

Software architecture for developers

Simon Brown

Simon Brown

Independent consultant specialising in software architecture,
plus the creator of the C4 model and Structurizr

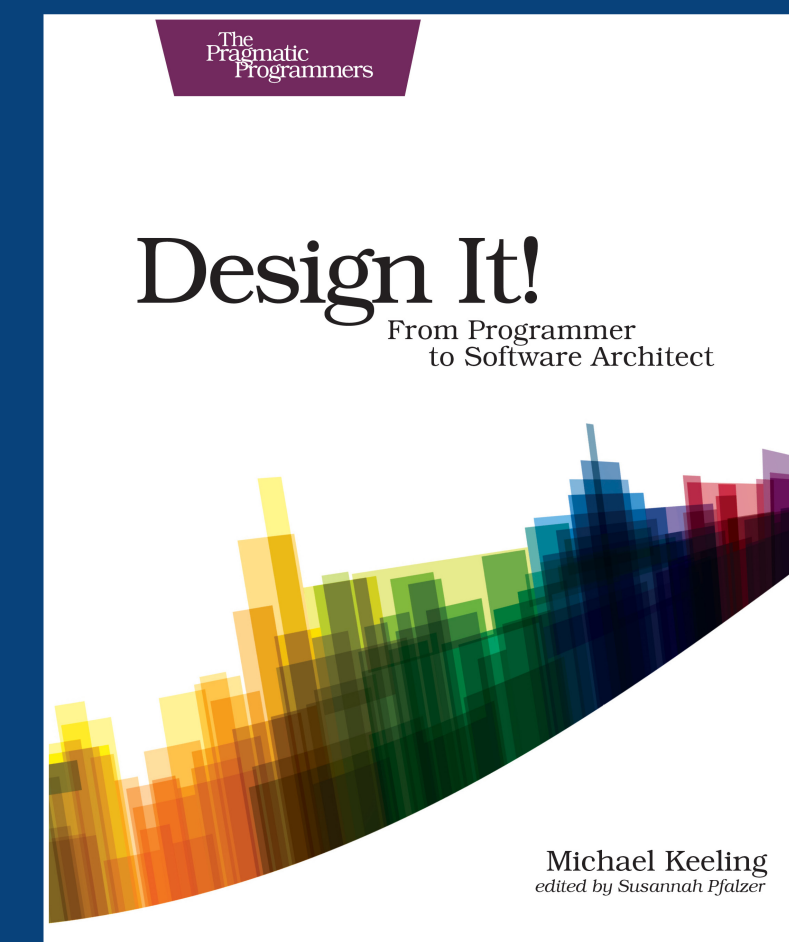
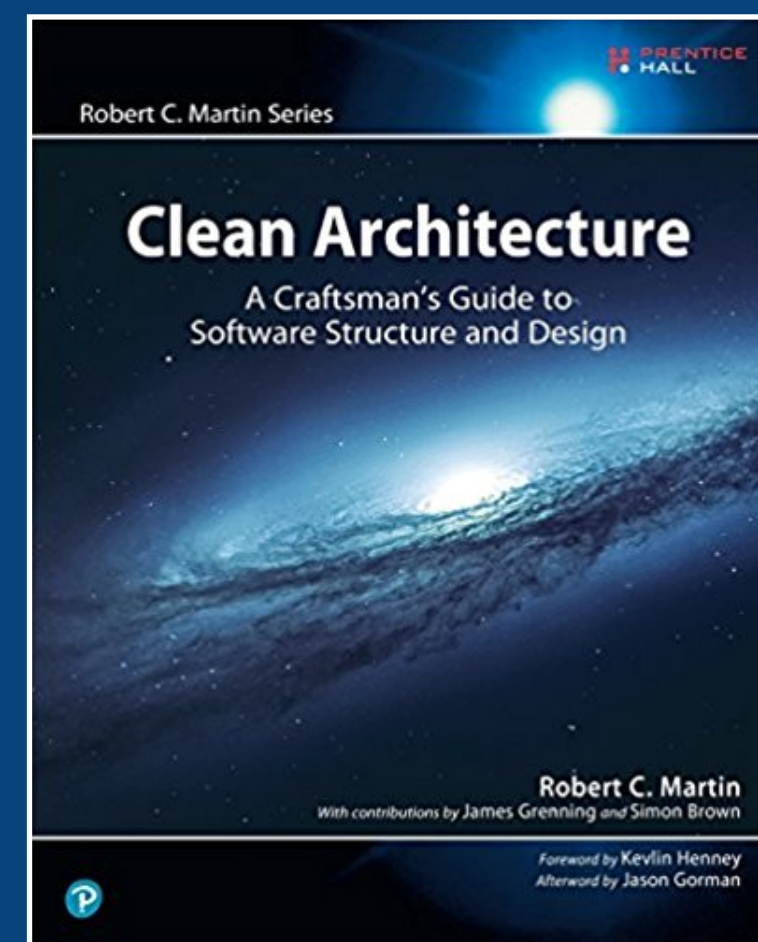
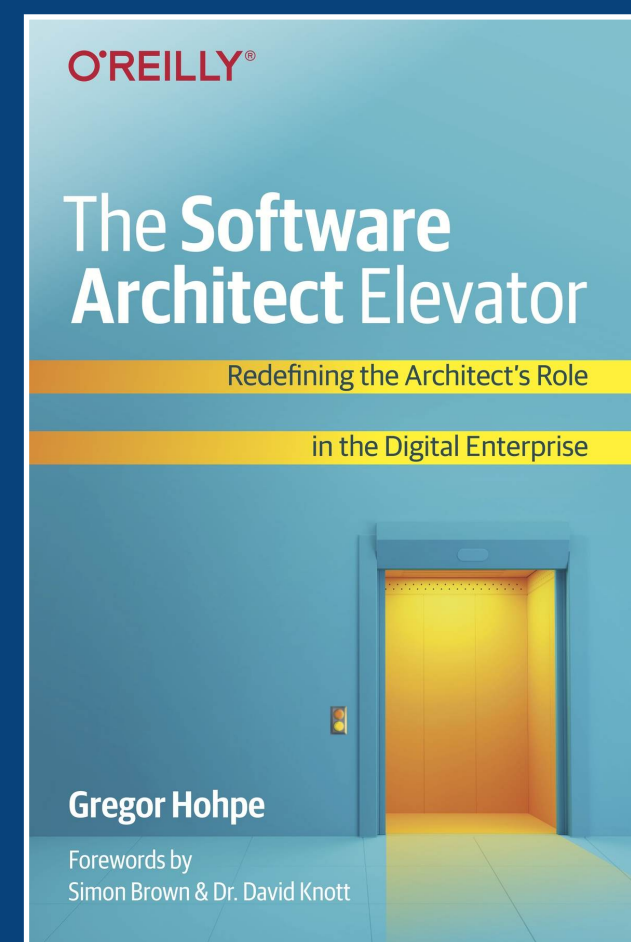
Software
architecture
for
developers

Simon Brown

The
C4
model

for visualising software architecture

Simon Brown



What is software
architecture?

Structure

The definition of software in terms
of its building blocks and their interactions

Vision

The process of architecting;
making decisions based upon business goals,
requirements and constraints,
plus being able to communicate this to a team

Enterprise Architecture

Structure and strategy across people, process and technology

System Architecture

High-level structure of a software system
(software and infrastructure)

Application Architecture

The internal structure of an application

As a noun, design is the named structure or behaviour of a system ... a design thus represents one point in a potential decision space.

Grady Booch

All architecture is design, but
not all design is architecture.

Grady Booch

Architecture represents the **significant decisions**, where significance is measured by **cost of change**.

Grady Booch

As architects, we define
the **significant decisions**

Architecture

Programming language
Monolith, microservices or hybrid approach

Design

Implementation

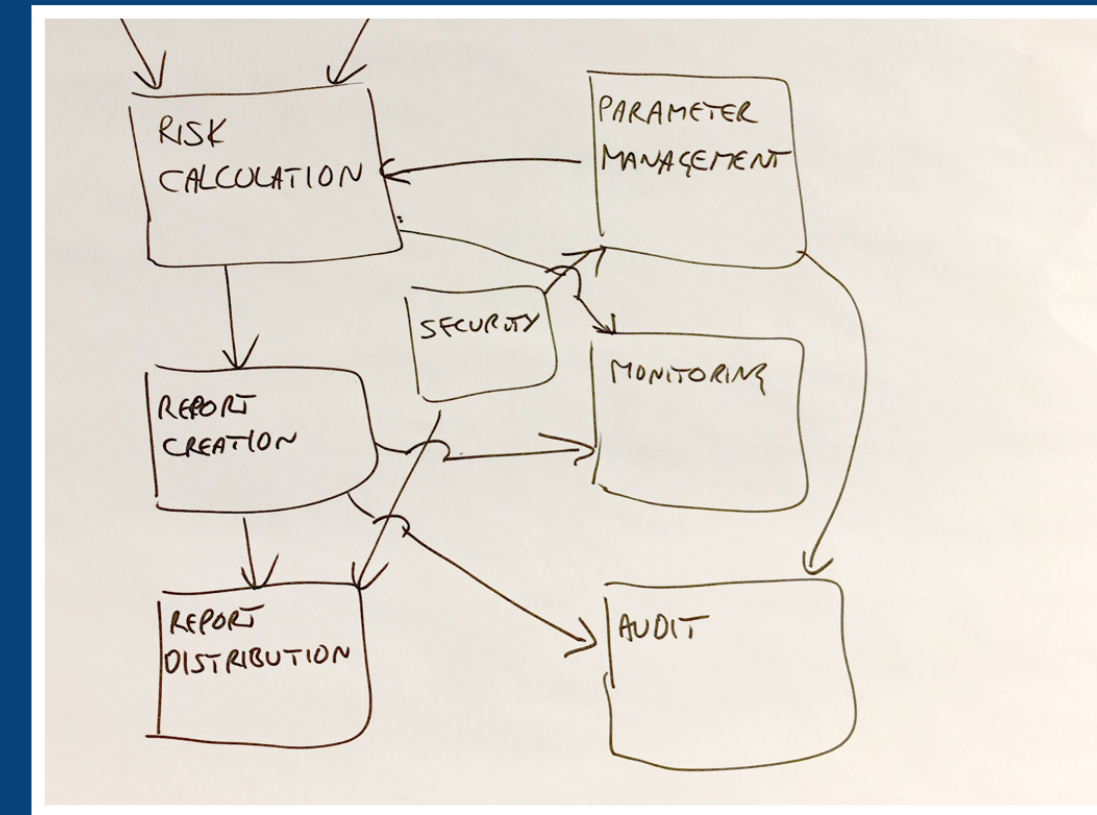
Curly braces on the same or next line
Whitespace vs tabs

What happens if a software development team **doesn't think about architecture?**

Chaos

Big ball of mud, spaghetti code, inconsistent approaches to solving the same problems, quality attributes are ignored, deployment problems, maintenance issues, etc

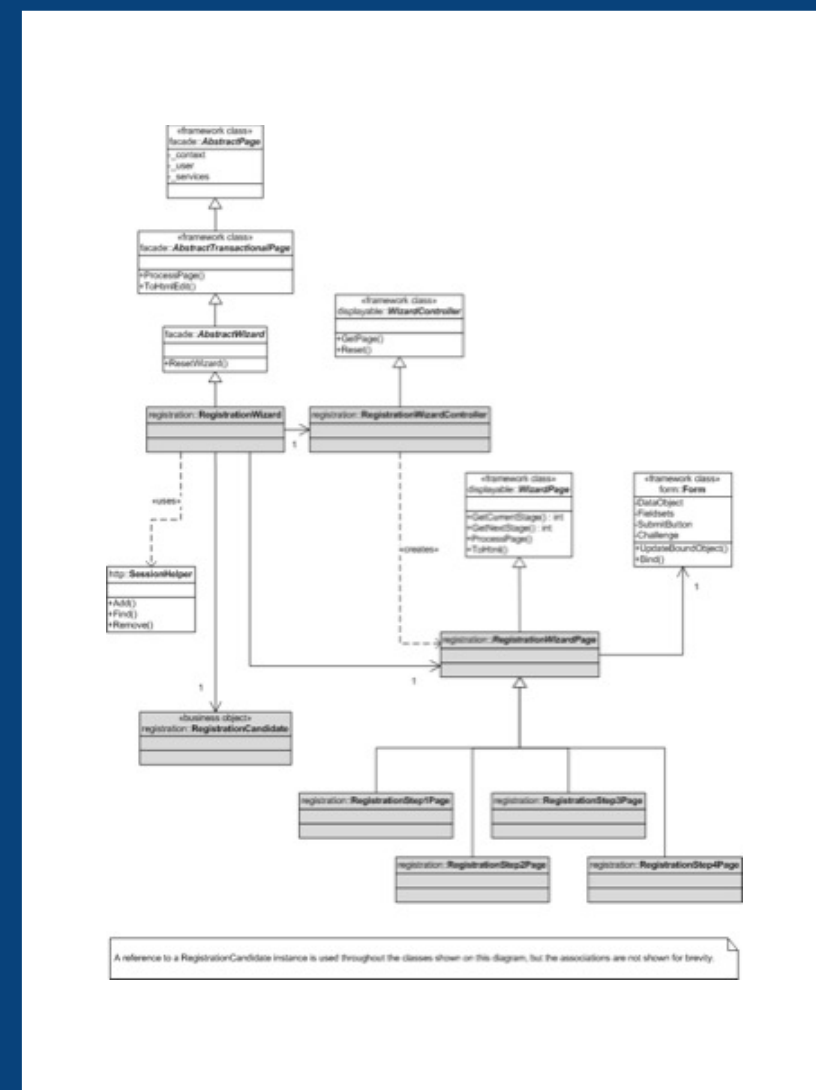
Big design up front



VS

No design up front

**Software
Architecture
Document**



Big design up front is dumb.

Doing no design up front
is even dumber.

Dave Thomas

Software architecture
helps us avoid chaos

Architectural drivers

Requirements drive architecture

(use cases, user stories, features, etc)

Requirement

"a thing that is needed or wanted"

(this includes experiments and hypotheses too)

Don't start designing software
if you have no inputs

Quality attributes

(also known as non-functional requirements,
cross-cutting concerns, service-level agreements, etc)

What **quality attributes**
might be relevant for the
“Financial Risk System”?

- Performance
- Scalability
- Availability
- Security
- Disaster Recovery
- Accessibility
- Monitoring
- Management
- Audit
- Flexibility
- Extensibility
- Maintainability
- Interoperability
- Legal
- Regulatory
- Compliance
- i18n
- L10n

Create a **checklist** of quality attributes you regularly encounter

Understand how to **capture, refine**
and **challenge** quality attributes

Software lives in the real world,
and the real world has

constraints

Typical constraints include
time and budget, technology,
people and skills, politics, etc

Constraints can **sometimes**
be prioritised

Principles

are selected by the team

Development principles include coding conventions, naming guidelines, testing approaches, review practices, etc

Architecture and design principles
typically relate to modularity
or crosscutting concerns

(architectural layering, separation of concerns,
stateless vs stateful, rich vs anaemic domain,
security, error handling, logging, etc)

Ensure you have a good understanding of the requirements, quality attributes, constraints and principles to create

sufficient foundations

What about agile,
and agility?

Agile is about moving fast,
embracing change, releasing often,
getting feedback, ...

Agile is about a mindset of
continuous improvement

Inspect and adapt

Continuous attention to
technical excellence and
good design enhances agility.

Principle 9 of the Manifesto for Agile Software Development

A good architecture
enables agility

JUST ENOUGH SOFTWARE ARCHITECTURE

A RISK-DRIVEN APPROACH

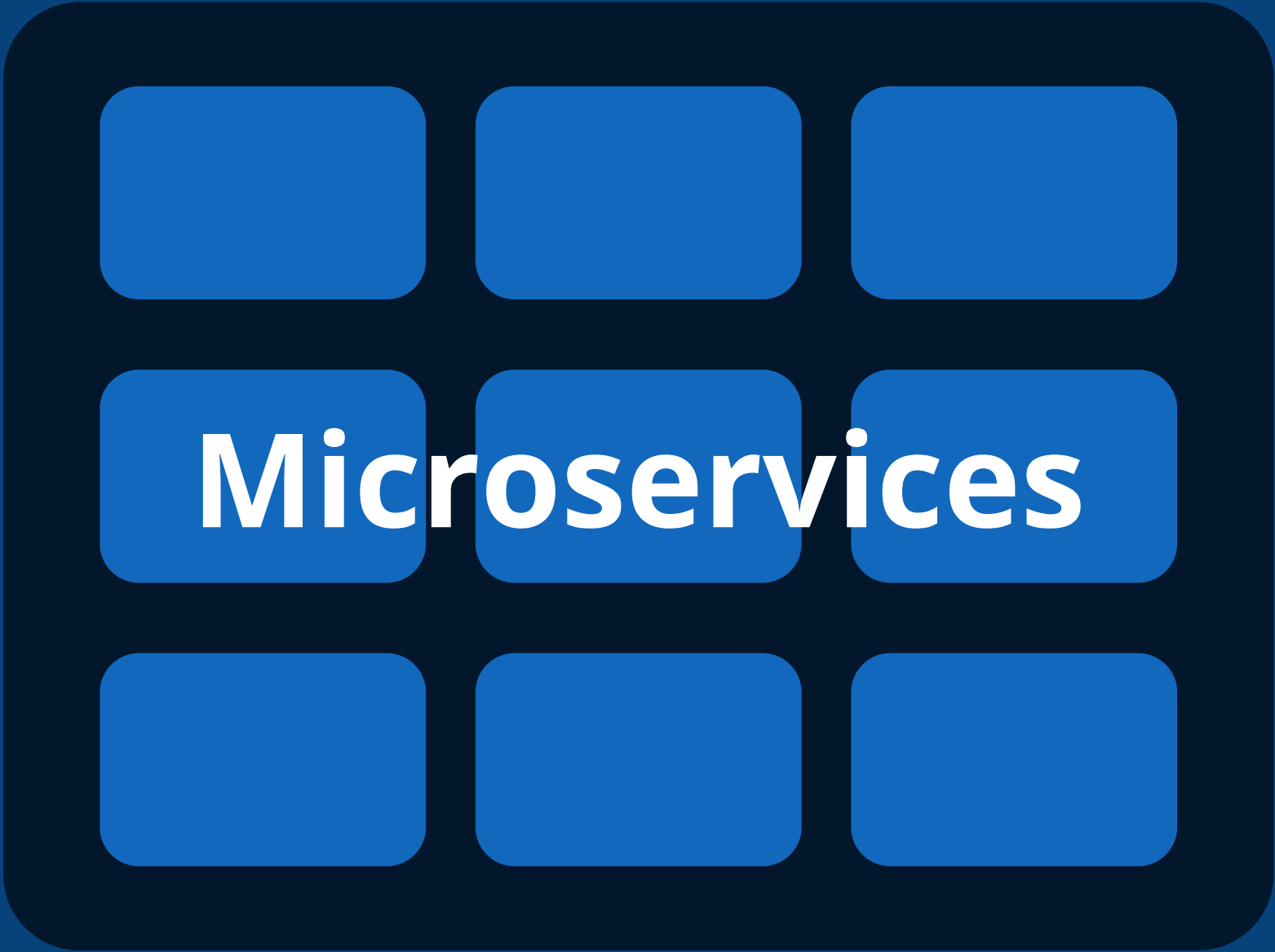
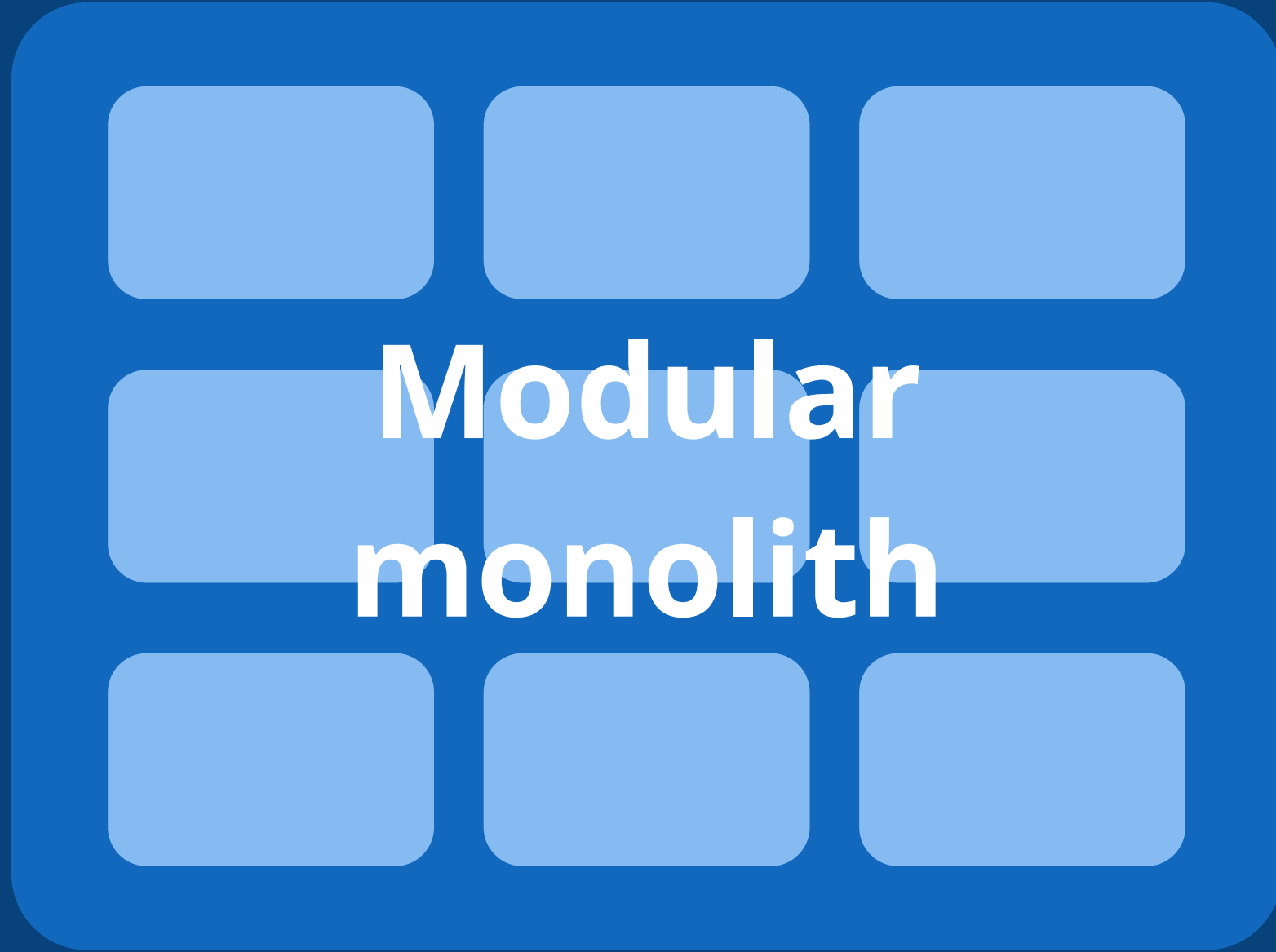
GEORGE FAIRBANKS

FOREWORD BY DAVID GARLAN



A good architecture rarely
happens through
architecture-indifferent design

Modularity ↑

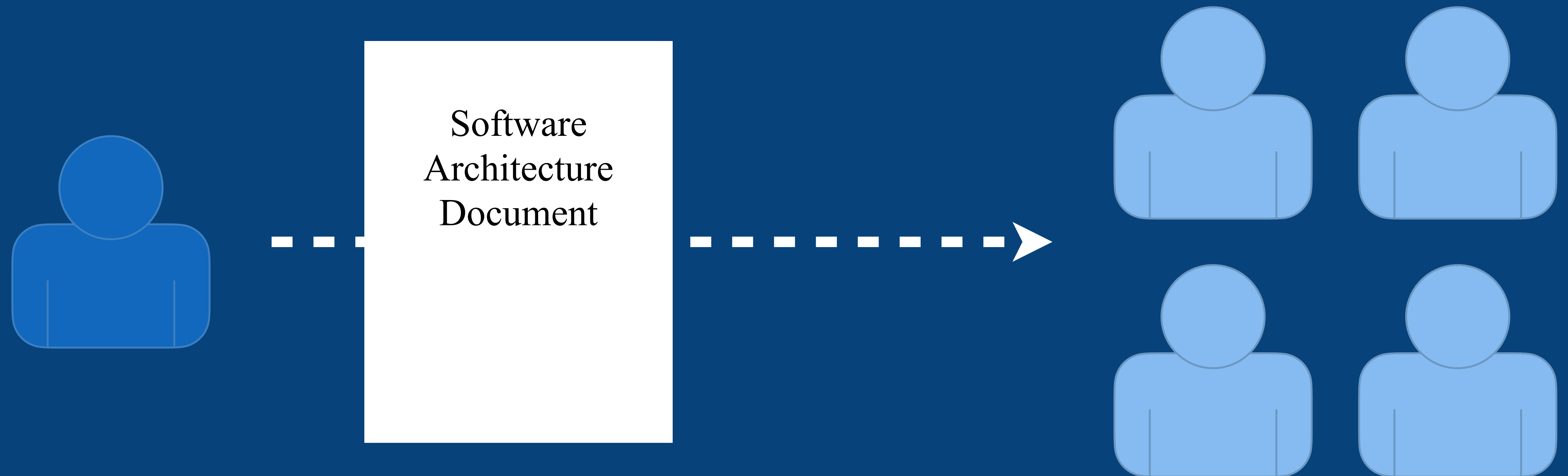


Number of deployment units →

Agility is a
quality attribute

The software architecture role

Software development is not a relay sport



AaaS

Architecture as a Service

The software architecture role
is about the “**big picture**”
and, sometimes, this means
stepping away from the code

The software architecture role

(technical leadership, and responsible for the technical success of the project/product)

Architectural drivers

Understanding the goals; capturing, refining, and challenging the requirements and constraints.

Designing software

Creating the technical strategy, vision, alignment, and roadmap.

Technical risks

Identifying, mitigating and owning the technical risks to ensure that the architecture “works”.

Technical leadership

Continuous technical leadership and ownership of the architecture throughout the software delivery.

Quality assurance

Introduction and adherence to standards, guidelines, principles, etc plus management of technical debt.

Software development teams
don't need architects

Software development teams
do need technical leadership

Every team needs
technical leadership

Continuous technical leadership

(somebody needs to continuously steer the ship)

Should software architects
write **code**?

Production code, prototypes,
frameworks, foundations, code
reviews, experimenting, etc

Don't code all of the time!

There is often a tension between being “senior” and writing code...

Software architects
should be
master builders

Progress Toward an Engineering Discipline of Software

Mary Shaw

I am a senior developer. Recently, I was promoted to the position as architect. Could anyone please let me know which tools/software an architect should master/be familiar with. Thank you

Experience is important ...
software architecture is not a rank!

Software architecture is not a
“post-technical” career option!



Technology
skills

Good software architects
are typically
good software developers

The people designing software must
understand technology ...
all decisions involve trade-offs

Soft skills

(leadership, communication, presentation, influencing, negotiation, collaboration, coaching and mentoring, motivation, facilitation, political, etc)



Talking with Tech Leads

From Novices to Practitioners

Patrick Kua
Foreword by Jim Webber

O'REILLY®

The Software Architect Elevator

Redefining the Architect's Role

in the Digital Enterprise



Gregor Hohpe

Forewords by
Simon Brown & Dr. David Knott

Domain knowledge

(or the ability to learn quickly)

The software architecture role
is multi-faceted

(technology, soft skills, domain knowledge)

Software architects,
solution architects,
tech leads,
principal engineers?

Technical priorities
vs
product priorities?

The product owner(s) and
software architect(s) are peers
("Architecture Owner" is another term you can use)

Everybody should
be an architect



“everybody is responsible for architecture”

!=

everybody being responsible for architecture

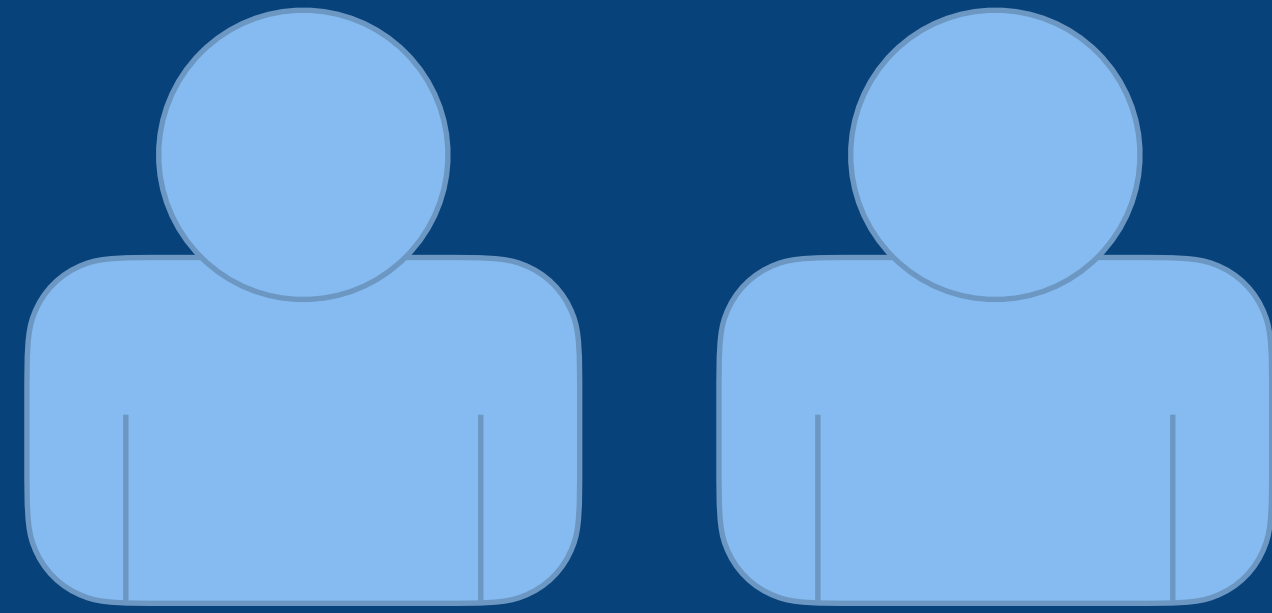


Everybody* should
own the architecture

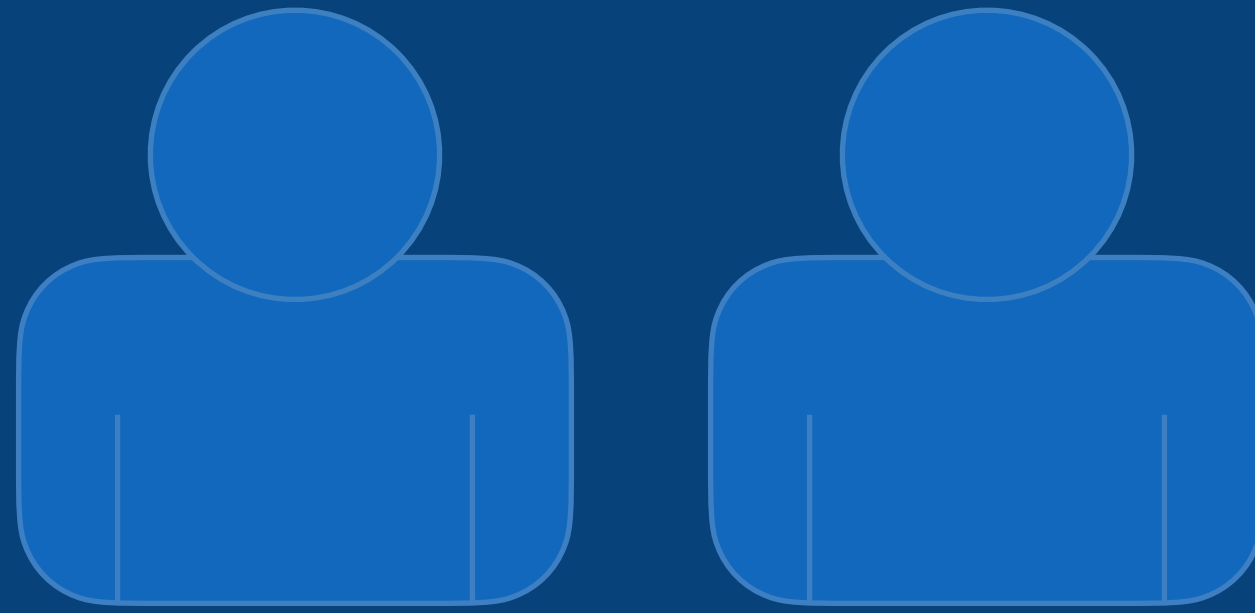
teams should be
agile, autonomous,
and self-organising

just hire good people
and trust them to do
the right thing

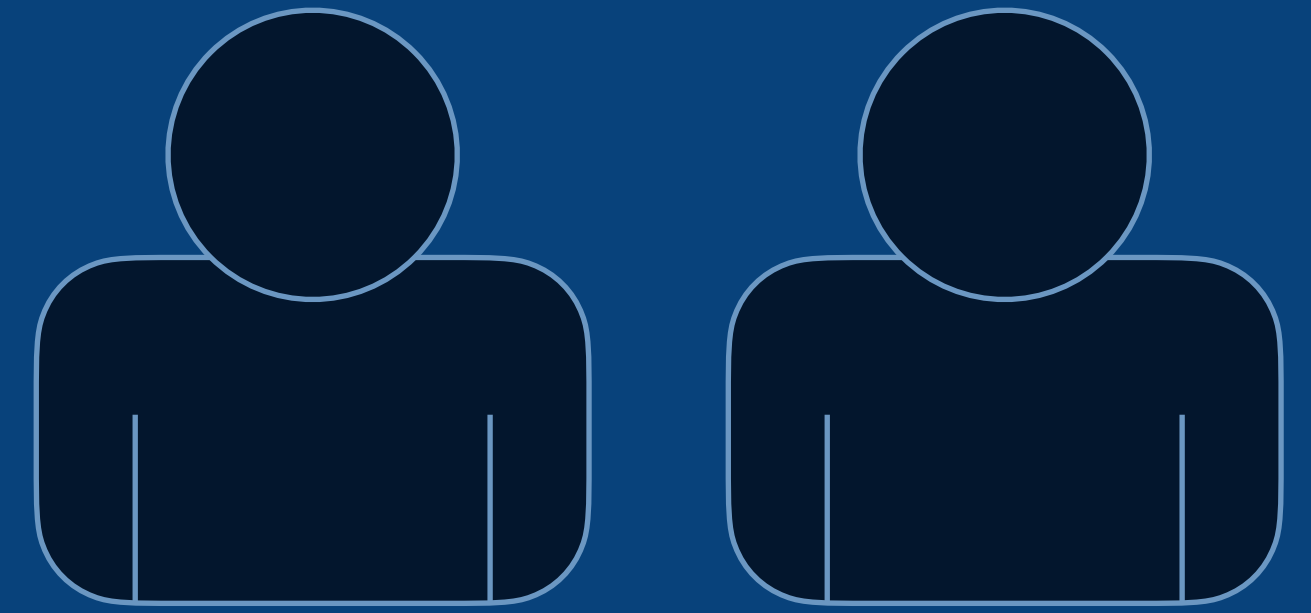
Does everybody have the skills
and motivation to collaborate
on the software architecture role?



Team A
(original authors)



Team B
(adding code to support business capability 1)



Team C
(adding code to support business capability 2)



Product vs stream leadership

Hierarchies of architects,
central architecture groups,
technical design authorities,
etc?

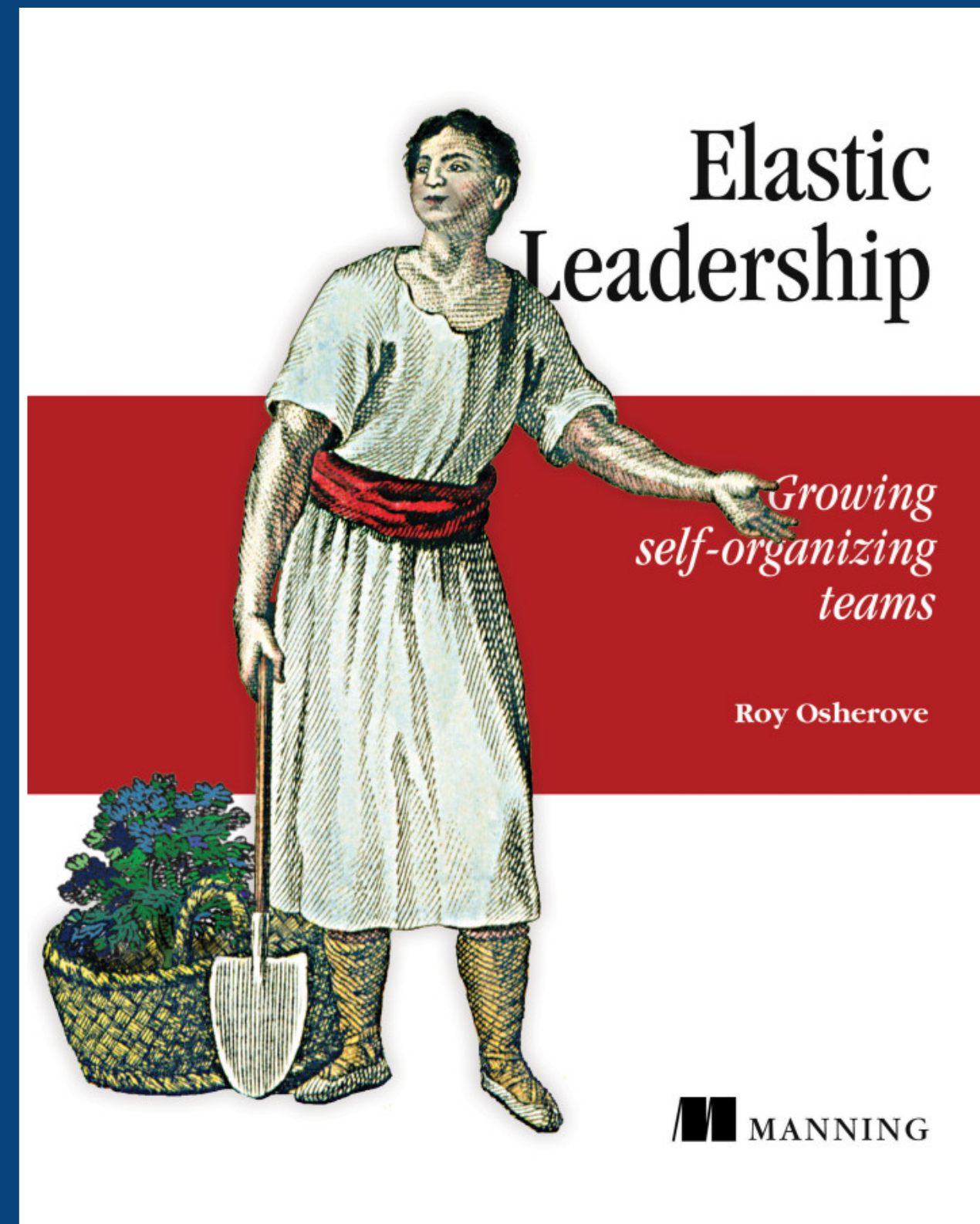
Decision making

Centralised vs decentralised

Tactical vs strategic

Introducing control?
Avoiding chaos?

How much control do you need?



Different types of teams need
different leadership styles



Pair architecting

Collaborative technical leadership
is not easy

Collaborate
or fail

Draw one or more software architecture diagrams to describe a solution for the “Financial Risk System”

Financial Risk System

1. Context
A global investment bank based in London, New York and Singapore trades (buys and sells) financial products with other banks (“counterparties”). When share prices on the stock markets move up or down, the bank either makes money or loses it. At the end of the working day, the bank needs to gain a view of how much risk of losing money they are exposed to, by running some calculations on the data held about their trades. The bank has an existing Trade Data System (TDS) and Reference Data System (RDS) but needs a new Risk System.

1.1. Trade Data System
The Trade Data System maintains a store of all trades made by the bank. It is already configured to generate a file-based XML export of trade data to a network share at the close of business at 5pm in New York. The export includes the following information for every trade made by the bank:

- Trade ID, Date, Current trade value in US dollars, Counterparty ID


1.2. Reference Data System
The Reference Data System stores all of the reference data needed by the bank. This includes information about counterparties (other banks). A file-based XML export is also generated to a network share at 5pm in New York, and it includes some basic information about each counterparty. A new reference data system is due for completion in the next 3 months, and the current system will eventually be decommissioned. The current data export includes:

- Counterparty ID, Name, Address, etc...

2. Functional Requirements

1. Import trade data from the Trade Data System.
2. Import counterparty data from the Reference Data System.
3. Join the two sets of data together, enriching the trade data with information about the counterparty.
4. For each counterparty, calculate the risk that the bank is exposed to.
5. Generate a report that can be imported into Microsoft Excel containing the risk figures for all counterparties known by the bank.
6. Distribute the report to the business users before the start of the next trading day (8am) in Singapore.
7. Provide a way for a subset of the business users to configure and maintain the external parameters used by the risk calculations.

“Financial Risk System” architecture kata
Simon Brown | @simonbrown



simonbrown.je

Did you find anything
about this exercise
challenging?

Challenging?

Level of detail

↳ where to stop

Who is the audience - different backgrounds

Implementation

- easy to get bogged down in detail

Type of diagrams

Notation

Documenting assumptions

⑩ Challenging?

Verifying our own assumptions

Expressing the solution

- communicating it in a clear way

- use of notation

- easy to mix levels of abstraction

- how much detail?

⑦ Challenging

Needed to ask questions / make assumptions

Temptation to focus on detail

↳ when do we stop?

How much detail?

Talked about more than the diagrams

What notation? - boxes
- arrows

Take a quick look at the diagrams:

1. Does the solution satisfy the architectural drivers?
2. If you were the bank, would you buy this solution?

Swap your diagrams
with another group

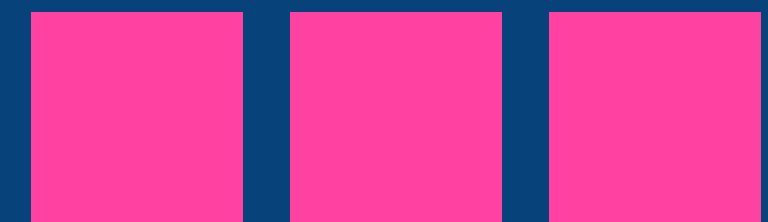
Review the diagrams

Focus on the diagrams rather than the design
... notation, colour coding, symbols, etc

3 things you like

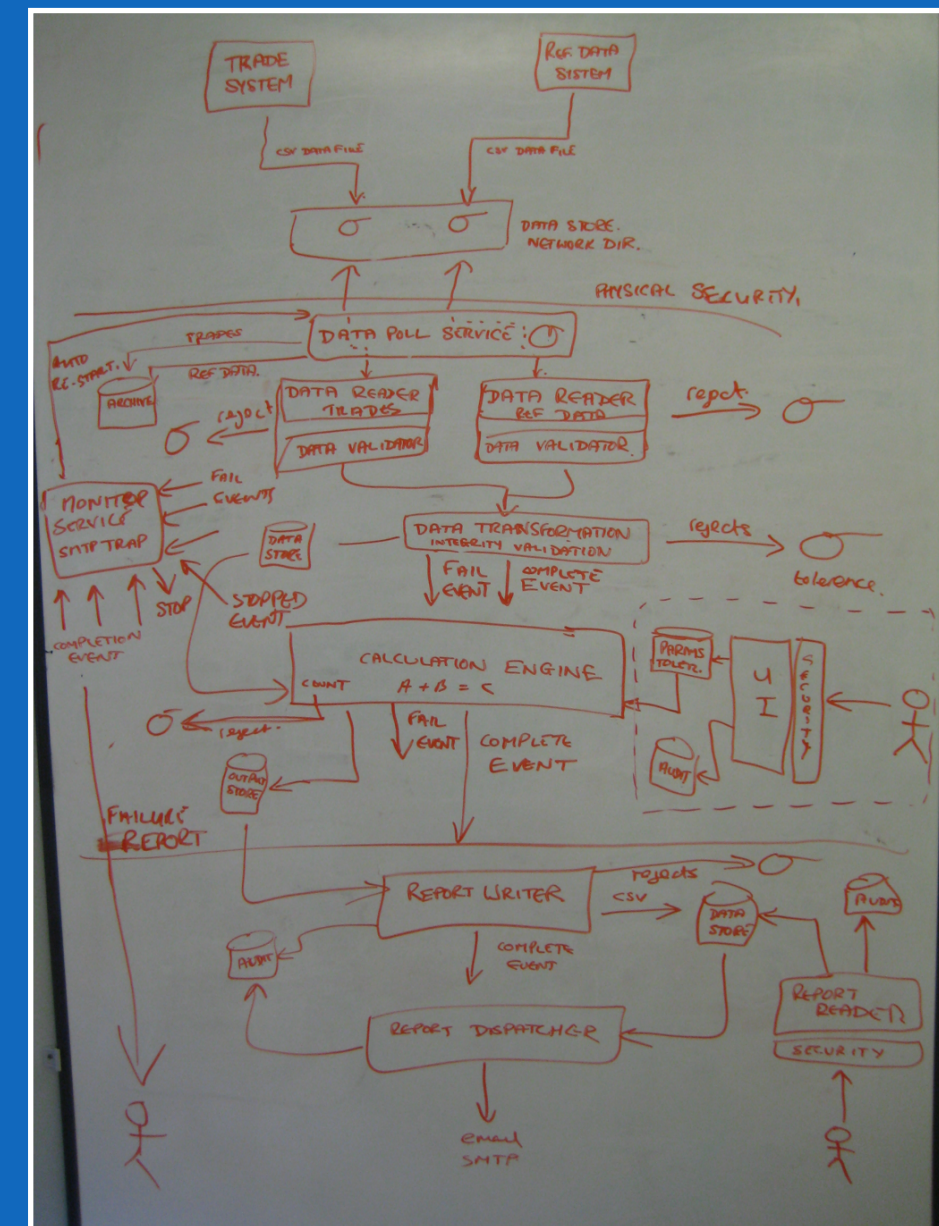
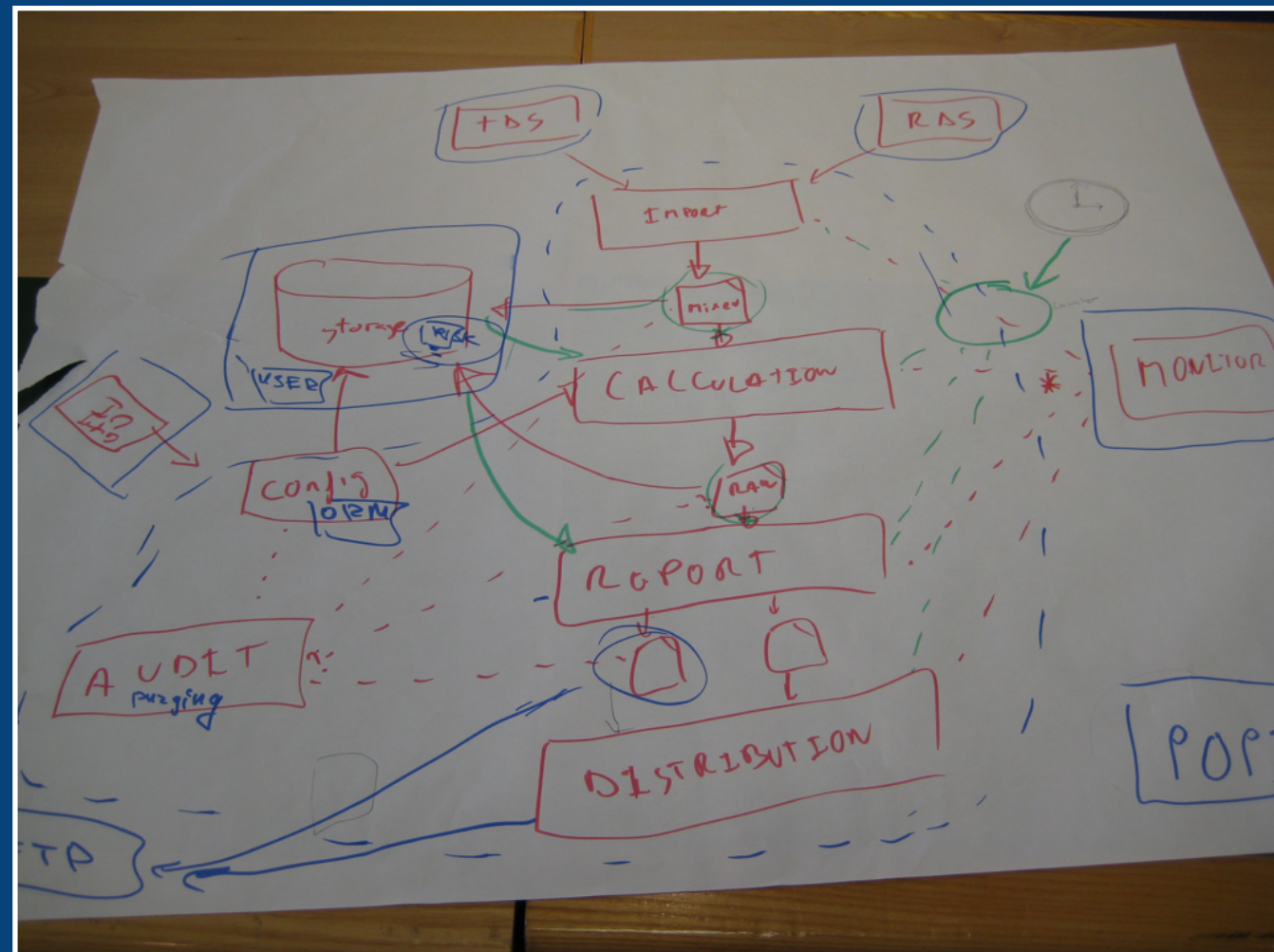


3 things that could be improved



A score between 1-10

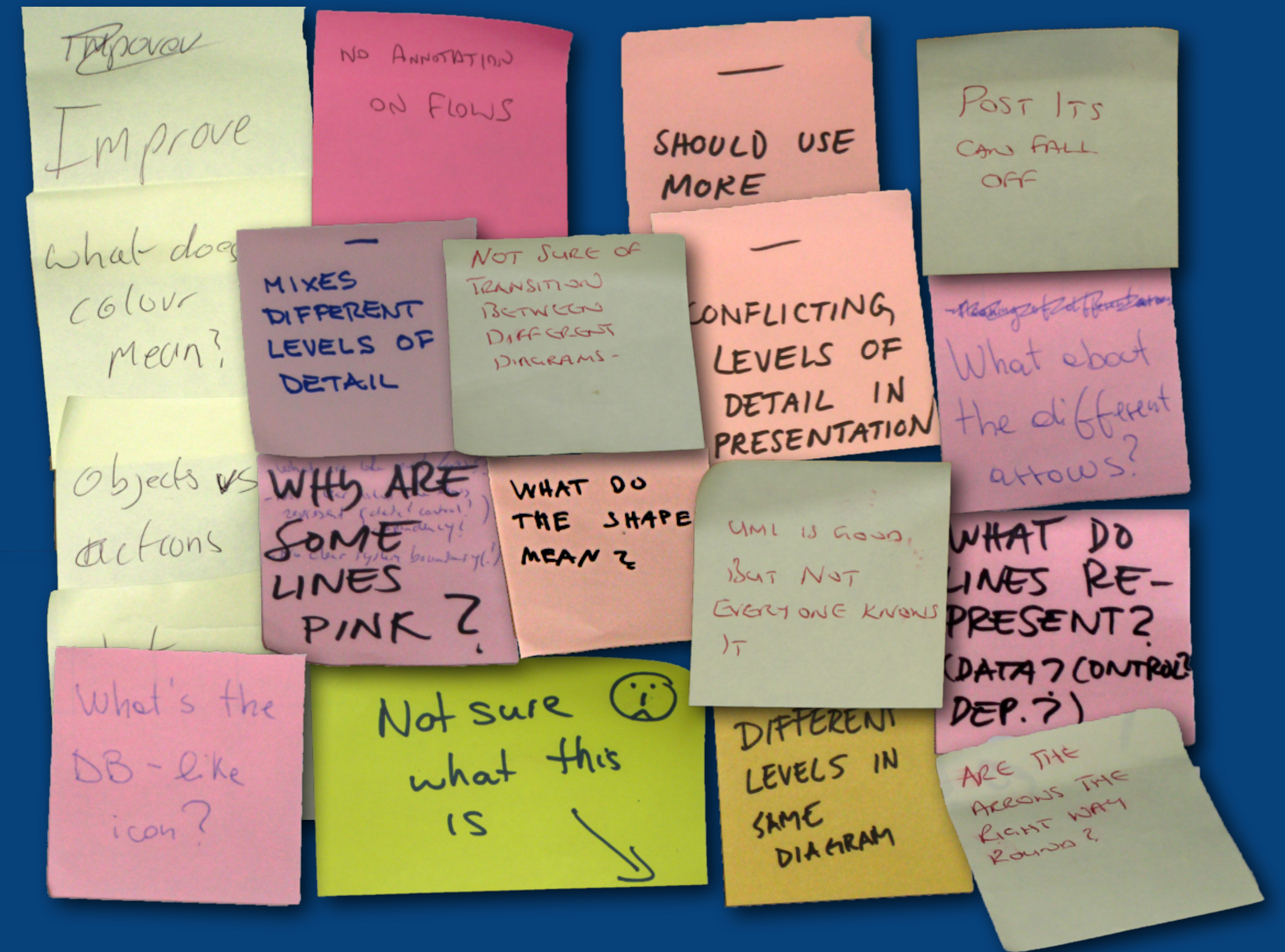




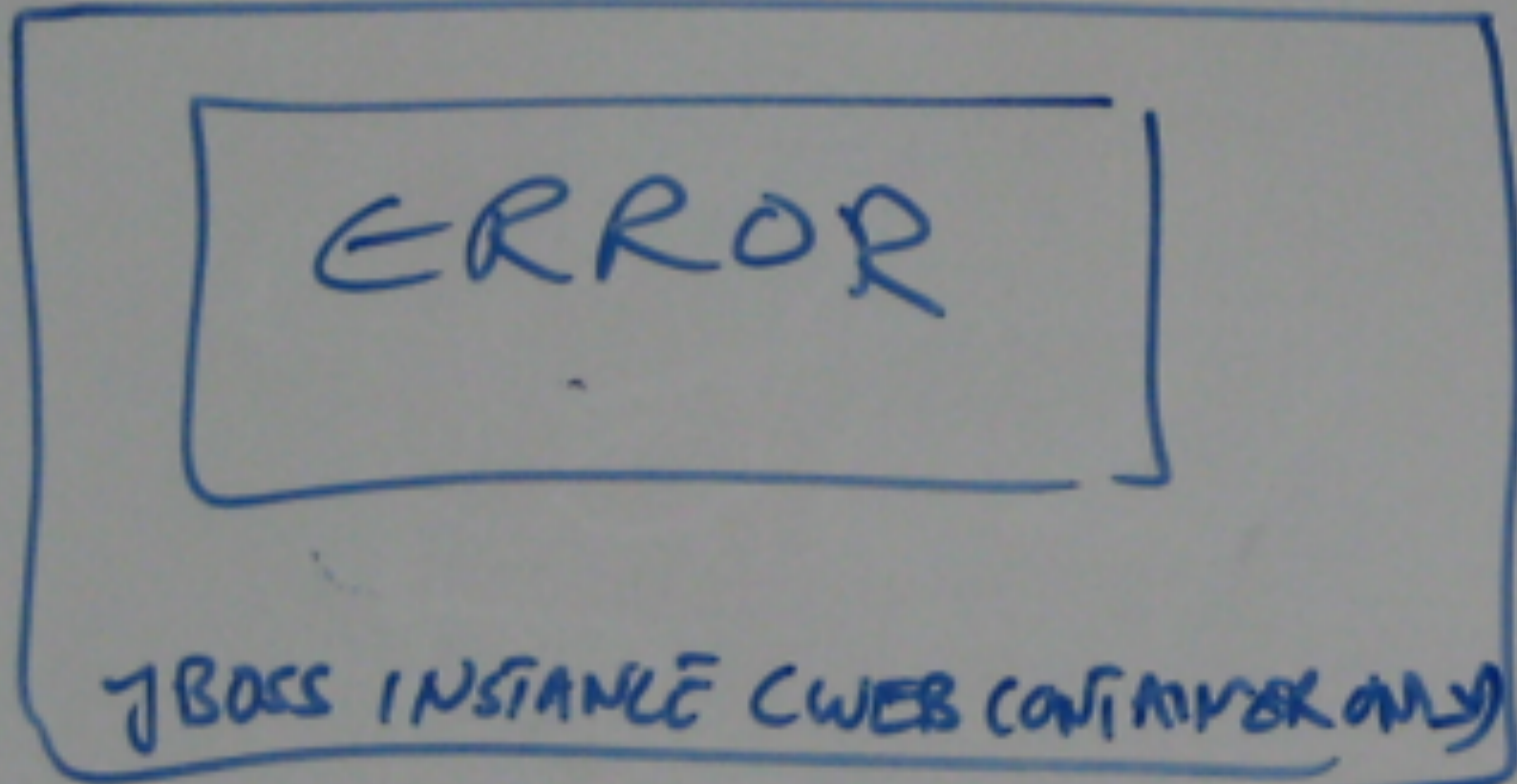
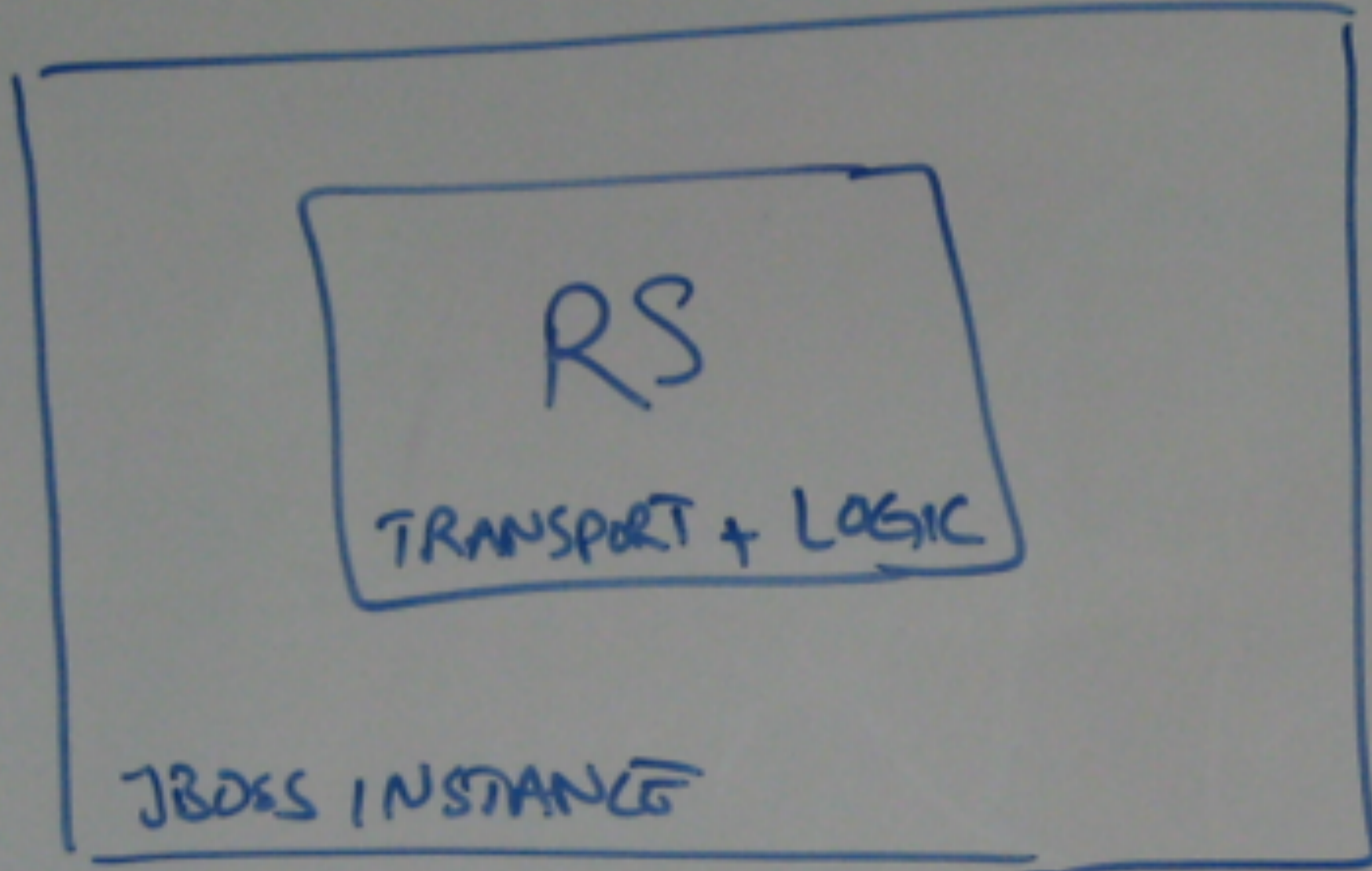
Information is likely
still stuck in your heads

This doesn't make sense,
but we'll explain it.

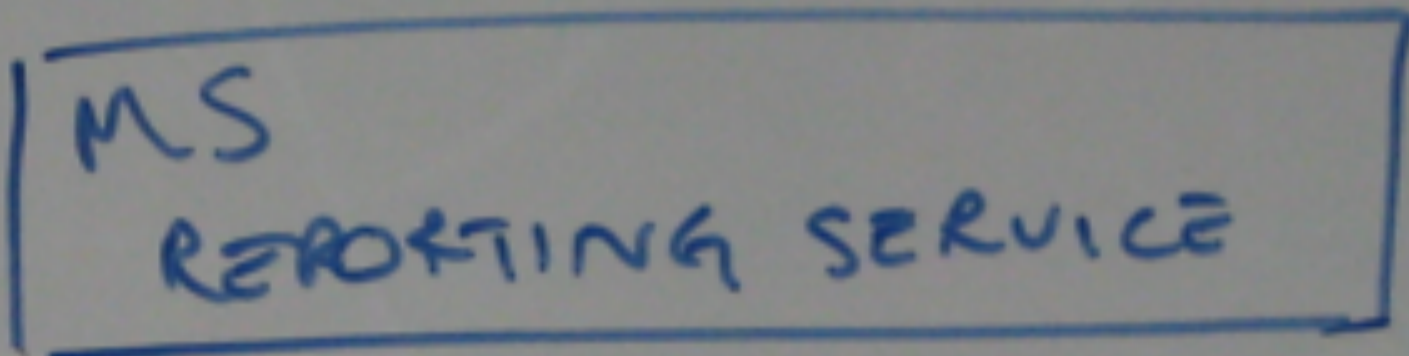
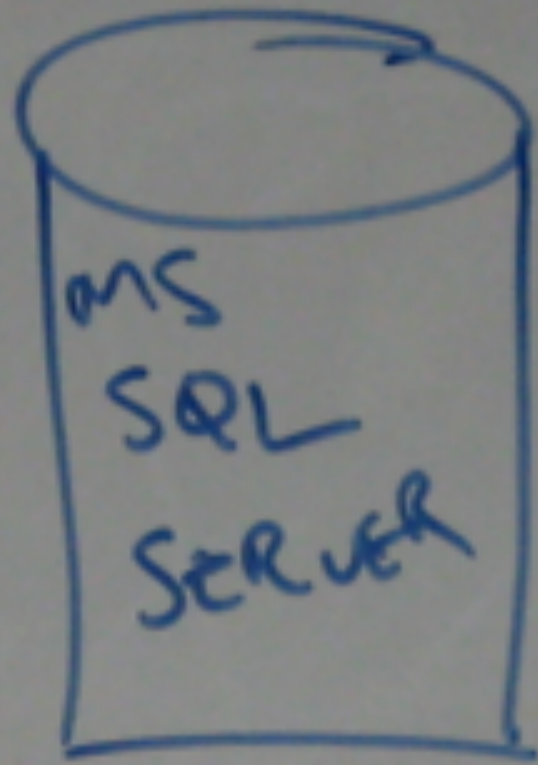
- What is this shape/symbol?
- What is this line/arrow?
- What do the colours mean?
- What level of abstraction is shown?
- Which diagram do we read first?



