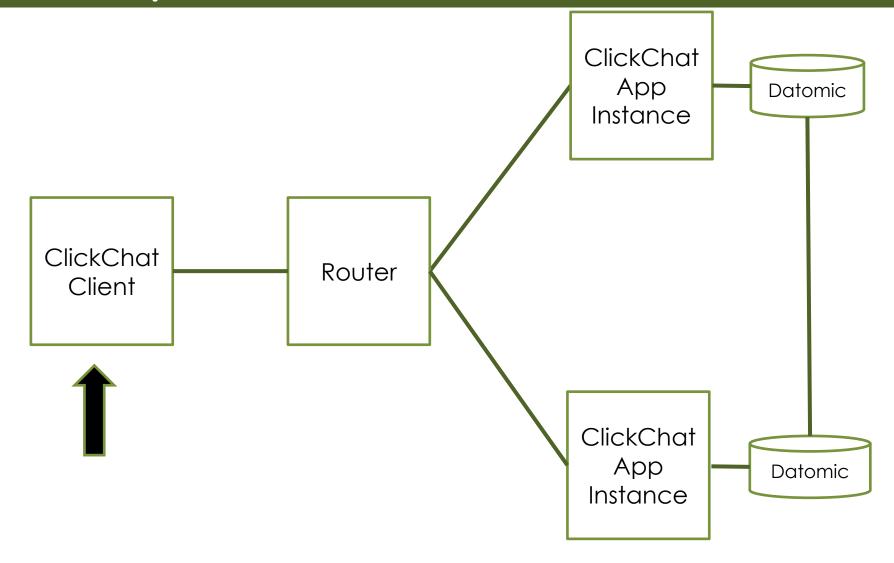




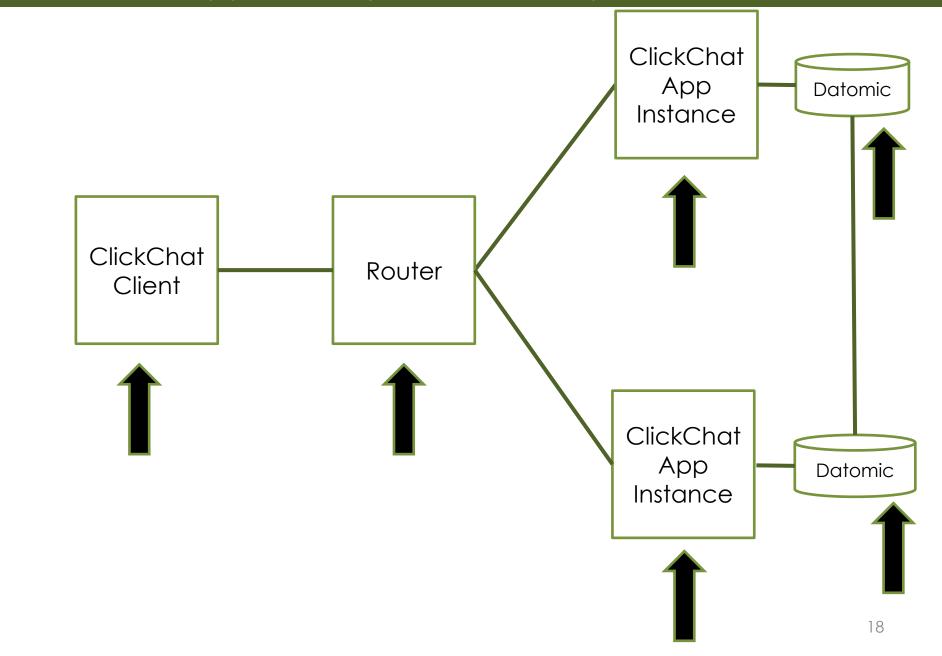




What did we just do?

