

# THE FRUSTRATED ARCHITECT

**Simon Brown**

@simonbrown

coding  
{the}  
architecture

# Perceptions

Big up front design  
and analysis paralysis

Waterfall

UML

I'm a

software  
architect



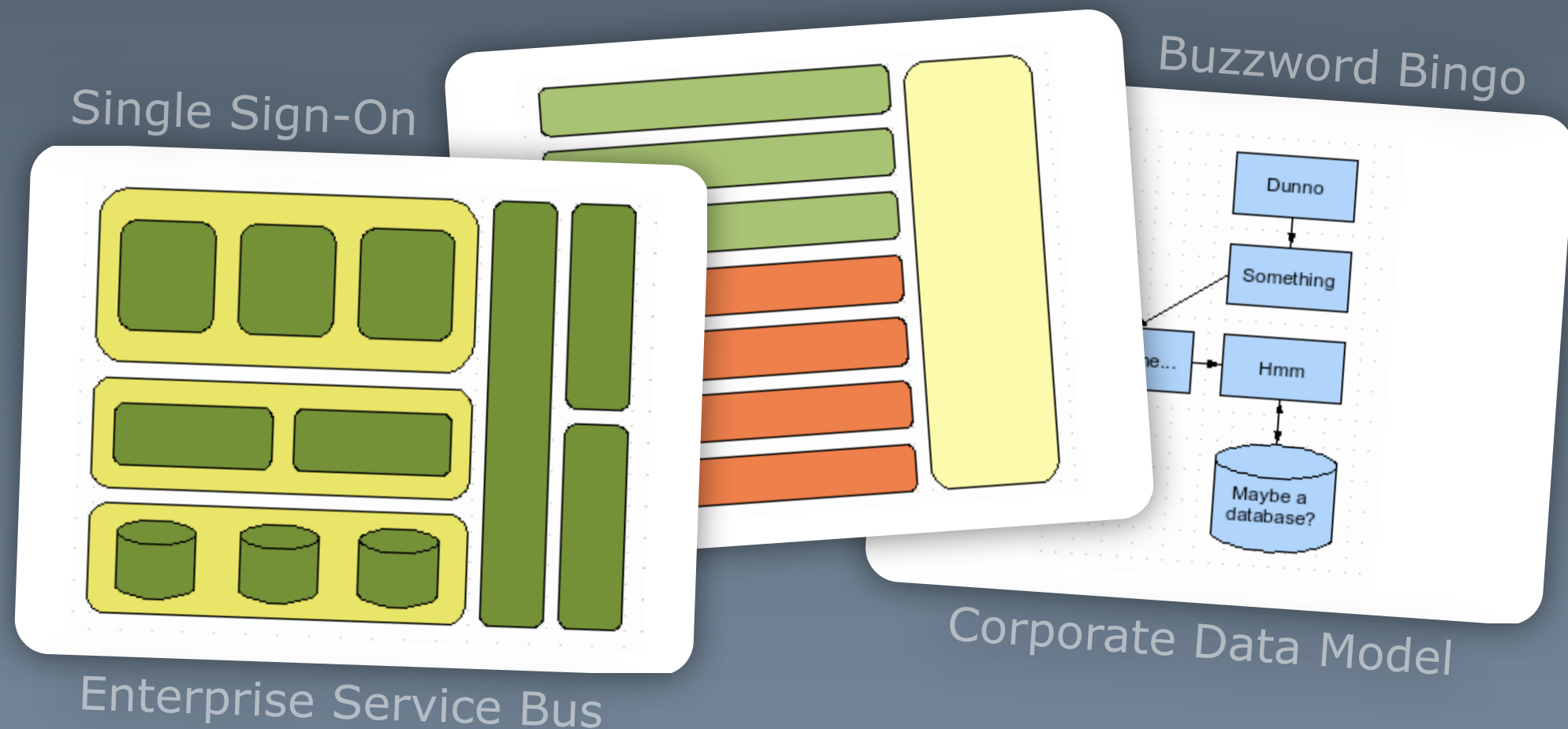
Ivory Tower

PowerPoint Architect

Architecture Astronaut

# PowerPoint

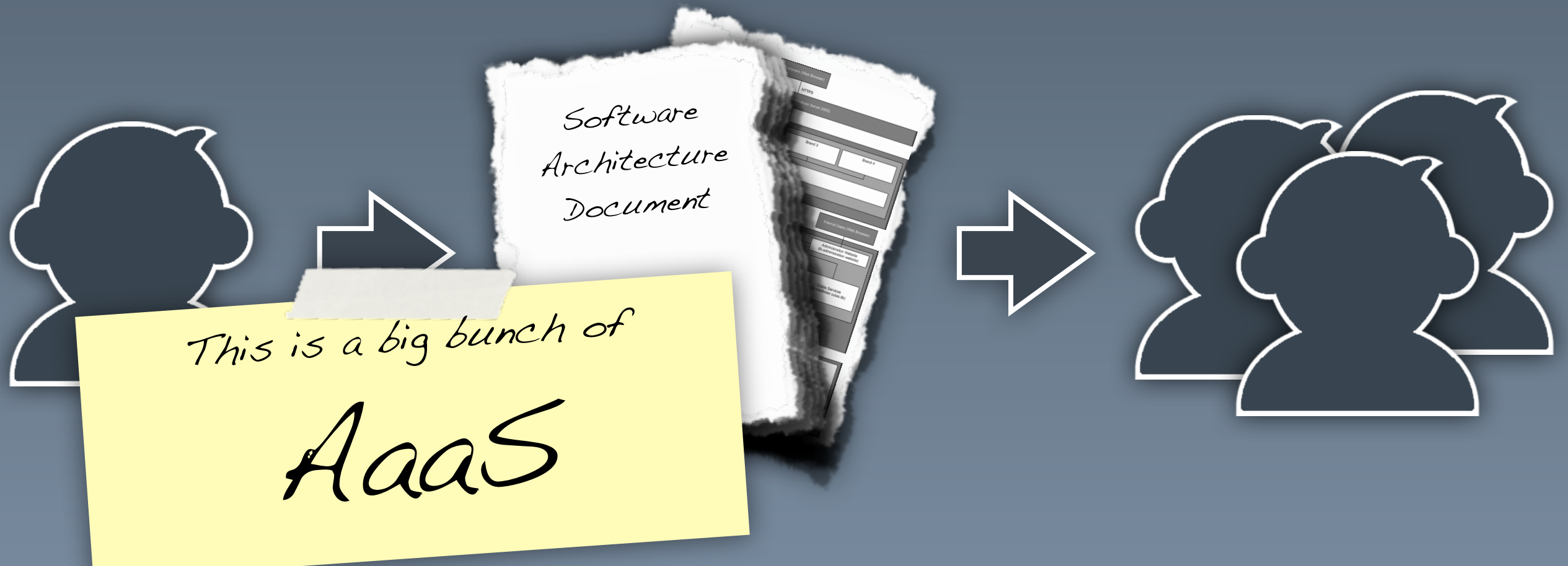
## Architecture

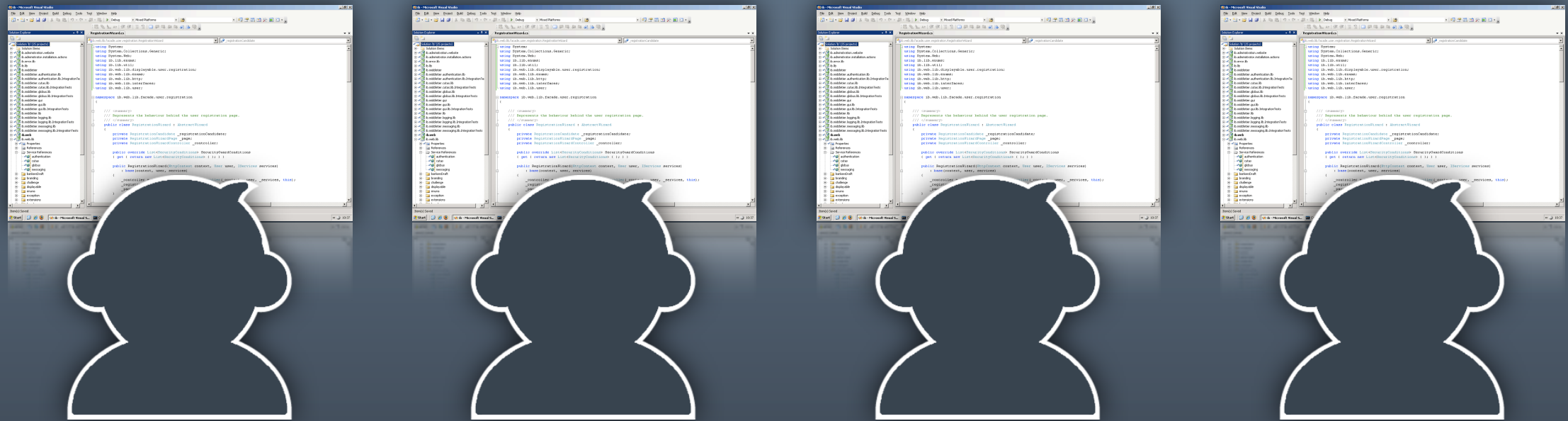


*yes, I know ... but I'm not using PowerPoint :-P*



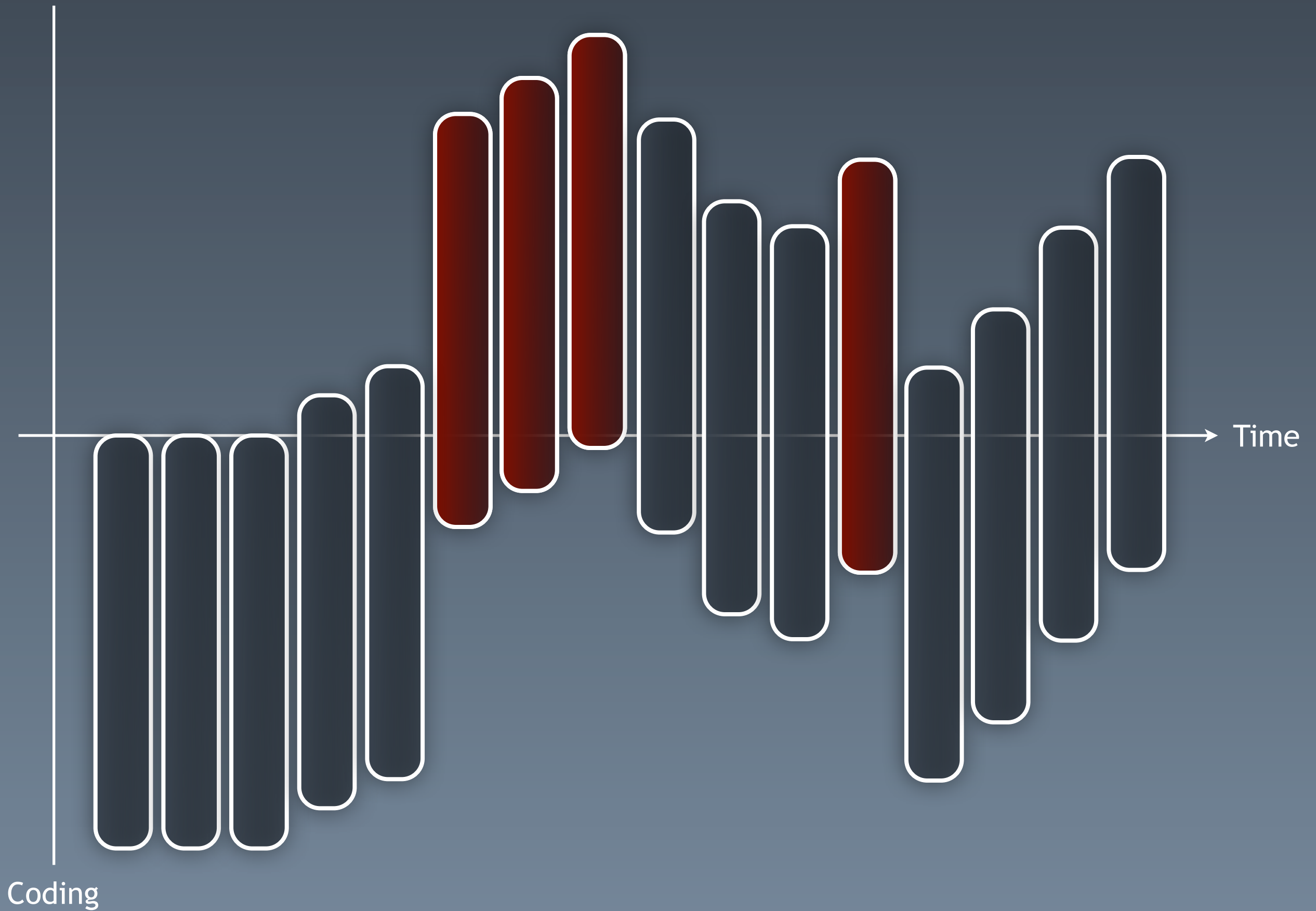
# Relay Sport Architecture



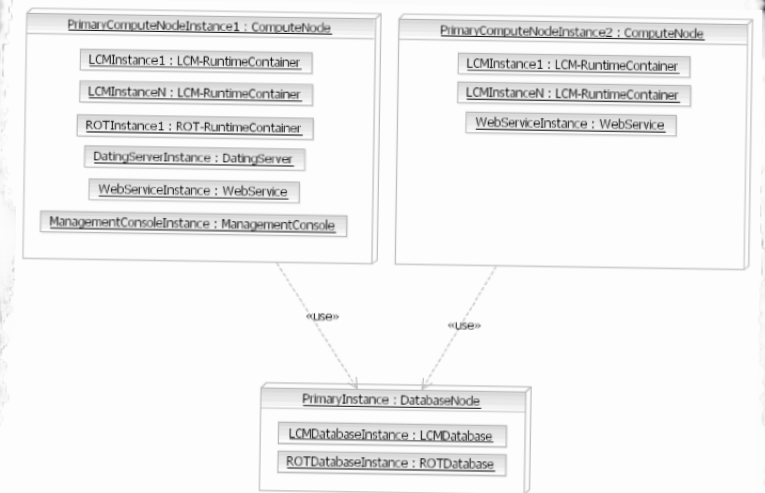
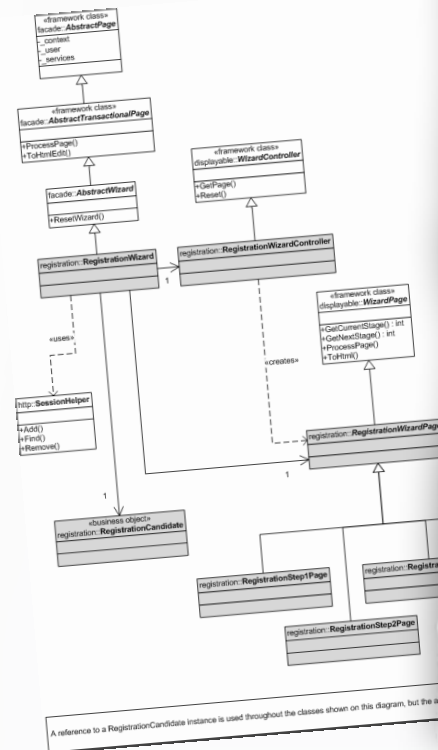
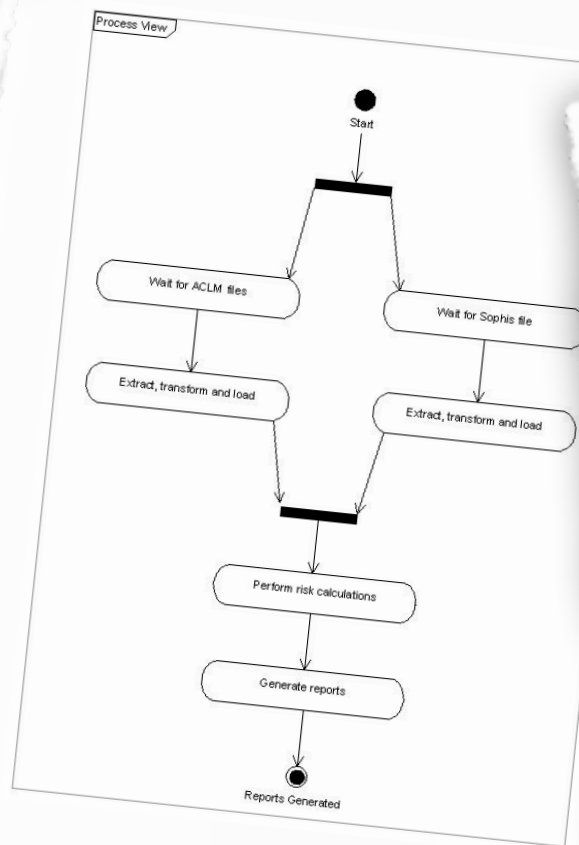
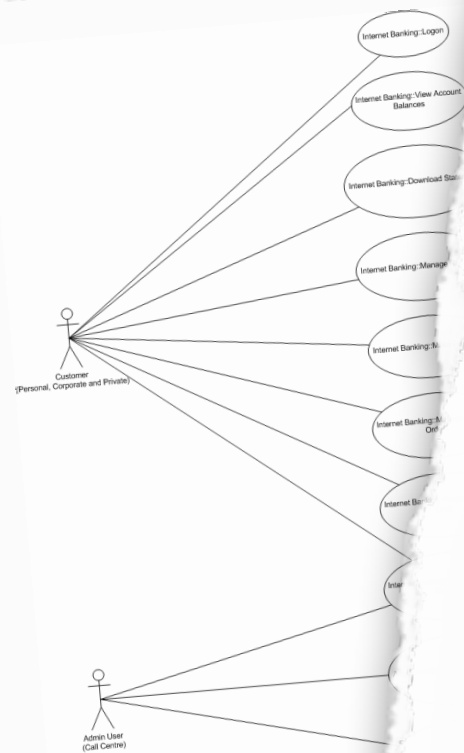