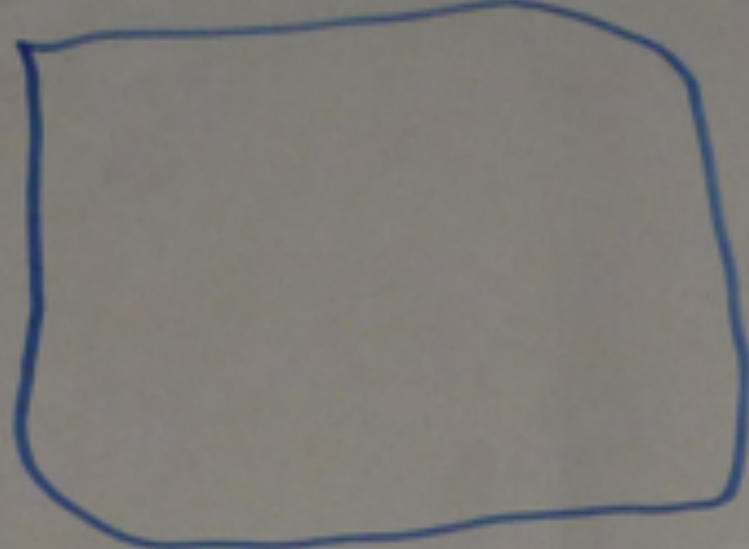
UNIX BOX



WINDOWS BOX



ASP
NET



LOGGING
SERVICE

PARAMETER
MANAGER

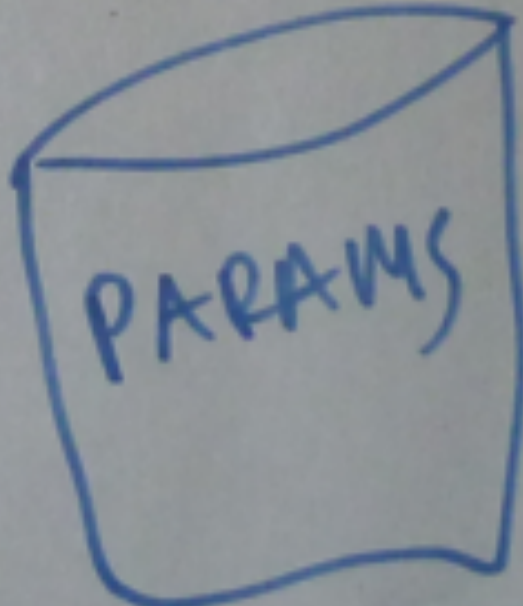
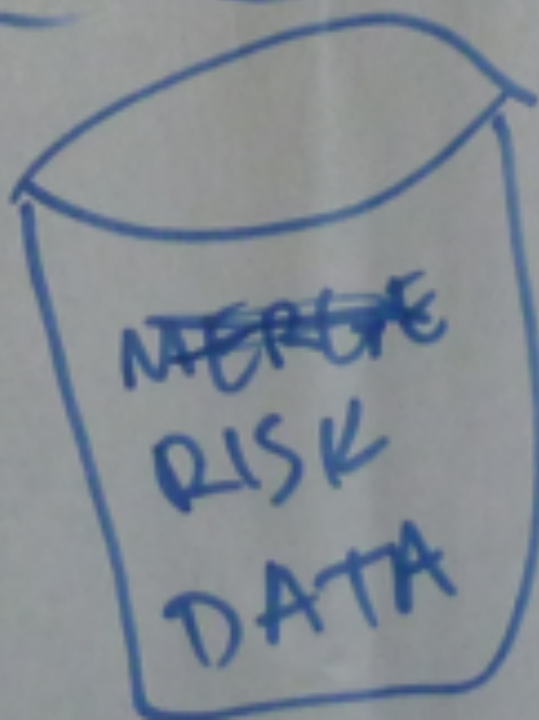
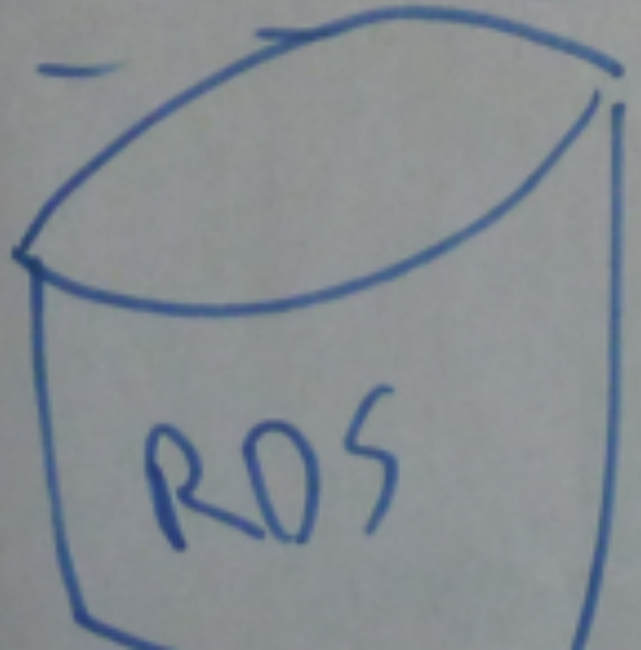
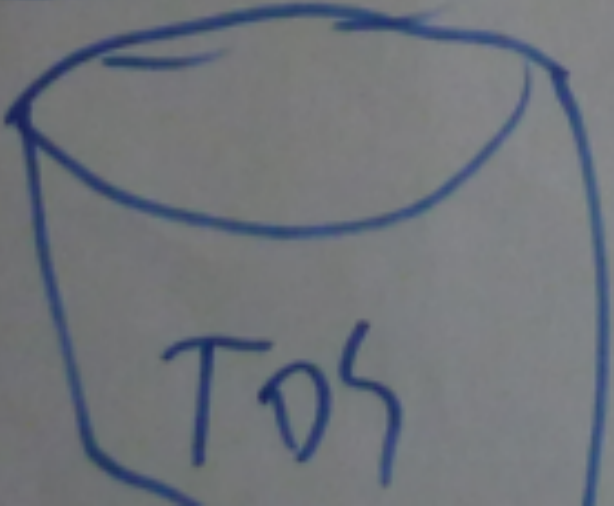
RISK
CALCULATION

REPORT
GENERATOR

DATA
IMPORT

AUDITING

VALIDATION



SERVER

FUNCTIONAL VIEW

File Retriever

Scheduler

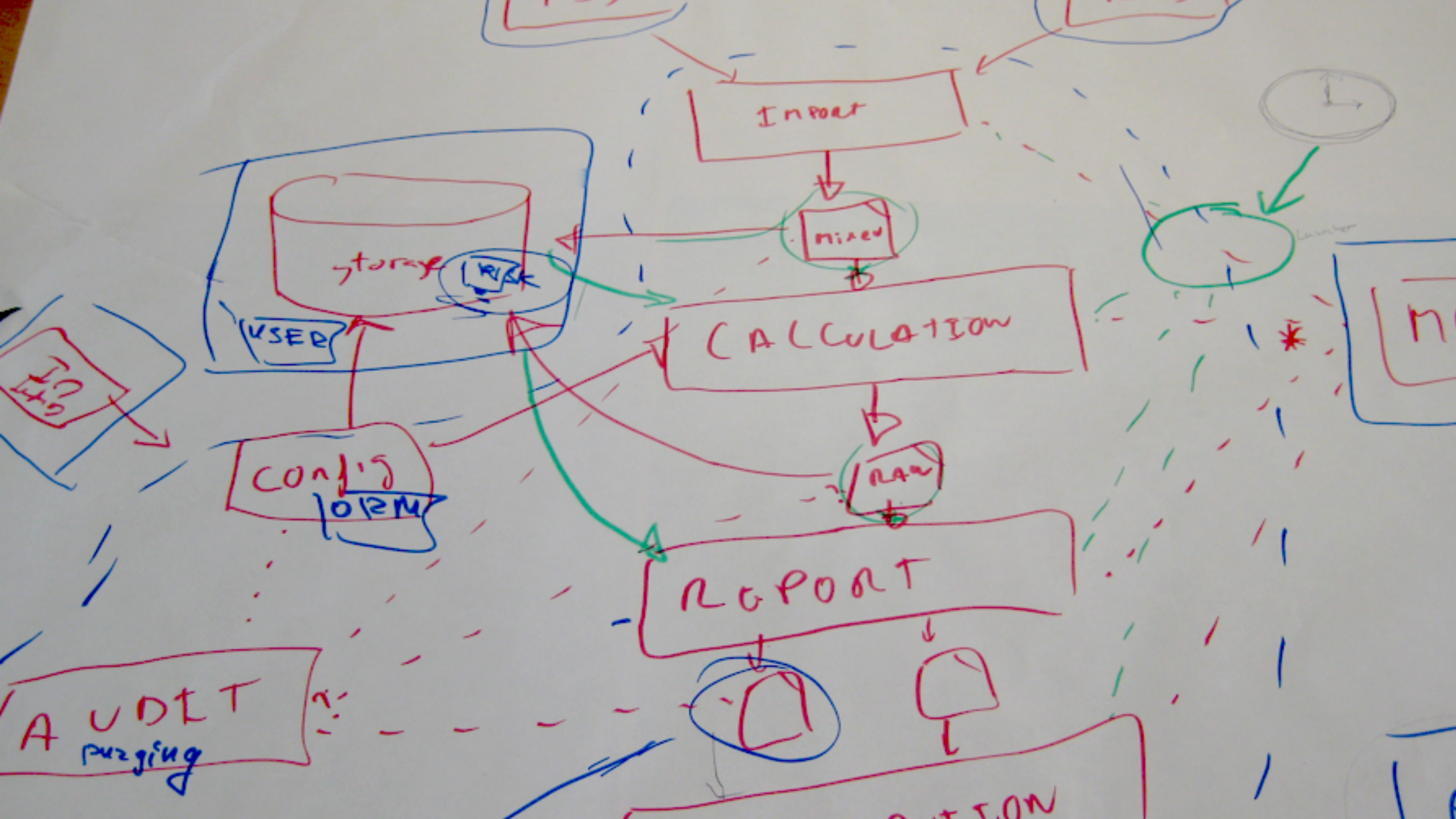
Auditing

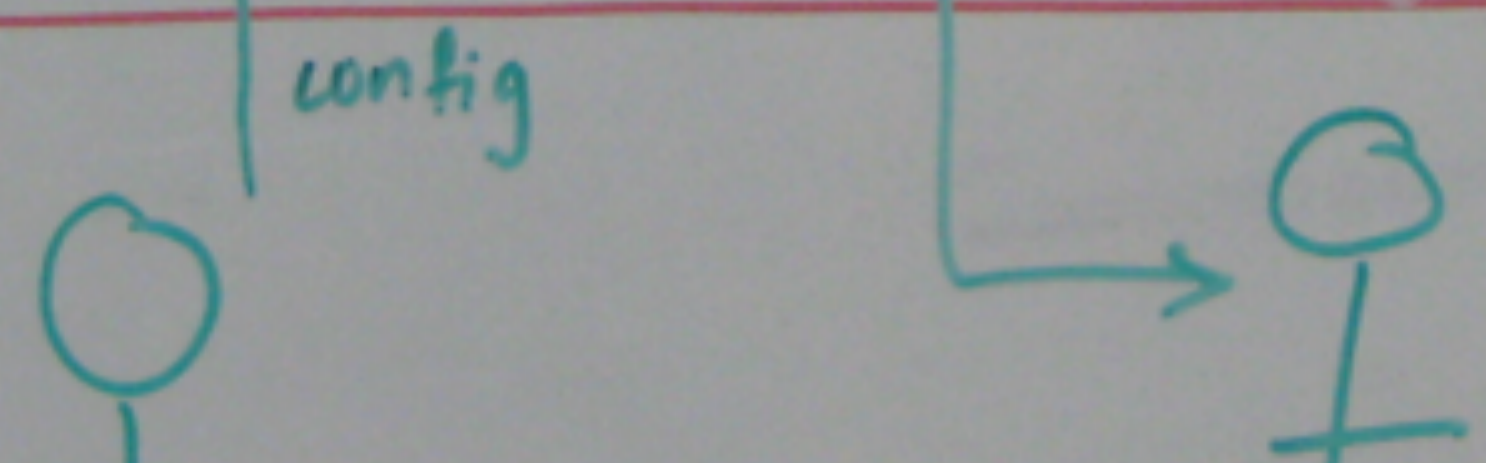
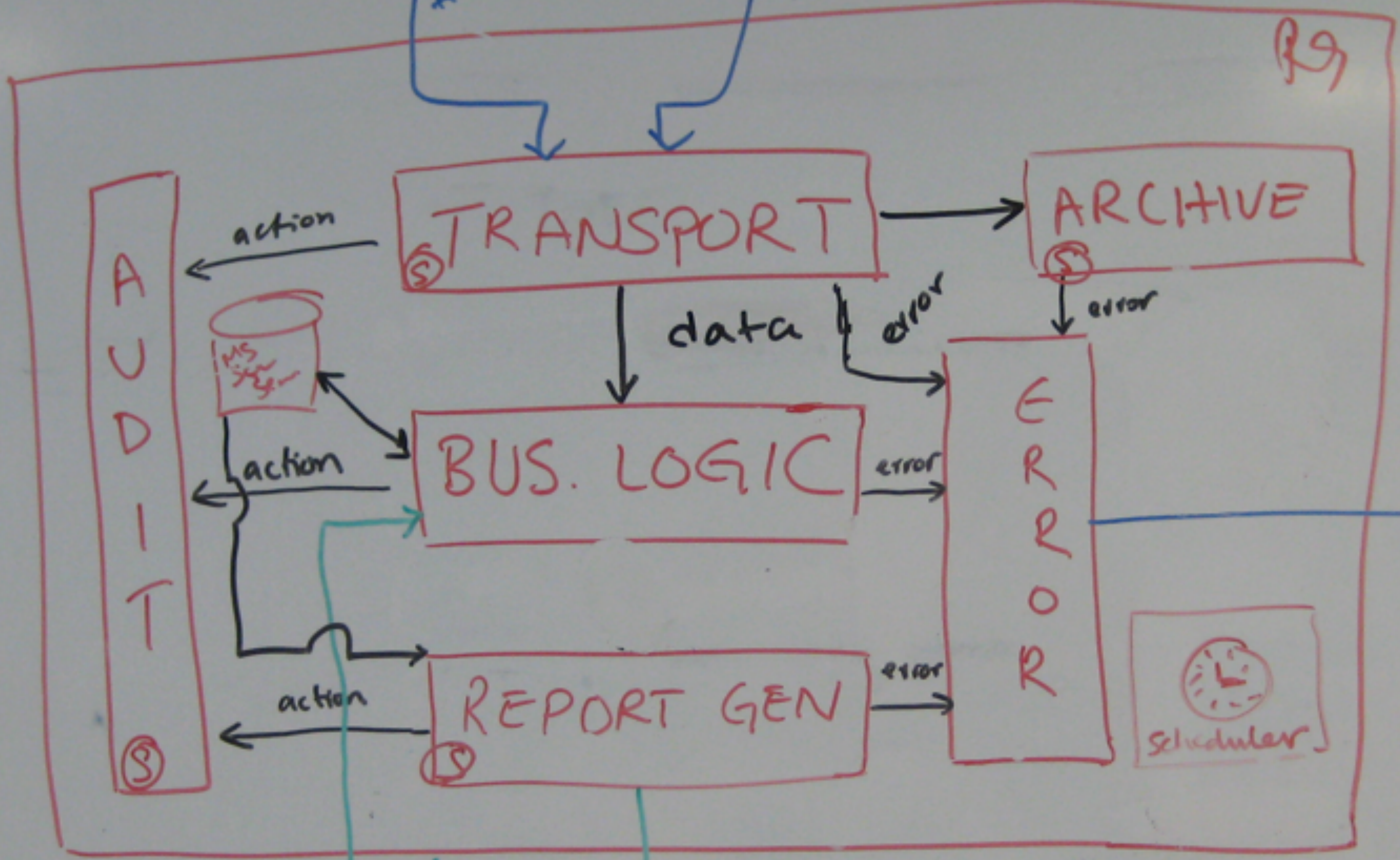
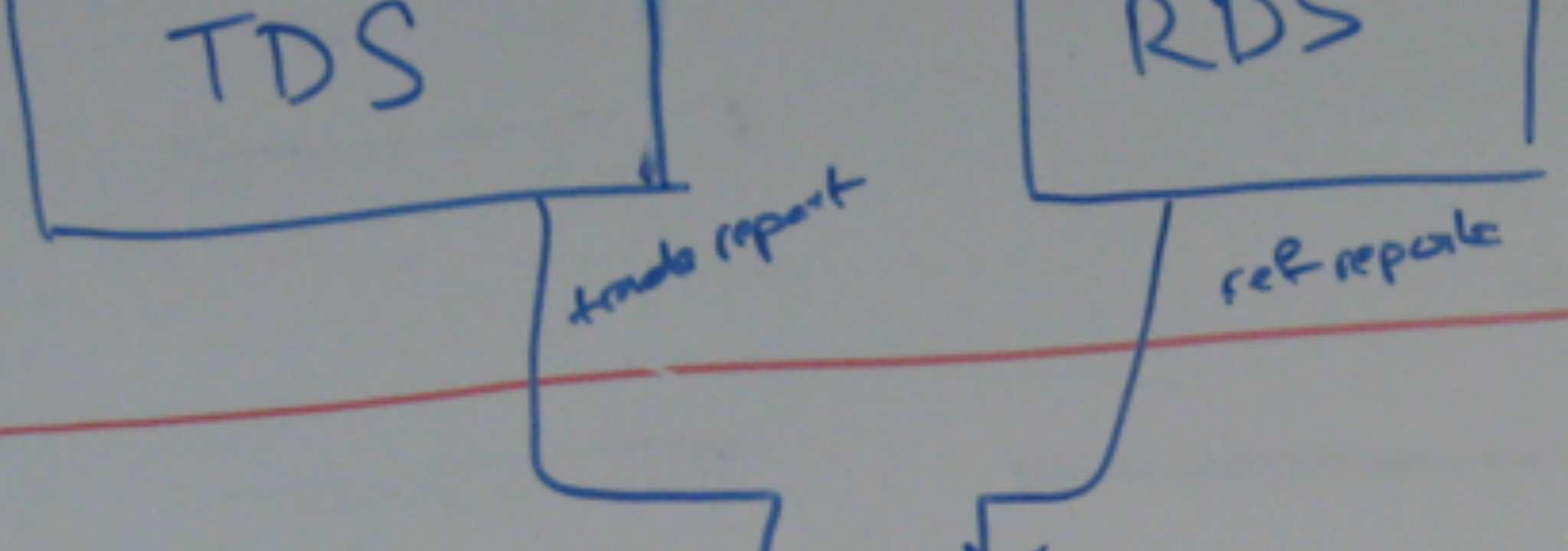
Reference Archiver

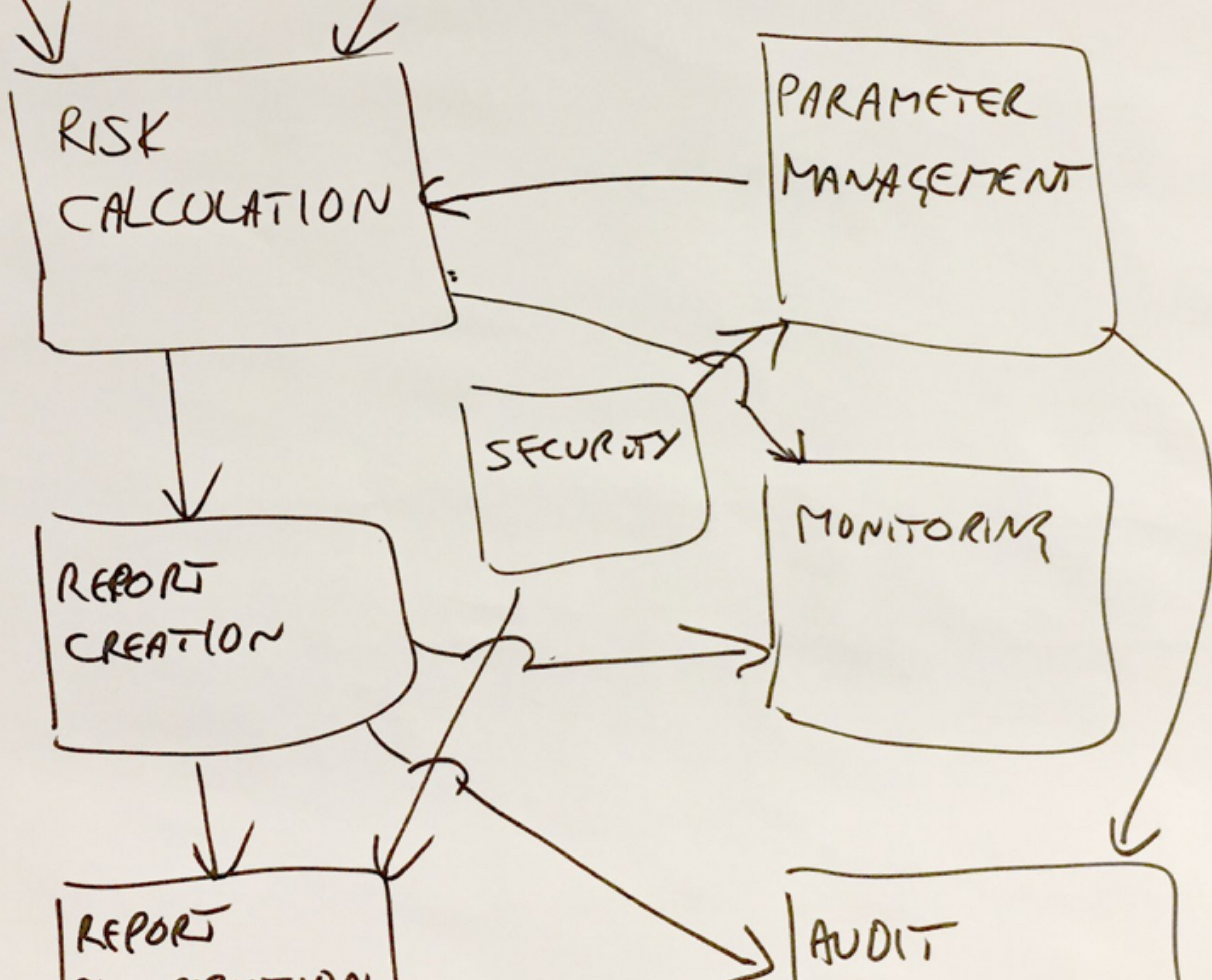
Risk Assessment Processor

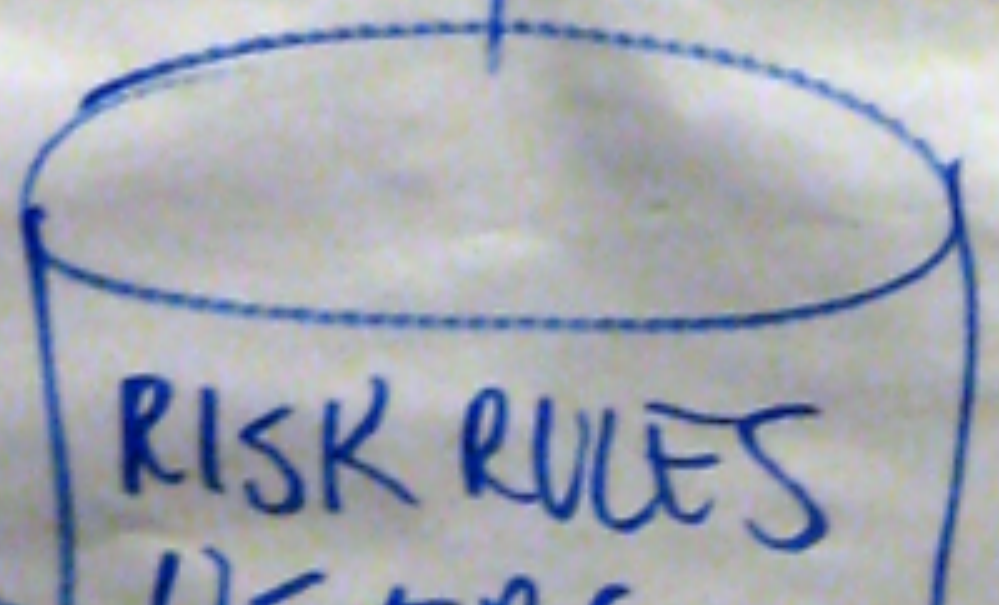
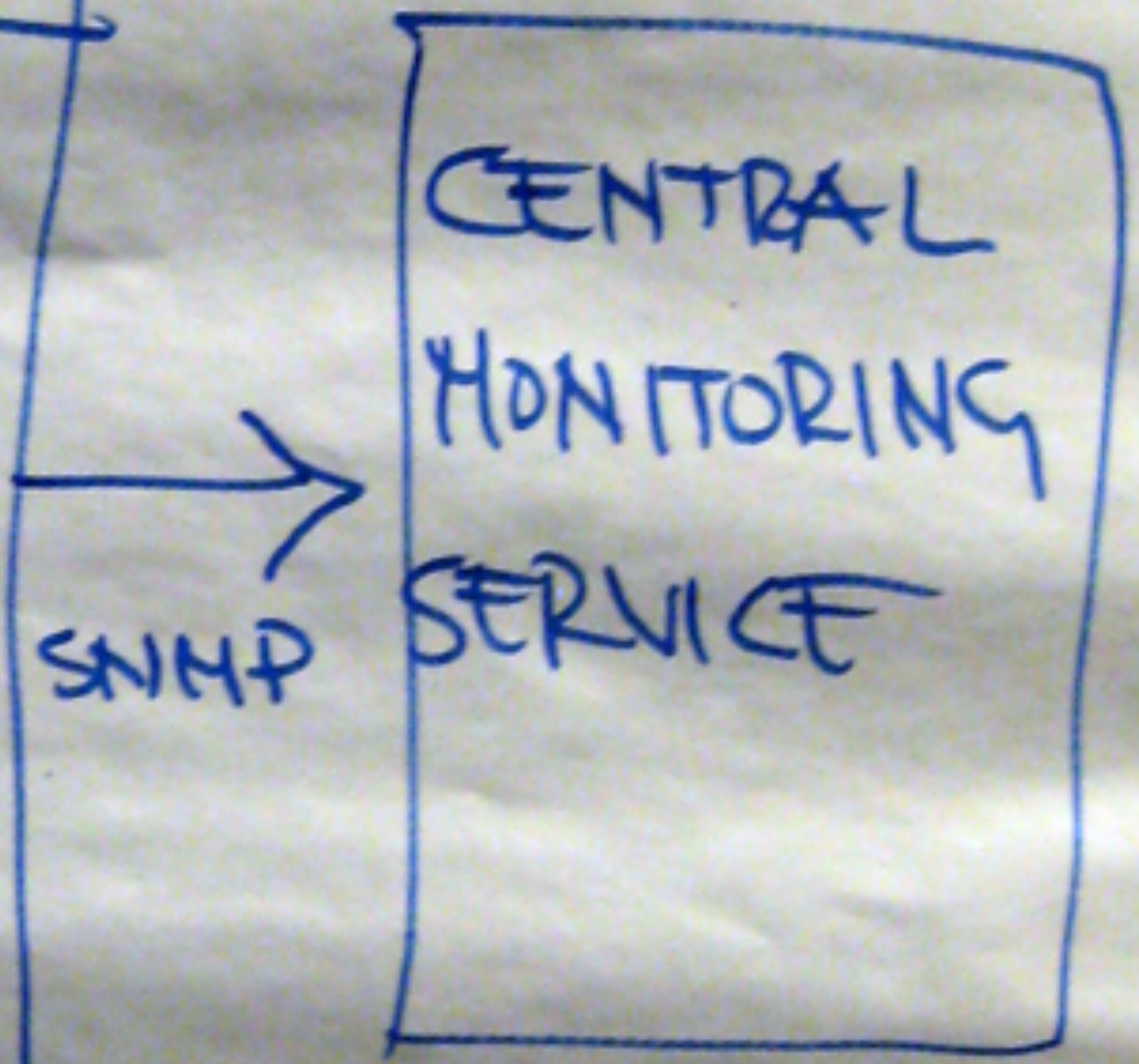
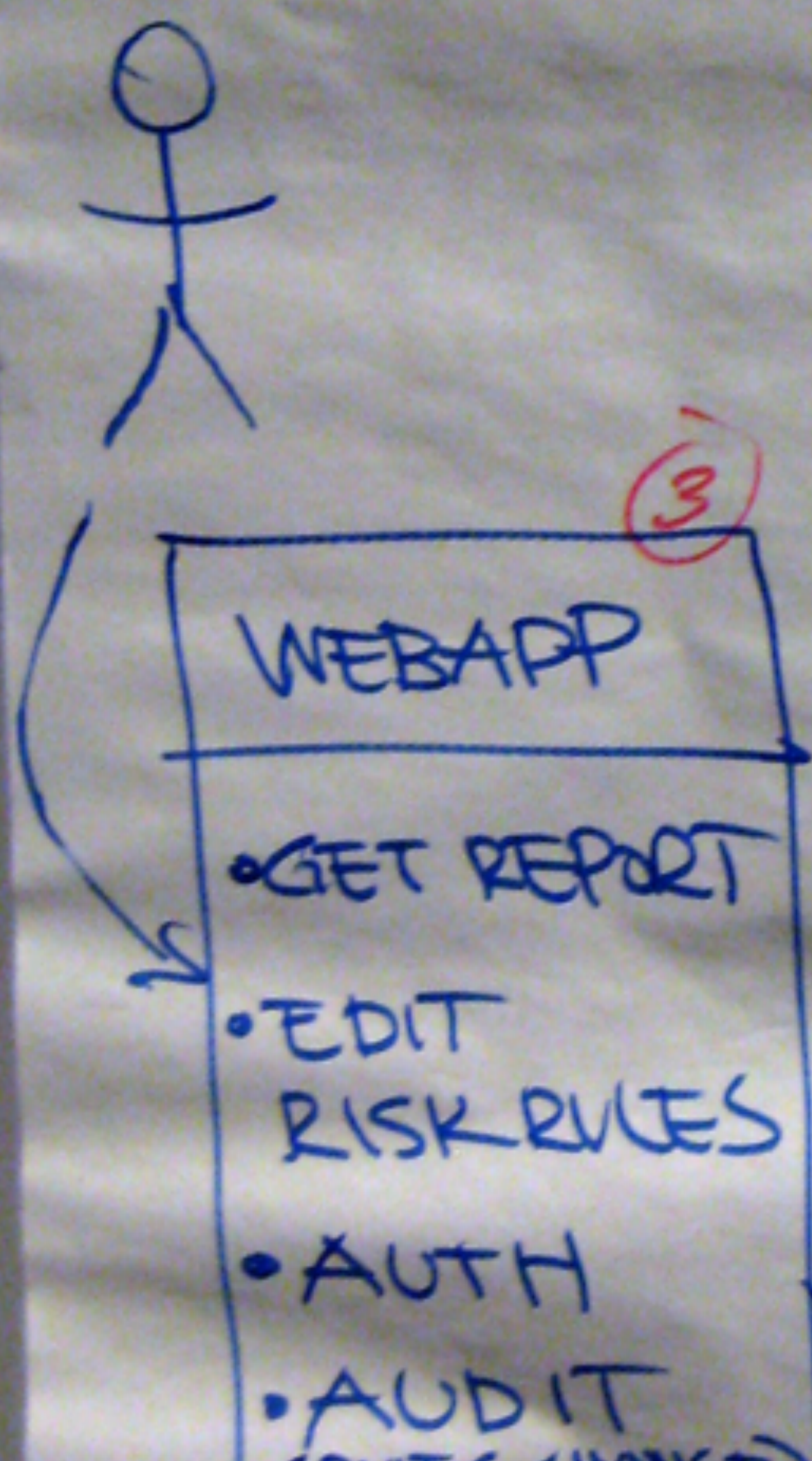
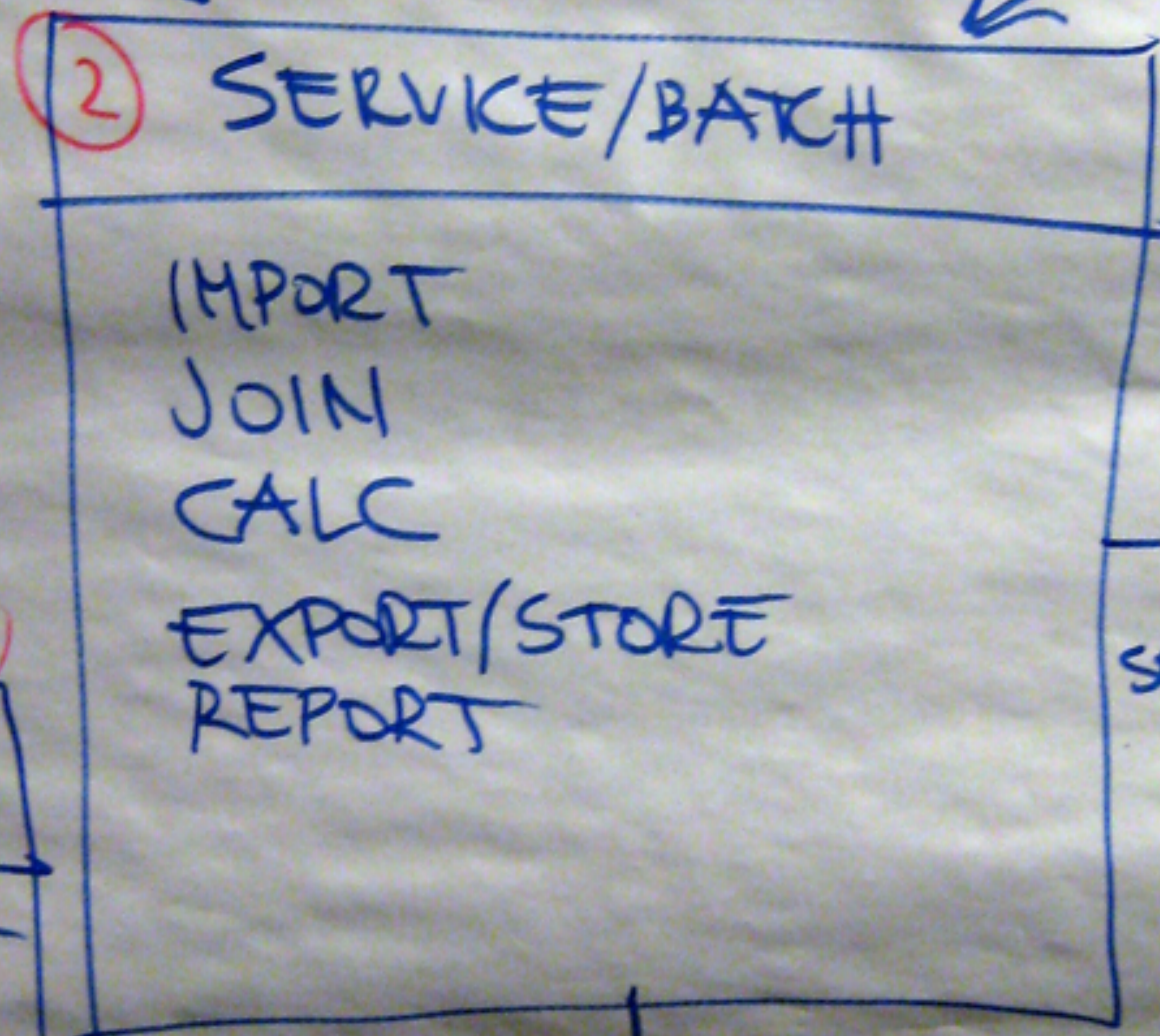
Risk Parameter Configuration

Report







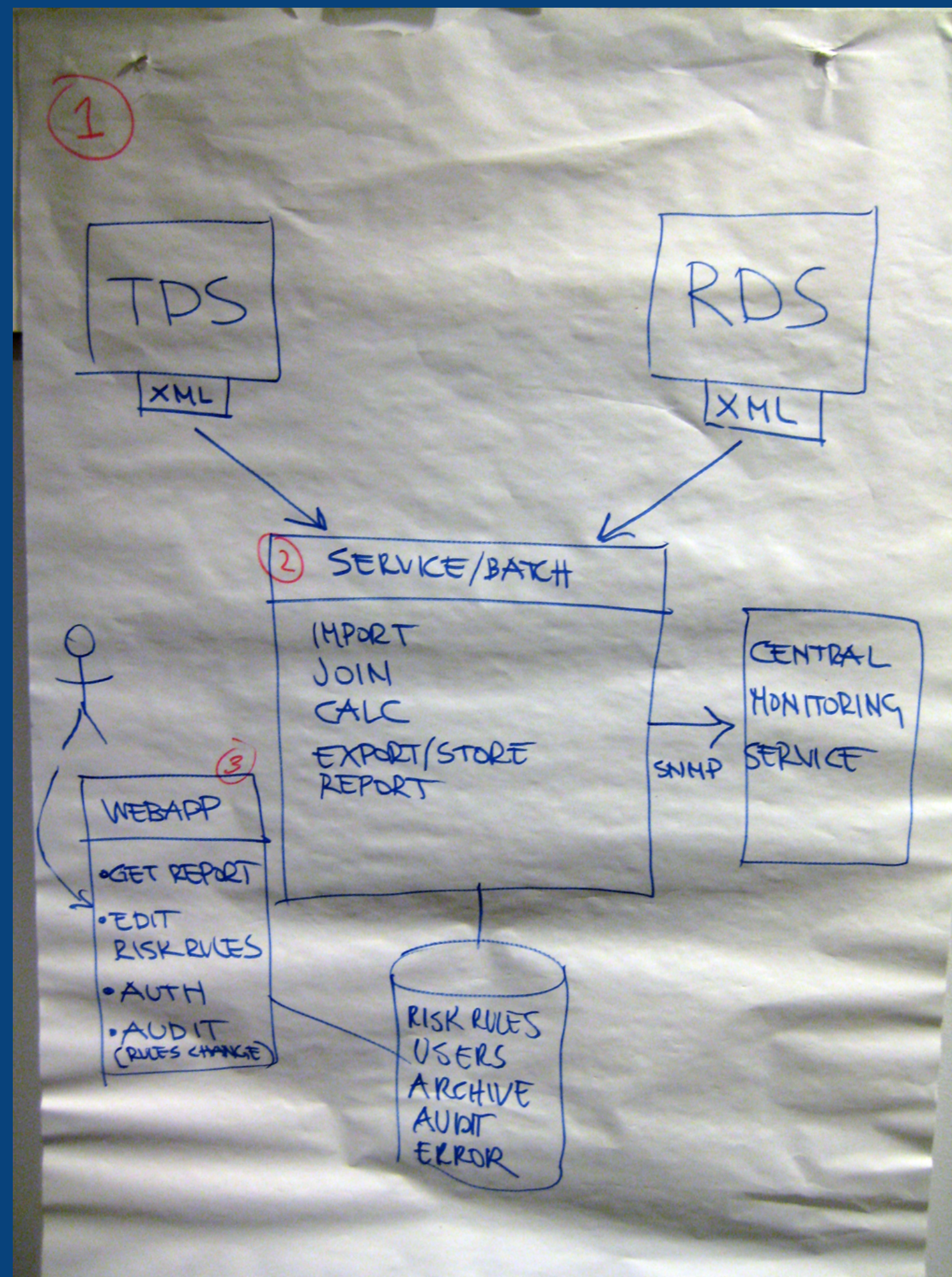


The producer-consumer conflict of software architecture diagrams

I don't want to put technology choices on the diagrams...

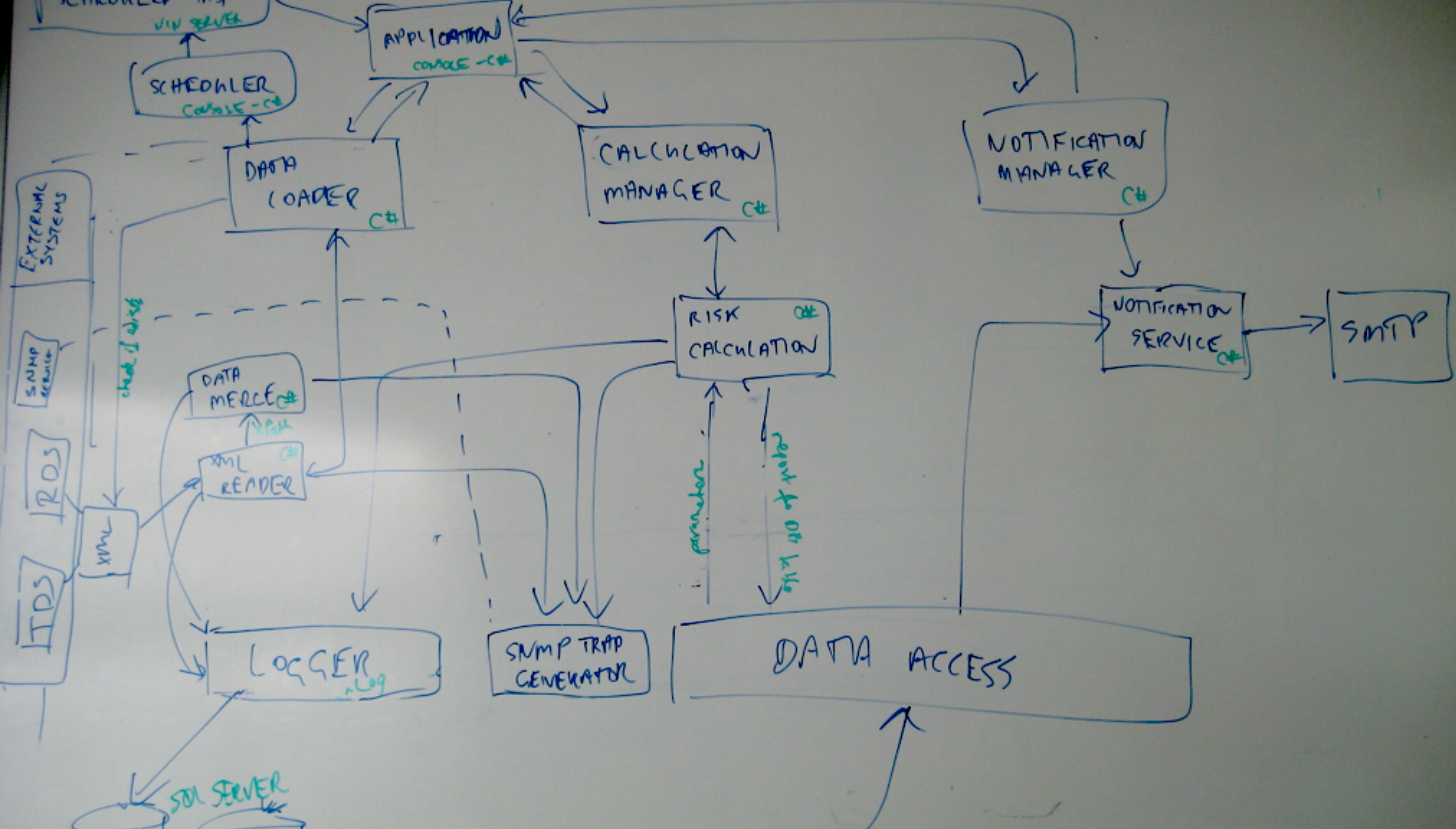
Software design should be technology independent...

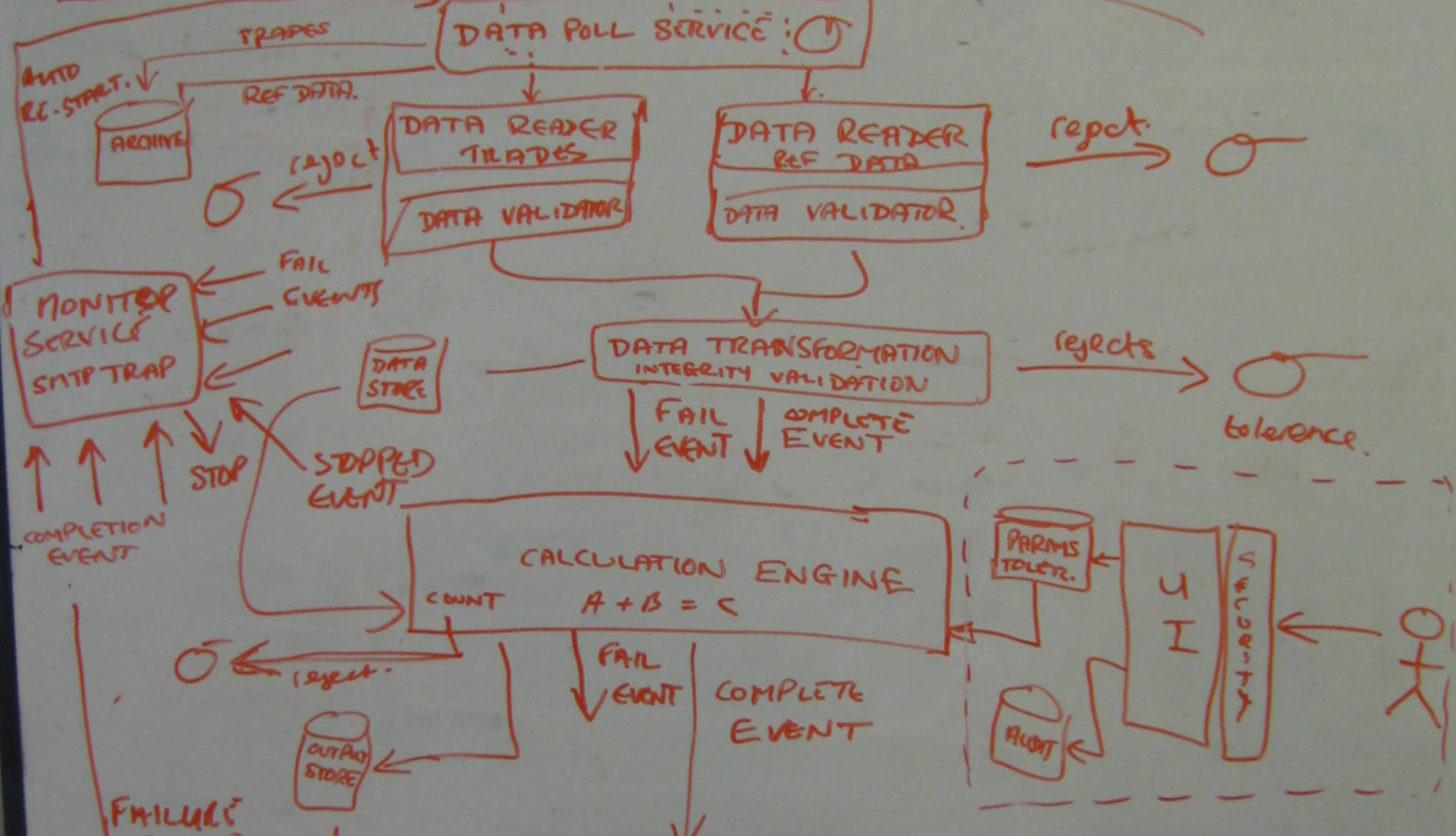
Producer

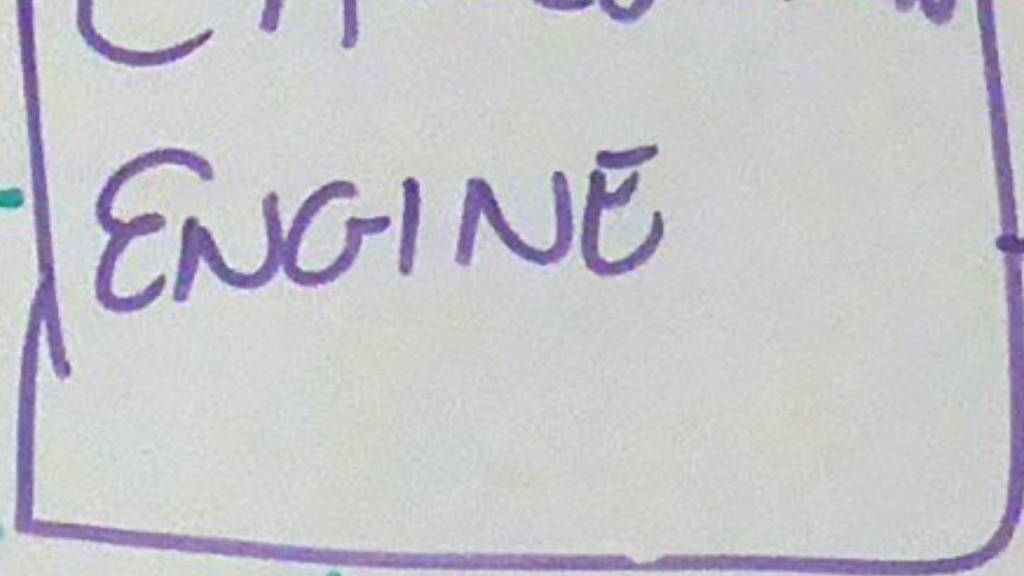
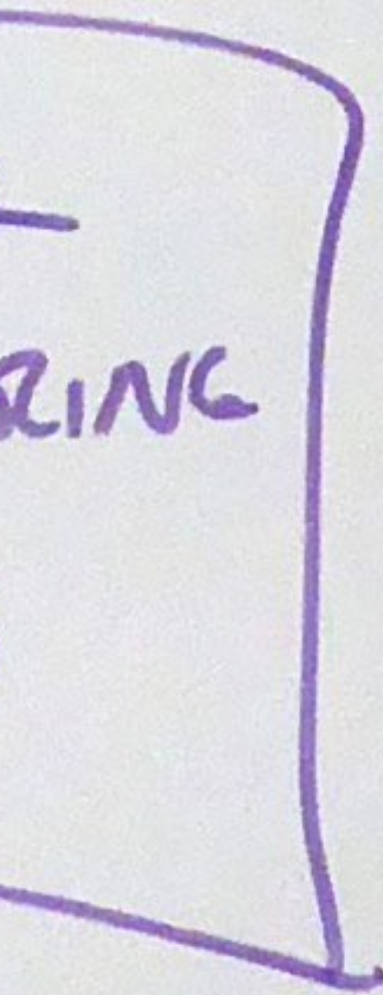


I wish these diagrams included technology choices...

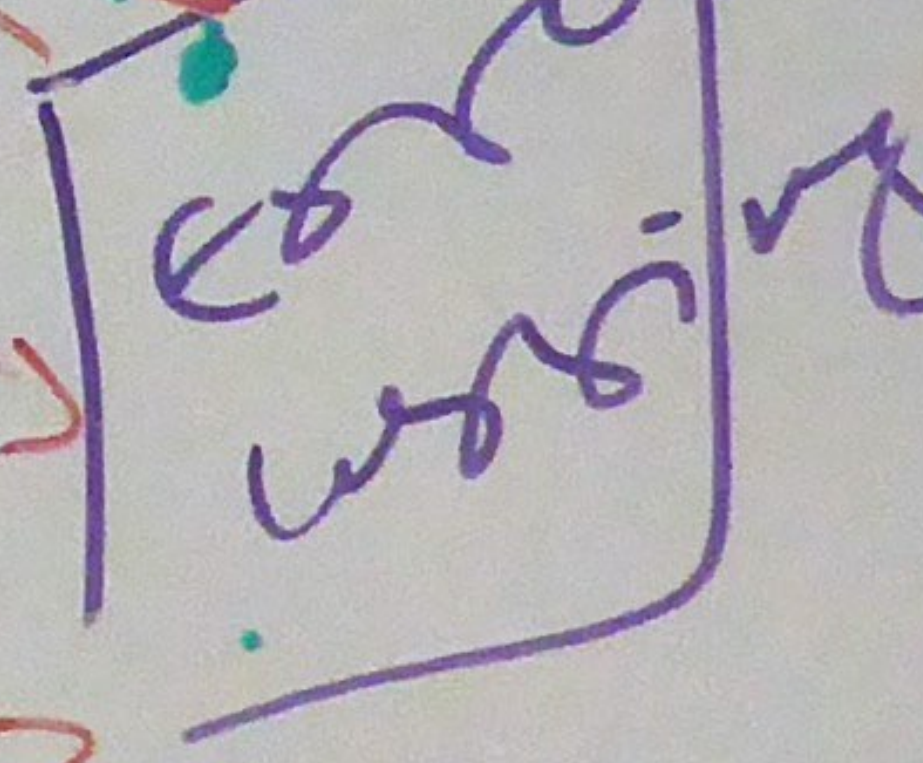
Consumer



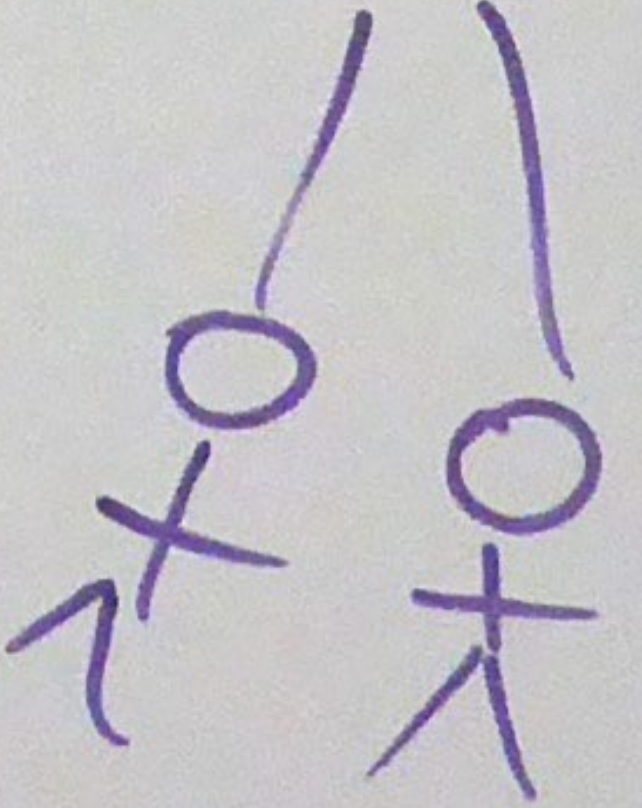
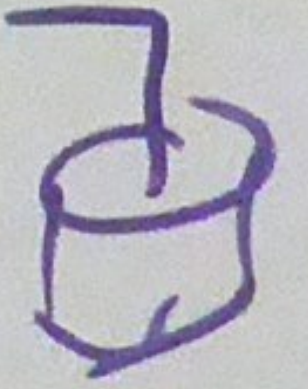
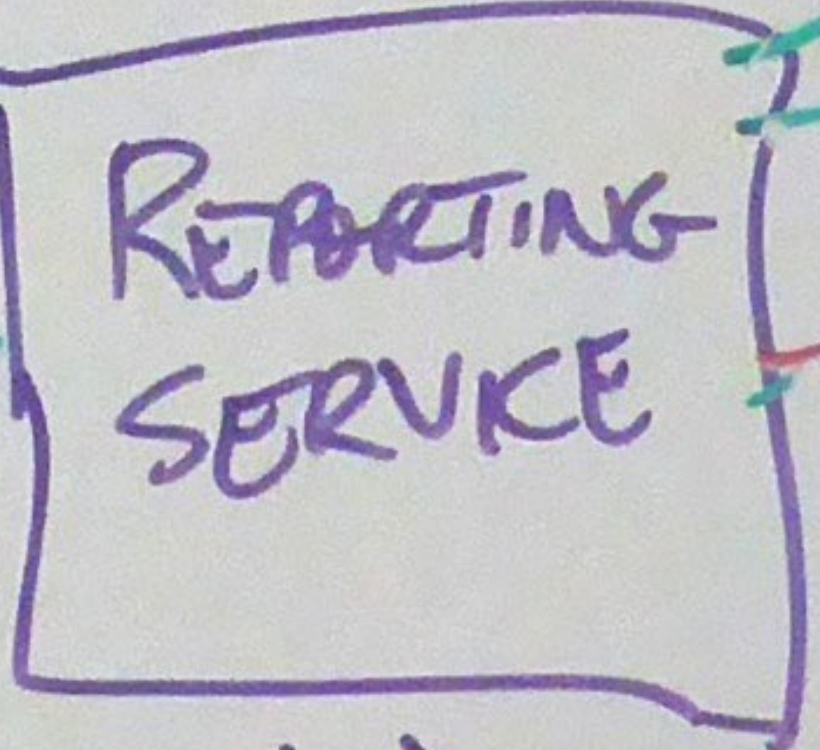




APP SERVER



WEB SERVER





Params

Calcs

~~Params~~

~~ret - client~~

~~ret - bus~~

~~Calcs~~ Risk outputs

~~Front App Layer~~

EH?

~~App Layer~~
Date
- Risk Cell
- calcs
- par

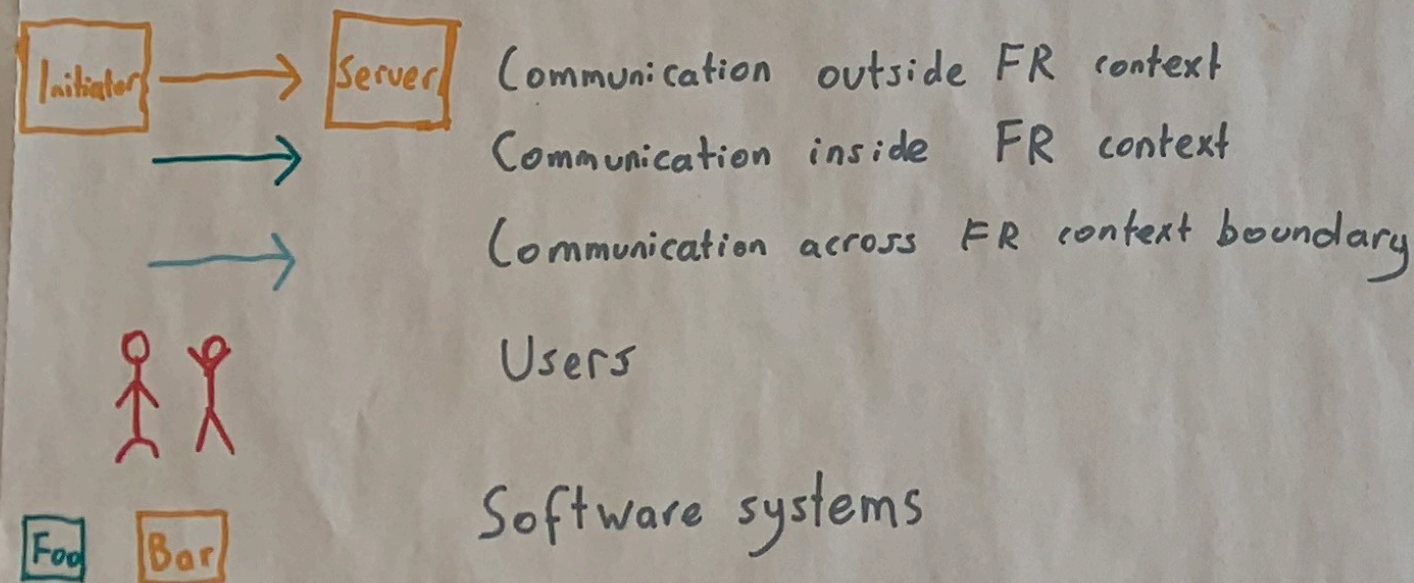
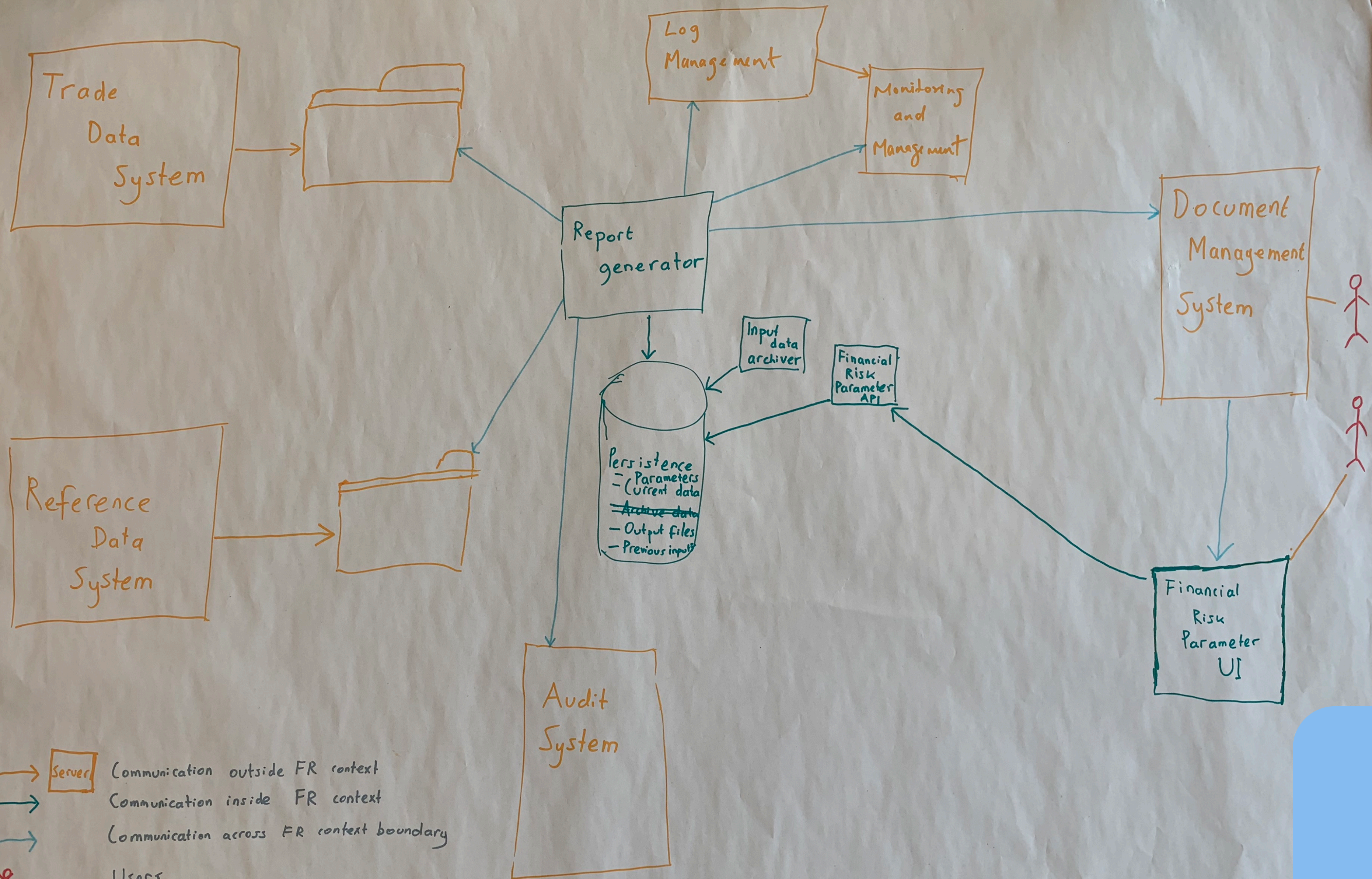
Params - Risk Cell

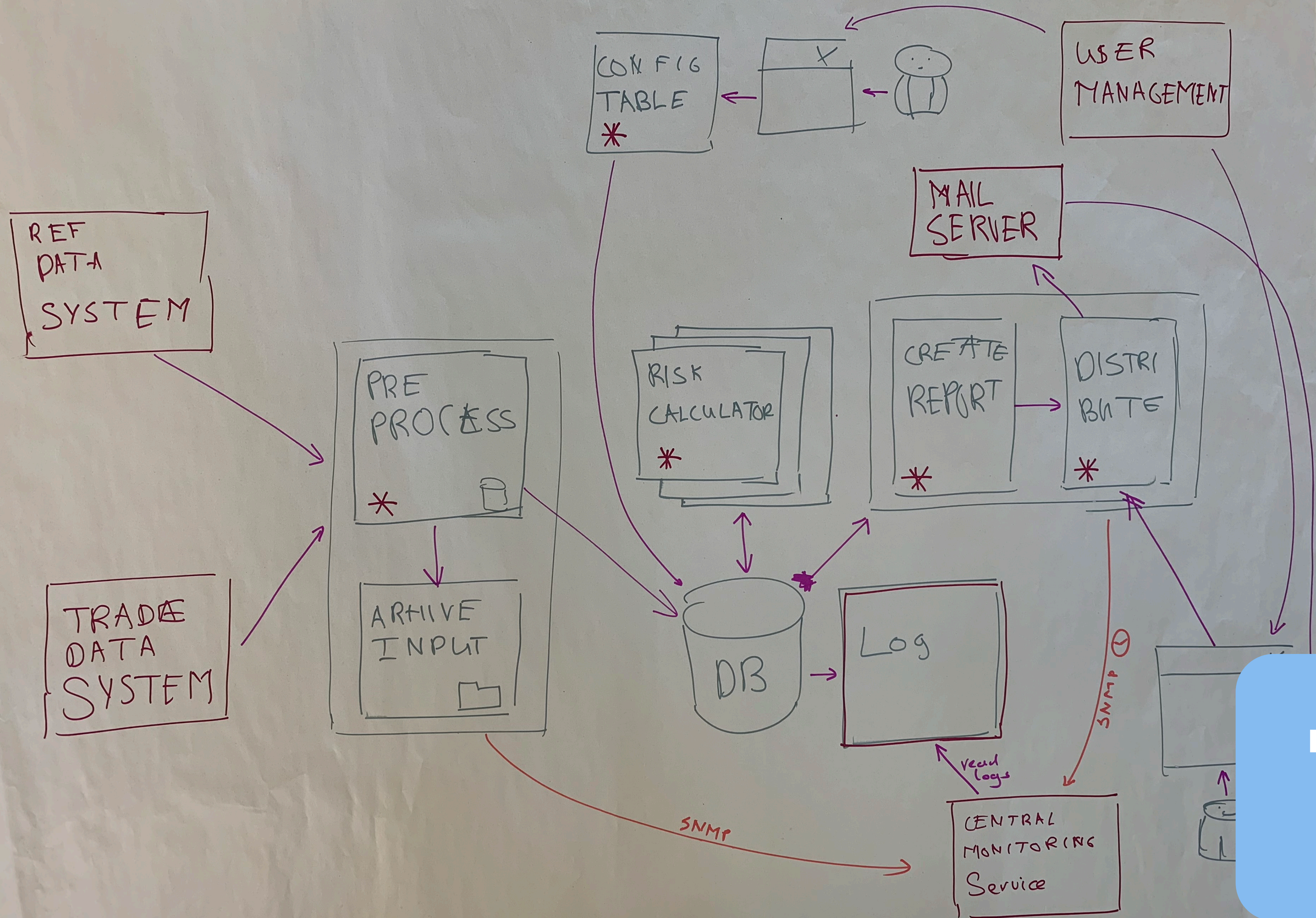
Batch

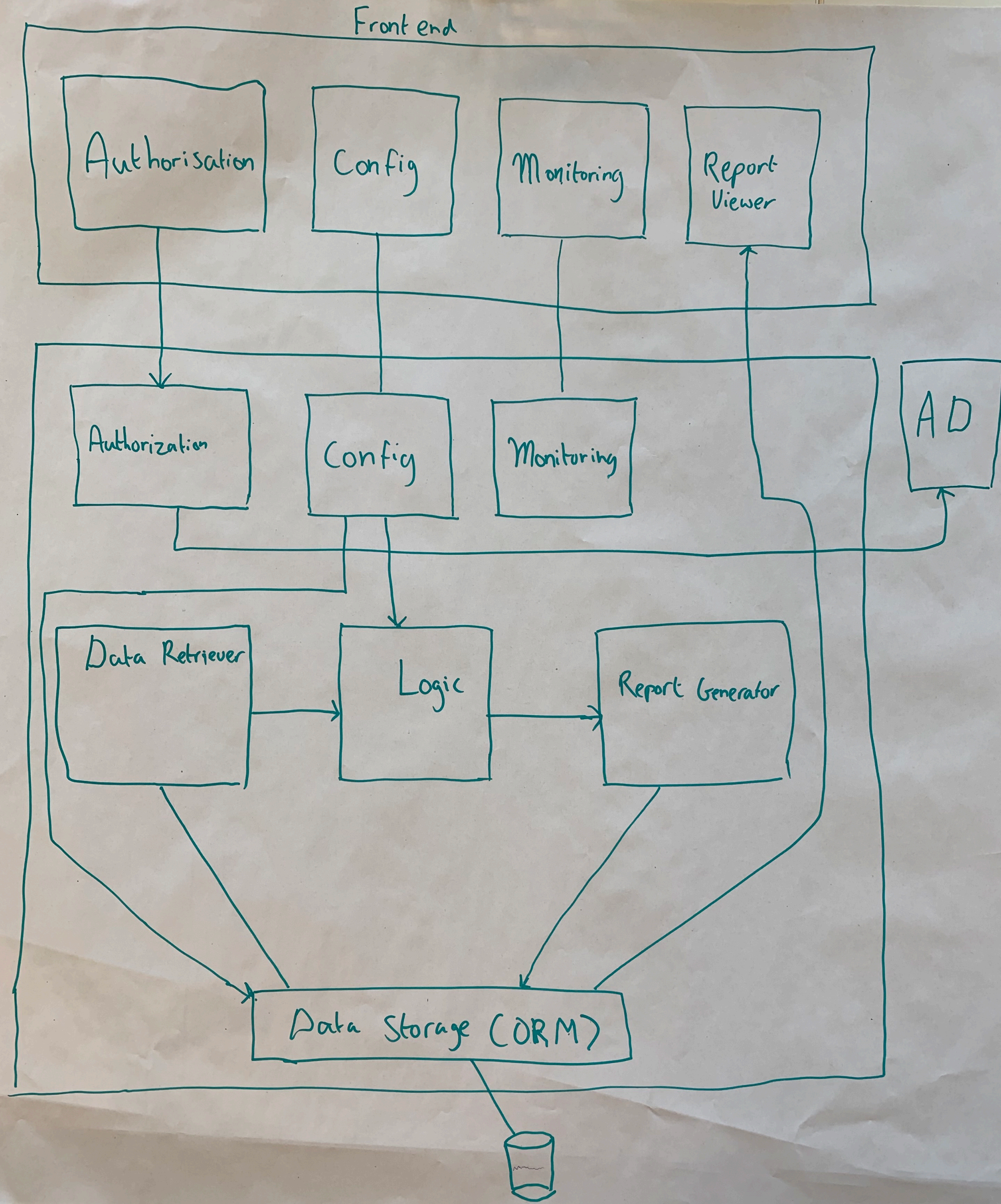
~~Batch~~
B-id:
cust id

~~Batch~~







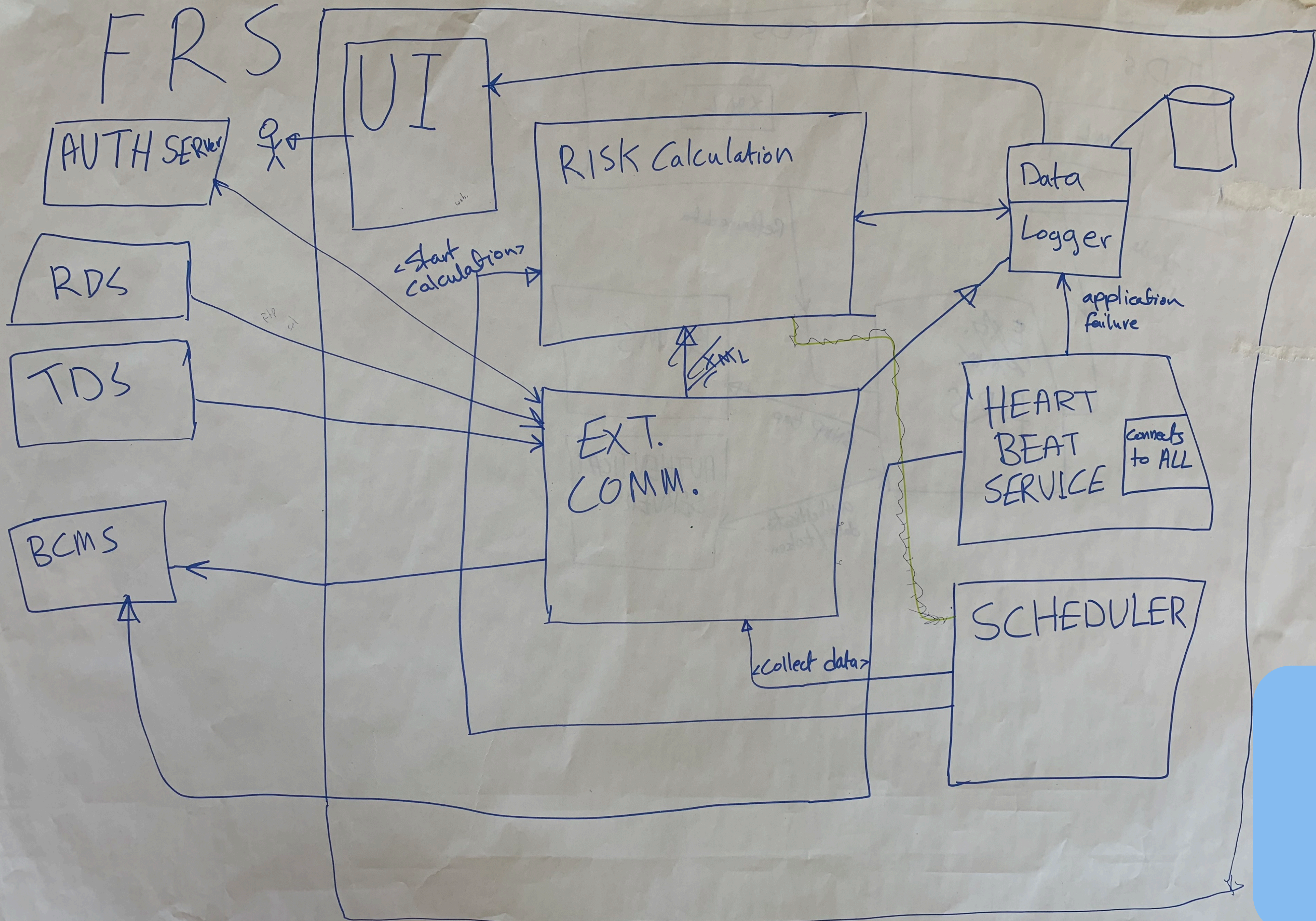


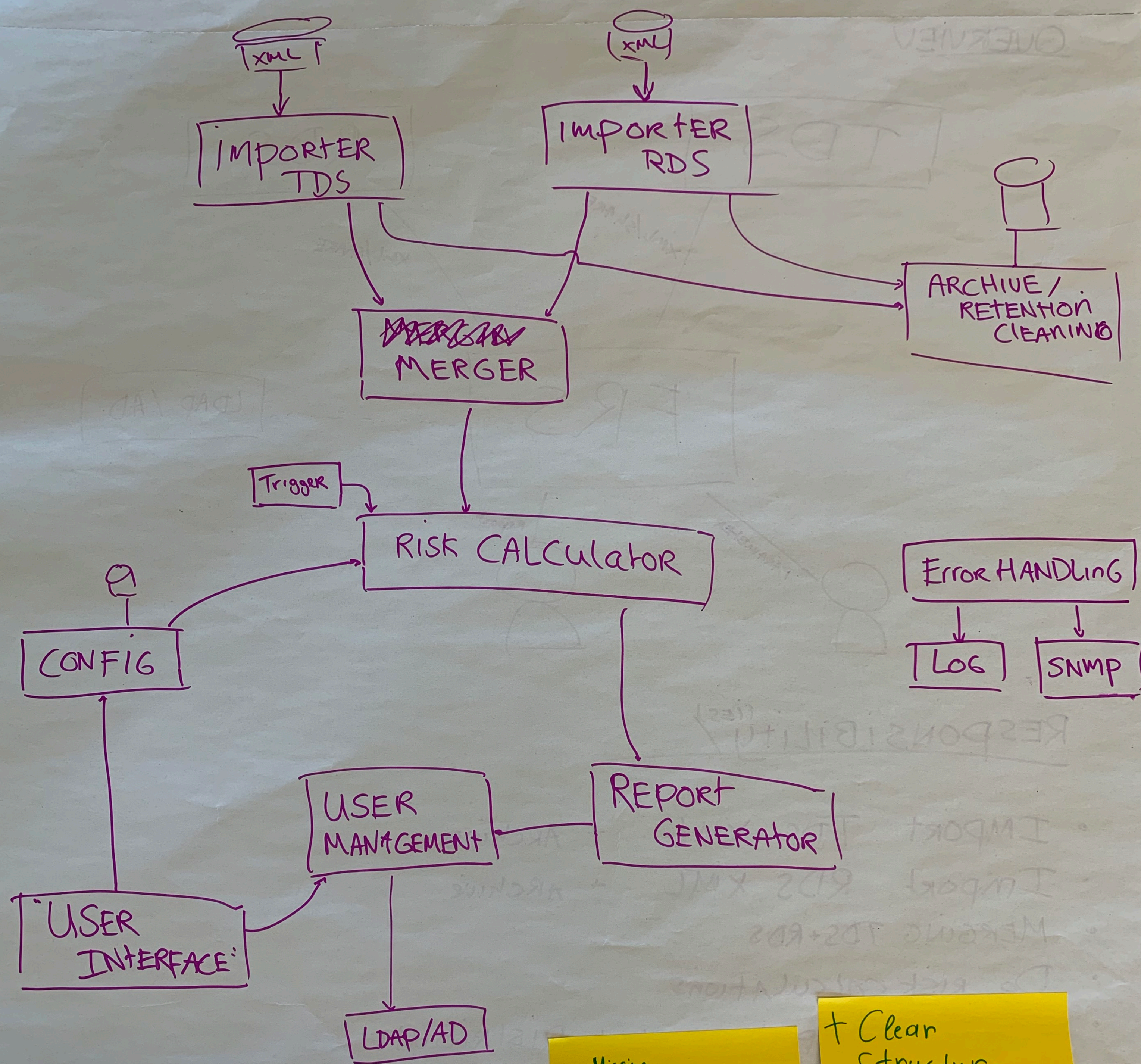
Significant decisions

- F/E < > B/E
- Make use of OS' watchdog mechanism
- Data storage ORM. framework: Entity
- ASP .NET B/E
- Angular F/E