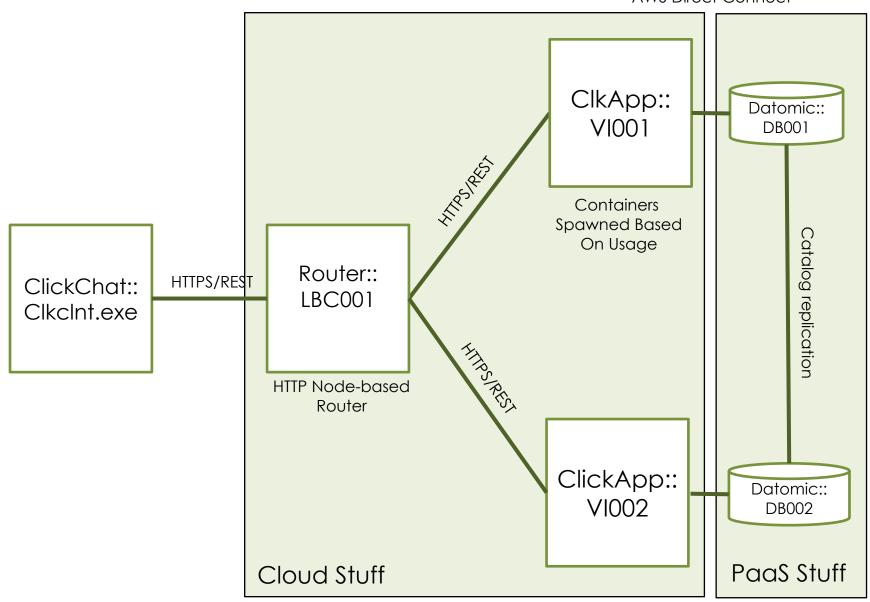


How did we approach system resiliency?



We architect to **optimize** the **whole**, not just the pieces.