I'm another member of the team  
(and I like writing code)

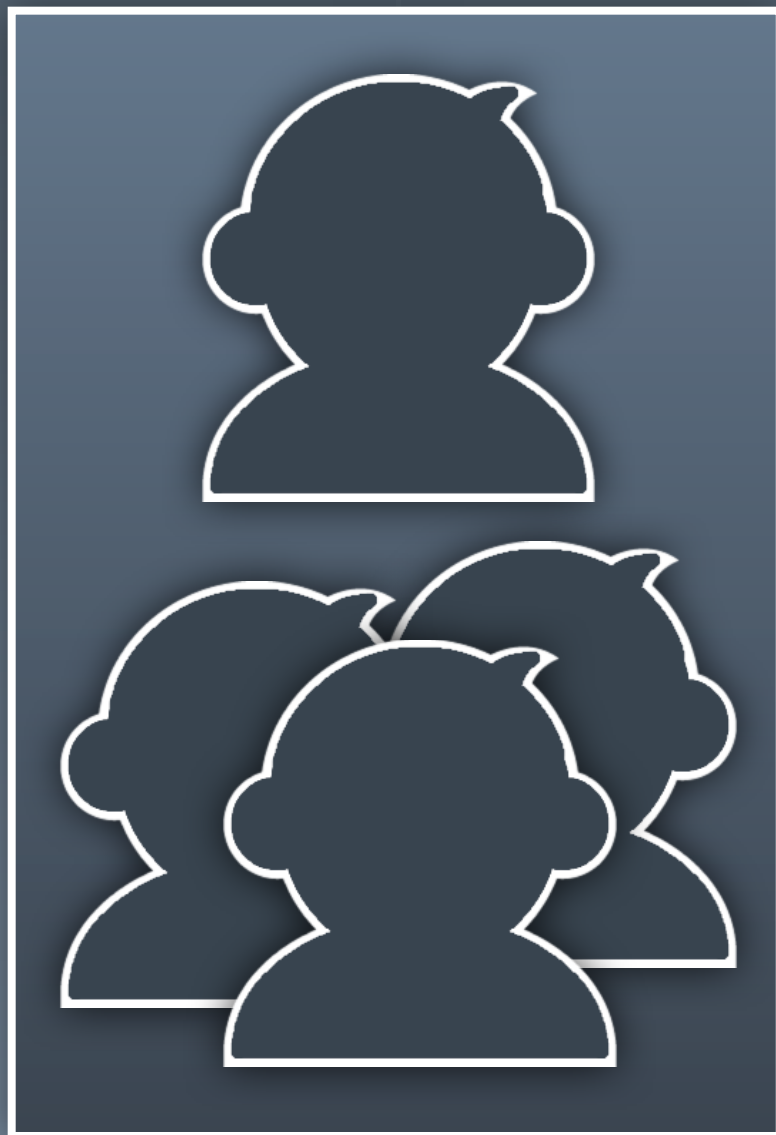
“Architecture”



# The UML phase



# The Management Consulting phase



Non-technical

*The "corporate ladder"*



Technical



Our tech lead and mentor  
has been "promoted" ...

**help!**

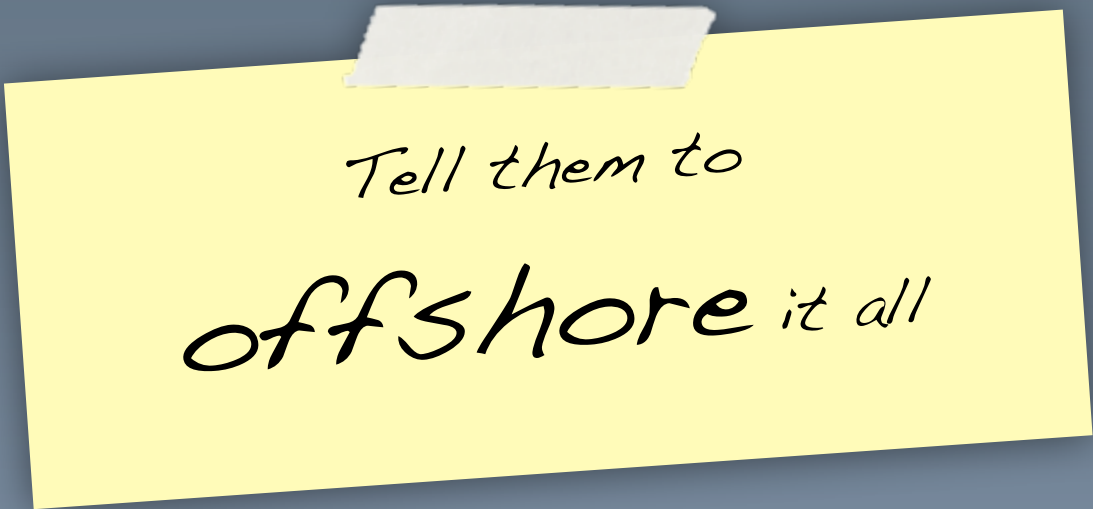


Your management thinks

coding

is a

commodity?



*Tell them to  
offshore it all*

# coding {the} architecture



<http://www.codingthearchitecture.com>

“Software Architect”

is **not** an

organisational rank

*It's a role that you*

*evolve into*

We aspire to be *agile*  
and *self-organising*



And that's cool, but aren't you  
**forgetting** something?

*Agile*

Structure

Self-organising  
team

Moving fast,  
embracing  
change

Test-driven  
development

Security

Non-functional  
requirements

Availability

Continuous  
delivery

Automated  
acceptance  
testing

Agile

Technical guidance

Performance

Vision

Emergent  
design

Kanban

Technical quality

Retrospectives

Scalability

Lean



# Agile

---

*I don't position most of  
my content as agile, but...*

*What is an*

# *agile architect*

*anyway?*



Evolutionary Architecture  
and Emergent Design

Defer until the  
last responsible  
moment

YAGNI

*I'm an agile  
architect!*



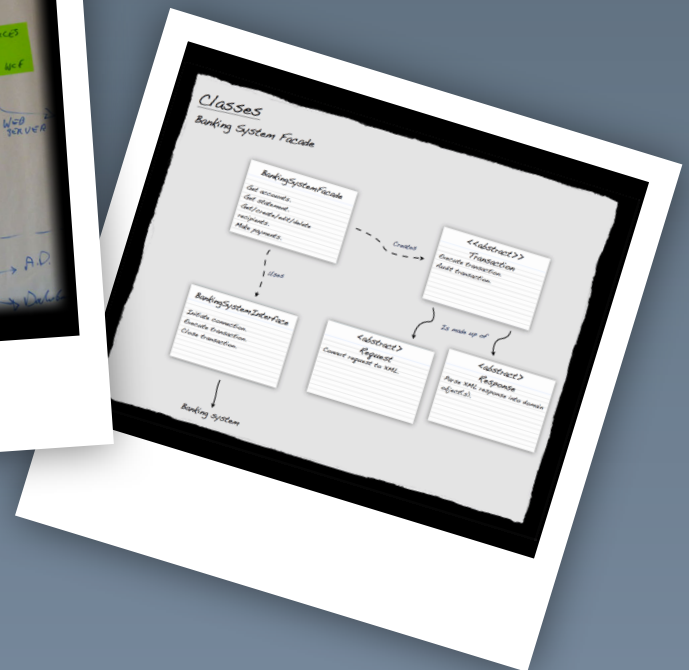
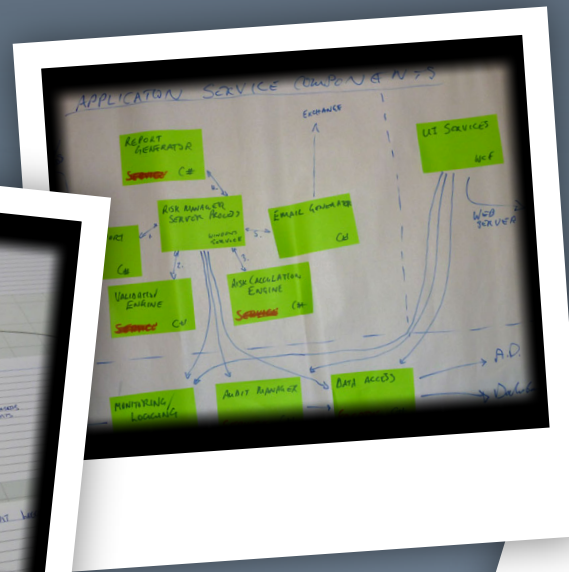
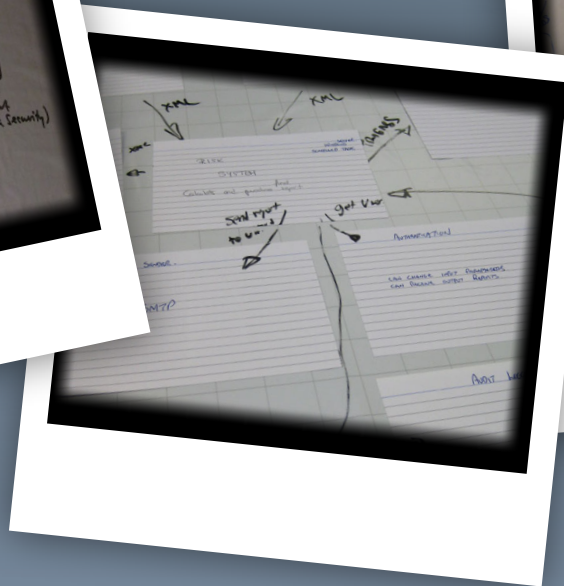
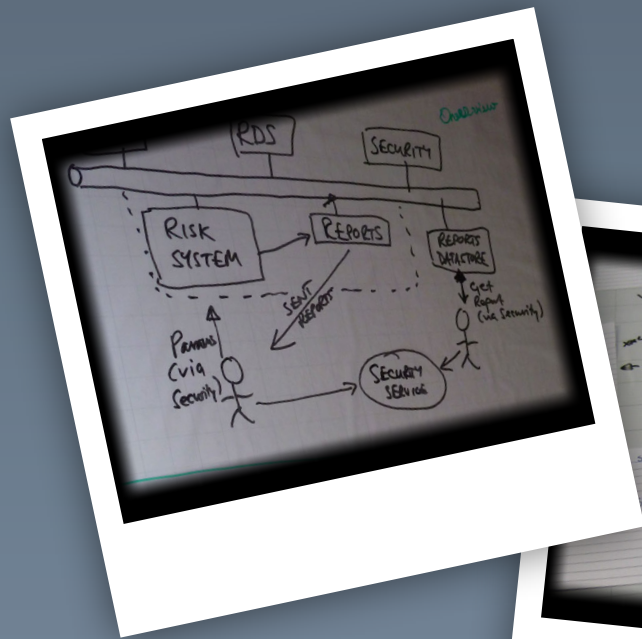
System Metaphor

Refactoring

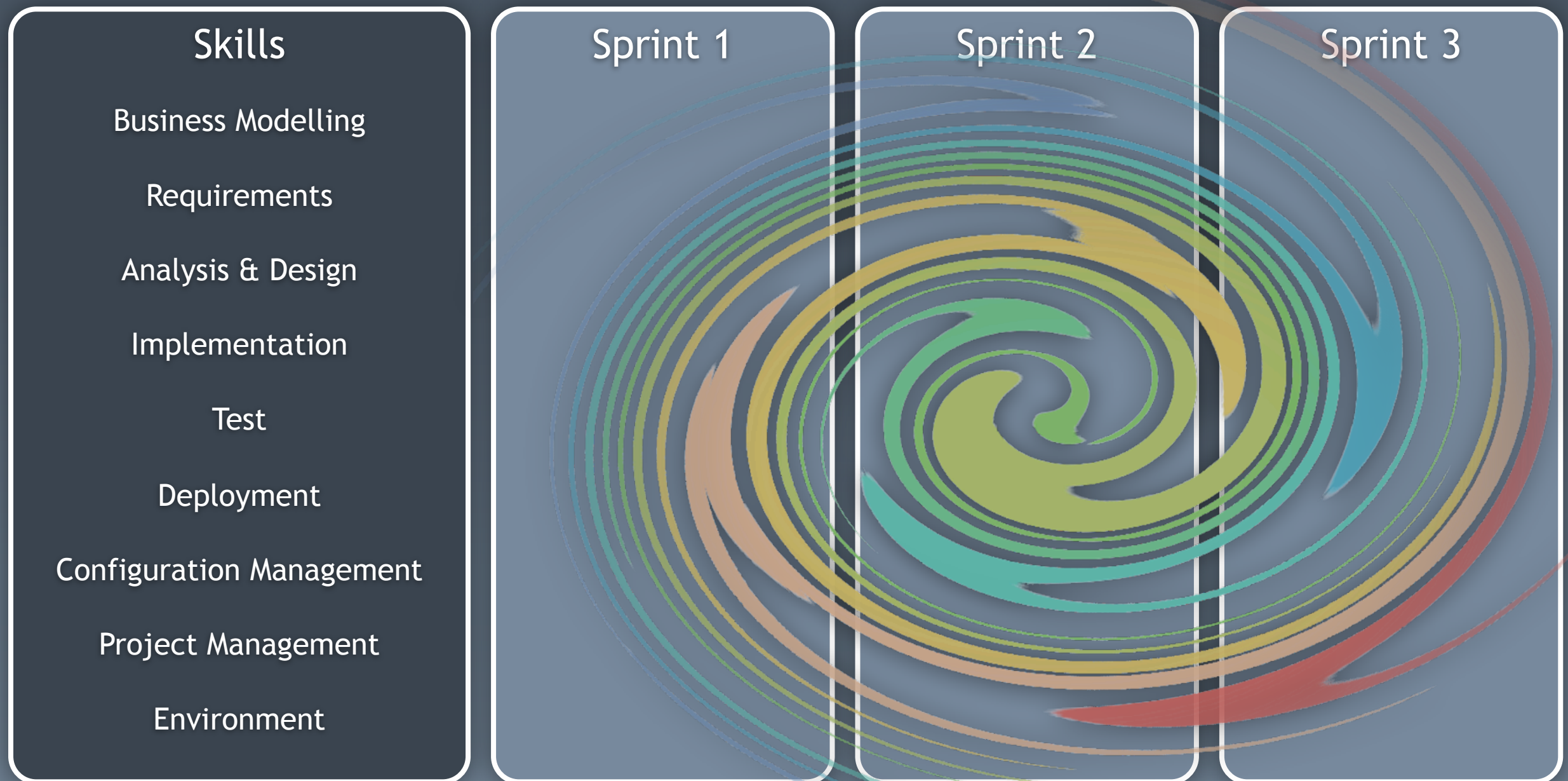
Spikes, stripes and tracers

# Agile

architecture?



# Agile (e.g. Scrum)



# Evolutionary architecture

Foolishly hoping for the best?



