

How it usually goes





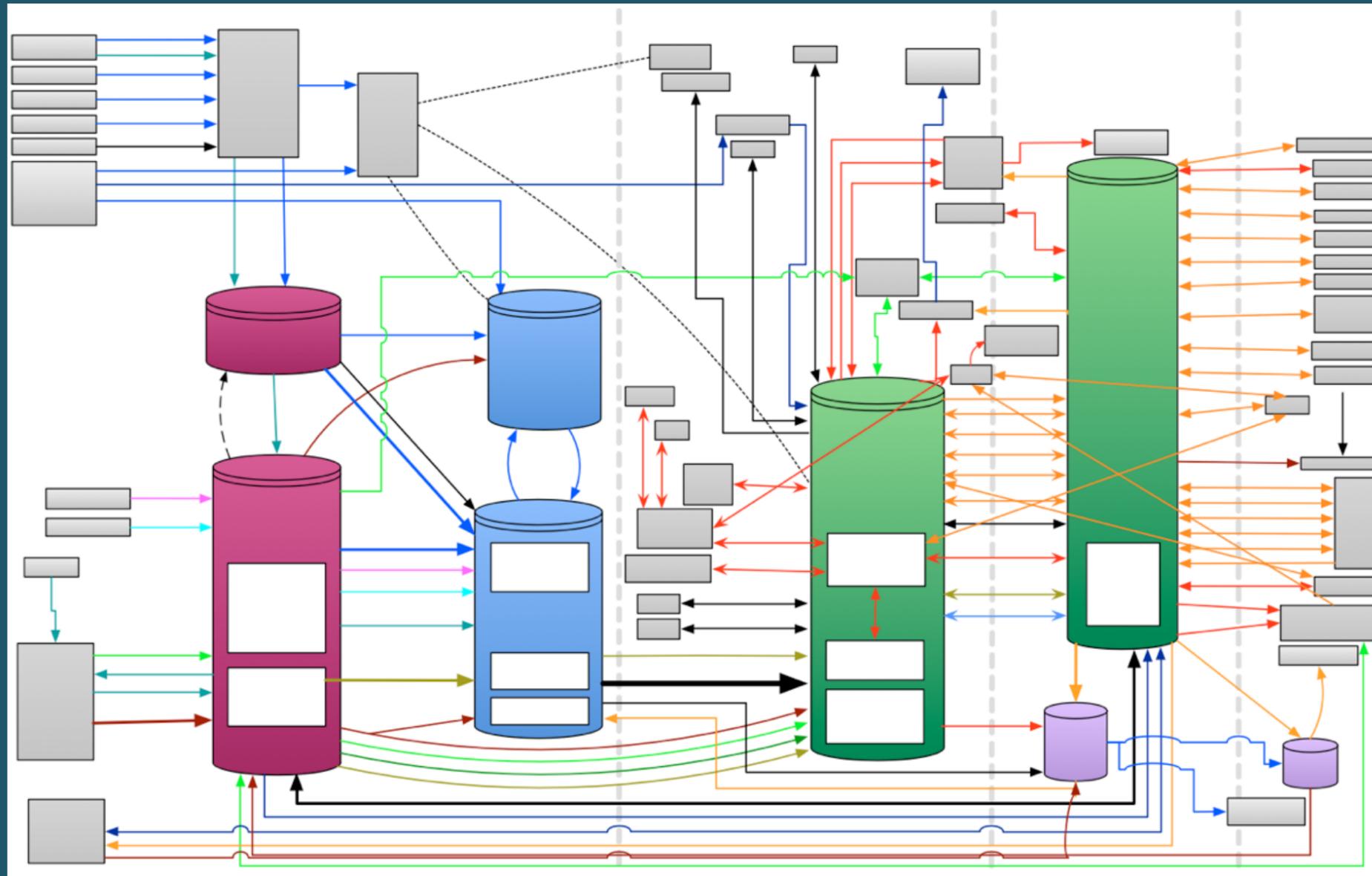




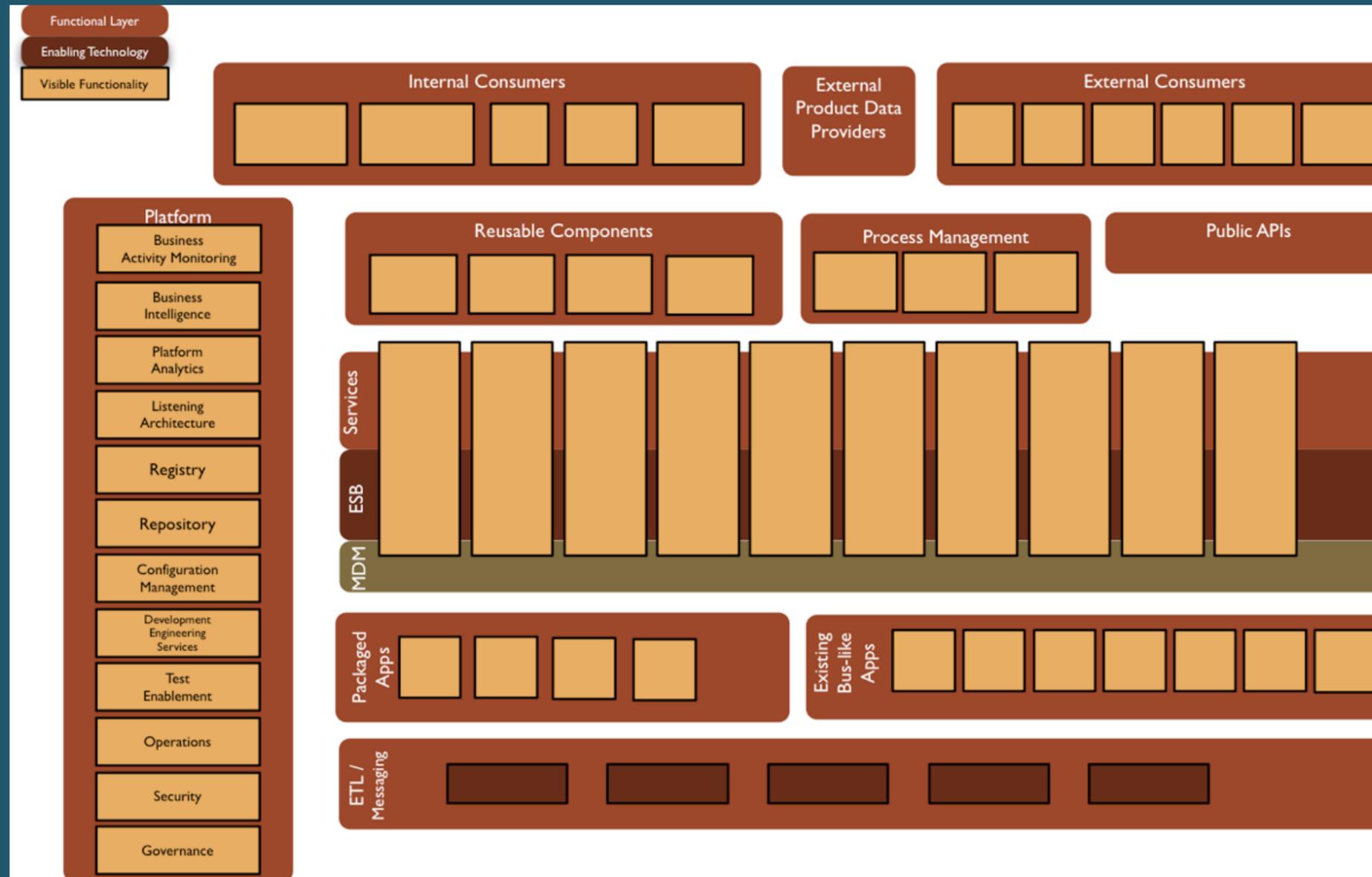
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Caricature



Promise



Offer



Architecture Without an End State

Michael Nygard

Release It!

Design and Deploy
Production-Ready Software



Michael T. Nygard

- Developer
- Architect
- Operations

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The
Pragmatic
Programmers

Release It!

Second Edition

Design and Deploy
Production-Ready Software



Michael T. Nygard
Edited by Katharine Dvorak

Learning Promise

- Design systems that evolve with technological and business change.
- Learn how to combine styles from old to new.
- Separate concerns for better information-hiding.
- Isolate information to allow independent change.
- Build systems in simpler pieces.
- Recombine parts to enable new business capabilities.

Schedule

- 9:00 - Begin
- 10:30 - Break
- 12:30 - Lunch
- 3:00 - Break
- 5:00 - Finish

Architecture Defn 1

"The stuff that's hard to change"

Architecture Defn 2

"What architects do."

Architecture Defn 3

The committee that stamps my permission form on the way to production.

Architecture Defn 4

A set of typed relations among components

Architecture Defn 5

Principles and patterns about the interaction of parts within a system, and the orderly construction of that system.

Today

- Proposition
- Boundaries & Context
- Separation of Concerns
- Communication
- Architecture Qualities
- Architecture Patterns
- Application Architectures

Proposition

Why do we care about software architecture?

Thought Experiment

Suppose you could deliver any new program of any scale in 3 days, from customer request to running application. What would you do differently?

