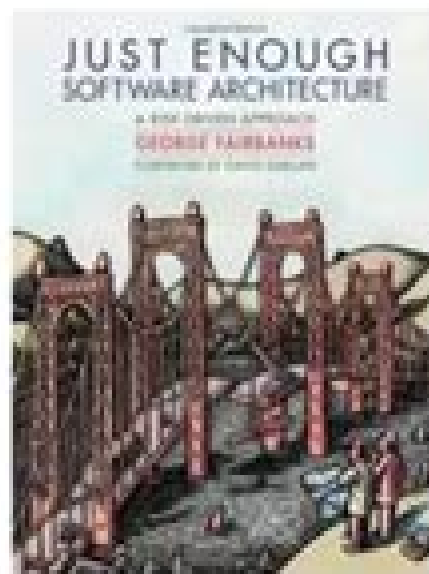


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Just Enough Software Architecture A Risk Driven Approach

Ralph Hughes



Just Enough Software Architecture A Risk Driven Approach:

Just Enough Software Architecture George Fairbanks,2010 This book teaches risk driven architecting and describes a way to do just enough architecture It avoids the one size fits all process tarp pit with advice on how to tune your design effort based on the risks you face This book seeks to make architecture relevant to all software developers Developers need to understand how to use constraints as guiderails that ensure desired outcomes This book focuses on the technical parts of software development and what developers do to ensure the system works not the job titles or processes It shows you how to build models and analyze architectures so that you can make principled design tradeoffs It describes the techniques software designers use to reason about medium to large sized problems and points out where you learn specialized techniques in more detail The approach in this book embraces drill down pop up behavior by describing models that have various levels of abstraction from architecture to data structure design

Just Enough Software Architecture George Fairbanks,2010-08-30 This is a practical guide for software developers and different than other software architecture books Here s why It teaches risk driven architecting There is no need for meticulous designs when risks are small nor any excuse for sloppy designs when risks threaten your success This book describes a way to do just enough architecture It avoids the one size fits all process tar pit with advice on how to tune your design effort based on the risks you face It democratizes architecture This book seeks to make architecture relevant to all software developers Developers need to understand how to use constraints as guiderails that ensure desired outcomes and how seemingly small changes can affect a system s properties It cultivates declarative knowledge There is a difference between being able to hit a ball and knowing why you are able to hit it what psychologists refer to as procedural knowledge versus declarative knowledge This book will make you more aware of what you have been doing and provide names for the concepts It emphasizes the engineering This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes It shows you how to build models and analyze architectures so that you can make principled design tradeoffs It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail It provides practical advice Software design decisions influence the architecture and vice versa The approach in this book embraces drill down pop up behavior by describing models that have various levels of abstraction from architecture to data structure design

Model-Driven Engineering and Software Development Slimane Hammoudi,Luís Ferreira Pires,Bran Selić,2021-02-01 This book constitutes thoroughly revised and selected papers from the 8th International Conference on Model Driven Engineering and Software Development MODELSWARD 2020 held in Valletta Malta in February 2020 The 15 revised and extended papers presented in this volume were carefully reviewed and selected from 66 submissions They present recent research results and development activities in using models and model driven engineering techniques for software development The papers are organized in topical sections on methodologies

processes and platforms applications and software development modeling languages tools and architectures **Software Architecture in Practice** Len Bass,Paul Clements,Rick Kazman,2021-06-30 The Definitive Practical Proven Guide to Architecting Modern Software Fully Updated with New Content on Mobility the Cloud Energy Management DevOps Quantum Computing and More Updated with eleven new chapters Software Architecture in Practice Fourth Edition thoroughly explains what software architecture is why it s important and how to design instantiate analyze evolve and manage it in disciplined and effective ways Three renowned software architects cover the entire lifecycle presenting practical guidance expert methods and tested models for use in any project no matter how complex You ll learn how to use architecture to address accelerating growth in requirements system size and abstraction and to manage emergent quality attributes as systems are dynamically combined in new ways With insights for utilizing architecture to optimize key quality attributes including performance modifiability security availability interoperability testability usability deployability and more this guide explains how to manage and refine existing architectures transform them to solve new problems and build reusable architectures that become strategic business assets Discover how architecture influences and is influenced by technical environments project lifecycles business profiles and your own practices Leverage proven patterns interfaces and practices for optimizing quality through architecture Architect for mobility the cloud machine learning and quantum computing Design for increasingly crucial attributes such as energy efficiency and safety Scale systems by discovering architecturally significant influences using DevOps and deployment pipelines and managing architecture debt Understand architecture s role in the organization so you can deliver more value Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details **Software Architecture** Bedir Tekinerdogan,Uwe Zdun,Ali Babar,2016-11-14 This book constitutes the proceedings of the 10th European Conference on Software Architecture ECSA 2016 held in Copenhagen Denmark in November December 2016 The 13 full papers presented together with 12 short papers were carefully reviewed and selected from 84 submissions They are organized in topical sections on full research and experience papers short papers for addressing emerging research and education and training papers *Software Architecture* Patrizio Pelliccione,Rick Kazman,Ingo Weber,Anna Liu,2023-09-11 This book provides a collection of cutting edge research roadmaps that attempt to determine and perhaps even shape the future of software architecture research It contains a distillation of the outputs from several ICSA 2022 working sessions and the subsequent work from the authors Software architecture research involves the study of the design and analysis of software systems focusing on the high level structure and organization of software components as well as the interactions and relationships between them It also focuses on the non technical aspects of software design how teams are organized and how they communicate and work together The first three chapters of the book investigate software architecture for emerging classes of software systems with widespread interest including quantum computing artificial intelligence centric systems and systems within value based ecosystems

