Seminar Design Patterns und Anti-Patterns

Architecture Anti-Patterns

Arkadiusz Gabryś
Matrikel-Nr. 21895081
Department of Compuer Science

July 10, 2015

Abstract — Content of this document describes three common Architectural Anti-Patterns. Sources and causes, symptoms and consequences, examples and solutions will be discussed.

Contents

1 Introduction

Good architecture is a critical factor in process of transforming high level models into actual implementation [2]. Unfortunately the engineering discipline of software architecture is relatively immature and there is even no official definition [3]. SEI provides three types of software architecture definitions [4]:

- Modern definition

- Classic definitions

- Bibliographic definitions

Architecture Anti-Patterns ...

This whole project (excluding graphics) was created using LaTeX technology and its sources are available at https://github.com/gabr/dpap_aap

2   Stovepipe Enterprise

2.1   Form & Causes

2.2   Symptoms & Consequences

2.3   Example - authorization system

2.4   Solution

2.5   Exceptions

3   Stovepipe System

3.1   Form & Causes

3.2   Distinction

3.3   Symptoms & Consequences

3.4   Example

3.5   Solution

3.6   Exceptions

4   Vendor Lock-In

4.1   Form & Causes

4.2   Symptoms & Consequences

4.3   Example

4.4   Solution

4.5   Exceptions

5 Summary

List of Figures

References

[1] Alexander Shvets *AntiPatterns The Survival Guide*, published by sourcemaking.com

[2] *Nordic Workshop on Model Driven Engineering* ISBN: 978-91-7295-985-9, 27-29 August 2007 Ronneby, Sweden p. 5

[3] *Architektura oprogramowania*, web: https://pl.wikipedia.org/wiki/Architektura_oprogramowania *10 July 2015*

[4] Software Engineering Institute, Carnegie Mellon University *What is your definition of software architecture?*, web: http://www.sei.cmu.edu/architecture/start/glossary/definition-form.cfm *10 July 2015*