ITIS 3310 Class Activity

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Software Architecture & Design Introduction

1. **From the article, “Are you a software architect”, what are three points that were most influential for you? Please explain.**
   1. One point that influenced me was the importance of the Non-Functional requirements. More specifically It influenced me because it was something I never really considered. I would always be primarily focused on the functional access of the application. I would always think that was so important and I would forget simple non-functional requirements such as memory management and speed of the application.
   2. A second point that influenced me was the simple definition of Software Architecture. You would expect it to seem complicated but understanding it is simply just defining a way to take the functional and non-functional requirements and structure the application to fit the requirements. It’s sort of like structural architecture. The Architect doesn’t go out and build the house but if the architect doesn’t put his time into designing a plan for the construction company, then the company won’t be able to properly build the structure.
   3. A third point that I found interesting was the importance of Quality Assurance in Software Architecture. Even when the software is developed, it is just as important to test it to make sure it fits the quality standards of the design. Overall, I was shocked how Software Architecture is directly parallel to Construction Architecture.
2. **From the article “Five things…”, do you think anything changed in Simon’s perspective in the 8 years since he wrote the first article? Why?**
   1. I think that Simon’s perspective didn’t really change his perspective but just wanted to point to the importance of understanding changes in technology. The importance of Architecture doesn’t change but changes should be considered. If there are better designs figures out to implement the software than it should definitely be considered during the architecture.
3. **From “Software is eating the world”: the article was written almost 8 years ago, yet many of the products he references are nearly ubiquitous today. Thinking through your experience of the day today, what are some software products, or devices that have software on them, that are ‘eating’ your world?**
   1. Today I would say that some products that are eating the world would be the smartphone and online shopping industry. With the constant changes in smartphones, people are constantly reaching for the latest and greatest. With shopping we have gotten to the point where you can easily get 2 Day or sometimes even Next Day shipping. In some cases we can even place our order online and just quickly pull up to the store to pick it up instead of having to go inside to choose everything.
4. **Finally, thinking about Simon Sinek’s ‘Why’ video, what is your ‘why’ for taking this course? Try to get beyond the obvious ‘this is required’ or something structural, if possible. No wrong answers just want to get a sense of what might be influential for you.**
   1. My why for this course is to learn not only the importance of Software Architecture, but to be able to get an understanding how software architecture is designed. I find it important because even if I only go into simple engineering or development, if I can’t understand the plan that I need to follow, then I won’t really be able to meet the full requirements. On the other hand, if I find it interesting and decide I want to try to be more focused in architecture, the topics in the course will help me understand the process of software architecture and different approaches of designing the plan for the development.