Subsequent chapters investigate the role of architecture in relation to modern development processes sharing of data as an enabler for furthering research in software architecture and teaching software architecture In summary this book provides an overview of the latest research and directions in software architecture covering a wide array of current and emerging topics Specifically this book is a valuable resource for researchers and students to aid them in identifying fruitful paths for future research

Shifting to Online Learning Through Faculty Collaborative Support Crawford, Caroline M.,2021-06-18 As a result of the COVID 19 pandemic most schools had to suddenly shift from traditional face to face courses to blended synchronous and asynchronous instructional environments The impact upon the immediacy of remote learning was overwhelming to many faculty instructional facilitators teachers and trainers Many faculty and trainers have experience with the analysis design development implementation and evaluation of online and blended learning environments while many faculty and trainers also do not have this knowledge nor experience As such the collegial workspace has developed into a collaborative work environment wherein the faculty are helping faculty partially because the instructional designer staff and learning advisors are overwhelmed with the number of course projects that must be moved from traditional face to face course environments into an online environment within a short period of time The faculty are helping each other make this move offering course design and development support and also instructional tips and tricks that will support successful blended and online experiences that enhance learning outcomes Shifting to Online Learning Through Faculty Collaborative Support focuses on supporting and enhancing blended and distance learning course design and development successful tips for course design and teaching techniques for online learning and embracing collegial mentorship and facilitative support for course and faculty success This book highlights the strength of collegial bonds while discussing tools methods procedural efforts styles of engagement learning theories assessment efforts and even social learning engagement implementations in online learning It provides information and lessons and embraces a long term approach towards understanding institutional impact and collegial support This book is valuable for school administrators teachers course designers instructional designers school faculty business and administrative leadership practitioners stakeholders researchers academicians and students interested in how faculty collaborative support is playing a critical role in improving and developing successful online learning

Integrated Models for Information Communication Systems and Networks: Design and Development Atayero, Aderemi Aaron Anthony,Sheluhin, Oleg I.,2013-06-30 With current advancements in the modeling and simulation of systems and networks researchers and developers are better able to determine the probable state of current systems and envision the state of future systems during the design stage The uses and accuracies of these models are essential to every aspect of communication systems Integrated Models for Information Communication Systems and Networks Design and Development explores essential information and current research findings on information communication systems and networks This reference source aims to assist professionals in the desire to enhance their

knowledge of modeling at systems level with the aid of modern software packages

Service-Oriented Computing

Schahram Dustdar, 2020-12-07 This book constitutes the refereed proceedings of the 14th Symposium and Summer School on Service Oriented Computing SummerSOC 2020 held in Crete Greece in September 2020 The 9 full and 2 short papers were carefully reviewed and selected from 23 submissions The papers mainly focus on IoT and cyber physical systems advanced application areas cloud and edge and service based applications The conference was held virtually due to the COVID 19 pandemic

