# CAP

* **C**onsistency, **A**vailability, **P**artitioning tolerance (== Clustering)
* See on [Wikipedia](http://en.wikipedia.org/wiki/CAP_theorem)
* Proven: you can only have 2 at once
* Recommendation: don’t cluster, if there is no real need
* HTTP-Session and EJB-Session is not consistent by default in Application servers
* Nearly no distributed system (e.g. Amazon, Facebook, Banks, others) are consistent – instead they are “eventually consistent”

# FLP

* Asynchronous communication is not always the answer
  + Error handling too complex
  + When waiting for an answer – how long do you wait?
* See on [Wikipedia](http://en.wikipedia.org/wiki/Consensus_(computer_science)#Solvability_results_for_some_agreement_problems)

# Hardware costs

* Hardware does not cost so much any longer
* Use virtualization combined with automization
* New possibilities regarding deployment and testing
* No modularization effort in Java necessary any longer (just deploy everything – but keep deployments small)
* In one word: **private clouds**

# 24x7

* Check if it is really needed
* Reason: reaching real 24x7 greatly involves complexity

# BASE vs. ACID

* **A**tomicity, **C**onsistency, **I**solation, **D**urability
  + CA in CAP Theorem
  + RDBMS cannot scale
* **B**asically **A**vailable **S**oft-state services with **E**ventual-consistency
  + AP in CAP Theorem
  + NoSQL can scale
* Notes on NoSQL databases
  + Writes are fast – but data is distributed async
  + You can achieve consistent reads, if you have time
  + Consistency level can by set by operation (fast or consistent)

# Review on old J2EE Patterns

* ServiceLocator
  + What it did
    - JNDI-Lookup
    - PortableRemoteObject.narrow()
  + Now
    - @Inject and @Resource
* Business Delegate
  + What it did
    - Provide a nice facade for EJBs
  + Now
    - EJBs are POJOs
* Session Facade:
  + What it did
    - Managed relations between CMPs
    - Created DTOs for Entities
  + Now
    - Relations between JPA entities
    - No more DTOs necessary (entities are POJOs)
* Composite entity:
  + What it did
    - Needed for simulating relations
    - Could carry logic
  + Now
    - JPA entities are normal objects
* Domain store:
  + == JPA EntityManager
* Data access object:
  + No more need
  + Just encapsulates the EntityManager
  + Regarding the BCE approach, a DAO is a control – but shouldn’t be named “DAO” any longer (this implies too much)
* WebserviceBroker:
  + What it did
    - Provide access to SOAP services
  + Now
    - JAX-WS
    - Injection of Endpoint
* Service Activator:
  + What it did
    - Kind of JMS decorator
    - For calling business logic asynchronously
  + Now
    - @Asynchronous
* Transfer Object assembler:
  + What it did
    - Surprise: it assembled DTOs
  + Now
    - No DTOs necessary any longer
* Application Service:
  + This will remain – it’s the boundary from the BCE pattern
* Result
  + In Java EE there remain only some beans with pure business logic

# GoF Patterns

* Factory, AbstractFactory
  + Replaced by CDI producers
* Singleton
  + Replaced by @Singleton
* Builder
  + Still valid
* Adapter
  + Still valid
  + Cool possibilities using CDI producers that @Inject the adaptee
* Bridge
  + Still valid
  + In JavaEE: CDI stereotypes
* Façade
  + Still valid
  + But not often needed
* Flyweight
  + Still valid
  + In JavaEE: CDI scopes
* Template method
  + Still valid
  + In JavaEE: use CDI @Specializes
* Observer
  + Still valid
  + In JavaEE: CDI event mechanism

# Documentation and Test

* Document the exception, not the rule
* Javadoc
  + See [this blog post](http://www.adam-bien.com/roller/abien/entry/how_to_comment_with_javadoc)
  + Put
    - the WHAT in the name
    - the HOW in the code, and
    - the WHY in the comment
* UI Design documentation
  + Proposal: provide something executable (e.g. CSS)
* Best architecture documentation:
  + Use a Maven archetype
* Testing
  + Start with the hard stuff (optimal: system test)
  + Stress tests also should come first

# Conway’s Law

* The architecture of a system is driven by the organizational structure of the company
* See [Wikipedia](http://de.wikipedia.org/wiki/Gesetz_von_Conway)
* Team size
  + 5 or less is great – more is bad
  + See history: all great things were built by small teams
* Management should trust the developers

# Parkinson’s Law of Triviality

* The more trivial a decision is, the longer it takes to take it
* Limit the amount of meetings
* Limit the time of architectural meetings