Proposition

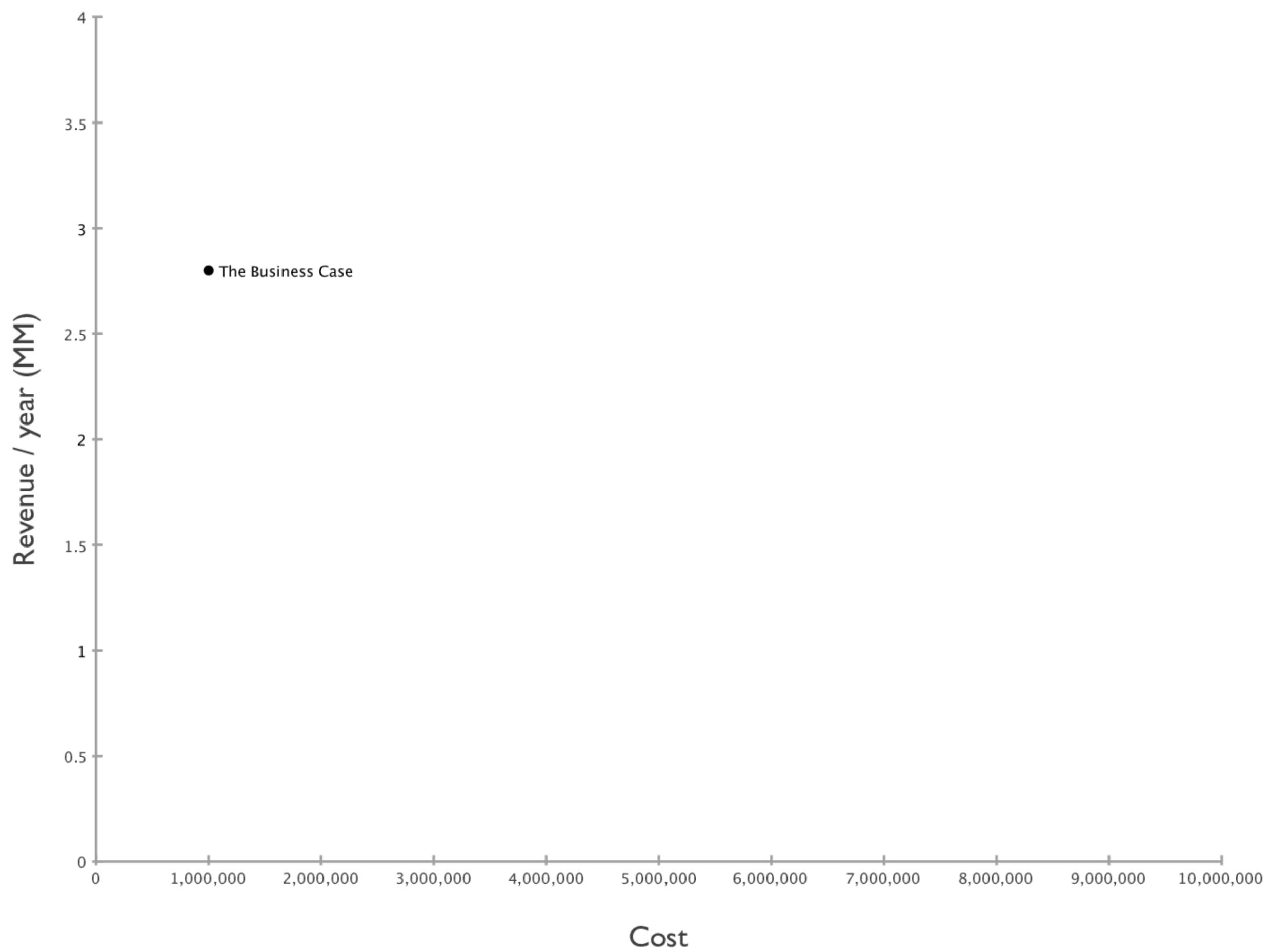
Software architecture is about time, cost, and the tradeoffs between them.