FRS

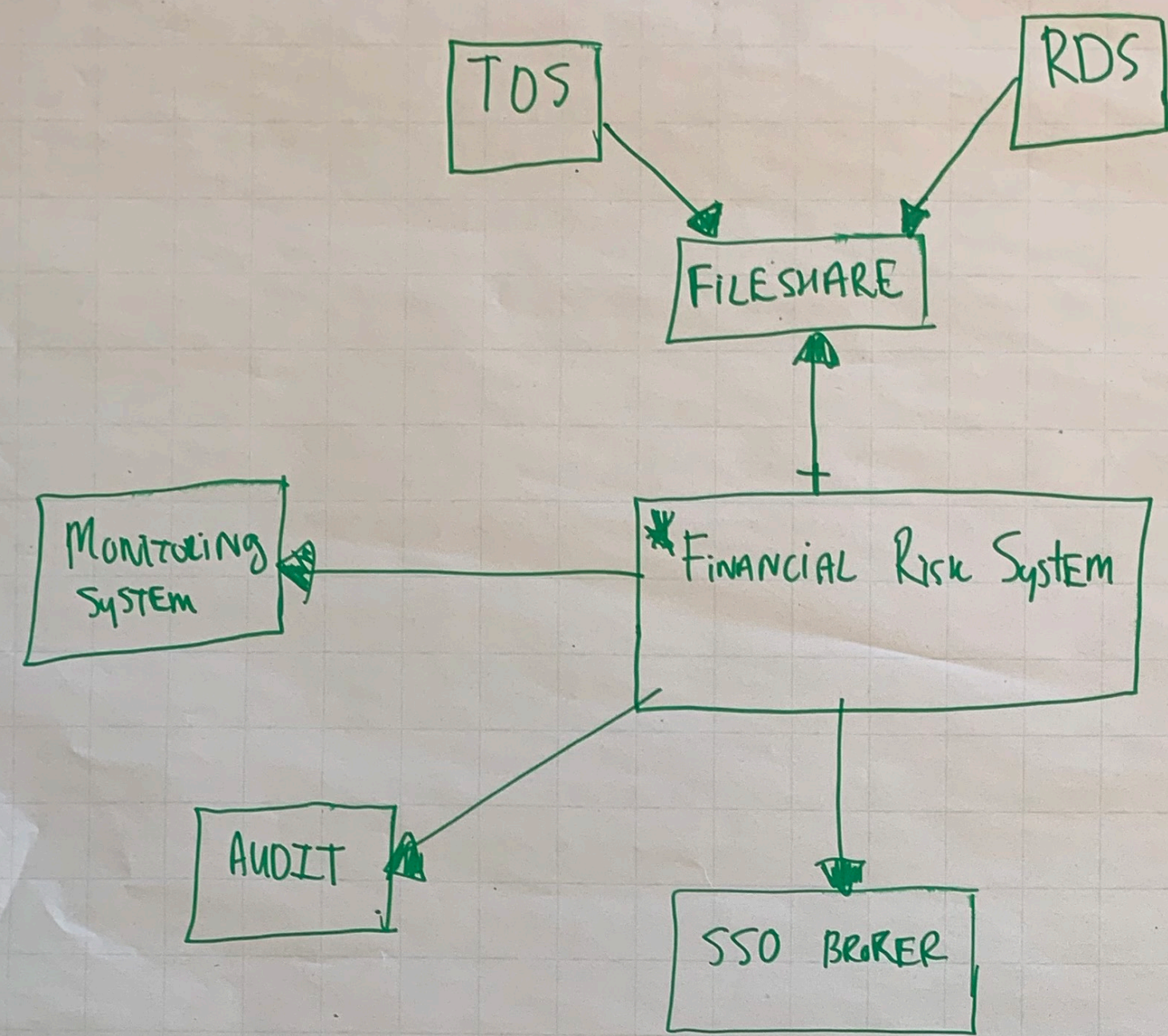




- Missing

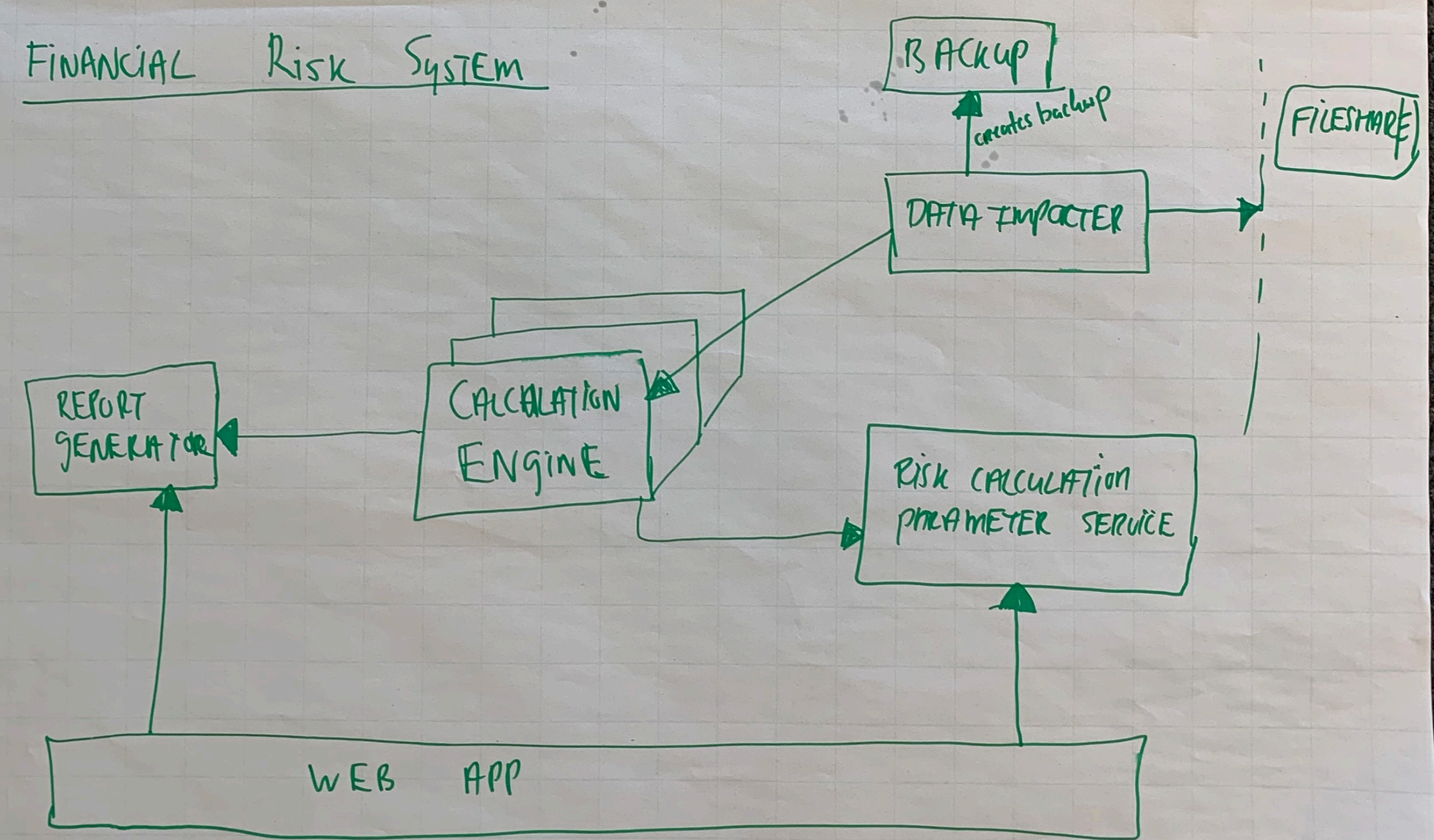
+ Clear Structure



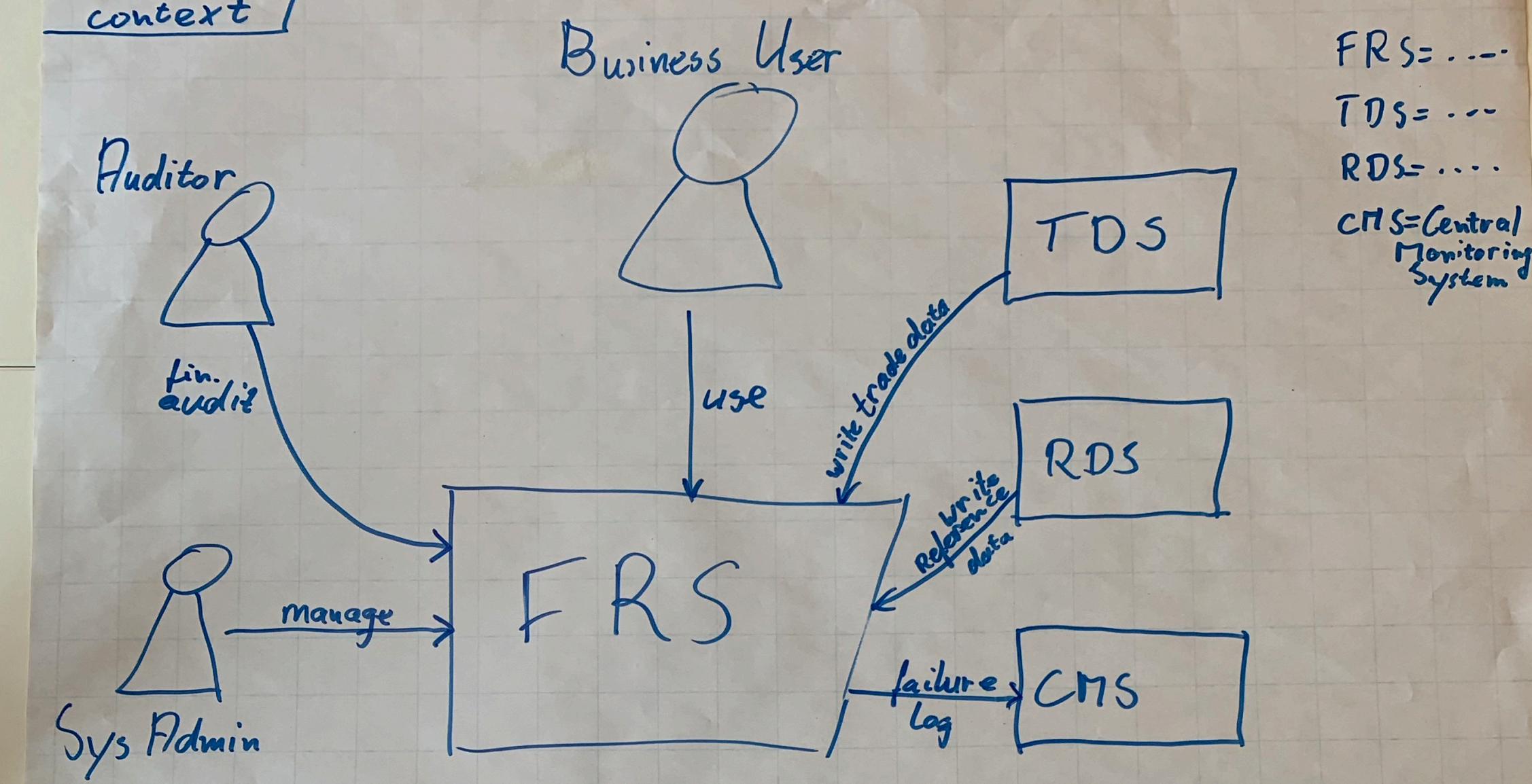


- ~~BACKUP~~
- DECISIONS:
- * CALCULATIONS ARE A JOB TRIGGERED ON SCHEDULE
 - * EXECUTE CALCULATIONS IN PARALLEL FOR EACH COUNTERPARTY
 - * WEBUI FOR VIEWING REPORTS AND MODIFYING RISK PARAMETERS.
 - * AUTHENTICATE AND AUTHORIZE USERS BASED ON SSO
 - * SINGLE POINT OF ENTRY

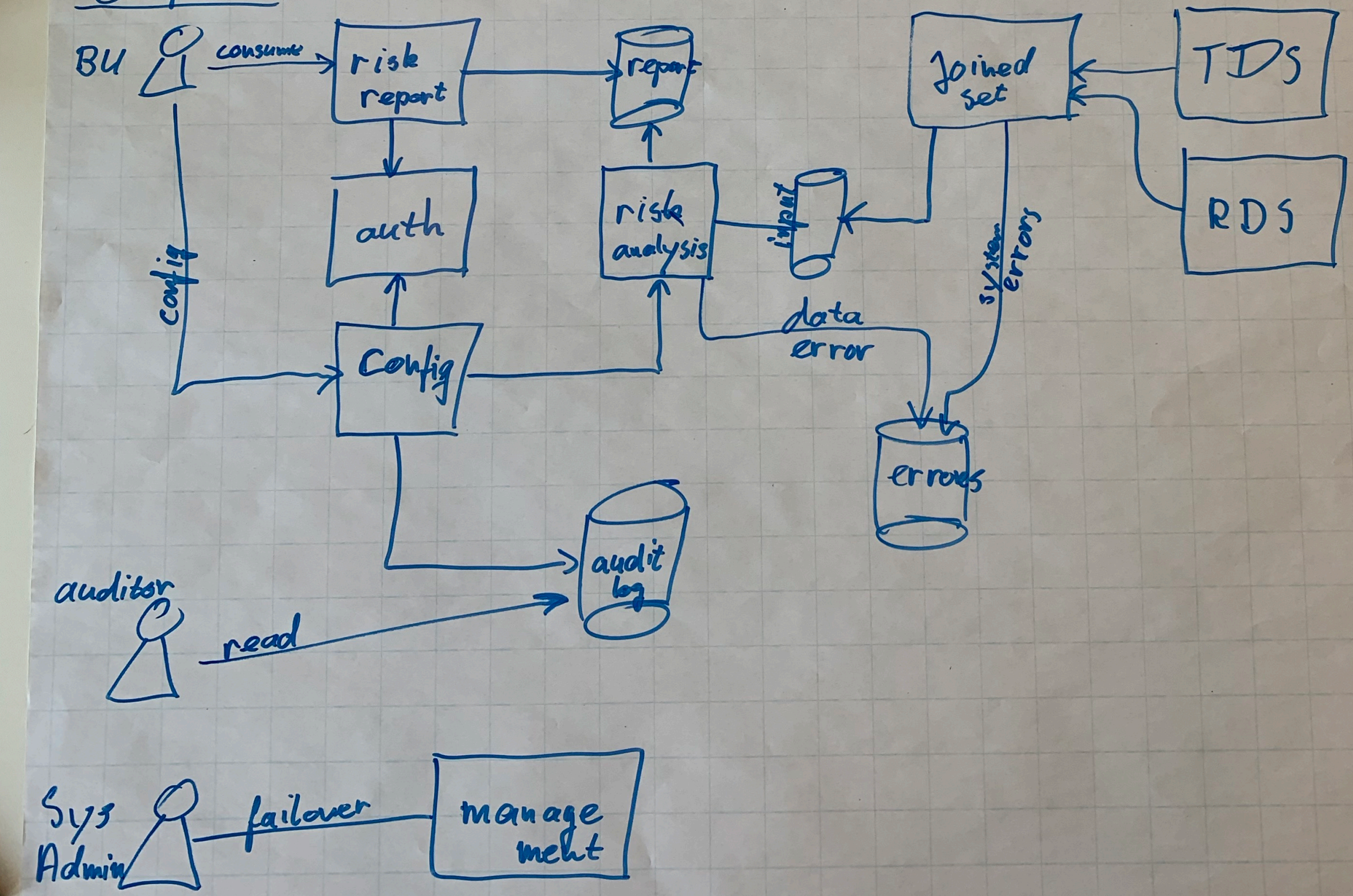
* FINANCIAL Risk System



Context

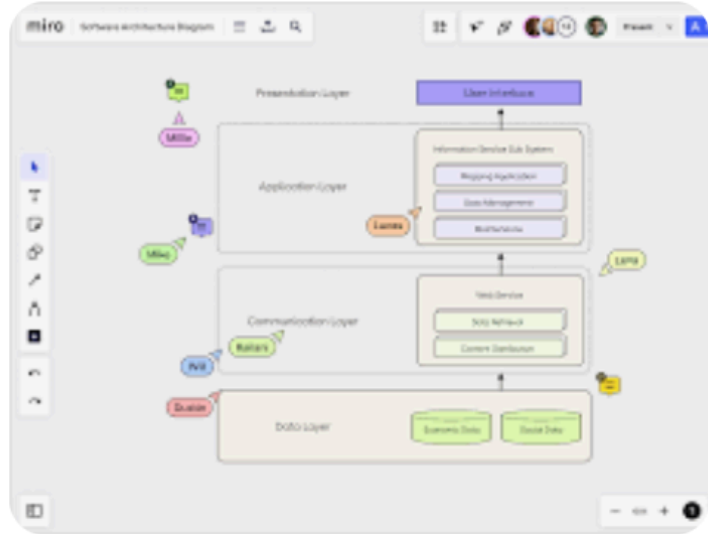


Component

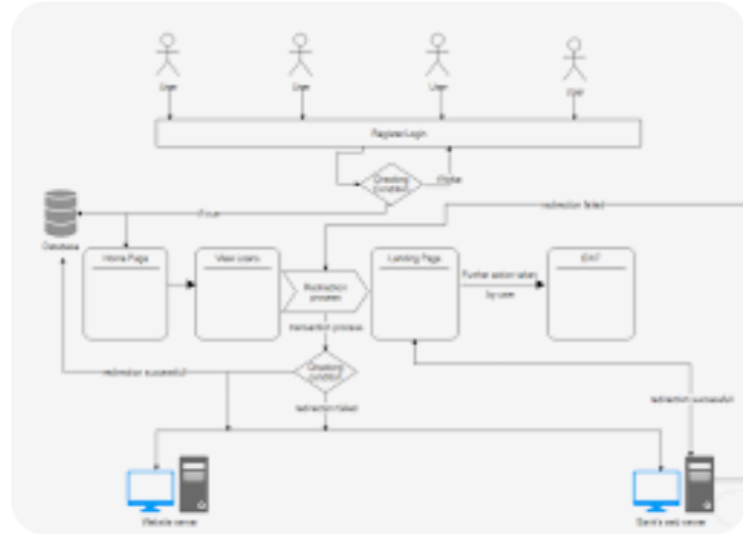


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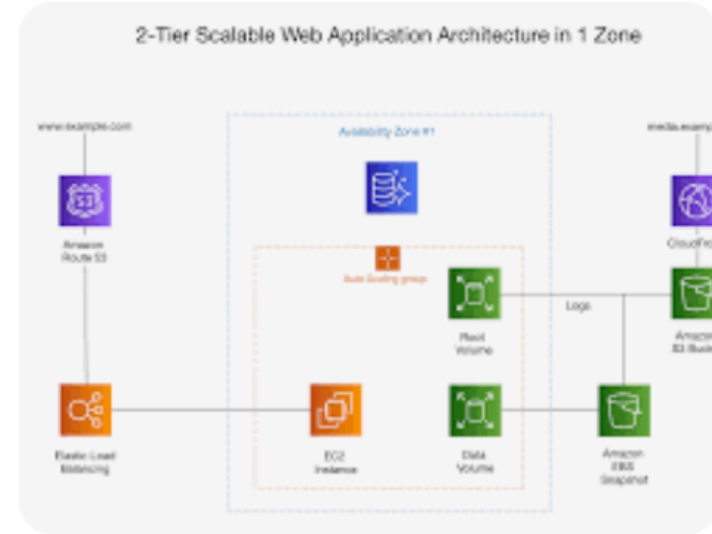
- Software engineering
- Visio
- System
- Uml
- Design
- Simple
- Azure
- Component
- Tool
- Layered
- Api
- Game
- Ec >



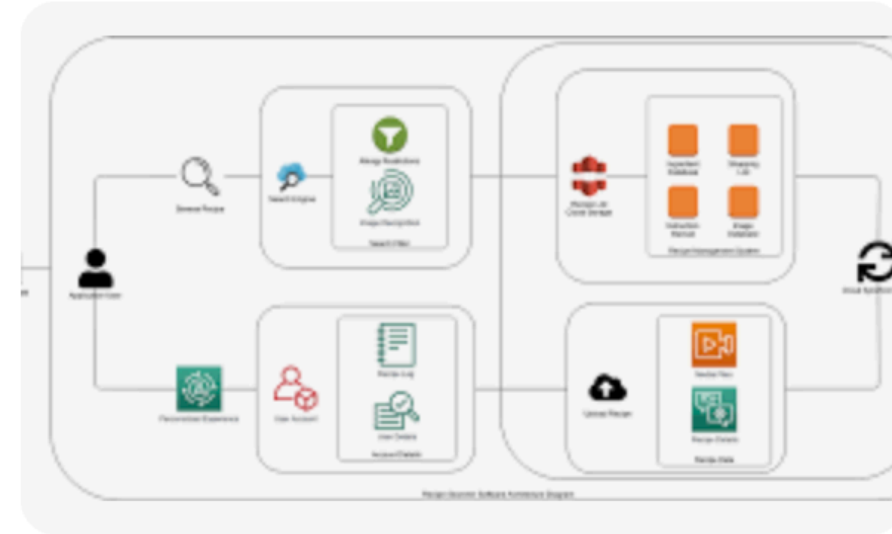
Miro Software Architecture Diagramming



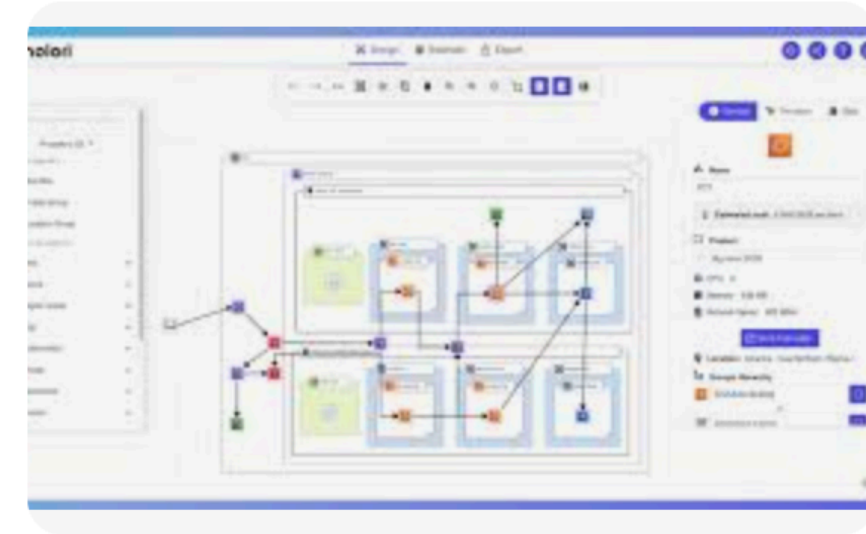
Edrawsoft Software Architecture Diagram | Ed...



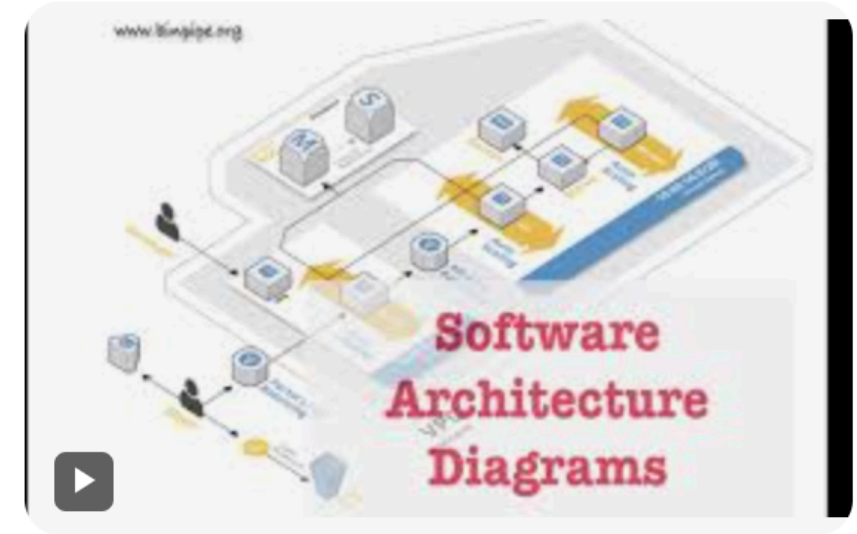
Nulab What is an architecture diagram, ...



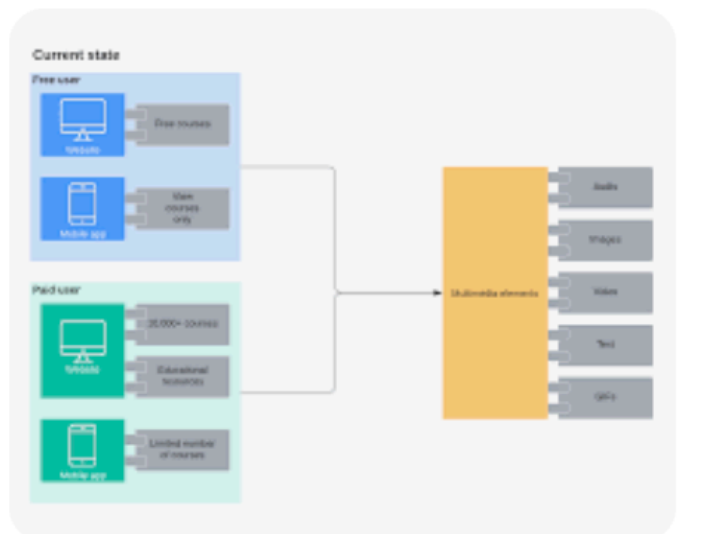
Visual Paradigm Online Software Architecture Diagram | Visual ...



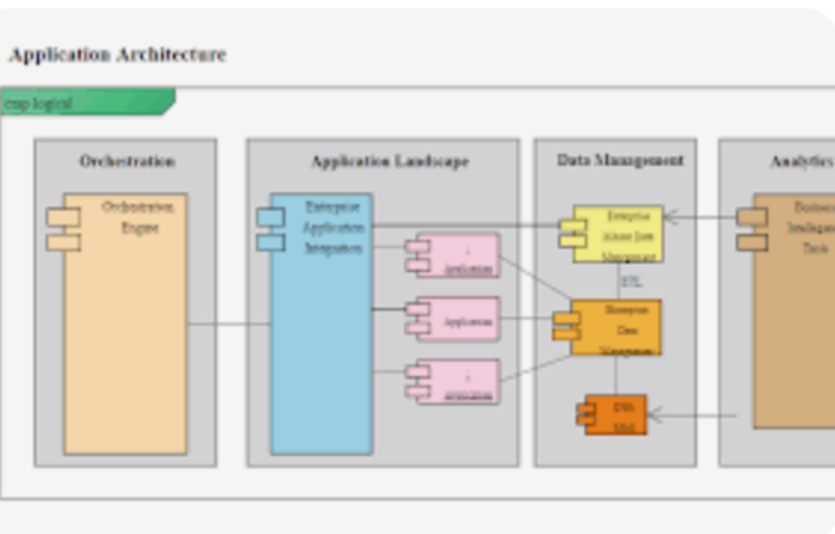
Medium Top 9 Architecture diagram software for ...



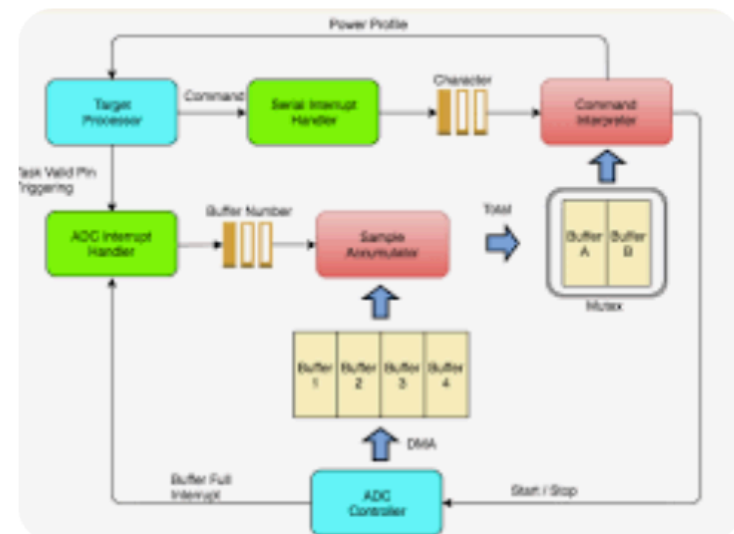
YouTube Create Software Architecture Diagrams ...



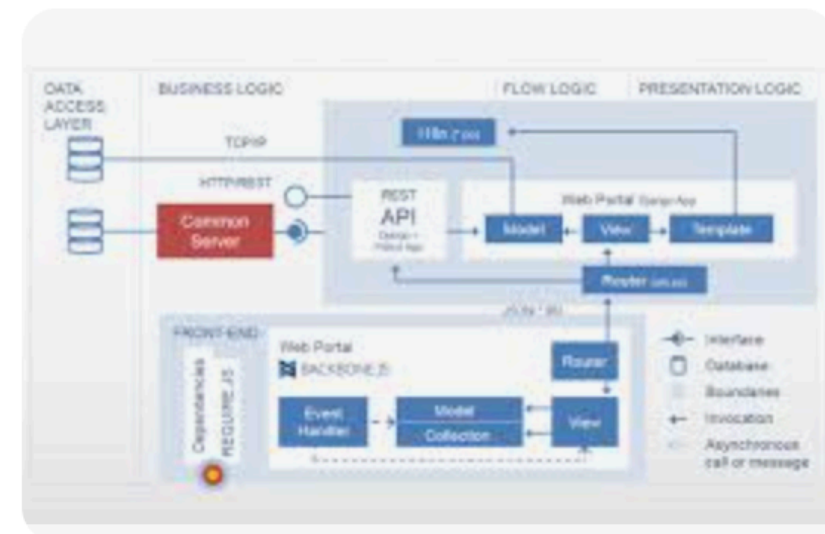
Lucidchart Draw 5 Types of Architectural D...



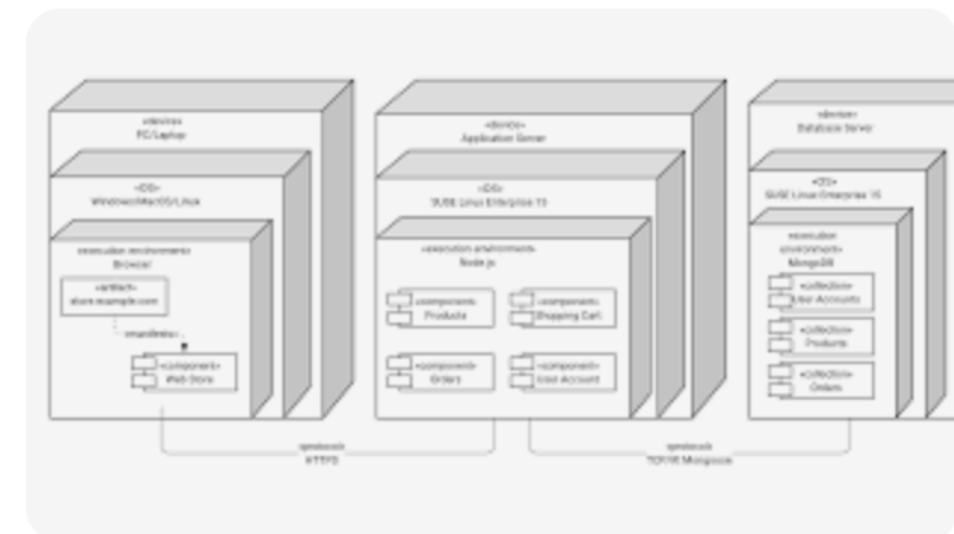
Edrawsoft Application Architecture Diagram: A ...



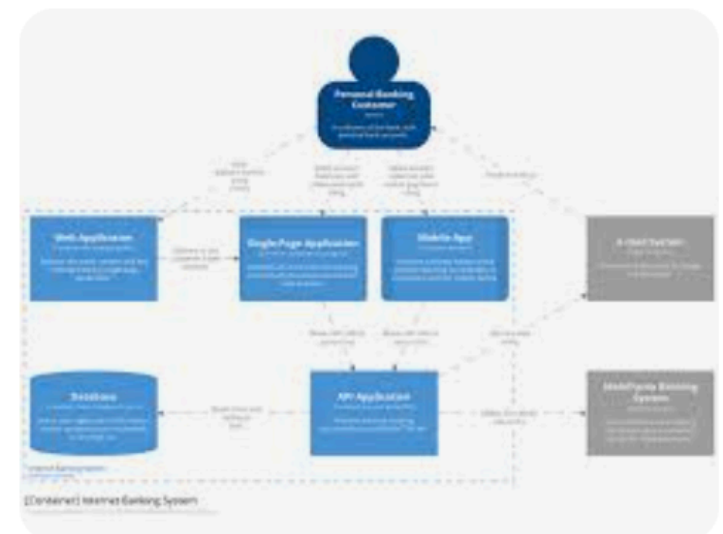
ResearchGate Instrumentation Software Architect...



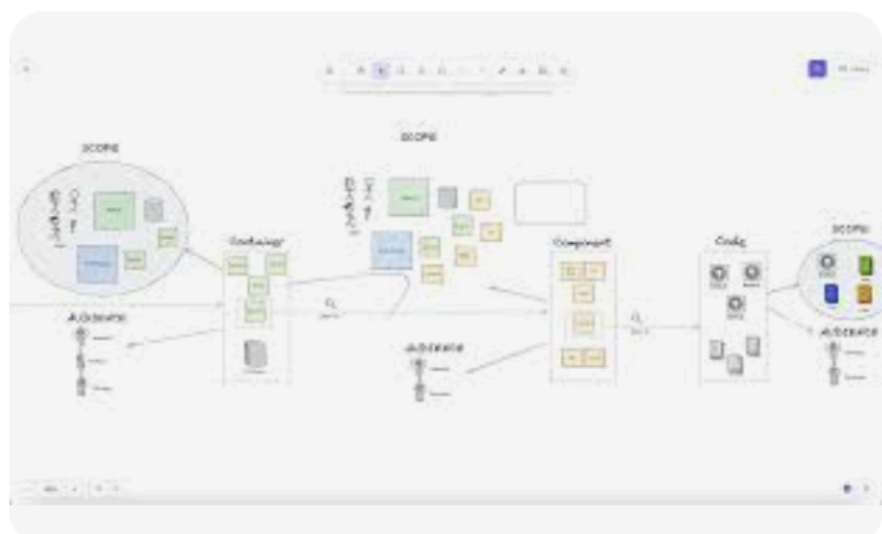
SlideModel Four Layers Modern Web Application ...



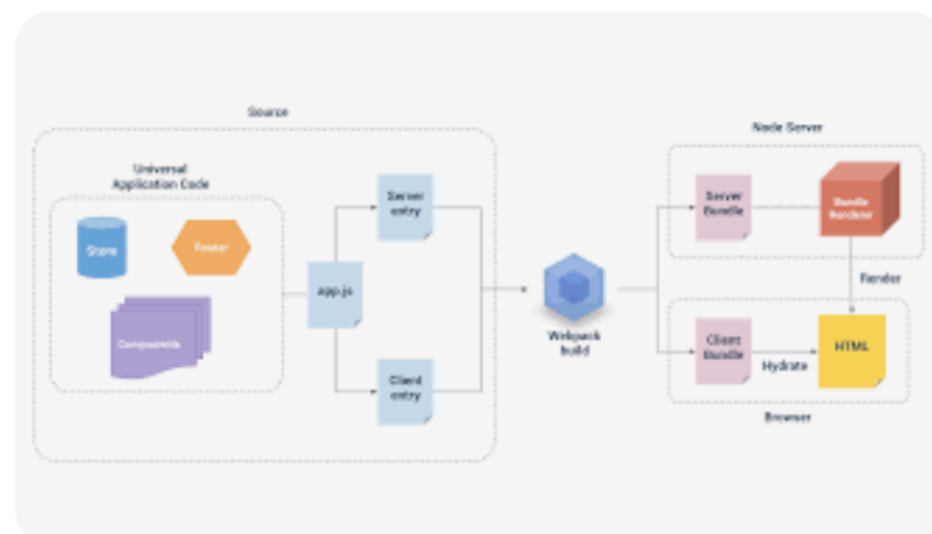
Lucidchart Draw 5 Types of Architectural Diagrams ...



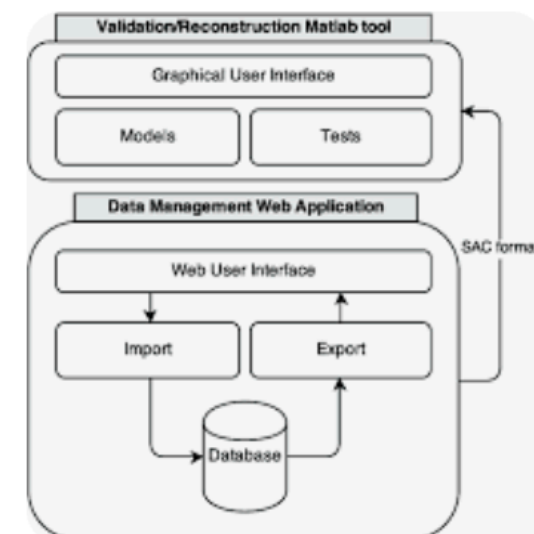
Red Hat 5 great diagramming tools for ...



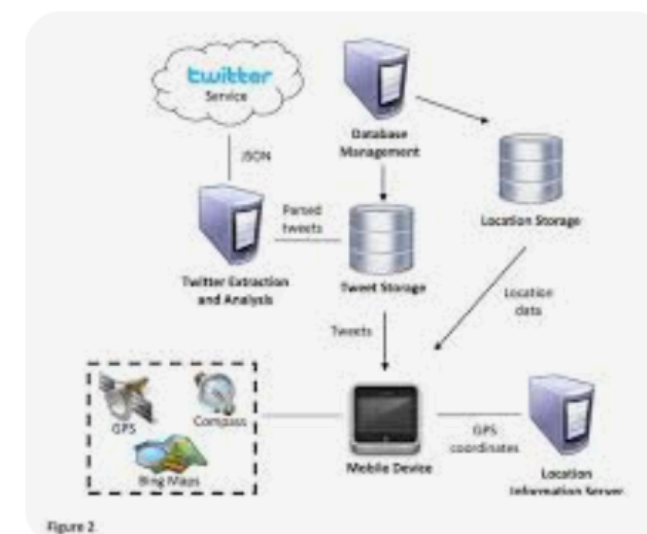
IcePanel - Medium Top 8 diagramming tools for software ...



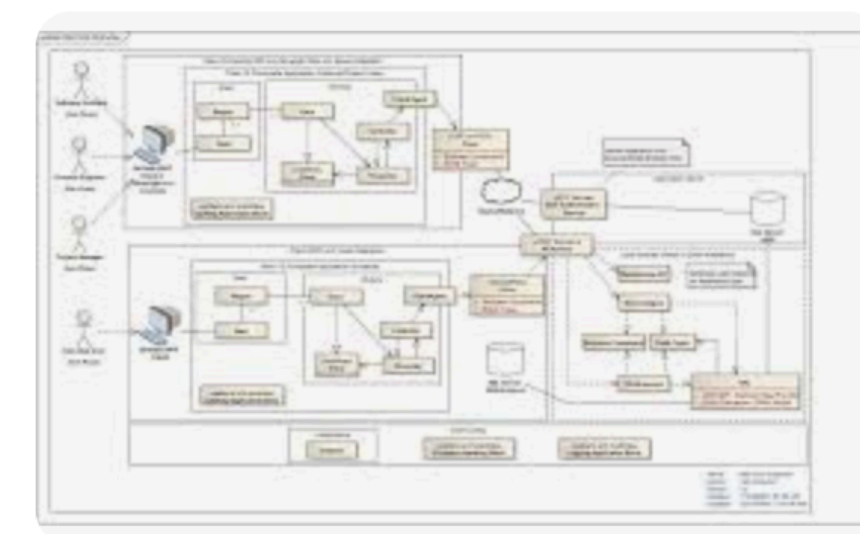
LaTeX Stack Exchange creating software architecture diagram ...



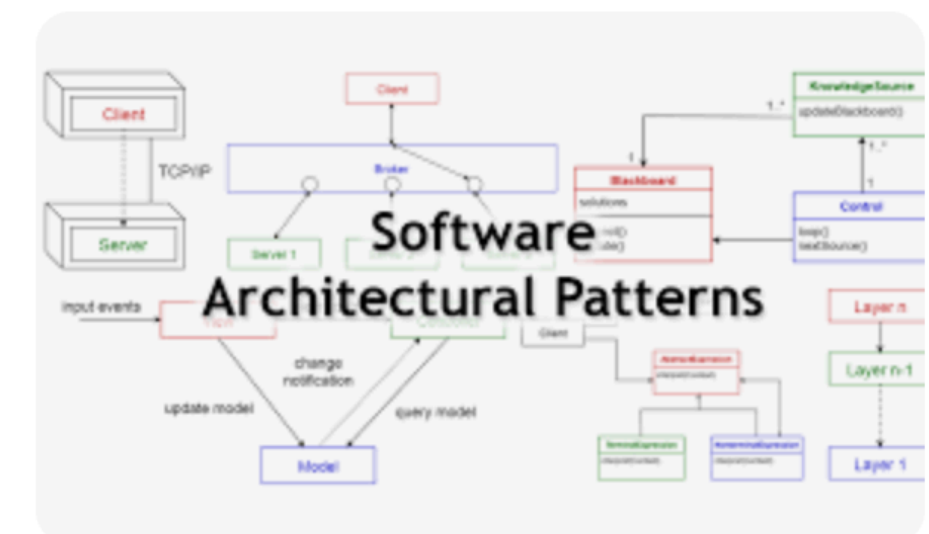
ResearchGate Software architecture di...



Stack Overflow tools for architectural diagram ...



predic8 What is Software Architecture



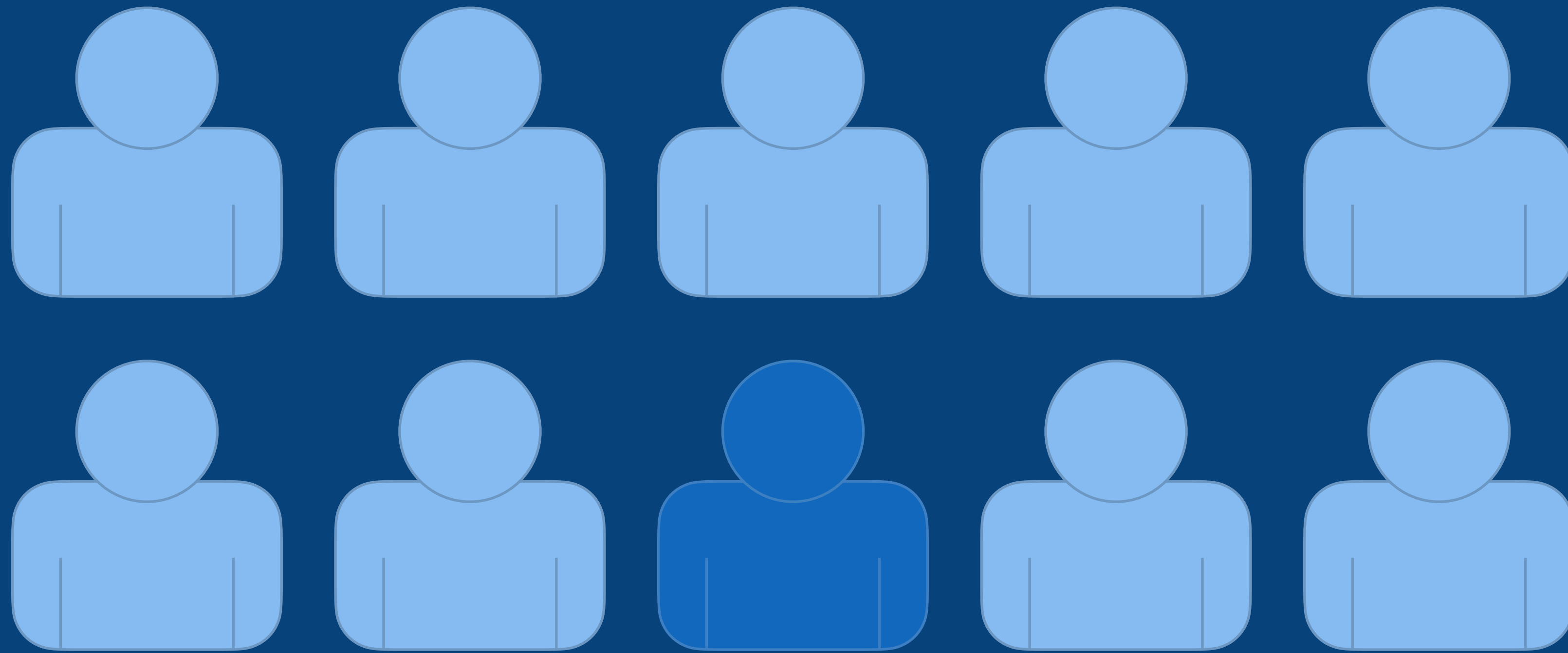
LinkedIn Software architecture diagramming and ...

If you're going to use "boxes & lines",
at least do so in a **structured way**,
using a **self-describing notation**

Moving fast in the same direction
as a team requires

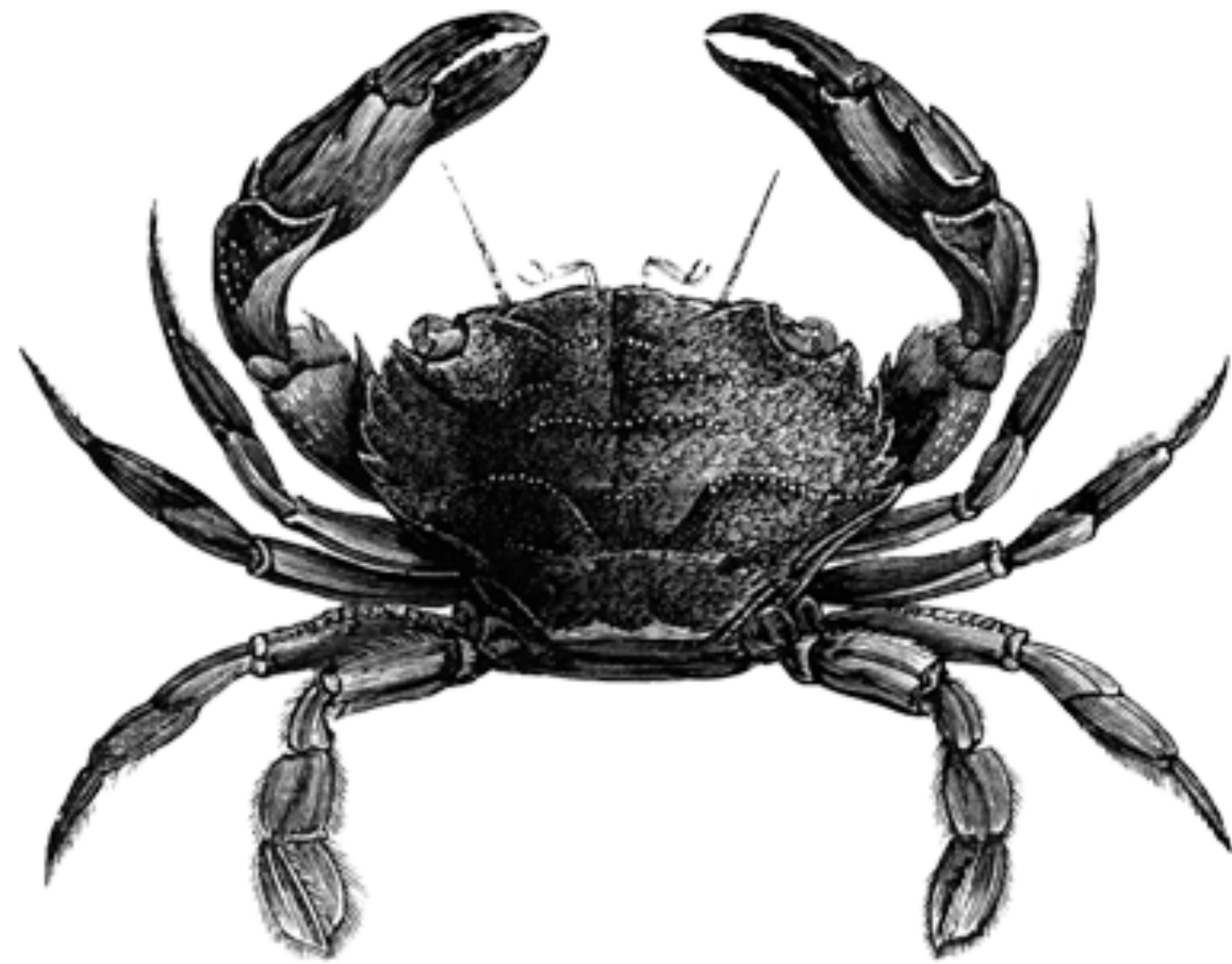
good communication

Do *you* use UML?



In my experience,

few people use UML



97 Ways to Sidestep UML

- #2 "Not everybody else on the team knows it."
- #3 "I'm the only person on the team who knows it."
 - #36 "You'll be seen as old."
 - #37 "You'll be seen as old-fashioned."
 - #66 "The tooling sucks."
 - #80 "It's too detailed."
- #81 "It's a very elaborate waste of time."
 - #92 "It's not expected in agile."
 - #97 "The value is in the conversation."

If you're using UML, ArchiMate,
SysML, BPMN, DFDs, etc
and it's working ... keep doing so!

Who are the **stakeholders** that
you need to communicate
software architecture to;
what **information** do they need?



There are many **different audiences** for diagrams and documentation, all with **different interests**

(software architects, software developers, operations and support staff, testers, Product Owners, project managers, Scrum Masters, users, management, business sponsors, potential customers, potential investors, ...)

The primary use for
diagrams and documentation is
communication and learning

Would you code it that way?

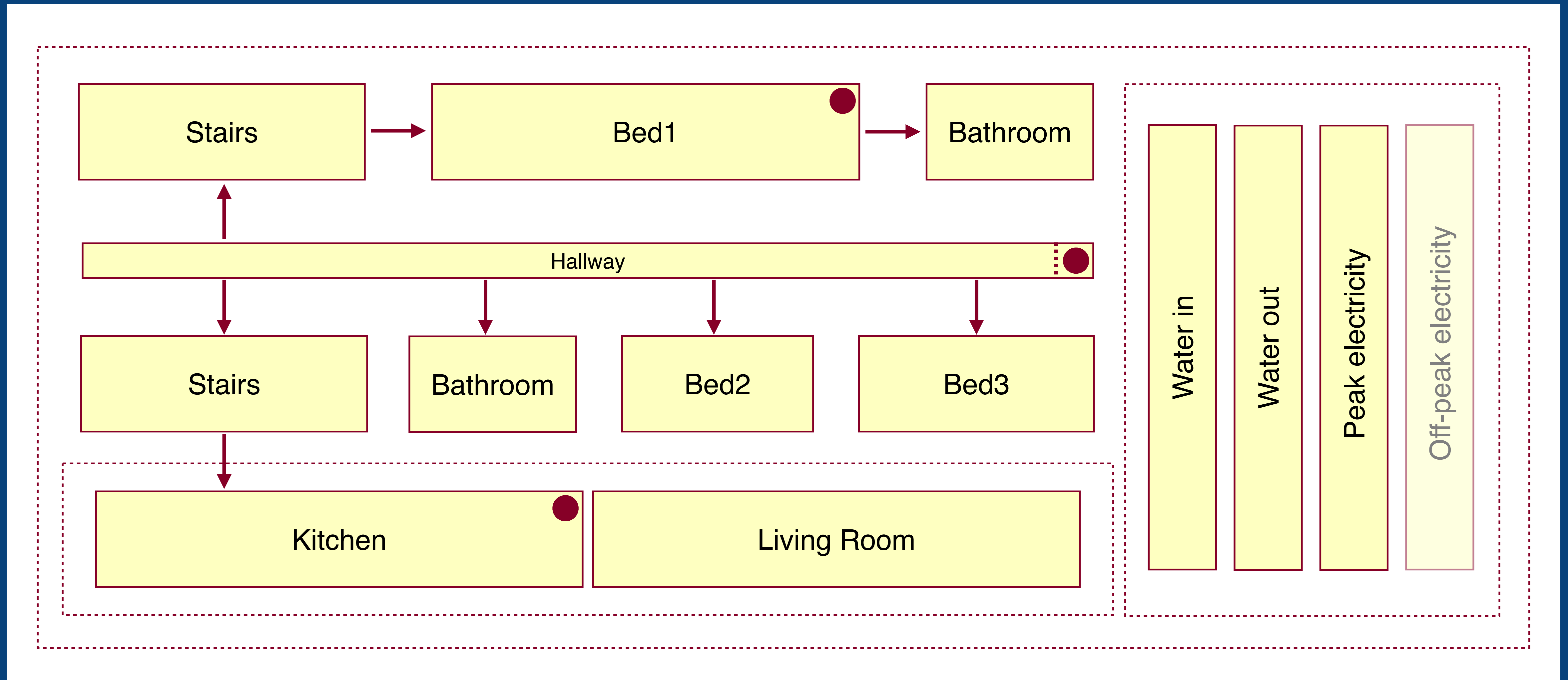
(ensure that your diagrams reflect
your implementation intent)

Is that how it really works?

(ensure that your diagrams reflect
your actual codebase)

When drawing software
architecture diagrams,
think like a software developer

If software developers created building architecture diagrams...

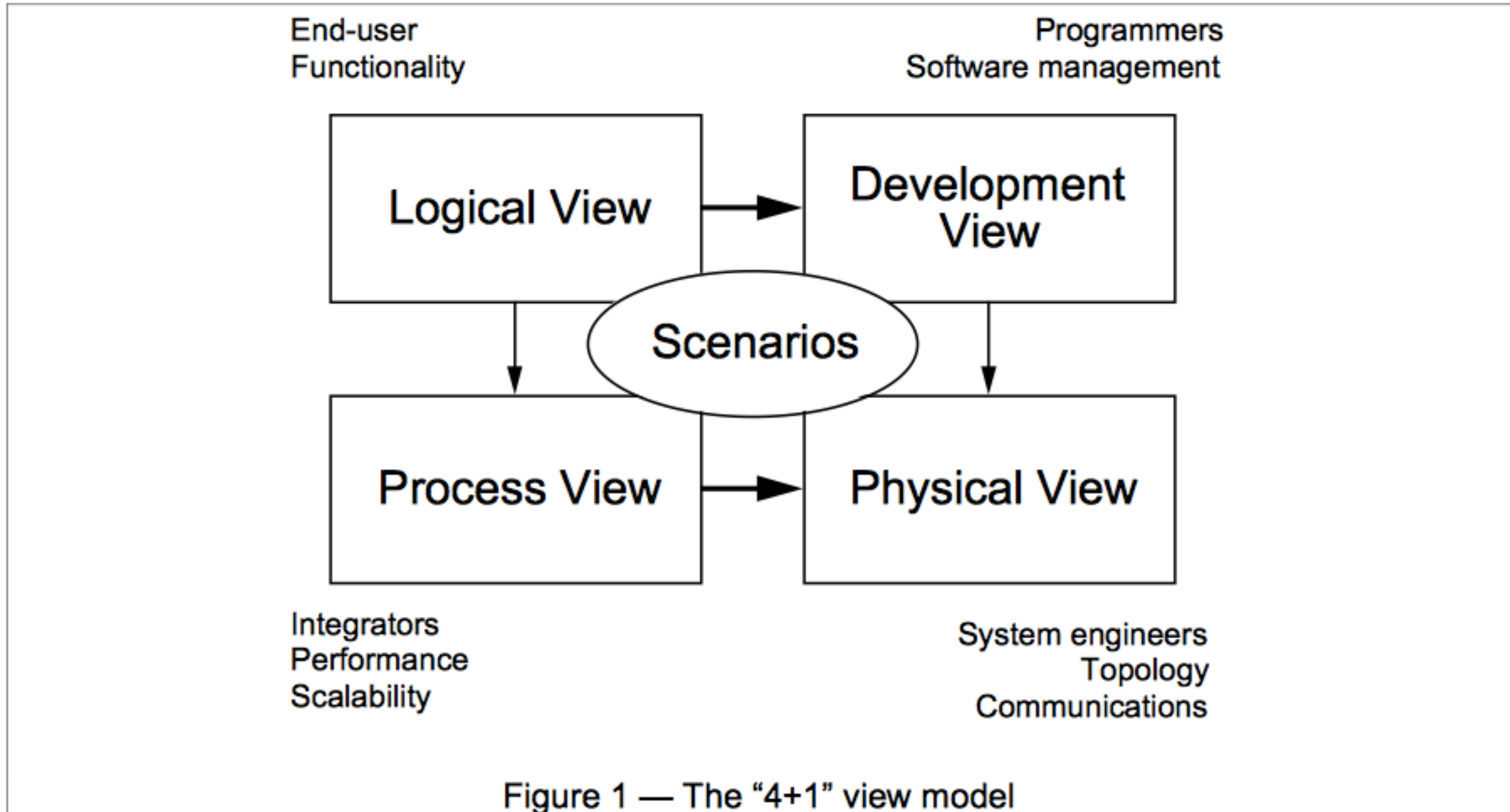


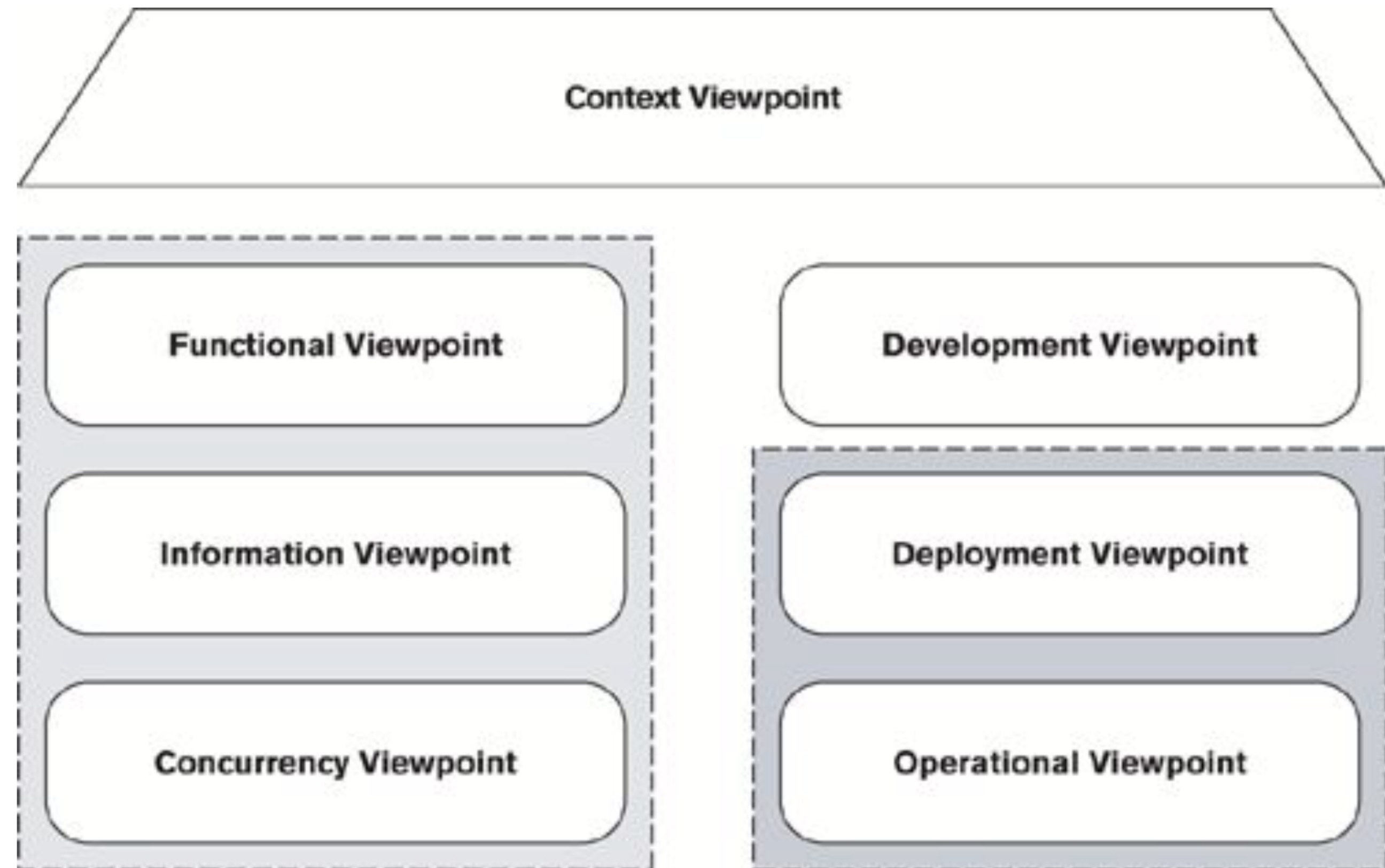
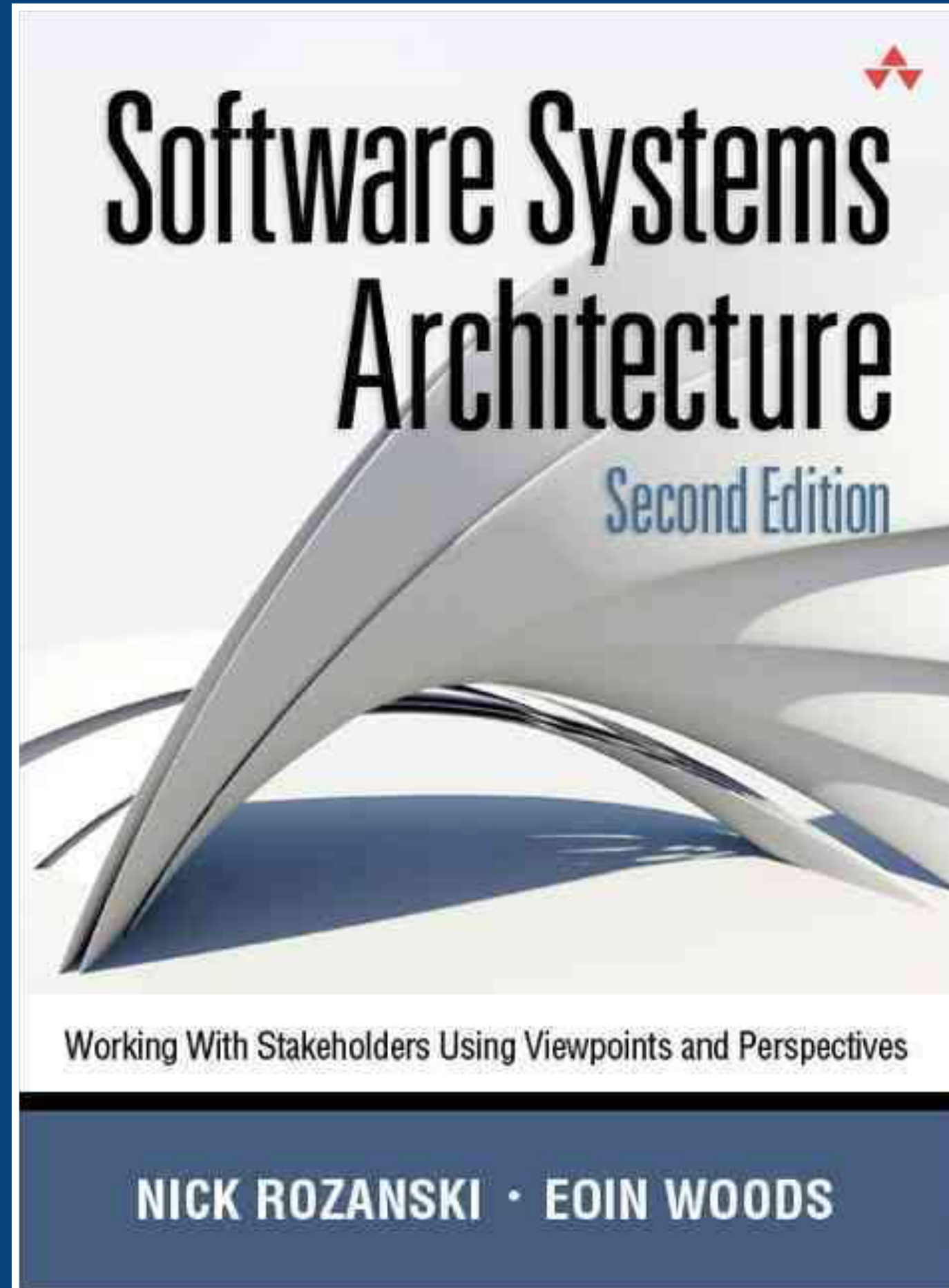
To describe a software architecture,
we use a model composed of
multiple views or perspectives.

Architectural Blueprints - The "4+1" View Model of Software Architecture

Philippe Kruchten

The description of an architecture—the decisions made—can be organized around these four views, and then illustrated by a few selected *use cases*, or *scenarios* which become a fifth view. The architecture is in fact partially evolved from these scenarios as we will see later.





“Viewpoints and Perspectives”

Why is there a separation
between the **logical** and
development views?

Our architecture diagrams
don't match the code.

JUST ENOUGH SOFTWARE ARCHITECTURE

A RISK-DRIVEN APPROACH

GEORGE FAIRBANKS

FOREWORD BY DAVID GARLAN



Model-code gap. Your architecture models and your source code will not show the same things. The difference between them is the *model-code gap*. Your architecture models include some abstract concepts, like components, that your programming language does not, but could. Beyond that, architecture models include intensional elements, like design decisions and constraints, that cannot be expressed in procedural source code at all.

Consequently, the relationship between the architecture model and source code is complicated. It is mostly a refinement relationship, where the extensional elements in the architecture model are refined into extensional elements in source code. This is shown in Figure 10.3. However, intensional elements are not refined into corresponding elements in source code.

Upon learning about the model-code gap, your first instinct may be to avoid it. But reflecting on the origins of the gap gives little hope of a general solution in the short term: architecture models help you reason about complexity and scale because they are abstract and intensional; source code executes on machines because it is concrete and extensional.

“model-code gap”

Software Reflexion Models:
Bridging the Gap between Source and High-Level Models*

Gail C. Murphy and David Notkin

Dept. of Computer Science & Engineering
University of Washington
Box 352350
Seattle WA, USA 98195-2350
{gmurphy, notkin}@cs.washington.edu

Kevin Sullivan

Dept. of Computer Science
University of Virginia
Charlottesville VA, USA 22903
sullivan@cs.virginia.edu

Abstract

Software engineers often use high-level models (for instance, box and arrow sketches) to reason and communicate about an existing software system. One problem with high-level models is that they are almost always inaccurate with respect to the system's source code. We have developed an approach that helps an engineer use a high-level model of the structure of an existing software system as a lens through which to see a model of that system's source code. In particular, an engineer defines a high-level model and specifies how the model maps to the source. A tool then computes a software reflexion model that shows where the engineer's high-level model agrees with and where it differs from a model of the source.

The paper provides a formal characterization of reflexion models, discusses practical aspects of the approach, and relates experiences of applying the approach and tools to a number of different systems. The illustrative example used in the paper describes the application of reflexion models to NetBSD, an implementation of Unix comprised of 250,000 lines of C code. In only a few hours, an engineer computed several reflexion models that provided him with a useful, global overview of the structure of the NetBSD virtual memory subsystem. The approach has also been applied to aid in the understanding and experimental reengineering of the Microsoft Excel spreadsheet product.

*This research was funded in part by the NSF grant CCR-8858804 and a Canadian NSERC post-graduate scholarship.

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1 Introduction

Software engineers often think about an existing software system in terms of high-level models. Box and arrow sketches of a system, for instance, are often found on engineers' whiteboards. Although these models are commonly used, reasoning about the system in terms of such models can be dangerous because the models are almost always inaccurate with respect to the system's source.

1 Introduction

Software engineers often think about an existing software system in terms of high-level models. Box and arrow sketches of a system, for instance, are often found on engineers' whiteboards. Although these models are commonly used, reasoning about the system in terms of such models can be dangerous because the models are almost always inaccurate with respect to the system's source.

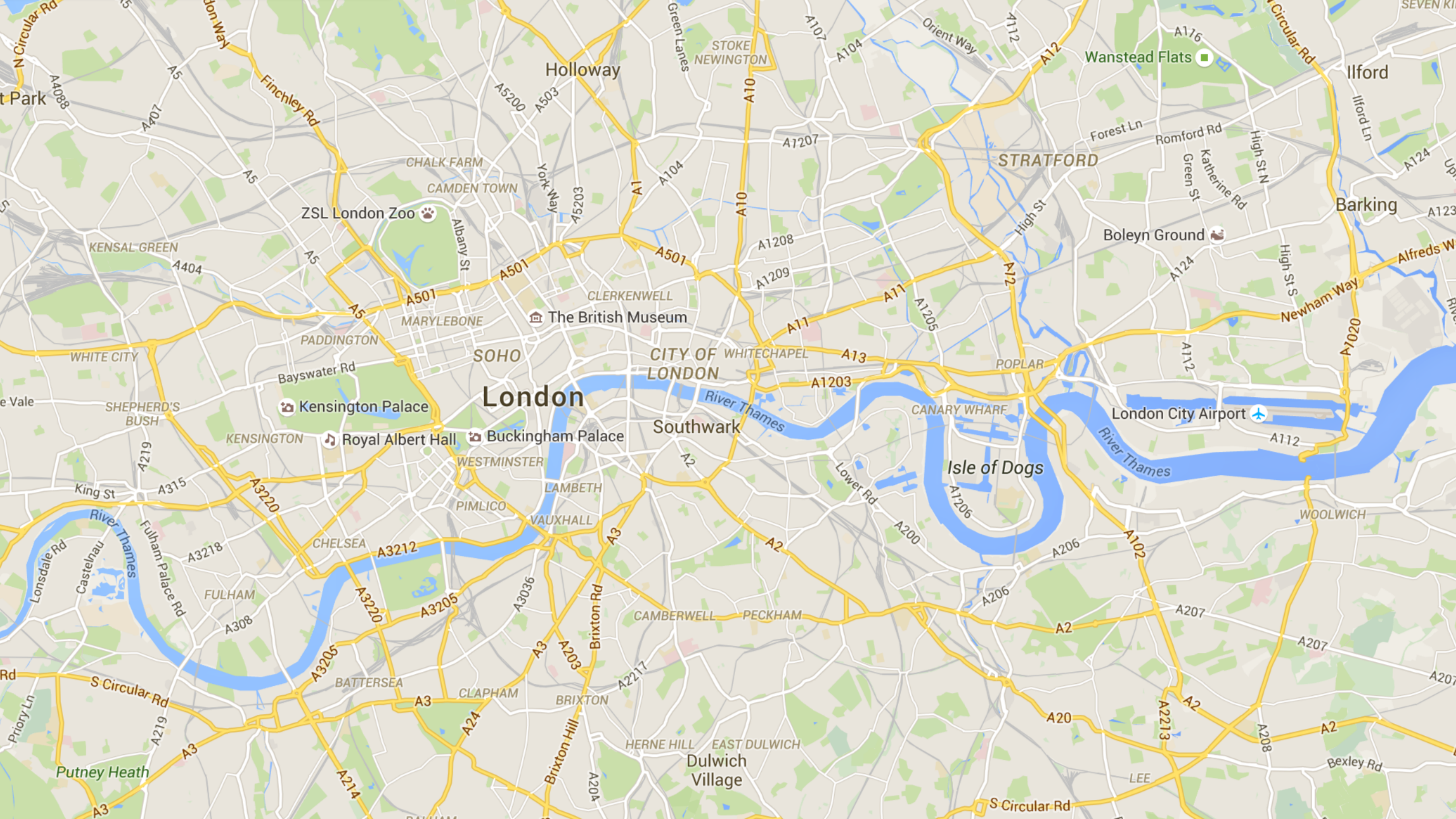
Current reverse engineering systems derive high-level models from the source code. These derived models are useful because they are, by their very nature, accurate representations of the source. Although accurate, the models created by these reverse engineering systems may differ from the models sketched by engineers; an example of this is reported by Wong et al. [WTMS95].

We have developed an approach, illustrated in Figure 1, that enables an engineer to produce sufficiently accurate high-level models in a different way. The engineer defines a high-level model of interest, extracts a source model (such as a call graph or an inheritance hierarchy) from the source code, and defines a declarative mapping between the two models. A *software reflexion model* is then computed to determine where the engineer's high-level model does and does not agree with the source model.¹ An engineer interprets the reflexion model and, as necessary, modifies the input to iteratively compute additional reflexion models.

¹The old English spelling differentiates our use of "reflexion" from the field of reflective computing [Smi84].

Current reverse engineering systems derive high-level models from the source code. These derived models are useful because they are, by their very nature, accurate representations of the source. Although accurate, the models created by these reverse engineering systems may differ from the models sketched by engineers; an example of this is reported by Wong et al. [WTMS95].

