

# Communication

# Part of your role is *communicator*

- Technology team
- Program/project management
- Stakeholders
- And posterity

# Styles

- Hub
- Translator
- Shaman

# On documentation

Documents don't drive your process,  
**they grow out of it.**

# Use documents to

- Capture information
- Present your thinking
- Identify areas to explore

# Some Tools for Communicating

# "Architect's Folder"

<https://gitlab.com/mtnygard/arch-folder-template>



 001-Planning


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 100-Architecture


---

 200-Production-Pipeline

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 300-Infrastructure

---

 400-Operations


---

 900-Deliverables


---

 997-Received


---

 998-Logistics-and-Access

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 999-Standup-Notes

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 setup

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 styles

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 README.org

---

 deliver.sh

"When can we remove this horrible hack?"

"Does anyone know why we format our HTML this way?"

"I don't know why we do that, so I'm afraid to remove it."

# Architecture Decision Records

**Michael Nygard, Inspired by Philippe Kruchten**

# ADR

- Point in time
- Explains the rationale for a Decision
- Immutable record
- May be superceded or overturned

# ADR

- Context
- Decision
- Consequences

And status of the decision.

# Sample ADRs

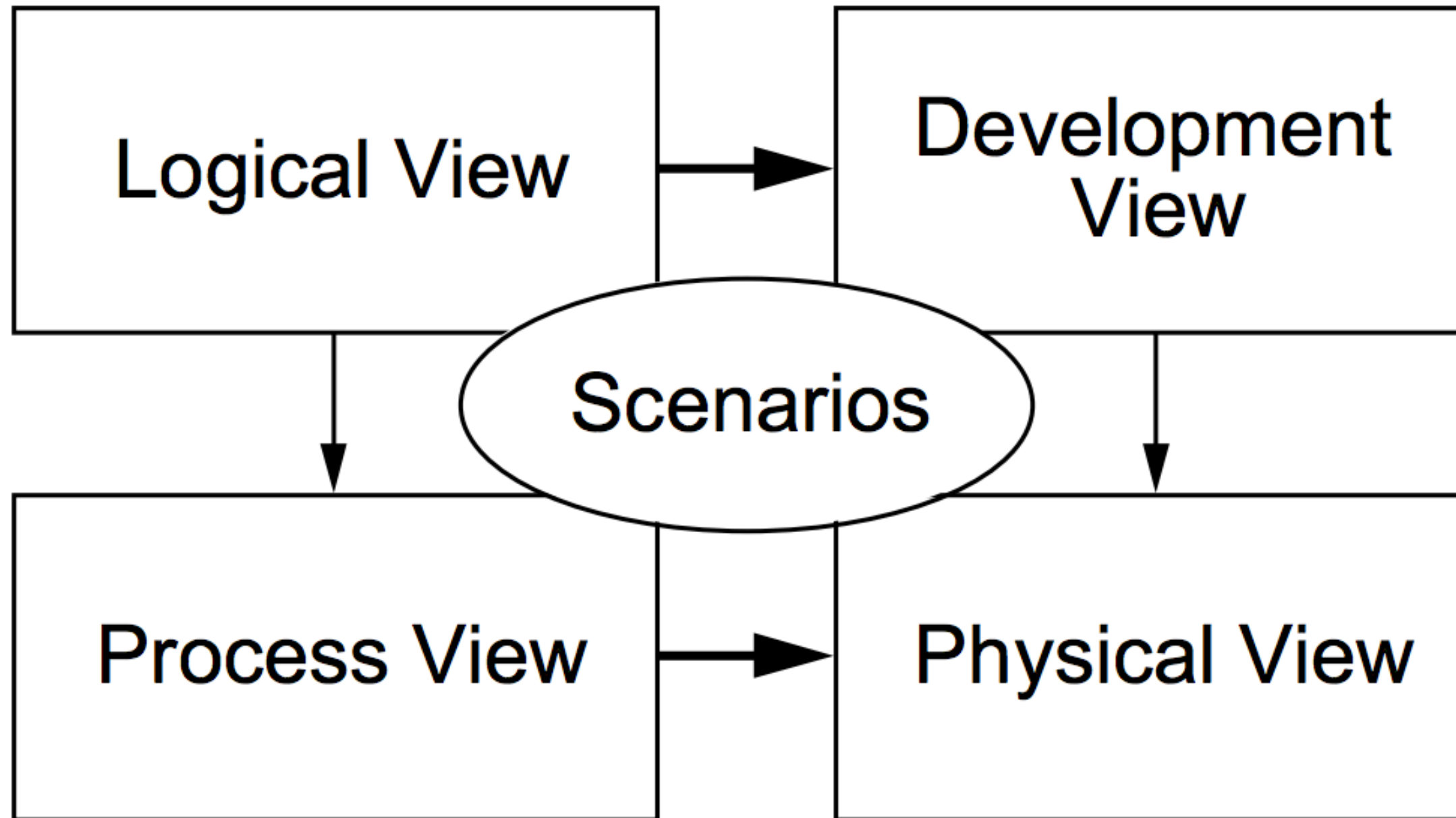
<https://github.com/arachne-framework/architecture>

