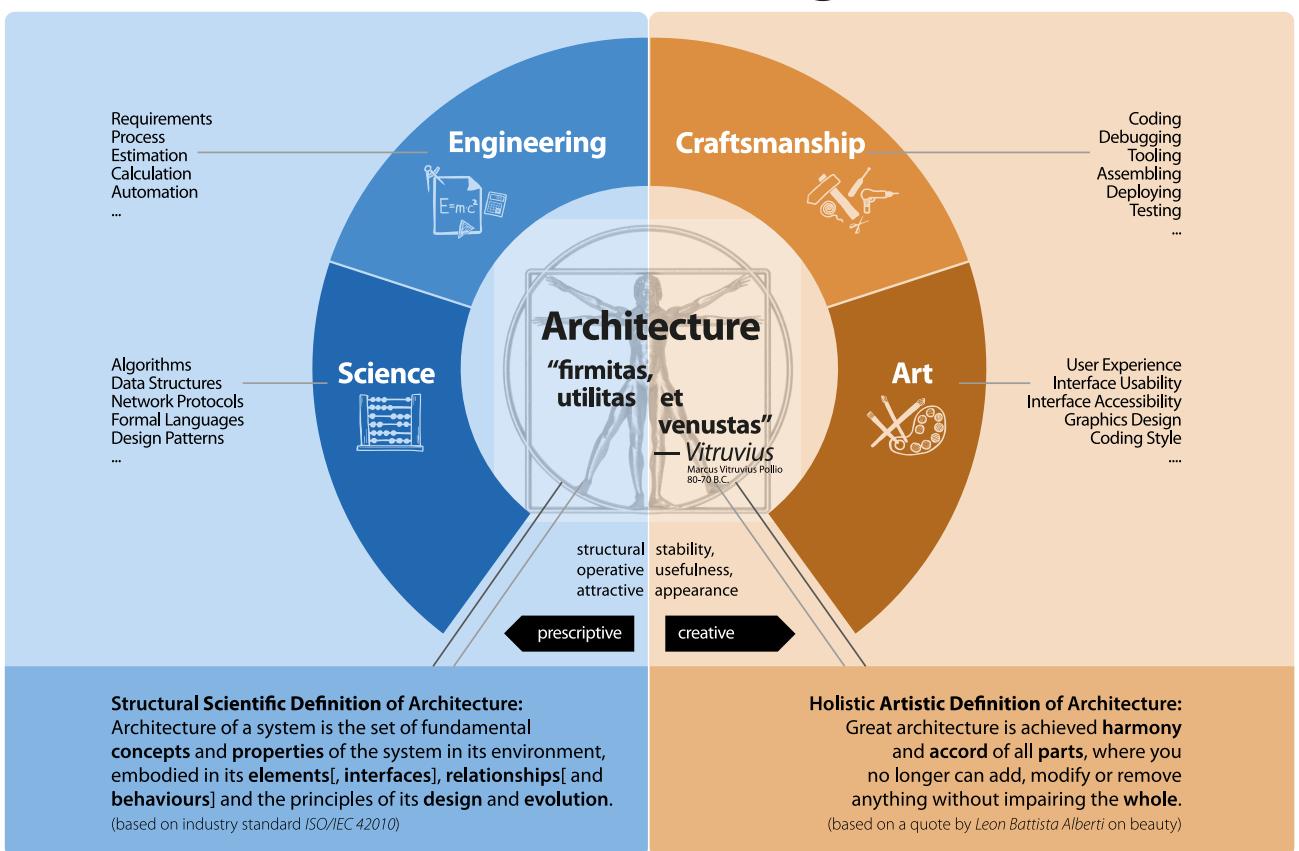




Software Engineering in der industriellen Praxis (SEIP)

