

Introduction — Get it Right

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’