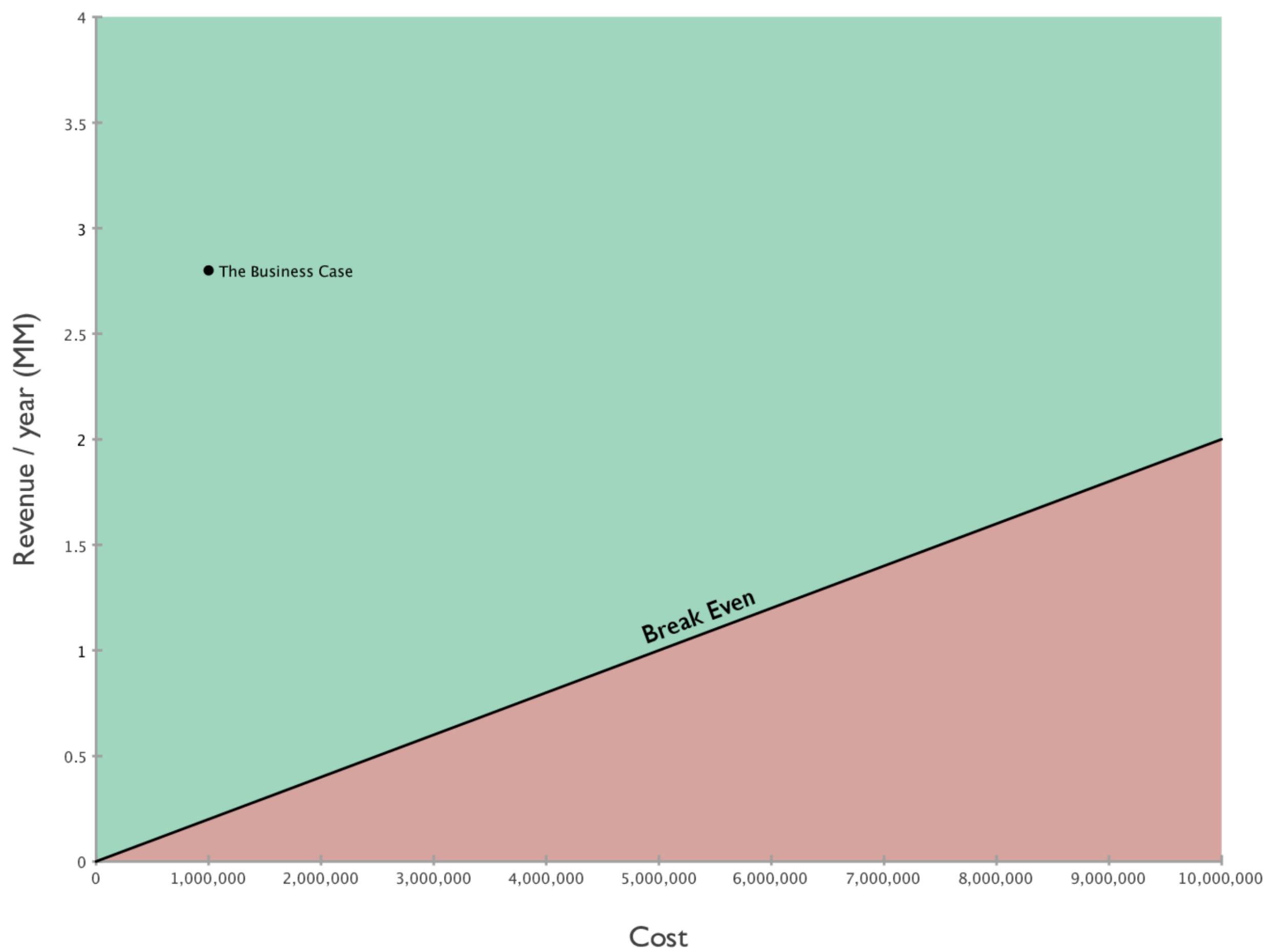
Time tradeoffs

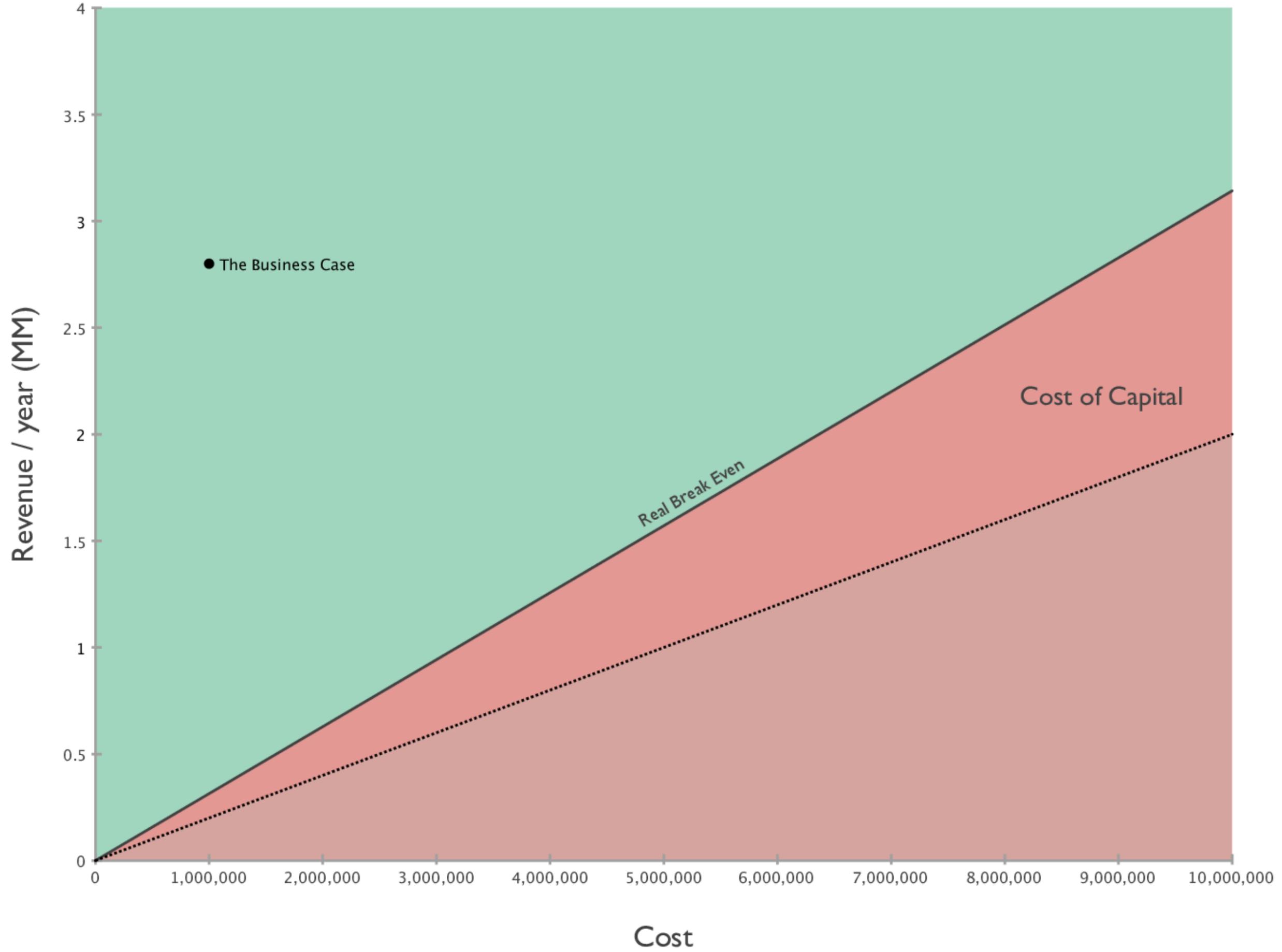
- Build time vs. lifespan
- Build time vs. change time
- Change time vs. lifespan
- Everything vs. cost