# 4+1 Views

Philippe Kruchten

End-user  
Functionality

Programmers  
Software management



Integrators  
Performance  
Scalability

System engineers  
Topology  
Communications



Logical View -> Class diagrams

Development View -> Library and source code structure

Process View -> Concurrency and synchronization

Physical View -> Mapping to hardware

Scenarios -> Use cases mapped through the other views

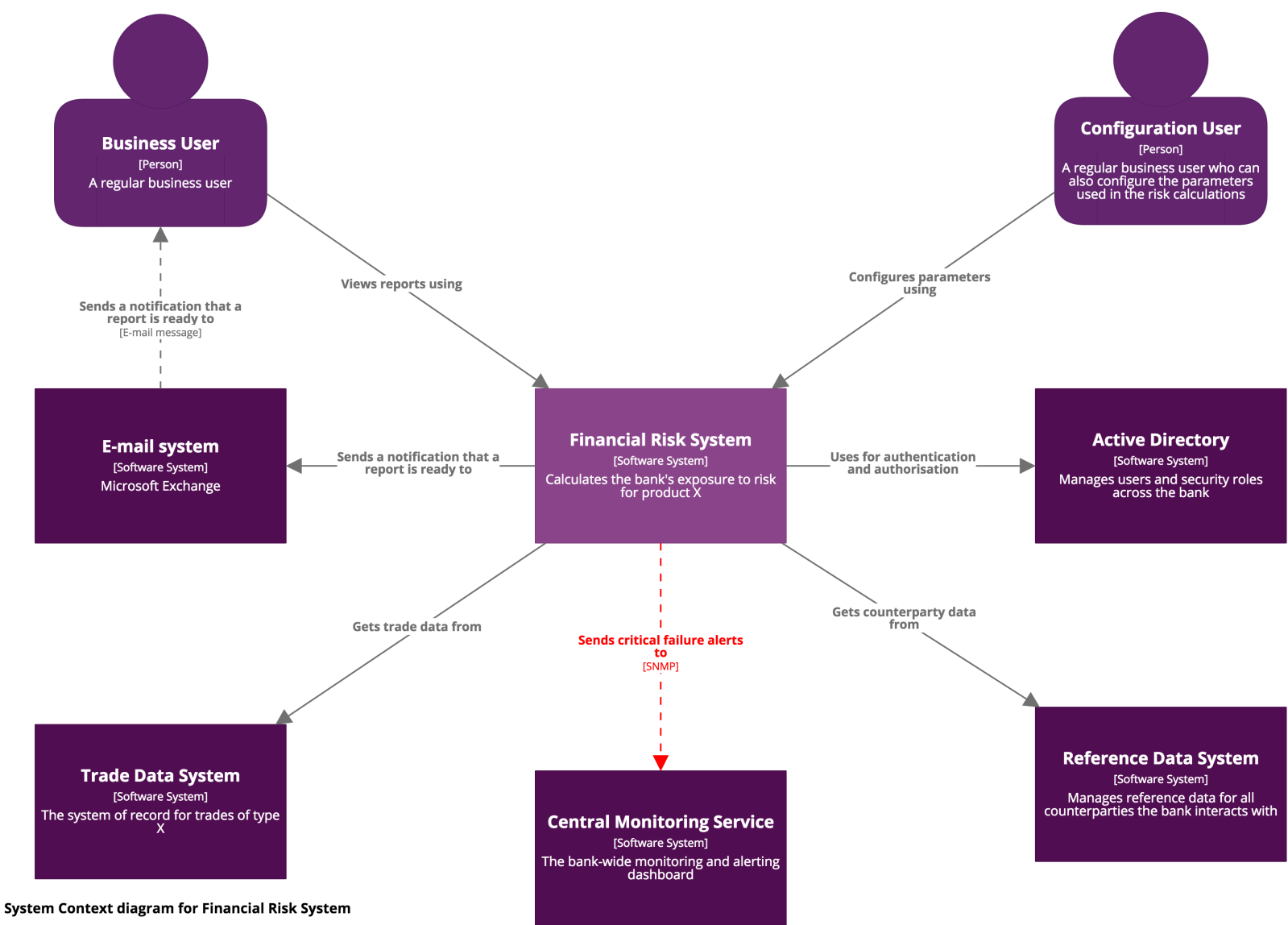
# C4 Model

Simon Brown

1. Context
2. Containers
3. Components
4. Classes

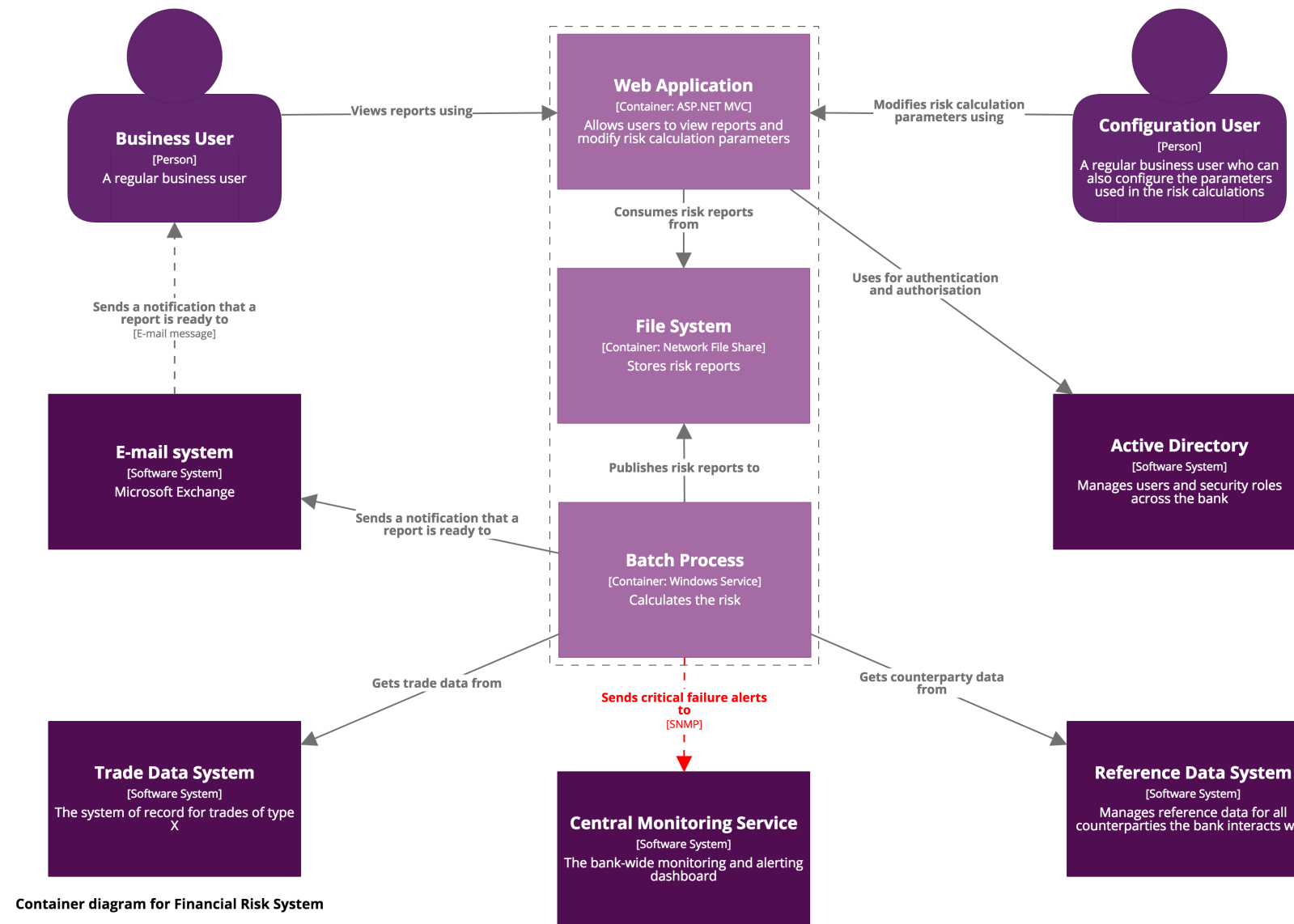
**following diagrams courtesy of [Structurizr.com](https://structurizr.com)**