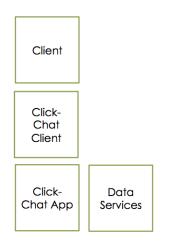
AWS Direct Connect



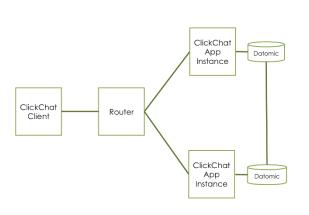
VIEWS

Different views for different audiences – Same Systems

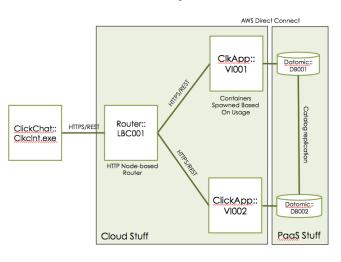
Conceptual



Logical



Physical



- More ideas
- Planning
- Management
- Gaps

- Relations
- Behavior
- Components
- Functions
- Integration
- Solutioning

- Implementation
- Operations
- Solutioning

Galactic Modeling Language

Вох

Line

LabelLabel

GML

A small, cross-platform, but still robust approach for describing architecture

All Down-Hill From Here

- Understand WHY
- Understand your AUDIENCE and the VIEWS

C4 Hierarchical Model

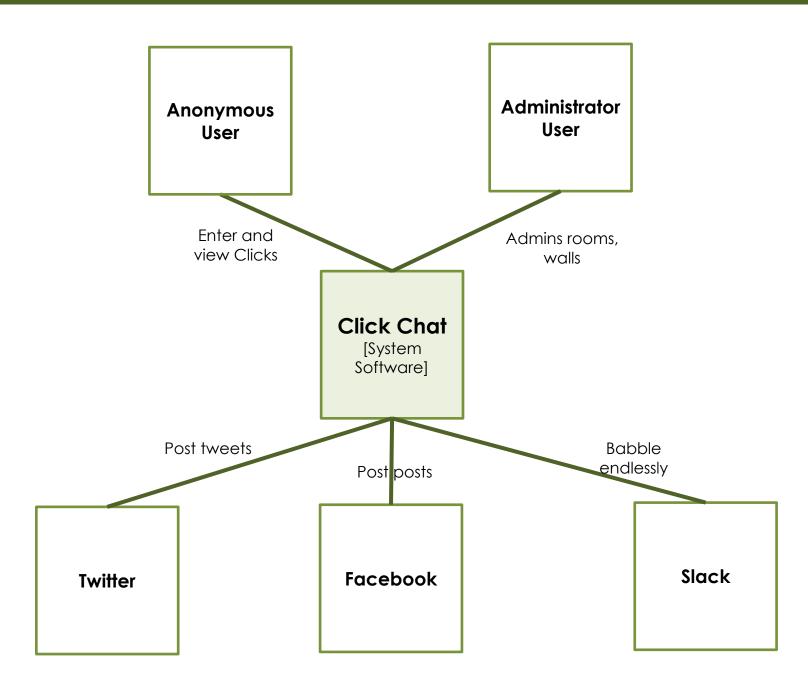
A little more specific than GML

Good for software architecture

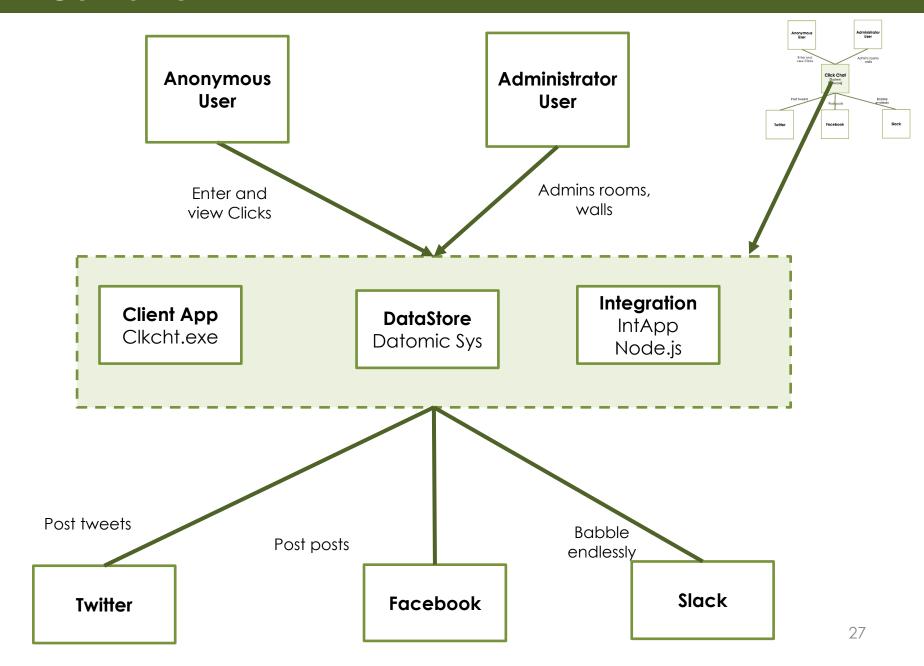
Nested items

- Context
- Containers
- Components
- Classes or Code

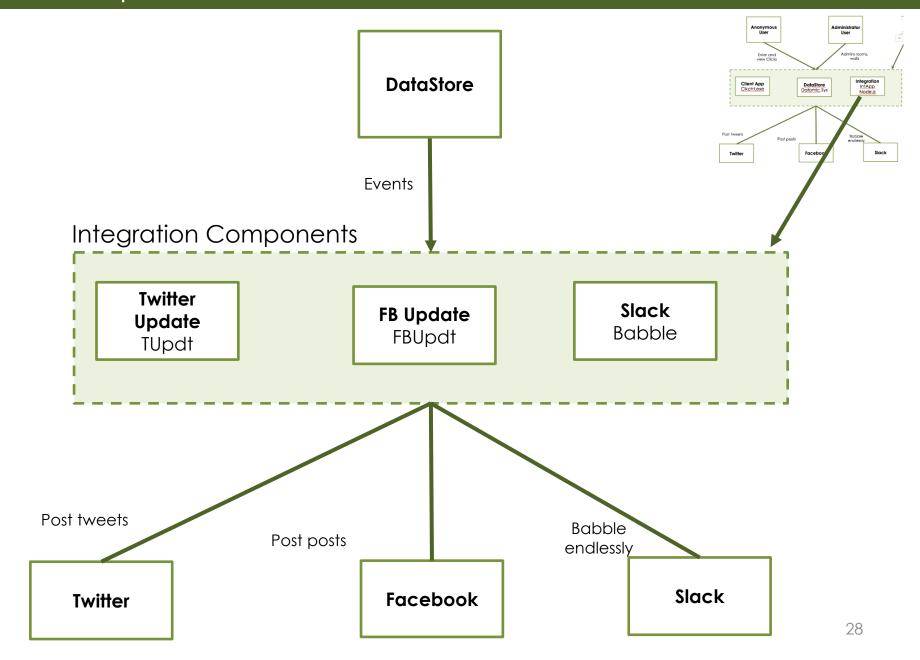
C4 – Context (of the system)



C4 - Container



C4 - Component



C4 – Classes or Code

More boxes for Classes

Code

C4

Lightweight software architecture

Based on views of the pieces and usage

UML – Unified Modeling Language

UML – Unified Modeling Language

UML

Three Rules for Successful UML'ing

- 1. Pick out the good stuff
- 2. Only use the good stuff
- 3. Ignore anything that is not good stuff