We don't need  
software architecture;

we do

TDD



*Agile* software team

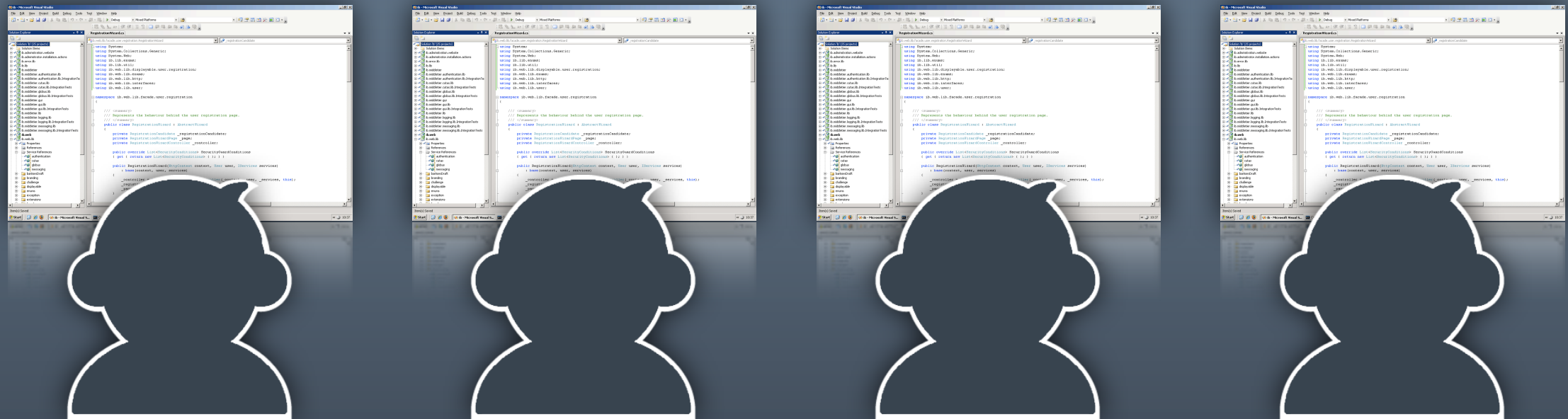
*TDD* *is about* code

... architecture isn't

(well, it is, but it's also about more than just the code)

# Last responsible moment

Most people know roughly  
what they're building  
so just make some decisions!



# Flat, self-organising teams are great but...

...they don't always work

Let's

reinvent

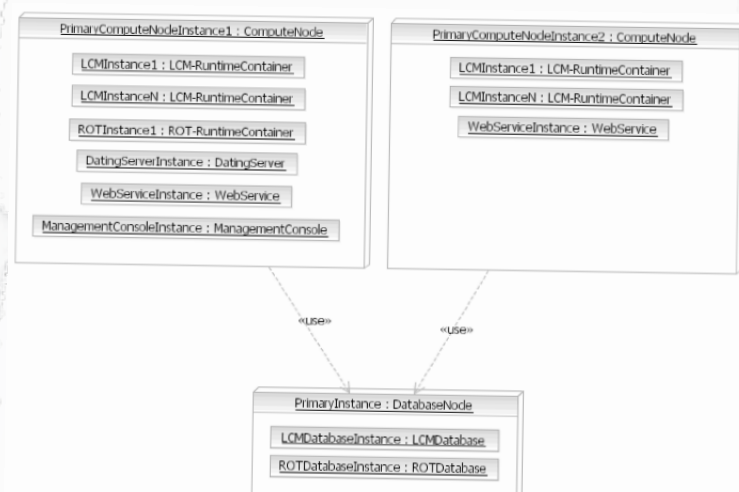
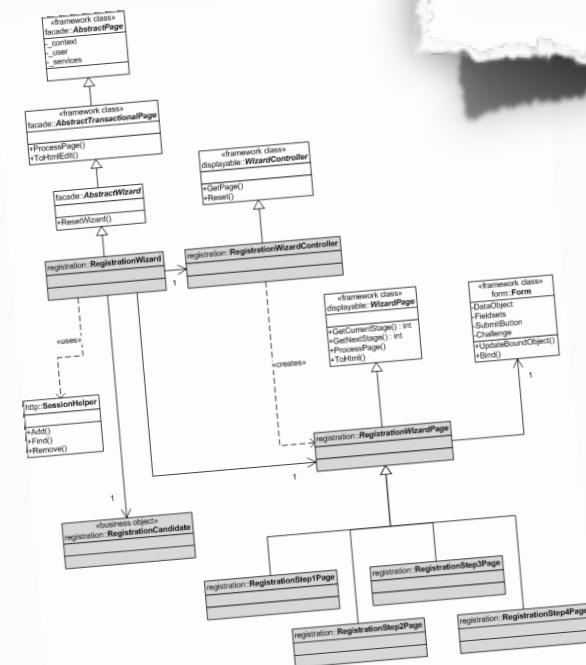
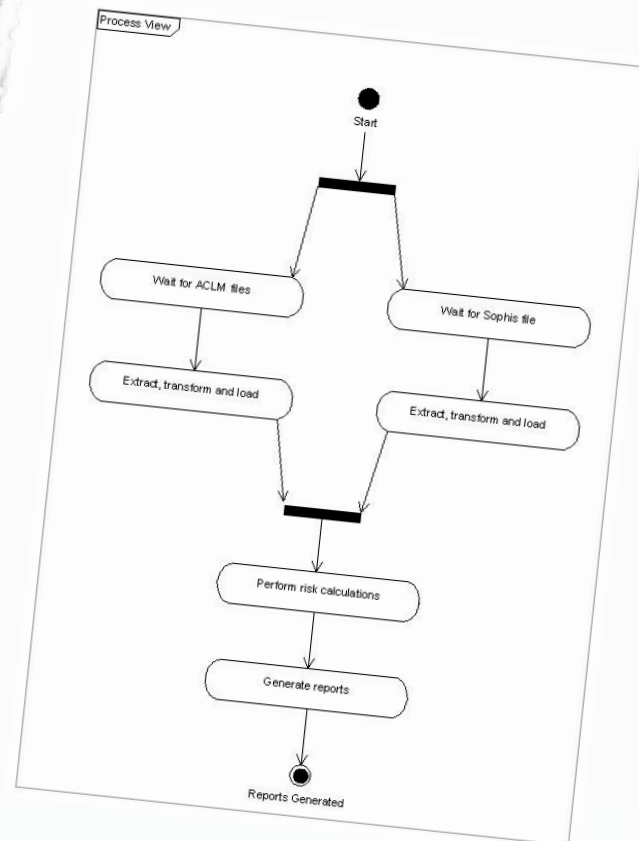
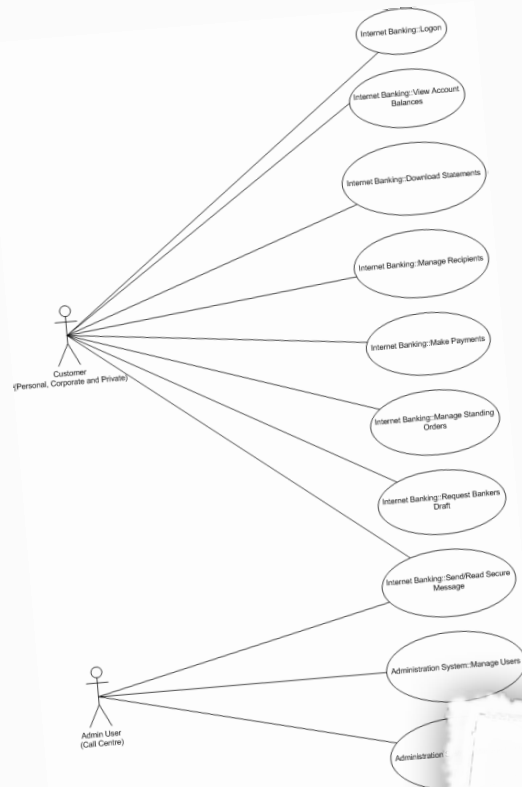
something shiny and new...

# Retrospective

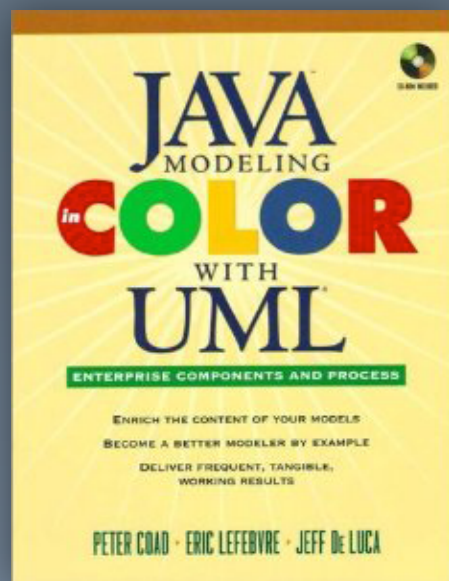
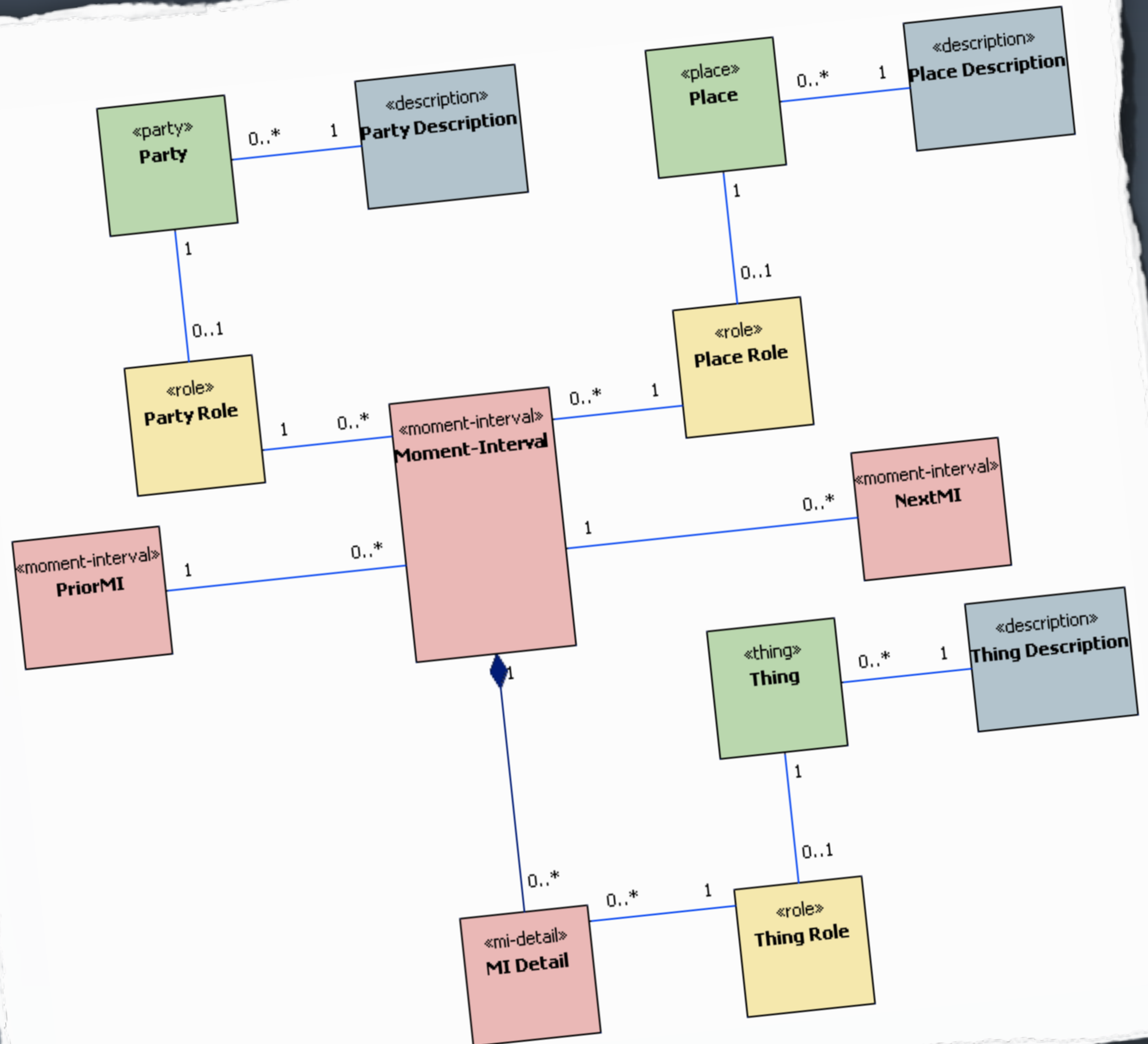


Have we forgotten  
more than we've learnt?

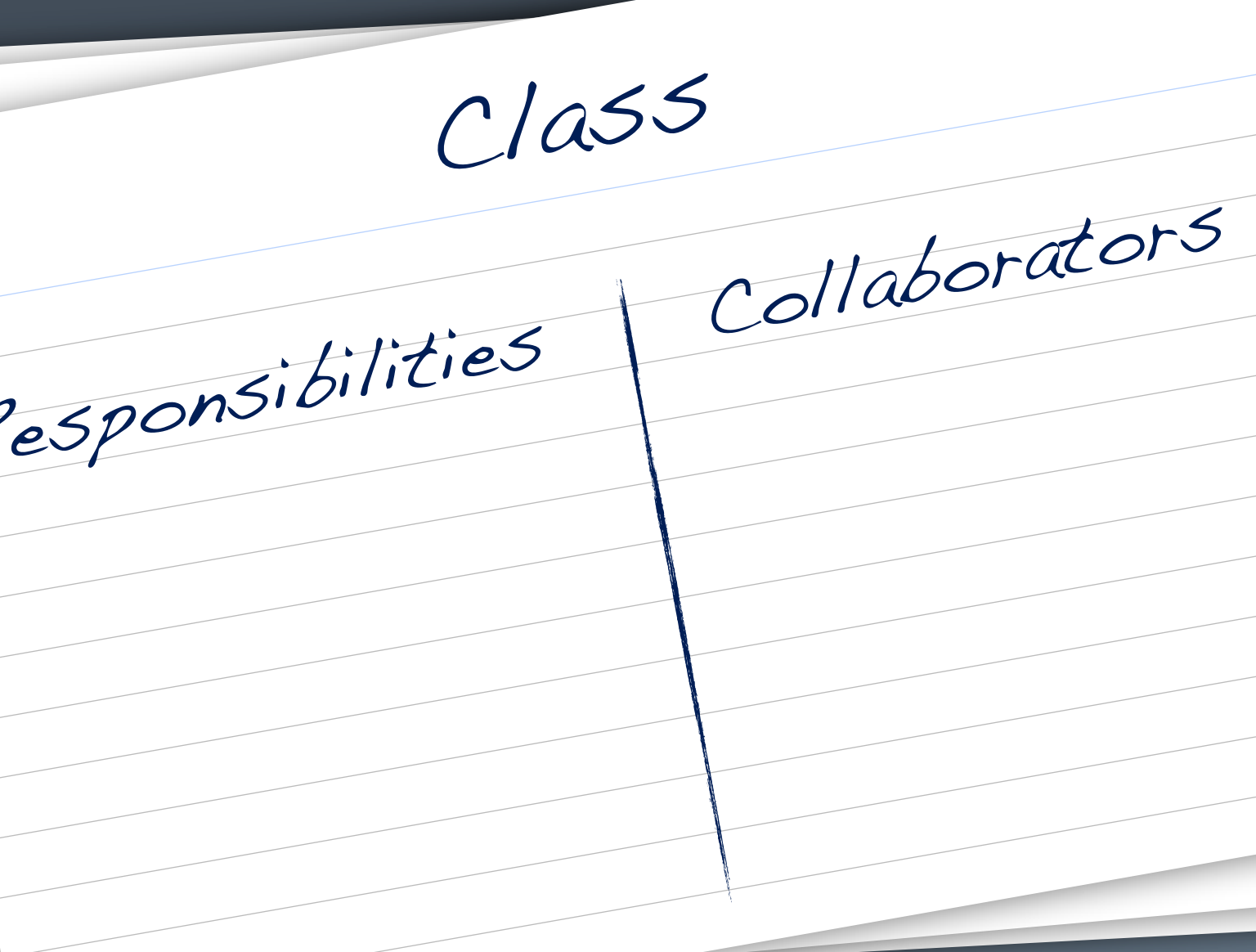
# UML



A reference to a RegistrationCandidate instance is used throughout the classes shown on this diagram, but the associations are not shown for brevity.



WILEY • JOHN WILEY & SONS



A photograph of a stack of white notepaper with horizontal blue lines, resting on a dark grey surface. The top sheet of paper has the word "Class" written in blue ink at the top center. Below it, a vertical blue line divides the page into two columns. The left column is labeled "Responsibilities" and the right column is labeled "Collaborators", both written in blue ink and slanted to follow the lines of the paper. The notepad is slightly offset to the right, revealing a second sheet underneath.

