## C4 Model

# Game Time

## Architecture Is In Our Heads

## Why

### When you try to share a system architecture, what will you do?

- Mess of boxes and lines
- Mixed abstractions
- Ambiguous Naming
- Unlabelled relationships
- Inconsistent notation
- Missing technology choices

# "Good software architecture diagrams help to align everybody's understanding"

- Someone

## What C4 Model

- Context
- Container
- Component
- Code

#### **Abstraction-First**

Different levels of detail, telling different stories to different types of audience

# Level 1: A System Context diagram [low-level details]

Provide a starting point, showing how the software system in scope fits into the world around it.

#### Intended audience:

Everybody, both technical and non-technical people, inside and outside of the software development team.

#### Level 2: A Container diagram

Zoom into the software system in scope, showing the hight-level technical building blocks.

#### Intended audience:

Technical people inside and outside of the software development team; Including software architects, developer and operations/support staff.

## Level 3: A Component diagram

Zoom into an individual container, showing the components inside it.

#### Intended audience:

Software architects and developers.

## Level 4: A Code diagram

Can be used to zoom into an individual component, showing how that component is implemented.

#### Intended audience:

Software architects and developers.

## When

#### When to use C4 Model

- Up-front design in inception
- Retro/introduce existing project
- Onboarding new staff

# Practice

Please introduce us your former project in 5 mins?

# Q&A

# Thank you!