Structural UML diagrams

- Class diagram
- Package diagram
- Object diagram
- Component diagram
- Composite structure diagram
- Deployment diagram

Behavioral UML diagrams

- Activity diagram
- Sequence diagram
- Use case diagram
- State diagram
- Communication diagram
- Interaction overview diagram
- Timing diagram

Three of my favorites

- 1. Class Diagrams
- 2. Sequence Diagrams
- 3. Component Diagrams

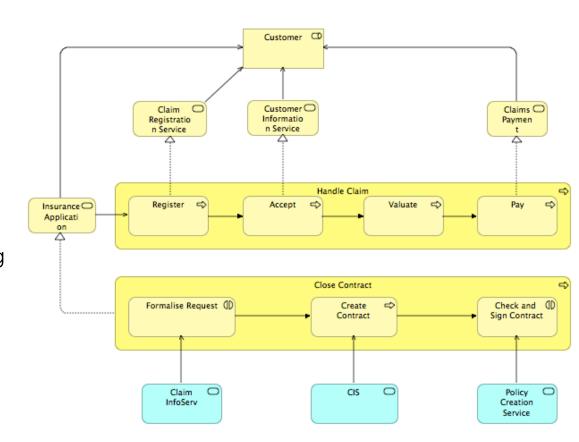
Honorable mention to Use Case diagrams but User Stories are better

Archimate 3.0 (AR-ki-mayt)

Built by The Open Group

Strength is in connected views

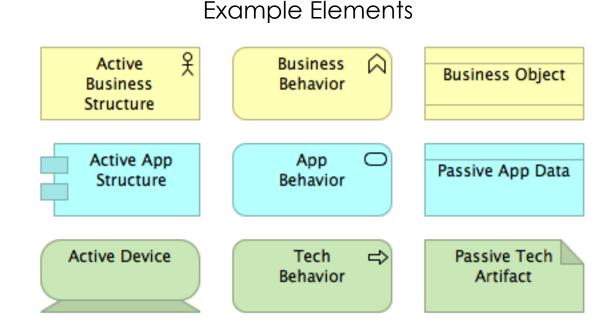
Not for low level software modeling



Archimate Elements

Notation Types

- Motivation
- Strategy
- Business
- Application
- Technology
- Physical
- Implementation



Can be used for high level architecture and solution architecture because there is an emphasis on modeling behavior separately from implementation.

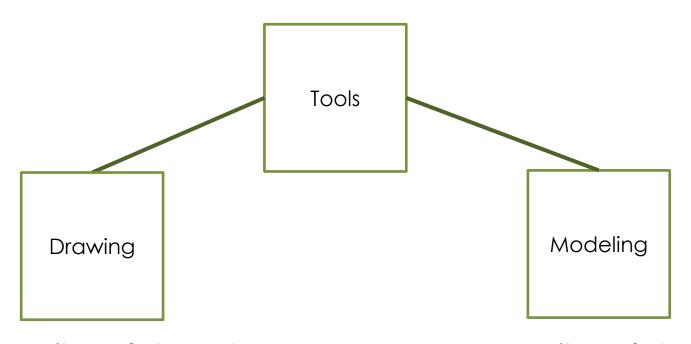
Frameworks

Four Examples

- GML
- UML
- C4
- Archimate

Now we need tools....

Tools



- No repository of elements
- Each diagram is standalone
- Very easy and portable
- Think Paper or Whiteboard

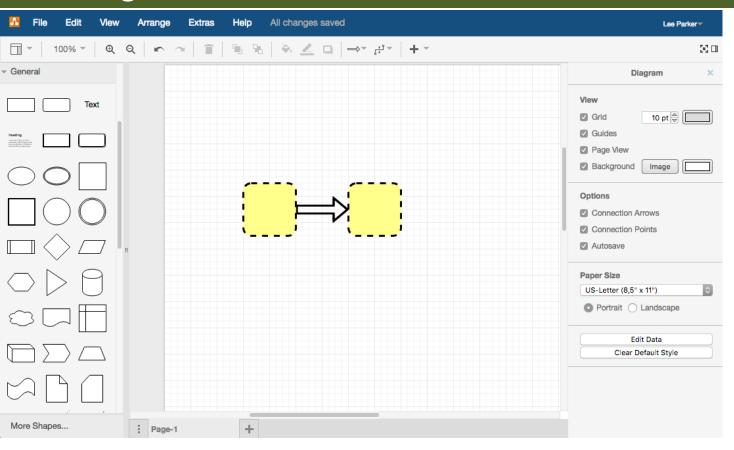
- Repository of elements
- Tied to a framework
- Lots of reuse
- Maybe too many rules
- Diagrams relate