Dr. Ralf S. Engelschall

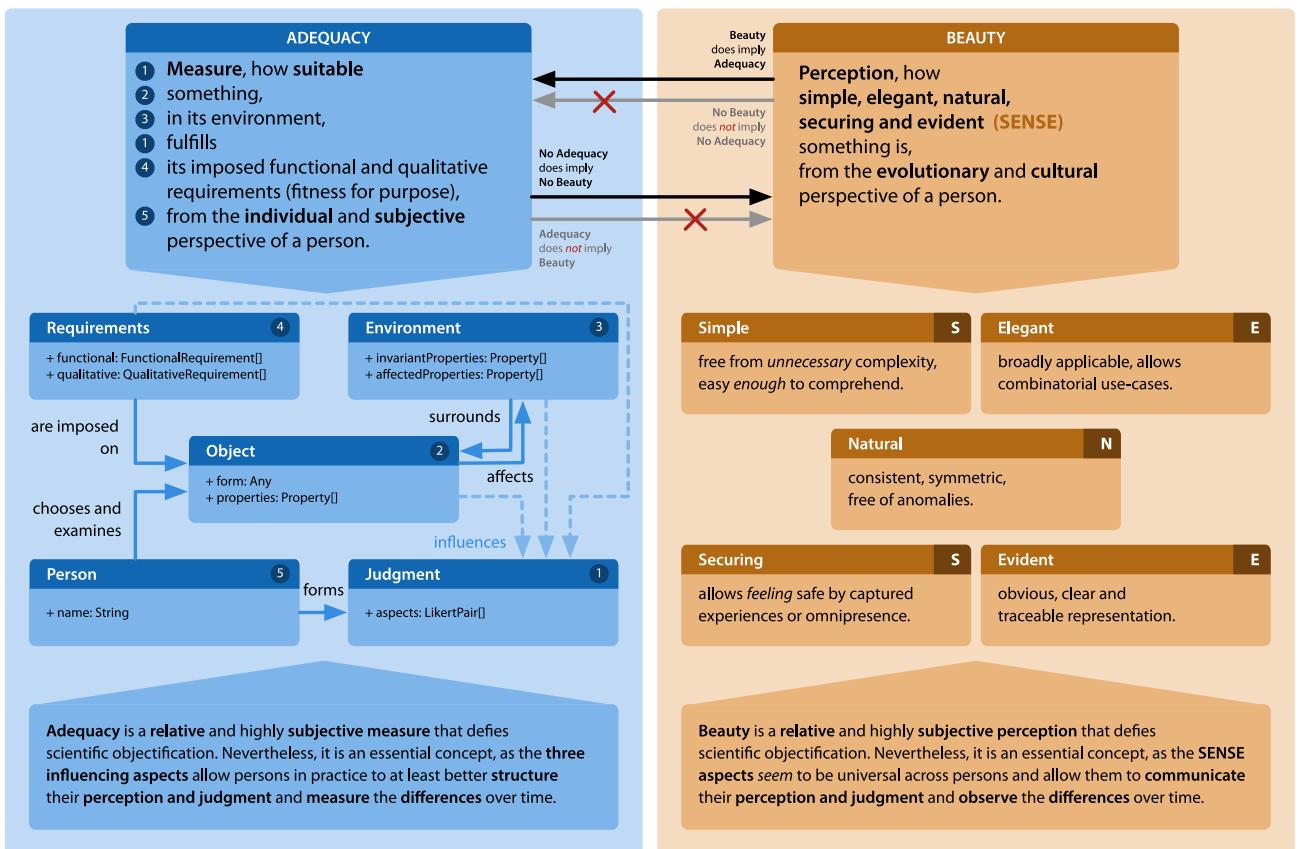


Architecture is not easy to define. You can define architecture both **structurally scientific** through measurable elements, interfaces and relationships, or also **wholly artistic** through "the harmony and the accord of all parts." The "truth" lies somewhere in practice in between, because the two extremes span a broad space, in which all solutions are located in practice.

On the structurally scientific side, architecture defines itself through the aspects **Science** (in particular Computer Science) and **Engineering** (especially Software Engineering). On the holistic artistic side, architecture defines itself through the aspects of **Craftsmanship** (especially programming) and **Art** (especially User Experience).

Questions

- ?
- How to define **Architecture**?
- ?
- What are the four **Aspects of Architecture**?



Adequacy is defined as the measure, how suitable something, in its environment, fulfills its imposed functional and qualitative requirements (fitness for purpose), from the individual perspective of a person.