We lack a **common vocabulary**
to describe software architecture



London

The British Museum

Kensington Palace

Royal Albert Hall

Buckingham Palace

London City Airport

Isle of Dogs

CITY OF LONDON

STRATFORD

Holloway

CAMDEN TOWN

ZSL London Zoo

MARYLEBONE

SOHO

WHITECHAPEL

Southwark

WESTMINSTER

LAMBETH

PIMLICO

VAUXHALL

CHELSEA

FULHAM

BATTERSEA

CLAPHAM

BRIXTON

HERNE HILL

EAST DULWICH

Dulwich Village

LEE

Bexley Rd

WOOLWICH

Barking

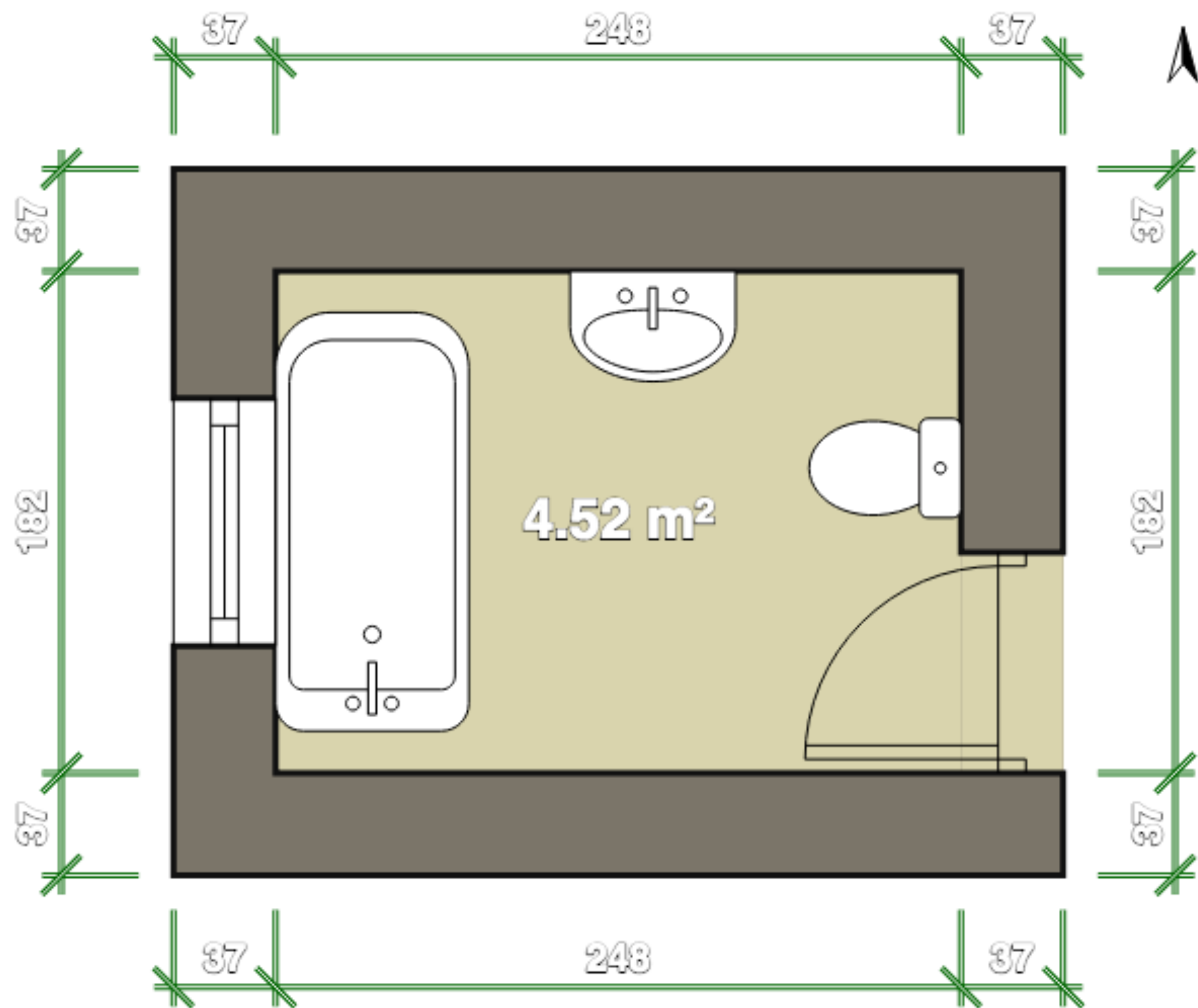
Ilford

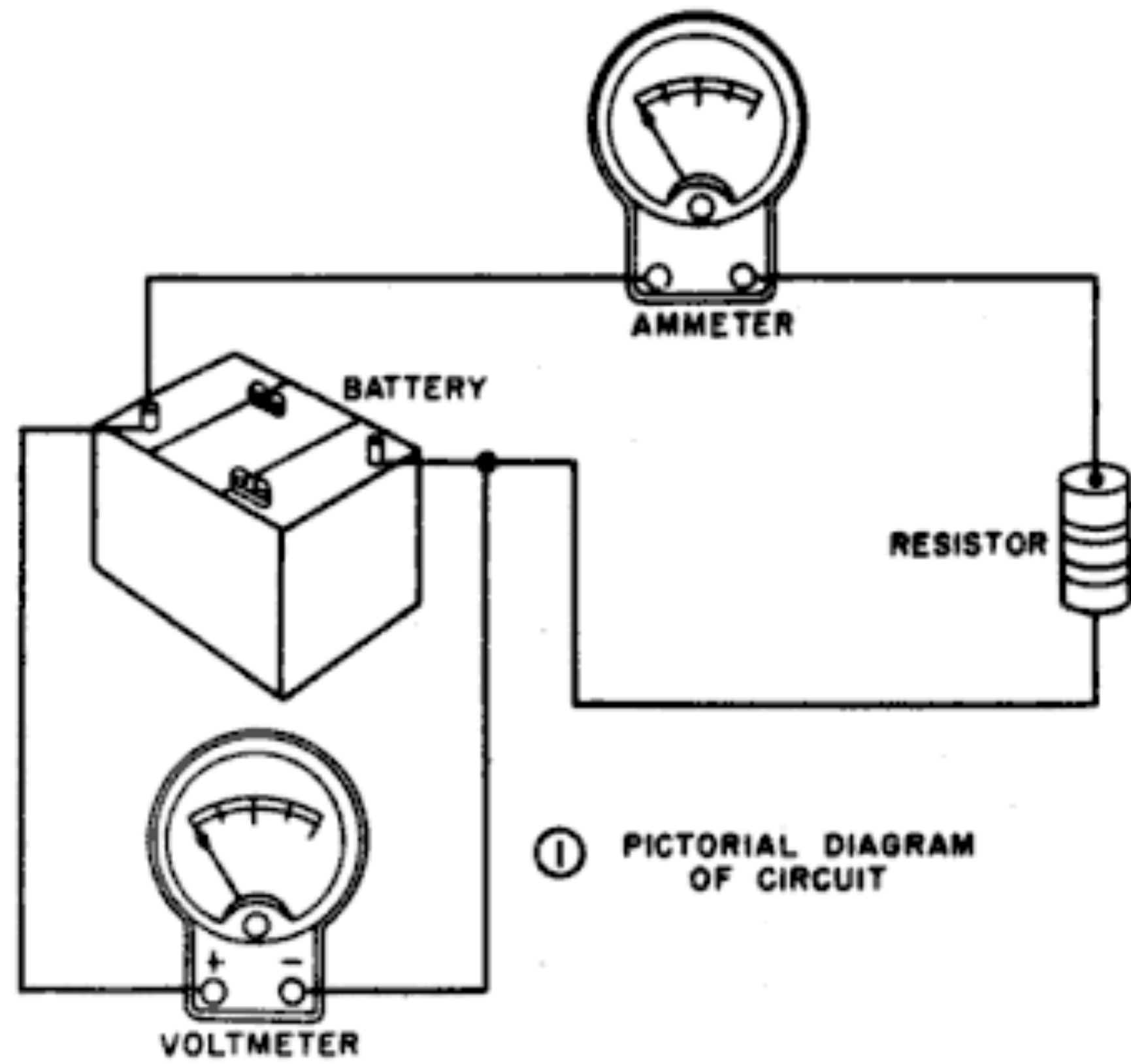
Wanstead Flats

Boleyn Ground

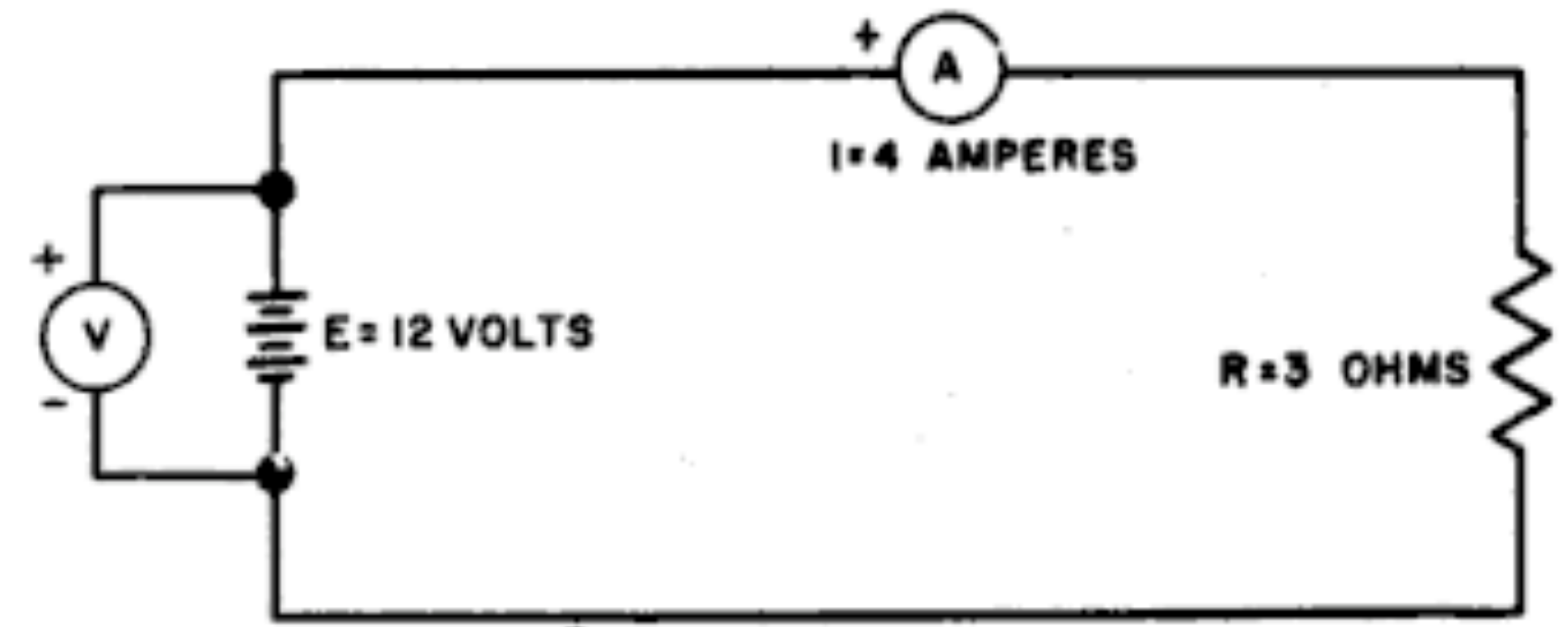
Putney Heath

St Park





① PICTORIAL DIAGRAM OF CIRCUIT



② SCHEMATIC OF CIRCUIT

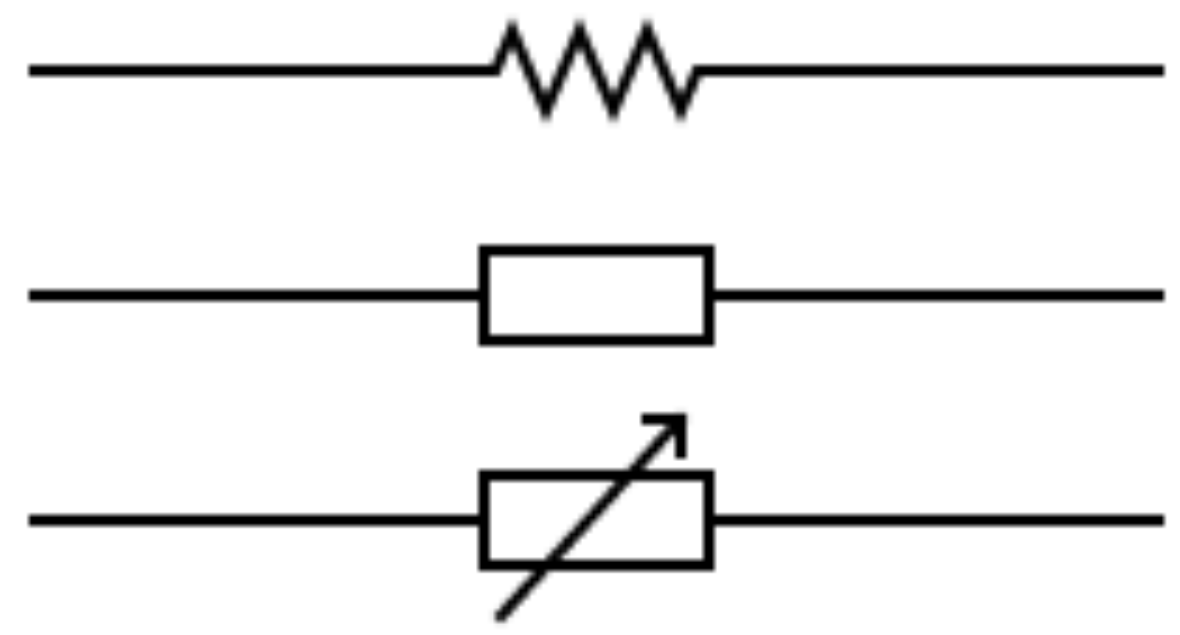
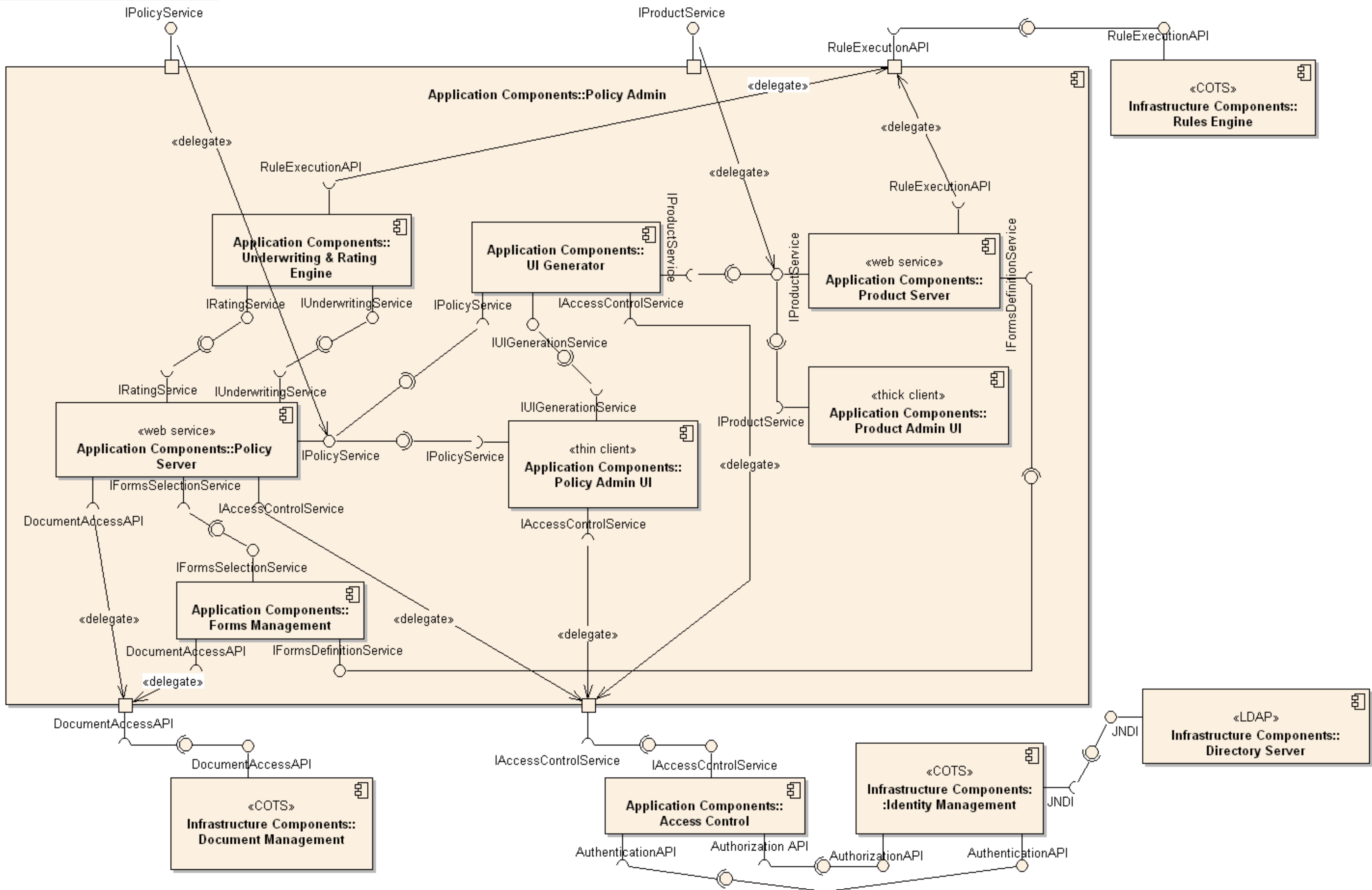


Figure 48. Diagram of a basic circuit.

id Policy Admin Components Wiring



Component

a modular unit with well-defined Interfaces
that is replaceable within its environment

<https://www.omg.org/spec/UML/2.5.1/PDF>

Software System

Web
Application

Logging
Component



Relational
Database

¹ component

noun | com·po·nent | \kəm-'pō-nənt, 'käm-, käm-'

Simple Definition of COMPONENT

Popularity: Top 30% of words

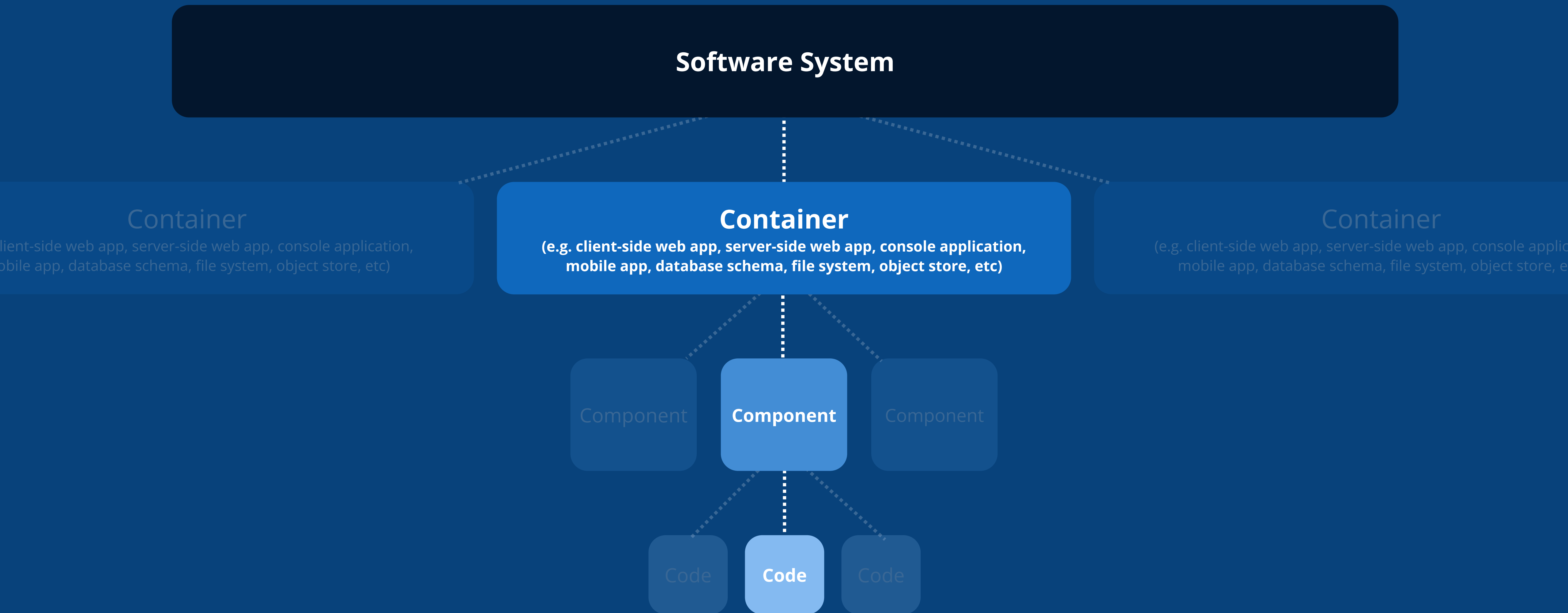
: one of the parts of something (such as a system or mixture) : an important piece of something

Source: Merriam-Webster's Learner's Dictionary

Ubiquitous
language

A common set of abstractions
is more important
than a common notation

Abstractions



A **software system** is made up of one or more **containers** (applications and data stores), each of which contains one or more **components**, which in turn are implemented by one or more **code** elements (classes, interfaces, objects, functions, etc).

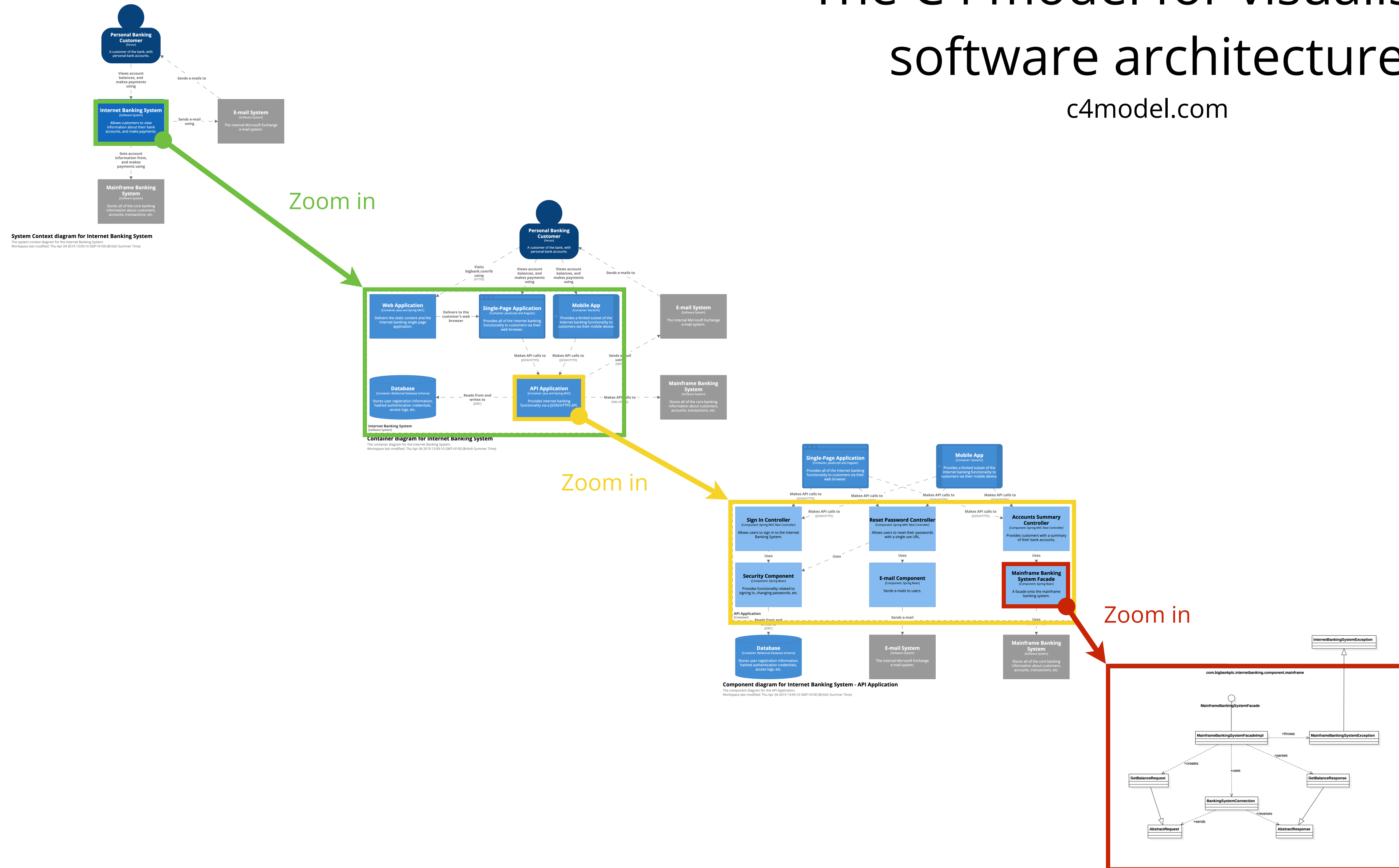
Static structure diagrams

C4

c4model.com

The C4 model for visualising software architecture

c4model.com

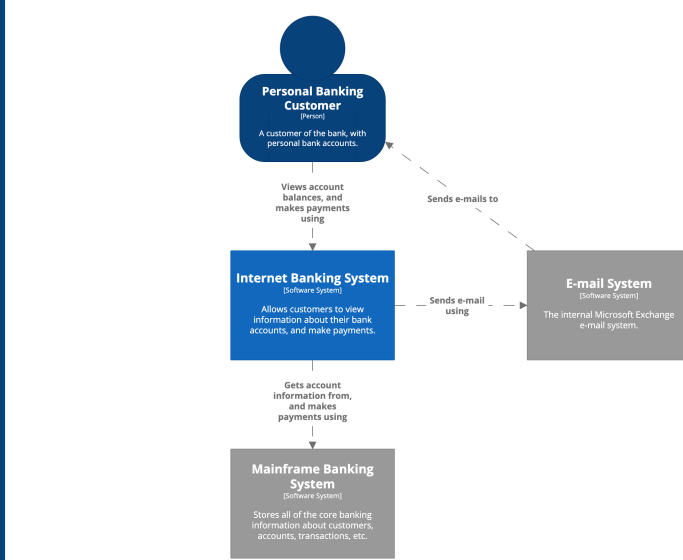
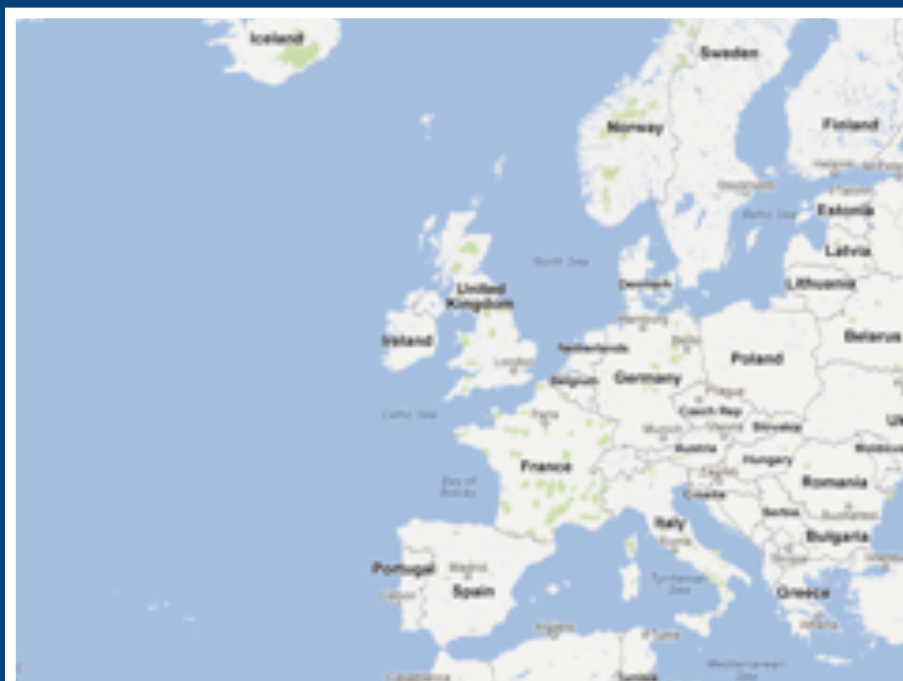


Level 1
Context

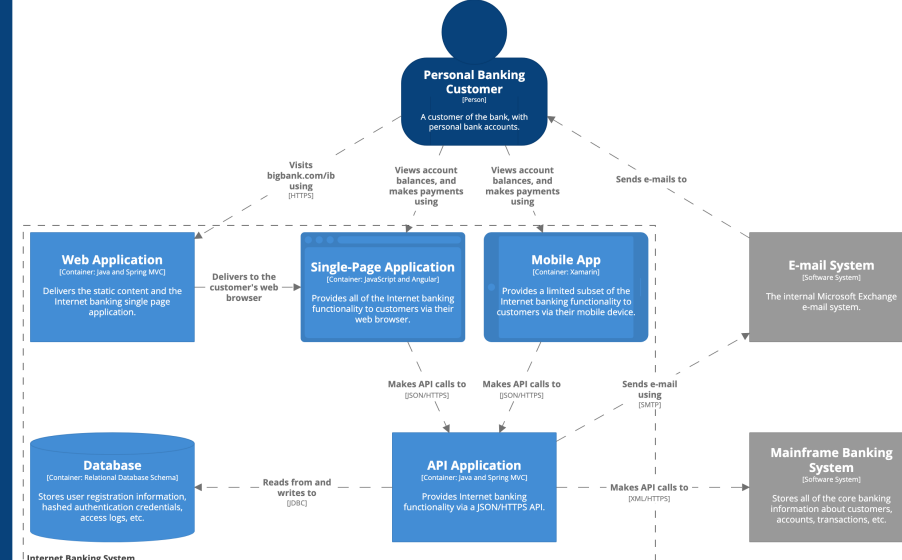
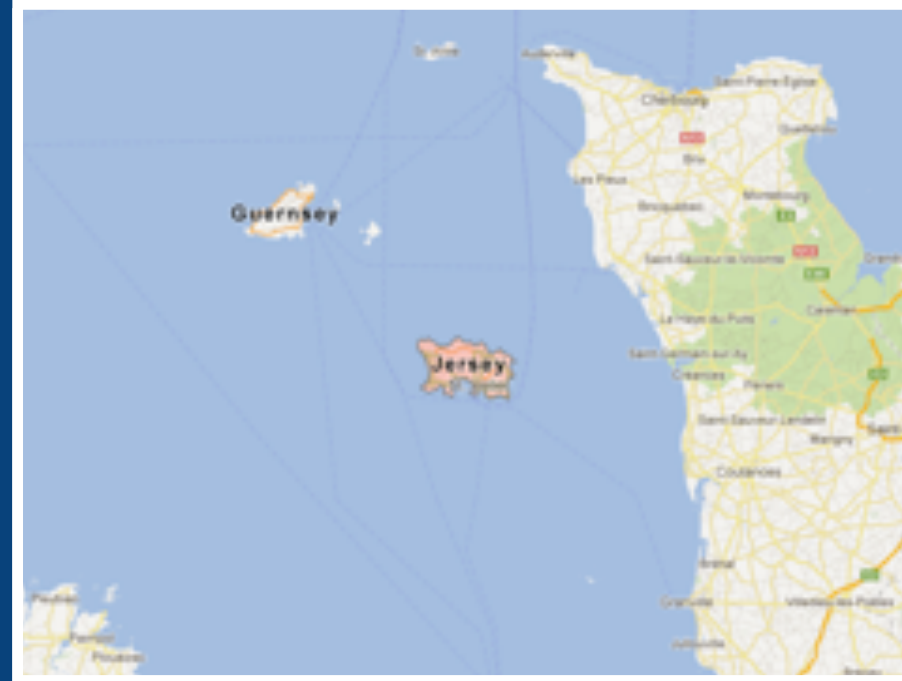
Level 2
Containers

Level 3
Components

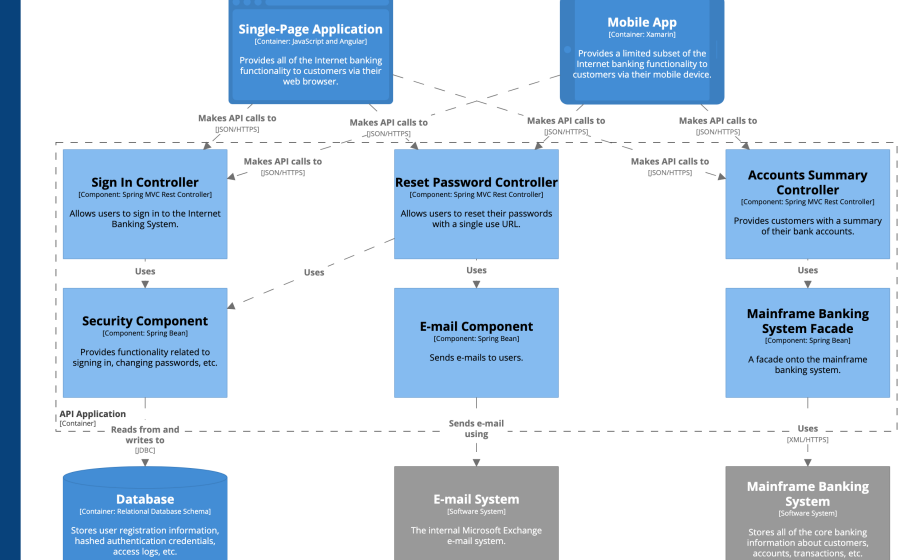
Level 4
Code



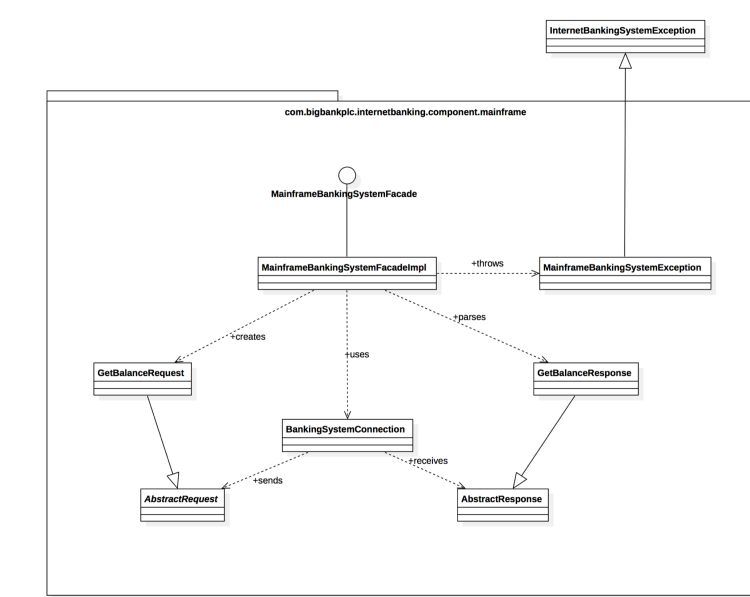
System Context diagram for Internet Banking System
The system context diagram for the Internet Banking System.
Workspace last modified: Thu Apr 04 2019 13:08:13 GMT+01:00 (British Summer Time)



Container diagram for Internet Banking System
The container diagram for the Internet Banking System.
Workspace last modified: Thu Apr 04 2019 13:08:13 GMT+01:00 (British Summer Time)



Component diagram for Internet Banking System - API Application
The component diagram for the API Application.
Workspace last modified: Thu Apr 04 2019 13:08:13 GMT+01:00 (British Summer Time)



Diagrams are maps

that help software developers navigate a large and/or complex codebase

1. System Context

The system plus users and system dependencies.

2. Containers

The overall shape of the architecture and technology choices.

3. Components

Logical components and their interactions within a container.

4. Code (e.g. classes)

Component implementation details.

Overview first

Zoom & filter

Details on demand

Example

(Internet Banking System)

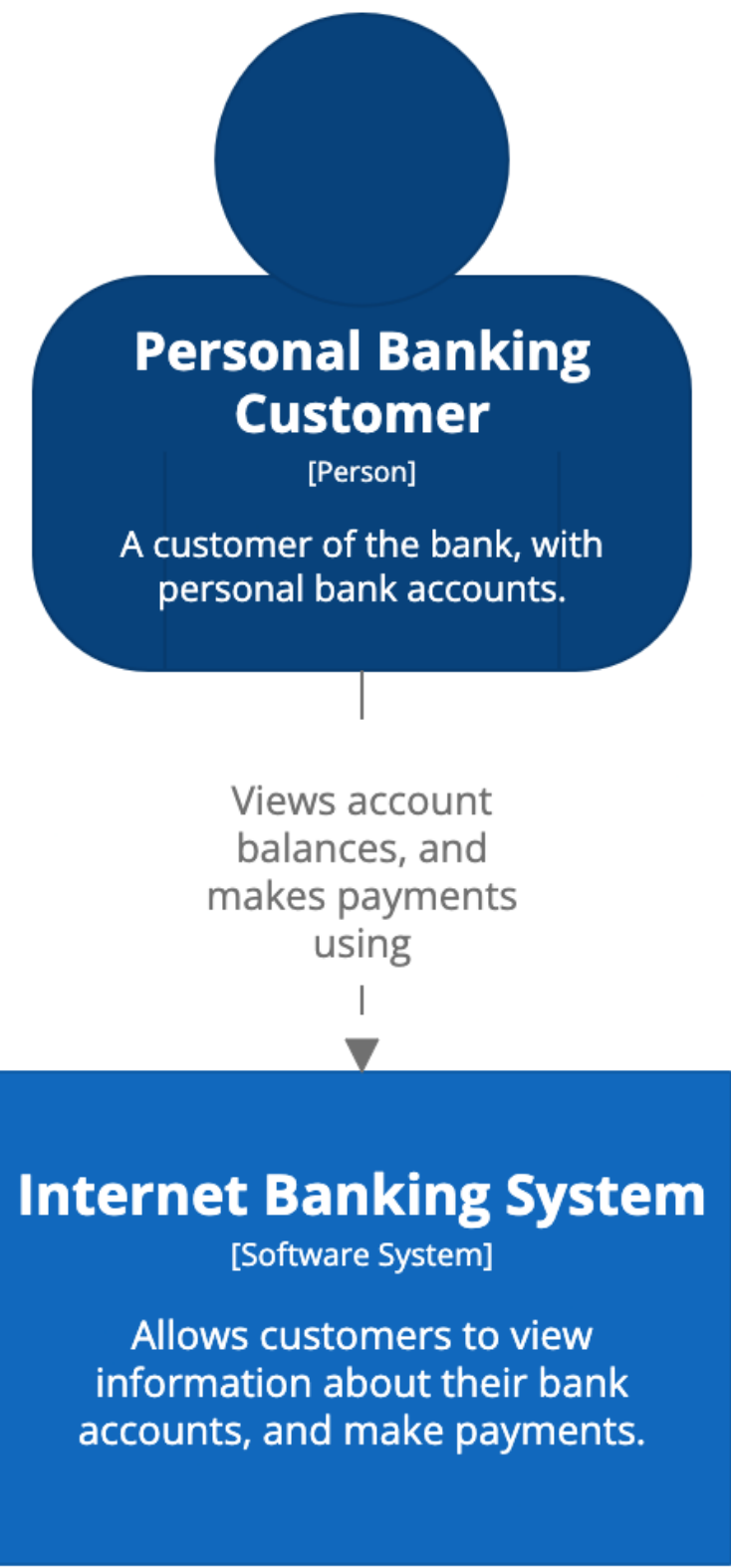
Level 1

System Context diagram

Internet Banking System

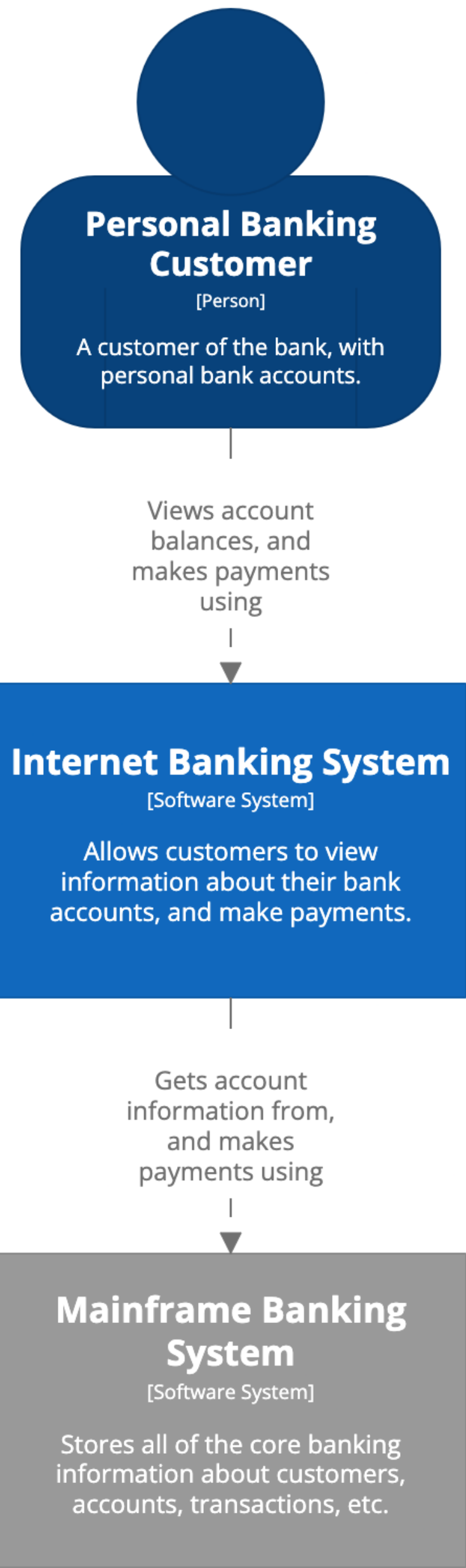
[Software System]

Allows customers to view information about their bank accounts, and make payments.



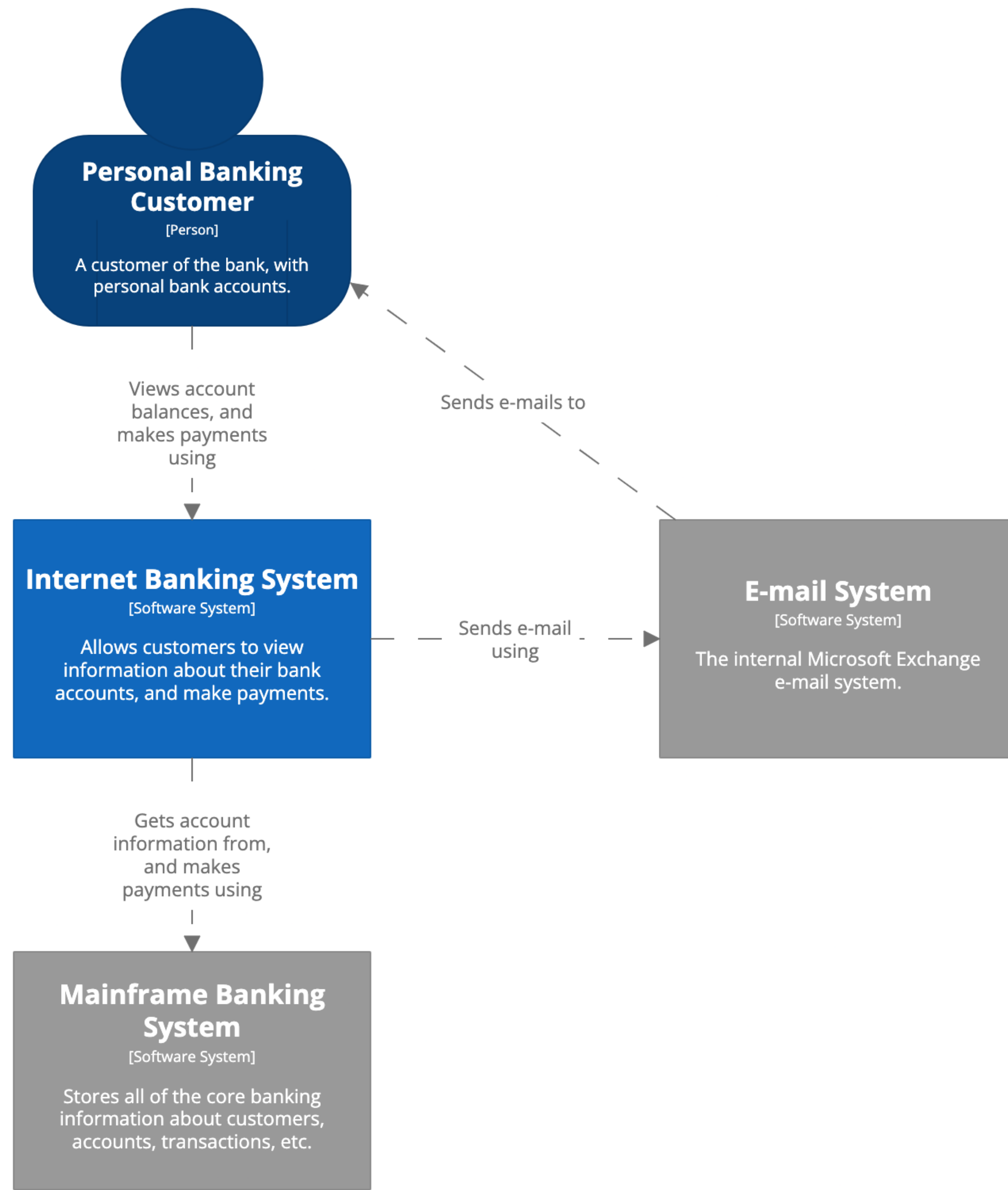
[System Context] Internet Banking System

The system context diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:25 Greenwich Mean Time



[System Context] Internet Banking System

The system context diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:25 Greenwich Mean Time



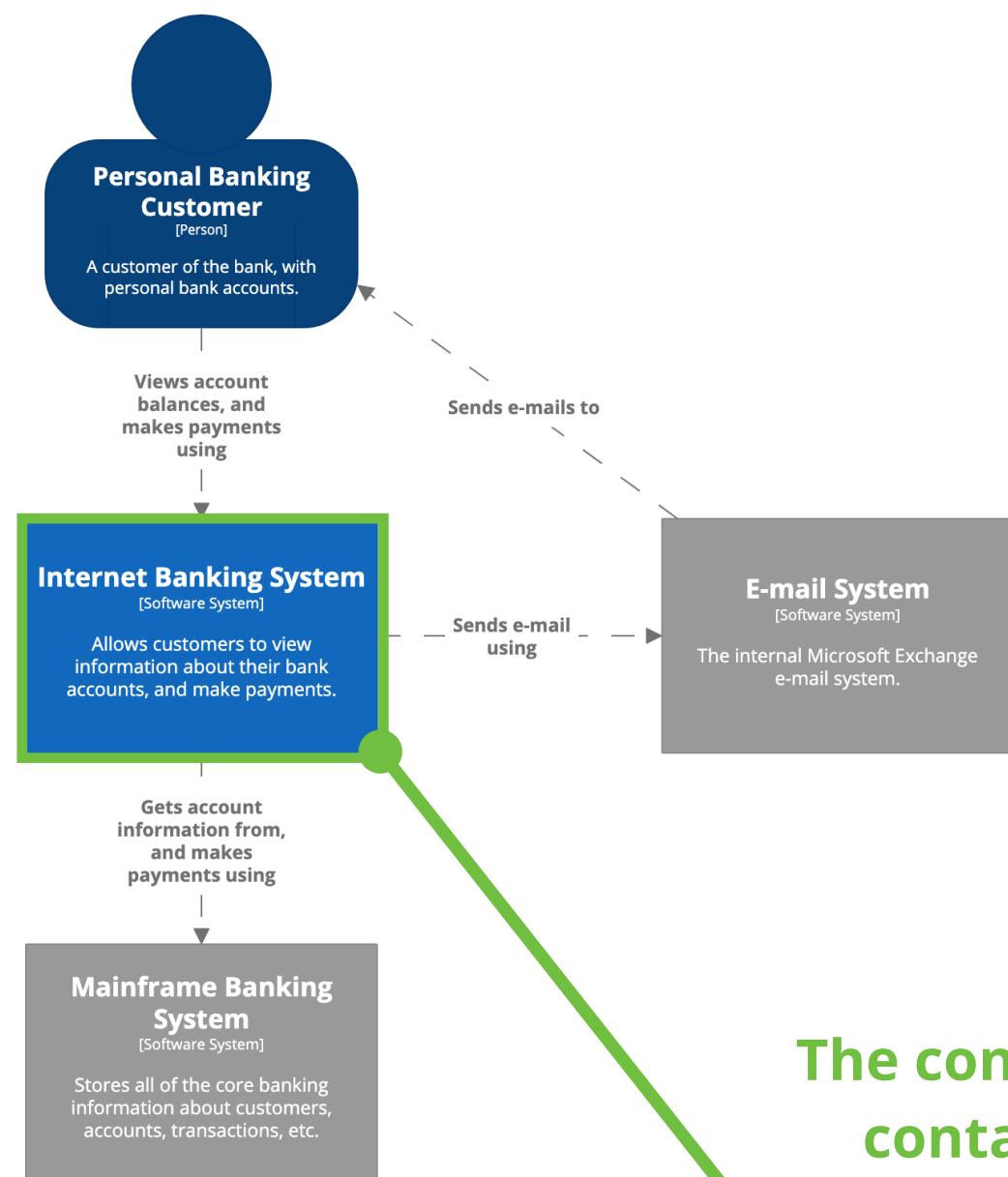
[System Context] Internet Banking System

The system context diagram for the Internet Banking System.

Monday, 27 February 2023 at 15:25 Greenwich Mean Time

Level 2

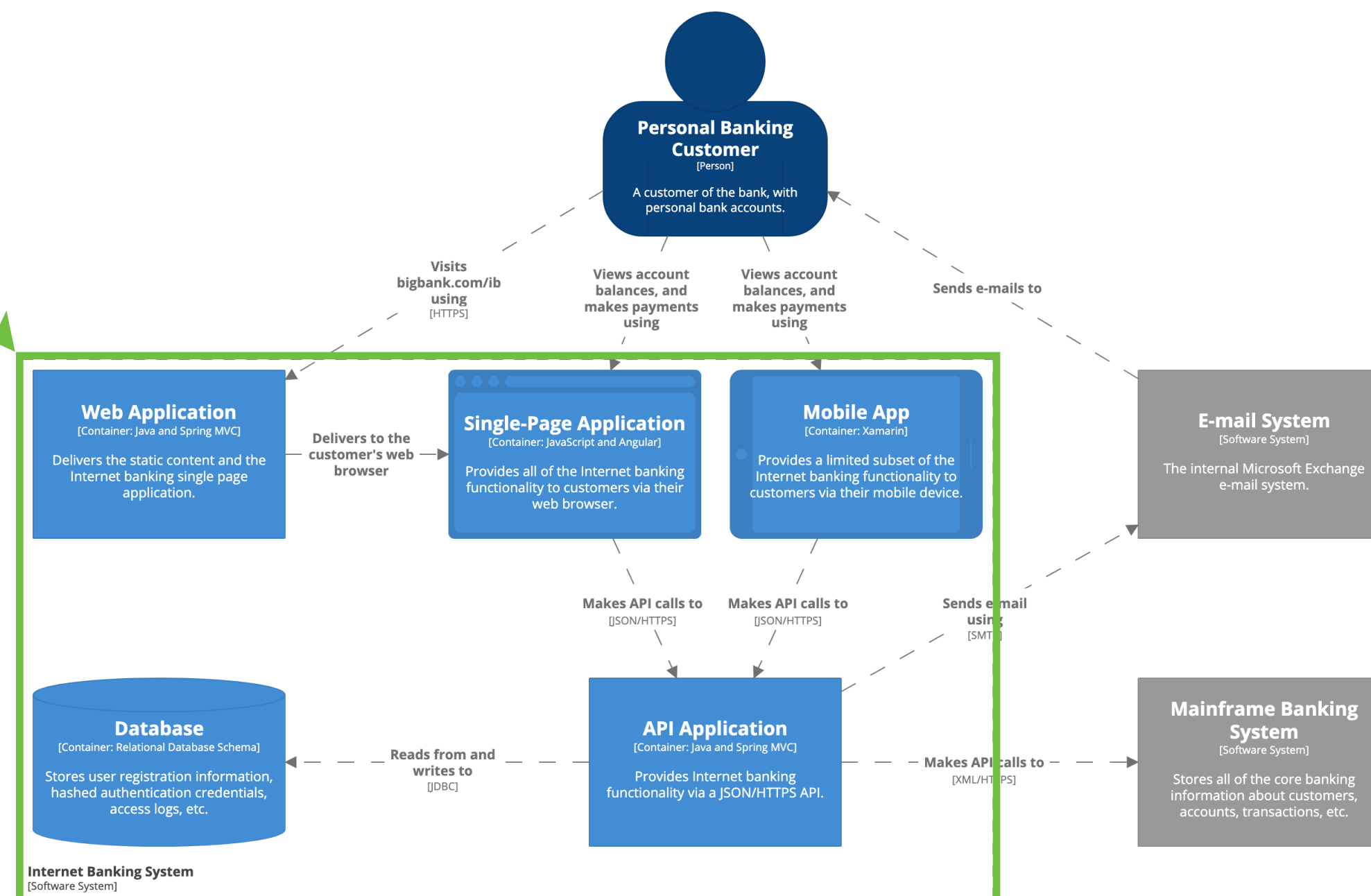
Container diagram



System Context diagram for Internet Banking System

The system context diagram for the Internet Banking System.
Workspace last modified: Thu Apr 04 2019 13:09:10 GMT+0100 (British Summer Time)

The container diagram shows the containers that reside inside the software system boundary

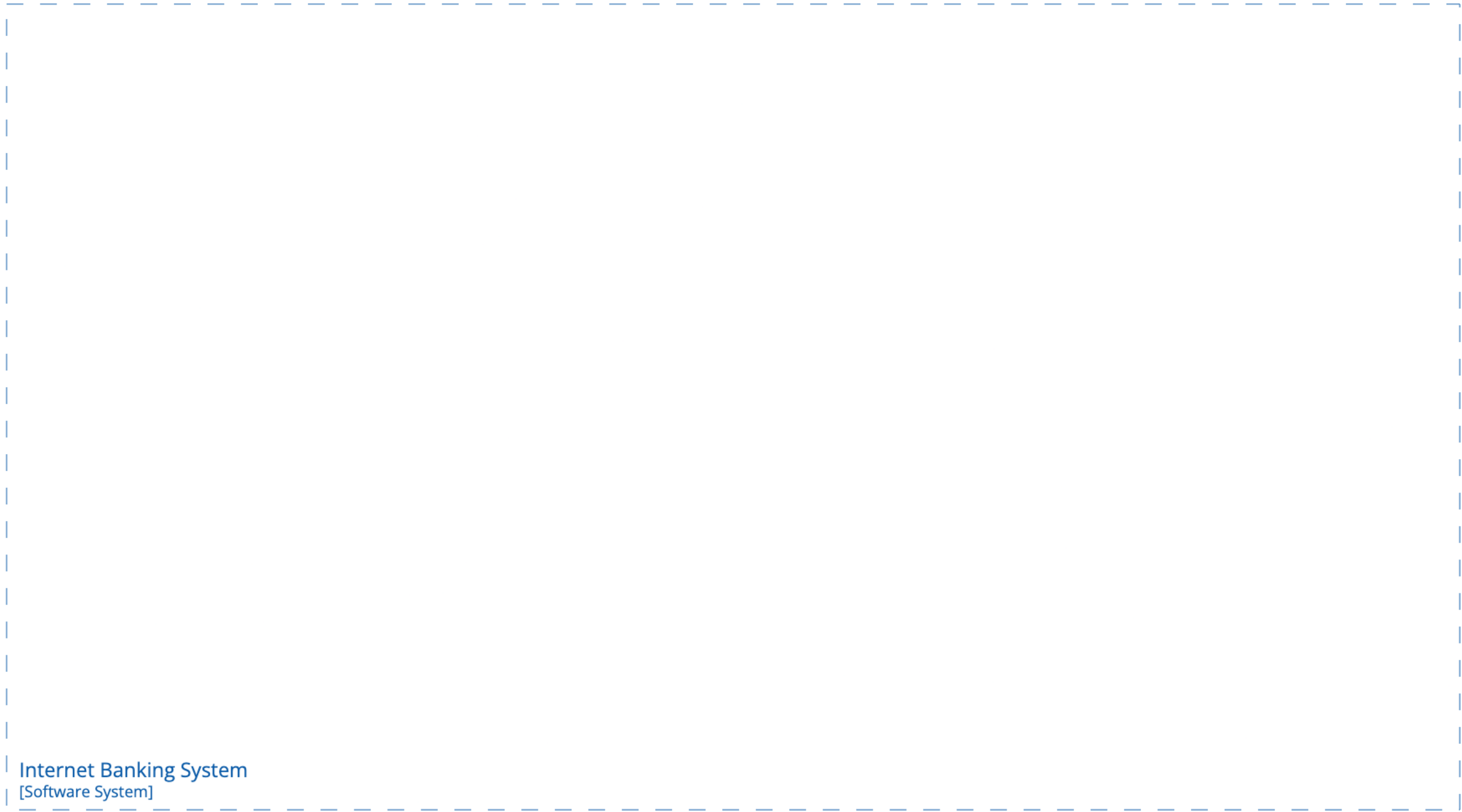
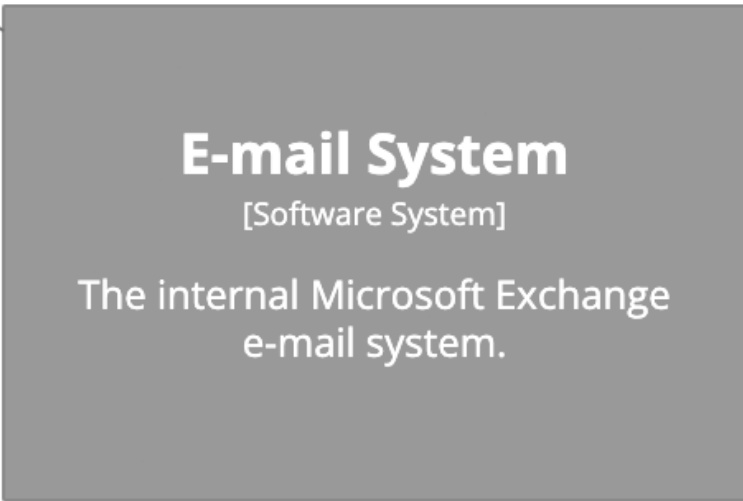


Container diagram for Internet Banking System

The container diagram for the Internet Banking System.
Workspace last modified: Thu Apr 04 2019 13:09:10 GMT+0100 (British Summer Time)



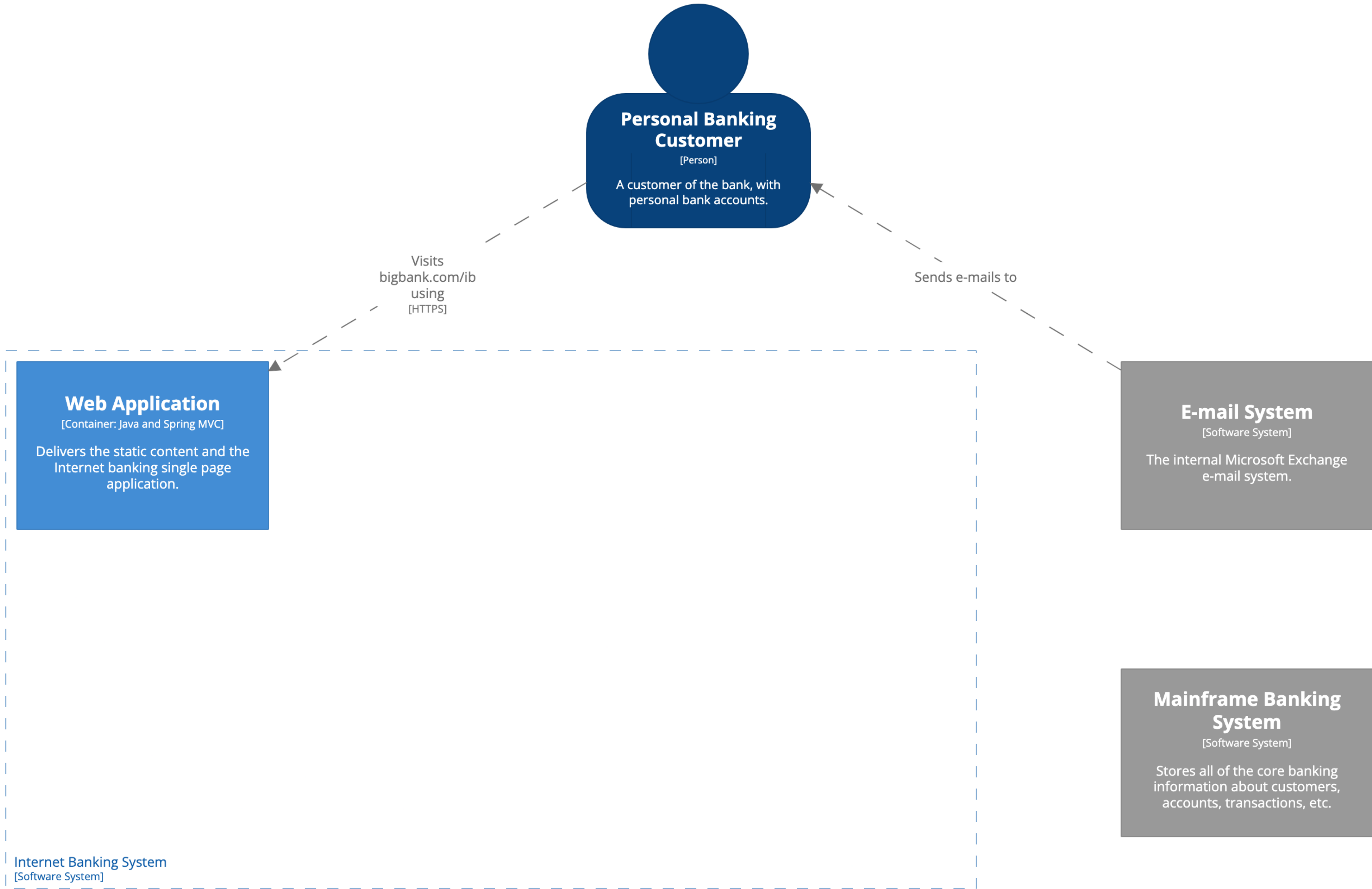
Sends e-mails to



Internet Banking System
[Software System]

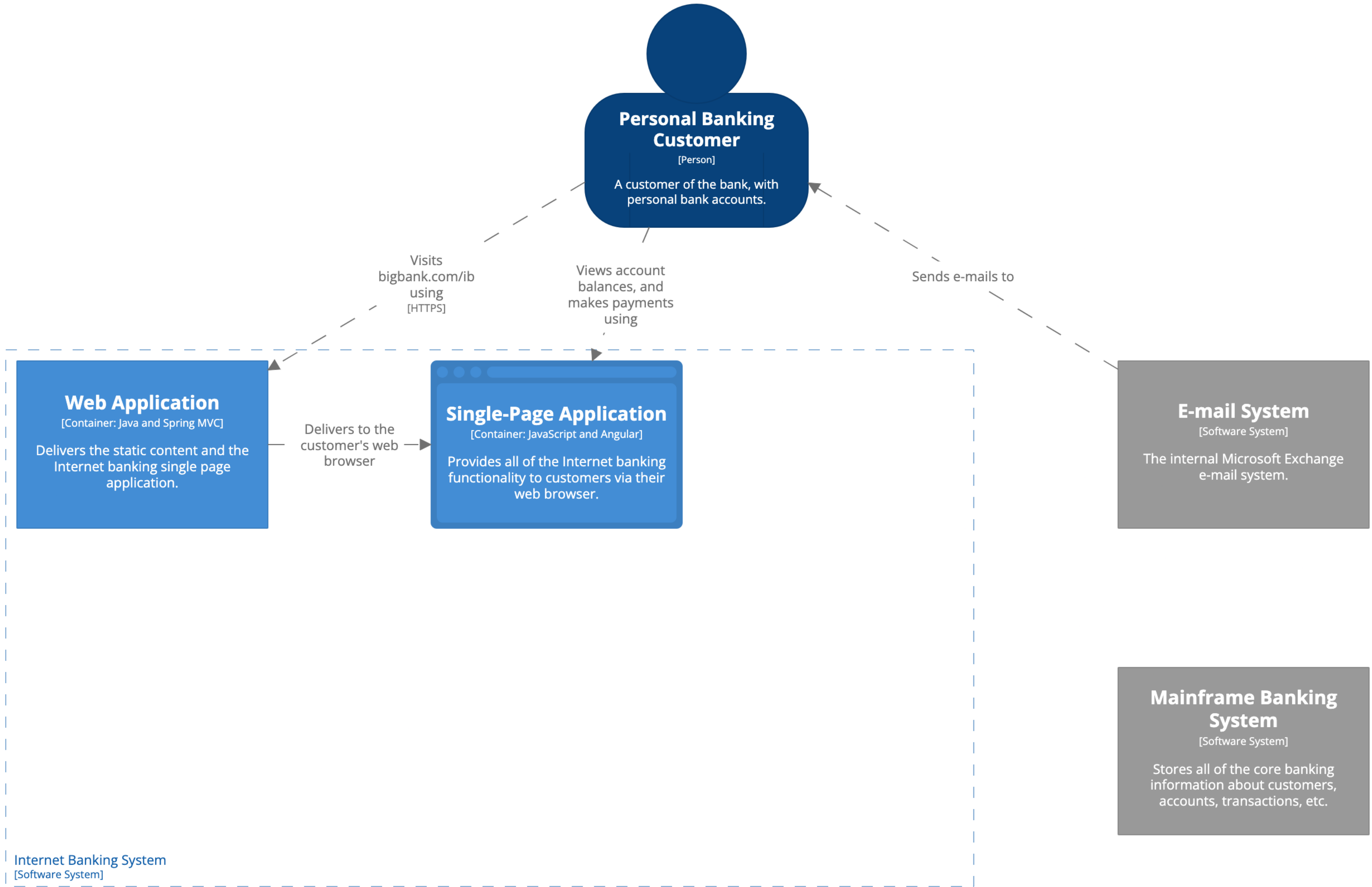
[Container] Internet Banking System

The container diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Container] Internet Banking System

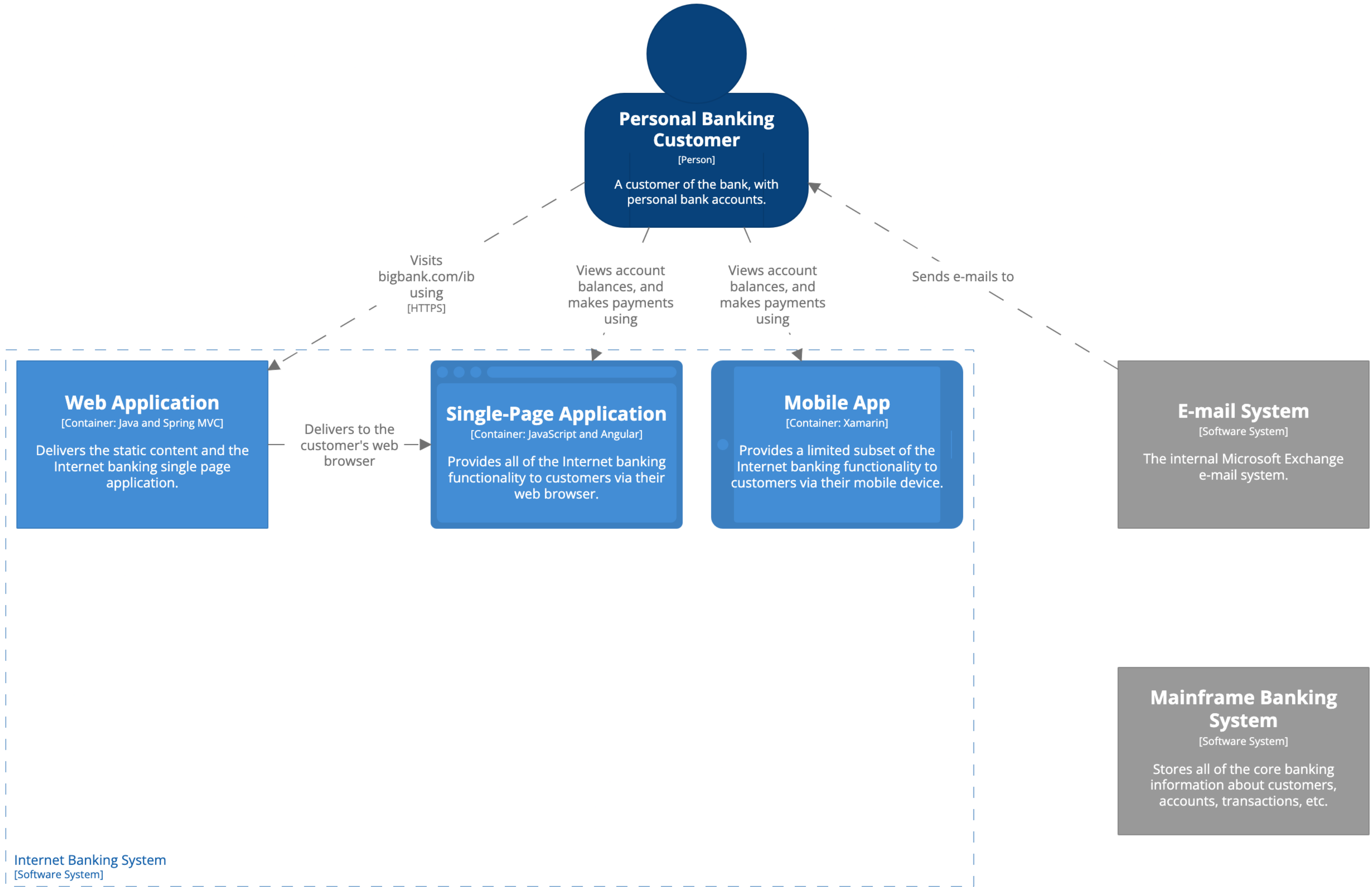
The container diagram for the Internet Banking System.
 Monday, 27 February 2023 at 15:36 Greenwich Mean Time



Internet Banking System
[Software System]

