How it usually goes

Call Now
011 45 72 84 26

Caricature

Promise

Offer

Year 1 Year 2 Year 3
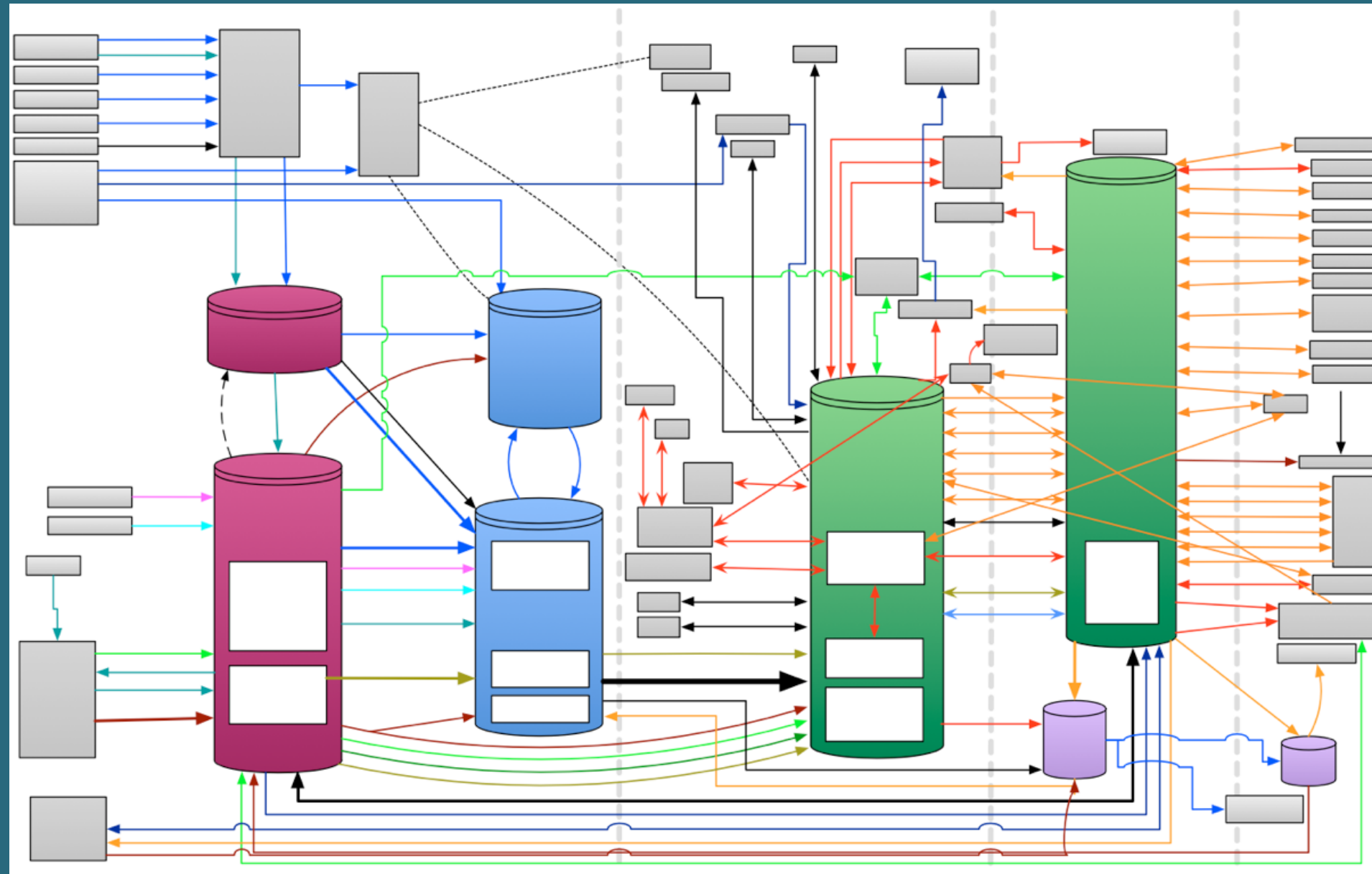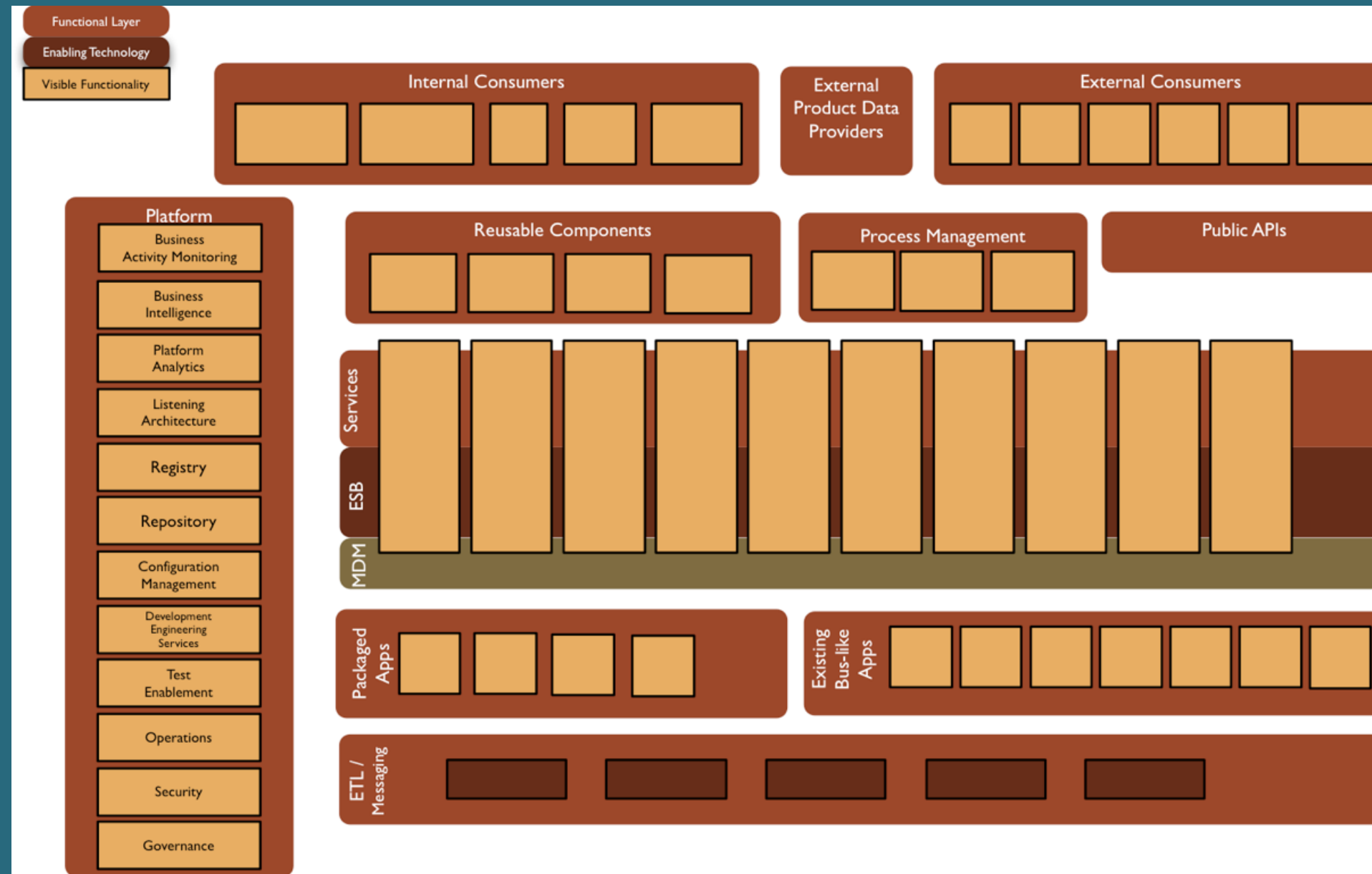
Architecture Without an End State