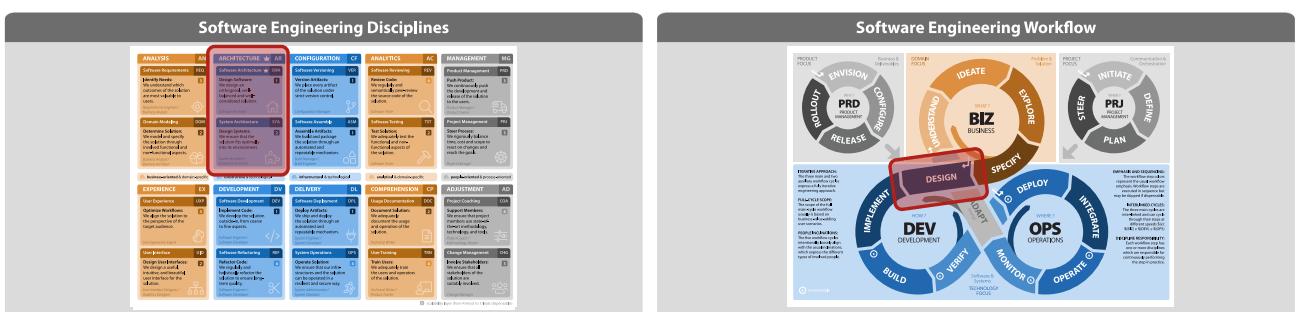
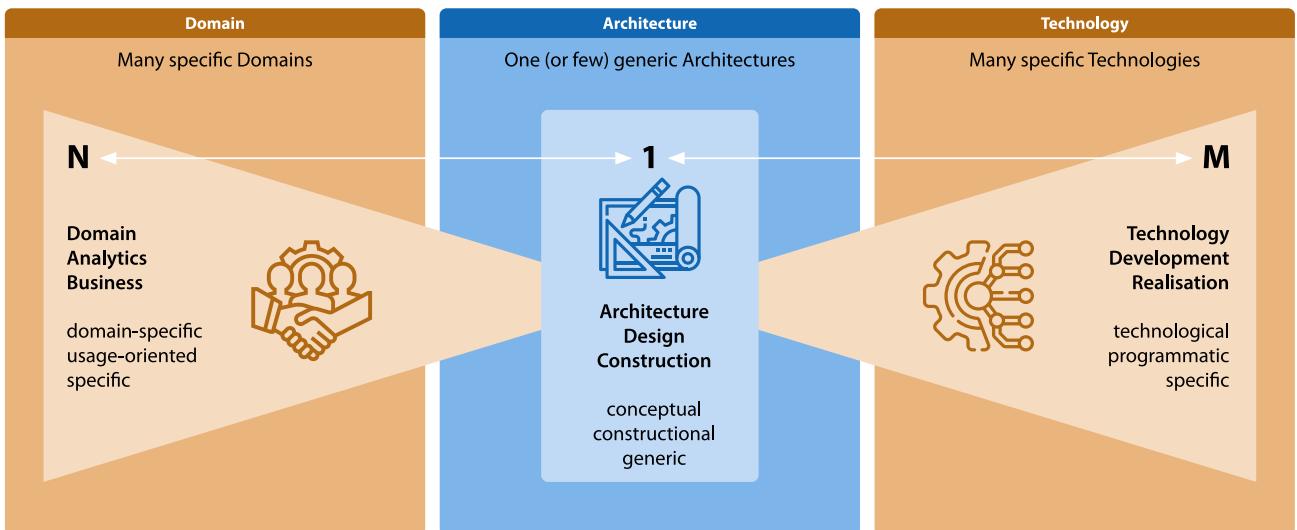
Adequacy is a relative and highly subjective measure that defies scientific objectification. Nevertheless, adequacy is an essential concept, as the three influencing aspects (Requirements, Environment, Object) allow persons in practice to at least better structure their perception and judgment and measure the differences over time.

Beauty is defined as the perception, how simple, elegant, natural, securing and evident (SENSE) something is, from the evolutionary perspective of a person.

Beauty is an absolute and highly subjective perception that defies scientific objectification. Nevertheless, beauty is an essential concept, as the SENSE aspects seem to be universal across persons and allow them to communicate their perception and judgment and observe the differences over time.

Questions

- ?
- Is it possible to measure Adequacy or Beauty in general?
- ?
- Is it possible to measure Adequacy or Beauty in the context of a single person?



(Software- and System-)Architecture is considered the “King Discipline” in Software Engineering, since it is the central, general, and conceptual link between the many, potential, specific, realized Domains and the many, potential, specific, realizing Technologies. The architectural construction of an application takes place in the logical step “Design” within the BizDevOps-workflow of Software Engineering.