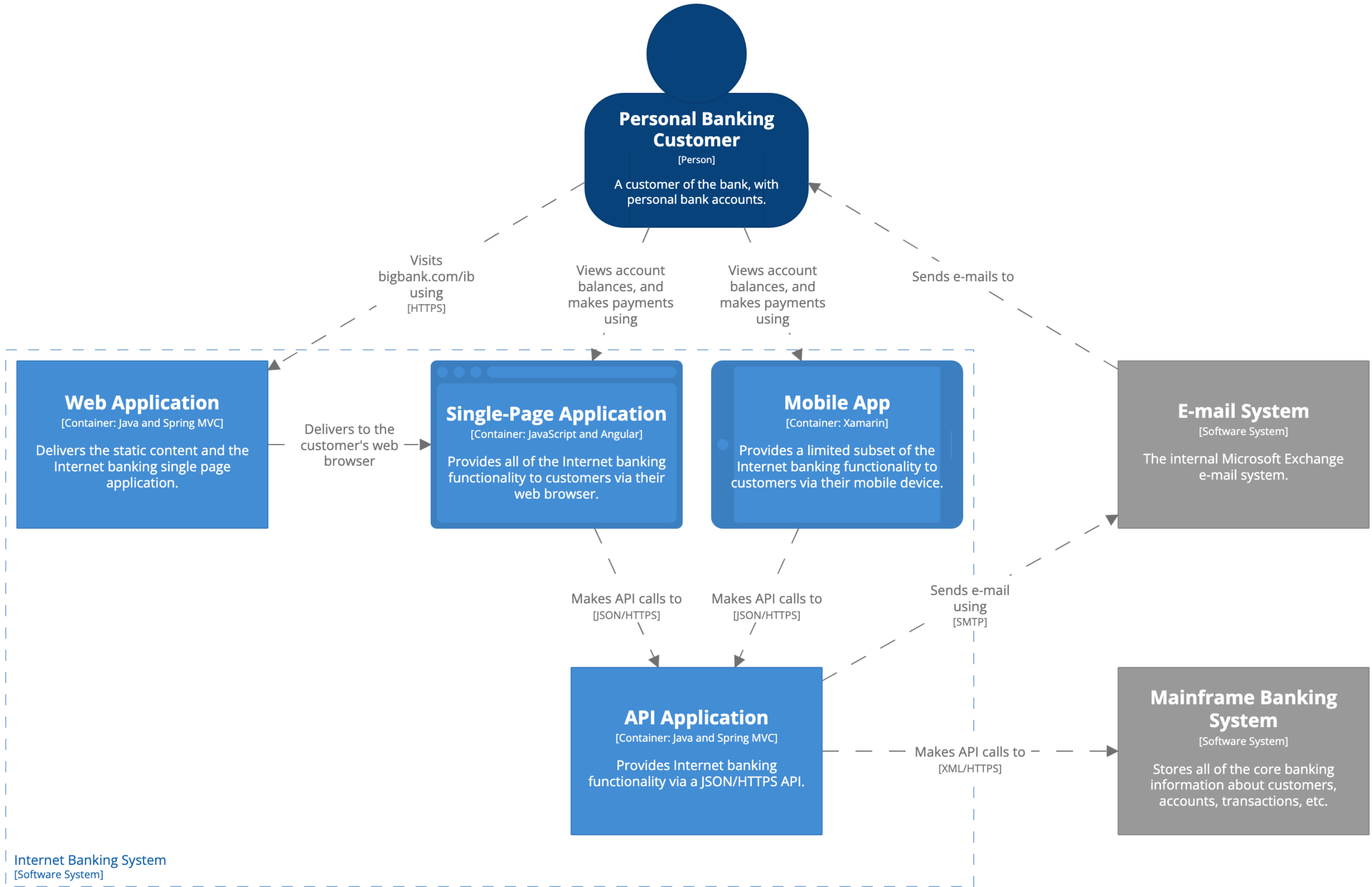
[Container] Internet Banking System

The container diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Container] Internet Banking System

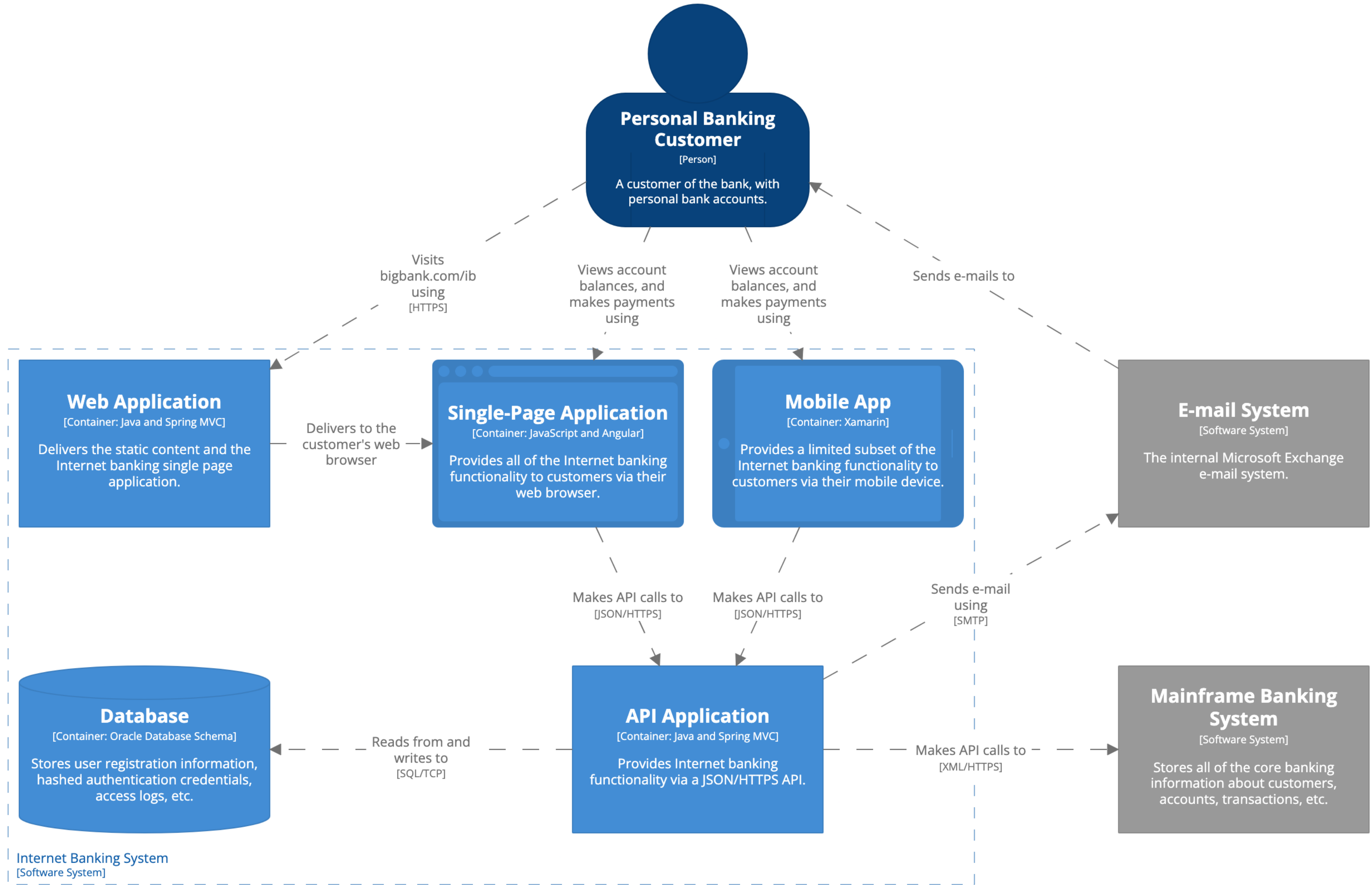
The container diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



Internet Banking System
[Software System]

[Container] Internet Banking System

The container diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time

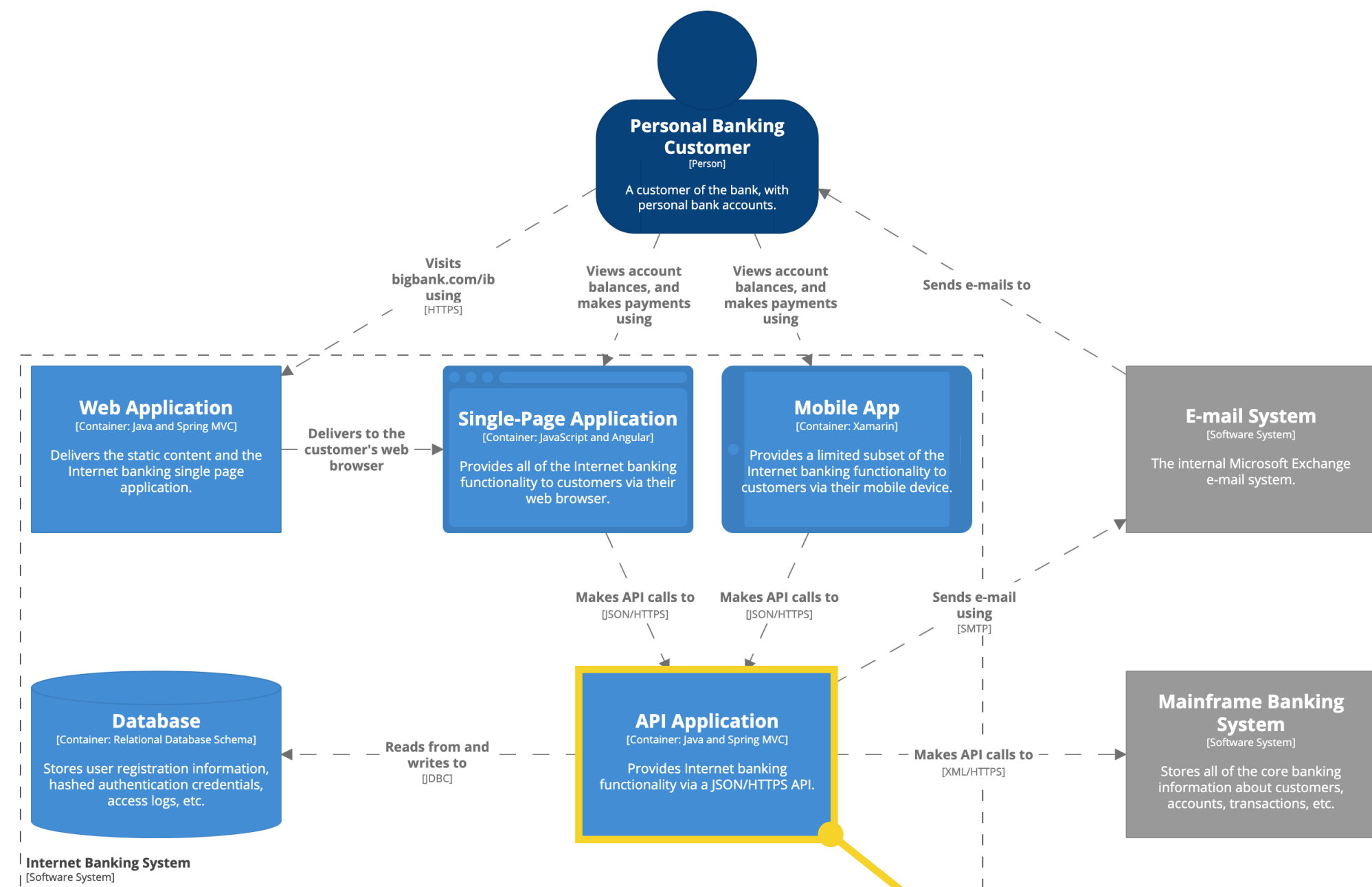


[Container] Internet Banking System

The container diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time

Level 3

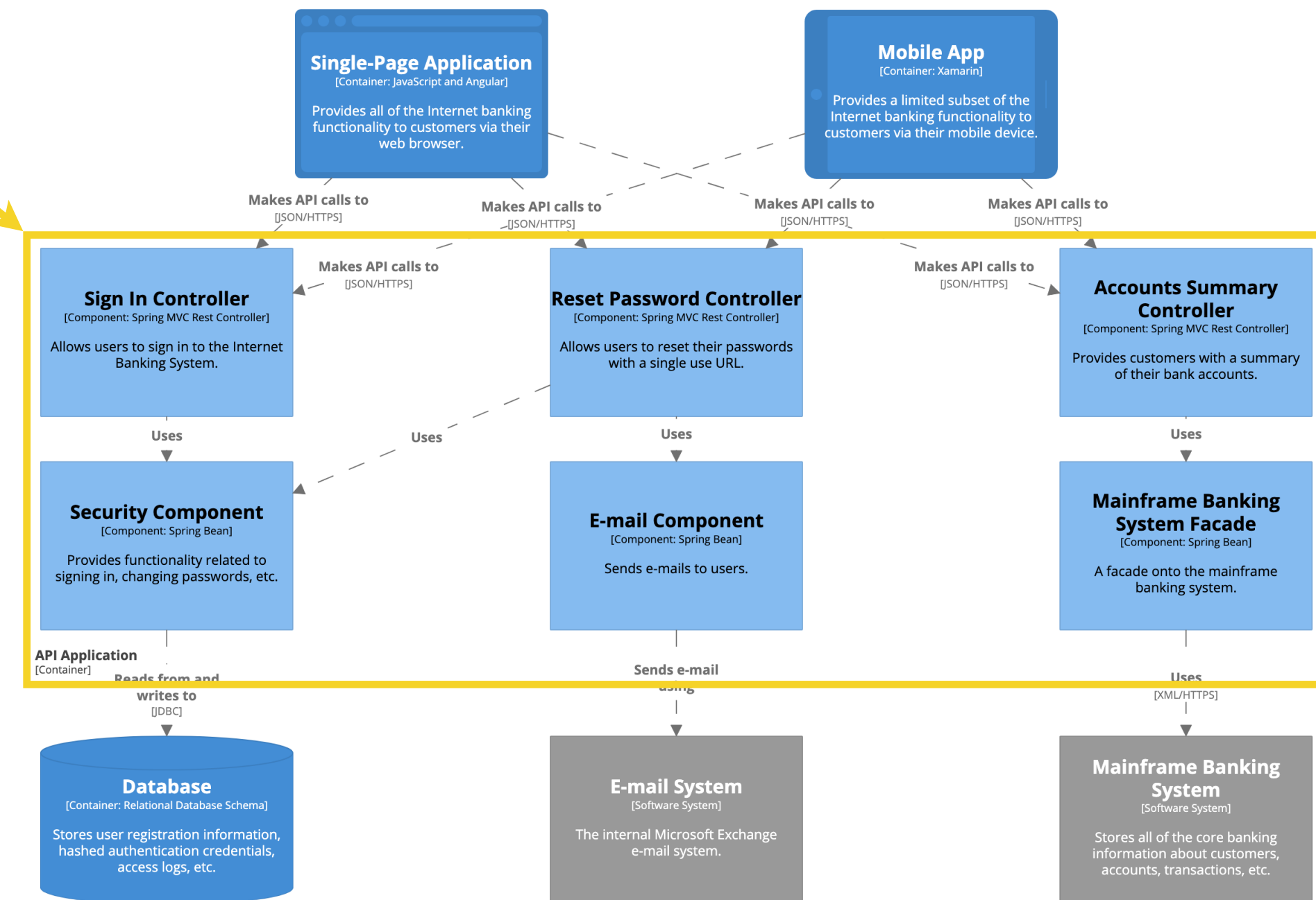
Component diagram



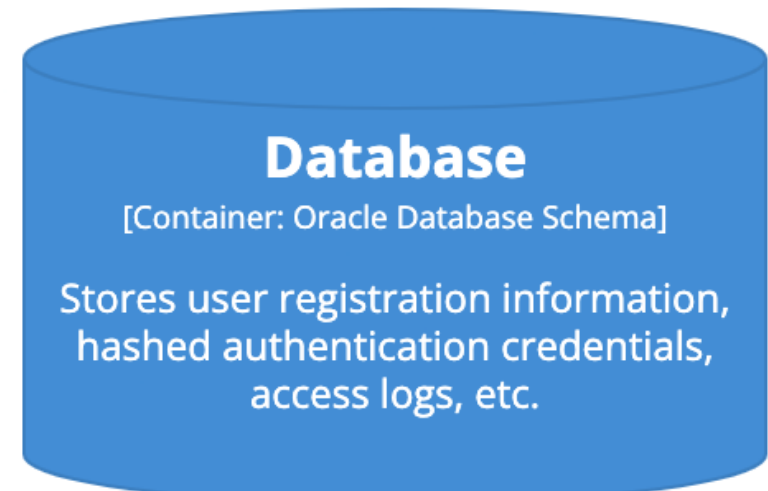
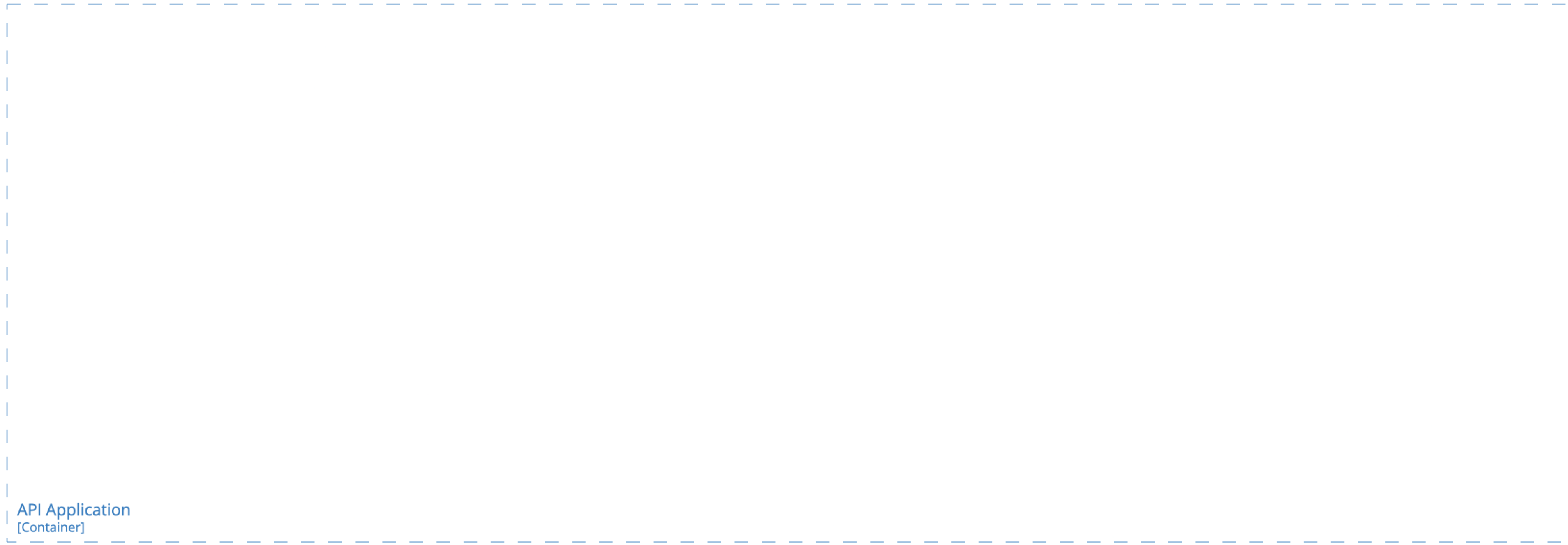
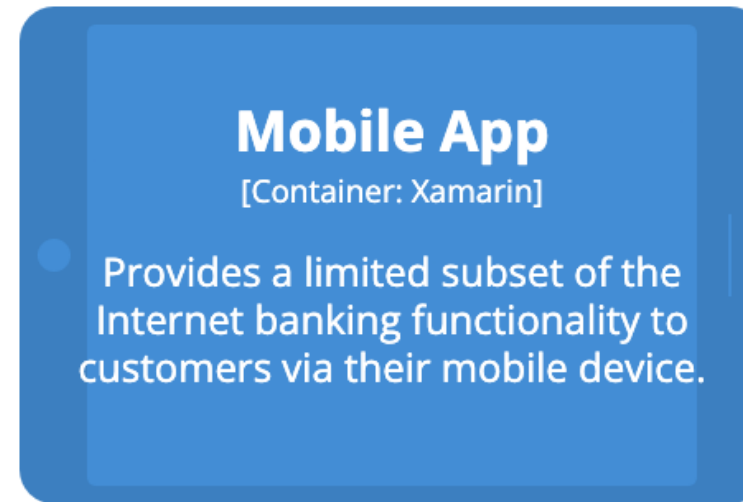
Internet Banking System
 [Software System]

Container diagram for Internet Banking System
 The container diagram for the Internet Banking System.
 Workspace last modified: Thu Apr 04 2019 13:09:10 GMT+0100 (British Summer Time)

The component diagram shows the components that reside inside an individual container

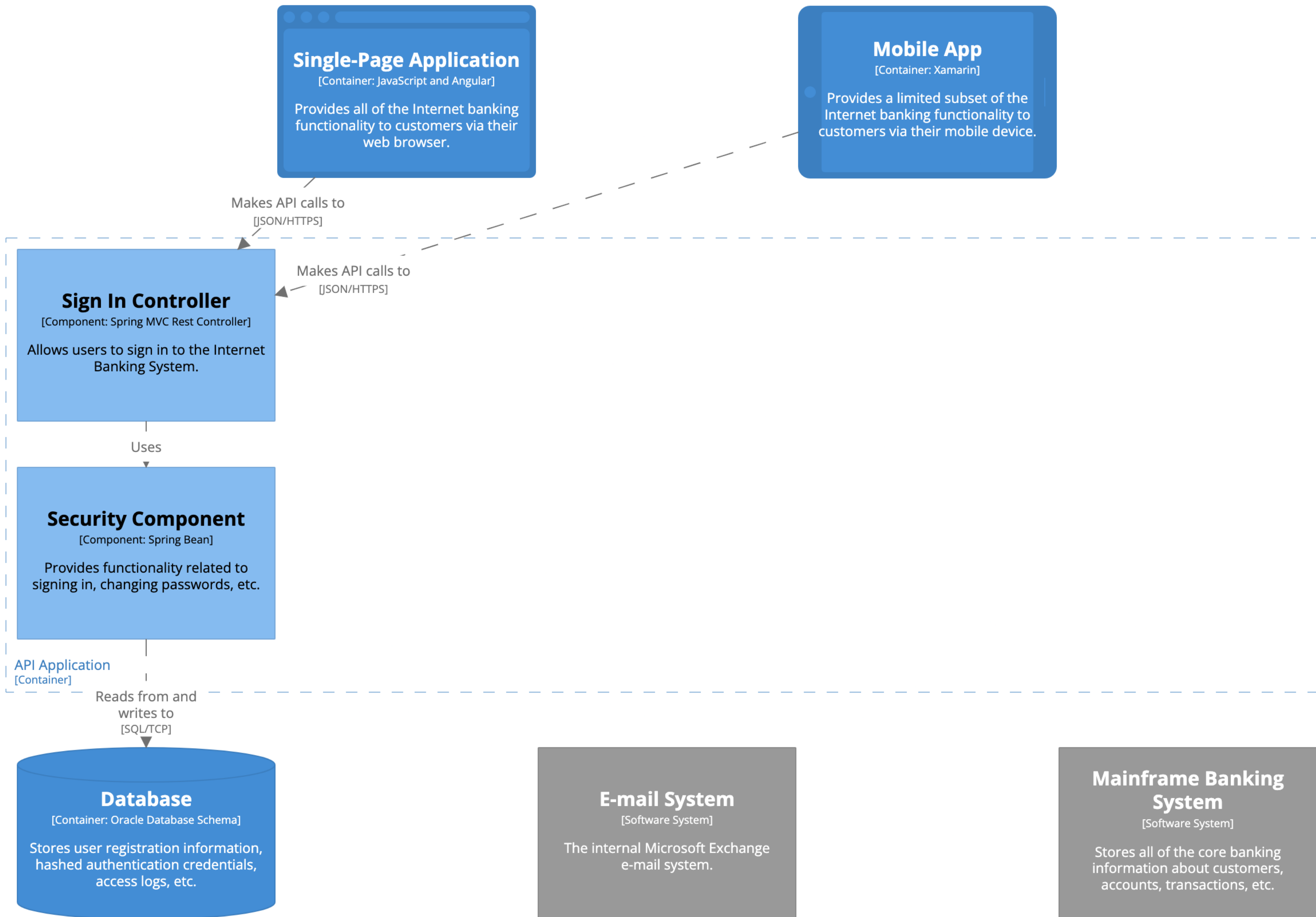


Component diagram for Internet Banking System - API Application
 The component diagram for the API Application.
 Workspace last modified: Thu Apr 04 2019 13:09:10 GMT+0100 (British Summer Time)



[Component] Internet Banking System - API Application

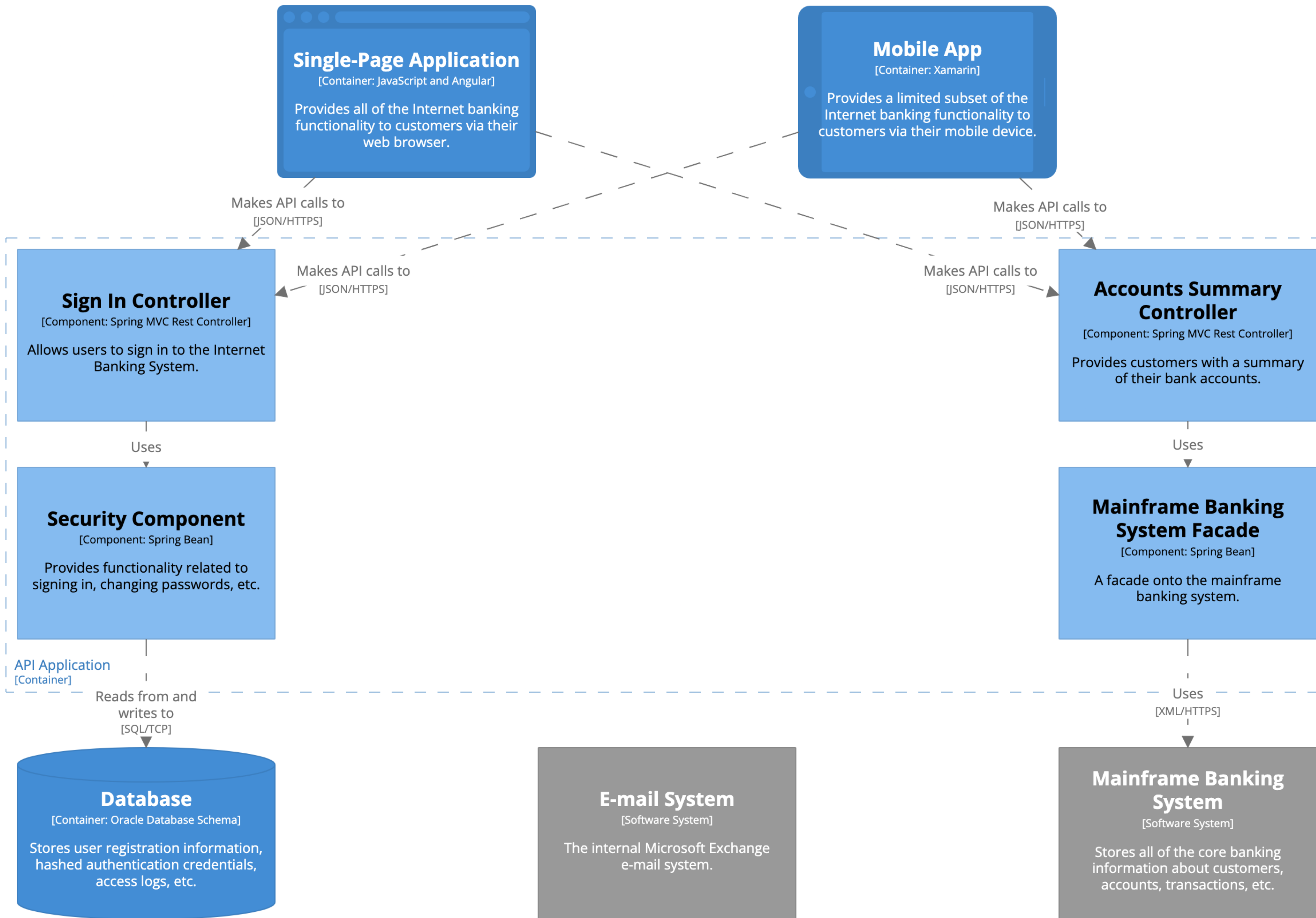
The component diagram for the API Application.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Component] Internet Banking System - API Application

The component diagram for the API Application.

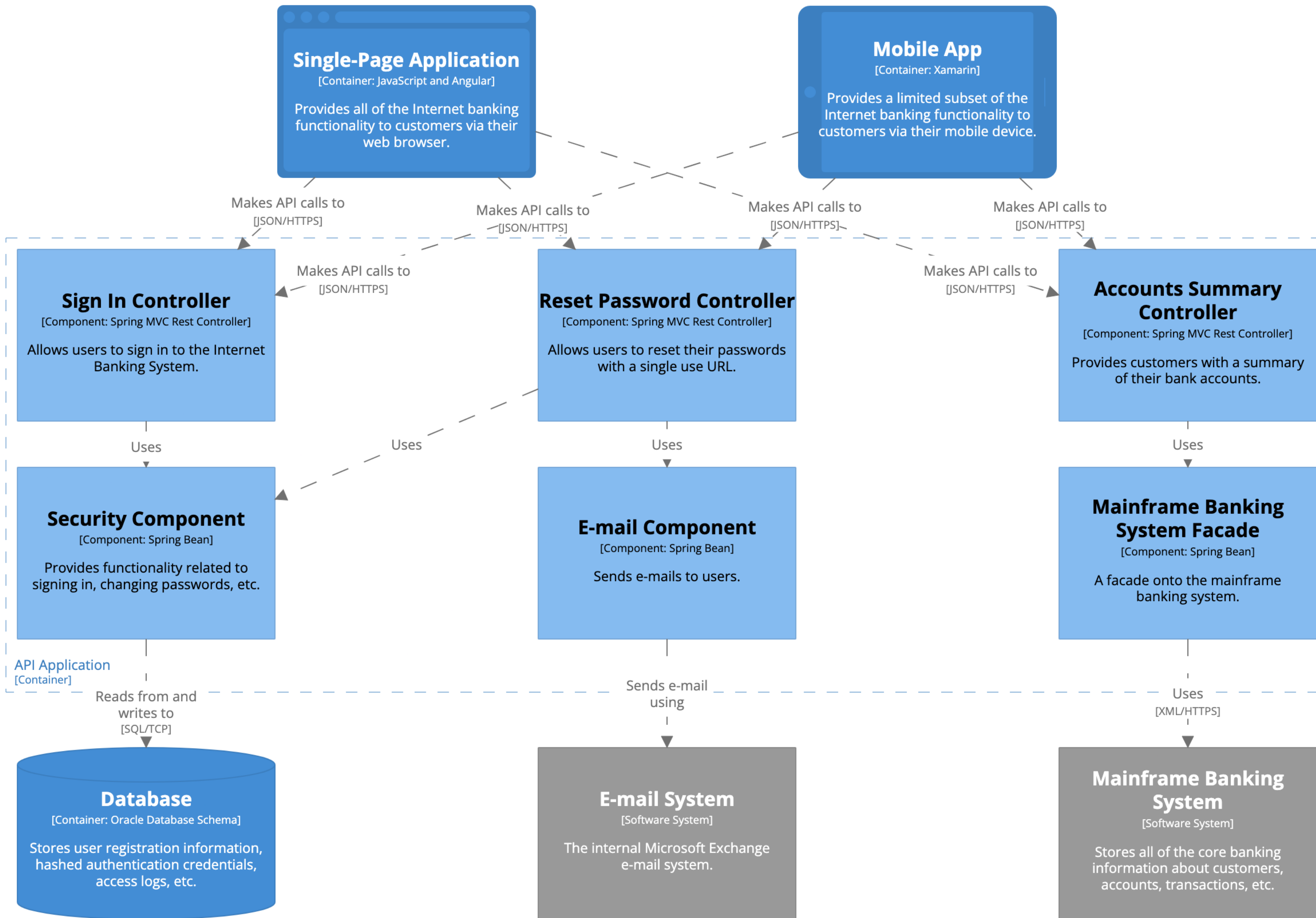
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Component] Internet Banking System - API Application

The component diagram for the API Application.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time



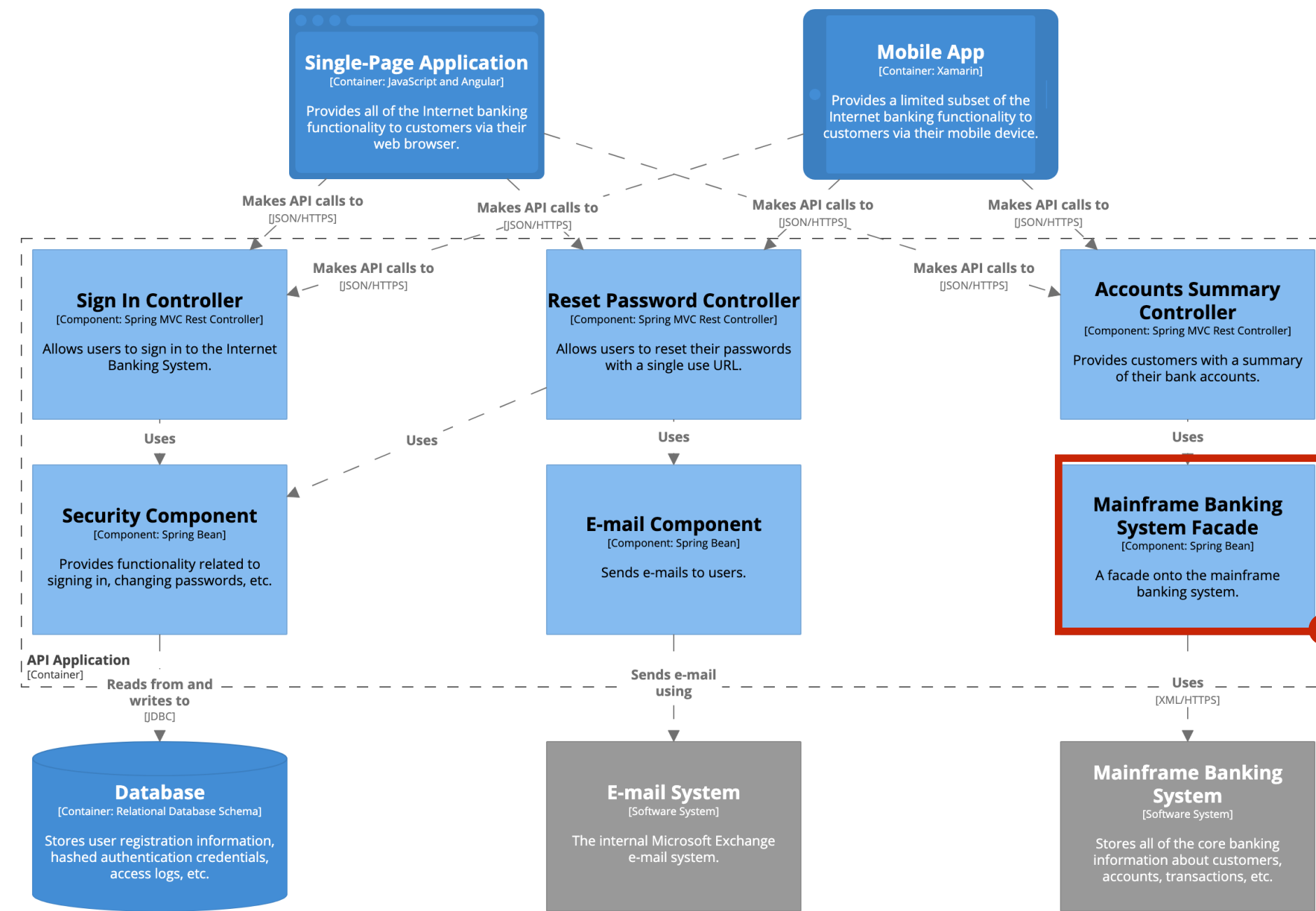
[Component] Internet Banking System - API Application

The component diagram for the API Application.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time

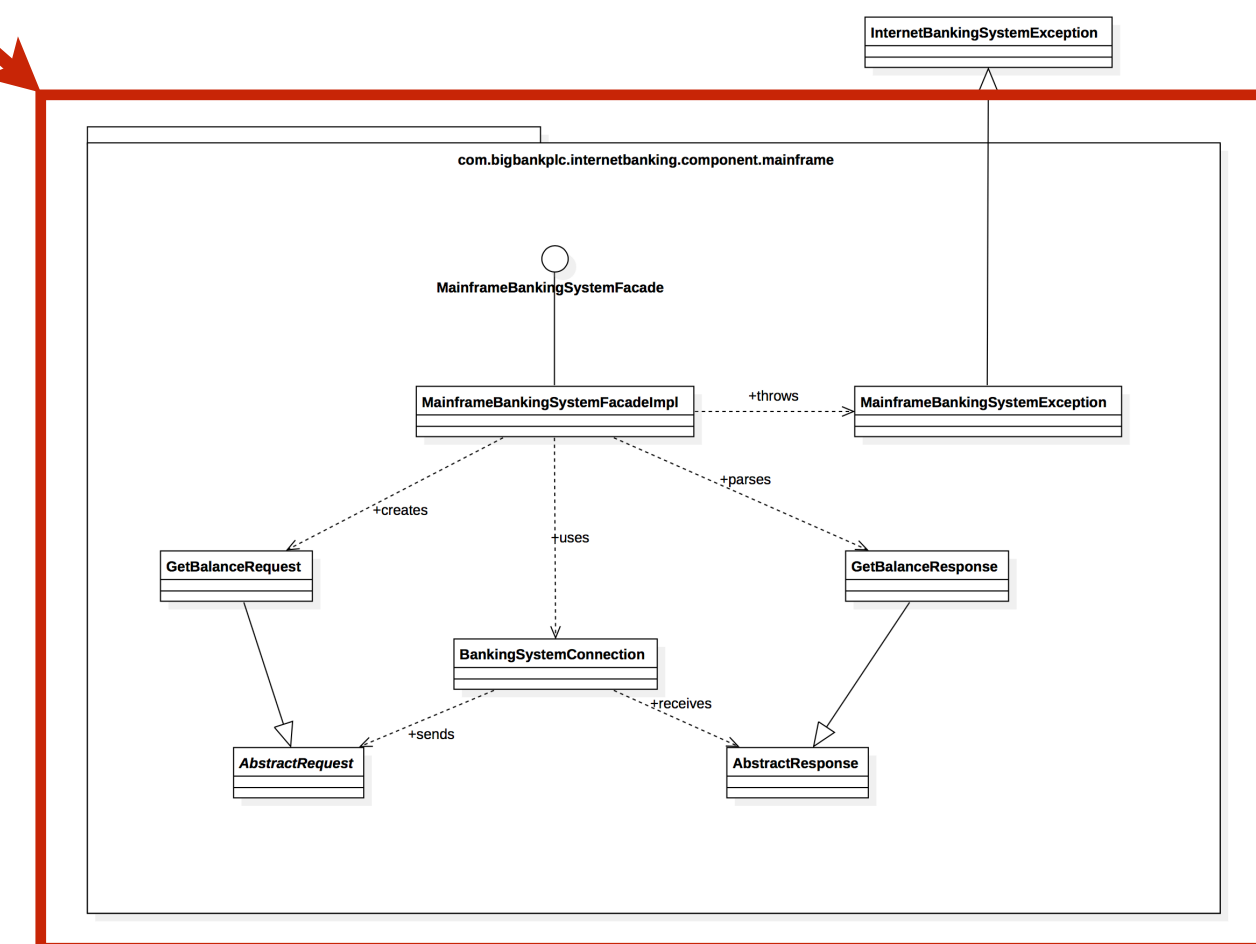
Level 4

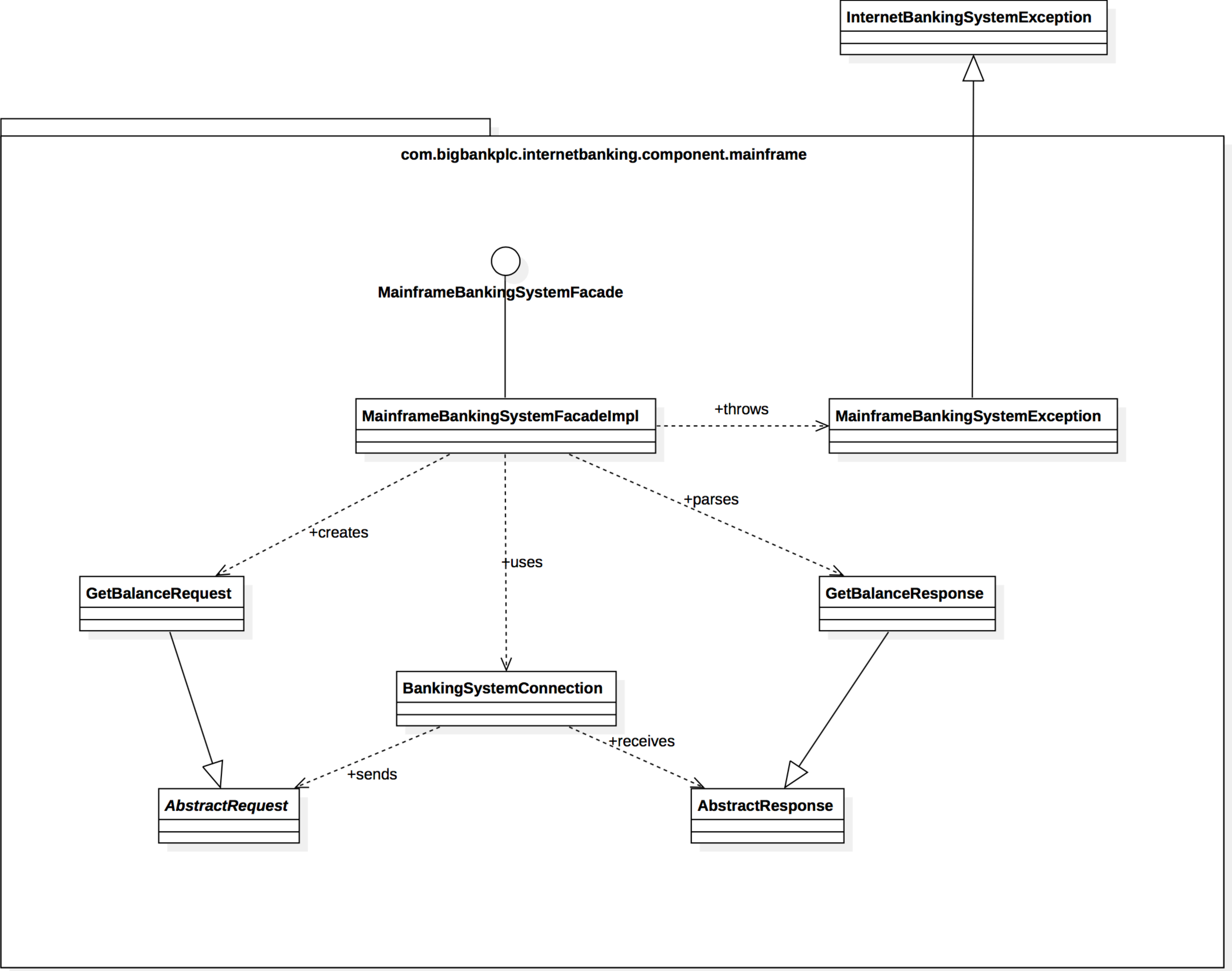
Code diagram



Component diagram for Internet Banking System - API Application
 The component diagram for the API Application.
 Workspace last modified: Thu Apr 04 2019 13:09:10 GMT+0100 (British Summer Time)

The code level diagram shows the code elements that make up a component



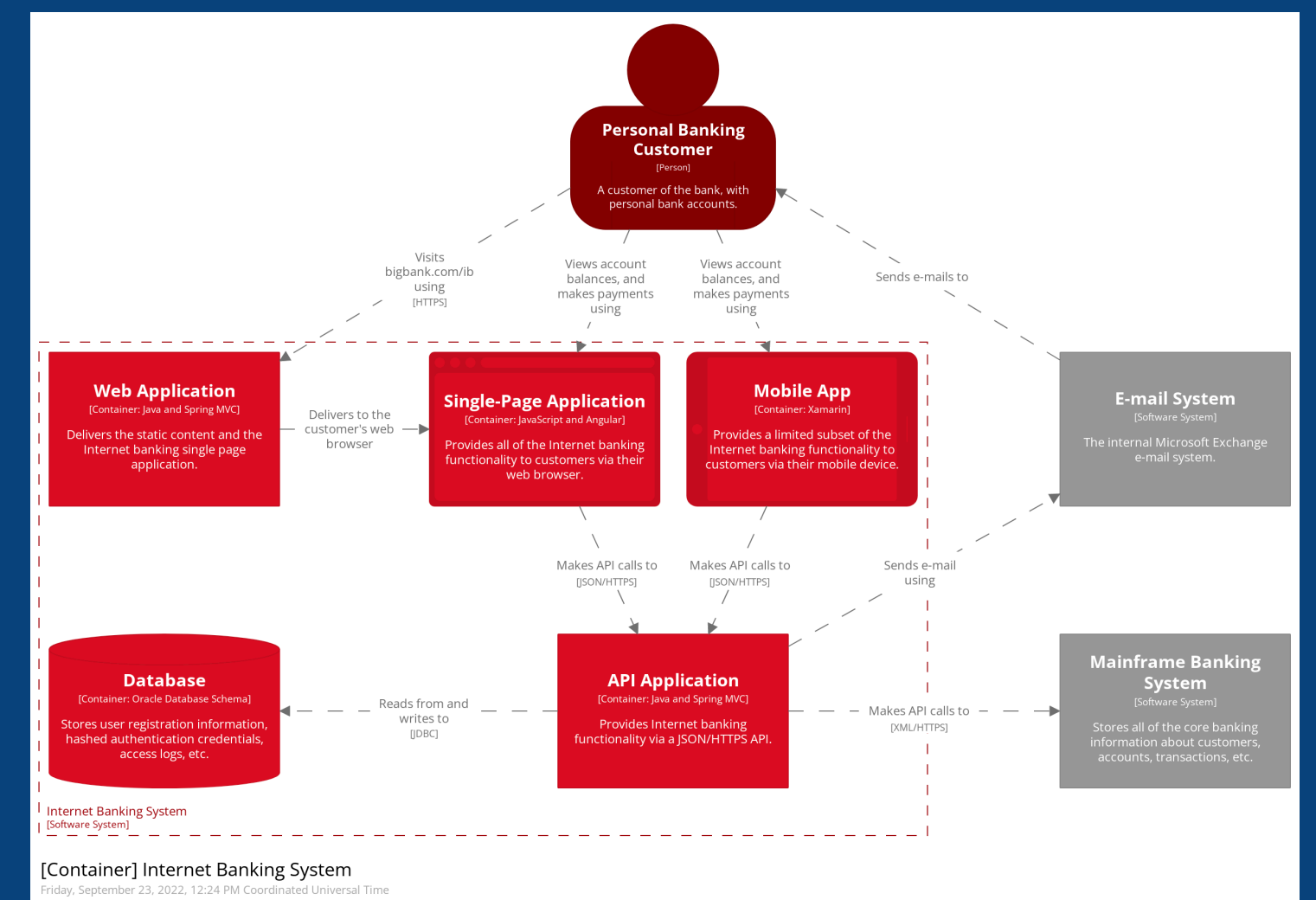
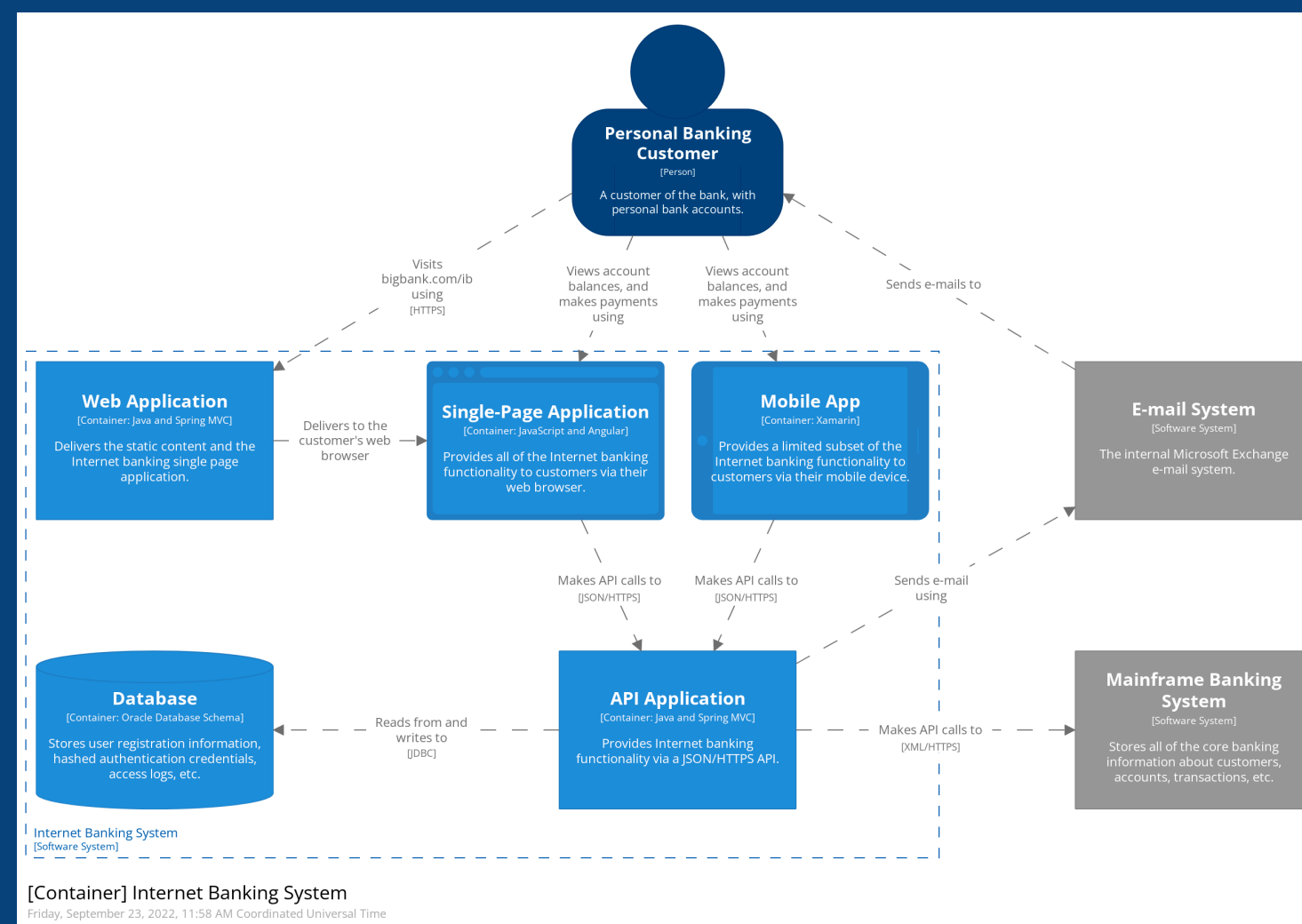
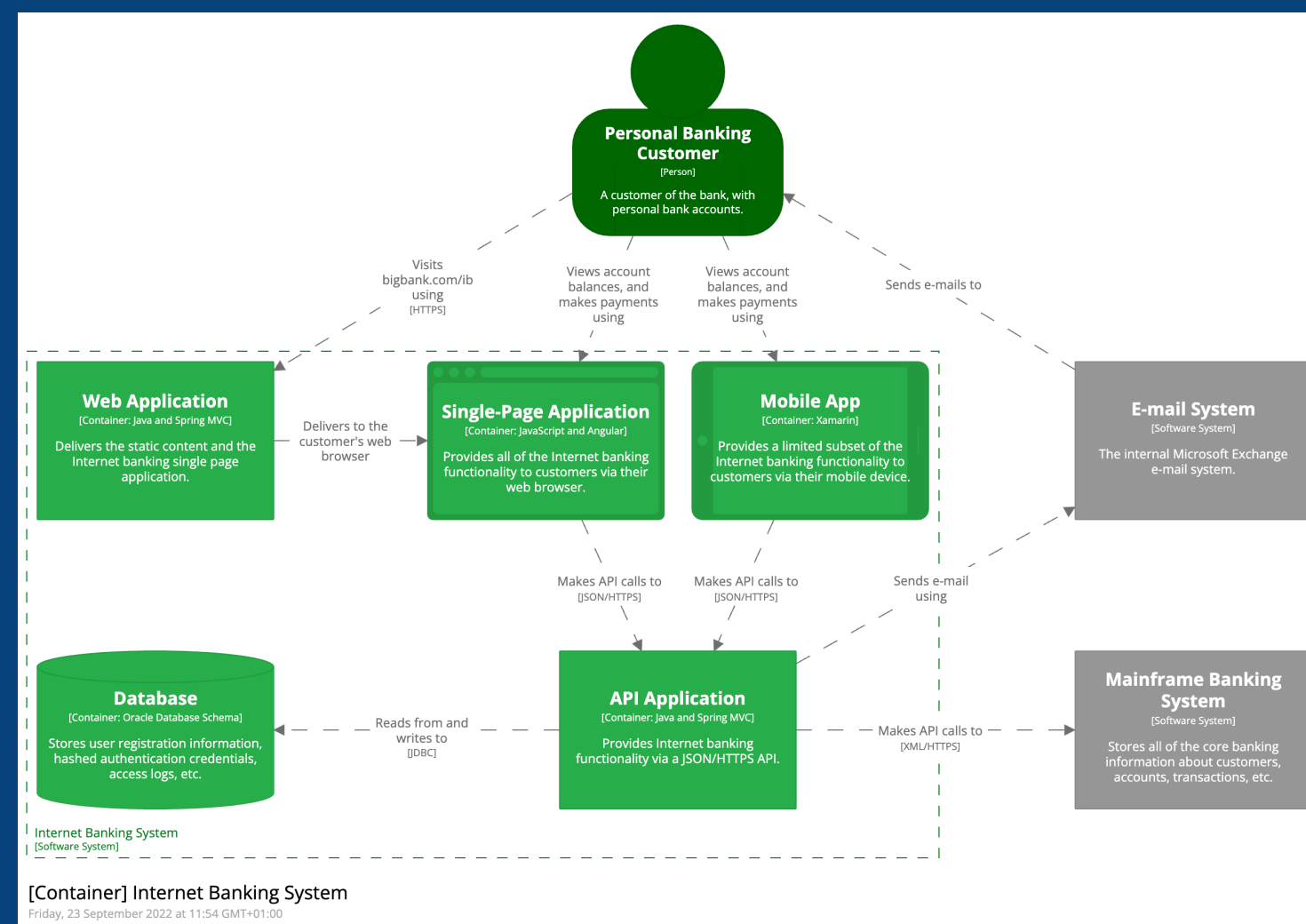


Notation

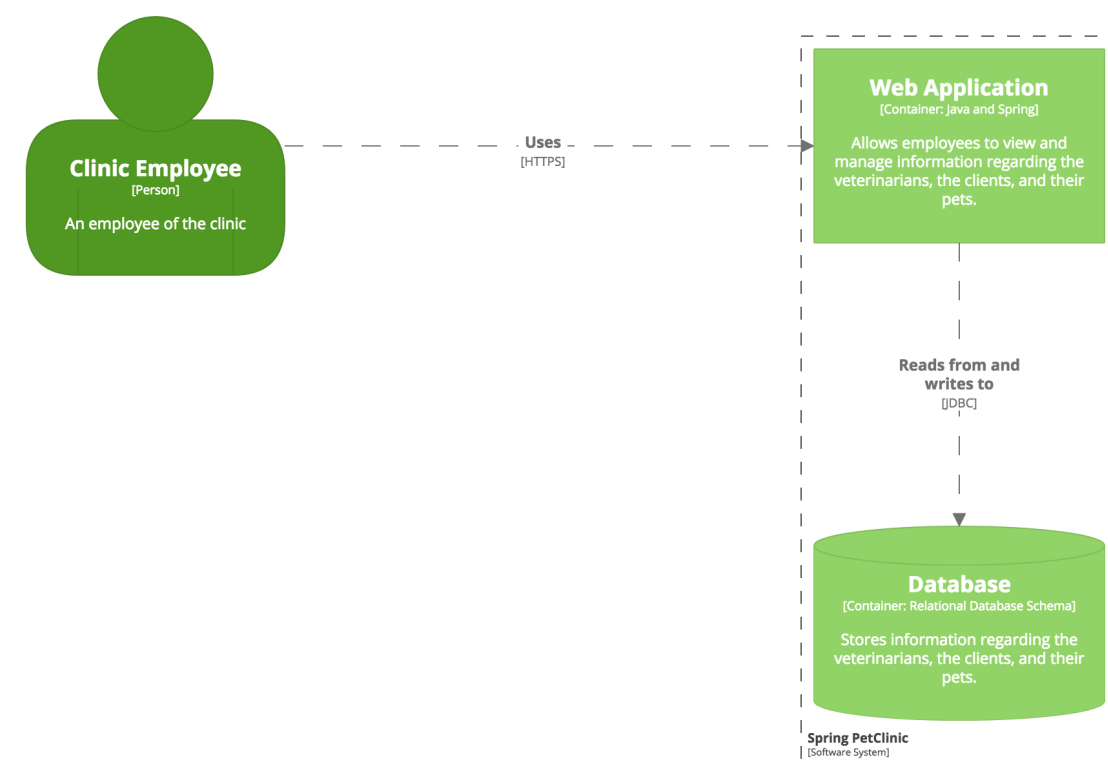
HOW STANDARDS PROLIFERATE:
(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC)



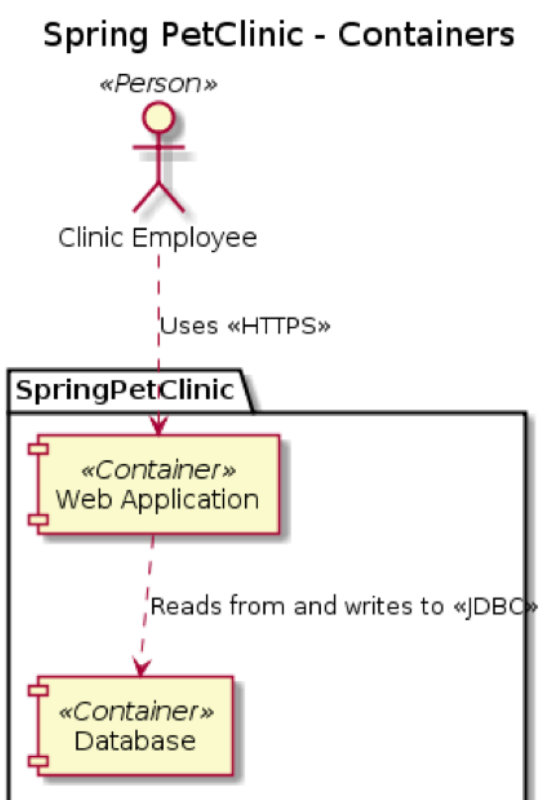
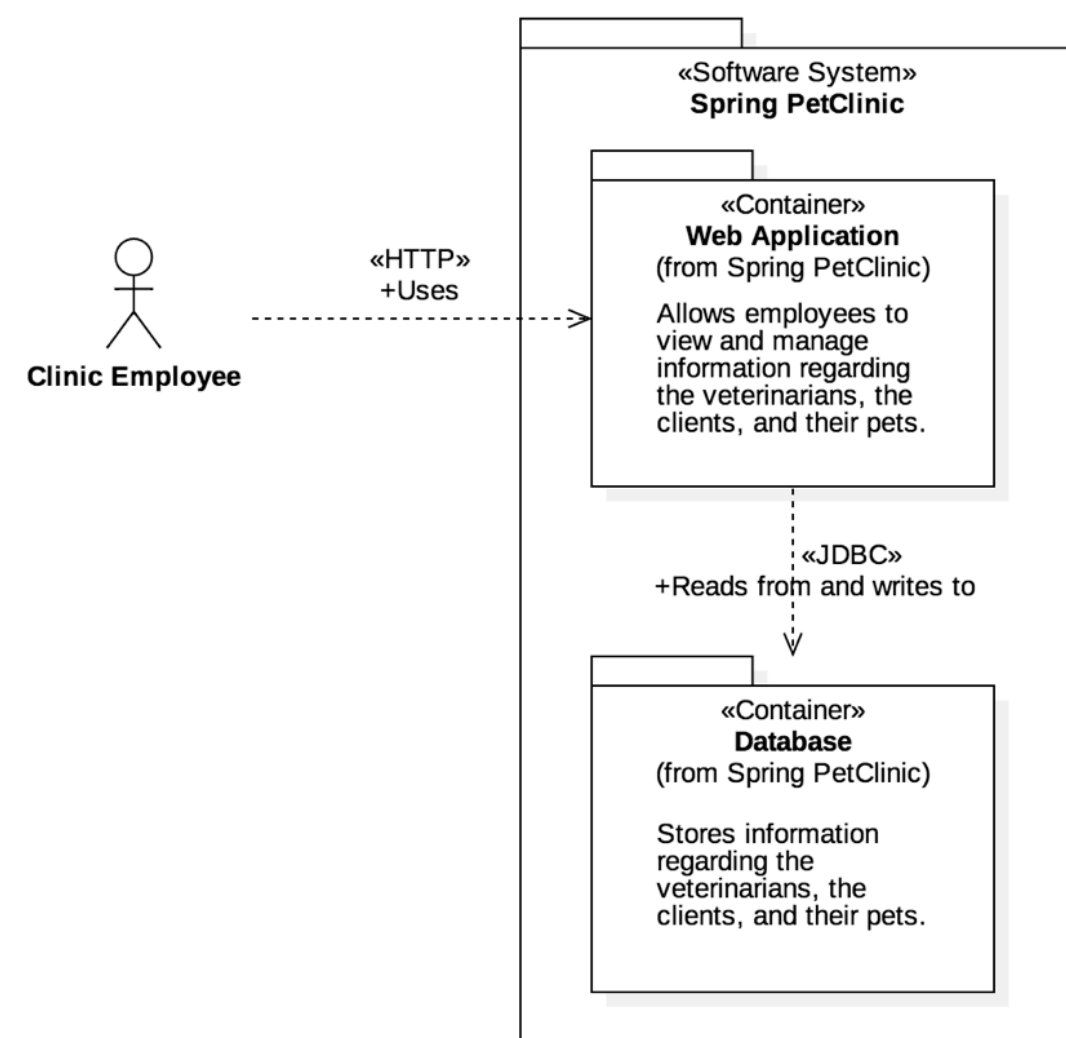
The C4 model is notation independent



The C4 model is notation independent



Container diagram for Spring PetClinic
The Containers diagram for the Spring PetClinic system.
Last modified: Thursday 17 August 2017 10:15 UTC | Version: 95de1d9f8b6f3560915331664b27a4a75ce1f1f6



The Container diagram for the Spring PetClinic system.

Titles

Short and meaningful, include the **diagram type**, numbered if diagram order is important; for example:

System Context diagram for Financial Risk System

[System Context] Financial Risk System

Visual consistency

Try to be consistent with notation
and element positioning across diagrams

Acronyms

Be wary of using acronyms, especially those related to the business/domain that you work in

Boxes

Start with simple boxes containing the element name, type, technology (if appropriate) and a description/responsibilities

Personal Banking Customer

[Person]

A customer of the bank, with personal bank accounts.

Internet Banking System

[Software System]

Allows customers to view information about their bank accounts, and make payments.

API Application

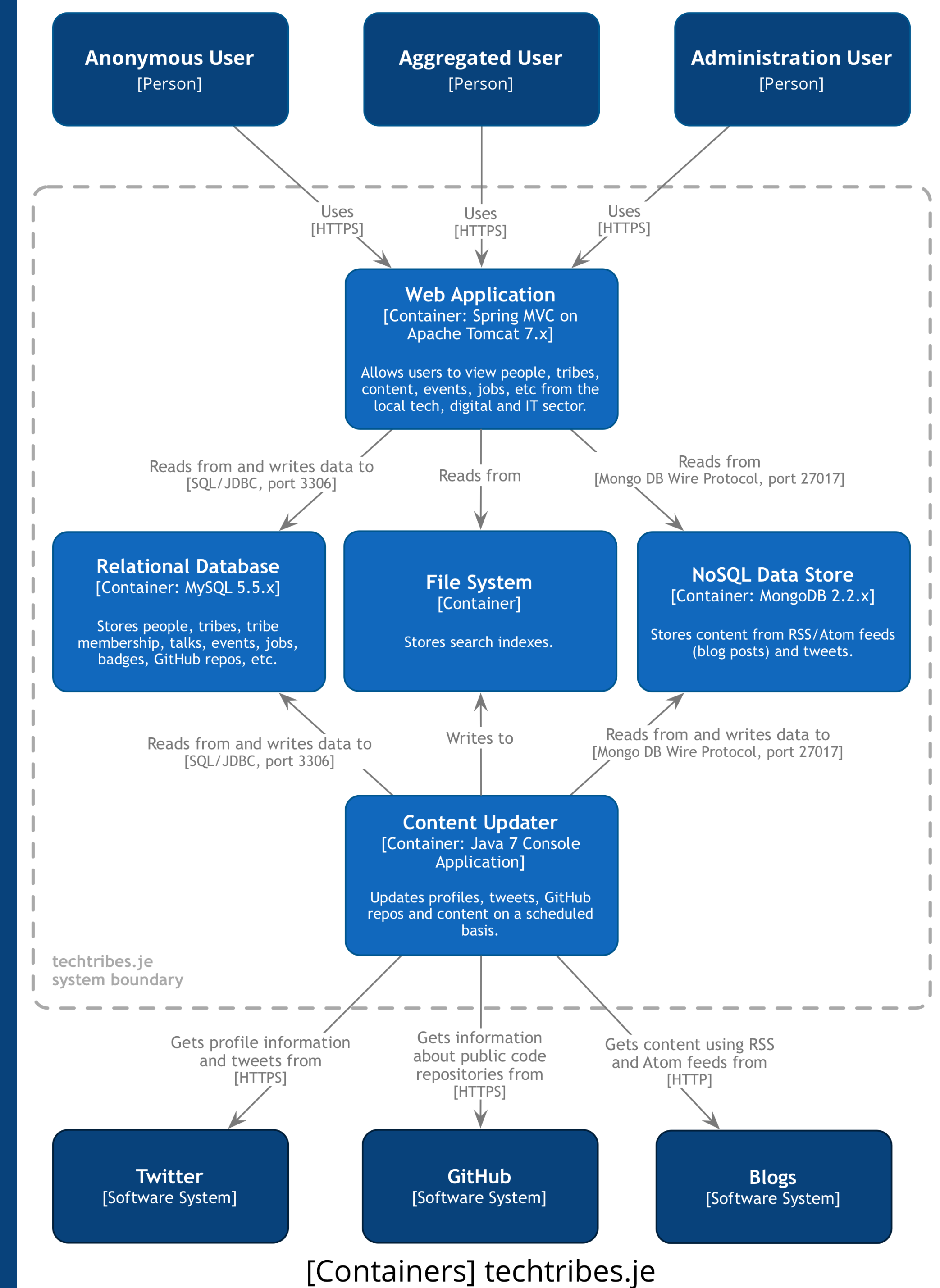
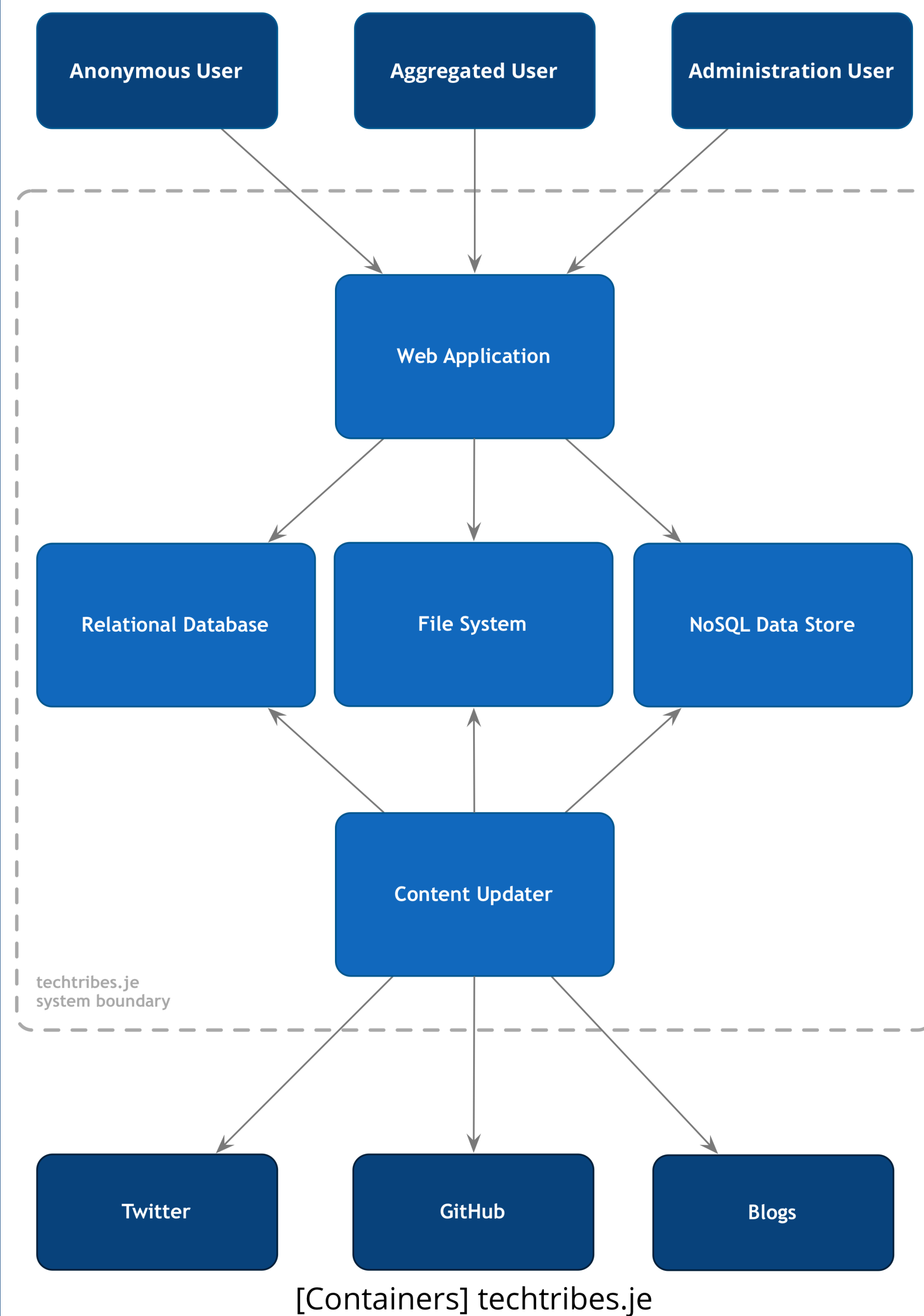
[Container: Java and Spring MVC]

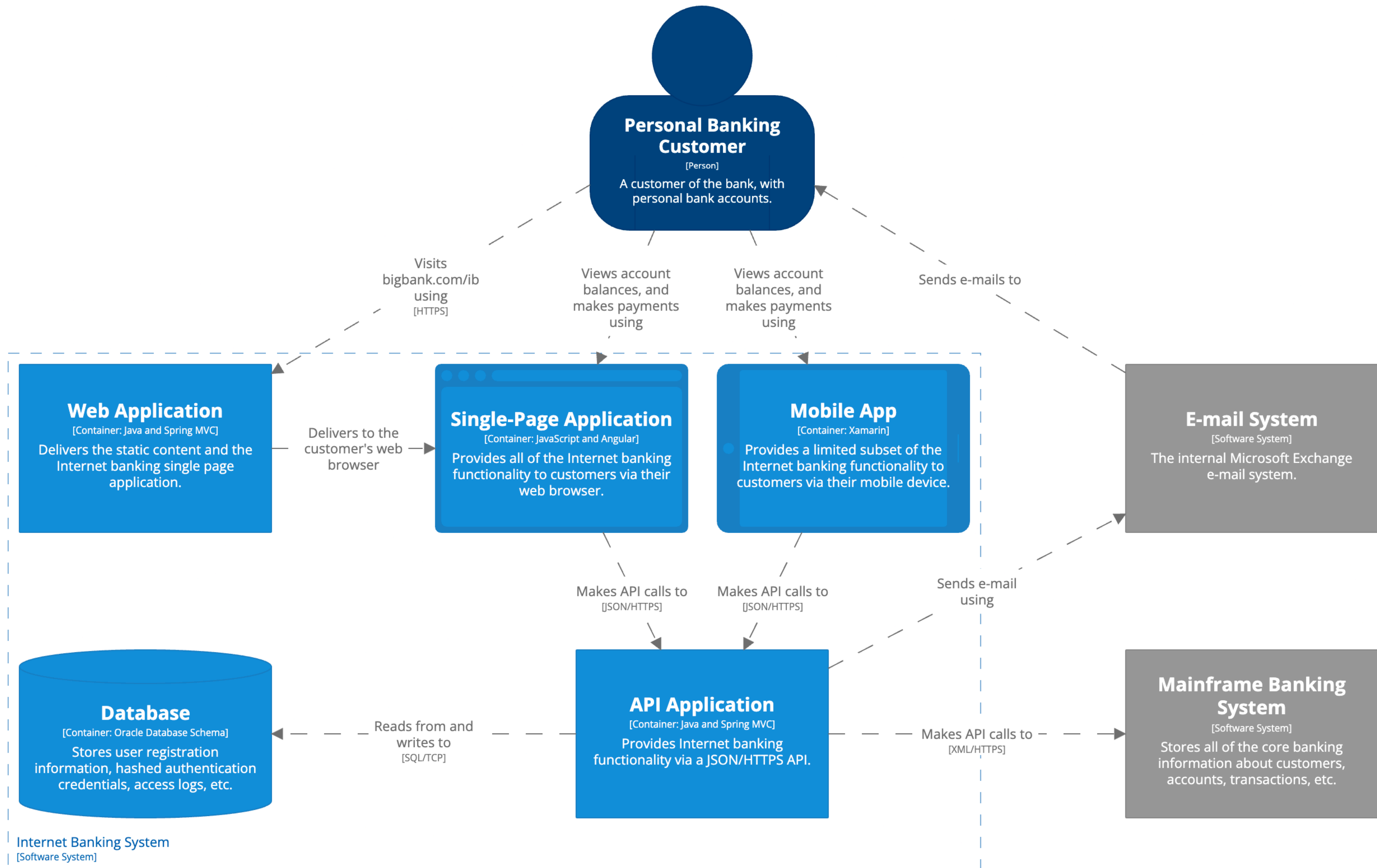
Provides Internet banking functionality via a JSON/HTTPS API.