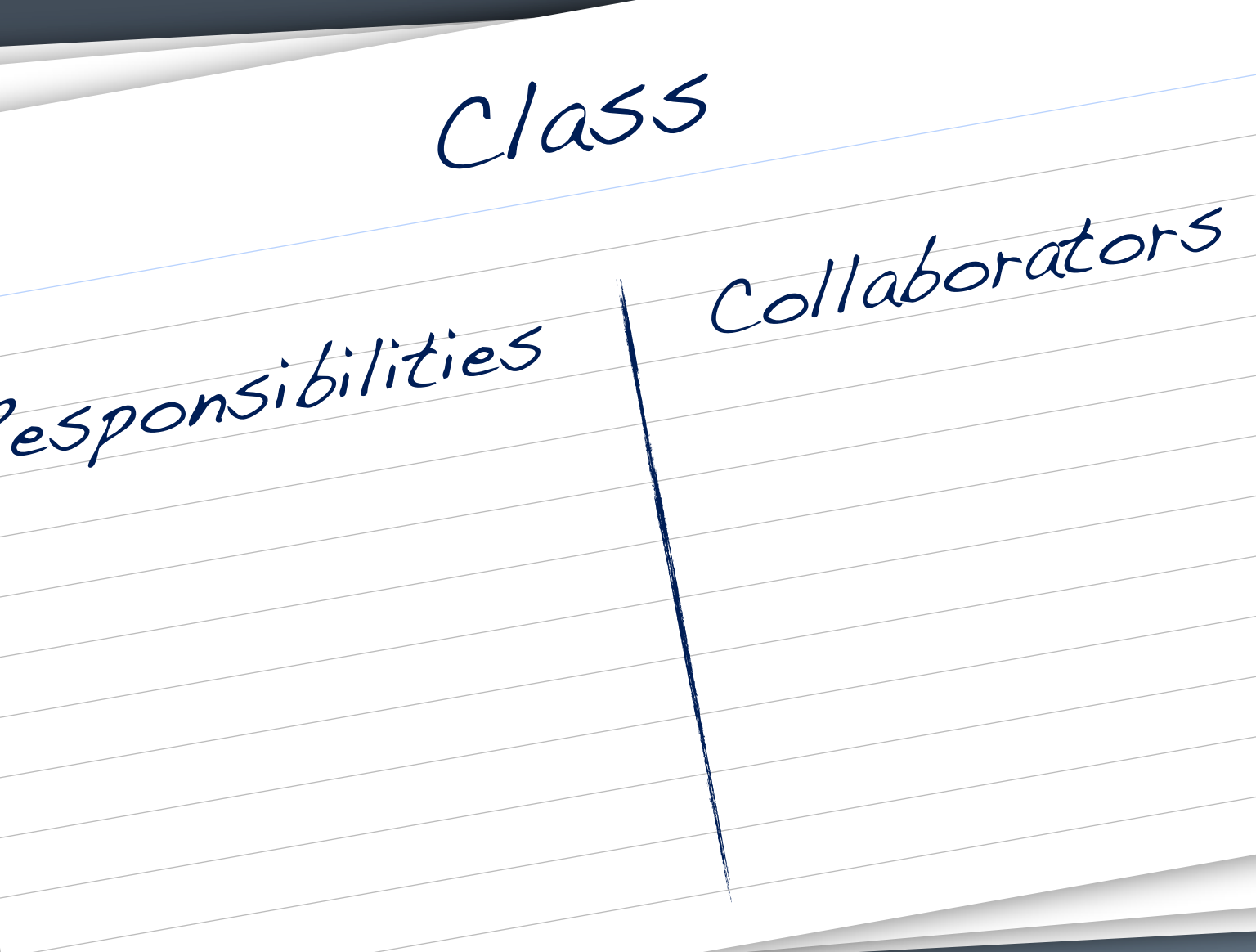
Class

Responsibilities	Collaborators
------------------	---------------

A photograph of several sheets of white, lined paper stacked on a dark blue background. The top sheet has handwritten text in blue ink. At the top center, the word "Class" is written. Below it, a vertical line divides the page into two columns. The left column is headed "Responsibilities" and the right column is headed "Collaborators".

Class

Responsibilities	Collaborators
------------------	---------------



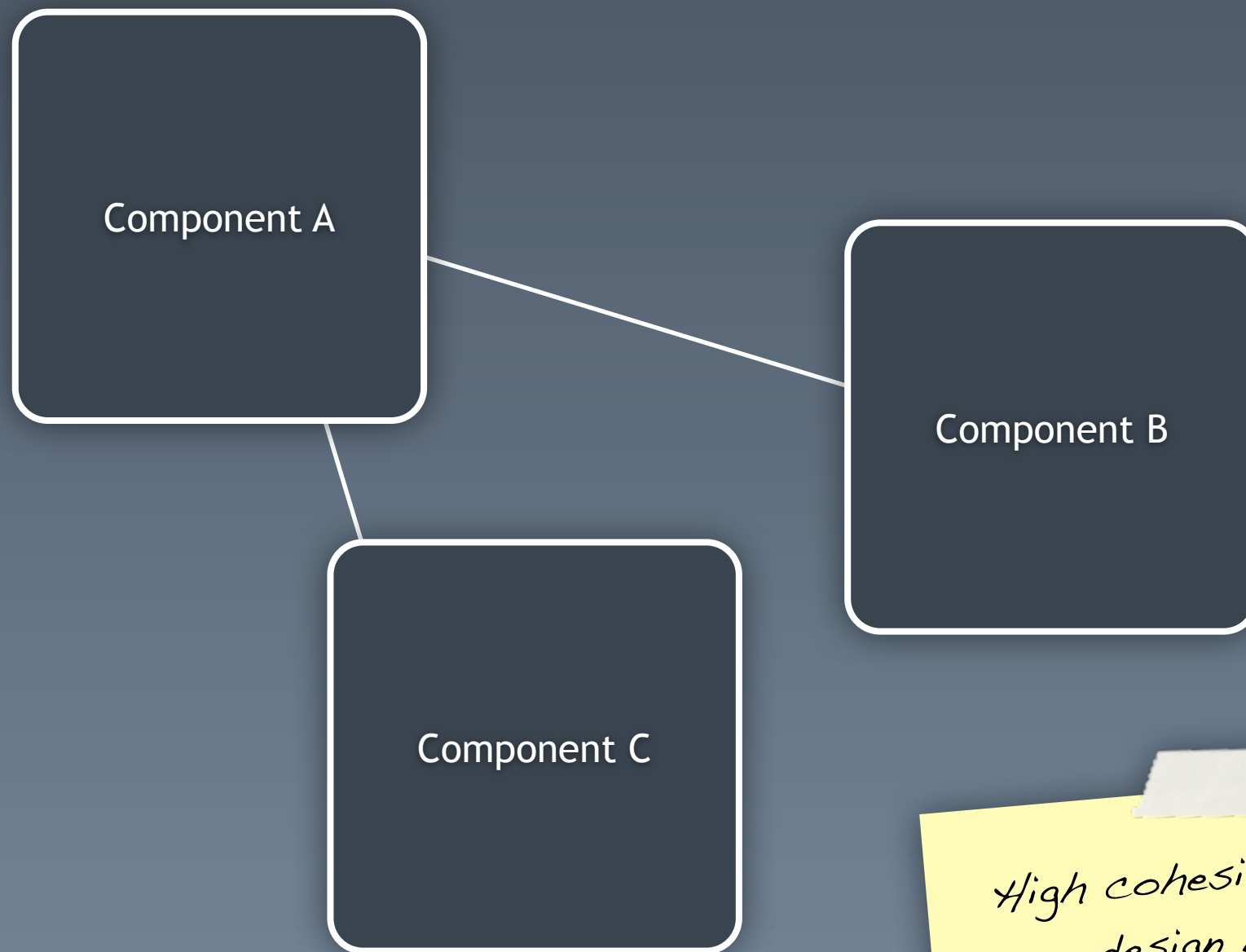
A photograph of a stack of white notepaper with horizontal blue lines, resting on a dark grey surface. The top sheet of paper has the word "Class" written in blue ink at the top center. Below it, a vertical blue line divides the page into two columns. The left column is labeled "Responsibilities" and the right column is labeled "Collaborators", both written in blue ink and slanted to follow the lines of the paper. The notepad is slightly offset to the right, revealing a second sheet underneath.

Class

Responsibilities	Collaborators
------------------	---------------

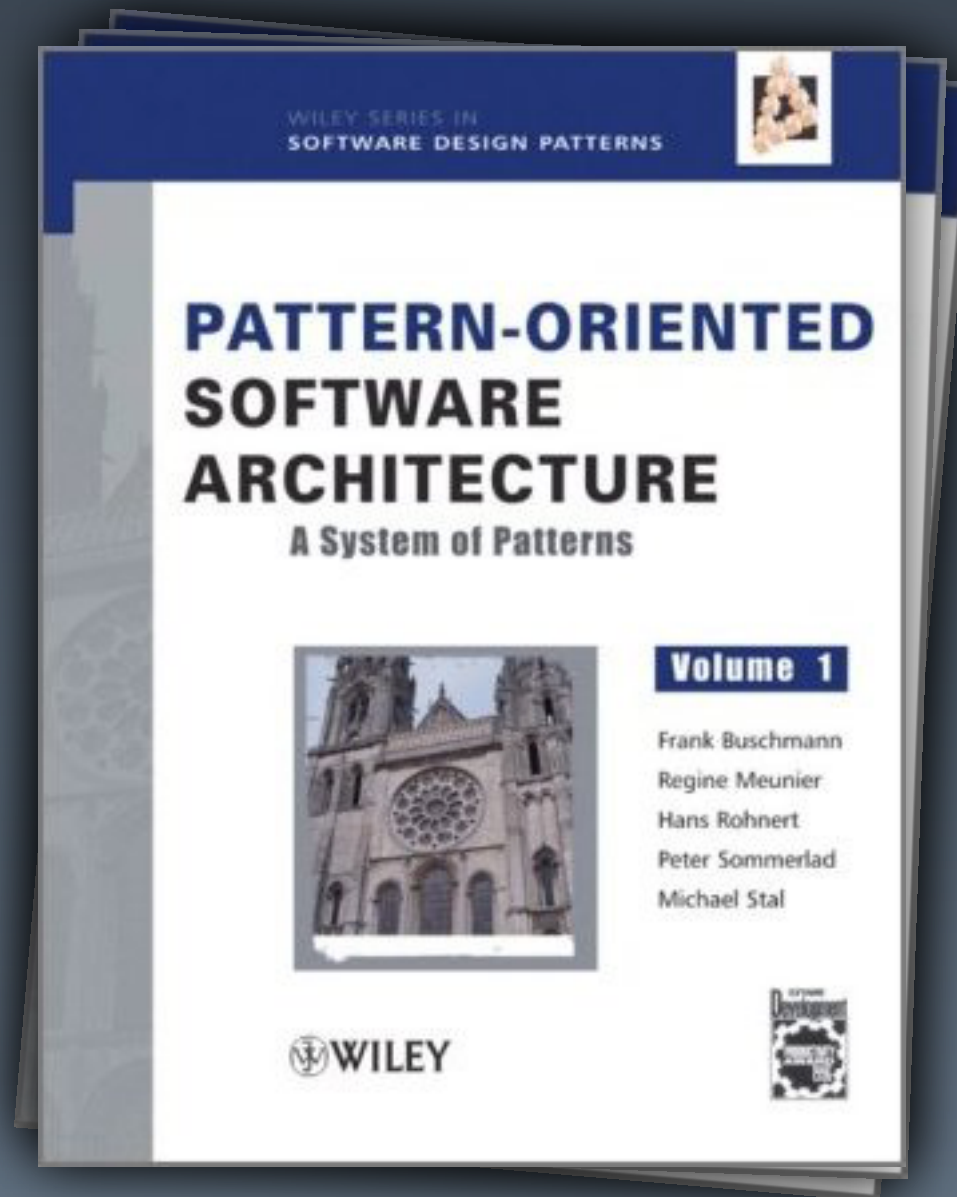
# Class-Responsibility-Collaboration

# Component-based development



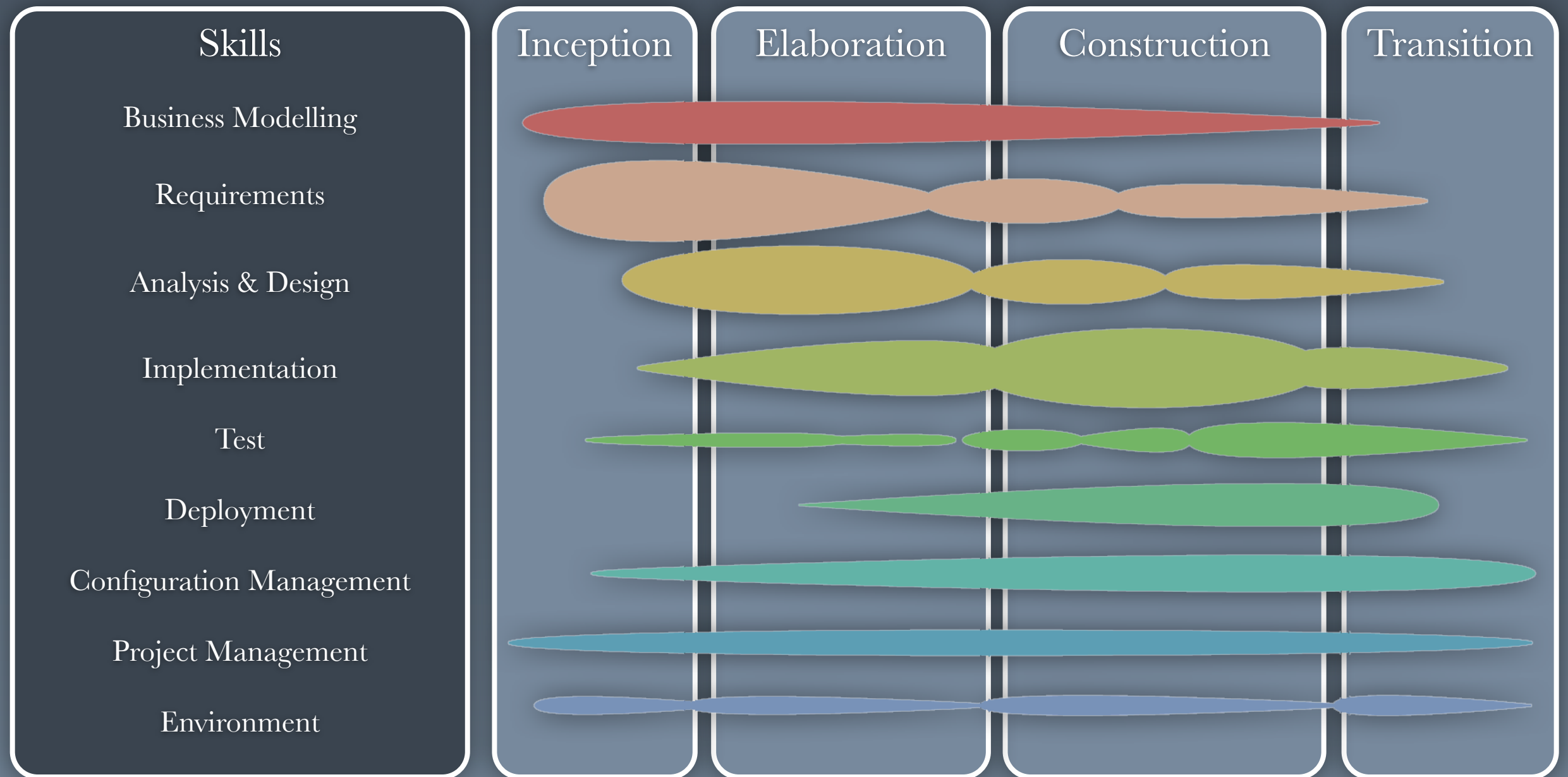
*High cohesion, low coupling  
design by contract,  
Liskov substitution principle*





# Pattern-Oriented Software Architecture

# Rational Unified Process (RUP)

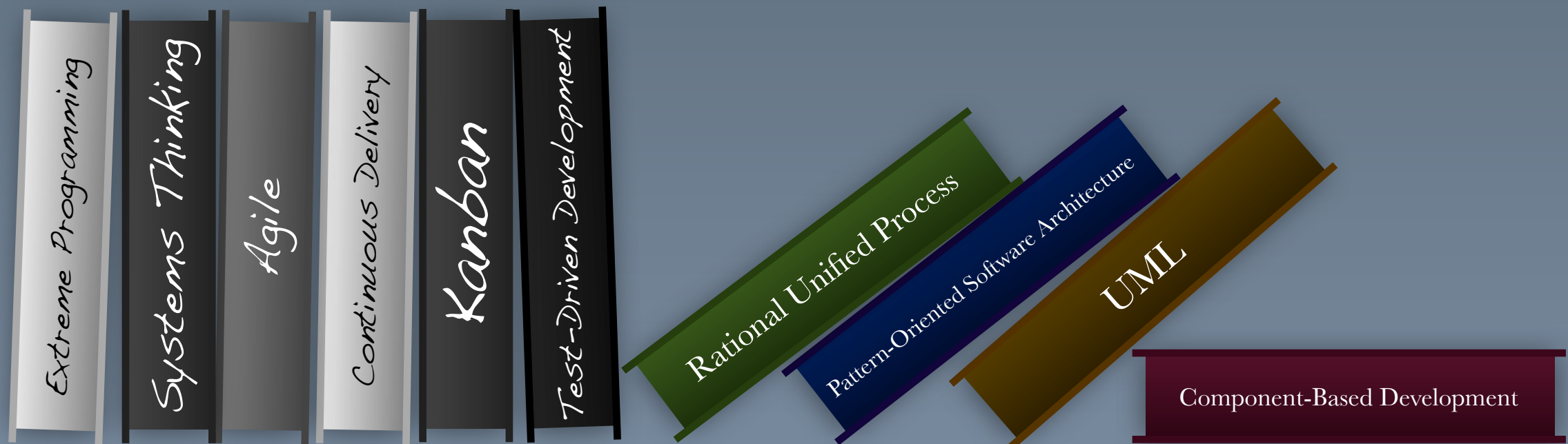




Be pragmatic  
with this stuff

*(if you know it exists, of course)*

Who is teaching  
the classics of the  
pre-*agile* era?