Drawing: Paper and Pencil

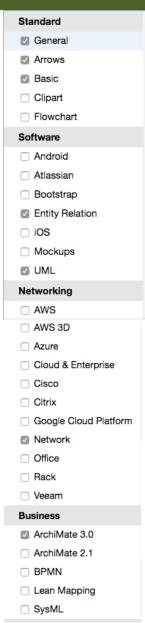
Using whatever is at hand to capture an idea is better than not capturing the idea at all.

- @scmunk

Drawing: Draw.io

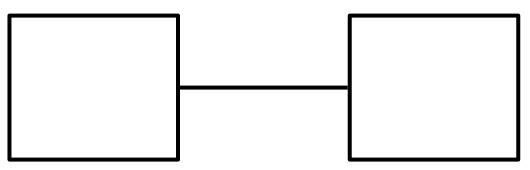


- 100% cloud-based
- Connects to cloud storage or can use local
- Has shapes for UML, Archimate, AWS, Azure, UML...
- Save multiple diagrams per file
- Easily exports diagrams to images



Drawing: PowerPoint (Not free but maybe at hand)

Supports GML well

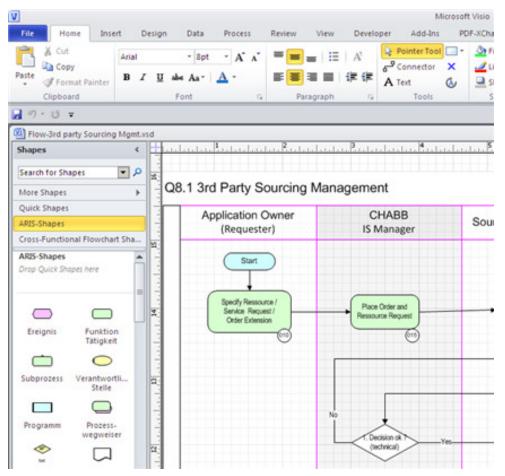


Easily Import Your Own Graphics



- Works well at the conceptual level
- Especially if you are working on associated material
- Graphics and templates are widely available but not built-in
- Exports to multiple formats

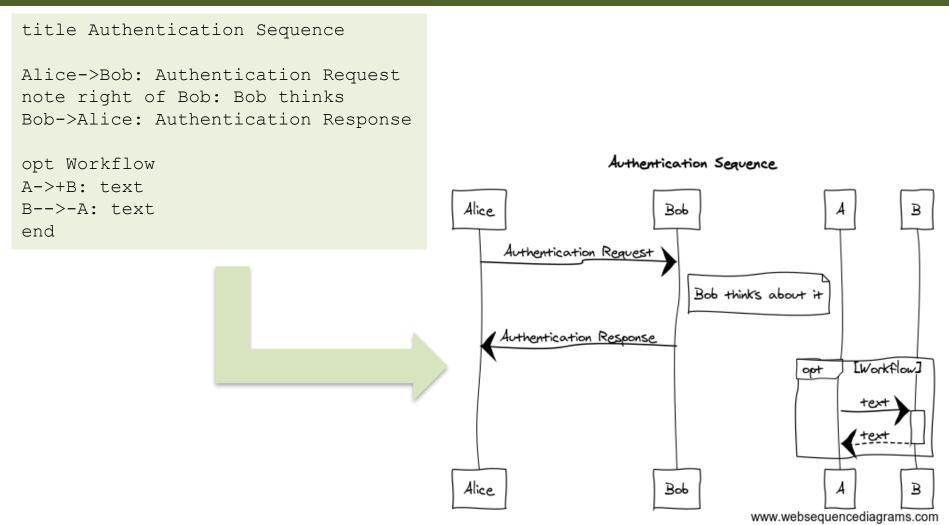
Drawing: Visio (Not free but maybe at hand)



- Top of the line drawing app
- Has stencils, free stencils, you can create your own
- Cloud options, tablet options, no Linux/OSX
- More features that you will probably never use

