

Modle 2 Homework

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The architect for the US Naval program Automated Digital Network System Increment III (ADNS) is identified in the ADNS Increment III CDD V3.3 as SPAWAR System Center San Diego with development and training support from the Program Executive Office (PEO) C4I and Space, Program Manager, Warfare 160 (PMW-160).¹

It is the architect's role to advocate for the client by capturing and transferring to the engineers the essence of what the client is willing to pay for. First drawing from experience to understand, often through inference, the problem space that the client is trying to address and then, second, working with the client to understand the constraints under which a successful solution can be built and delivered. After that initial information is captured it is conveyed to the engineers using domain-specific language that removes ambiguity. The architect may develop a ssytem-of-systems view into which the desired product may fit. In such a case the architect may help identify control points, critical information flow, and interfaces. The architect remains on the project as the client advocate throughout its entire lifecycle assisting and facilitating the *what* (but never the *how*) that will be built, delivered, used, and eventually retired.

¹US Department of the Navy, *Capability Development Document for Automated Digital Network System (ADNS)*, 2005, pp 56.