So you **think**  
you're an architect

Curriculum Vitae / Resume

## Enterprise Architect

A Big Company (2006-date)

I have been responsible for the design and implementation of an enterprise customer solution. I drew some UML diagrams and I wrote some Java code.

I would like a job writing more code please. :-)

Err, no; you're a software architect who just happens to work in a large organisation

(in fact, you're barely a "software architect" either)

Software development is not a  
**relay sport**



Successful software delivery

is **not** an

implementation  
detail!

# The irresponsible architect

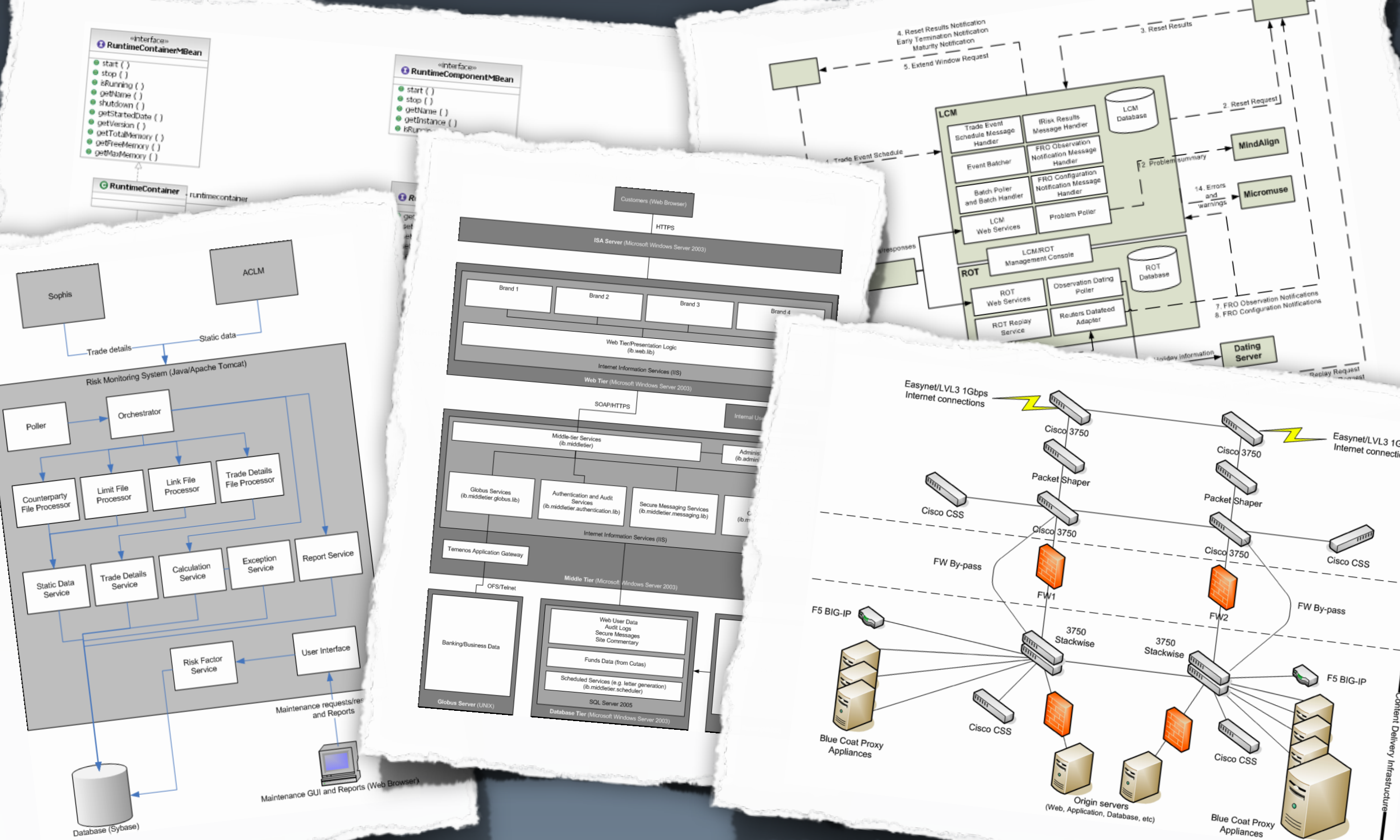
Cross-site scripting attacks possible; weak passwords allowed; HTTP sessions didn't timeout; ...

No non-functional testing (e.g. penetration testing or load testing); ...

Basic functionality errors; little or no quality assurance; rework required late in the project because of assumptions; ...







Foolishly hoping for the best?

# The irresponsible architect

Cross-site scripting attacks possible; weak passwords allowed; HTTP sessions didn't timeout; ...

No non-functional testing (e.g. penetration testing or load testing); ...

Basic functionality errors; little or no quality assurance; rework required late in the project because of assumptions; ...

No documentation; ...

*Oh, did I mention this was supposed to be a "strategic platform"?*



## Context

What is this all about?

## Functional View

What does the system do?

## Process View

Does the system implement business processes?

## Non-functional View

Are there any significant non-functional requirements influencing the architecture?

## Architectural Constraints

Are there any constraints influencing the architecture?

## Architectural Principles

Are there any principles influencing the architecture?

## Logical View

What does the big picture look like and how is the system structured?

## Interface View

Are there internal or external system interfaces?

## Design View

Is it clear how system components should be implemented?

## Infrastructure View

What does the target deployment environment look like?

## Deployment View

How will the system components be deployed onto the target infrastructure?

## Operational View

How will people operate and support the system?

## Security View

How is security handled across all tiers?

## Data View

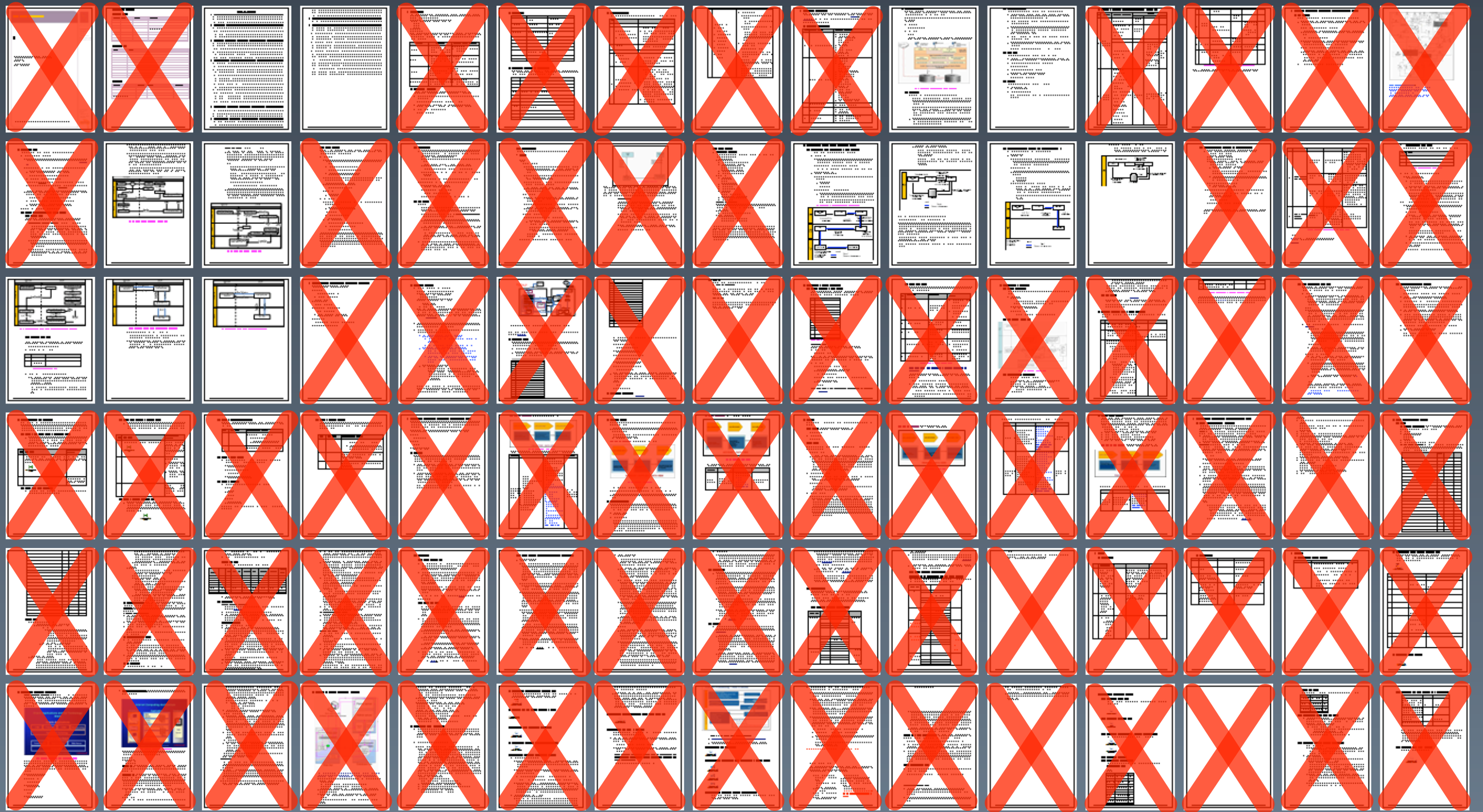
How is data managed, archived, backed-up, etc?

## Technology Selection

What led to the selection of the technologies in use?

## Architecture Justification

Does the chosen architecture “work”?



Author or architect?