# Context



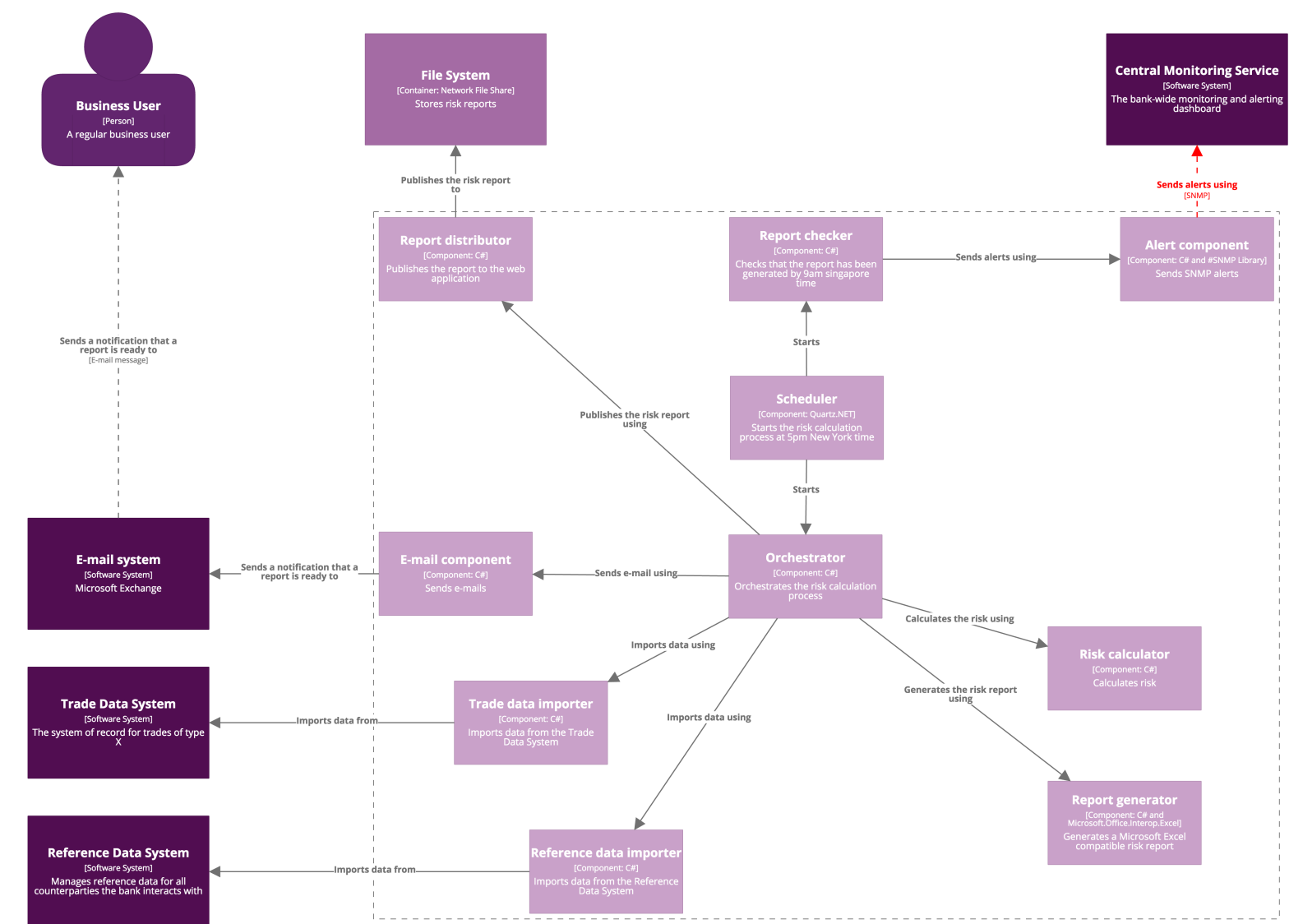
Thursday 30 June 2016 22:42 UTC

# Containers



Thursday 30 June 2016 22:42 UTC

# Components



Component diagram for Financial Risk System - Batch Process  
Thursday 30 June 2016 22:42 UTC

# Classes

## In code.

(Were you expecting model-driven development?)