Questions

- ❓ Why is Architecture considered the “King Discipline” of Software Engineering?

Manifesto for IT Architecture

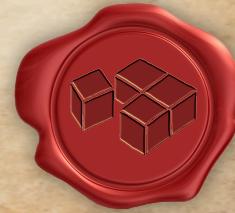
Continuously Raising the Bar

Mission As IT Architects we guide the design, implementation and evolution of IT solutions.

Entitlement We continuously strive to raise the bar of professional IT architecture by practicing it and helping others to learn our craft.
We achieve maximum value for our clients through our work.

Values Through this work we have come to value aspects of our craft.
While we acknowledge the beneficial values in the items on the right, we appreciate the stronger values in the items on the left even more.

Sustainable Concepts	over Latest Technologies
Pragmatic Making	over Theoretical Consideration
Constructive Craftsmanship	over Analytical Engineering
Accredited Creativity	over Achieved Industrialization
Proactive Improvement	over Reactive Correction
Inherent Quality	over Tested Robustness
Operational Delight	over Useful Functionality



The **Manifesto for IT Architecture** is a policy statement for IT architecture. First and foremost, it says to “Continuously Raising the Bar”, since after just 50 years of Software Engineering and Software Architecture even though we already know a number of best practices, the discipline will certainly have to continue to develop for a very long time.

The Mission for IT architects is the design, implementation, and maintenance of IT solutions. The Entitlement is to continuously raise the bar and help others to learn the “craft.” Naturally is the fact that through the work of architects, the maximum added value is achieved for customers.

The basic values, which play a central role in this craft and which are greatly appreciated are: **Latest Technologies, Theoretical Consideration, Analytical Engineering, Achieved Industrialization, Reactive Correction, Tested Robustness and Useful Functionality**.

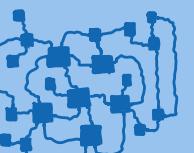
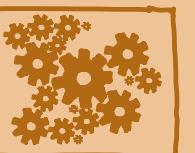
In addition, there are additional values, which also play a central role and are even more appreciated: **Sustainable Concepts** (the content of **Architecture Fundamentals!**), **Pragmatic Making**, **Constructive Craftsmanship**, **Accredited Creativity**, **Proactive Improvement**, **Inherent Quality** and **Operational Delight**.

Questions

?

(none)

Complex vs. Complicated

	complex	complicated	
FOCUS	refers to the extrinsic and higher- or macro -level difficulty of a system,	refers to the intrinsic and lower- or micro -level difficulty of a system,	
RATIONALE	because the system involves many different and connected parts	because the system involves many different and difficult aspects	
CHALLENGE	which take time to comprehend and master in total ,	which take time to understand and learn in detail ,	
INSIGHT	and which nevertheless are easy to explain.	and which usually are hard to explain.	
			
NOTICE	Simple (non-complicated) systems can be complex .	NOTICE	Clear (non-complex) systems can be complicated .
RECOGNIZE	Architecture primarily has to master the complex aspects of a system.	RECOGNIZE	Development primarily has to master the complicated aspects of a system.

“Complex” refers to the extrinsic and higher- or macro-level difficulty of a system because the system involves many different and connected parts which take time to comprehend and master in total, and which nevertheless are easy to explain.