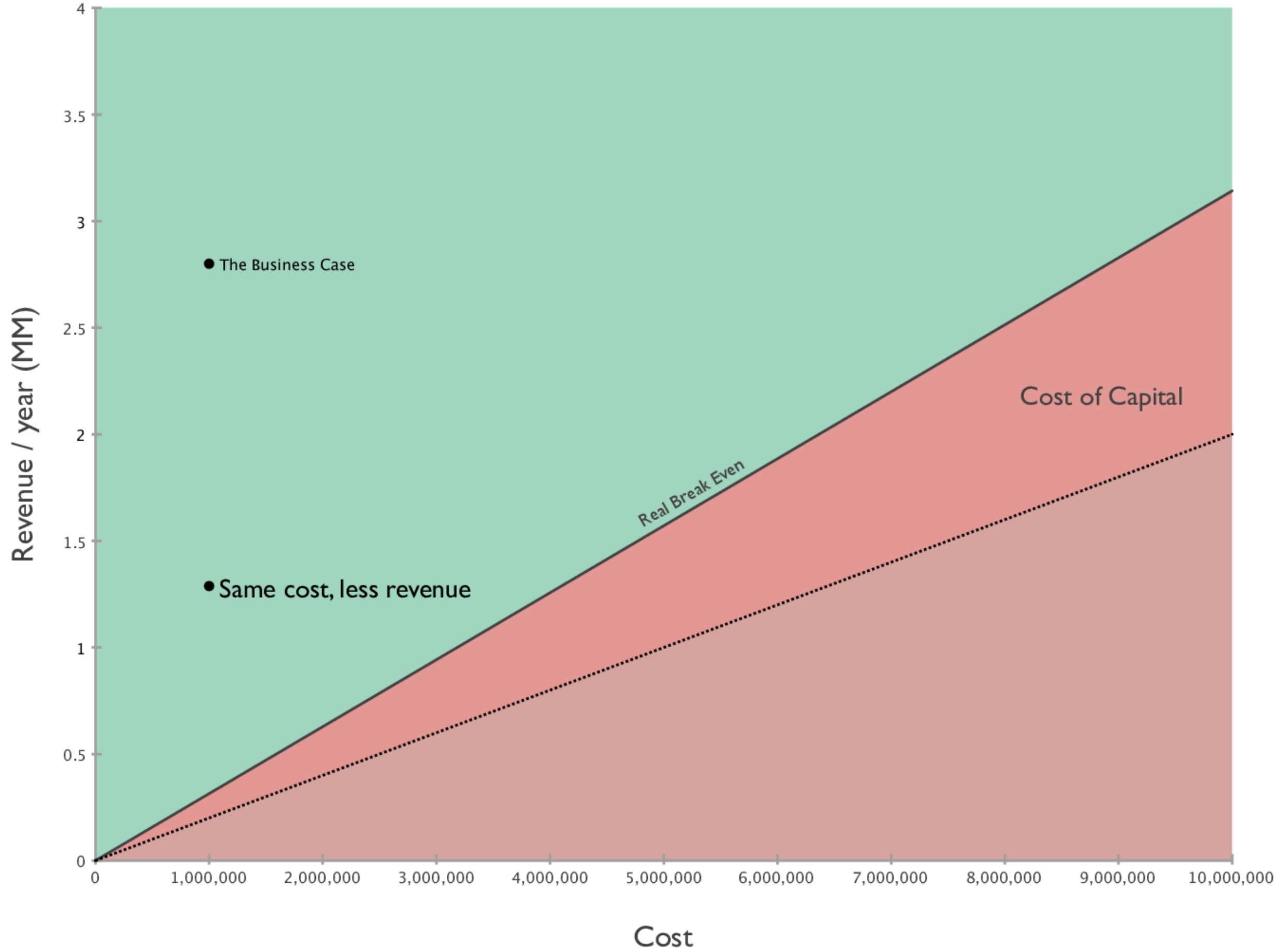
Uncertainty

