

# **Software Architecture**

# Agenda

- C4 Model Representation
- Types of Software Architectures
- Evolutionary Architecture

# Promotion Definition

# Domain Specifications

- System should allow business users to create/modify promotions
- Promotions should be created on the e-commerce data provided from catalog service
- Downstream systems should be able to consume data in a simple flat structure called PAM (Promotion Applicability Map)

*PAM:- promotionId : offeringId*

# System Context View

- Level 1 in C4 Modelling
- Describes key users of the system

# System Container View

- Level 2 in C4 Modelling
- Describes the different containers and protocols used for communication

# System Component View

- Level 3 in C4 Modelling
- Low-Level details of the system

# Microkernel Architecture

- Monolithic architecture
- Plugin Model
- Communication using REST & Request-Response method (sync)
- *Anti-pattern*: Intercommunication between plugins



# **Promotion Definition: Version 2**

# Event Driven Architecture

- Used for distributed systems
- Broker Topology
  - High performance
  - No control over message flow
- Mediator Topology
  - Low performance
  - Better control over message flow

# **Promotion Definition: Version 3**

# Microservices Architecture

- Used for distributed systems
- Important to choose a proper bounded context
- *Anti-pattern*: Lots of intercommunication between services (Big Ball of Mud)
- *Anti-pattern*: Using transactions across services

# References

- [Software Architecture Fundamentals, Second Edition](#)
- [Fundamentals of Software Architecture](#)  
[by Mark Richards, Neal Ford](#)
- [Domain-Driven Design: Tackling Complexity in the Heart of Software](#)  
[by Eric Evans](#)
- [Link to the architecture diagrams described in this presentation](#)

**Thank You!**



# Questions?