Design and Architecture
Two sides of the same coin

- Architecture - high level structure

- Design - low level details

- Both forms a continuous fabric to shape the system

- No way to split them with a clear boundary

- Goal is to minimize the human resources required to **build and maintain** the required system.

  - i.e., good quality - 'the **only** way to go fast, is to go well'

Behavior v.s. Structure
A Tale of Two Values

- Behavior - a function spec, or requirements document from stakeholders

  - Urgent, but not always particularly important

- Architecture - structure, aiming to minimize the cost of changes

  - change: scope v.s. shape

  - a good architecture should be shape agnostic

  - Important but never particularly urgent

- Both should be focused and treated at the equal priority