

# Application Architecture

1. Spectrum of Change
2. Fundamental transformations
3. Dimensions to apply them along

# Spectrum of Change

1. Data
2. Config
3. Code
4. Library
5. Language
6. Platform

# Fundamental Transformations

1. Name
2. Abstract (generalize)
3. Instantiate (specialize)
4. Connect
5. Separate
6. Substitute
7. Aggregate

# Name

## **Names Have Power**

Name things to emphasize similarities or call out differences.

## **Example: P2P Lending**

1. Commitment to fund part of a loan.
2. Piece of text that needs translation.

## **Example: P2P Lending**

Common behavior: Limited time claim on a thing with a quantity.

Common data? URL, expiration, quantity available to reserve.

**"Reservation"**

# Abstract

Emphasize one common aspect, hide others.



# **It's Not About Superclasses**

# Abstraction Example: Parity

- Elements:  $\{0, 1\}$
- Operation:  $+$

# **Abstraction Example: Seq**

— Operations: first, rest

# Instantiate

Create instances, customize via data

# Instantiate

Counterexample: Many classes, one instance of each class.

## **Specialize via interactions**

1. Instantiate "Reservations" as "Loan Funding Commitment"
2. No new behavior required, but useful for homogeneity of data.
3. Helps with analytics

# connect

	StudioServer	StudioClient	DvdLoader	StudioCommon	RenderEngine	ProductionToolbox	PcsInterface	RenderInterface	Common
StudioServer	-			Y					Y
StudioClient		-		Y					Y
DvdLoader			-				Y		Y
StudioCommon				-					Y
RenderEngine					-		Y	Y	Y
ProductionToolbox						-		Y	Y
PcsInterface							-		Y
RenderInterface								-	Y
Common									-

# Adjacency Matrix



# Separate

- Split functions to liberate from their original context
- Create different teams where you want a boundary

"Reverse Conway Maneuver"

# Separating Lifecycle vs. Instance Data

```
public interface Item {  
    String getName(int version);  
    String getDescription(int version);  
    void publishItem(int version);  
    int getLatestVersion();  
    int[] getAllVersions();  
    ...  
}
```

Every consumer had to deal with the versioning & lifecycle.

# Segregated Interface

```
public interface ItemVersions {  
    ItemDetails getLatestVersion();  
    ItemDetails[] getAllVersions();  
    void publishItem(ItemDetails details);  
}
```

```
public interface ItemDetails {  
    String getName();  
    String getDescription();  
    ...  
}
```

# Separating Lifecycle vs. Instance Data

- JSON API
  - Including status flags, effective date, etc.
- Most apps aren't involved in versioning and editing

# Substitute

Replace a module, or insert a module between two others

# Aggregate

Combine separate modules into one

# Dimensions to Work With

1. Library
2. Executable
3. Process
4. Host
5. Service
6. Geography



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