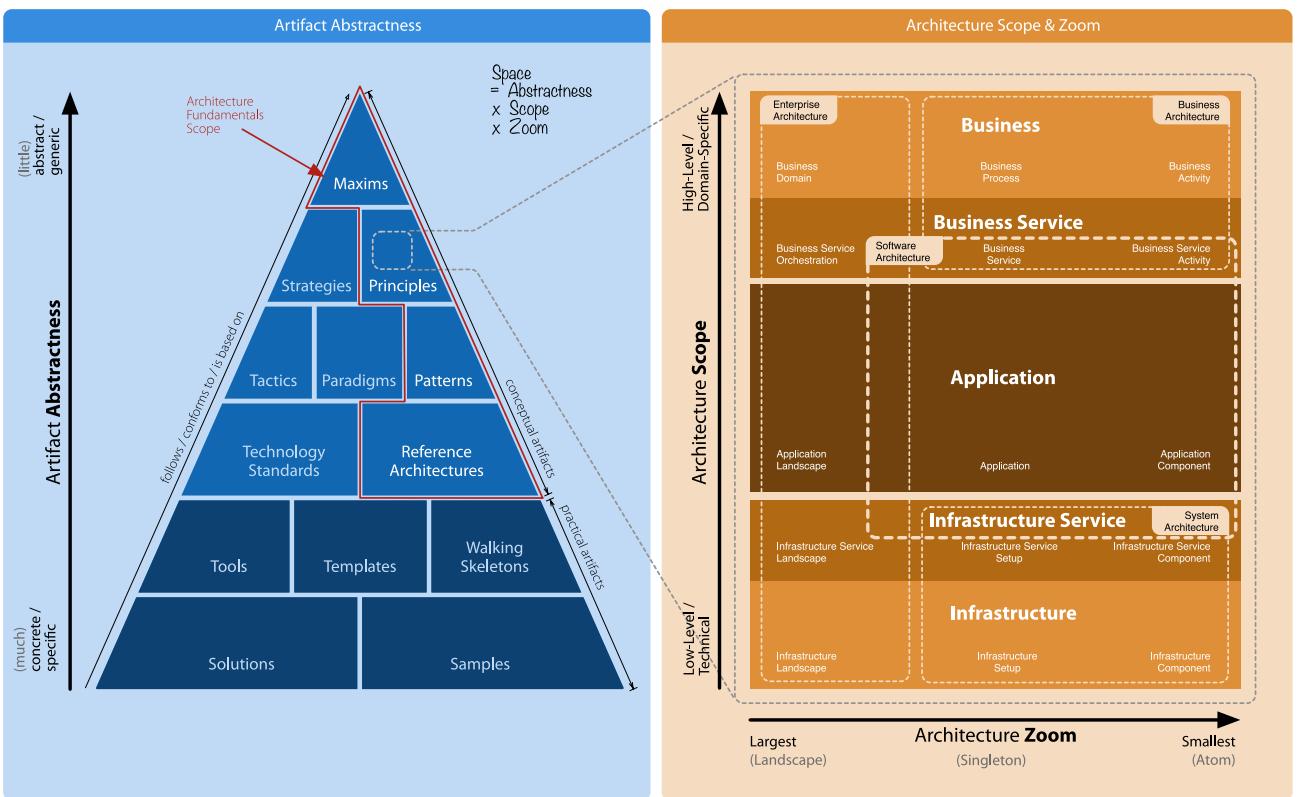
“Complicated” refers to the intrinsic and lower- or micro-level difficulty of a system because the system involves many different and difficult aspects which take time to understand and learn in detail, and which usually are hard to explain.

Note: Simple (non-complicated) systems can be complex – clear (non-complex) systems can be complicated.

The crucial difference is: The architecture or the construction has to master the complex aspects of a system. The development or realization has to master the complicated aspects of a system.

Questions

- ? Does Architecture primarily have to deal with complex or complicated aspects of a system?



The **IT Architecture Space** consists of three dimensions: the **Artifact Abstractness** (a degree of abstraction of all artifacts that are known by the architect), the **Architecture Scope** (the field of architecture, in which one acts) and the **Architecture Zoom** (the detail level of architecture in which one acts).

One primarily distinguishes between three Architecture Scopes: (high-level/domain-specific) **Business**, **Application** and (low-level/technical) **Infrastructure**. In addition, the two secondary Architecture Scopes **Business Service** and **Infrastructure service** are used to reduce in practice the “mental leap” from Business to Application and from Application to Infrastructure.