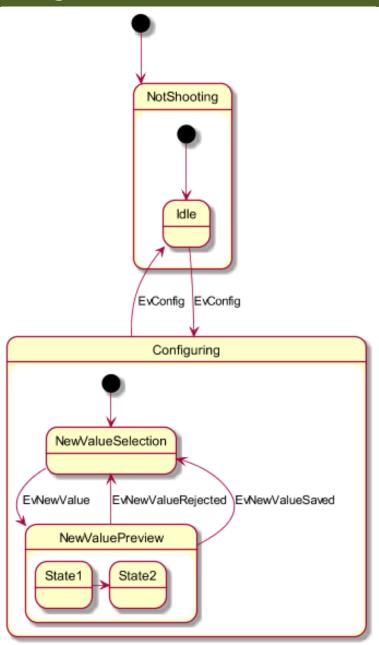
• Expensive 42

Drawing: WebSequenceDiagrams



- Easiest Sequence diagrams ever
- Can easily save you work by saving the text
- Has different styles for output

Drawing: Plant UML Generation

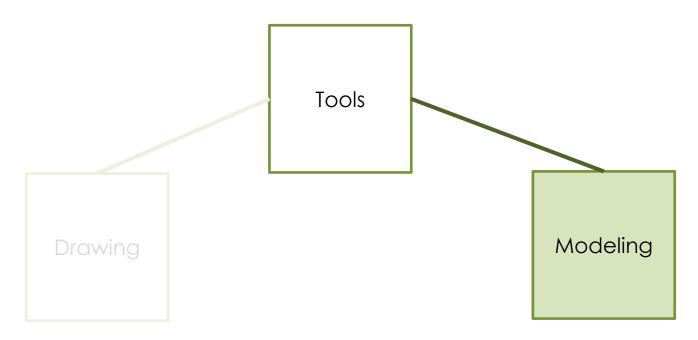


Major Diagrams

- Sequence
- Use case
- Class
- Activity
- Component
- State
- Object
- Deployment
- Timing
- Plus Archimate and others

- Text/CLI-based
- Can be installed locally

Modeling Tools



- No repository of elements
- Each diagram is standalone
- Very easy and portable
- Think Paper or Whiteboard

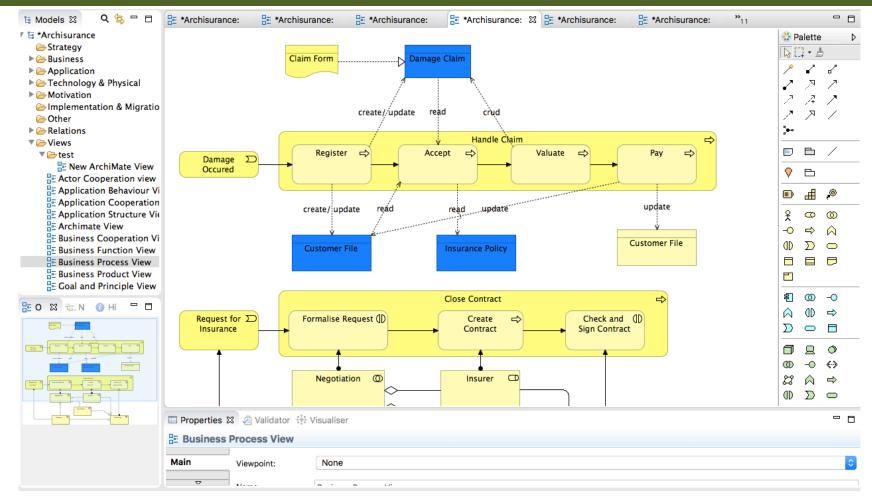
- Repository of elements
- Tied to a framework
- Lots of reuse
- Maybe too many rules
- Diagrams relate

Modeling Tools

Beware of the **Freemium** modeling tools.