coding  
{the}  
architecture



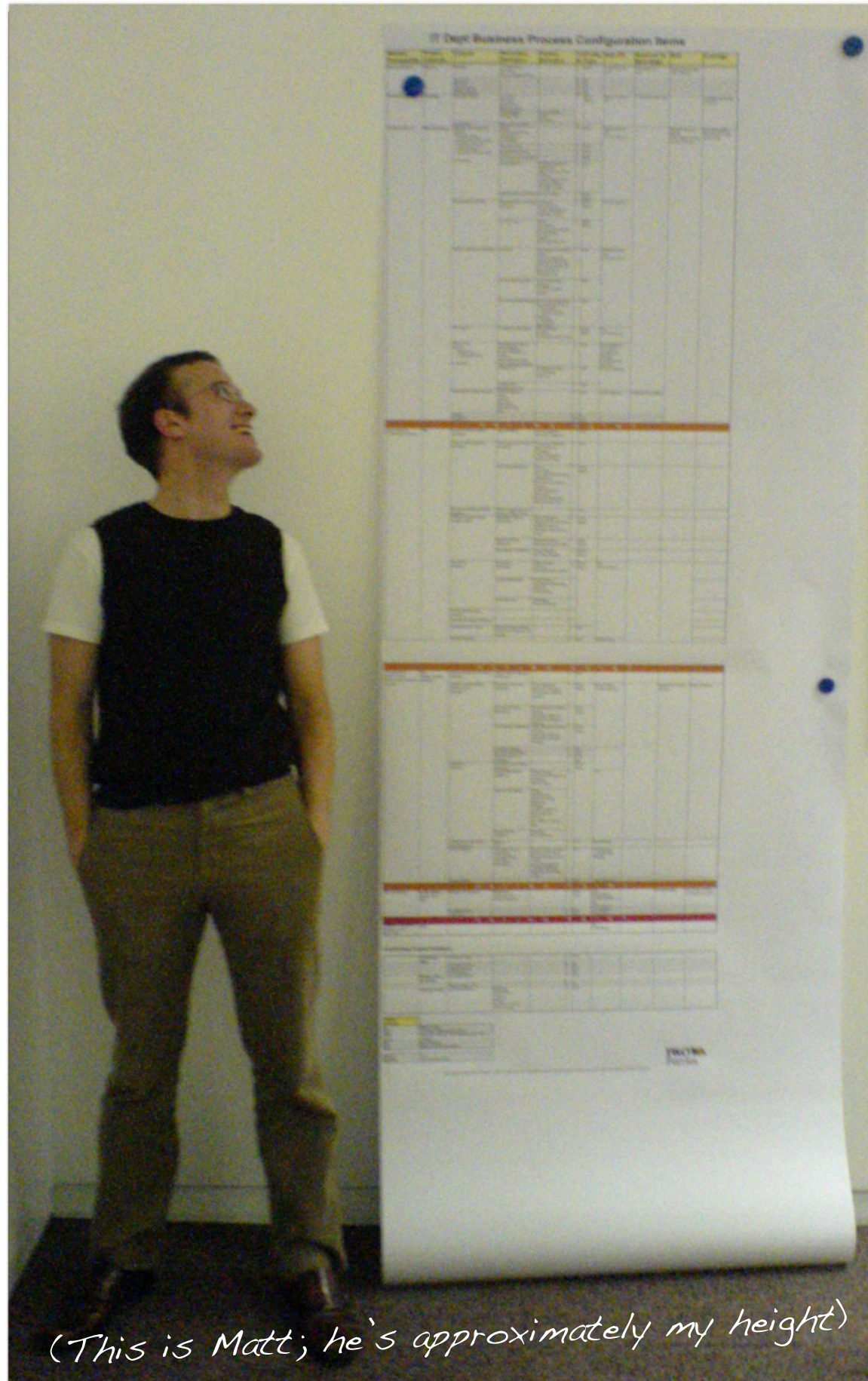
#win

*Project Managing*

{the}  
architecture



#fail

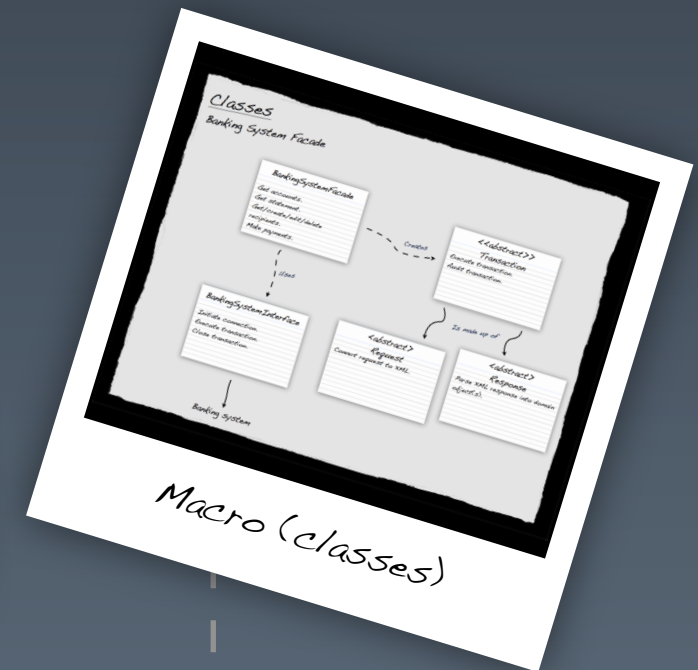
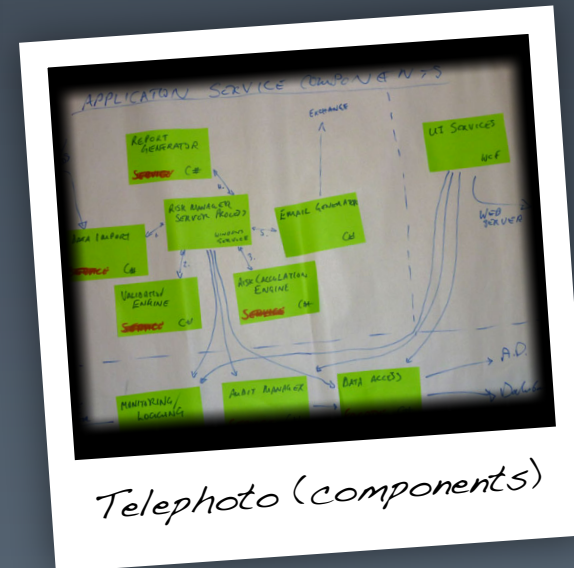
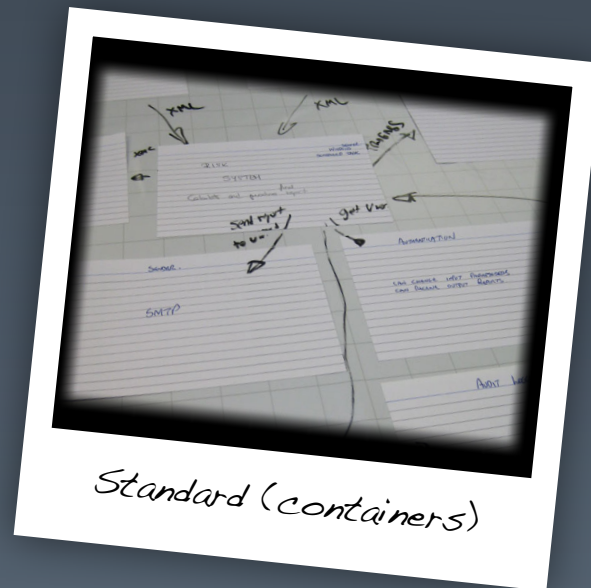
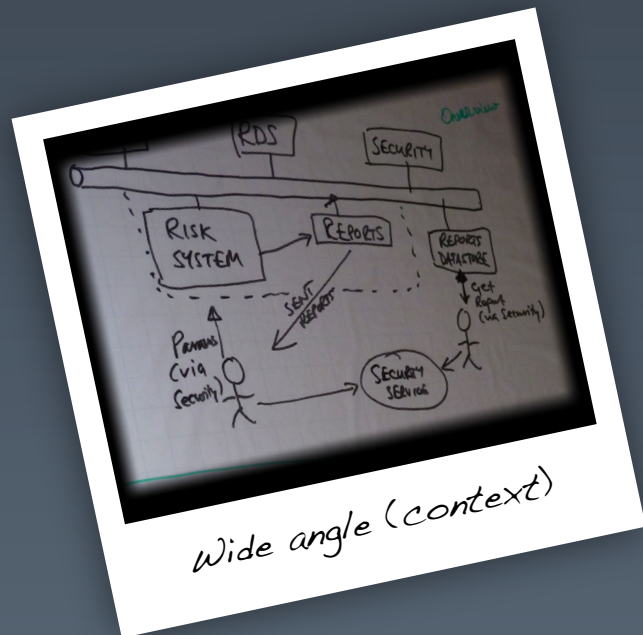


*(This is Matt; he's approximately my height)*

Technical  
Project  
Managers  
tend to focus more on  
project  
management  
than technology

*Serenity*



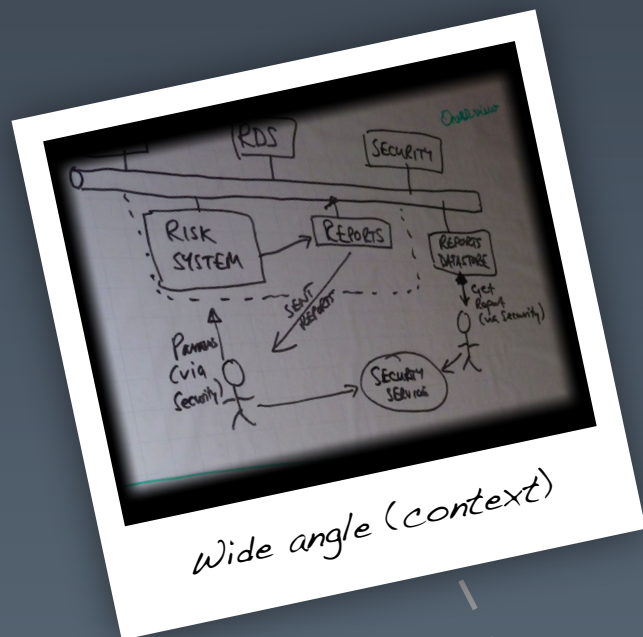


Abstract

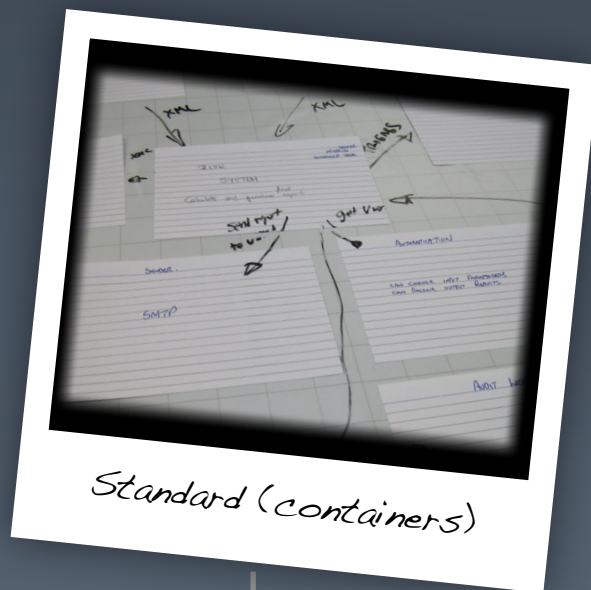
Specific

As developers, the **code** is usually our main focus





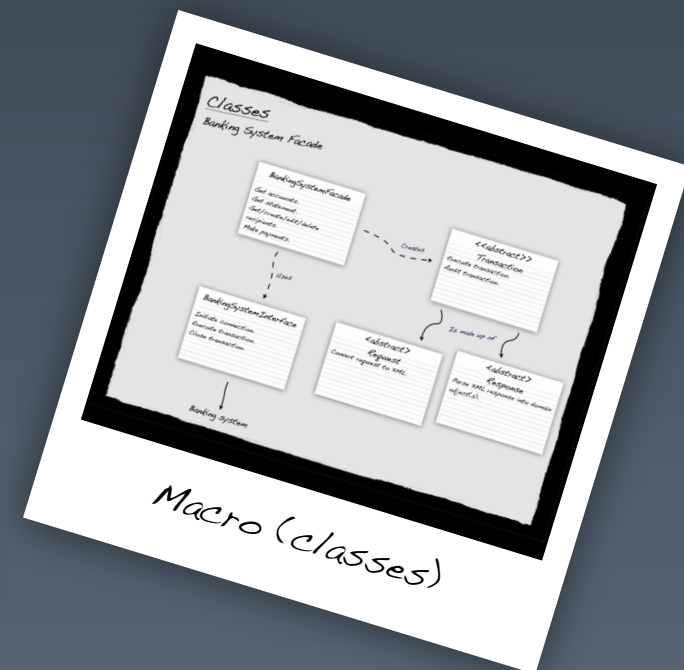
Wide angle (context)



Standard (containers)



Telephoto (components)



Macro (classes)

Abstract

Specific



Sometimes you need to  
**step back** from your IDE

Big Bank plc

Internet Banking System

coding

architecture

1. Current Situation

We have an existing Internet Banking offering that allows customers to securely view information about their bank accounts held with us via the web. Although we were one of the first to market with such a product, the system itself is a number of years old now and a series of problems has been identified during a consulting exercise that we recently initiated. In summary:

- The system only provides customers with read-only access to information about their bank accounts. This includes account balances, recent transactions and interest statements.
- The information presented to customers is slightly out-of-date, because information from the core banking system is exported to the website on a nightly basis.
- Transactional requests are not possible through the site, with customers instead sending a secure message to the call centre with their request instead. This process is open to abuse and fraud.
- The number of features supported by the offering is limited.
- The technology is no longer seen as "leading edge", is hard to enhance and costly to maintain. In addition, the technology has reached "end of life" and is no longer proactively supported by the vendor.
- The system doesn't meet current website accessibility standards.

In a recent survey, our Internet Banking system was perceived as poor in terms of the user experience and the level of information available through the website. With our competitors now offering fully transactional systems, there is a risk that we will lose business.

2. Vision

The board have given us the go-ahead to initiate a project to replace the current Internet Banking system, which will need to coincide with the corporate rebranding that will be taking place in 12 weeks. The replacement system should:

- Provide customers with real time access to information about their bank accounts.
- Provide customers with the ability to perform common transactions through the website. This includes making payments, setting up standing orders, transferring money and so on.
- Provide customers with a rich user experience.
- Meet current website accessibility standards.
- Be developed using the new corporate website design guidelines.

Functional & non-functional requirements

Constraints

Principles

Options

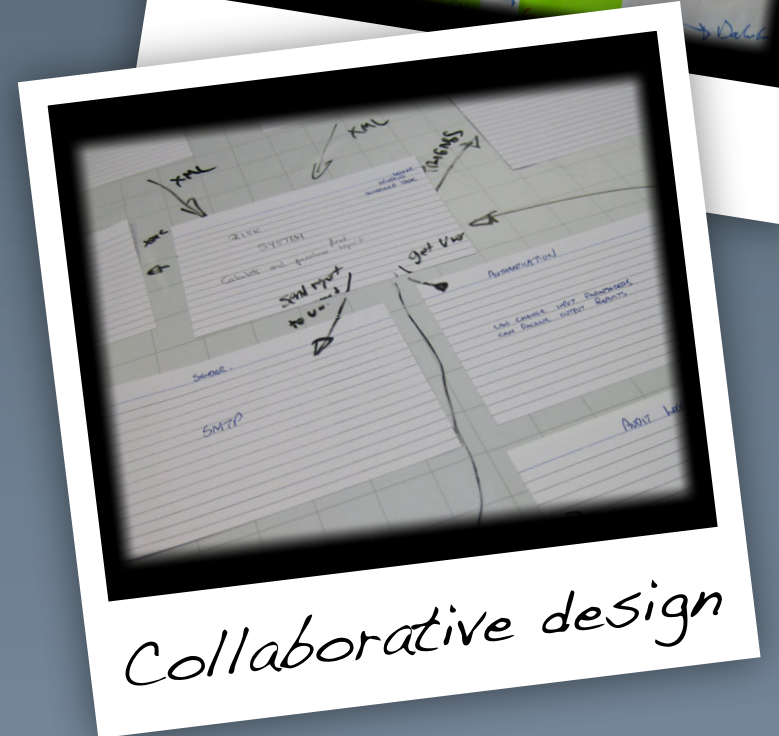
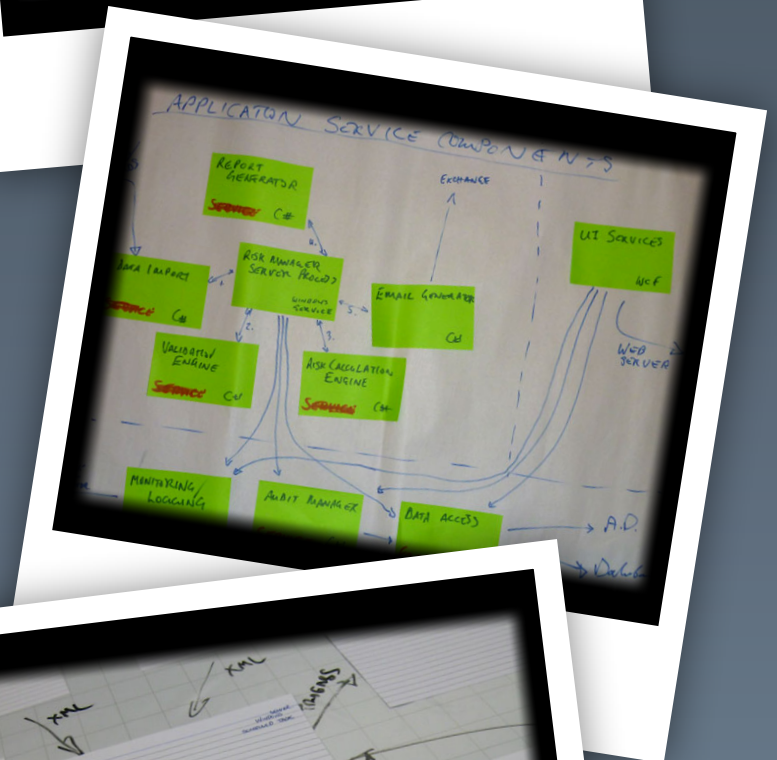
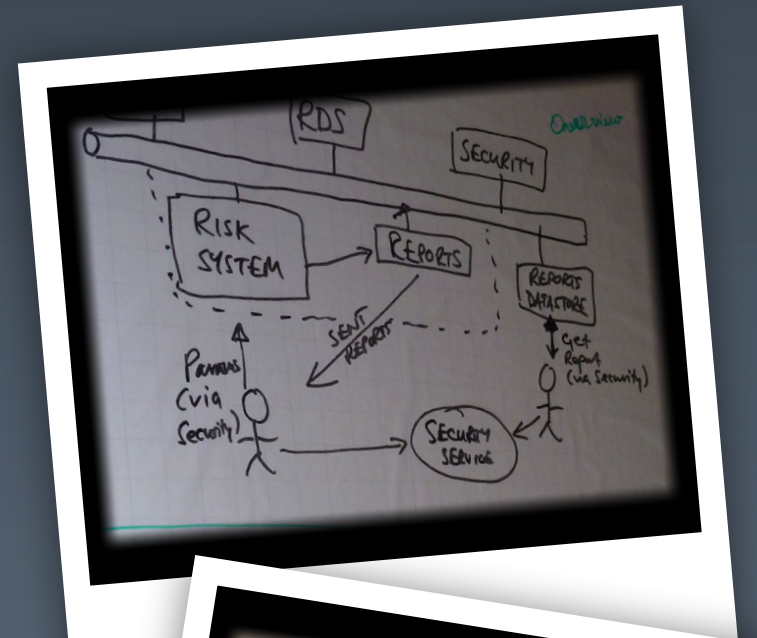
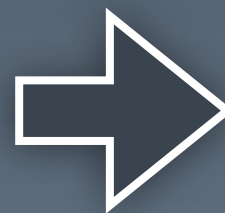
Wide angle (context)

Standard (containers)

Telephoto (components)

Macro (classes)