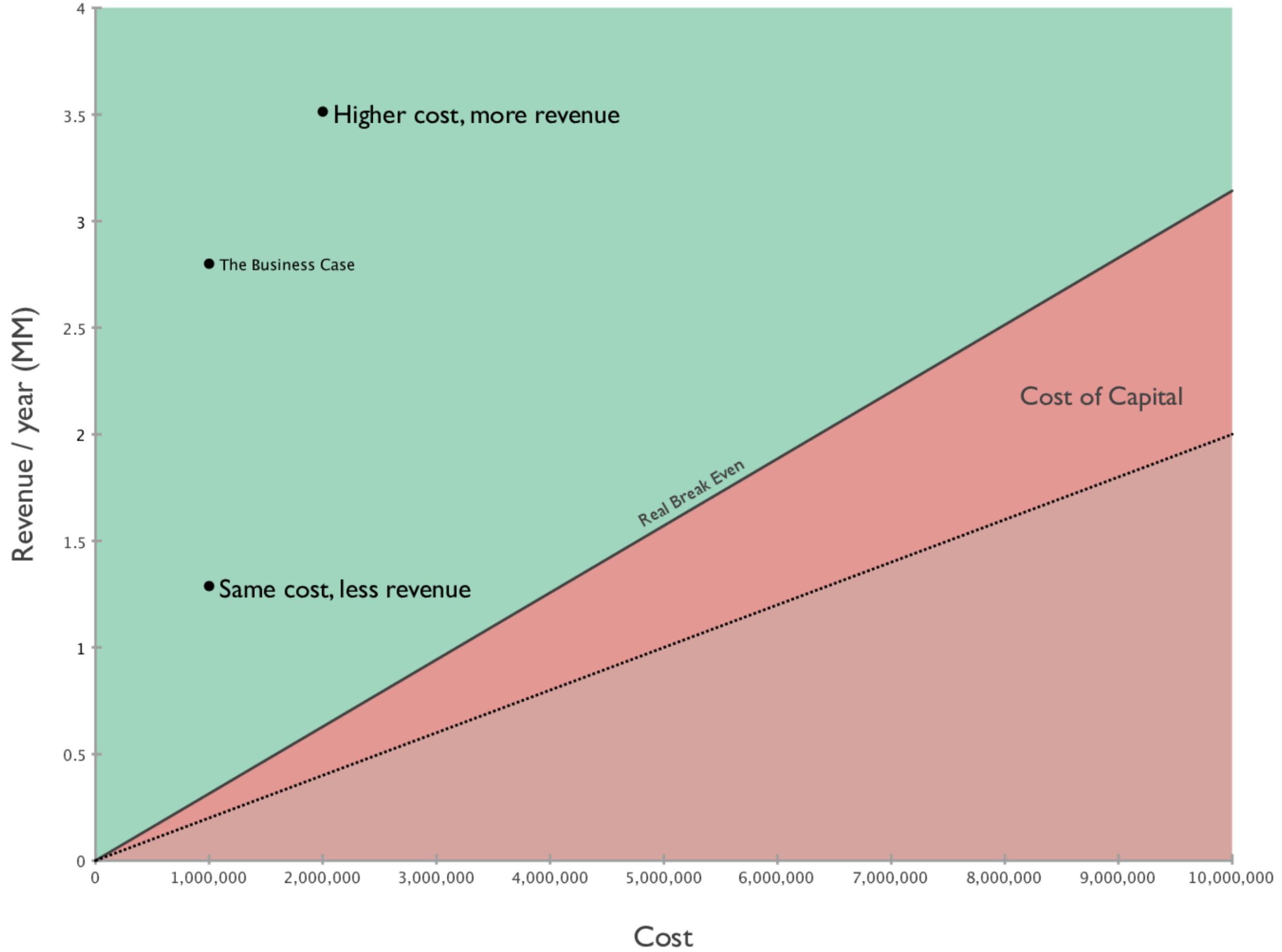
Every project is an experiment.