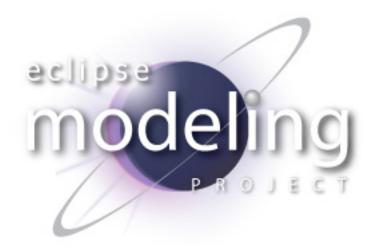
You don't want to pay for an in-app purchase to be able to do something like "Print"

Modeling: Archi



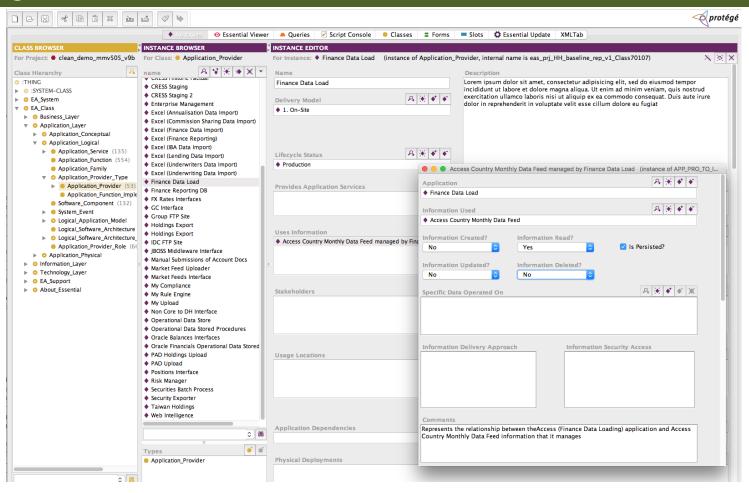
- Supports Archimate 3.0
- Java-based, cross platform
- True element/object modeling, keeps relations and attributes for all
- Element reuse
- Can create different element collection and views
- Not currently multi-user (recognized the issue and developing plugins)

Modeling: Eclipse



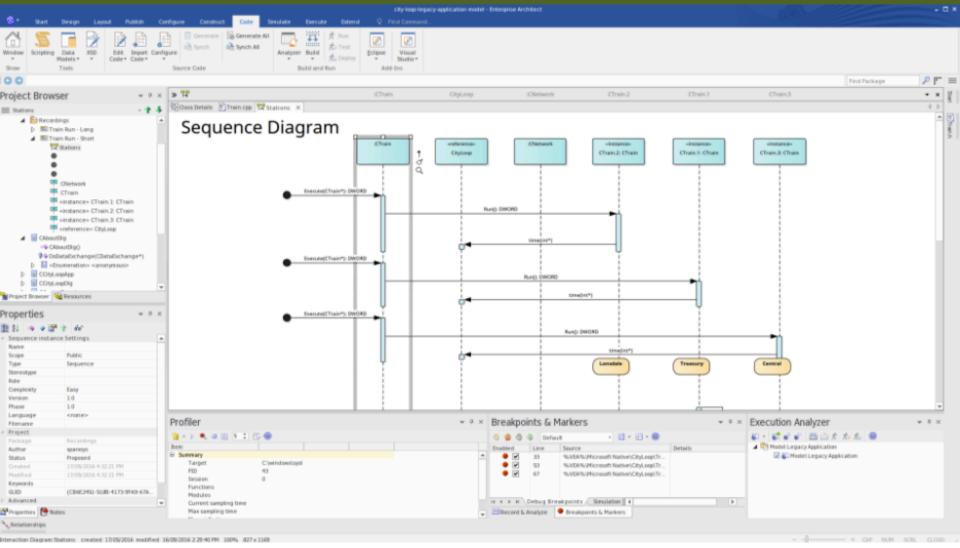
- Unleash the power of Eclipse
- Core driver is system and code generation
- Complex, terminology, UI, overwhelming feeling of despair
- If you are "all in" for Eclipse you need to take a look

Modeling: Essentials



- Includes both a framework and a tools
- The actual tool, Essential Modeler, is very complex but includes reporting, the Essential Viewer (also complex)
- The framework concept is interesting and could be used on its own

Modeling: Sparx Enterprise Architect (Honorable Mention)



- Top of the line drawing app
- Low end model is very capable and less than \$200
- Supports many frameworks including TOGAF, Zachman, Archimate, UML
- Best documentation

REFERENCES

Framework/Languages

- Archimate
 - http://pubs.opengroup.org/architecture/archimate3-doc/
- C4
 - http://www.codingthearchitecture.com/
- GML
 - http://wiki.c2.com/?GalacticModelingLanguage
- UML
 - http://www.uml.org/

Tools

- Eclipse
 - https://eclipse.org/modeling/
- Essentials
 - https://www.enterprise-architecture.org/home.php
- Plant UML
 - http://plantuml.com/
- Sparx
 - http://www.sparxsystems.com/
- Visio
 - https://products.office.com/en-us/visio/flowchart-software?tab=tabs-1

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Thanks!