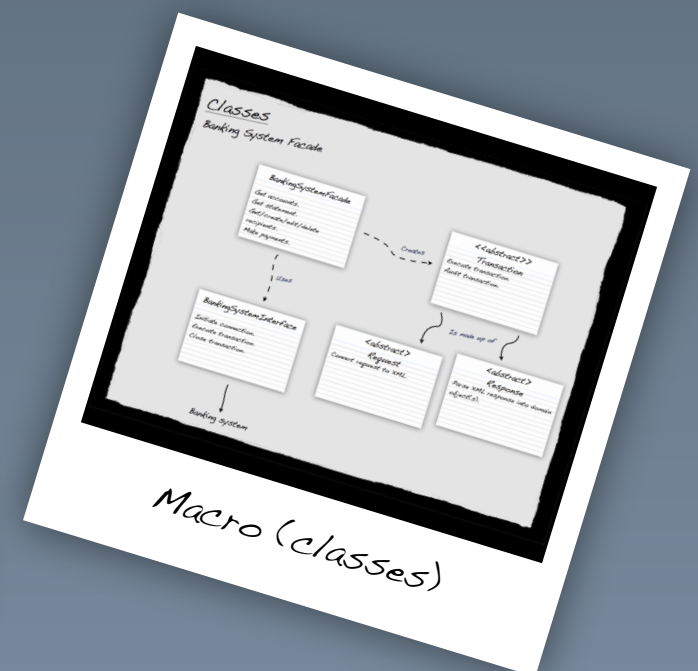
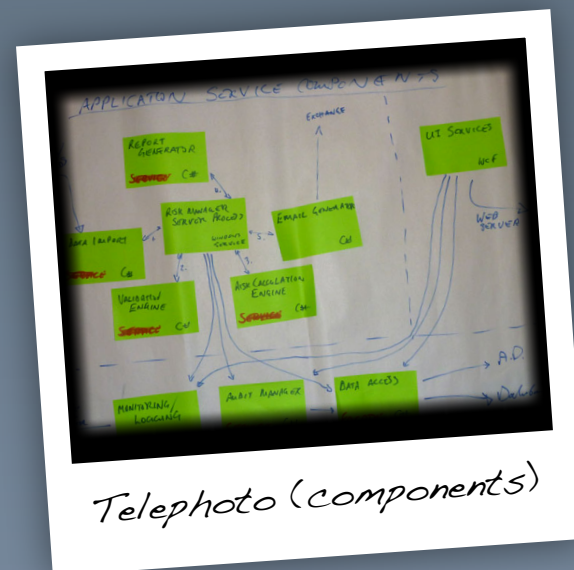
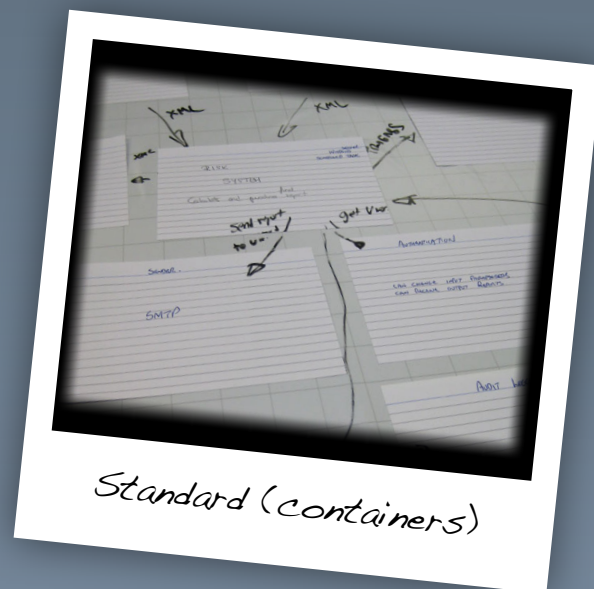
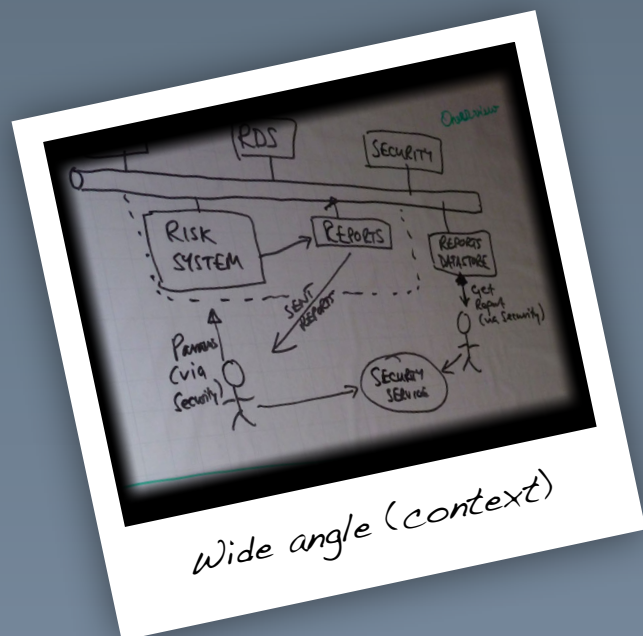
Collaborative design

# Effective sketches

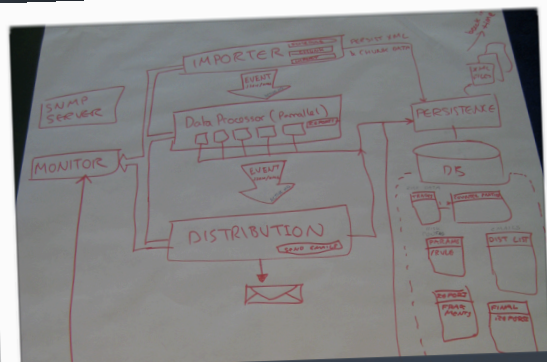
are an excellent way to

# collaborate

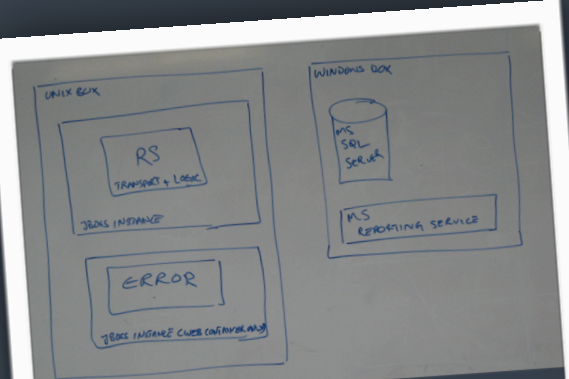
on software architecture



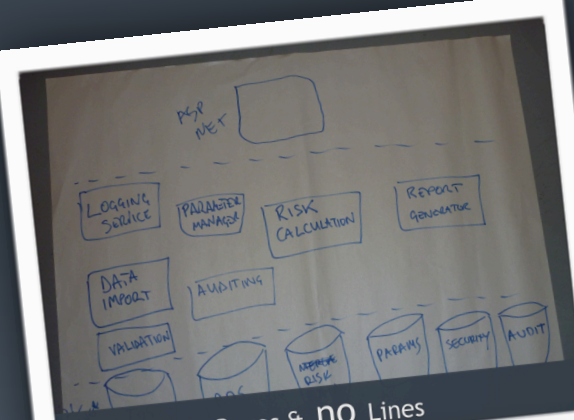




Form over Function



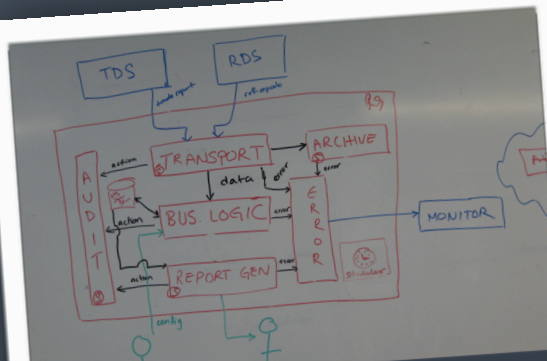
The Shopping List



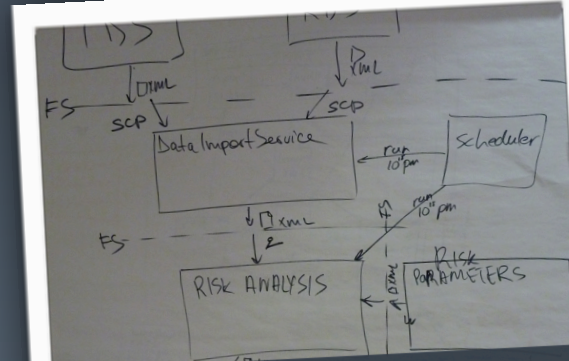
Boxes & no Lines



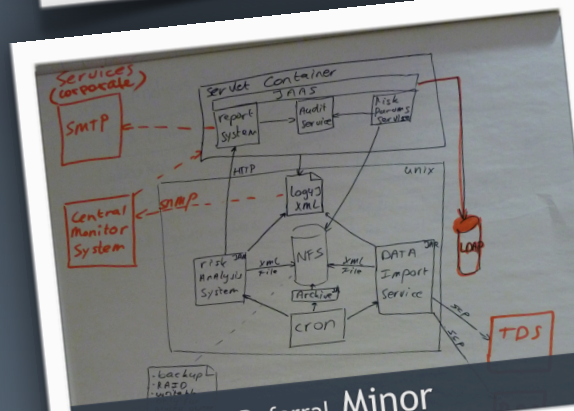
The Airline Route Map



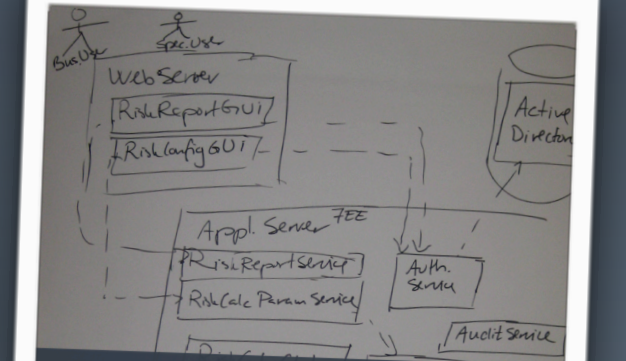
Generically True



Deferral Major



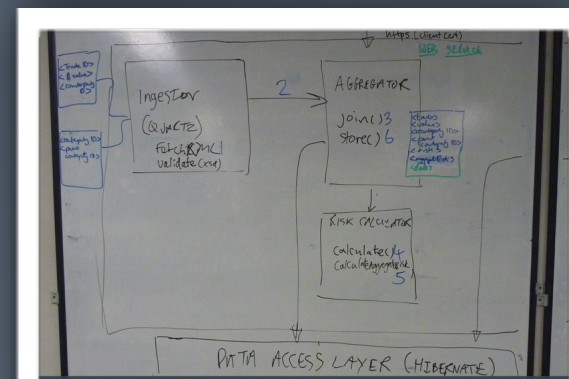
Deferral Minor



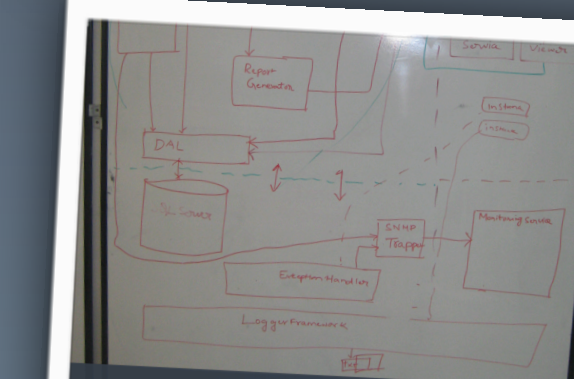
Assumptions are the mother of all ...



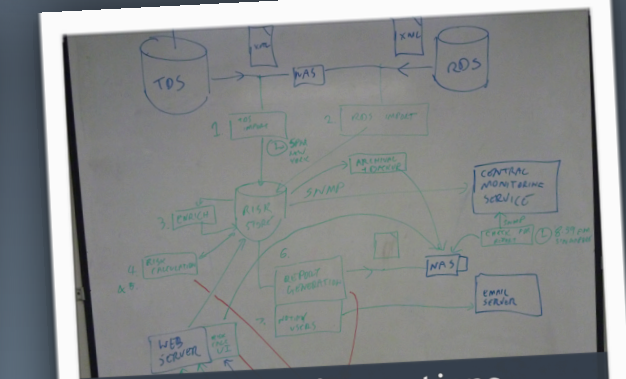
Homeless Old C# Object (HOCO)



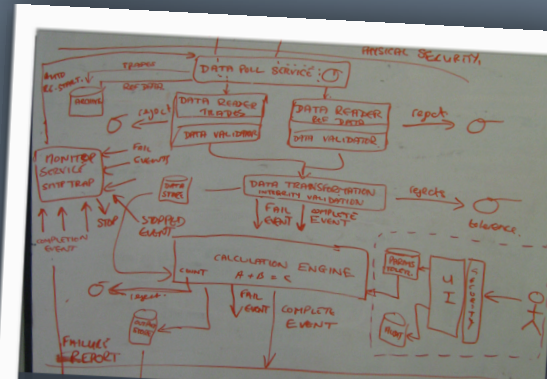
WYCITW?



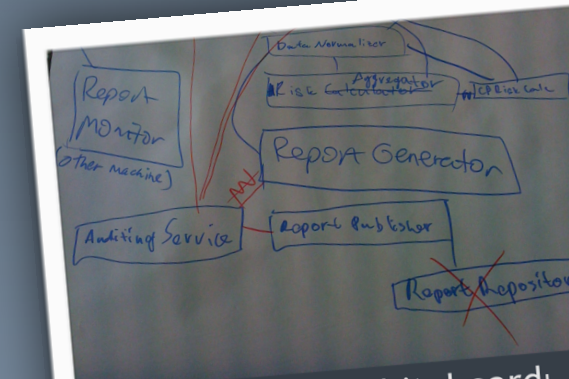
The Pompidou



Mixed Abstractions



The Adventure Book



Should have used a whiteboard!

Drawing diagrams  
doesn't make you an  
architect



Would you  
code  
it that way?

*This is why  
software architects  
must be able to code!*





[@unclebobmartin](#)

Uncle Bob Martin

The architecture of an accounting app  
should scream "accounting" not Spring &  
Hibernate.

26 Sep via [Twitter for iPhone](#) [★ Favorite](#) [↺ Retweet](#) [↻ Reply](#)

Or preferably **both**; I like software  
architectures to be grounded in reality  
(and that includes technology choices)



**@unclebobmartin**  
Uncle Bob Martin

A good architecture allows you to defer framework decisions. A good architecture allows frameworks to act as plugins to the app.

26 Sep via [TweetDeck](#) ☆ [Favorite](#) ↺ [Retweet](#) ↩ [Reply](#)

# Maybe, maybe not

*(remember what I said about technology choices?)*



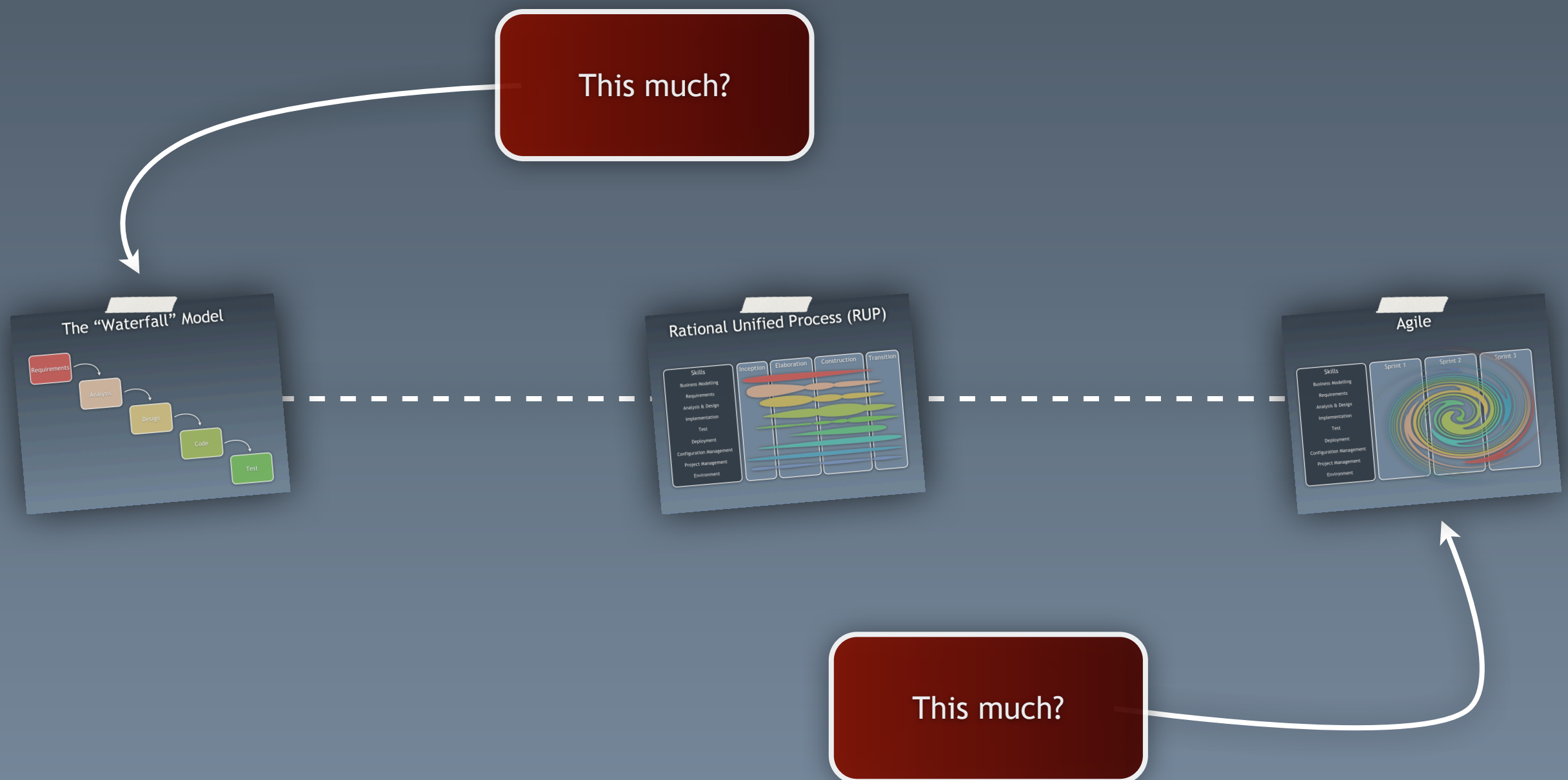
**@unclebobmartin**  
Uncle Bob Martin

I am amazed by the fact that some people actually disagree that a good software architecture allows you to defer framework decisions.

26 Sep via [TweetDeck](#) [★ Favorite](#) [↻ Retweet](#) [↩ Reply](#)

Deferring framework decisions and  
isolating them should be a  
**conscious decision**

# How much architecture do you need to do?



You need to do  
“just enough”  
architecture



Base your architecture on  
requirements, travel light  
and prove your architecture  
with concrete experiments.