Mainframe Banking System Facade

[Component: Spring Bean]

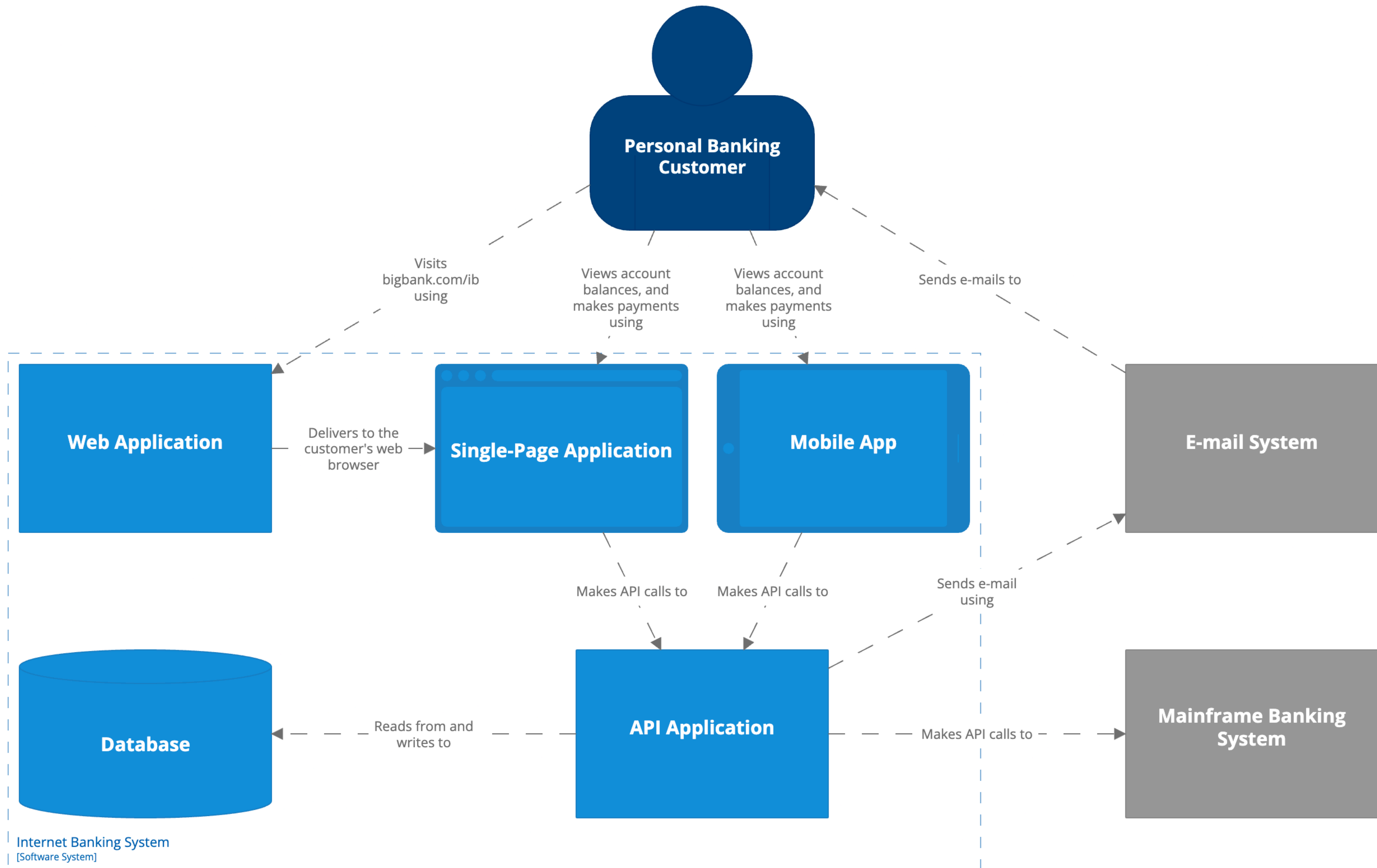
A facade onto the mainframe banking system.





[Container] Internet Banking System

The container diagram for the Internet Banking System - diagram created with Structurizr.
 Wednesday, 22 March 2023 at 08:16 Greenwich Mean Time



[Container] Internet Banking System

The container diagram for the Internet Banking System - diagram created with Structurizr.

Wednesday, 22 March 2023 at 08:16 Greenwich Mean Time

Lines

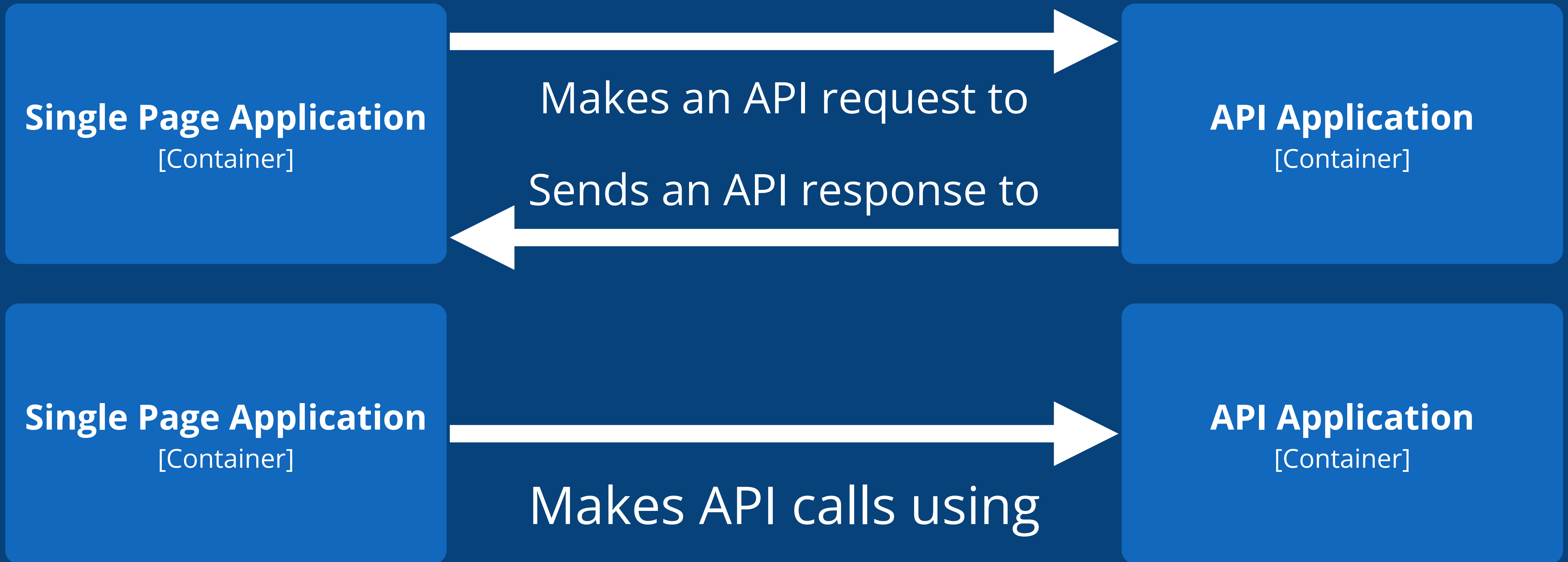
Favour uni-directional lines showing the most important dependencies or data flow, with an annotation to be explicit about the purpose of the line and direction

No



Yes





Summarise the intent of the relationship

Single Page Application
[Container]



Uses

API Application
[Container]

Single Page Application
[Container]



Makes API calls using

API Application
[Container]

Summarise, yet be specific

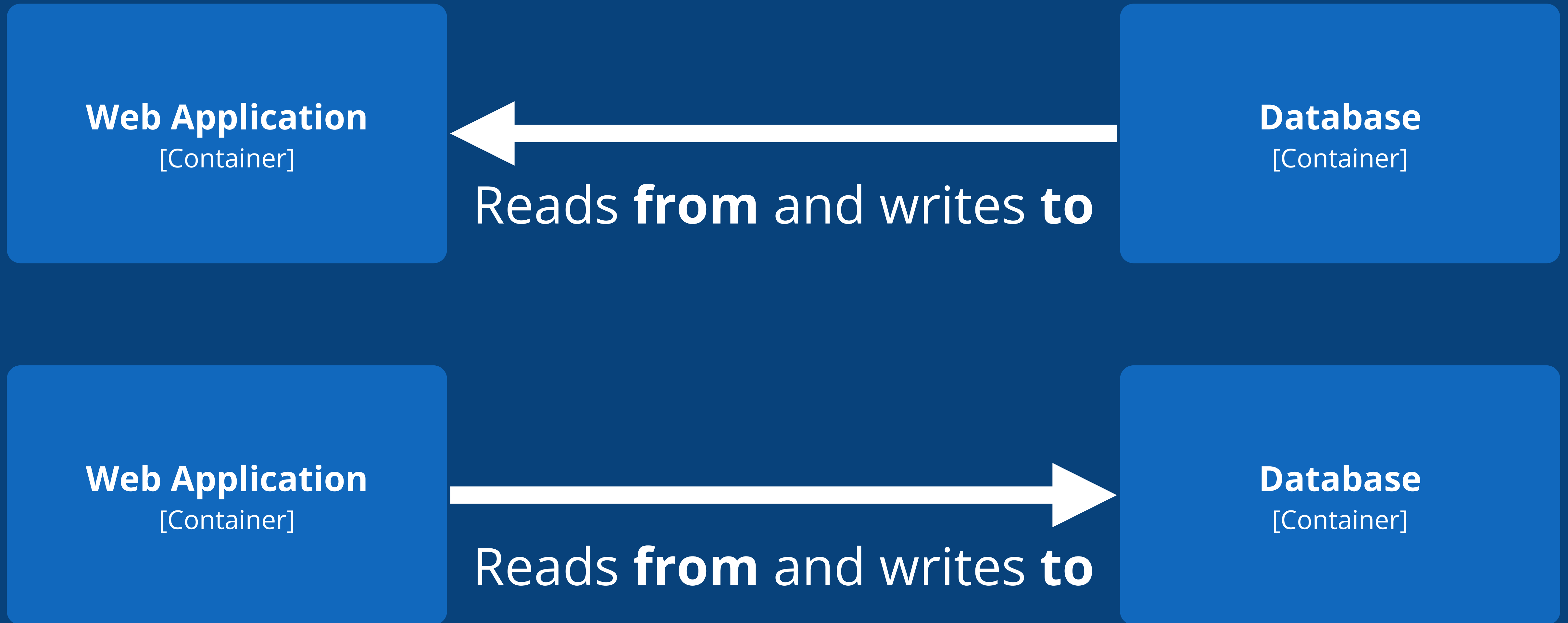


Show both directions when
the intents are different



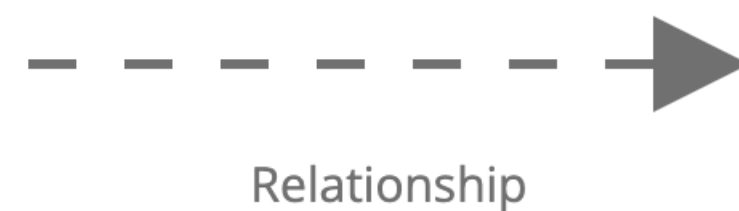
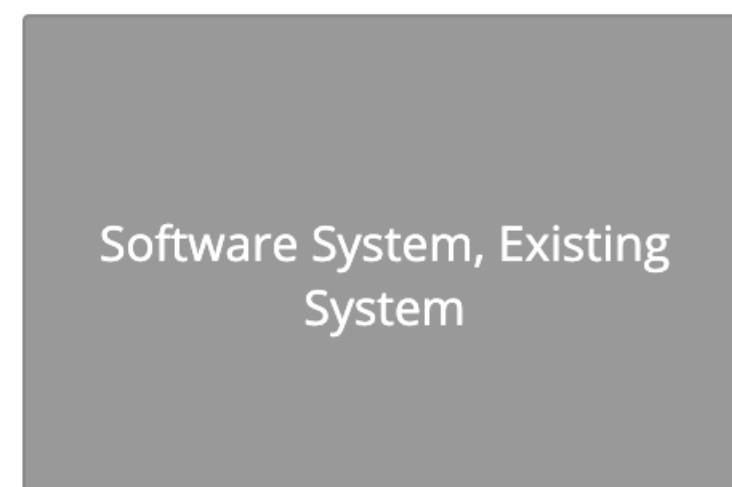
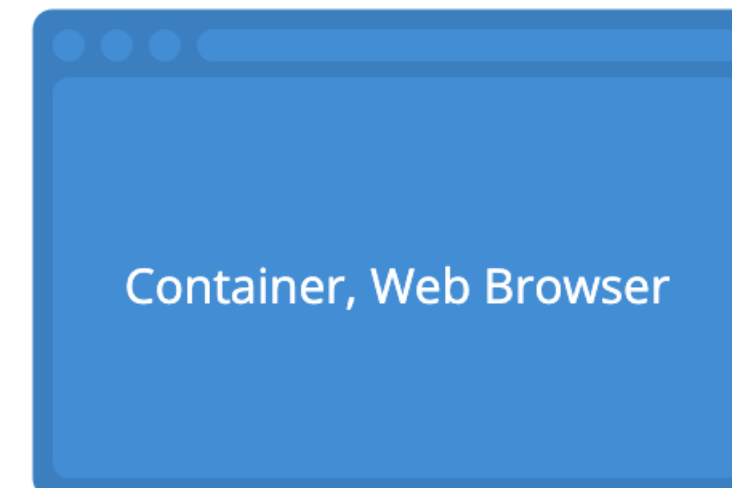
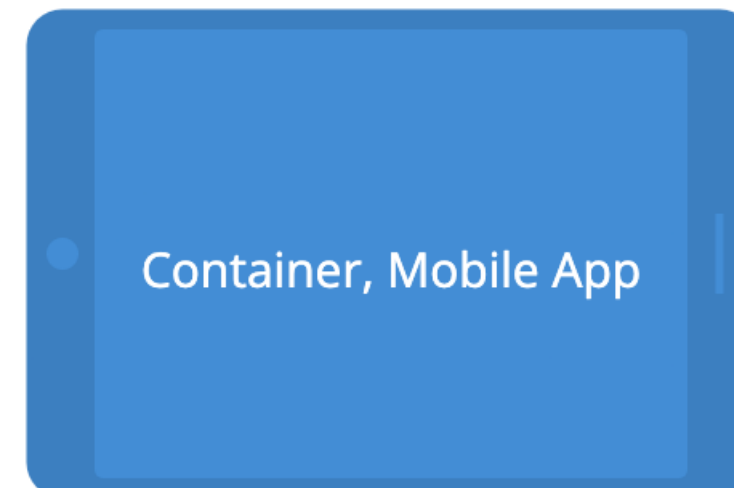
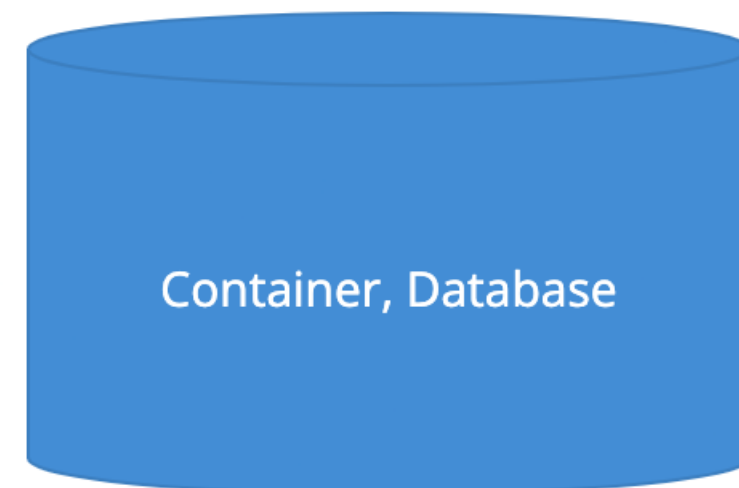
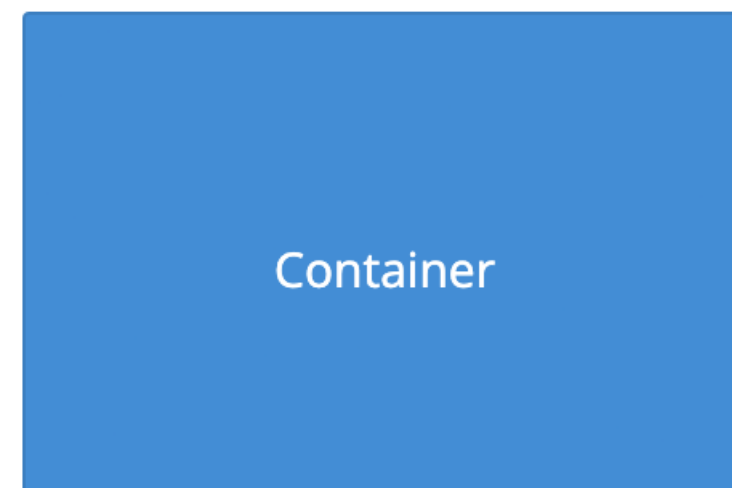
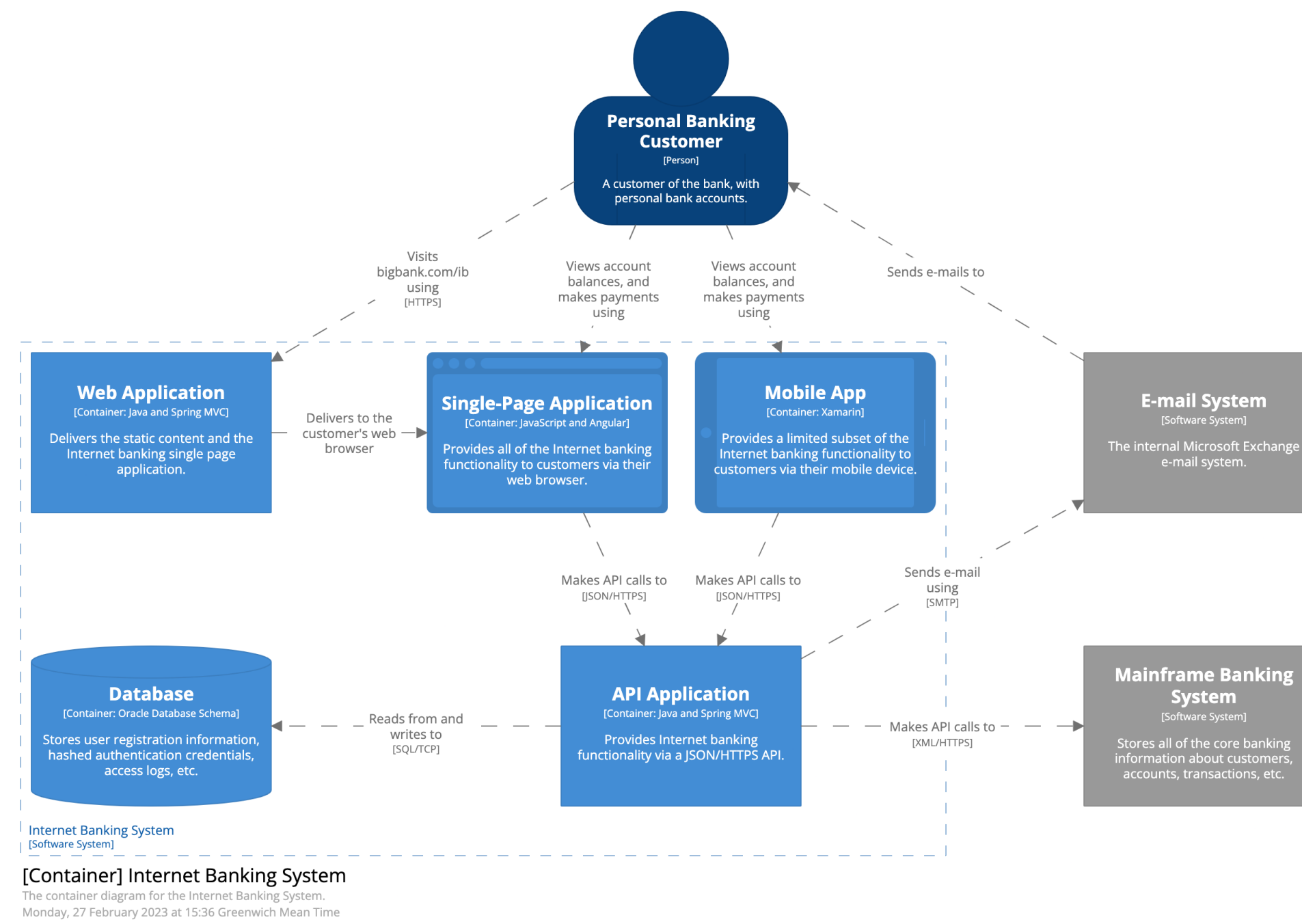
Add more words to make the intent explicit

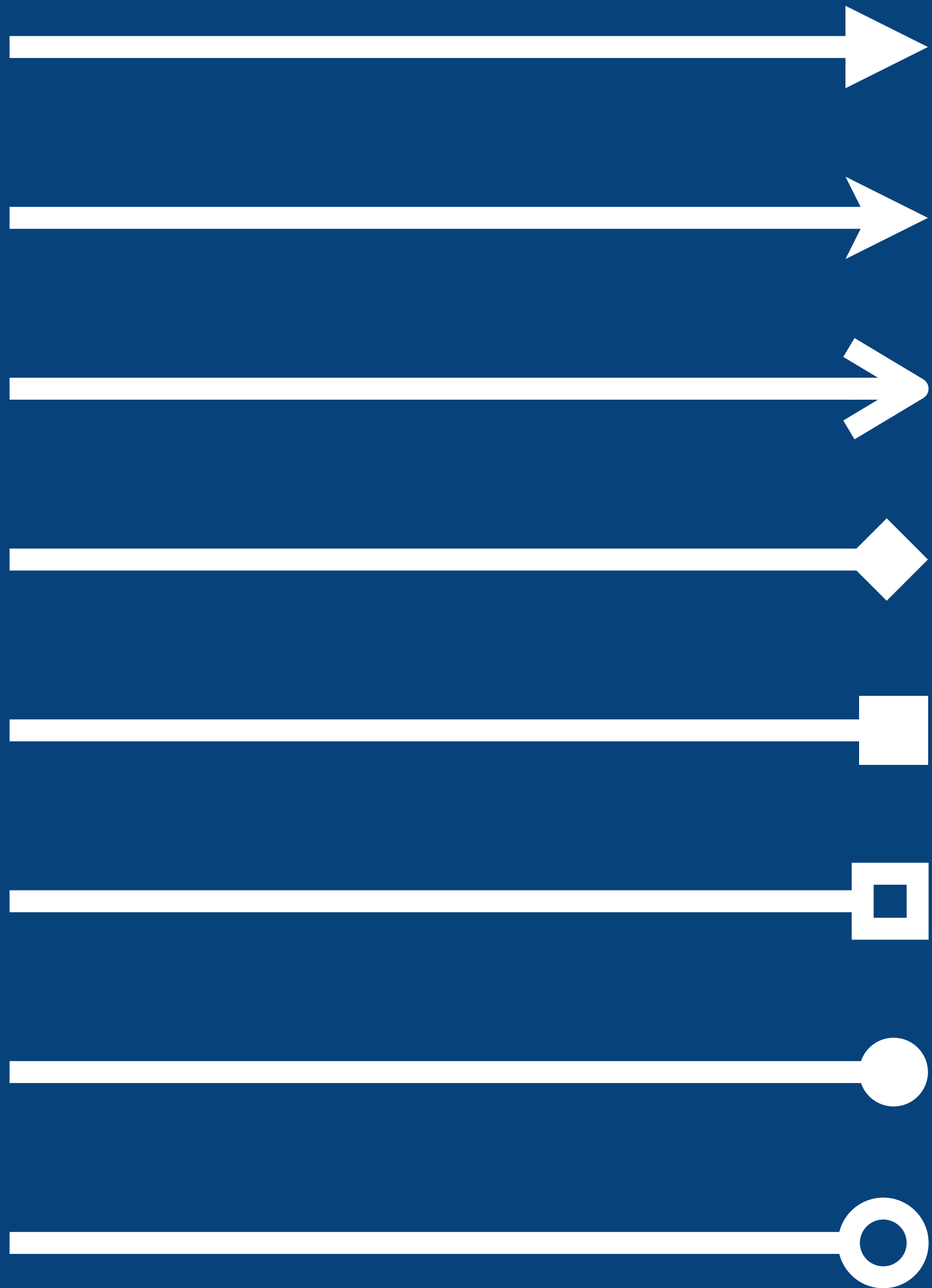
If in doubt, read the relationship



Key/legend

Explain shapes, line styles, colours, borders, acronyms, etc
... even if your notation seems obvious!





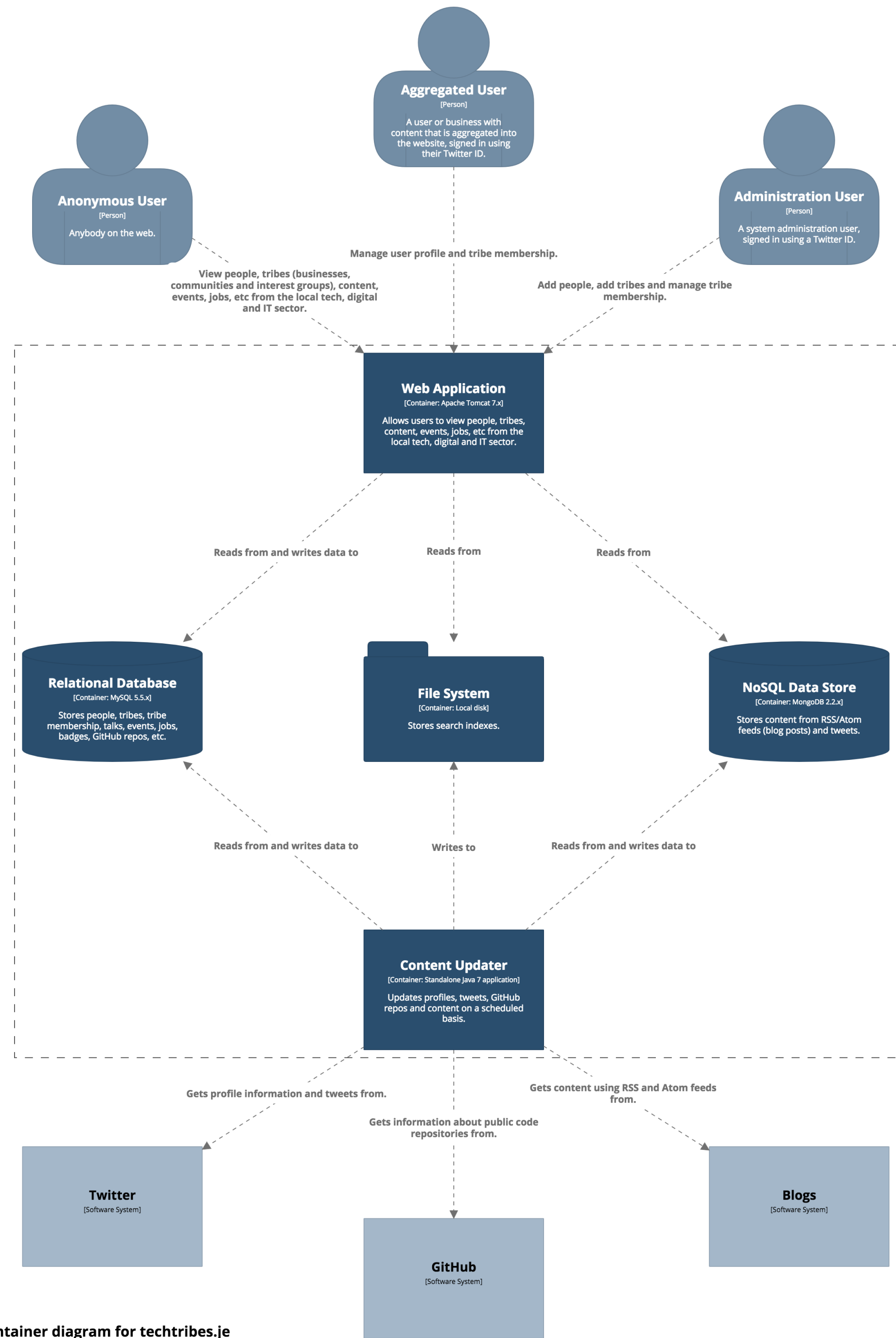
Arrowheads

Be careful, using different arrowheads is very subtle; readers may miss them

Use shape, colour and size
to **complement** a diagram
that already makes sense



Container diagram for techtribes.je



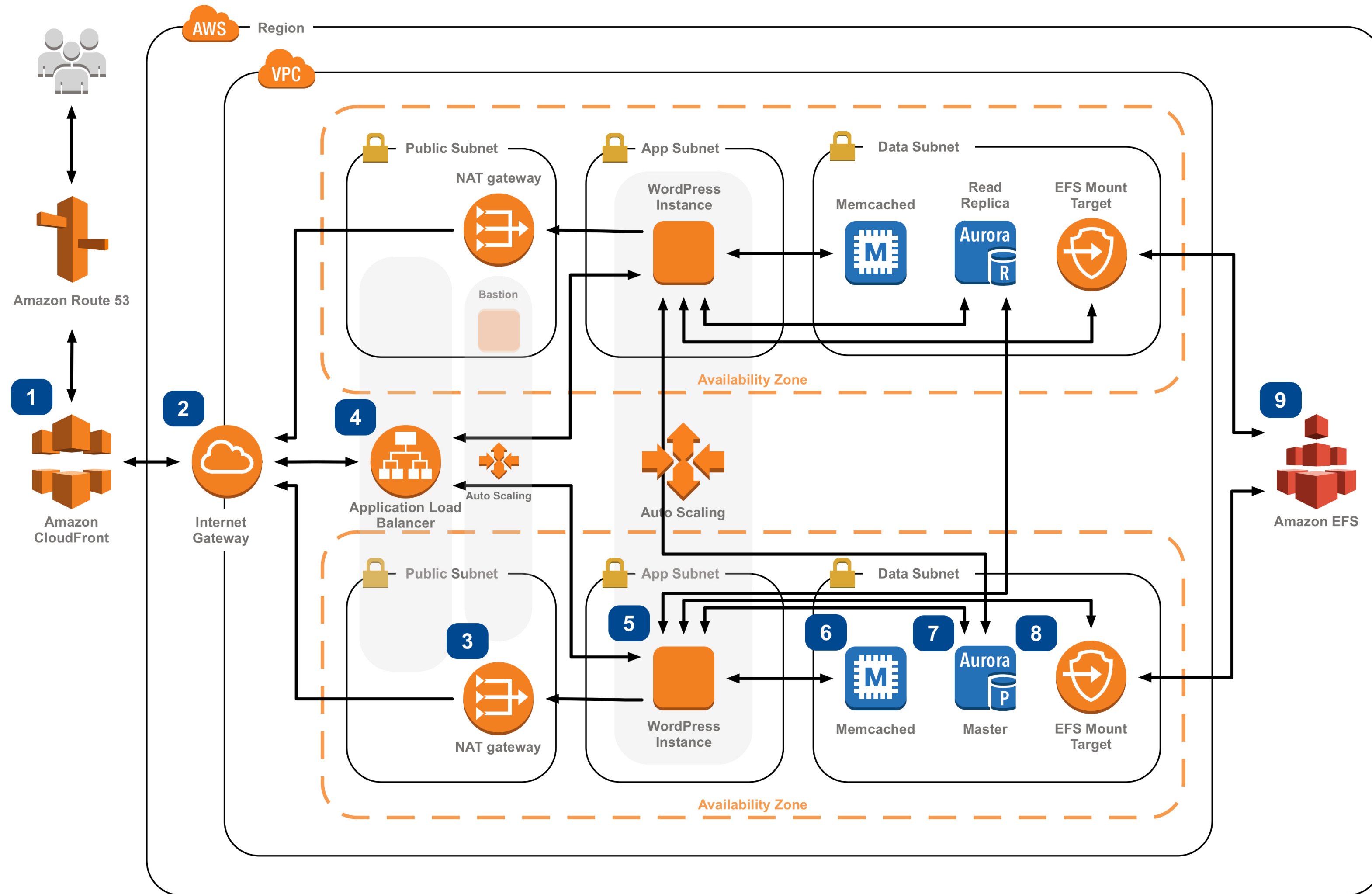
Container diagram for techtribes.je

Be careful with **icons**

WordPress Hosting

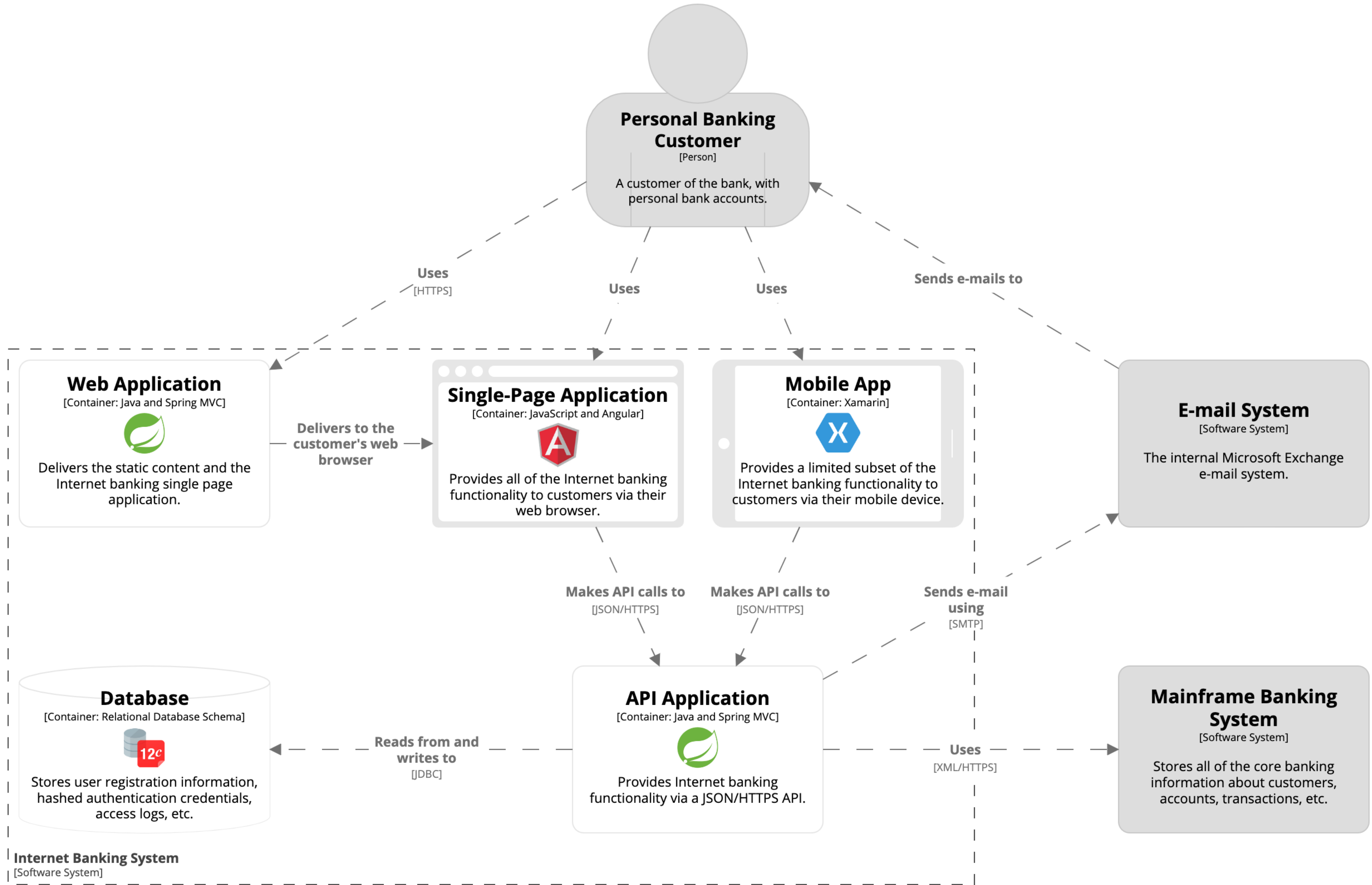
How to run WordPress on AWS

WordPress is one of the world's most popular web publishing platforms, being used to publish 27% of all websites, from personal blogs to some of the biggest news sites. This reference architecture simplifies the complexity of deploying a scalable and highly available WordPress site on AWS.



- 1 Static and dynamic content is delivered by **Amazon CloudFront**.
- 2 An **Internet gateway** allows communication between instances in your VPC and the Internet.
- 3 **NAT gateways** in each public subnet enable Amazon EC2 instances in private subnets (App & Data) to access the Internet.
- 4 Use an **Application Load Balancer** to distribute web traffic across an Auto Scaling Group of Amazon EC2 instances in multiple AZs.
- 5 Run your WordPress site using an **Auto Scaling group of Amazon EC2 instances**. Install the latest versions of WordPress, Apache web server, PHP 7, and OPcache and build an Amazon Machine Image that will be used by the Auto Scaling group launch configuration to launch new instances in the Auto Scaling group.
- 6 If database access patterns are read-heavy, consider using a WordPress plugin that takes advantage of a caching layer like **Amazon ElastiCache (Memcached)** in front of the database layer to cache frequently accessed data.
- 7 Simplify your database administration by running your database layer in **Amazon RDS** using either Aurora or MySQL.
- 8 Amazon EC2 instances access shared WordPress data in an Amazon EFS file system using **Mount Targets** in each AZ in your VPC.
- 9 Use **Amazon EFS**, a simple, highly available, and scalable network file system so WordPress instances have access to your shared, unstructured WordPress data, like php files, config, themes, plugins, etc.

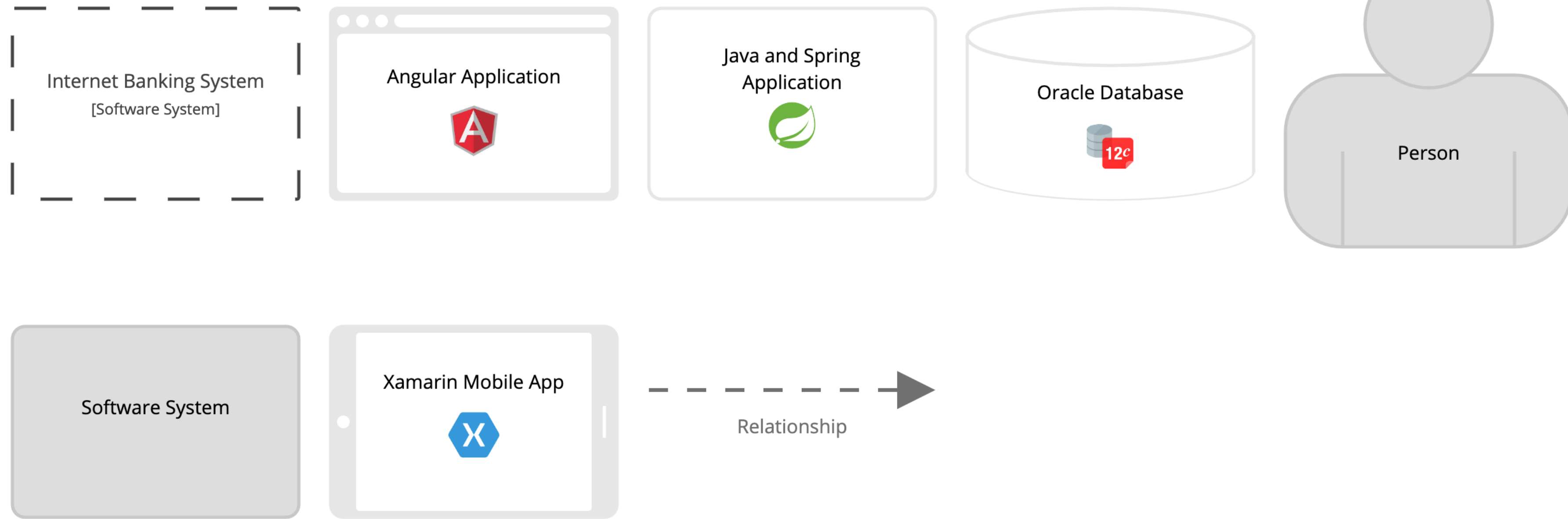
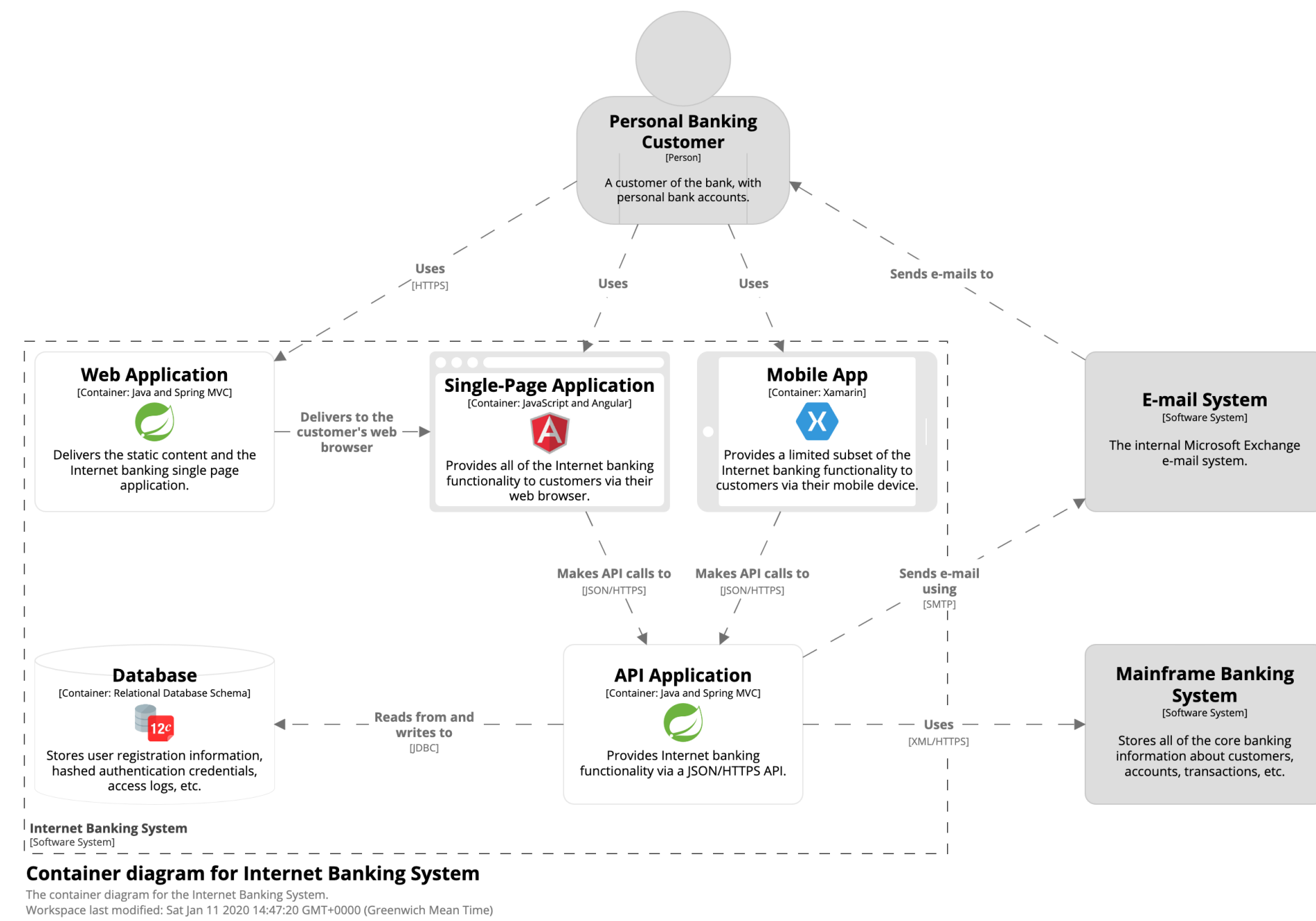


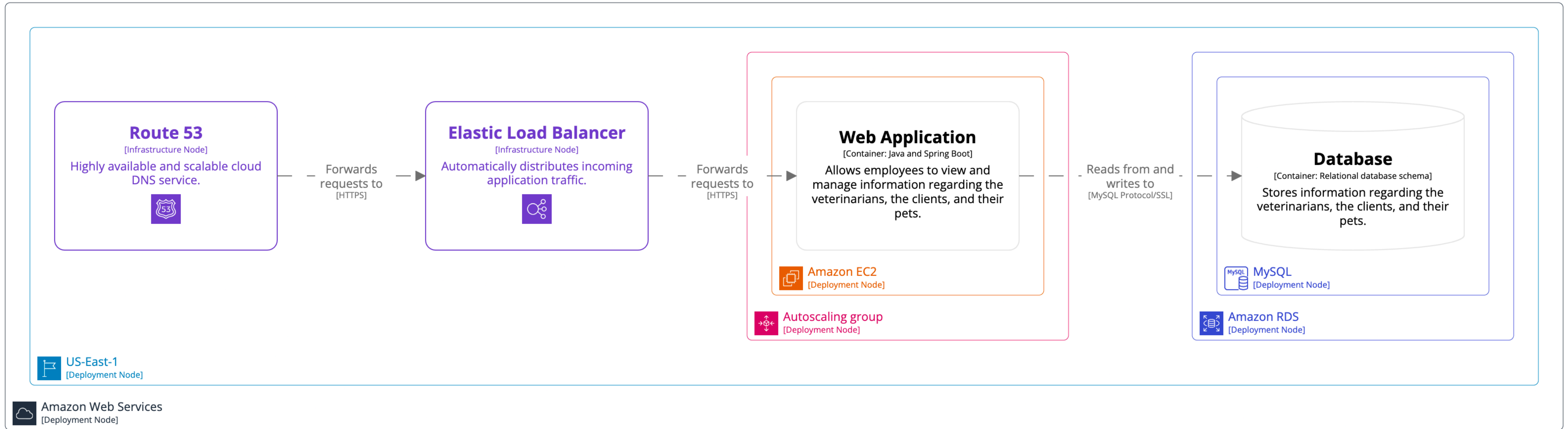


Container diagram for Internet Banking System

The container diagram for the Internet Banking System.

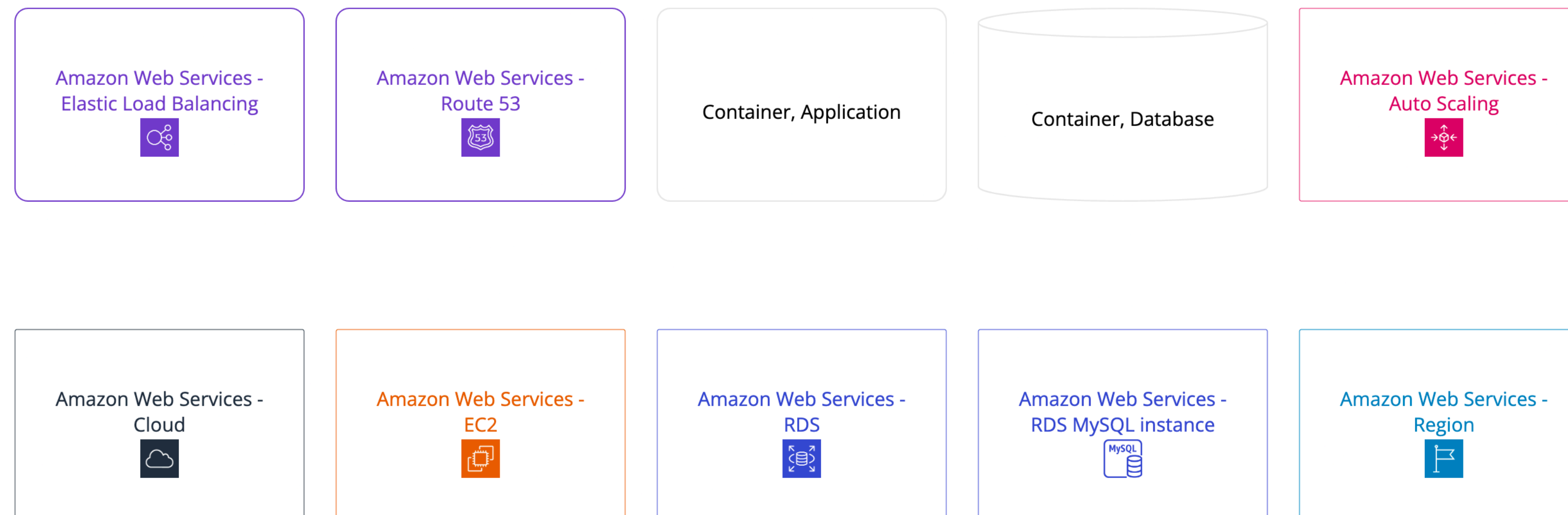
Workspace last modified: Sat Jan 11 2020 14:47:20 GMT+0000 (Greenwich Mean Time)





[Deployment] Spring PetClinic - Live

Sunday, 5 March 2023 at 09:41 Greenwich Mean Time



Increase the **readability** of
software architecture diagrams,
so they can **stand alone**

Any narrative should **complement**
the diagram rather than explain it

Notation, notation, notation

A software architecture diagram review checklist

[Diagram review tool](#) | [Printable PDF version](#)

General

Does the diagram have a title?

Yes

No



Do you understand what the diagram type is?

Yes

No



Do you understand what the diagram scope is?

Yes

No



Does the diagram have a key/legend?

Yes

No



Abstractions first, notation second

Ensure that your team has a ubiquitous language to describe software architecture

The C4 model is...

A set of hierarchical
abstractions

(software systems, containers,
components, and code)

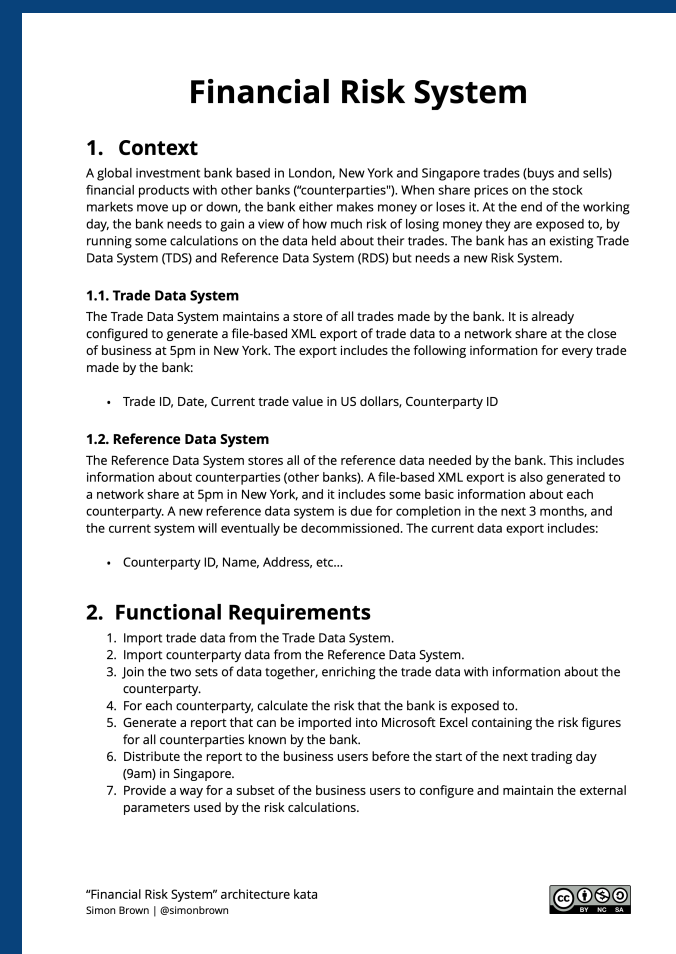
A set of hierarchical
diagrams

(system context, containers, components,
and code)

Notation independent

Tooling independent

Draw **System Context** and **Container** diagrams to describe a solution for the "Financial Risk System"



simonbrown.je

Designing software is where
the complexity should be,
not communicating it!

Similar levels of abstraction provide
a way to easily **compare** solutions

The diagrams should spark
meaningful questions

No

“What does that arrow mean?”

“Why are some boxes red?”

“Is that a Java application?”

“Is that a monolithic application, or a collection of microservices?”

“How do the users get their reports?”

Yes

“What protocol are your two Java applications using to communicate with each other?”

“Why do you have two separate C# applications instead of one?”

“Why are you using MongoDB?”

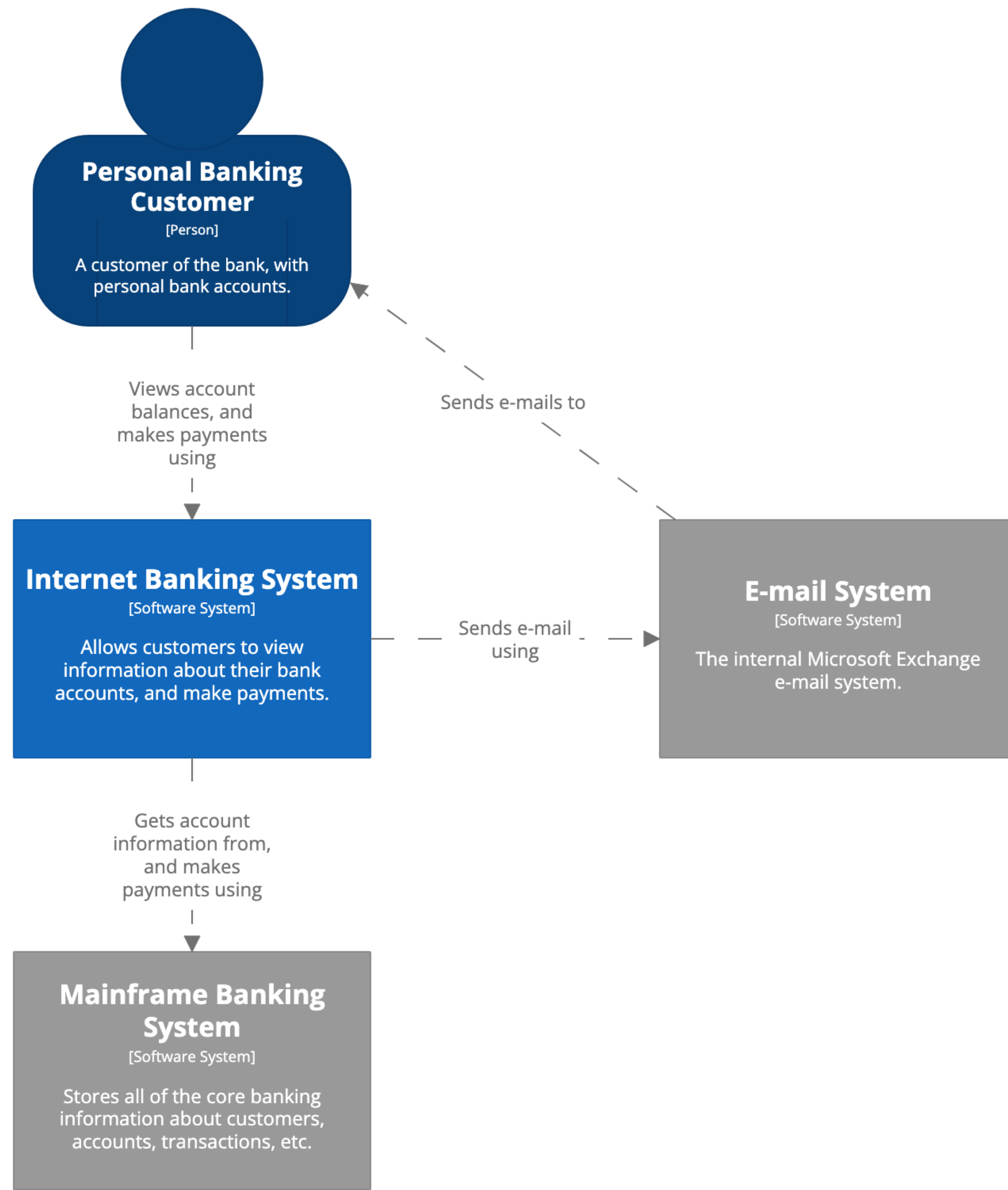
“Why are you using MySQL when our standard is Oracle?”

“Should we really build new applications with .NET Framework rather than .NET Core?”

Richer diagrams lead to
richer **design discussions**

Richer diagrams lead to
better communication,
making it easier to scale teams

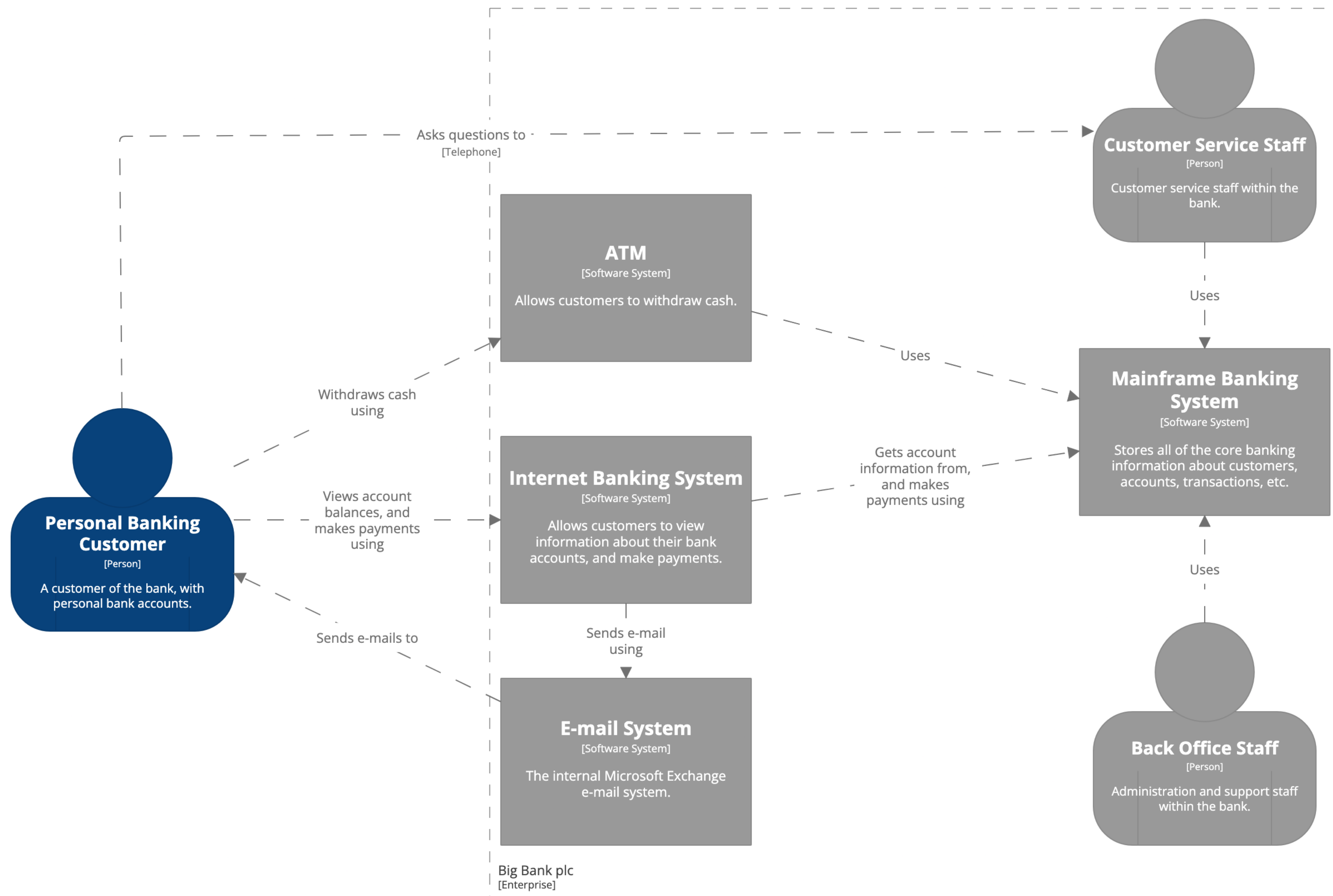
System landscape diagrams



[System Context] Internet Banking System

The system context diagram for the Internet Banking System.

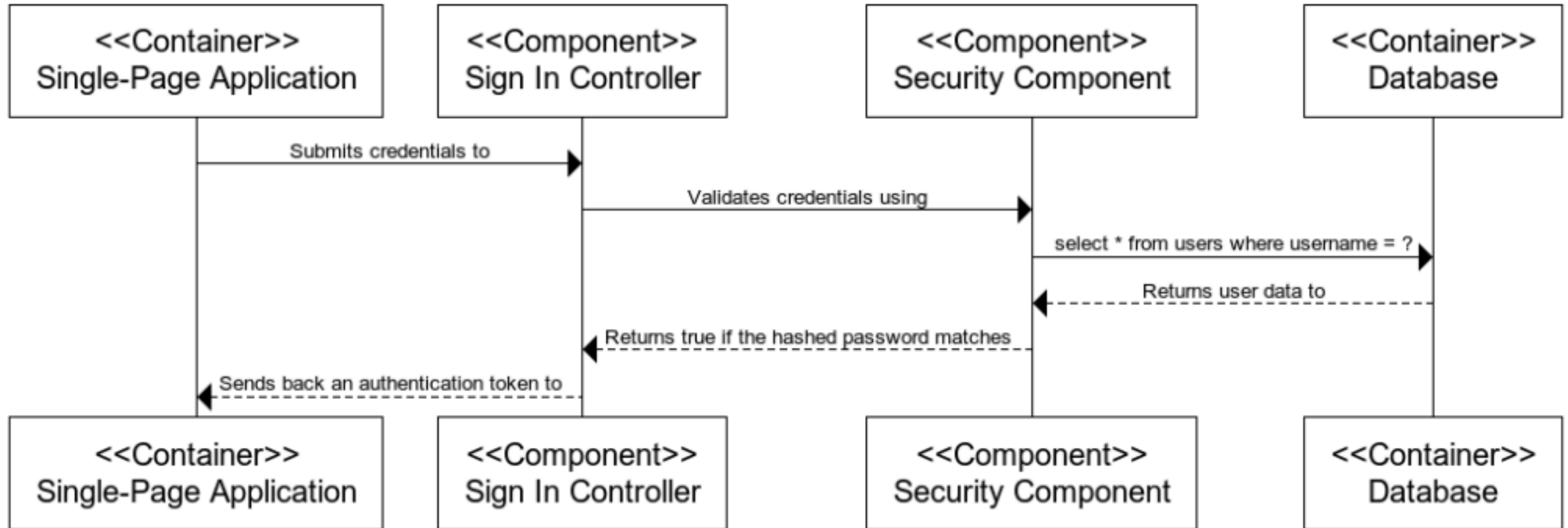
Monday, 27 February 2023 at 15:25 Greenwich Mean Time

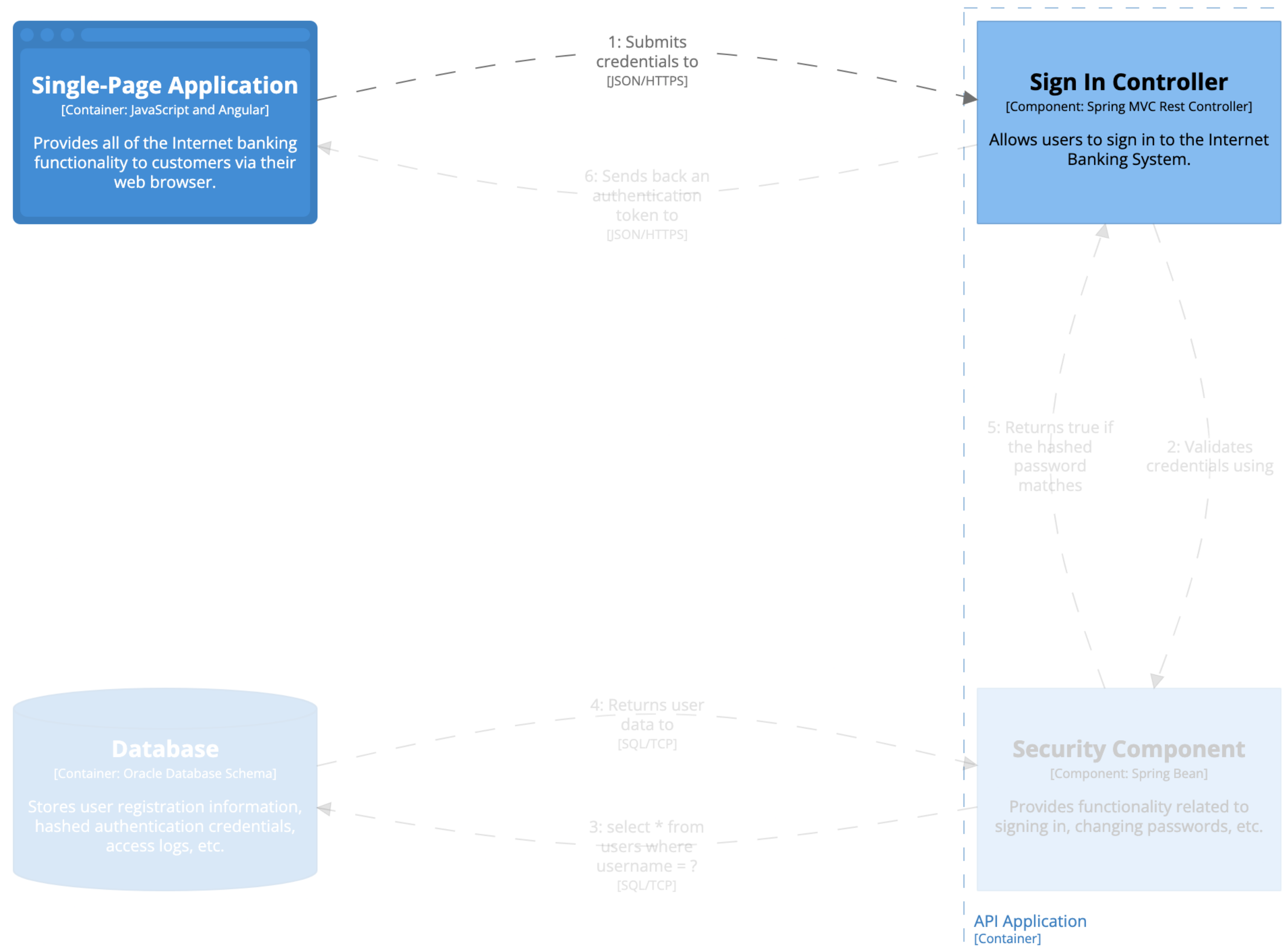


Runtime/behavioural diagrams

Static structure diagrams
are very useful, but they
don't tell the whole story

API Application - Dynamic - SignIn

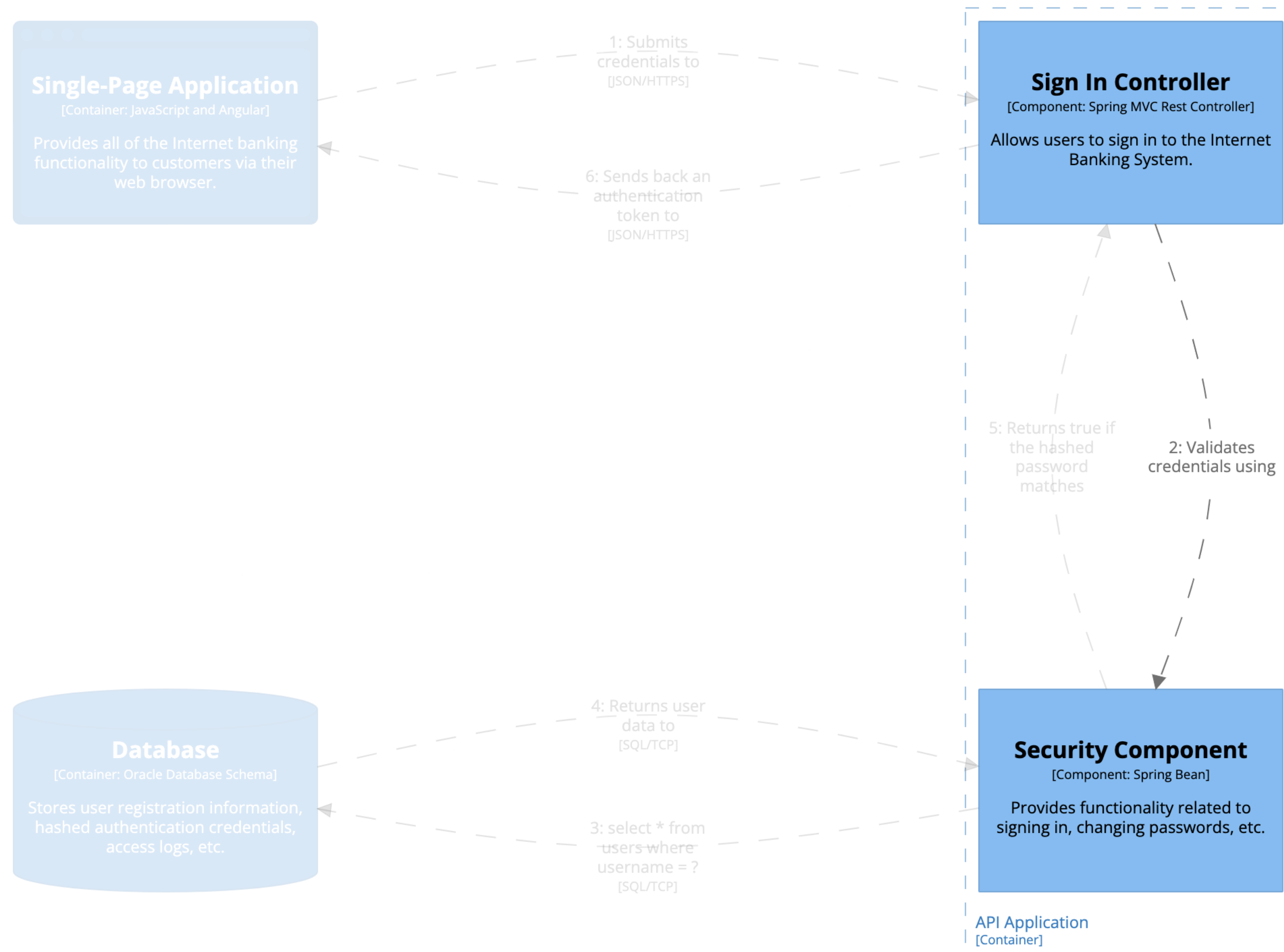




[Dynamic] Internet Banking System - API Application

Summarises how the sign in feature works in the single-page application.