Continuous Architecture in Practice Eoin Woods, Murat Erder, Pierre Pureur, 2021-05-26 Update Your Architectural Practices for New Challenges Environments and Stakeholder Expectations I am continuously delighted and inspired by the work of these authors Their first book laid the groundwork for understanding how to evolve the architecture of a software intensive system and this latest one builds on it in some wonderfully actionable ways Grady Booch Chief Scientist for Software Engineering IBM Research Authors Murat Erder Pierre Pureur and Eoin Woods have taken their extensive software architecture experience and applied it to the practical aspects of software architecture in real world environments Continuous Architecture in Practice provides hands on advice for leveraging the continuous architecture approach in real world environments and illuminates architecture s changing role in the age of Agile DevOps and cloud platforms This guide will help technologists update their architecture practice for new software challenges As part of the Vaughn Vernon Signature Series this title was hand selected for the practical delivery oriented knowledge that architects and software engineers can quickly apply It includes in depth guidance for addressing today s key quality attributes and cross cutting concerns such as security performance scalability resilience data and emerging technologies Each key technique is demonstrated through a start to finish case study reflecting the authors deep experience with complex software environments Key topics include Creating sustainable coherent systems that meet functional requirements and the quality attributes stakeholders care about Understanding team based software architecture and architecture as a flow of decisions Understanding crucial issues of data management integration and change and the impact of varied data technologies on architecture Architecting for security including continuous threat modeling and mitigation Architecting for scalability and resilience including scaling microservices and serverless environments Using architecture to improve performance in continuous delivery environments Using architecture to apply emerging technologies successfully Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details

Design It! Michael Keeling, 2017-10-18 Don t engineer by coincidence design it like you mean it Filled with practical techniques Design It is the perfect introduction to software architecture for programmers who are ready to grow their design skills Lead your team as a software architect ask the right stakeholders the right questions explore design options and help your team implement a system that promotes the right ilities Share your design decisions facilitate collaborative design workshops that are fast effective and fun and develop more awesome software With dozens of design methods examples and practical know

how Design It shows you how to become a software architect Walk through the core concepts every architect must know discover how to apply them and learn a variety of skills that will make you a better programmer leader and designer Uncover the big ideas behind software architecture and gain confidence working on projects big and small Plan design implement and evaluate software architectures and collaborate with your team stakeholders and other architects Identify the right stakeholders and understand their needs dig for architecturally significant requirements write amazing quality attribute scenarios and make confident decisions Choose technologies based on their architectural impact facilitate architecture centric design workshops and evaluate architectures using lightweight effective methods Write lean architecture descriptions people love to read Run an architecture design studio implement the architecture you ve designed and grow your team s architectural knowledge Good design requires good communication Talk about your software architecture with stakeholders using whiteboards documents and code and apply architecture focused design methods in your day to day practice Hands on exercises real world scenarios and practical team based decision making tools will get everyone on board and give you the experience you need to become a confident software architect

Future-Proof Software-Systems Frank J.

Furrer,2019-09-25 This book focuses on software architecture and the value of architecture in the development of long lived mission critical trustworthy software systems The author introduces and demonstrates the powerful strategy of Managed Evolution along with the engineering best practice known as Principle based Architecting The book examines in detail architecture principles for e g Business Value Changeability Resilience and Dependability The author argues that the software development community has a strong responsibility to produce and operate useful dependable and trustworthy software Software should at the same time provide business value and guarantee many quality of service properties including security safety performance and integrity As Dr Furrer states Producing dependable software is a balancing act between investing in the implementation of business functionality and investing in the quality of service properties of the software systems The book presents extensive coverage of such concepts as Principle Based Architecting Managed Evolution Strategy The Future Principles for Business Value Legacy Software Modernization Migration Architecture Principles for Changeability Architecture Principles for Resilience Architecture Principles for Dependability The text is supplemented with numerous figures tables examples and illustrative quotations Future Proof Software Systems provides a set of good engineering practices devised for integration into most software development processes dedicated to the creation of software systems that incorporate Managed Evolution

Software Business Sami Hyrynsalmi,Jürgen Münch,Kari Smolander,Jorge

Melegati,2024-02-08 This open access book constitutes the refereed proceedings of the 23rd International Conference on Software Business ICSOB 2023 which was held in Lahti Finland during November 27 29 2023 The special theme of ICSOB 2023 was Digital Agility Mastering Change in Software Business and Digital Services The 27 full papers and 8 short papers presented in this book were carefully reviewed and selected from 79 submissions They were organized in topical sections as

follows Requirements software procurement platforms ecosystems and data artificial intelligence software startups software product management software and business co development and emerging digital world

Automated Improvement of Software Architecture Models for Performance and Other Quality Attributes Koziolk, Anne, 2014-01-07 Quality attributes such as performance or reliability are crucial for the success of a software system and largely influenced by the software architecture Their quantitative prediction supports systematic goal oriented software design and forms a base of an engineering approach to software design This thesis proposes a method and tool to automatically improve component based software architecture CBA models based on such quantitative quality prediction techniques