Scott Ambler

<http://www.agilemodeling.com/essays/agileArchitecture.htm>

If you **flex** functionality,  
does the architecture  
**change?**

*Probably not, so just make  
some decisions...*

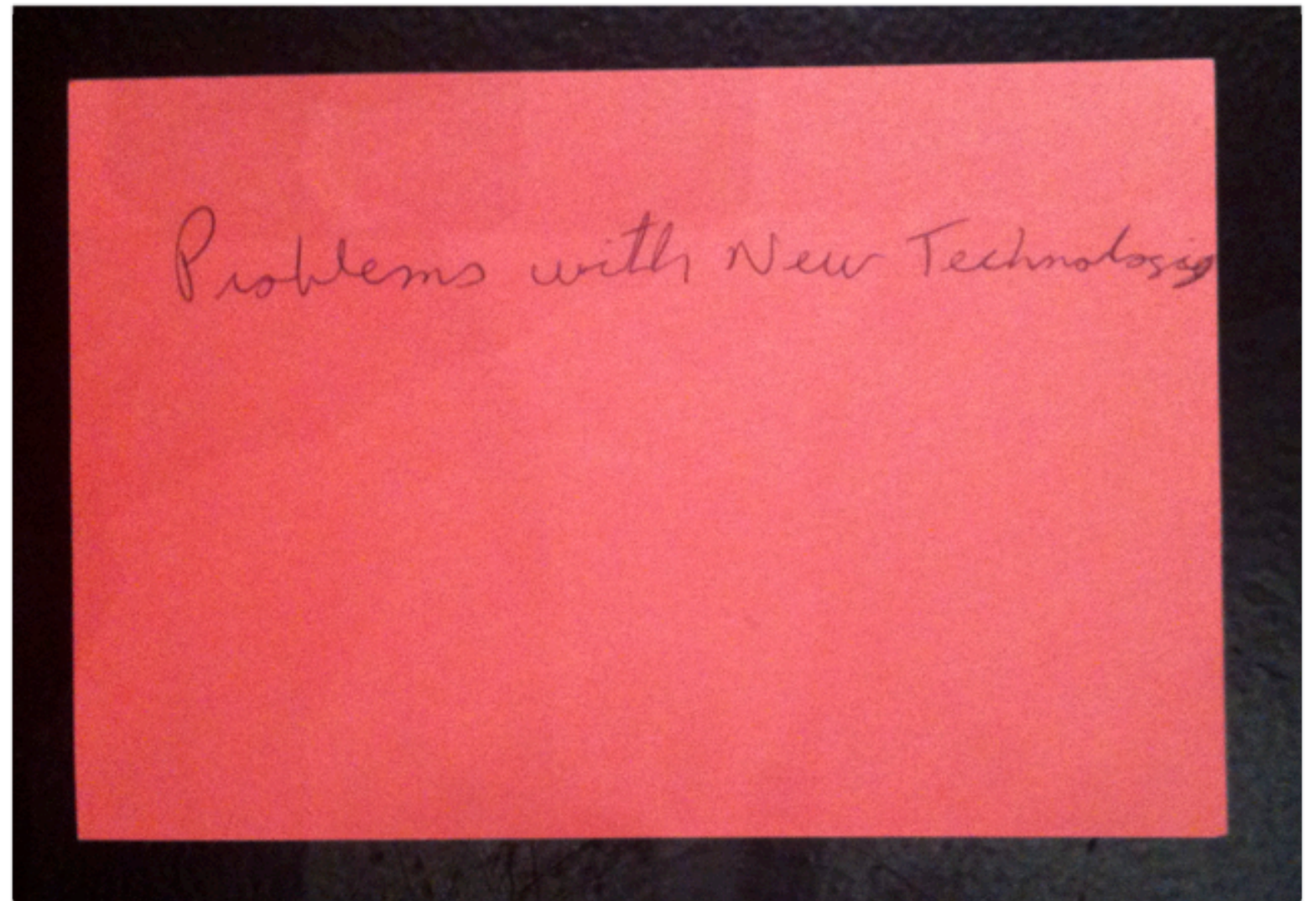
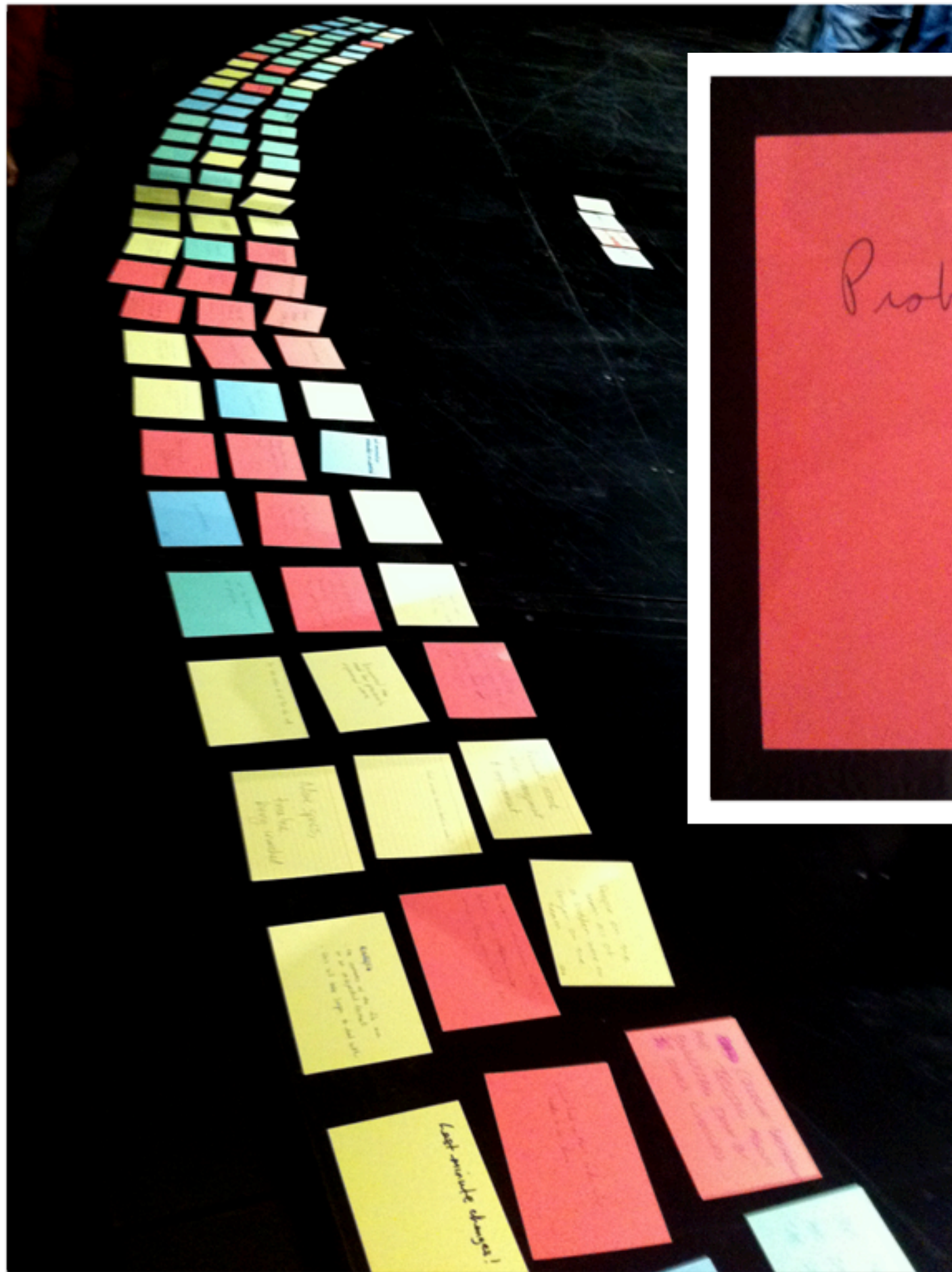


# What is architecturally significant?

*Costly to change  
(can you refactor it  
in an afternoon?)*

*Complex and risky*

*New*



An example timeline from  
“Beyond Retrospectives”  
by Linda Rising

#gotocon Aarhus 2011

# Just enough

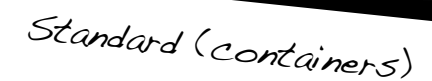
*Understand how the  
significant elements  
fit together*

*Mitigate the  
key risks*

*Provide the foundations and  
vision to move forward*



# Requirements



Doing this collaboratively  
allows people's separate  
ideas to meet

The **role** of the software architect and  
the **process** of software architecture are

**different**

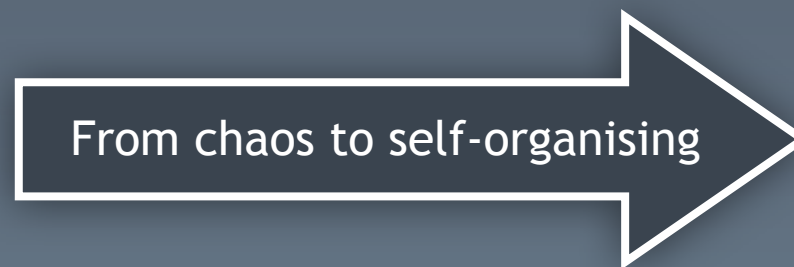


# The role



Dedicated  
software architect

Single point of responsibility for  
the technical aspects of the  
software project



Everybody is a  
software architect

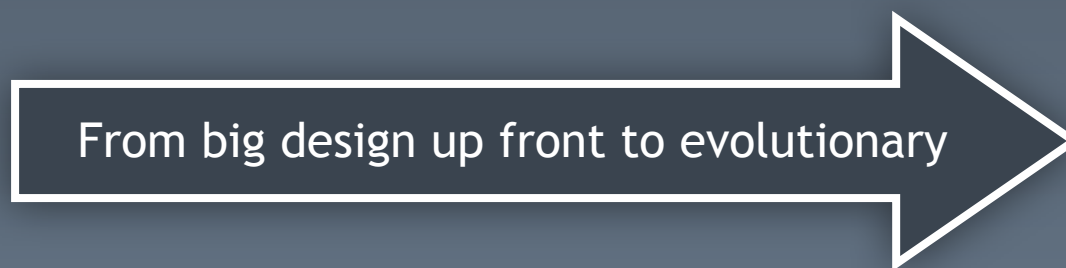
Joint responsibility for the  
technical aspects of the  
software project

# The process



## Big up front design

Requirements capture, analysis  
and design complete before  
coding starts



```
/// <summary>
/// Represents the behaviour behind the ...
/// </summary>
public class SomeWizard : AbstractWizard
{
    private DomainObject _object;
    private WizardPage _page;
    private WizardController _controller;

    public SomeWizard()
    {
    }

    ...
}
```

## Evolutionary architecture

The architecture evolves  
secondary to the value created  
by early regular releases of  
working software



The role



# Just enough

*Understand how the  
significant elements  
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*Mitigate the  
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The process

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    ...
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```

Let's wrap up...

# Does *agile* need architecture?

Yes, architecture provides  
structure, firm foundations,  
vision and technical leadership



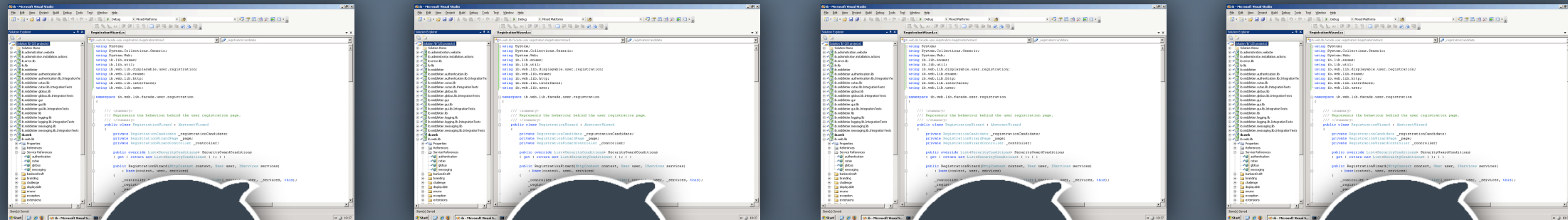
# Does architecture need *agile*?

Yes, it helps software teams move away from

big design up front  
and analysis paralysis

# Define

the software architecture role and  
collaborate



Talk about architecture in  
your retrospectives

Do you want to

code?

Software architecture documentation should

describe what

the code doesn't

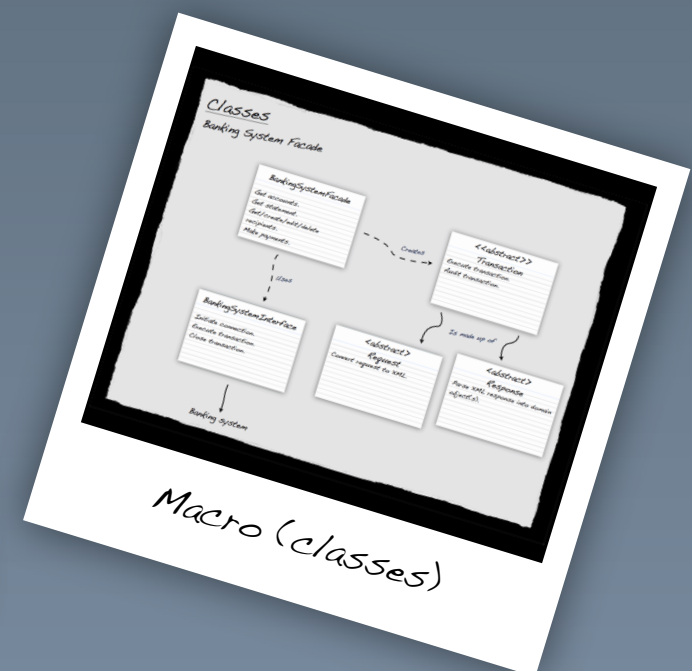
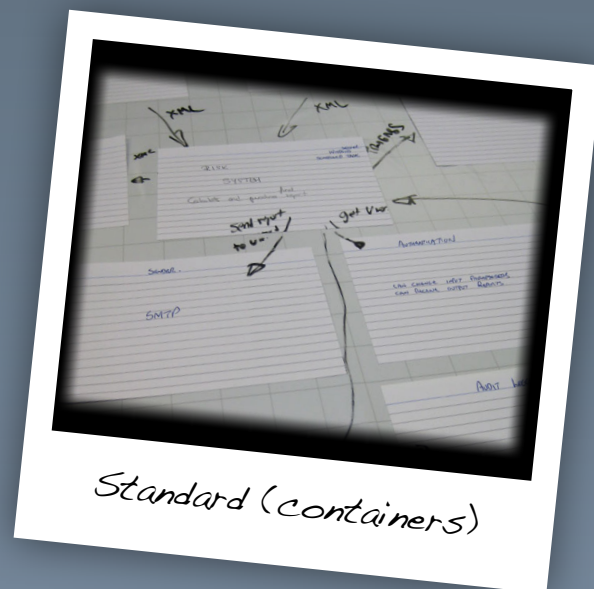
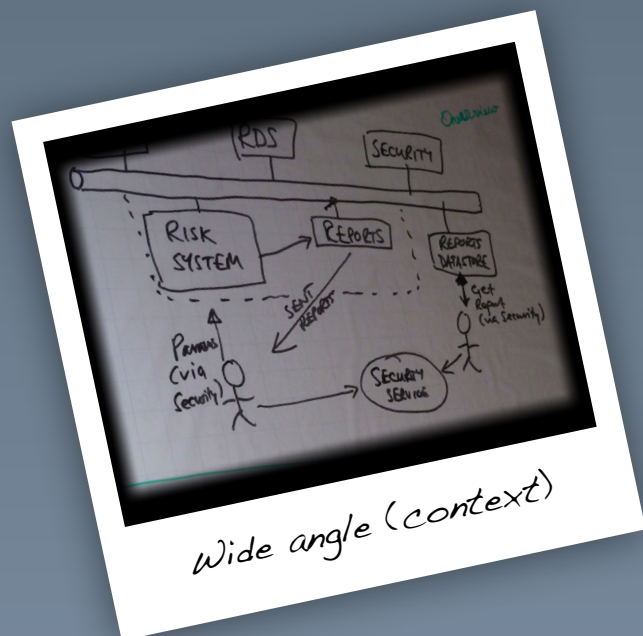


# Effective sketches

are an excellent way to

# communicate

software architecture



Apply *craftsmanship*  
to  
software architecture

*Effective yet lightweight  
Sketches and documentation*

*Software systems  
that actually work*

We need to grow the  
architects of  
tomorrow

# Do whatever works for

# you

*(just don't get distracted by shiny new things just because they're shinier!)*



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