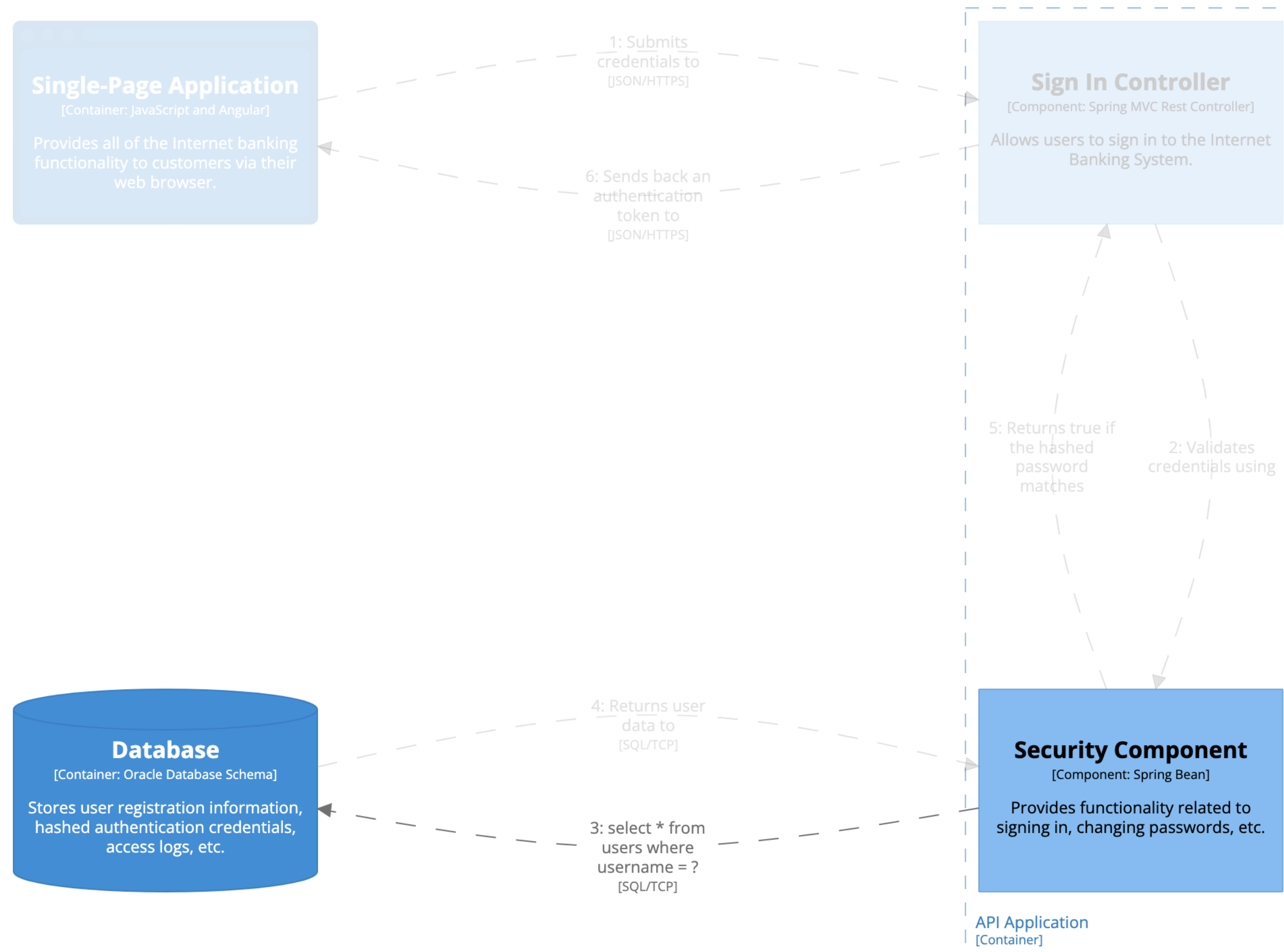
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Dynamic] Internet Banking System - API Application

Summarises how the sign in feature works in the single-page application.

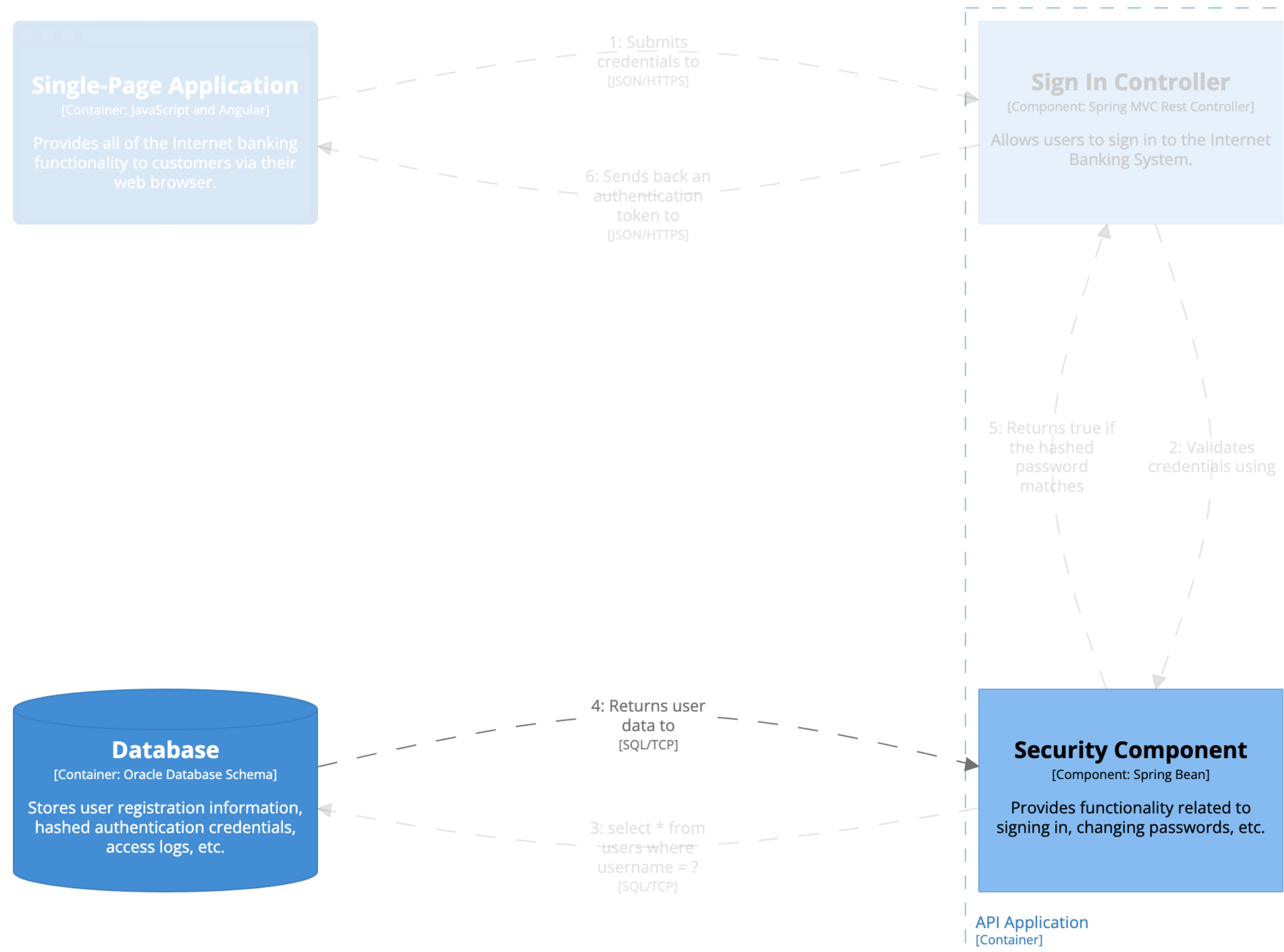
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Dynamic] Internet Banking System - API Application

Summarises how the sign in feature works in the single-page application.

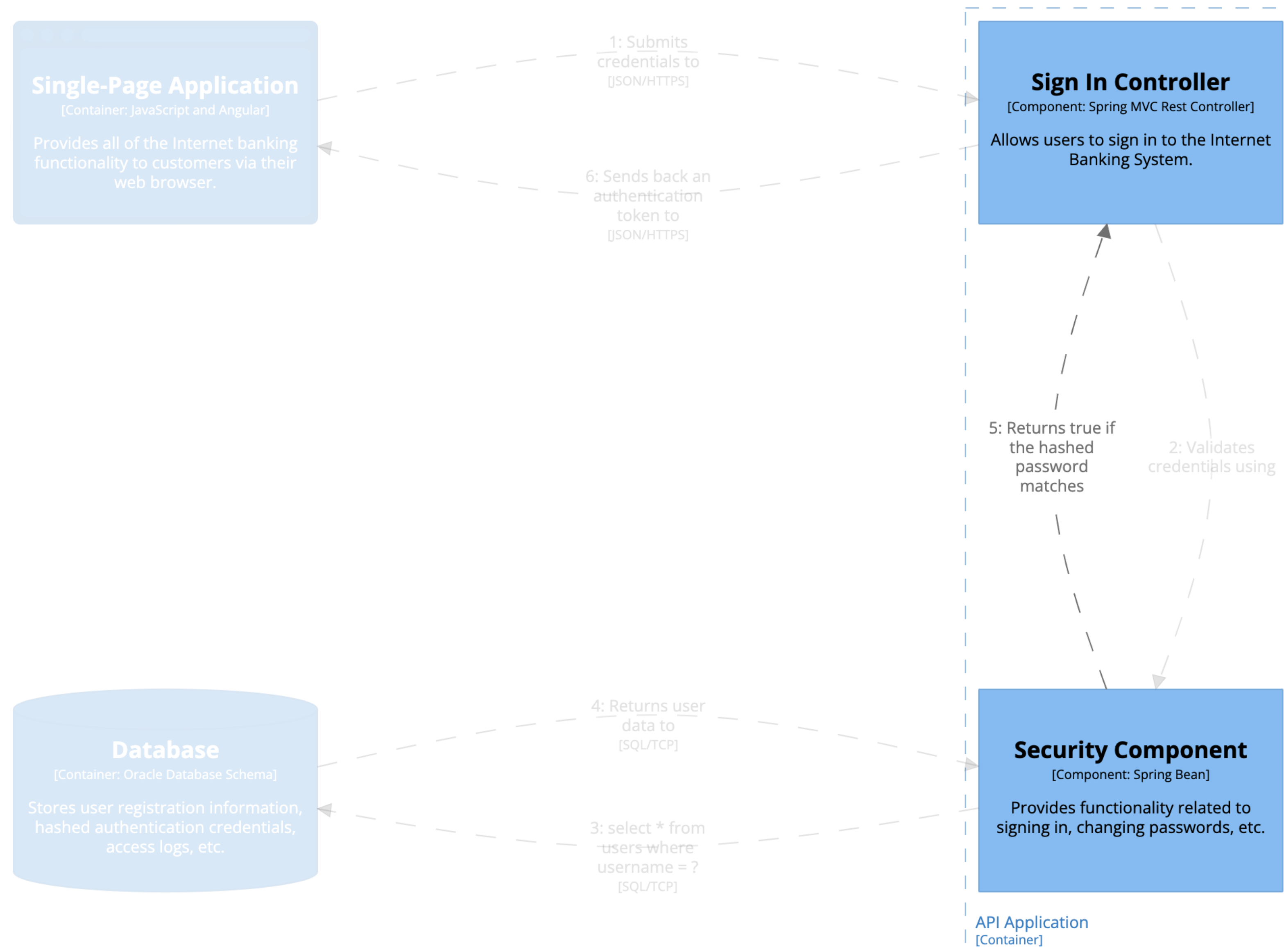
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Dynamic] Internet Banking System - API Application

Summarises how the sign in feature works in the single-page application.

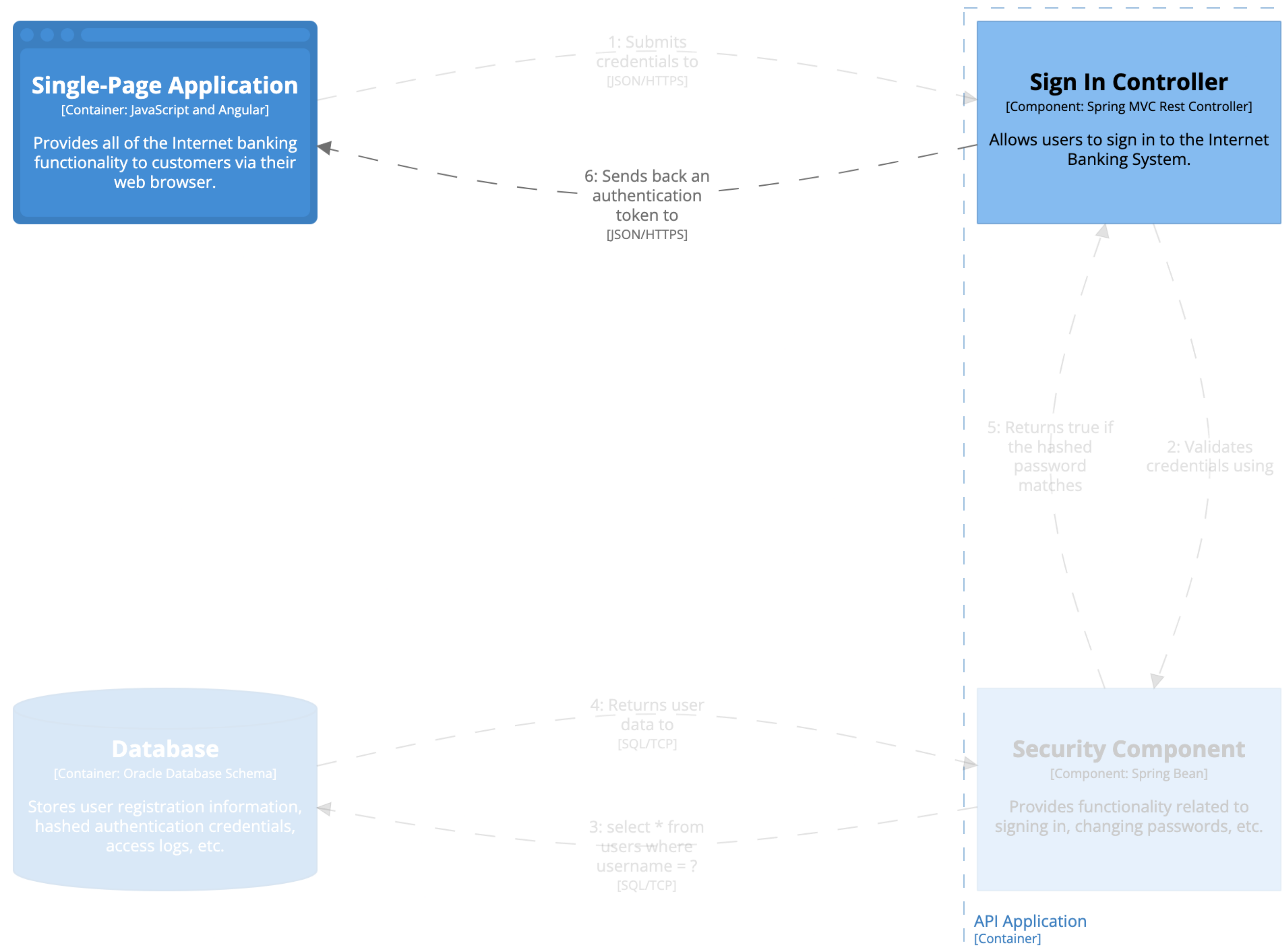
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Dynamic] Internet Banking System - API Application

Summarises how the sign in feature works in the single-page application.

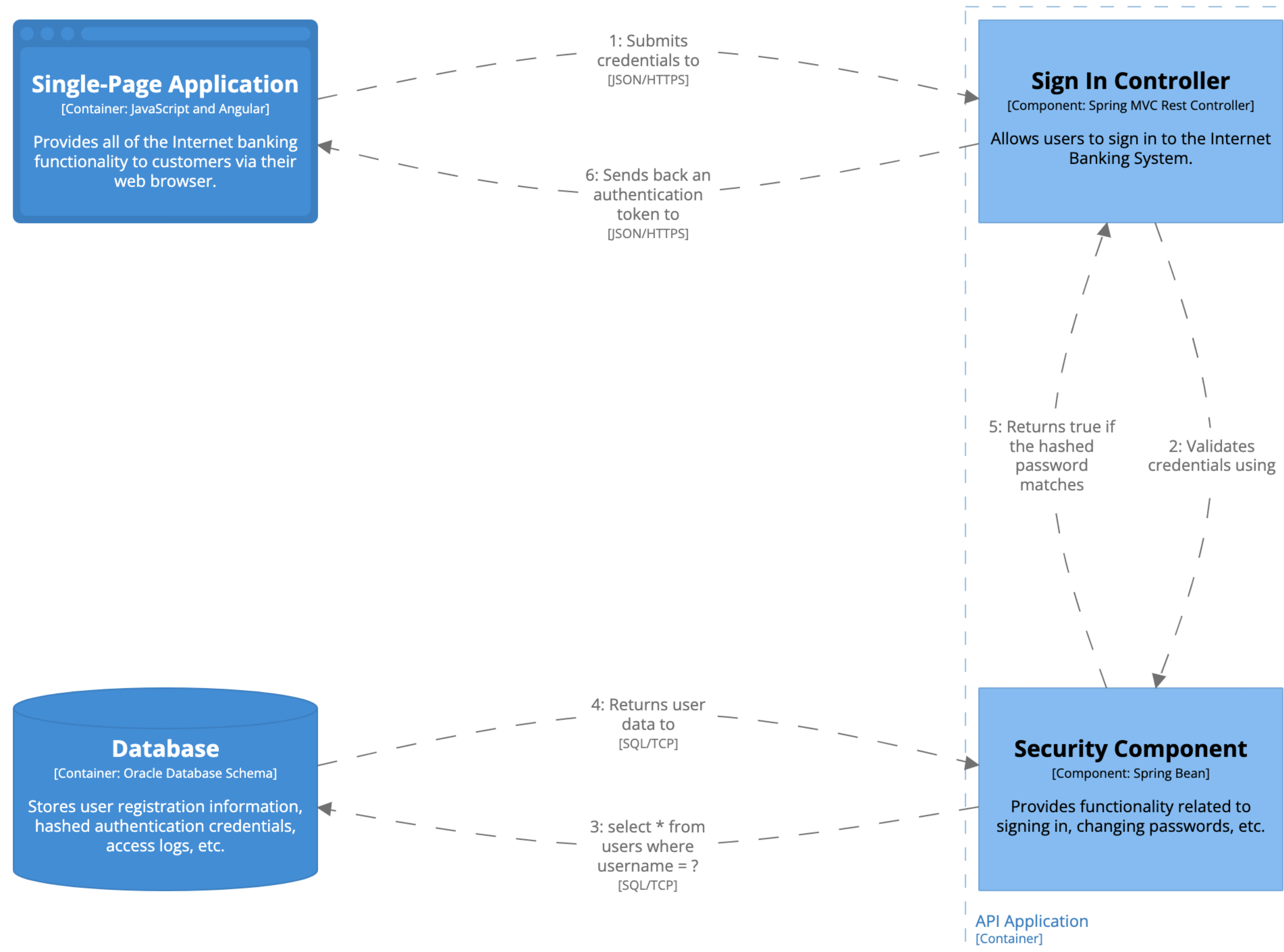
Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Dynamic] Internet Banking System - API Application

Summarises how the sign in feature works in the single-page application.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time



[Dynamic] Internet Banking System - API Application

Summarises how the sign in feature works in the single-page application.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time

Use dynamic diagrams to describe
patterns or complex interactions

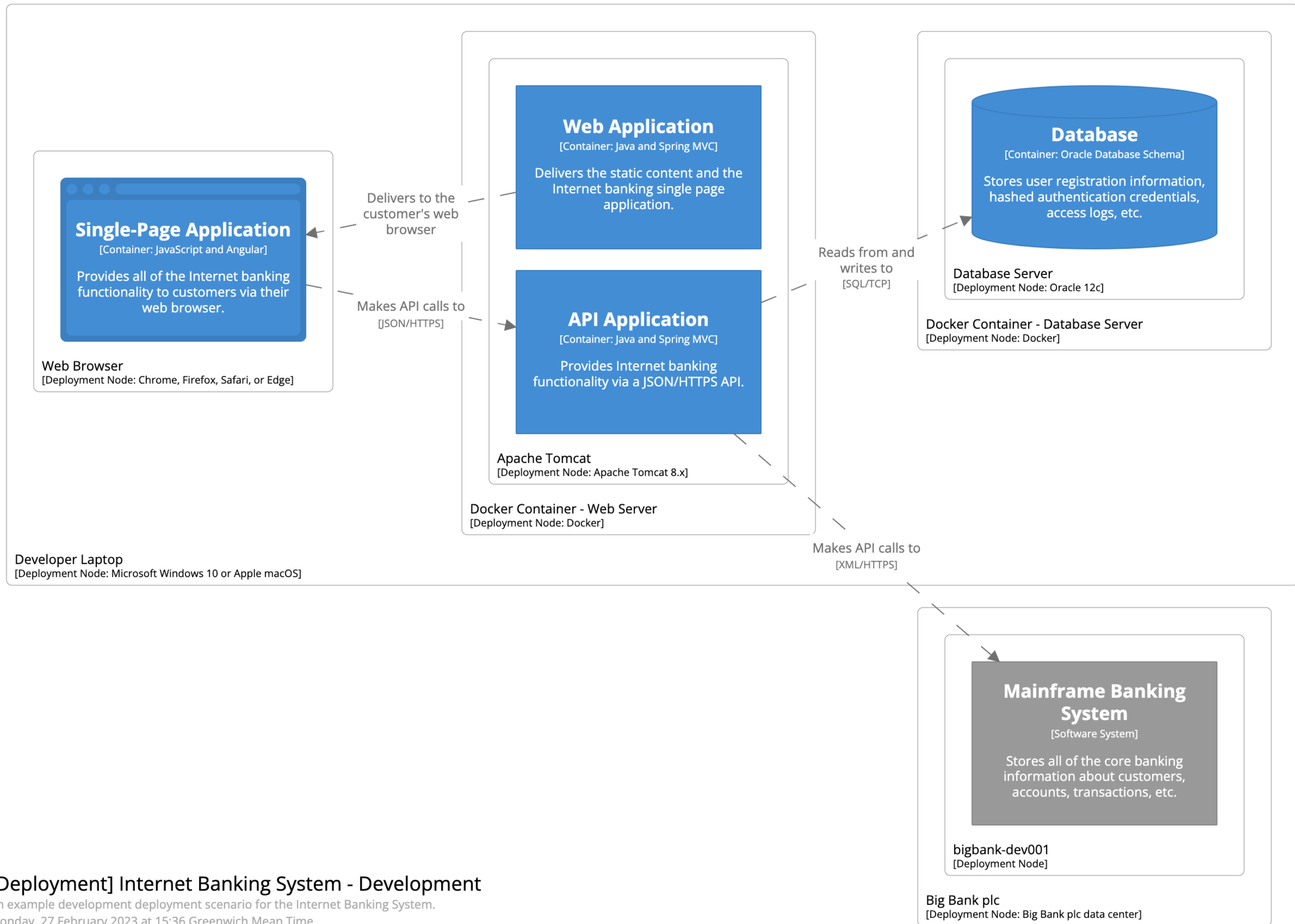
Deployment diagrams

Deployment is about the mapping
of containers to infrastructure

Deployment Node

Physical infrastructure (a physical server or device),
virtualised infrastructure (IaaS, PaaS, a virtual machine),
containerised infrastructure (a Docker container),
database server, Java EE web/application server,
Microsoft IIS, etc

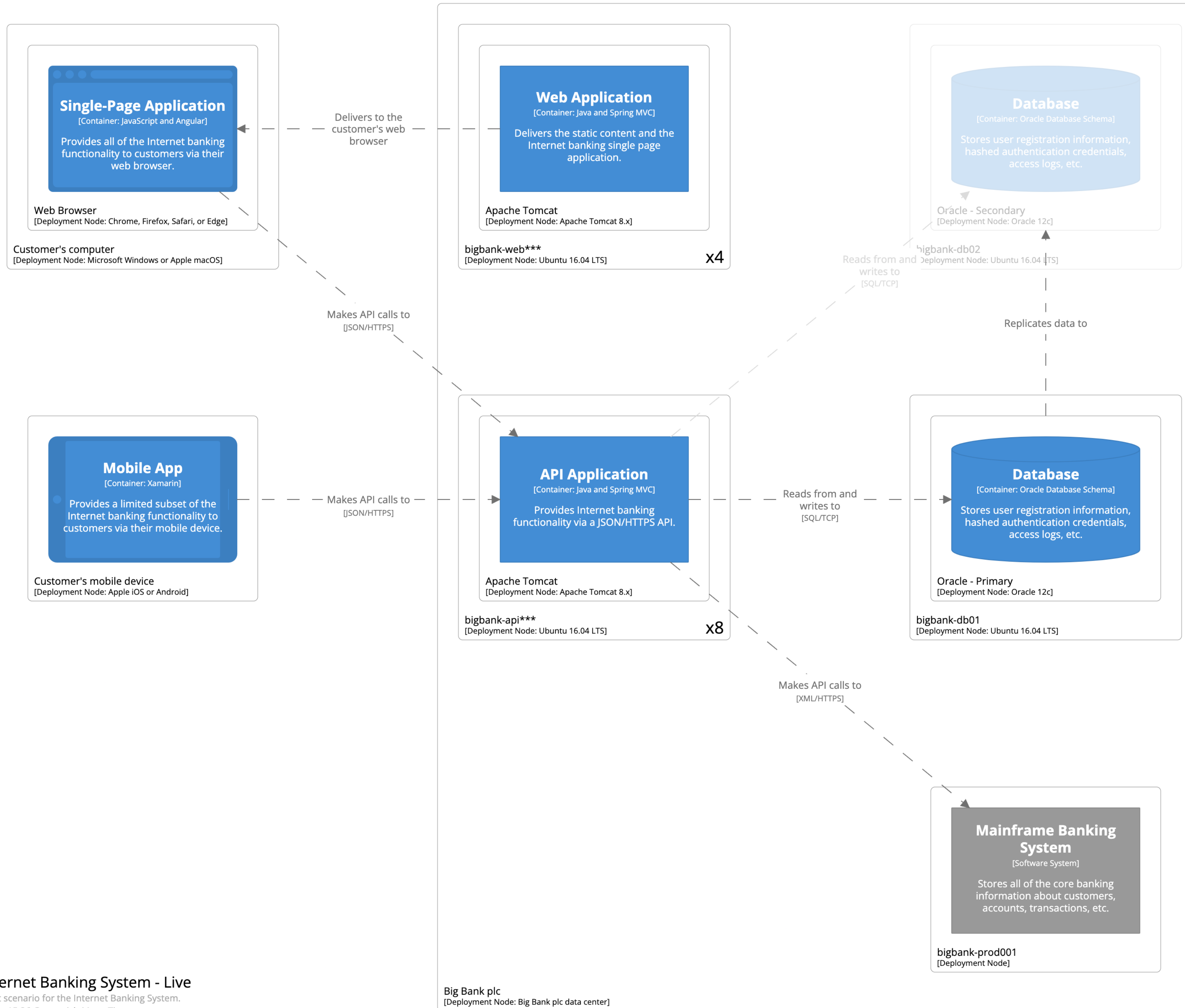
A deployment node can contain
other **deployment nodes** or
software *system/container* **instances**



[Deployment] Internet Banking System - Development

An example development deployment scenario for the Internet Banking System.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time



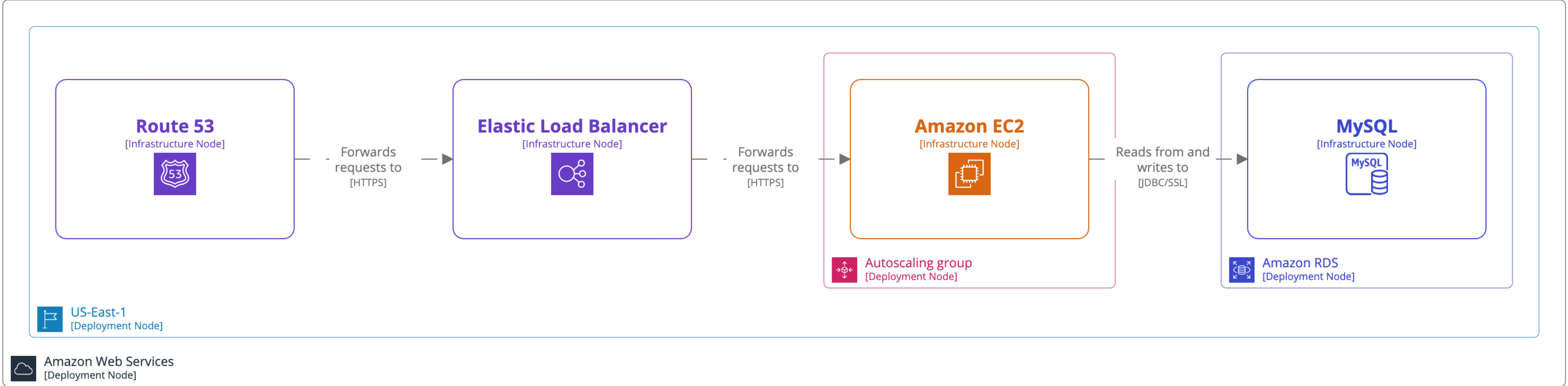
[Deployment] Internet Banking System - Live

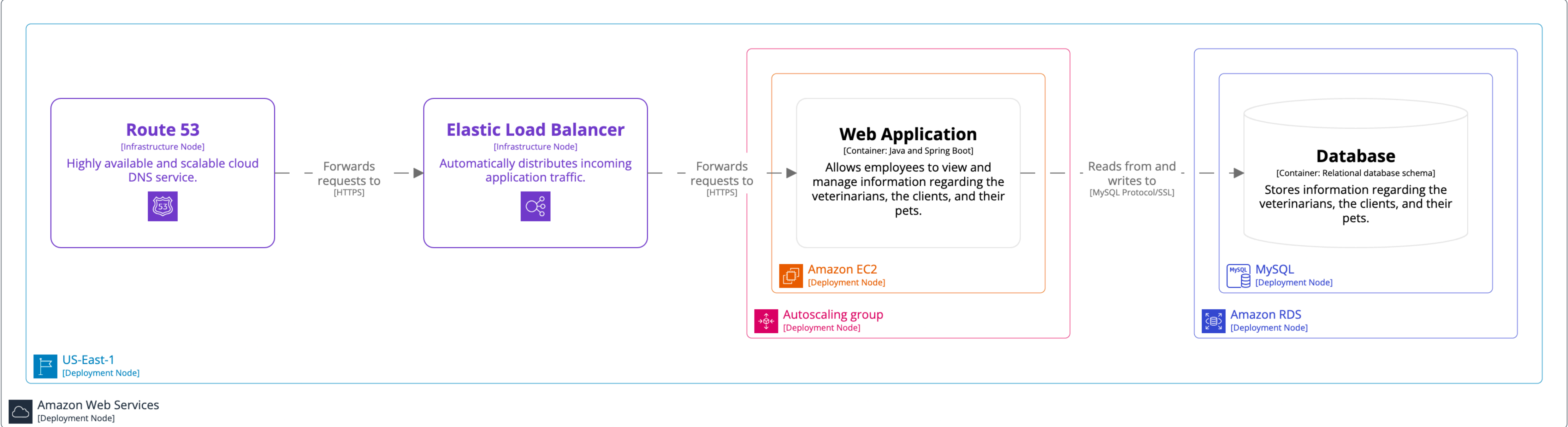
An example live deployment scenario for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time

Big Bank plc
[Deployment Node: Big Bank plc data center]

Infrastructure Node

Routers, firewalls, load balancers,
DNS providers, edge caches, etc



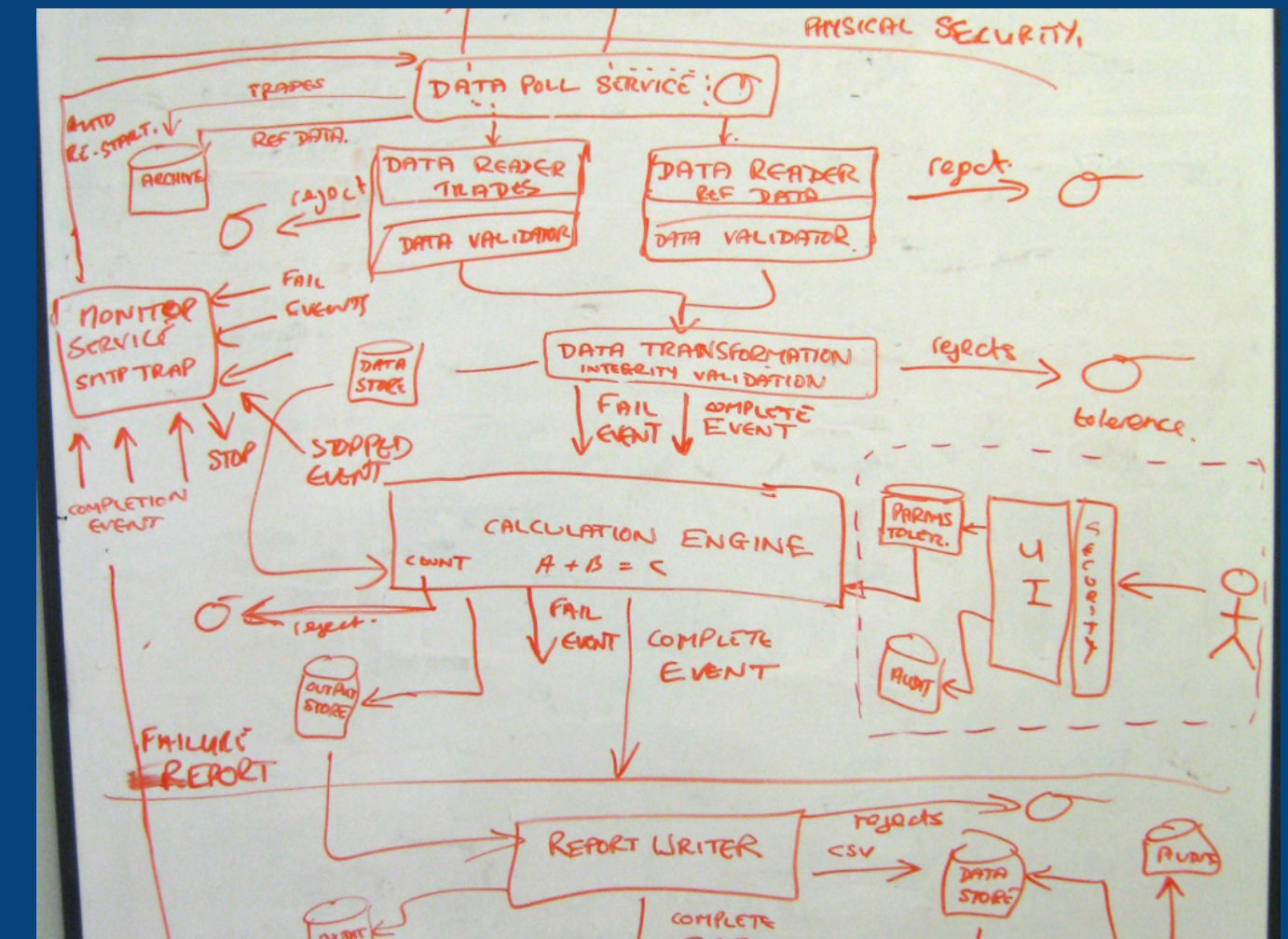
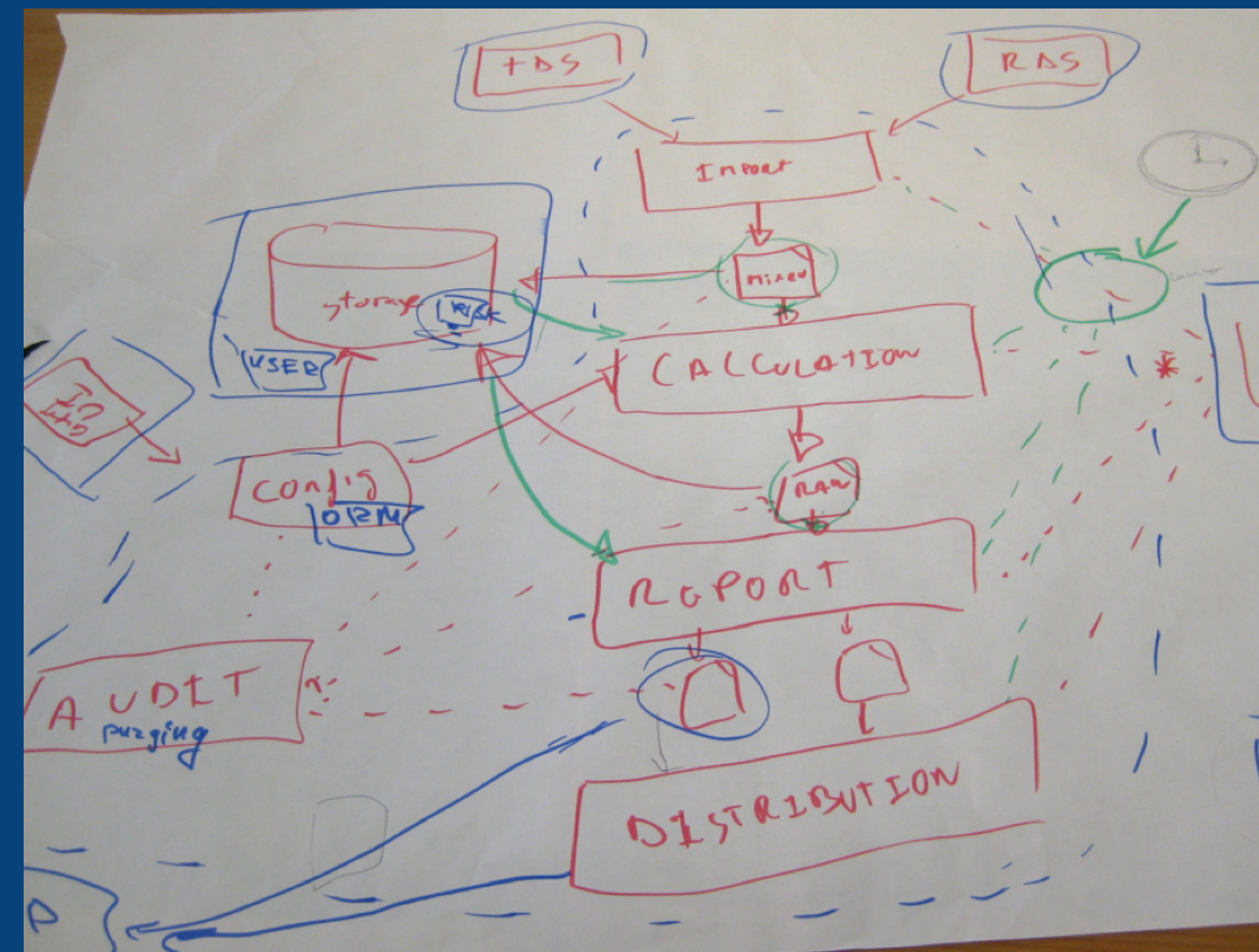
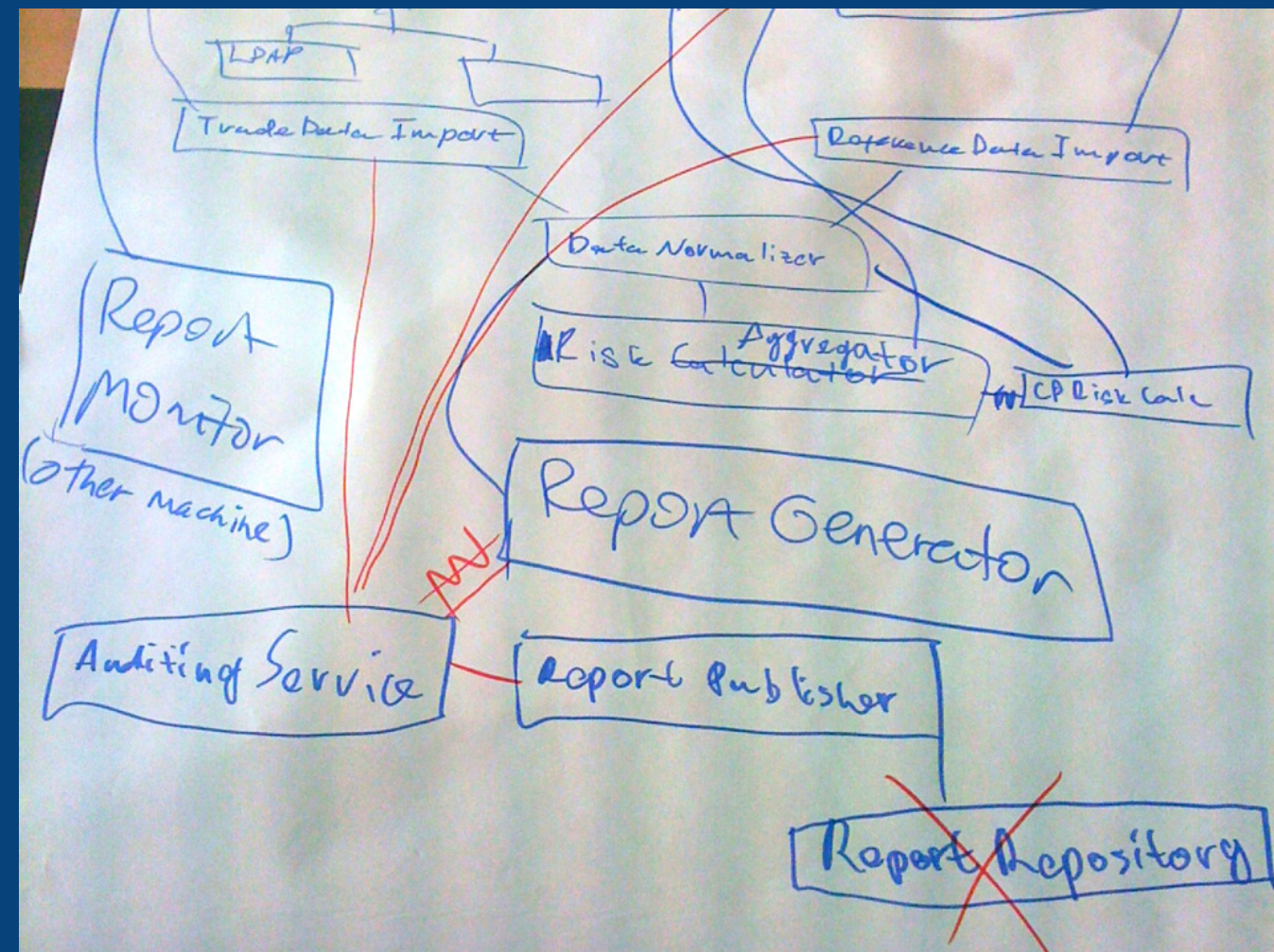


FAQ

Part 1

C4 has been around over a decade
- if it was truly useful, it would have
replaced UML in most teams

C4 wasn't designed
to replace UML



C4 was designed to bring structure to the typical ad hoc "boxes and arrows" diagrams teams typically create because they are no longer using UML

I've seen more interest than ever in C4 over the past few years; many organisations have adopted it as their preferred approach for software architecture diagramming

I've run software architecture
workshops
in **30+ countries**
for **10,000+ people**
across most industry sectors

Academic establishments

A free subscription is available for students and staff at academic establishments, **for teaching purposes** (e.g. preparation of teaching material, use in assignments, etc). It's based upon the regular cloud service subscription with 5 workspaces, and is granted automatically to users who sign up with an e-mail address from the following 80 academic establishments:

-  Facultad de Ingeniería de la Universidad de Buenos Aires, Argentina ([@fi.uba.ar](#))
-  Universidad Tecnológica Nacional, Argentina ([@ca.frre.utn.ed.ar](#) , [@alu.frt.utn.edu.ar](#) , [@frt.utn.edu.ar](#) , [@doc.frt.utn.edu.ar](#))
-  University of Queensland, Australia ([@uq.edu.au](#) , [@uq.net.au](#) , [@student.uq.edu.au](#))
-  University of Tasmania, Australia ([@utas.edu.au](#))
-  Howest University of Applied Sciences, Belgium ([@howest.be](#) , [@student.howest.be](#))
-  PXL University of Applied Sciences and Arts, Belgium ([@pxl.be](#) , [@student.pxl.be](#))
-  Universidade Federal do Pará, Brazil ([@ig.ufpa.br](#) , [@icen.ufpa.br](#))
-  Universidade federal de Pernambuco, Brazil ([@ufpe.br](#) , [@cin.ufpe.br](#))
-  Université de Sherbrooke, Canada ([@usherbrooke.ca](#))
-  École de Technologie Supérieure, Canada ([@etsmtl.ca](#) , [@ens.etsmtl.ca](#))
-  Duoc UC, Chile ([@duoc.cl](#) , [@alumnos.duoc.cl](#))
-  Universidad de Chile, Chile ([@dcc.uchile.cl](#))

The **C4**
model
for visualising software architecture

Simon Brown

My C4 model book is also
used as course material
in many other universities

Tooling?

What tooling do you recommend
for long-lived diagrams?

Home

Introduction

Abstractions

Diagrams

Tooling

FAQ

More information

License

Training/workshops

SUPPORTED DIAGRAM TYPES

Static diagrams
(e.g. system context, container, and component diagrams)

Dynamic diagrams
(e.g. collaboration or sequence diagrams)

Deployment diagrams
(e.g. diagrams showing deployment and infrastructure concerns)

DIAGRAMMING VS MODELLING

Diagramming tool
(boxes and arrows are reused via copy and paste, no assistance, no validation rules, etc)

Reuse elements across multiple diagrams
(i.e. a modelling tool - to keep multiple diagrams in sync automatically when you rename elements)

Recommended

AUTHORING

Graphical user interface
(drag and drop modelling UI)

Diagrams and models as code
(for easy version control and integration into build pipelines/other tools)

OTHER

Open source
(free, fork/customize, etc)

Rendering tool independent
(to render diagrams with different tools or visualisation formats such as [diagrams](#), [graphs](#), etc)

Archi

Archinsight

Archipeg

Astah

C4-PlantUML

c4builder

C4InterFlow

C4Sharp

CUE4Puml4C4

Diagrams

diagrams.net

Excalidraw

Figma

Gaphor

Gliffy

IcePanel

Keadex Mina

Lucidchart

Microsoft Visio

Mermaid

Miro

Model

MooD

Nasdanika Architecture

OmniGraffle

Overarch

pumla

PyStructurizr

Sparx Enterprise Architect

RDB modeling

Revision

Structurizr

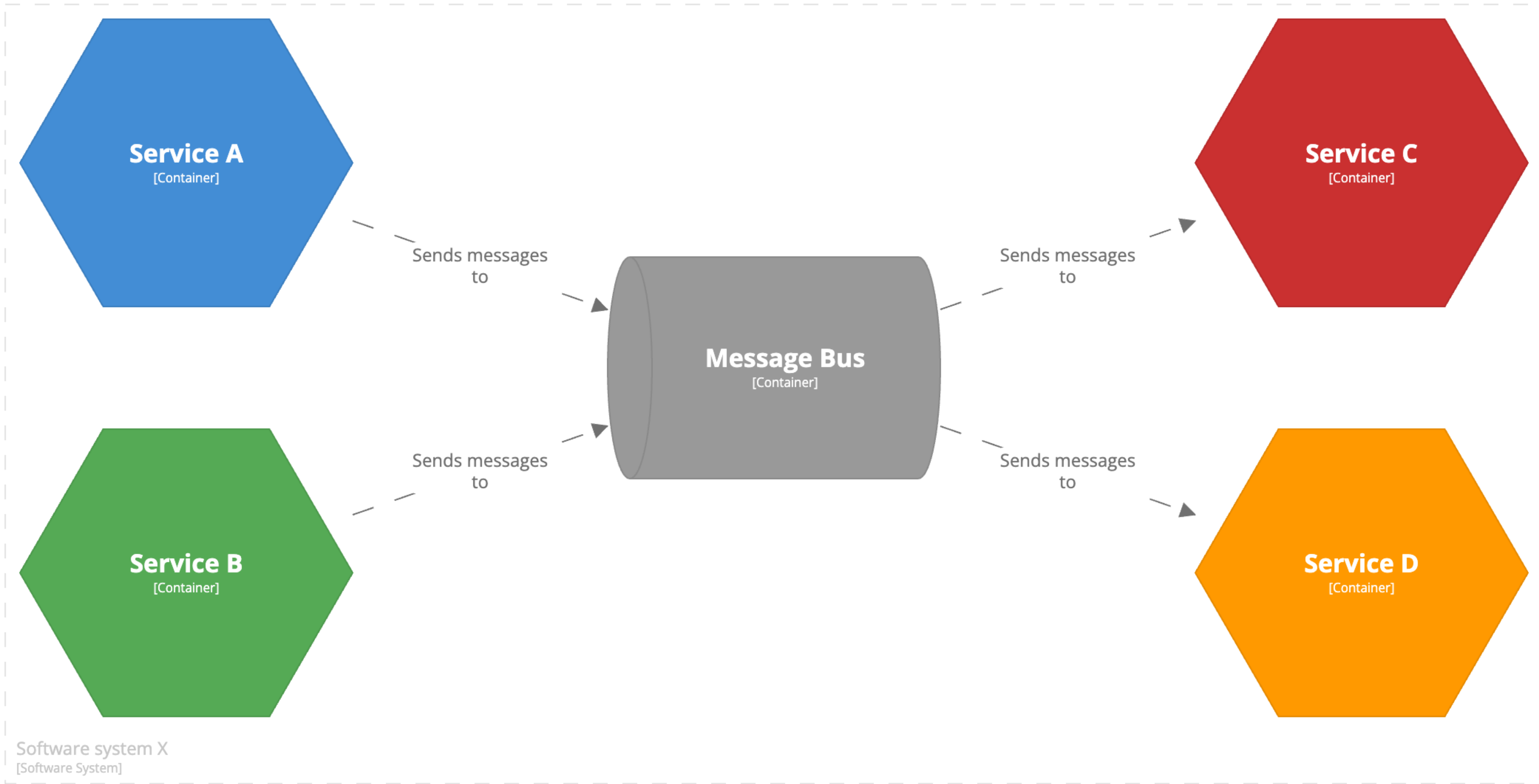
Visual Paradigm

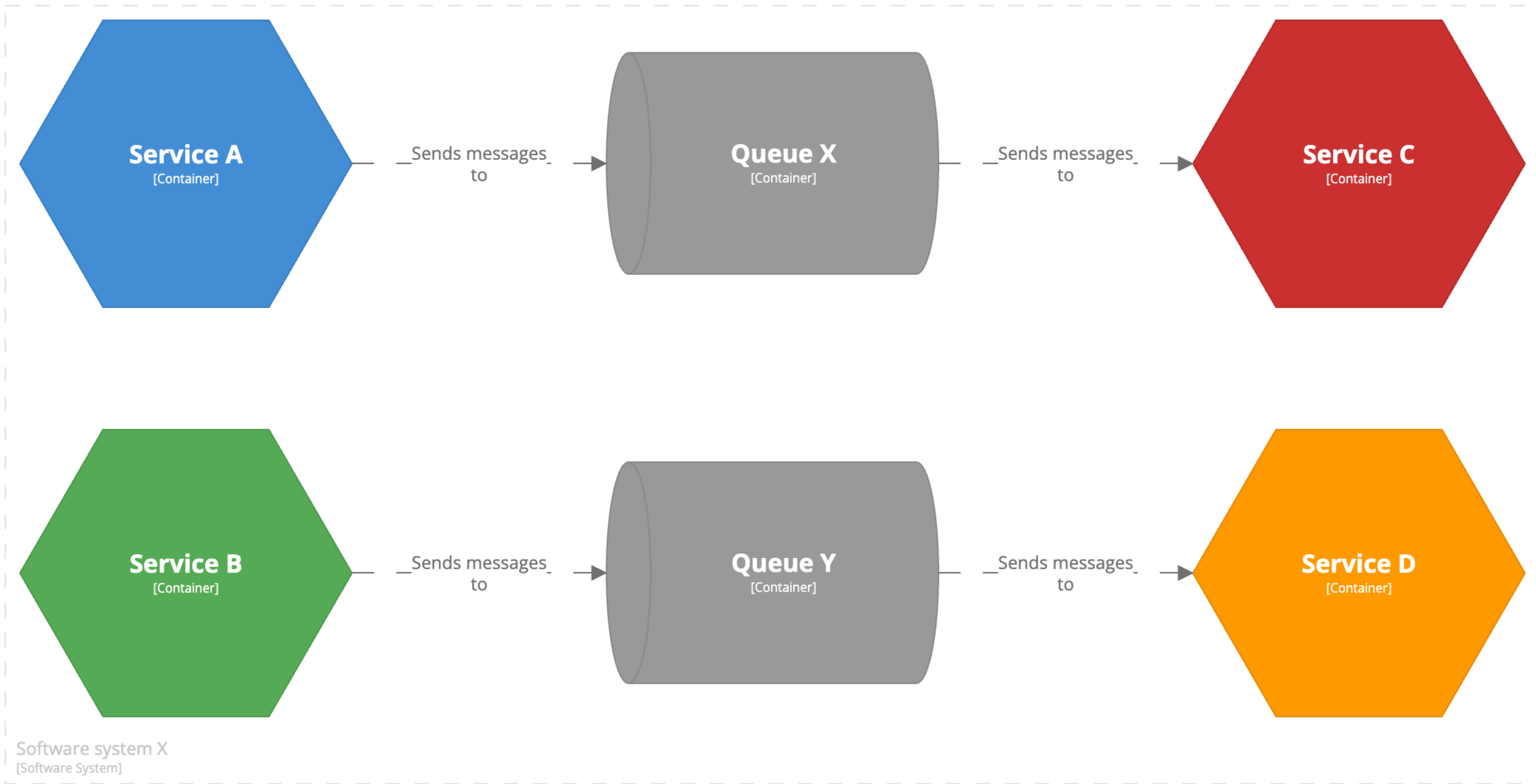
yEd

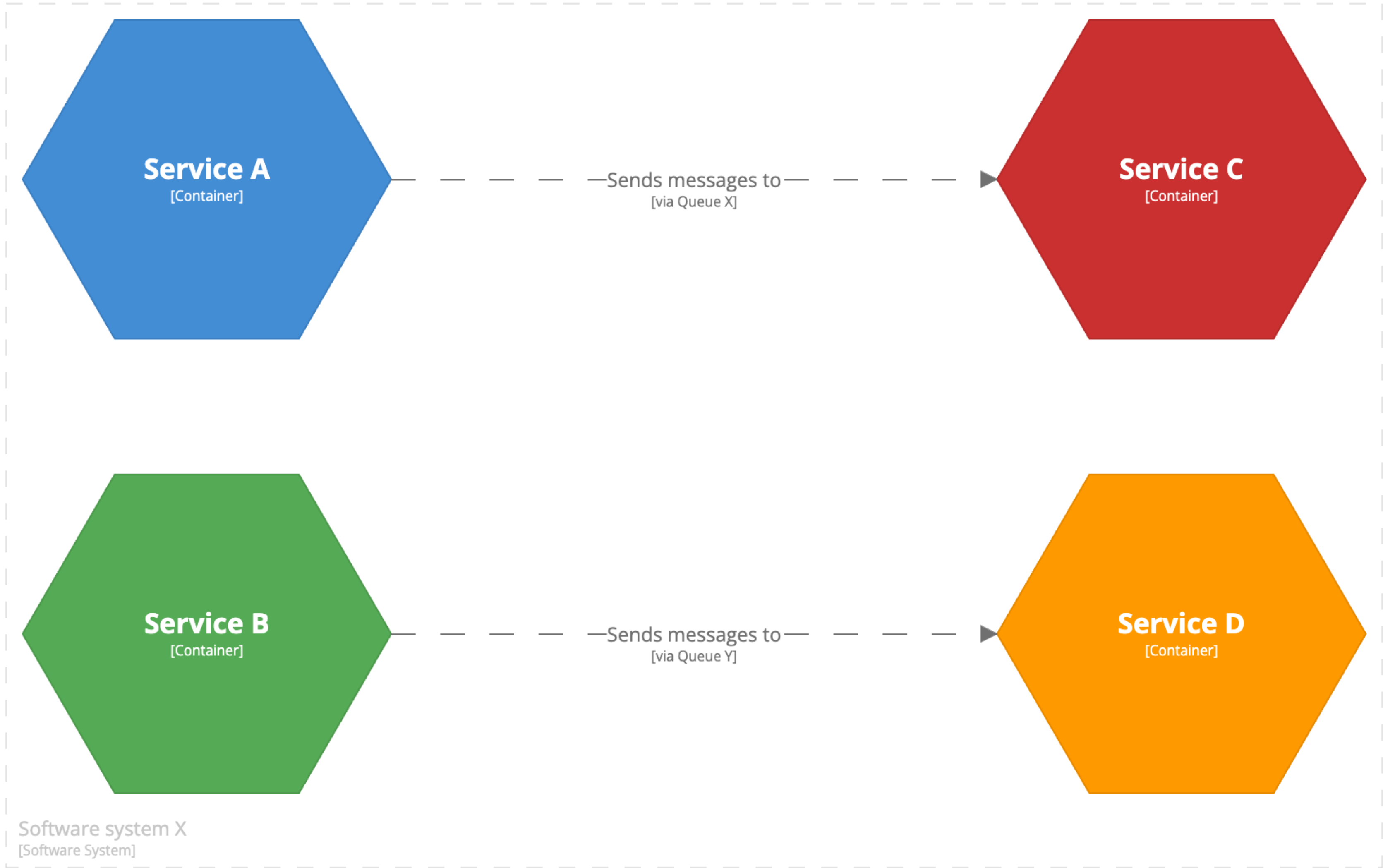
FAQ

Part 2

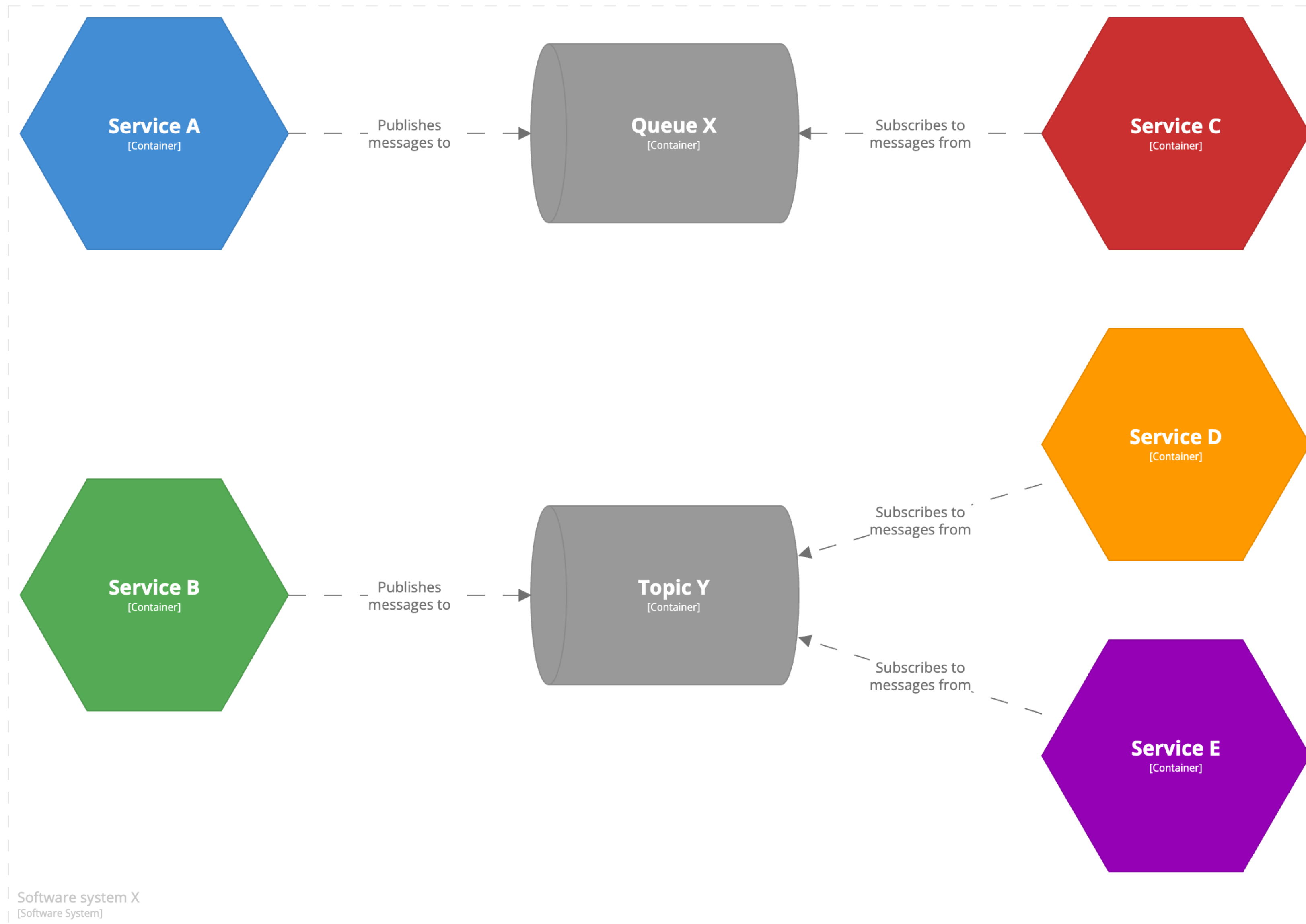
Message-driven architectures



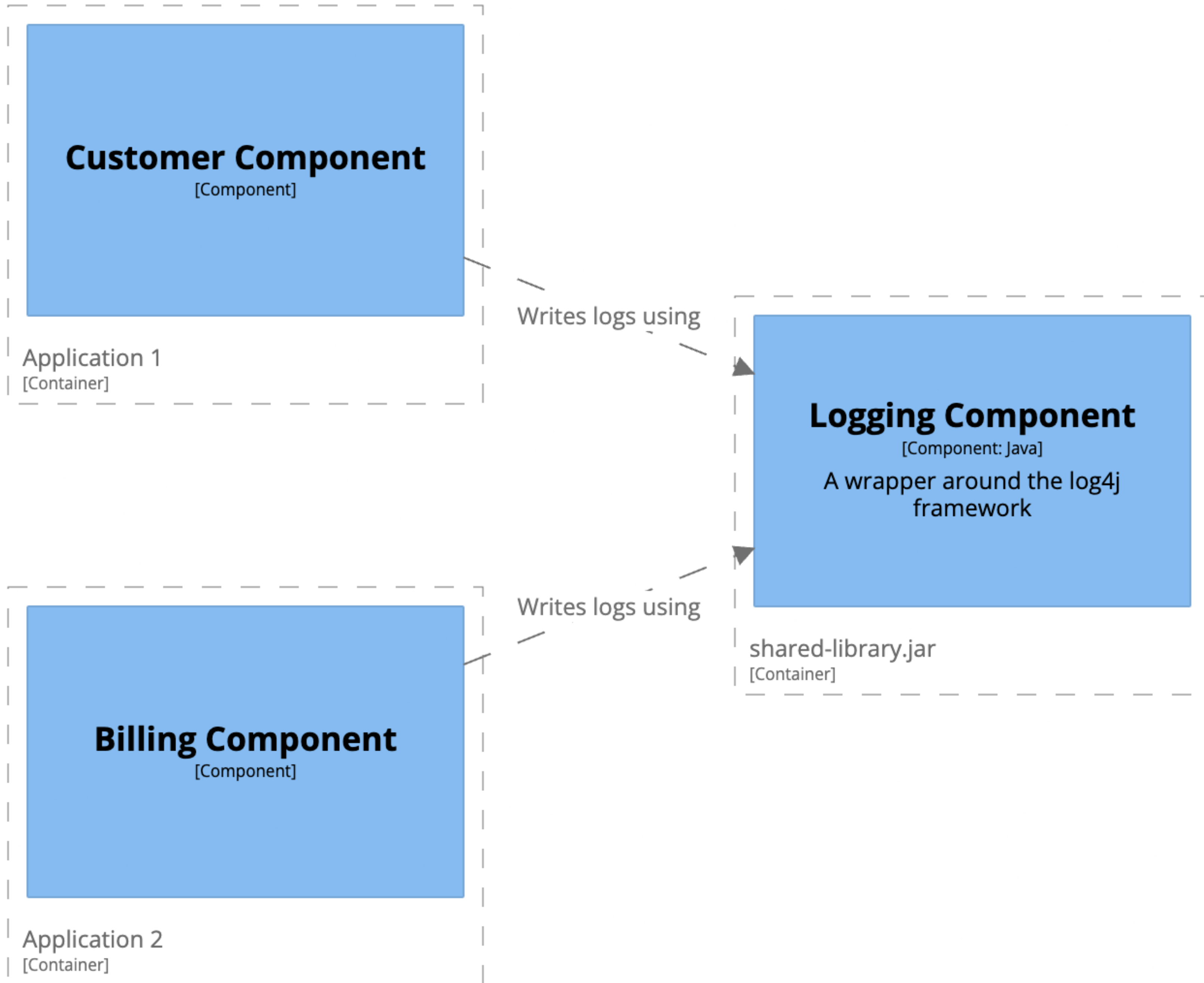


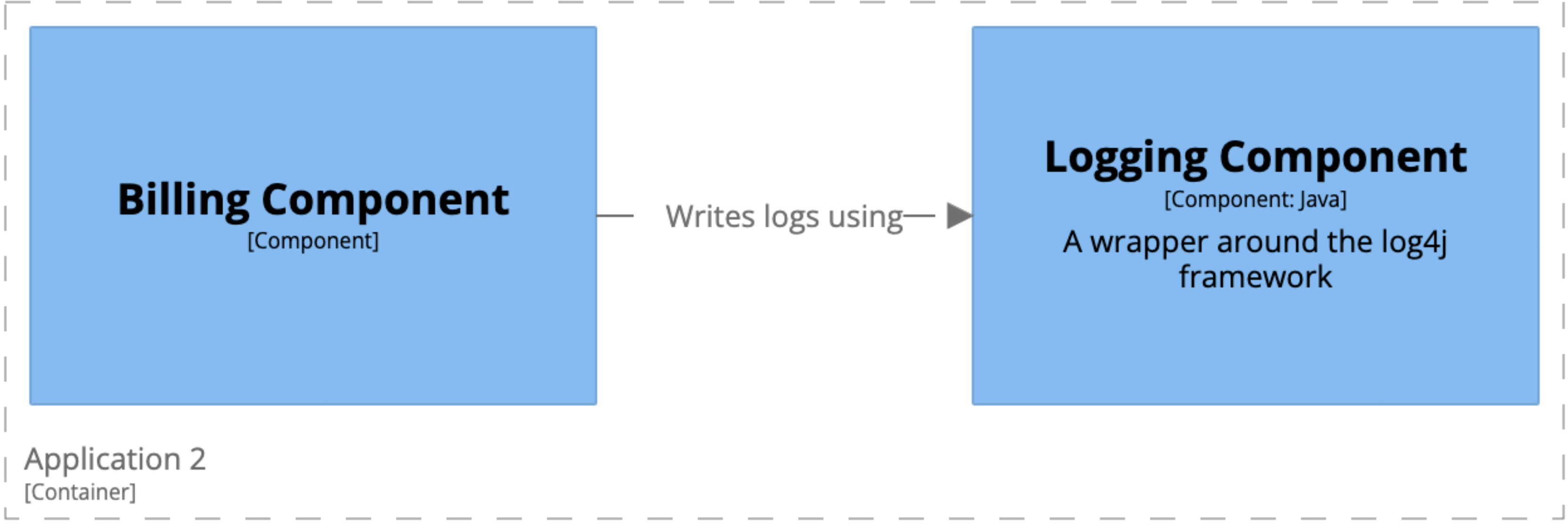
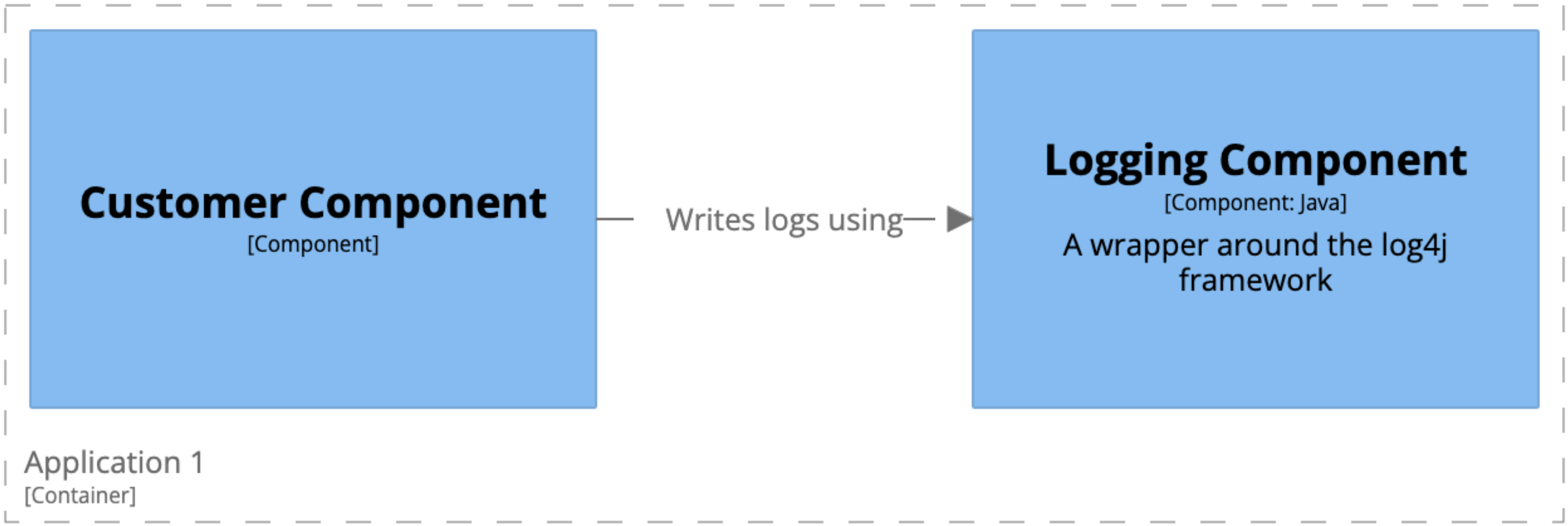