# Work time

## C4

- We have the context diagram
- Now decide on the containers and components.
- Draw those diagrams

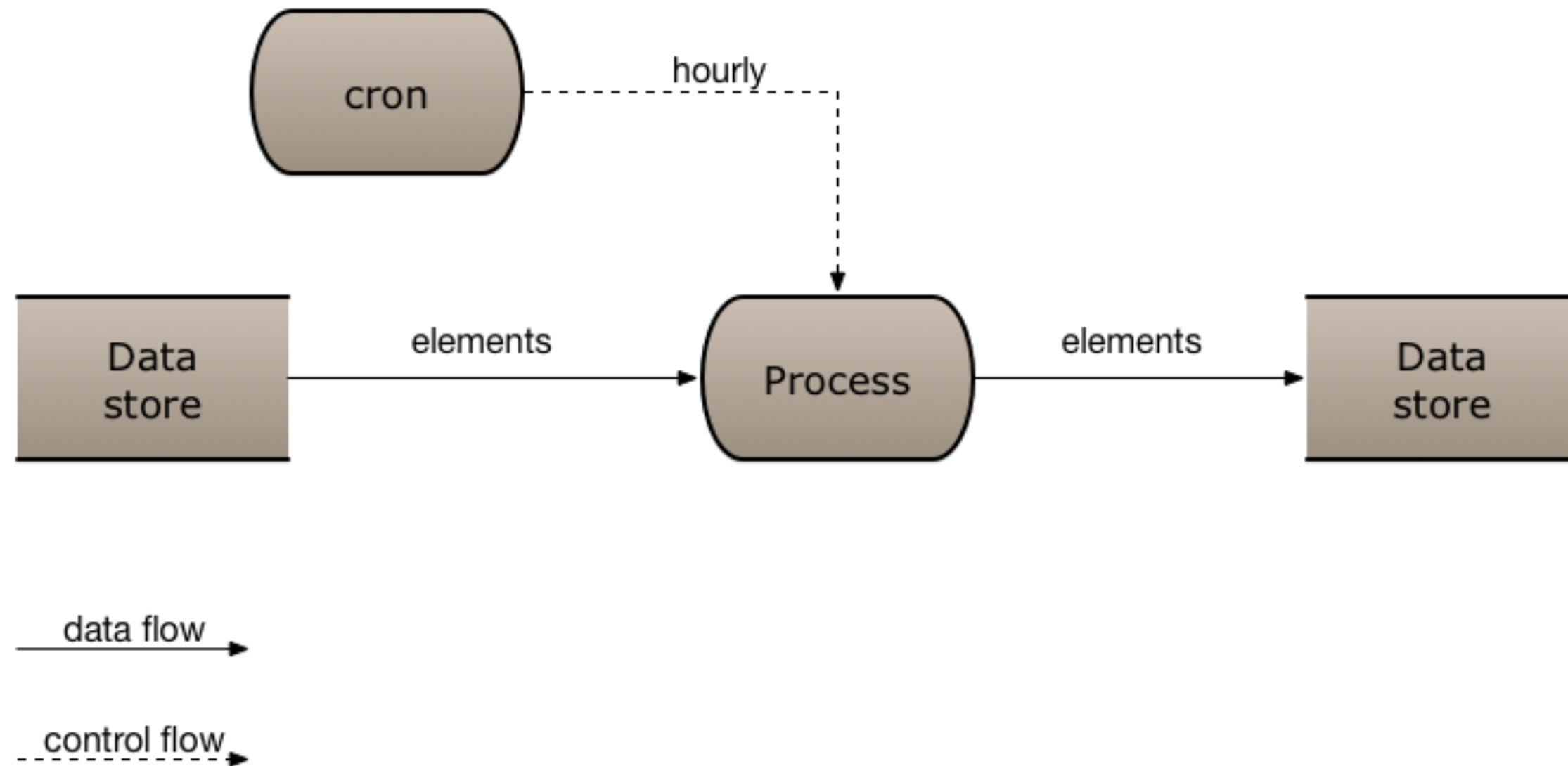


# Component Communication

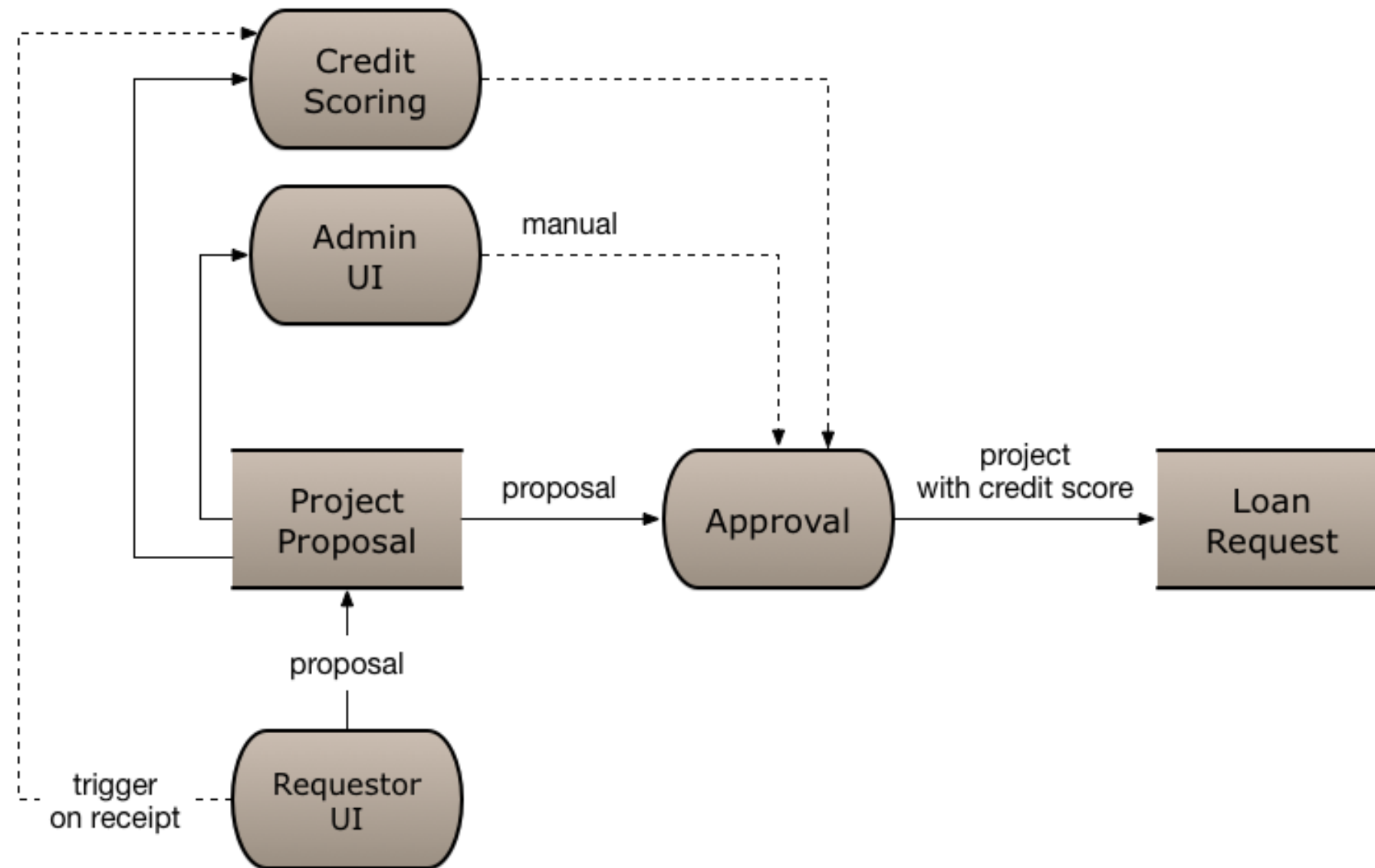
- Within bounded context
- Across contexts
- Think about architectural styles
  - Request/reply
  - Pub/sub
  - Queues

Static diagrams emphasize the static structure.

# Data Flow Diagram



# Data Flow Diagram



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