



# Architecture 101

*Diego Pacheco*

# About me...



- ☐ *Cat's Father*
- ☐ *Head of Software Architecture*
- ☐ *Agile Coach*
- ☐ *SOA/Microservices Expert*
- ☐ *DevOps Practitioner*
- ☐ *Author*
- ☐ *Speaker*



*diegopacheco*



*@diego\_pacheco*



*<http://diego-pacheco.blogspot.com.br/>*



*[tinyurl.com/diegopacheco](http://tinyurl.com/diegopacheco)*



<https://diegopacheco.github.io/>

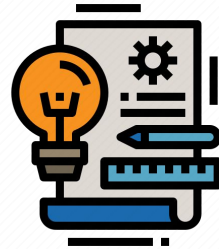
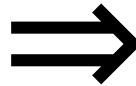
# What is Software Architecture?



Decisions



Trade-offs



Design

# Big Rocks!



# It's also about teams structure scalability



# Desired Architecture Properties?

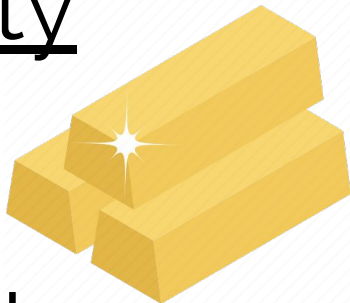
Secure Abstraction

Changeability

Observability

Isolation

Performance



Scalability

Operationability

Reliability

Testability

# Intangible Decisions leads to Big Real Problems



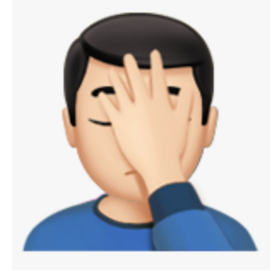
COST



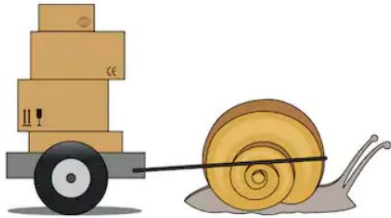
Slowness



downtime



Poor User  
Experience



Slow Time to Market



Bugs, Errors, Limitations



Revenue Loss

# Architecture is bigger than Infrastructure





# Architecture can be manifested as:

Elements of:

- ❑ Concepts
- ❑ Flow
- ❑ Structure
- ❑ Layers
- ❑ Coordination
- ❑ Standards
- ❑ SCM model

Curated choices of:

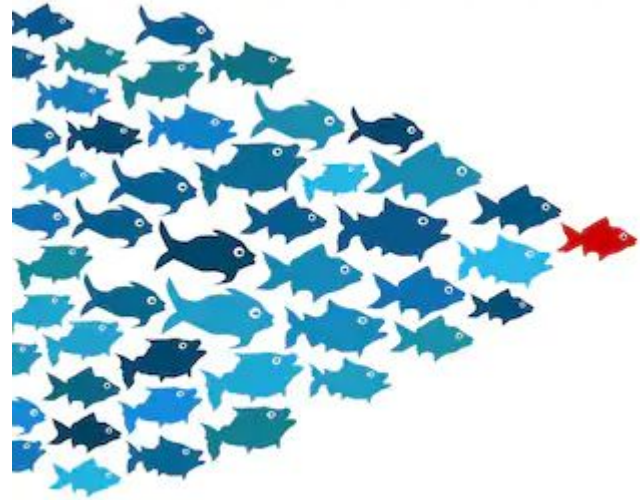
- ❑ Language
- ❑ Framework
- ❑ Datastore
- ❑ Computing model
- ❑ Storage
- ❑ Caching
- ❑ Messaging
- ❑ Infrastructure

# #1 Being an Architect: it's about leadership

**READY TO MOVE V/S UNDER-CONSTRUCTION**



## #2 Being an Architect: it's about sales.



# **#3 Being an Architect: it's about guessing.**





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