Managing Technical Debt Philippe Kruchten, Ipek Ozkaya, 2019-04-15 This is an incredibly wise and useful book The authors have considerable real world experience in delivering quality systems that matter and their expertise shines through in these pages Here you will learn what technical debt is what is it not how to manage it and how to pay it down in responsible ways This is a book I wish I had when I was just beginning my career The authors present a myriad of case studies born from years of experience and offer a multitude of actionable insights for how to apply it to your project Grady Booch IBM Fellow Master Best Practices for Managing Technical Debt to Promote Software Quality and Productivity As software systems mature earlier design or code decisions made in the context of budget or schedule constraints increasingly impede evolution and innovation This phenomenon is called technical debt and practical solutions exist In Managing Technical Debt three leading experts introduce integrated empirically developed principles and practices that any software professional can use to gain control of technical debt in any software system Using real life examples the authors explain the forms of technical debt that afflict software intensive systems their root causes and their impacts They introduce proven approaches for identifying and assessing specific sources of technical debt limiting new debt and paying off debt over time They describe how to establish managing technical debt as a core software engineering practice in your organization Discover how technical debt damages manageability quality productivity and morale and what you can do about it Clarify root causes of debt including the linked roles of business goals source code architecture testing and infrastructure Identify technical debt items and analyze their costs so you can prioritize action Choose the right solution for each technical debt item eliminate reduce or mitigate Integrate software engineering practices that minimize new debt Managing Technical Debt will be a valuable resource for every software professional who wants to accelerate innovation in existing systems or build new systems that will be easier to maintain and evolve

Designing Software Architectures Humberto Cervantes, Rick Kazman, 2016-04-29 Designing Software Architectures will teach you how to design any software architecture in a systematic predictable repeatable and cost effective way This book introduces a practical methodology for architecture design that any professional software engineer can use provides structured methods supported by reusable chunks of design knowledge and includes rich case studies that demonstrate how to use the methods Using realistic examples you ll master the powerful new version of the

proven Attribute Driven Design ADD 3.0 method and will learn how to use it to address key drivers including quality attributes such as modifiability, usability and availability along with functional requirements and architectural concerns. Drawing on their extensive experience, Humberto Cervantes and Rick Kazman guide you through crafting practical designs that support the full software life cycle from requirements to maintenance and evolution. You'll learn how to successfully integrate design in your organizational context and how to design systems that will be built with agile methods. Comprehensive coverage includes: Understanding what architecture design involves and where it fits in the full software development life cycle; Mastering core design concepts, principles and processes; Understanding how to perform the steps of the ADD method; Scaling design and analysis up or down including design for pre-sale processes or lightweight architecture reviews; Recognizing and optimizing critical relationships between analysis and design; Utilizing proven reusable design primitives and adapting them to specific problems and contexts; Solving design problems in new domains such as cloud, mobile or big data.

Software Engineering for Agile Application Development Pang, Chung-Yeung, 2020-02-14. As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology. IT Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. *Software Engineering for Agile Application Development* is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students and academics.

Agile Processes in Software Engineering and Extreme Programming Hubert Baumeister, Barbara Weber, 2013-06-04. This book contains the refereed proceedings of the 14th International Conference on Agile Software Development (XP 2013) held in Vienna, Austria, in June 2013. In the last decade, the interest in agile and lean software development has been continuously growing. Agile and lean have evolved from a way of working restricted in the beginning to a few early adopters to the mainstream way of developing software. All this time, the XP conference series has actively promoted agility and widely disseminated research results in this area. XP 2013 successfully continued this tradition. The 17 full papers accepted for XP 2013 were selected from 52 submissions and are organized in sections on teaching and learning, development teams, agile practices, experiences and lessons learned, large scale projects.

and architecture and design Modern Software Engineering Methodologies for Mobile and Cloud Environments Rosado da Cruz, António Miguel, 2016-01-20 As technology continues to evolve the popularity of mobile computing has become inherent within today's society. With the majority of the population using some form of mobile device it has become increasingly important to develop more efficient cloud platforms. Modern Software Engineering Methodologies for Mobile and Cloud Environments investigates emergent trends and research on innovative software platforms in mobile and cloud computing. Featuring state of the art software engineering methods as well as new techniques being utilized in the field this book is a pivotal reference source for professionals, researchers, practitioners and students interested in mobile and cloud environments.

Agile Data Warehousing Project Management Ralph Hughes, 2012-09-28 What is agile data warehousing? Iterative development in a nutshell. Streamlining project management. Authoring better user stories. Deriving initial project backlogs. Developer stories for data integration. Estimating and segmenting projects. Adapting agile for data warehousing. Starting and scaling agile data warehousing.

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