Michael Nygard

The Pragmatic Programmers

Release It!

Design and Deploy Production-Ready Software

Michael T. Nygard

— Developer

— Architect

— Operations

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Twitter: @mtnygard
Blog: michaelnygard.com

— Beta available now

— Release in December 2017

Release It!
Second Edition

Design and Deploy
Production-Ready Software

Michael T. Nygard
Edited by Katharine Dvorak

Learning Promise

— Design systems that evolve with technological and business change.

— Learn how to combine styles from old to new.

— Separate concerns for better information-hiding.

— Isolate information to allow independent change.

— Build systems in simpler pieces.

— Recombine parts to enable new business capabilities.

Schedule

— 10:15 - 10:30: Break

— 12:00 - 1:00: Lunch

— 2:15 - 2:30: Break

— 4:00: Finish

Architecture Defn 1

"The stuff that's hard to change"

Architecture Defn 2

"What architects do."

Architecture Defn 3

The committee that stamps my permission form on the way to production.

Architecture Defn 4

A set of typed relations among components

Architecture Defn 5

Principles and patterns about the interaction of parts within a system, and the orderly construction of that system.

Today

— Why, When, and How
— Boundaries & Context
— Communication
— Separation of Concerns
— Architecture Qualities
— Architecture Patterns
— Application Architectures