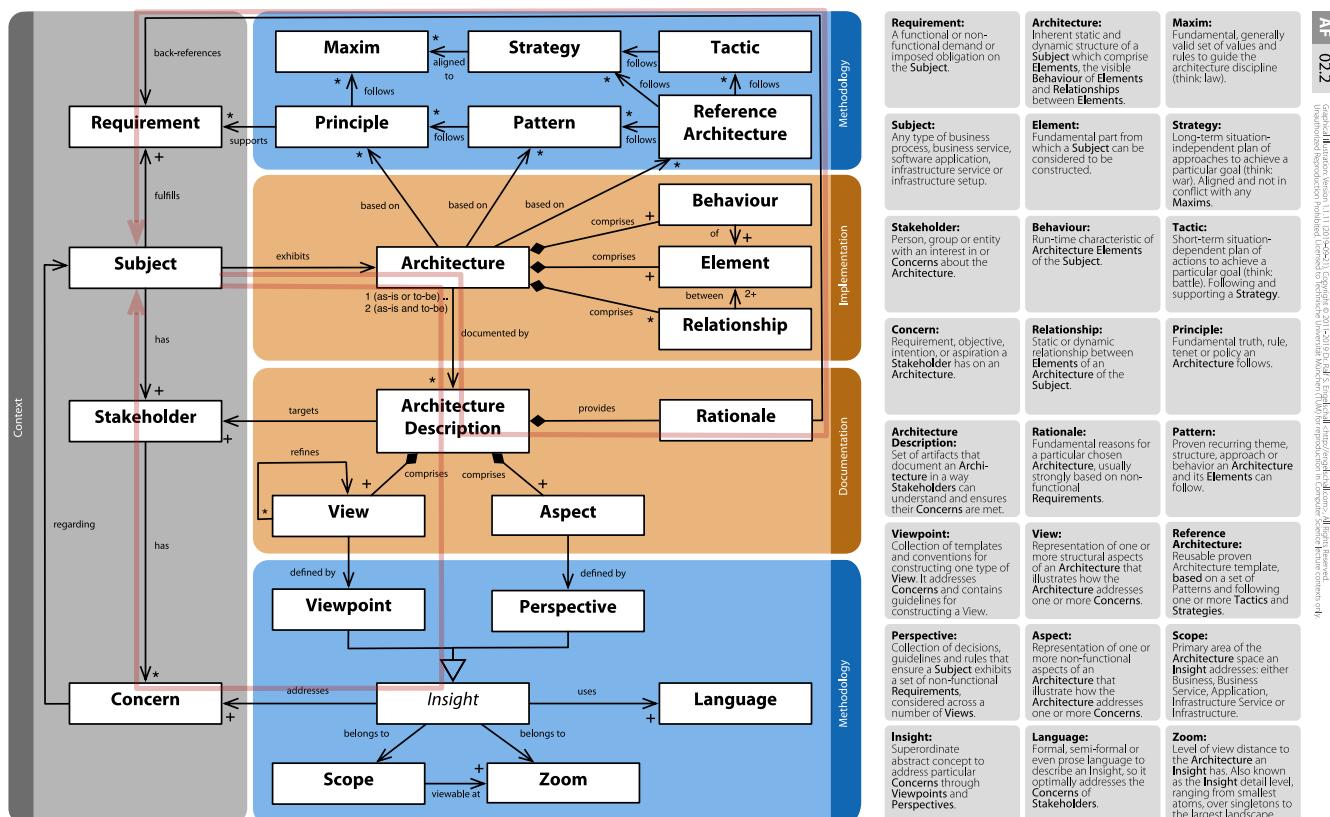
On each Architecture Scope, one can choose from at least three different **Architecture Zooms**: from **Landscape** (largest), over **Singleton** to **Atom** (smallest).

In the space of Architecture Scope and Zoom, one differentiates between four types of **IT architecture**: **Business Architecture**, **Software Architecture**, **System Architecture** and **Enterprise Architecture**.

The higher/lower the level of abstraction of the artifacts, the larger/smaller usually is the coverage of the room made from Architecture Scope and Architecture Zoom.

Questions

- ② The IT Architecture Space consists of which three dimensions?
 - ② Which four types of Architecture are known in IT?



So that Architects can communicate meaningfully in practice, one must agree on a few basic terms and their meaning. The terms are defined in a taxonomy and are described in the **Architecture Ontology** in relation to each other.

In the Architecture Ontology, there are two main important “loops.” Both start at the **Subject**, which has an **Architecture**, which is documented via the **Architecture Description**.

Loop 1: The Architecture Description gives **Rationales** for decisions, which, ideally, should be back-referencing to **Requirements**. Because an architecture Description should not document the **WHAT** but the **WHY**. Because the **WHAT** can also be seen in the code, but the **WHY** not!

