

these things can be fixed. Almost everything is in the right place, because the architecture is sound.

## So What?

**When perfection comes, the imperfect disappears.**

—1 Corinthians 13:10

This simple story about two software systems is certainly not an exhaustive treatise on software architecture, but I have shown how architecture profoundly affects a software project. An architecture influences almost everything that comes into contact with it, determining the health of the codebase and also the health of the surrounding areas. Just as a thriving city can bring prosperity and renown to its local area, a good software architecture will help its project to flourish and bring success to those depending on it.

Good architecture is the product of many factors, including (but not limited to):

- Actually doing intentional upfront design. (Many projects fail in this way before they even start.)
- The quality and experience of the designers. (It helps to have made a few mistakes beforehand to point you in the right direction next time! The Metropolis project certainly taught me a thing or two.)
- Keeping the design clearly in view as development progresses.
- The team being given and taking responsibility for the overall design of the software.
- Never being afraid of changing the design: nothing is set in stone.
- Having the right people on the team, including designers, programmers, and managers, and ensuring the development team is the right size. Ensure they have healthy working relationships, as these relationship will inevitably feed into the structure of the code.
- Making design decisions at the appropriate time, when you know all the information necessary to make them. Defer design decisions you cannot yet make.
- Good project management, with the right kind of deadlines.

## Your Turn

**Never lose a holy curiosity.**

—Albert Einstein

You are reading this book right now because you *care* about software architecture, and you care about improving your own software. So here's an excellent opportunity. Consider these simple questions about your software experience to date: