In 2011 Blackboard Inc. struggled with a legacy J2EE codebase for their Learn product which had been growing since 1997. The old system was large, complex, and slowed down development with testing and integration taking up to 36 hours. Developers found it harder to make changes as the codebase grew leading to fewer commits and slower progress. To fix this Chief Architect David Ashman used the Strangler Pattern in 2012. The team created separate modules called, building blocks, that connected to the main system through fixed APIs. These modules let developers work independently from the monolithic codebase. Over time code from the old system was moved into the new modules which made the monolith smaller and improved efficiency.

### **Lessons Learned**

1. **A Modular Design Improves Productivity**: The developers worked faster and with more freedom when they used the new building blocks architecture.
2. **Gradual Change is Effective**: The strangler pattern allowed a paced move from the old system to a new one and did not disrupt operations.
3. **Good Feedback Helps Quality**: Faster build and testing processes led to fewer errors and better results.
4. **Architecture Impacts Performance**: A good system design can make developers more effective and handle changes more safely.