Loop 2: The Architecture Description consists of **Views** and **Aspects**, which methodically are called **Viewpoints** and **Perspectives**. Both together provide **Insights** at **Scope** and **Zoom Level** (see Architecture Space!) and are documented via a specific (graphical or textual) **Language**. In any case, only those insights will be given which address a **Concern** of a **Stakeholder**. One also doesn't program anything, which one doesn't need!

Questions

- ?
- What should an **Architecture Description** document beside the **WHAT**?
- ?
- What should an **Architecture Description** especially address through **Insights**?

Business Drives	BD	Component Orientation	CO	Separation of Business and Technology	BT	Adequate Description	AD
Trigger and support the business with technological feasibilities, but always understand the business domain and its demands and align your architecture accordingly.	\$	Master complexity in your architecture through stringent bottom-up use of components on all scopes and zoom-levels, loose coupling between and strong cohesion within components.		Strictly separate the business, i.e., domain-specific, aspects from the technical ones, i.e., infrastructural, aspects. Furthermore, ensure the explicit visibility of domain concepts.		Provide as much stakeholder-directed architecture description as necessary, and as little as possible.	
Use-Case Driven Design	UC	Analytical and Creative Act	AC	Balance Principles Against Requirements	PR	Insights through Views & Aspects	VA
Design is how it works and runs, so support your customers in their daily work by directly designing your architecture along their domain-specific use-cases.		Recognize that every good architecture is based on both analytical engineering and creative artistic aspects.		By weighing them against one another, find a reasonable balance between fundamental architecture principles and your particular non-functional requirements.		Give insights into your architecture through carefully selected stakeholder-directed separate views and aspects. Express each with the most suitable graphical or textual language.	
Proven Basis	PB	Don't Be Too Clever	TC	Design for Failure Case	DF	Continuous Compliance	CC
Never start an architecture from scratch. Instead start from proven reference architectures, patterns and templates. Even if, after some iterations, no initial content is left.		Don't be too clever or tricky, both in your higher-level architecture and lower-level design aspects.		Murphy was an architect: everything which can fail will sometime ultimately fail. Hence, already design for the failure case (think: "pessimistic").		Continuously check through qualitative inspections and quantitative measurements whether your architecture and the non-functional requirements are followed and do not drift apart.	
No Silver Bullet	SB	Simplicity Trumps	ST	Design to Change	DC	Integration-Figure Architect	IF
There is no "one-size-fits-all" architecture, so accept that although you should reuse proven architecture aspects as much as possible, you will always need to individualize your designs.		Create solution parts as simple as possible and only as complex as necessary. And remember: simplicity before generality, use before reuse!		Time changes everything, so your solution is already legacy at the first day of release. Hence, already design for its change (think: "agile").		Recognize that you, the architect, are the central integrating figure, having to bridge between the business and technology spheres of people.	
Stepwise Refinement	SR	Perfect is the Enemy of Good Enough	GE	Explicit Decisions	ED	Eat Your Own Dog-Food	OF
Start with the "big picture" and perform a stepwise top-down refinement of your architecture by going from coarse to fine aspects.		Beware of the perfection pitfall and design your architecture only as good as necessary and not as good as ultimately possible.		Record your major architecture decisions and rationales by taking into account and back-referencing the non-functional requirements.		Theory and practice usually differ. Hence it is vital that every architect has good hands-on experience and must both be able to craft the solution and is willing to hypothetically intensively use it himself.	

In IT Architecture, one follows **Architecture Maxims**, which are basic guidelines. One knows 20 maxims. The architect should always follow the maxims and never break them.

Note: **Proven Basis** and **No Silver Bullet** say that one has to start an architecture always on a proven basis (e.g., a reference architecture), however, at the same time, it has to be clear that one cannot use these 1:1, but always first have to adjust it.

Note: **Stepwise Refinement** and **Component Orientation** say that regarding time (and for reasons of risk minimization), one always go from the coarse to the fine, while the results show a stringent component-orientation, where small components are hierarchically integrated into larger components.

Note: while, as an IT architect, one just has to accept all maxims, **Simplicity Trumps** is from another quality: nothing in IT is really easy. When something looks simple, one just doesn't understand enough about it. Or someone really invested a lot just to make it look simple. **Simplicity Trumps** means precisely this: make inherently complex things simple again.

Questions

- ?
- For reasons of risk minimization, how should the IT architect at **Stepwise Refinement** always proceed step-by-step?