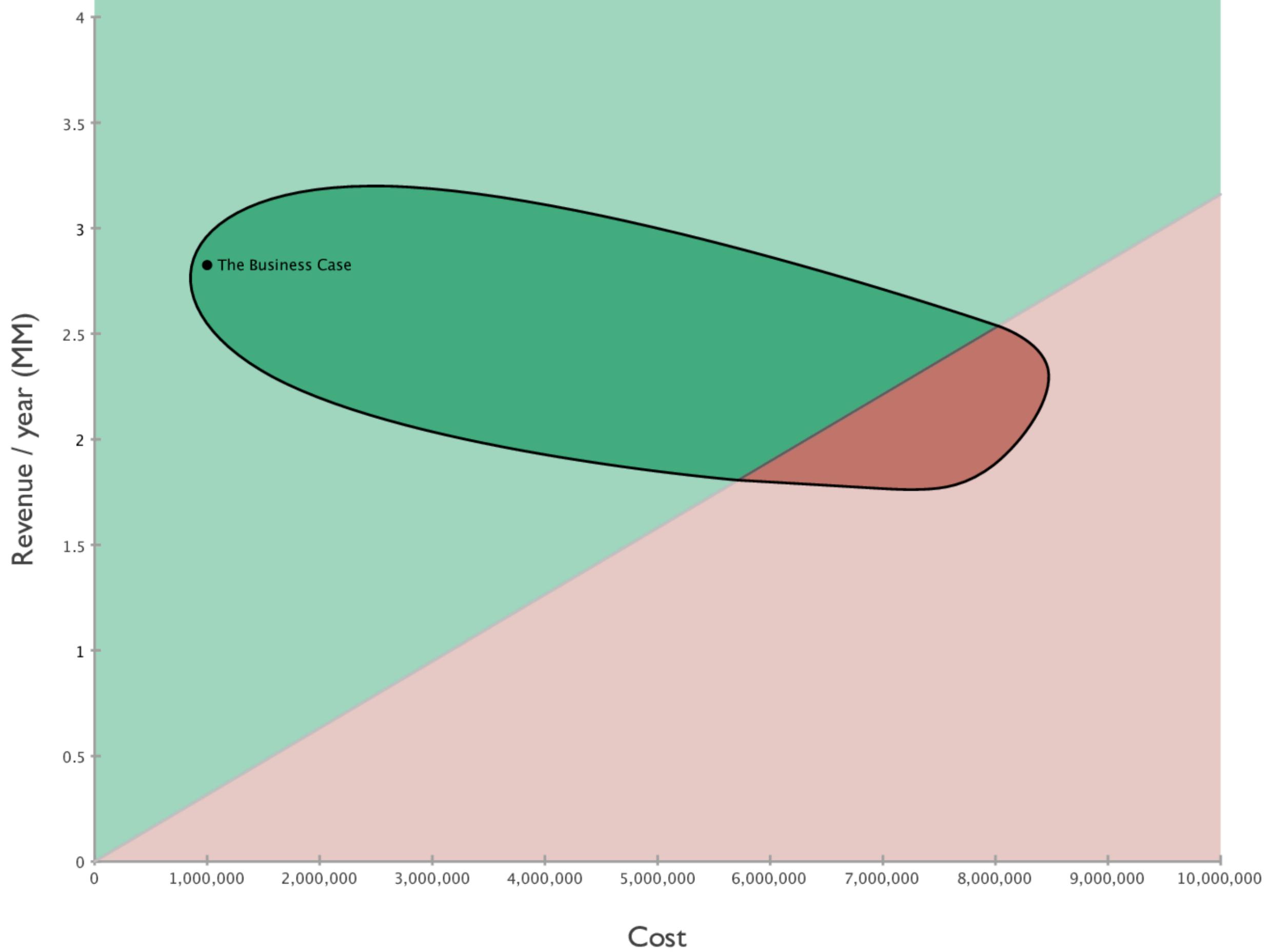


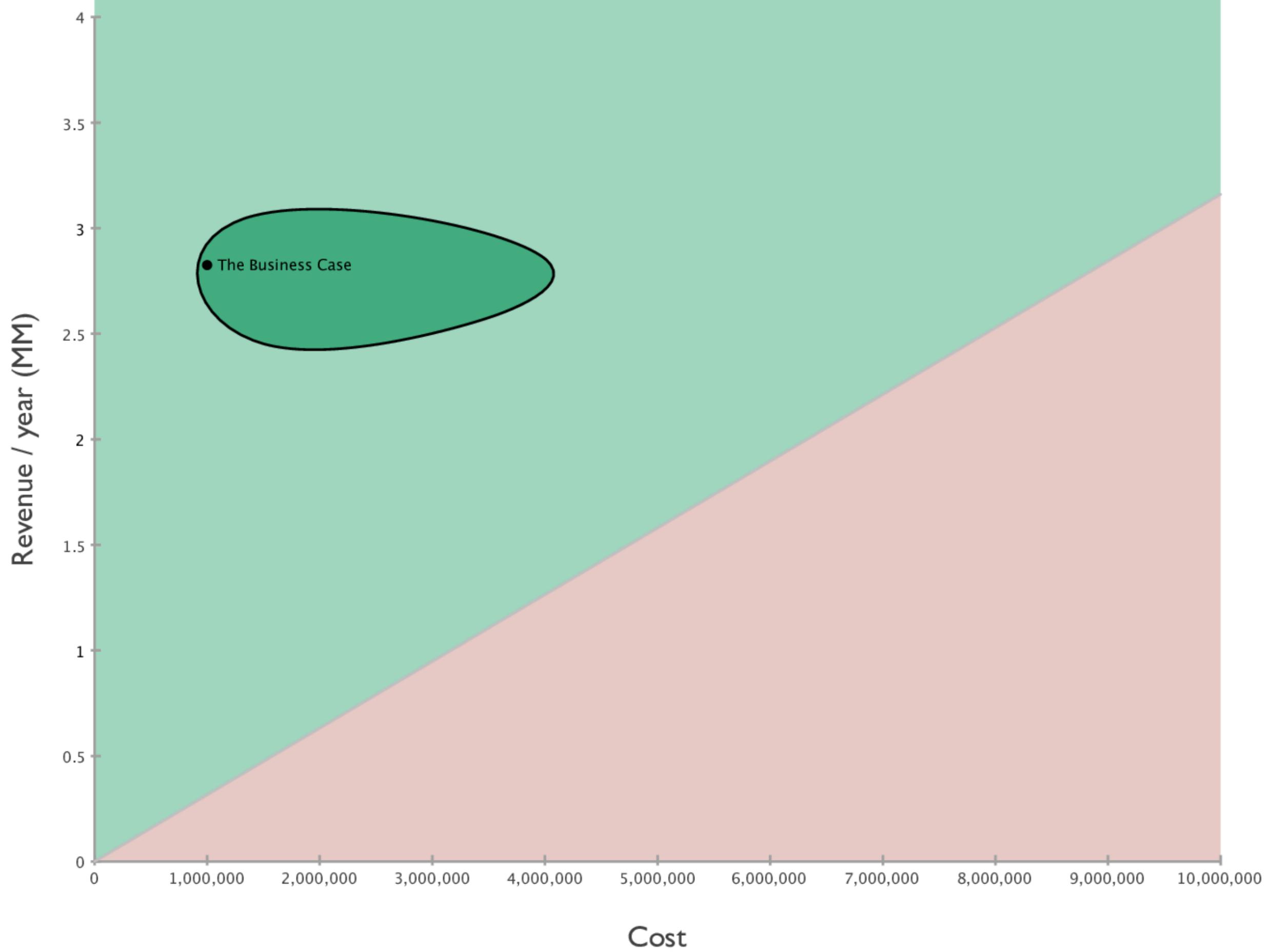












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