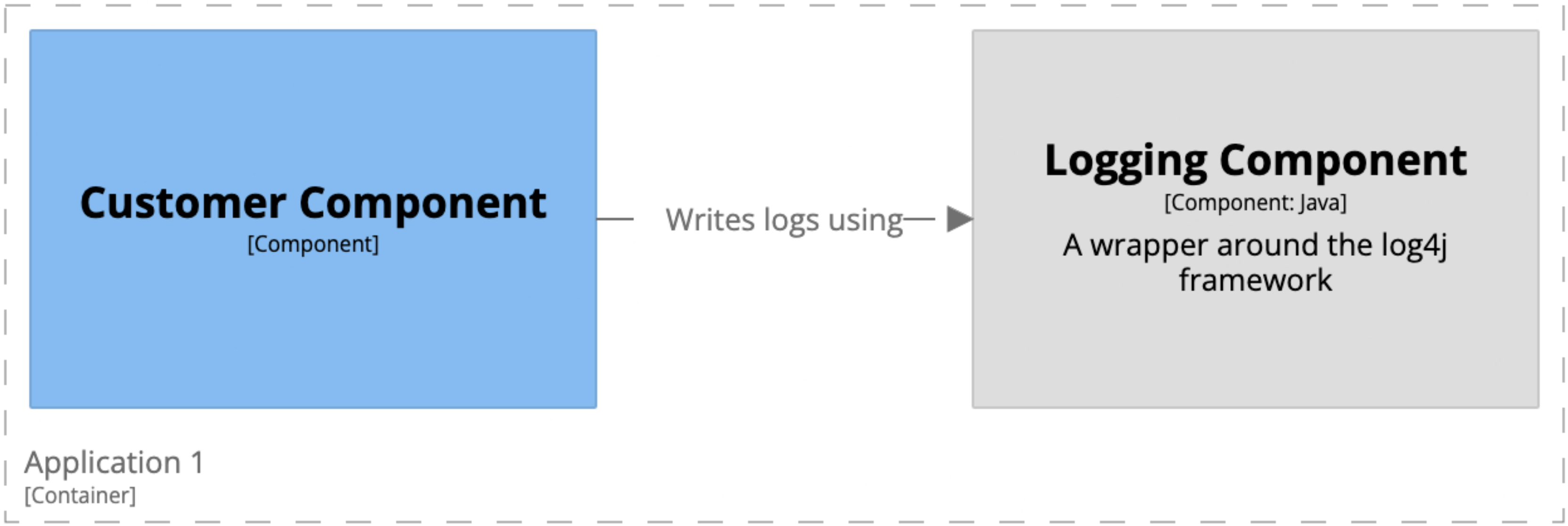
[Container] Software system X

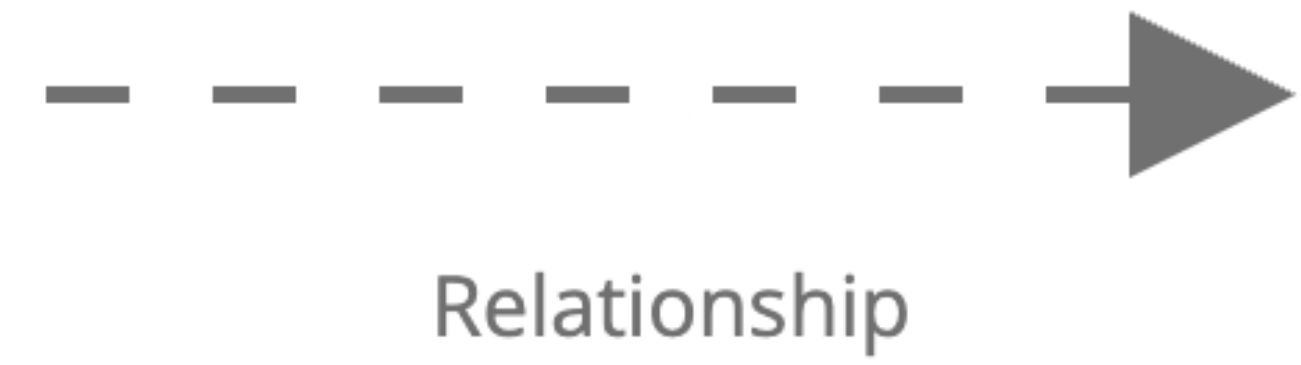
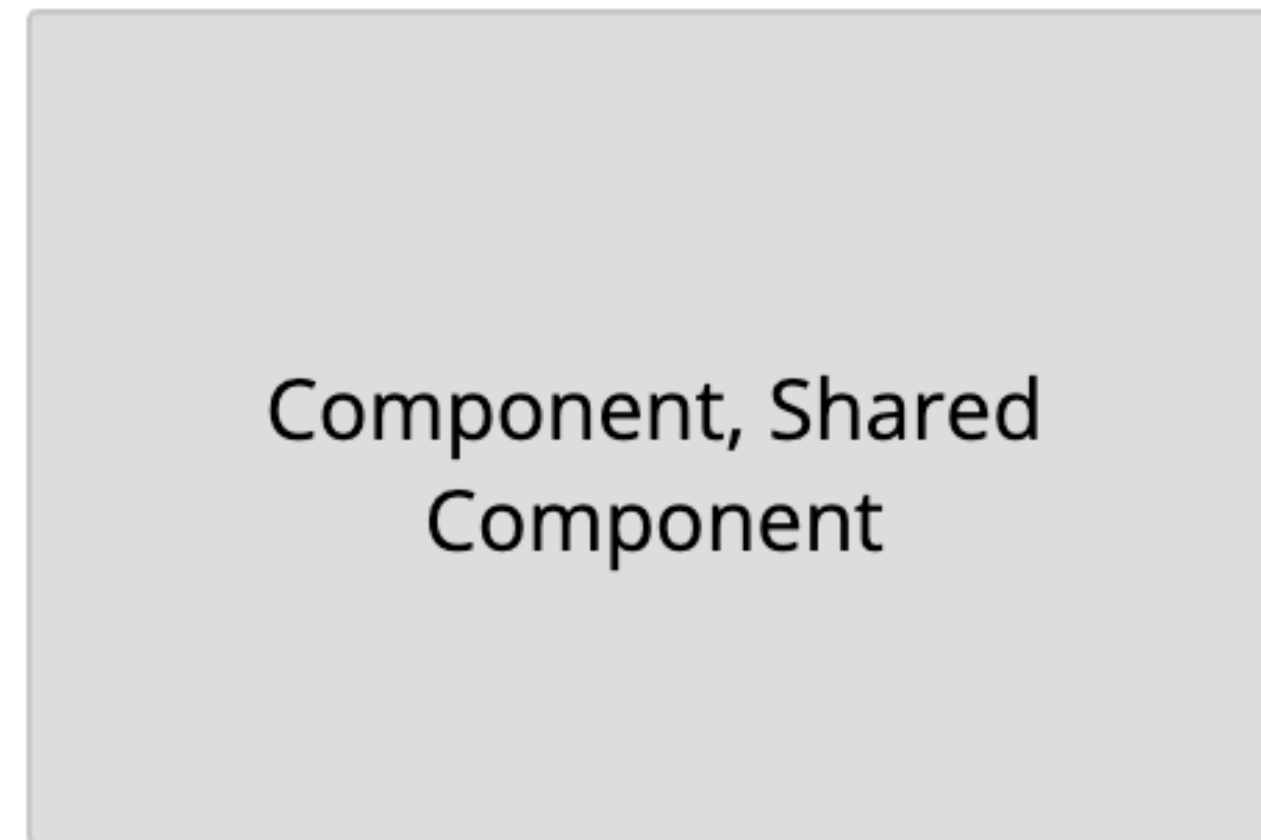
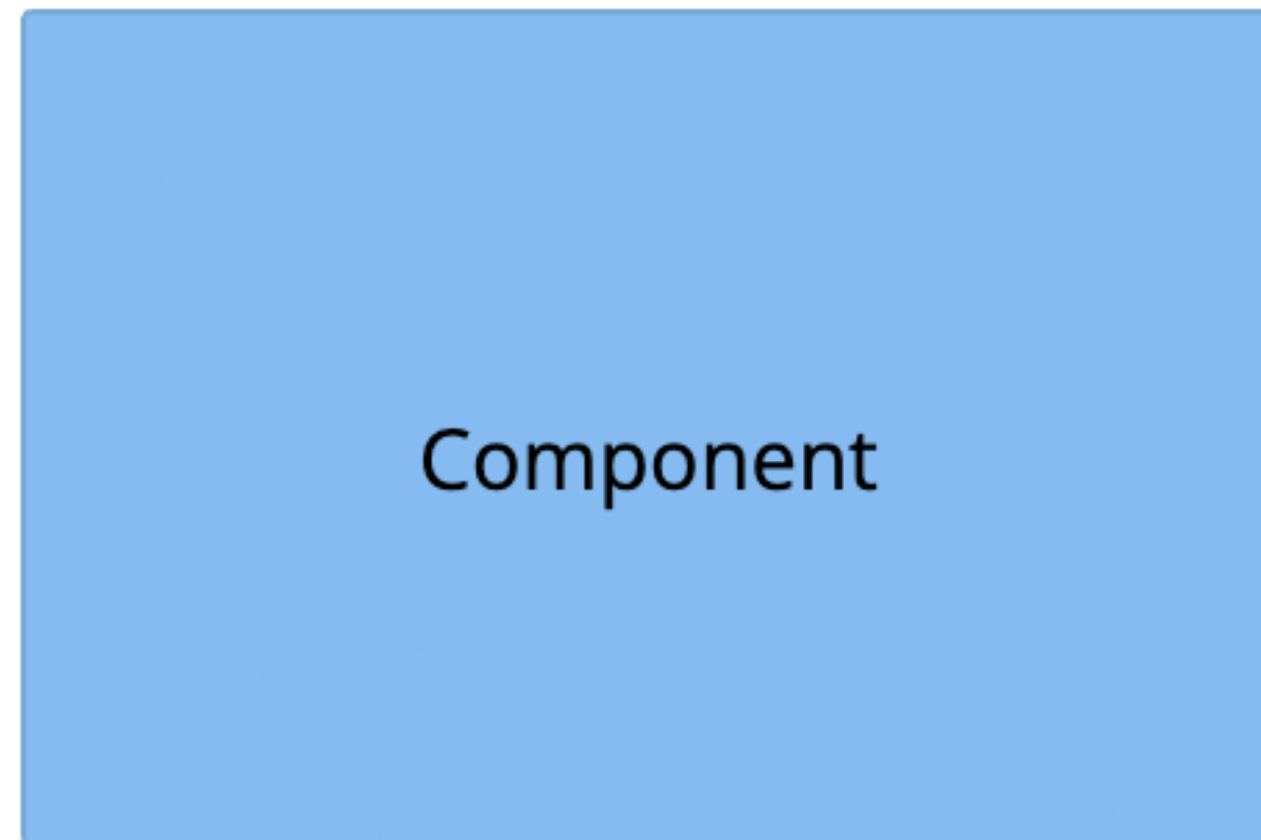
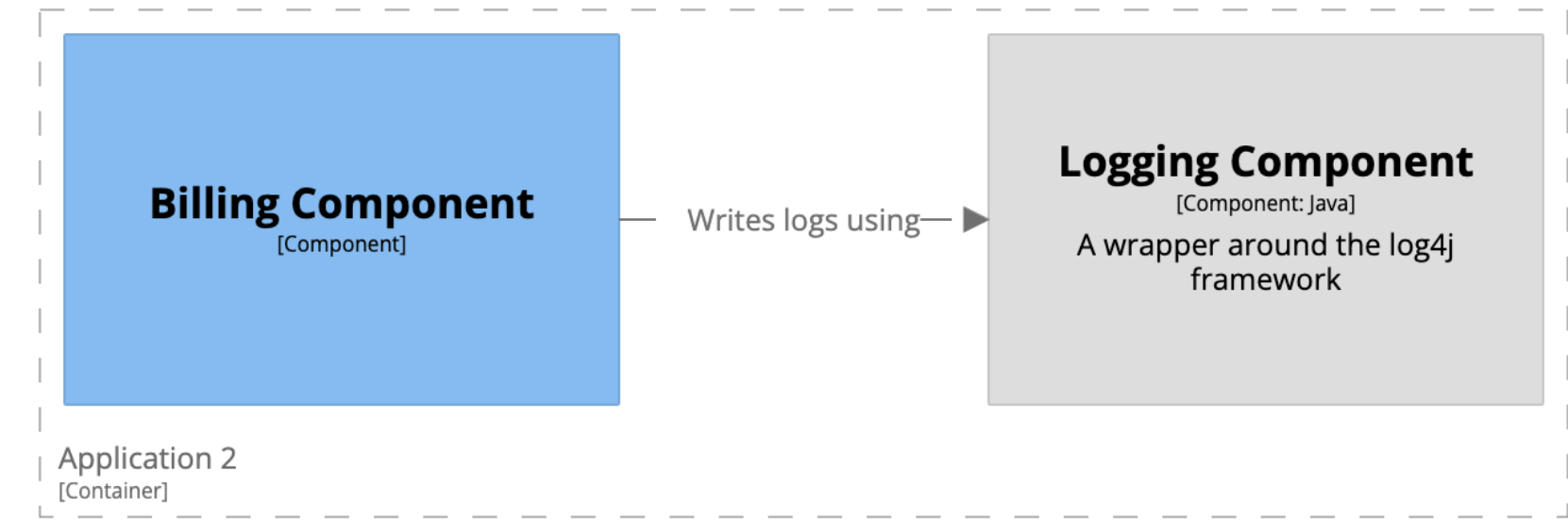
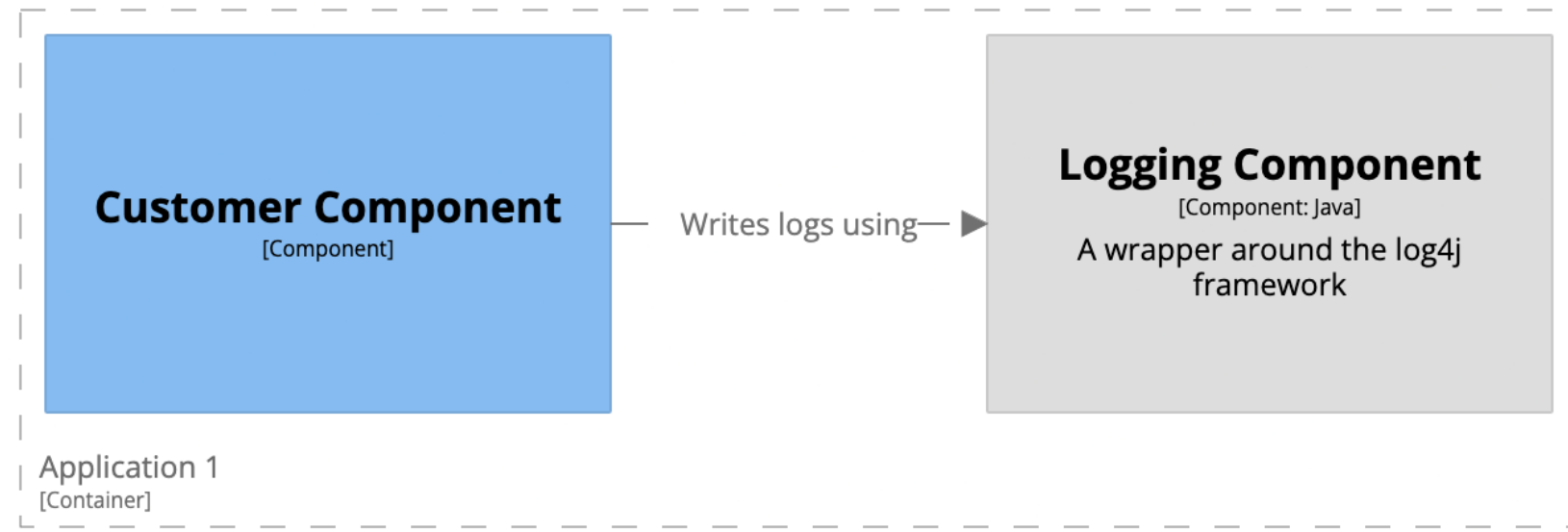


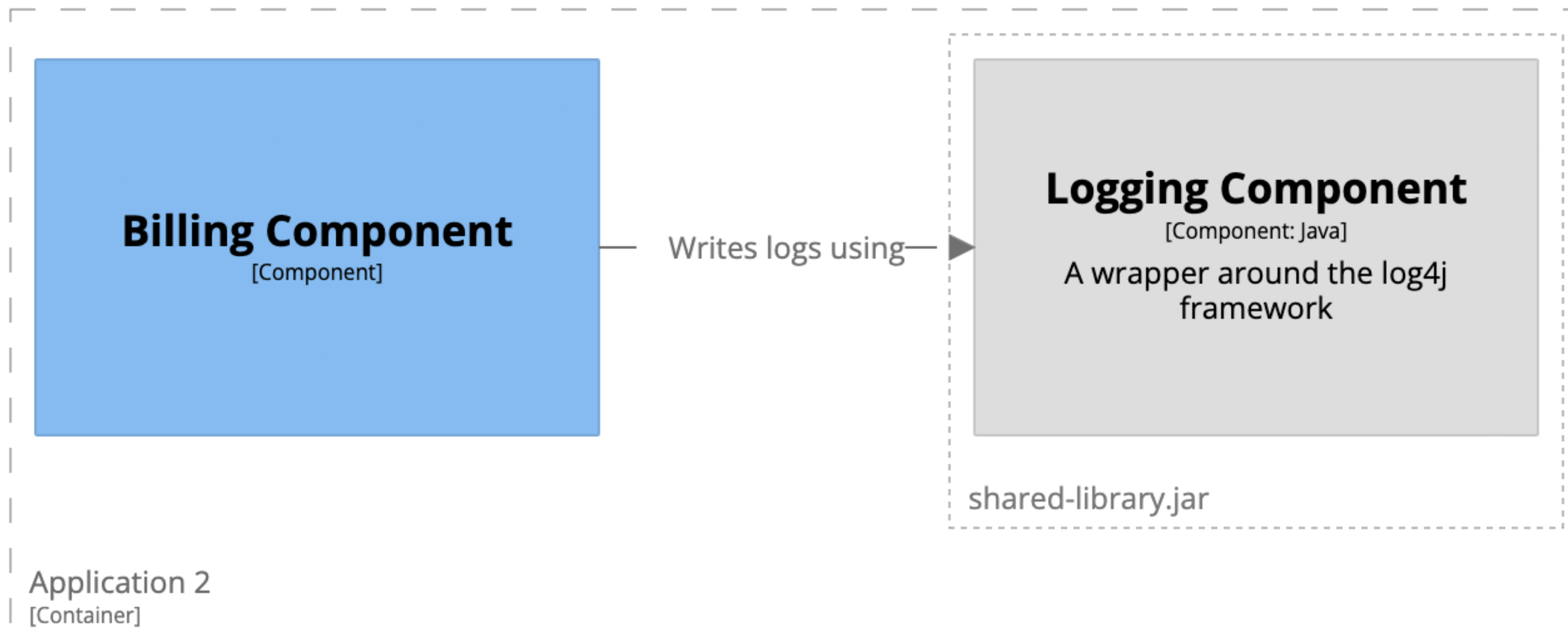
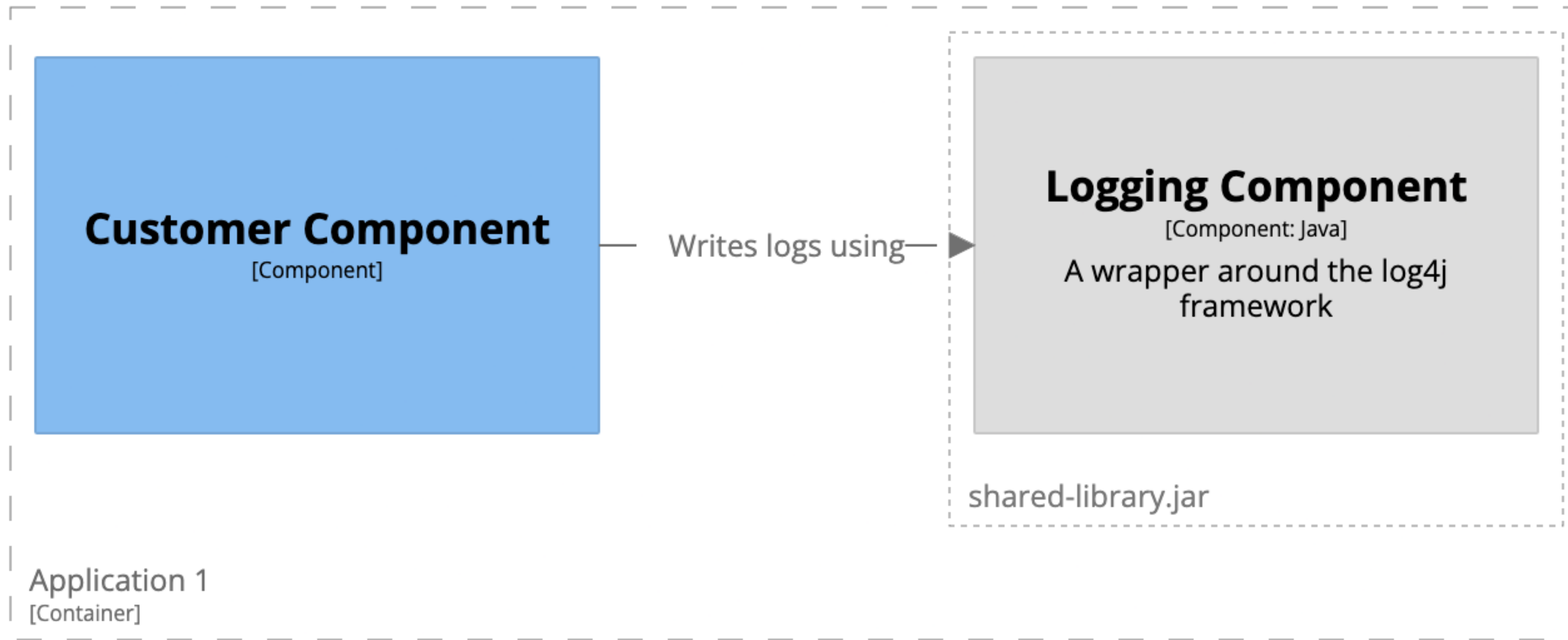
Shared libraries











Microservices

C4 is more suited to monolithic architectures, and doesn't support distributed architectures well

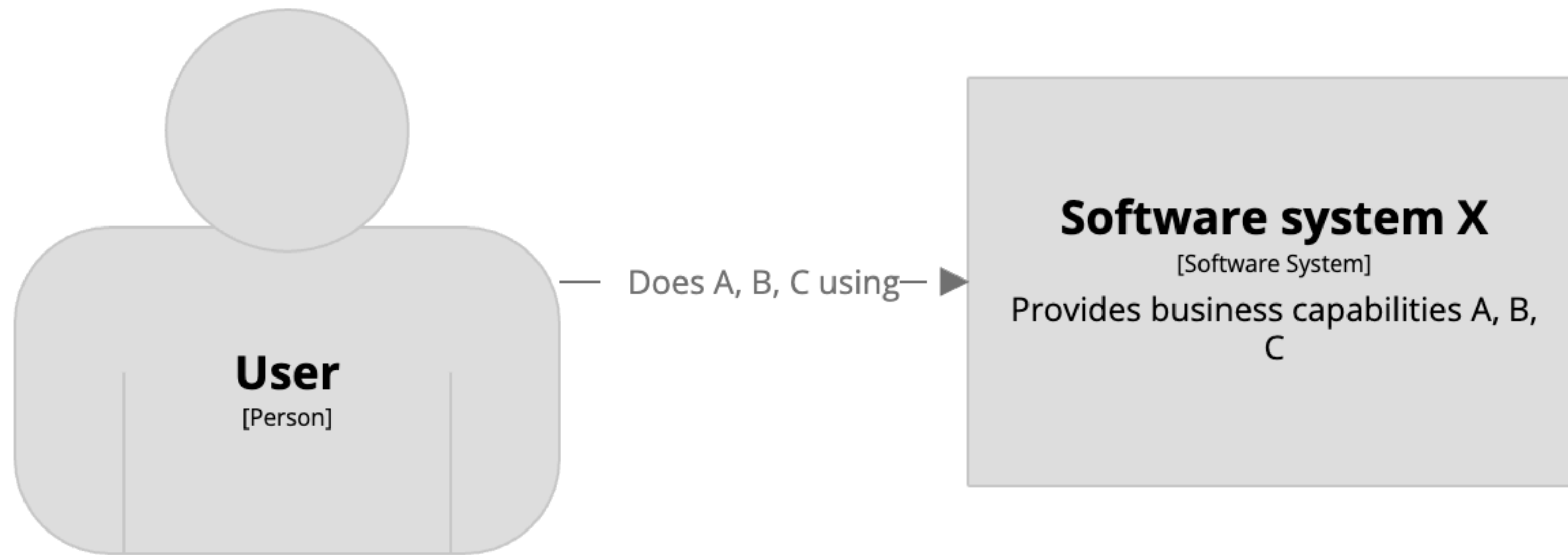
We're modelling microservices as
containers, with APIs and database
schemas as components

A microservice should be modelled
as one of the following:

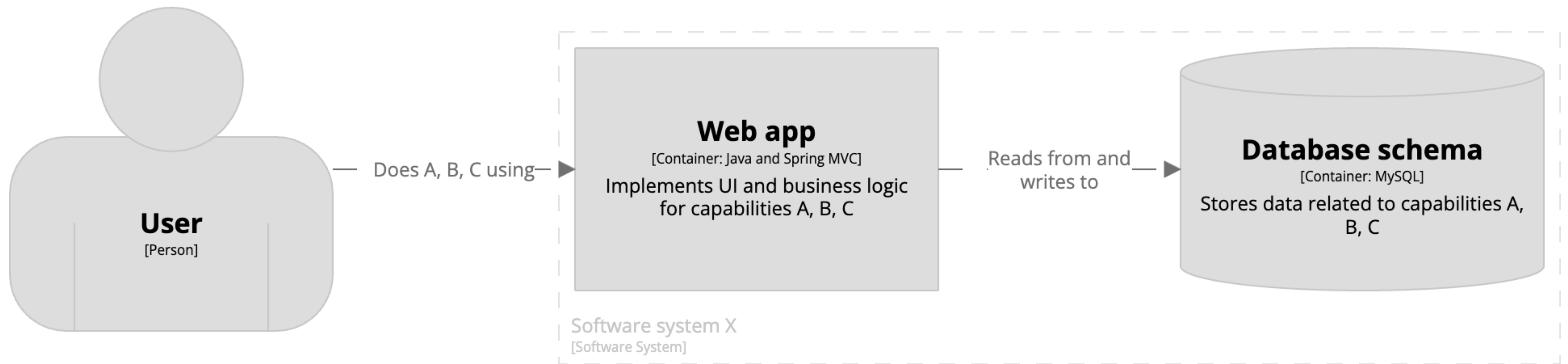
1. A software system
2. A container
3. A group of containers

What is a
“microservice”?

Stage 1: 
(monolithic architecture)



[System Context] Software system X



[Container] Software system X

Stage 2: 
(microservices)

Microservices

a definition of this new architectural term

The term "Microservice Architecture" has sprung up over the last few years to describe a particular way of designing software applications as suites of independently deployable services. While there is no precise definition of this architectural style, there are certain common characteristics around organization around business capability, automated deployment, intelligence in the endpoints, and decentralized control of languages and data.

25 March 2014



James Lewis

James Lewis is a Principal Consultant at Thoughtworks and member of the Technology Advisory Board. James' interest in building applications out of small collaborating services

CONTENTS

[Characteristics of a Microservice Architecture](#)

[Componentization via Services](#)

[Organized around Business Capabilities](#)

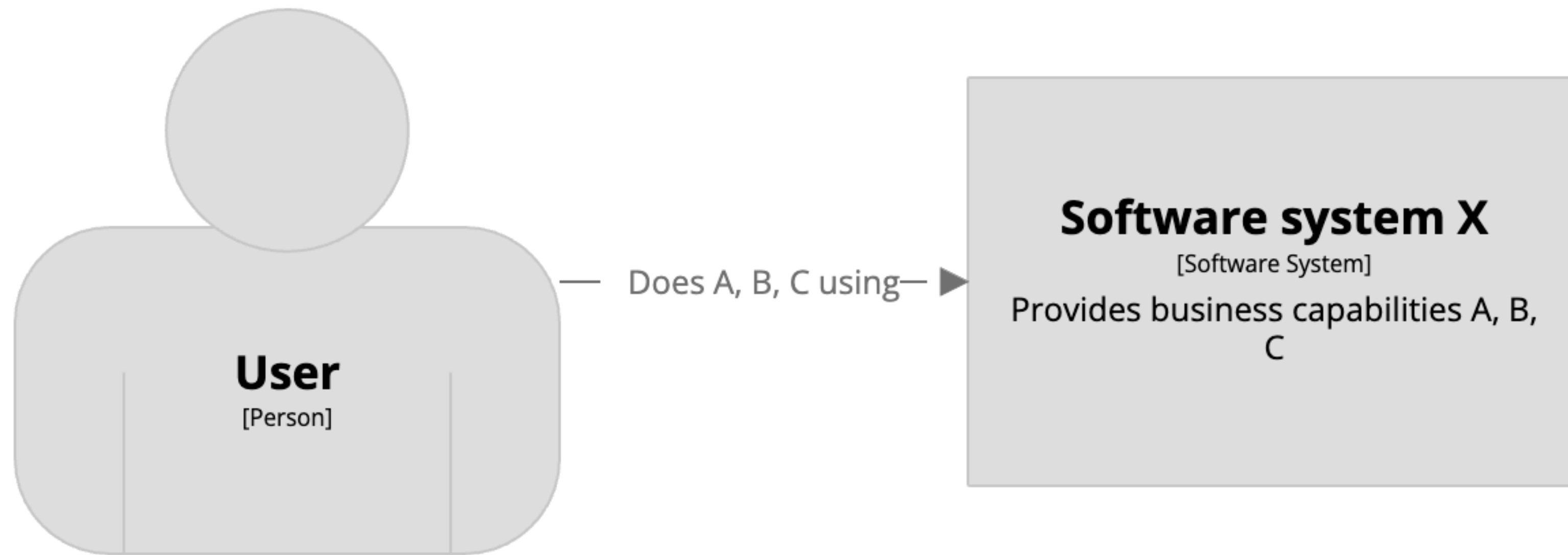
[Products not Projects](#)

[Smart endpoints and dumb pipes](#)

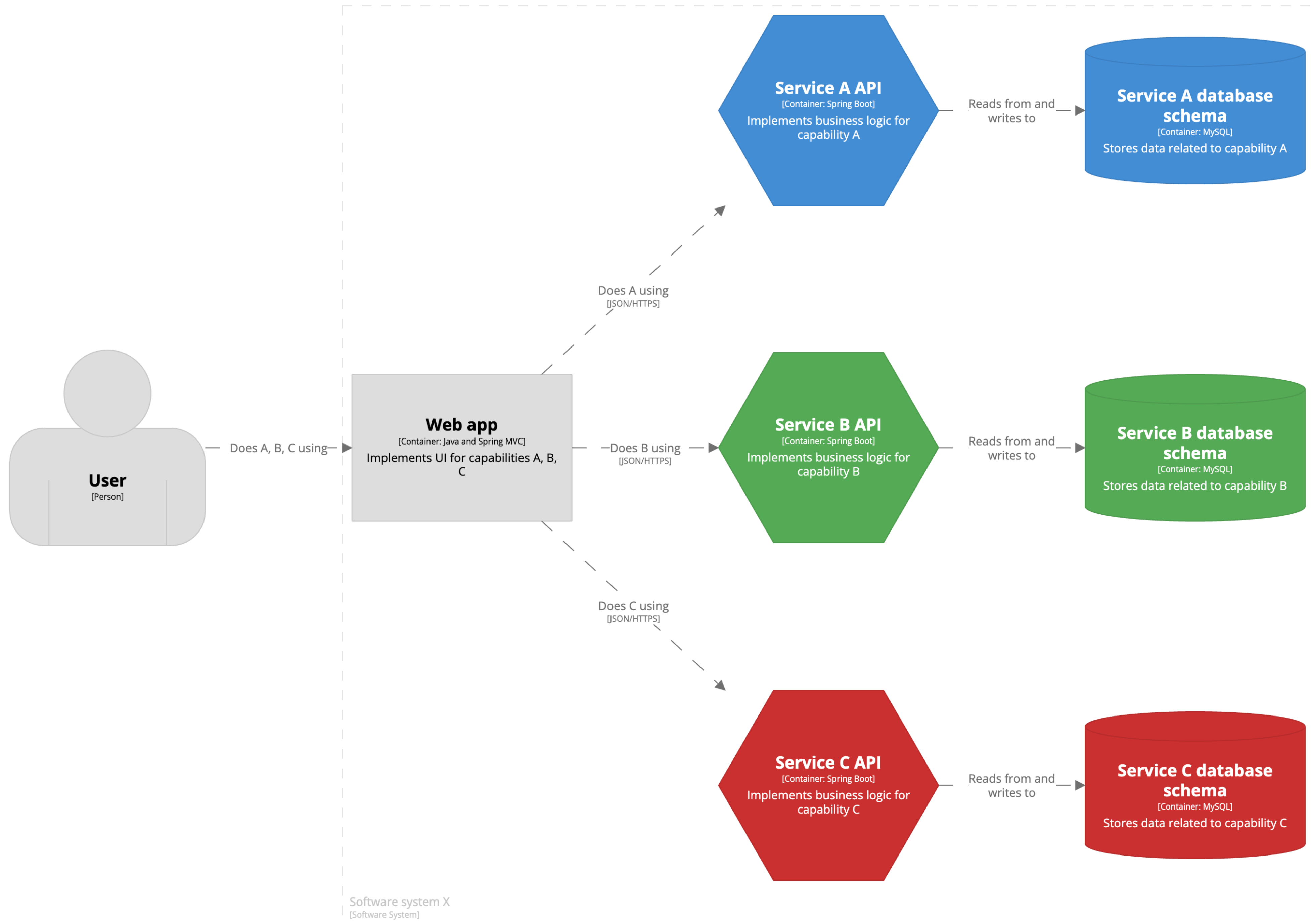
[Decentralized Governance](#)

[Decentralized Data Management](#)

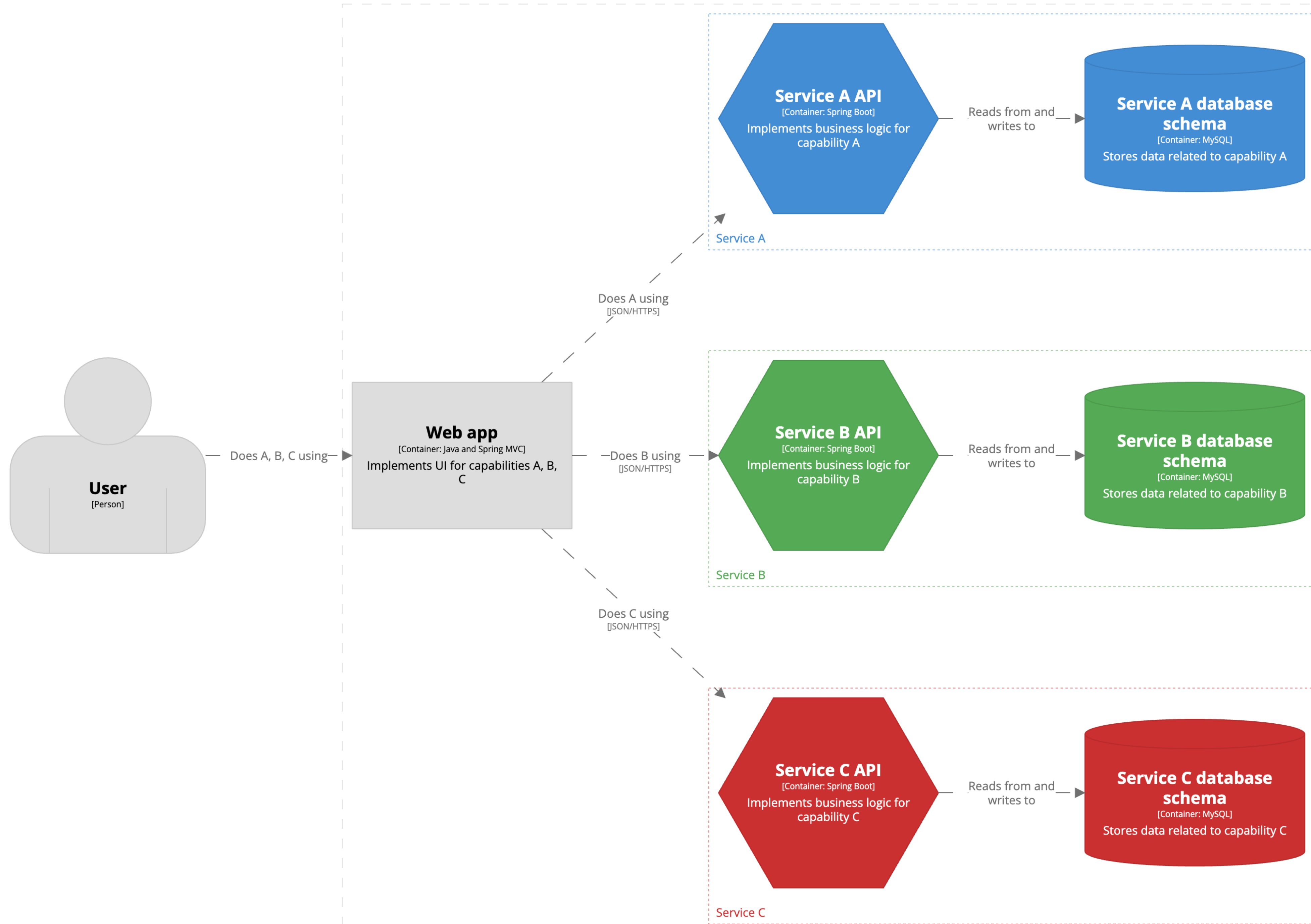
In short, the microservice architectural style [1] is an approach to developing a single software system as a suite of small services, each running in its own process and communicating with lightweight mechanisms, often an HTTP resource API. These services are built around business capabilities and independently deployable by fully automated deployment machinery. There is a bare minimum of centralized management of these services, which may be written in different programming languages and use different data storage technologies.

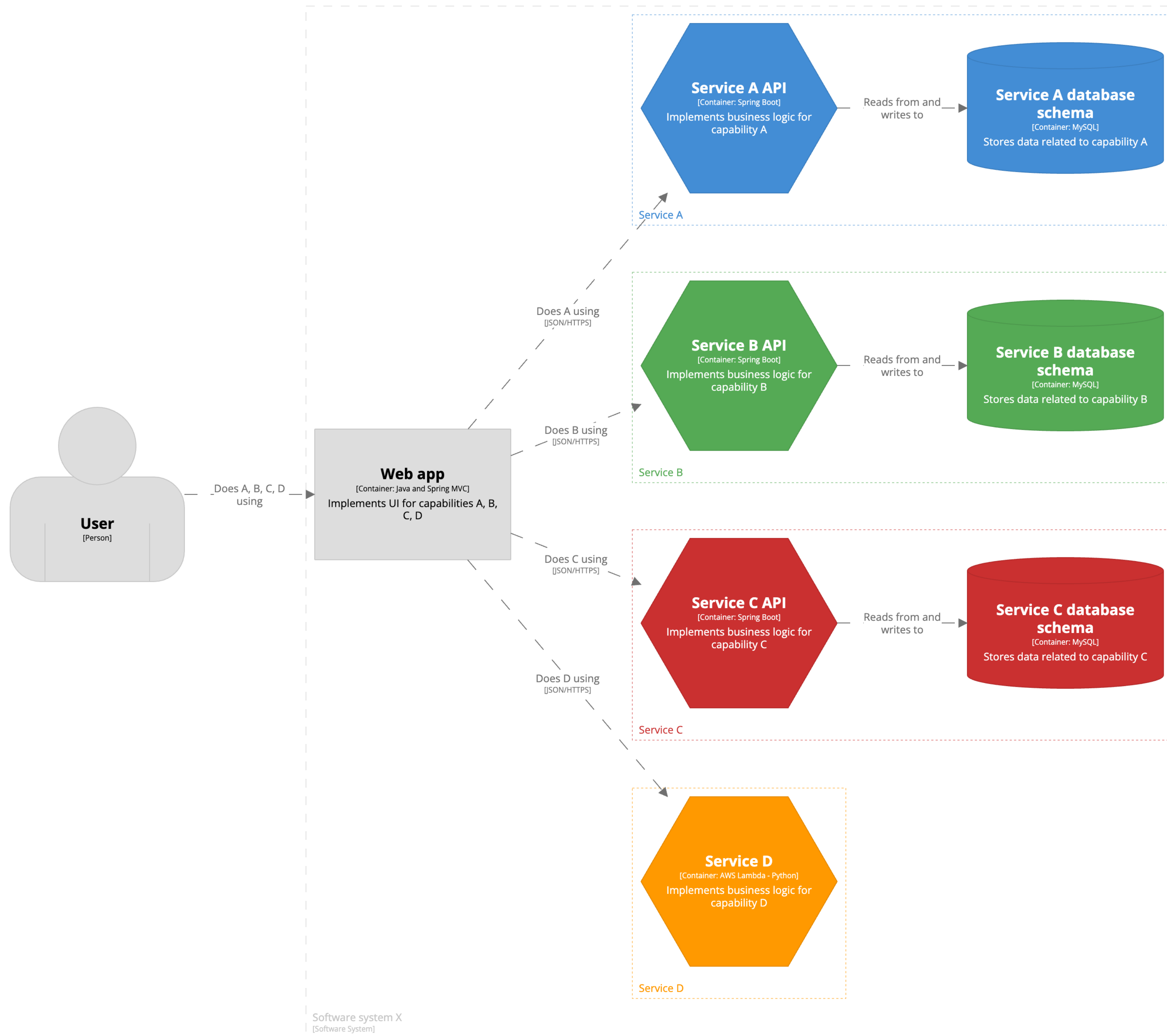


[System Context] Software system X



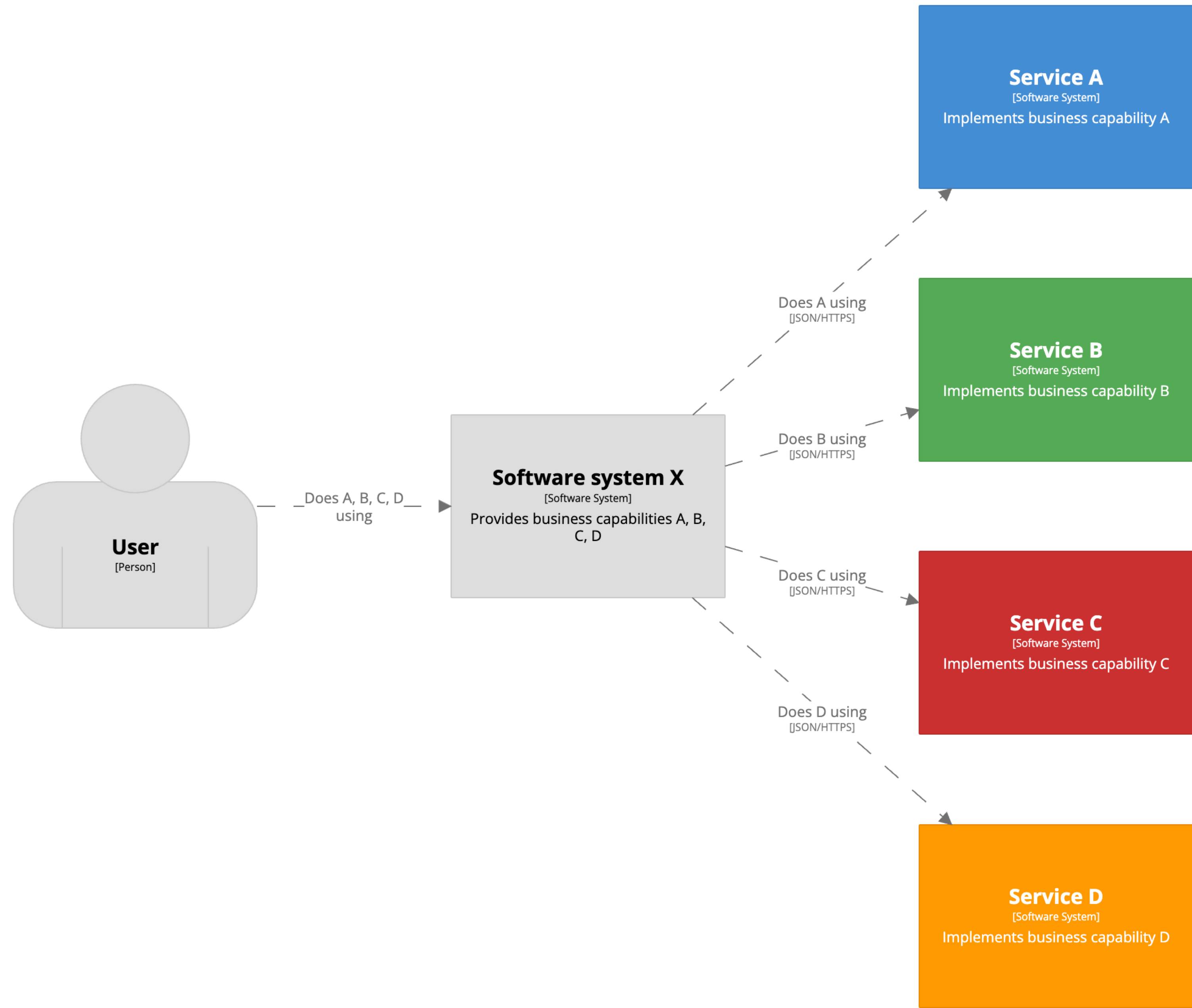
Software system X
[Software System]



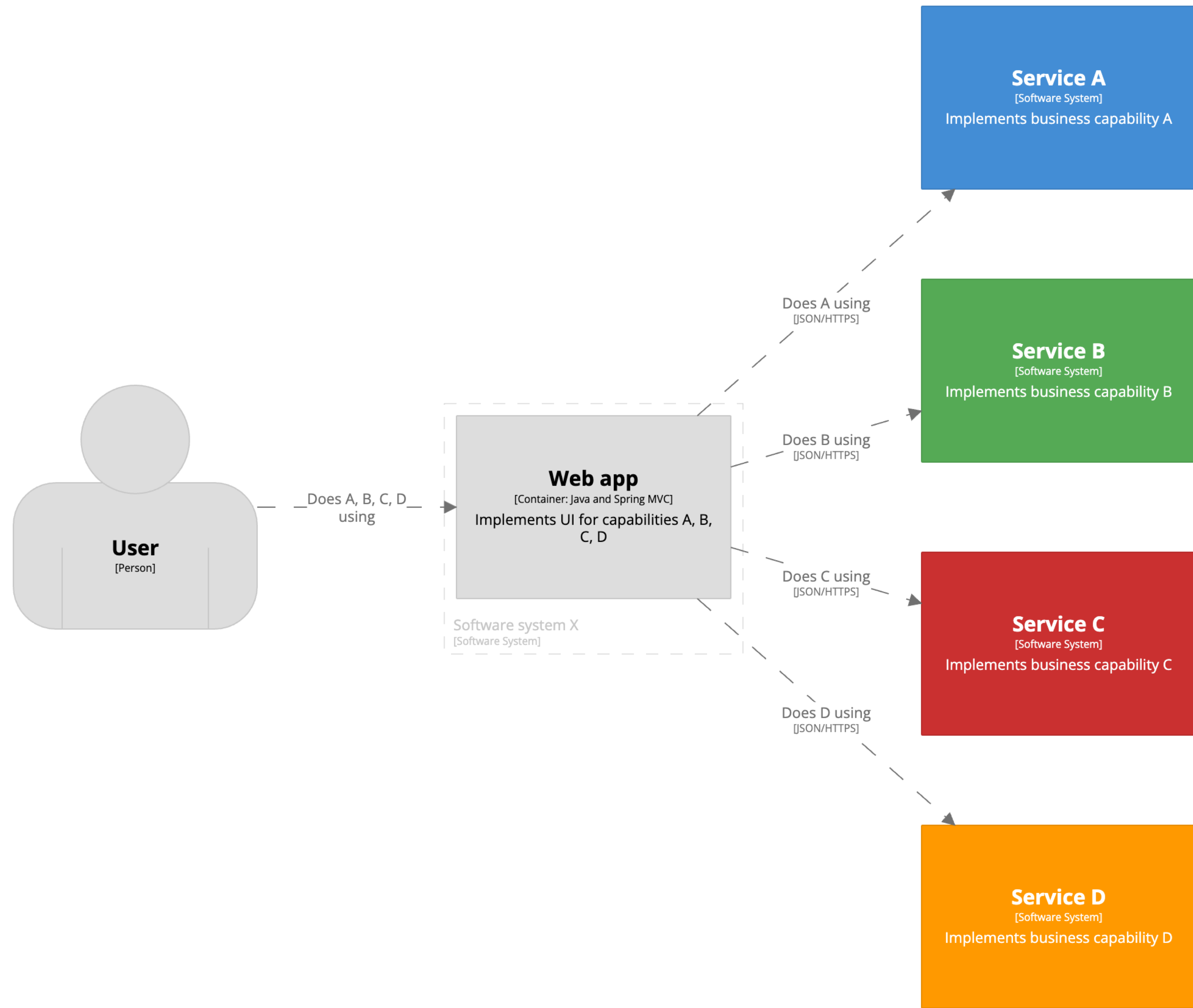


Stage 3: 

(Conway's Law)



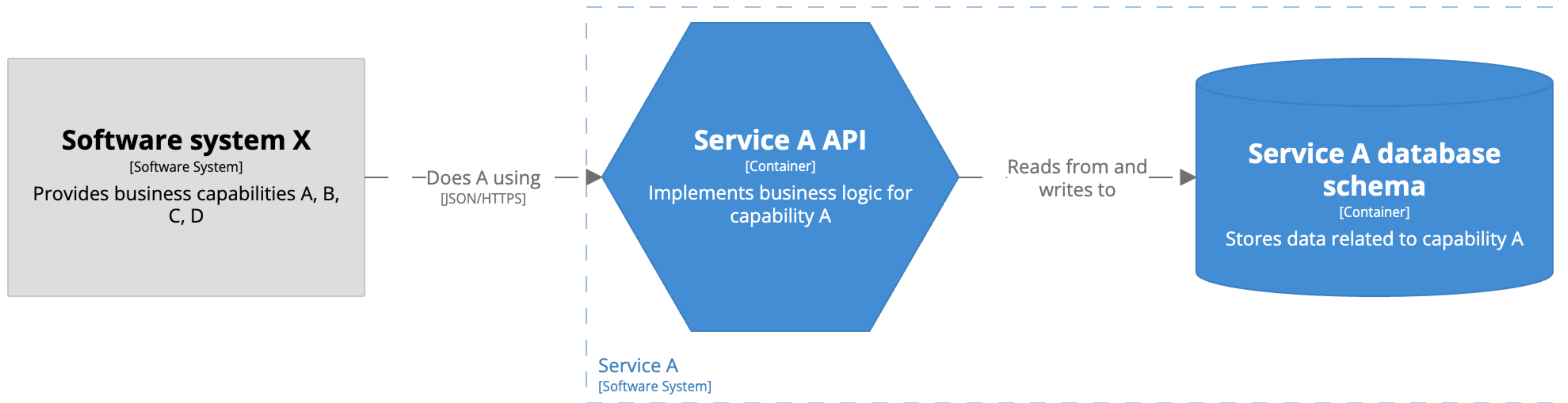
[System Context] Software system X



[Container] Software system X



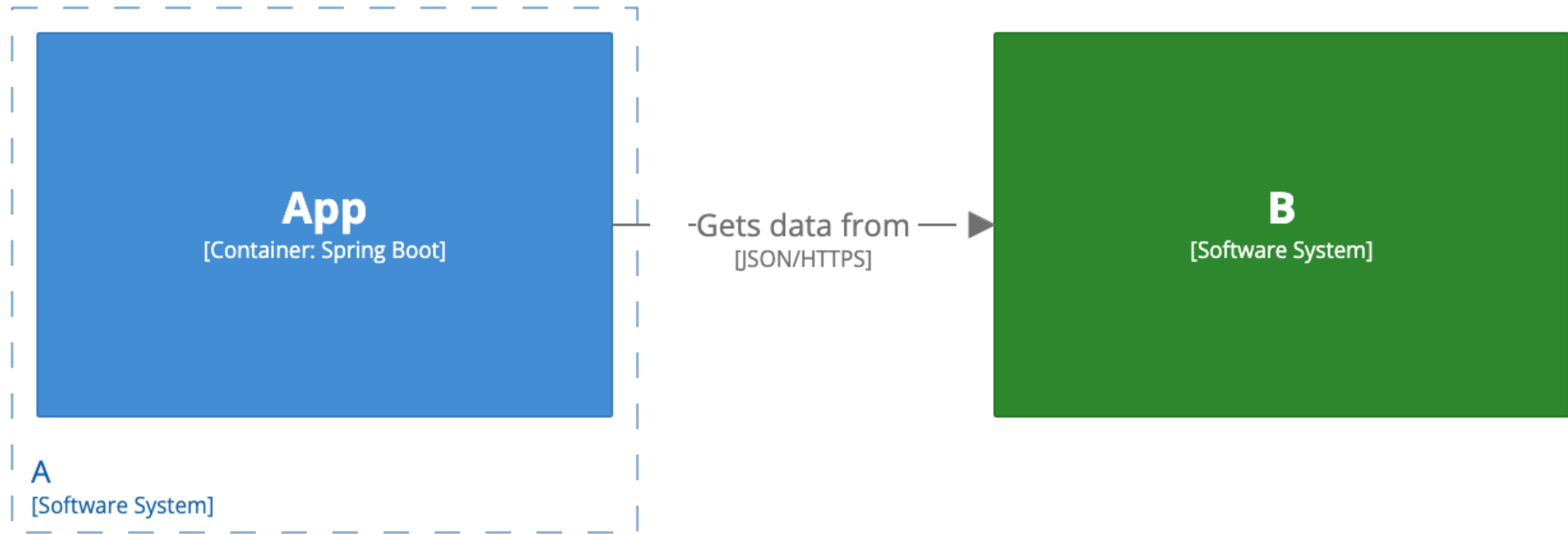
[System Context] Service A



[Container] Service A

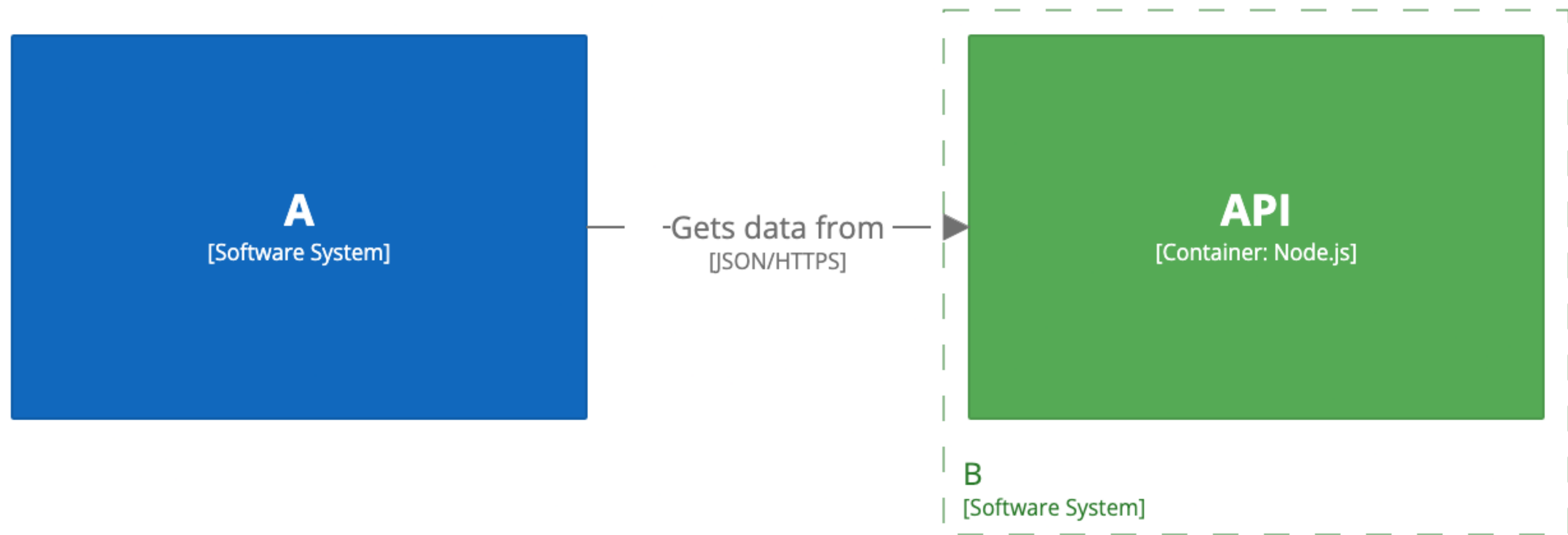
Dependencies to
“external” containers

My recommendation is that container diagrams only show containers inside the software system that is the scope of the diagram



Container diagram for software system A

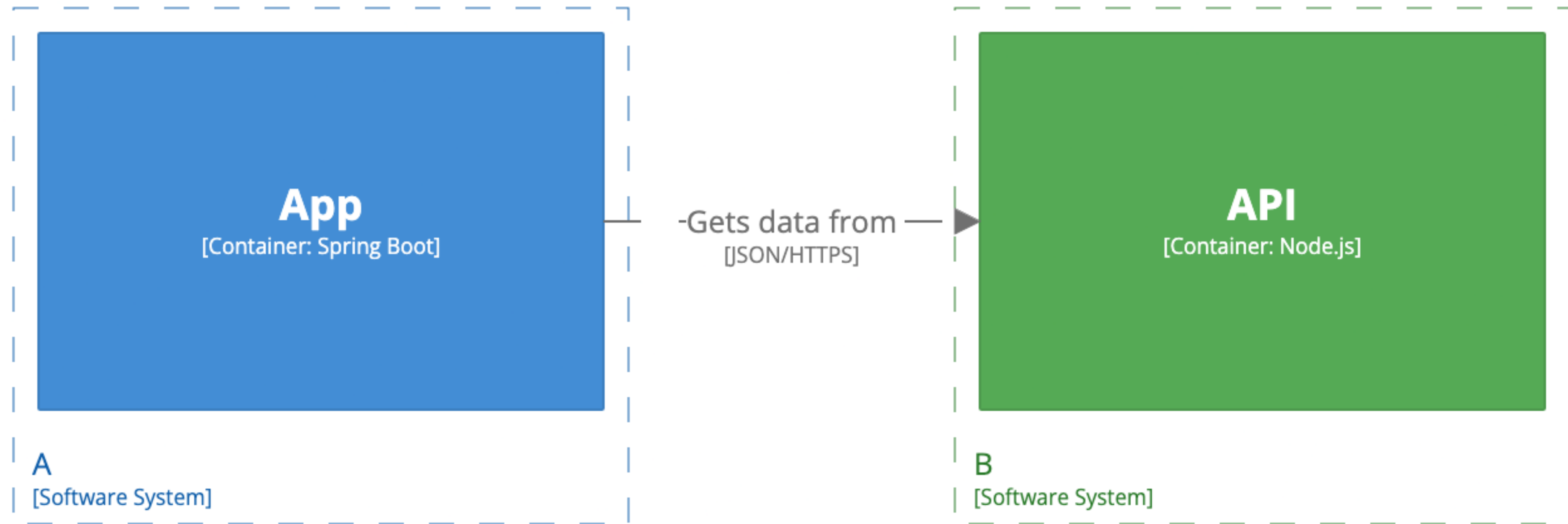
```
container a {
    include *
}
```



Container diagram for software system B

```
container b {  
    include *  
}
```

I don't recommend showing
"external" containers



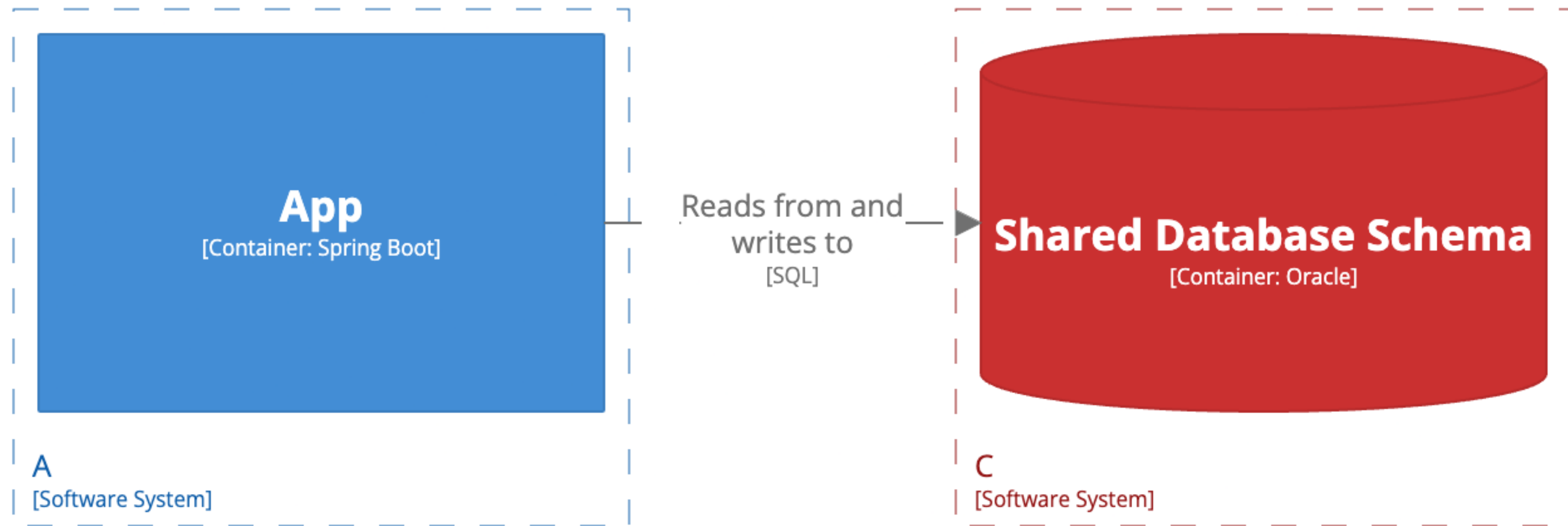
Container diagram for software systems A and B

```
container a {  
    include a.app b.api  
}
```

Showing “external” containers implies
some understanding of
implementation details, which makes
the diagrams more volatile to change

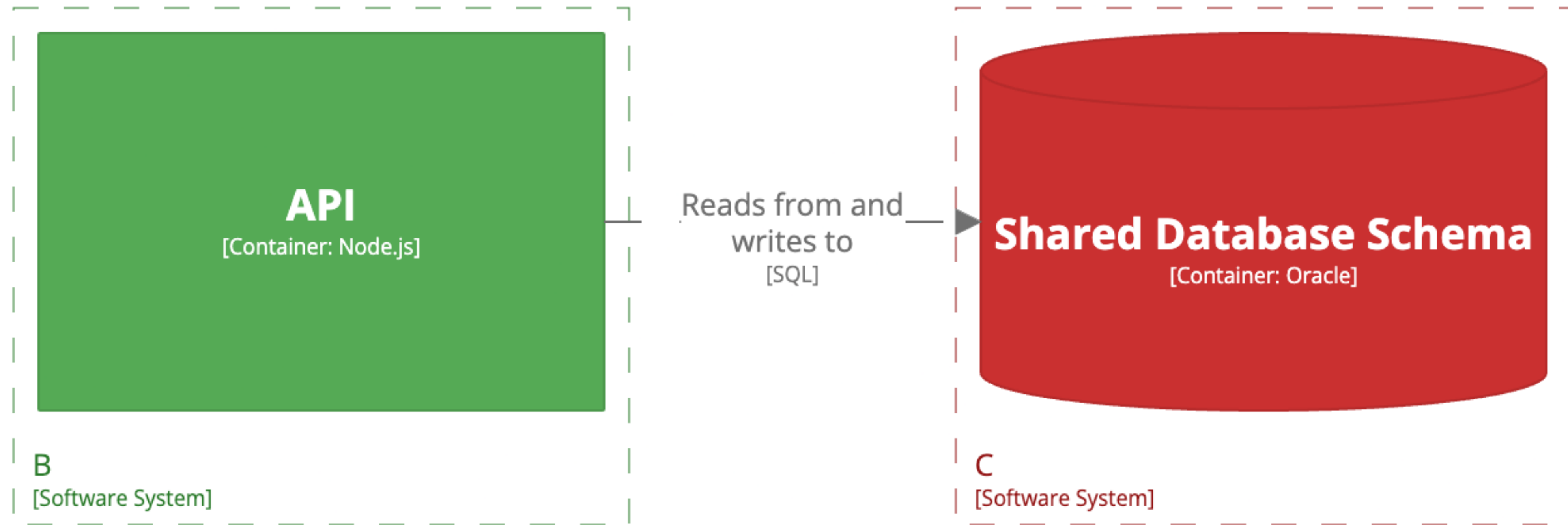
This is a form of coupling

There may some useful exceptions
to this guidance...



Container diagram for software system A, showing a shared DB

```
container a {  
    include a.app c.db  
}
```

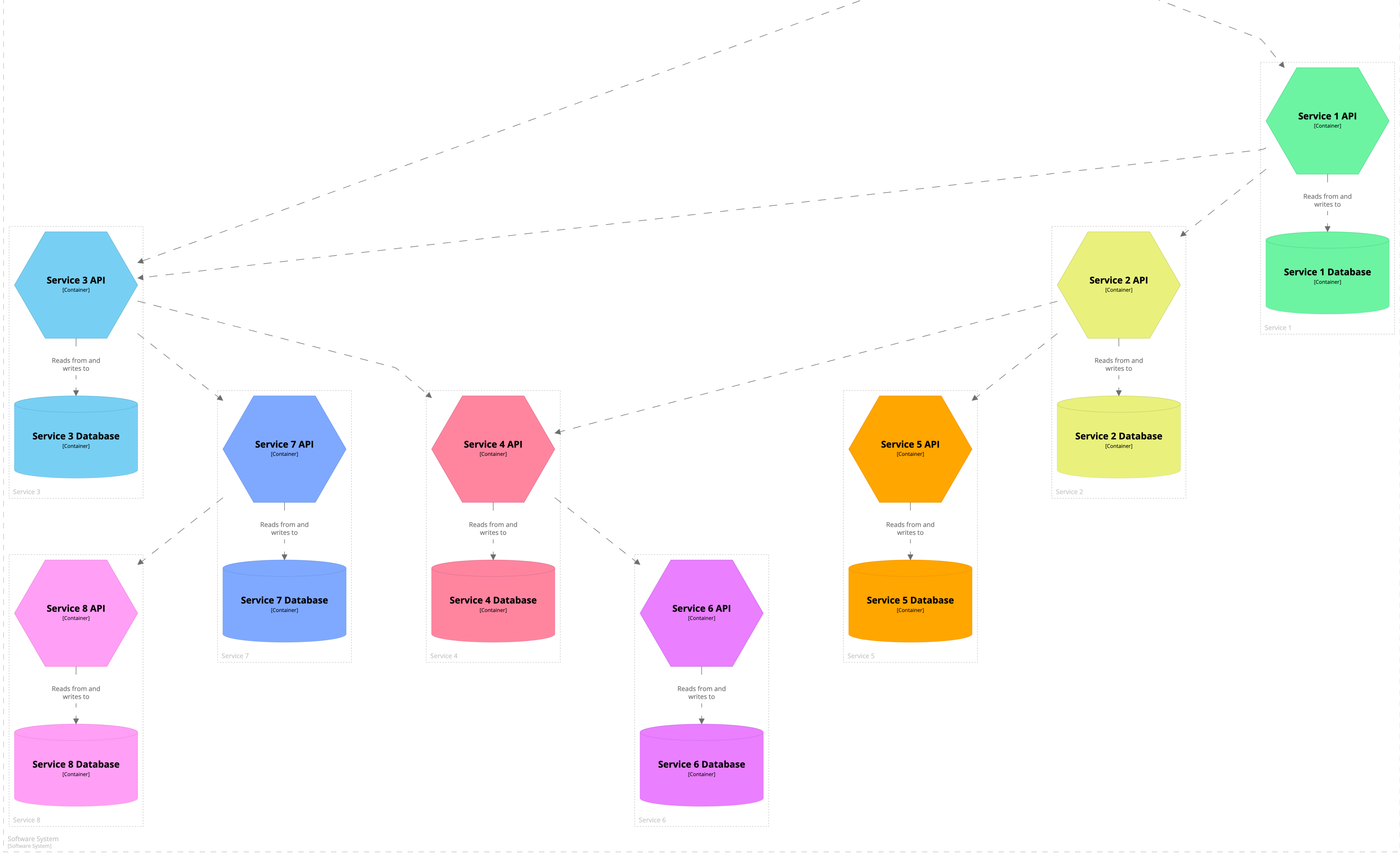


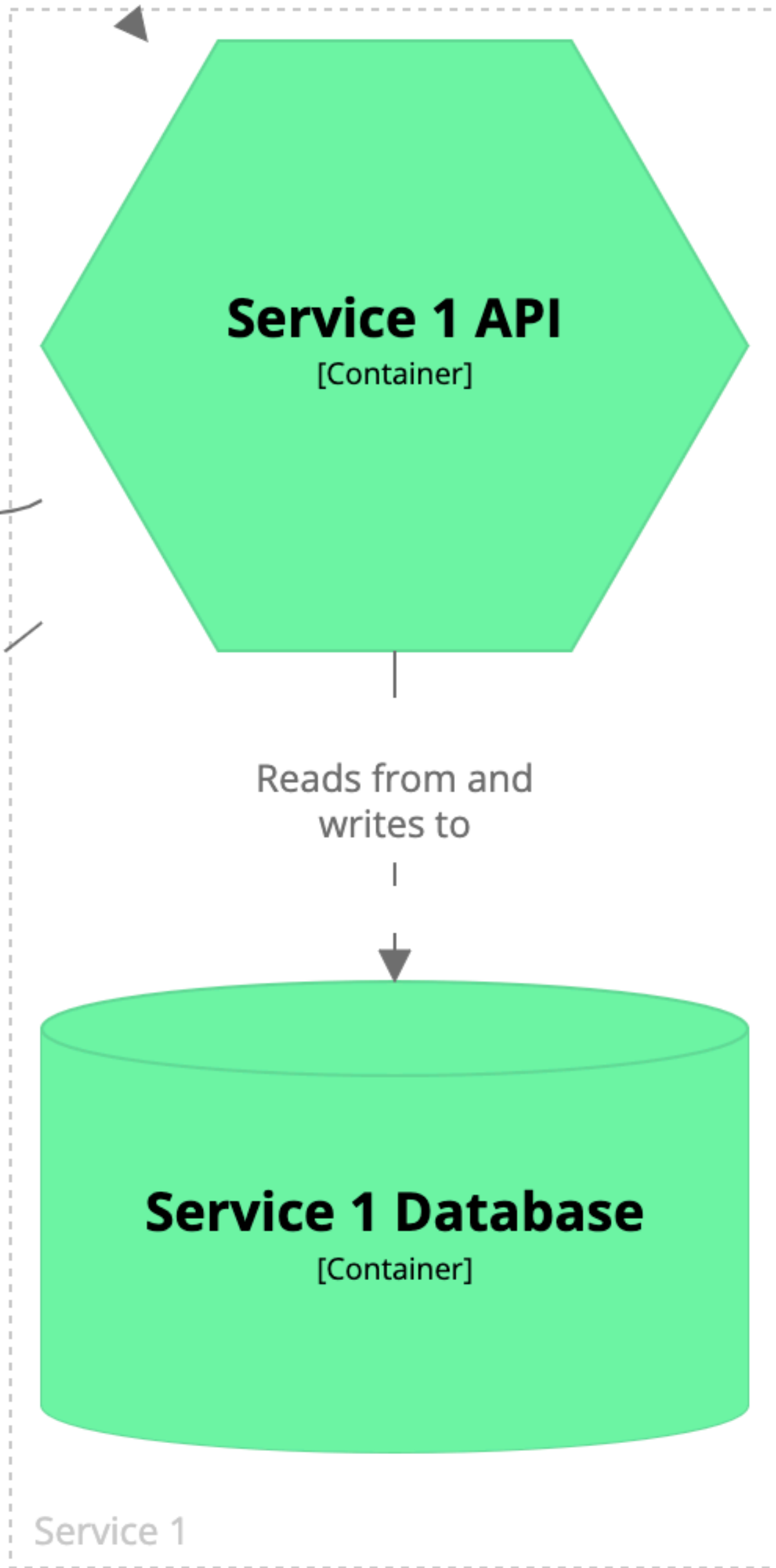
Container diagram for software system B, showing a shared DB

```
container b {  
    include b.api c.db  
}
```



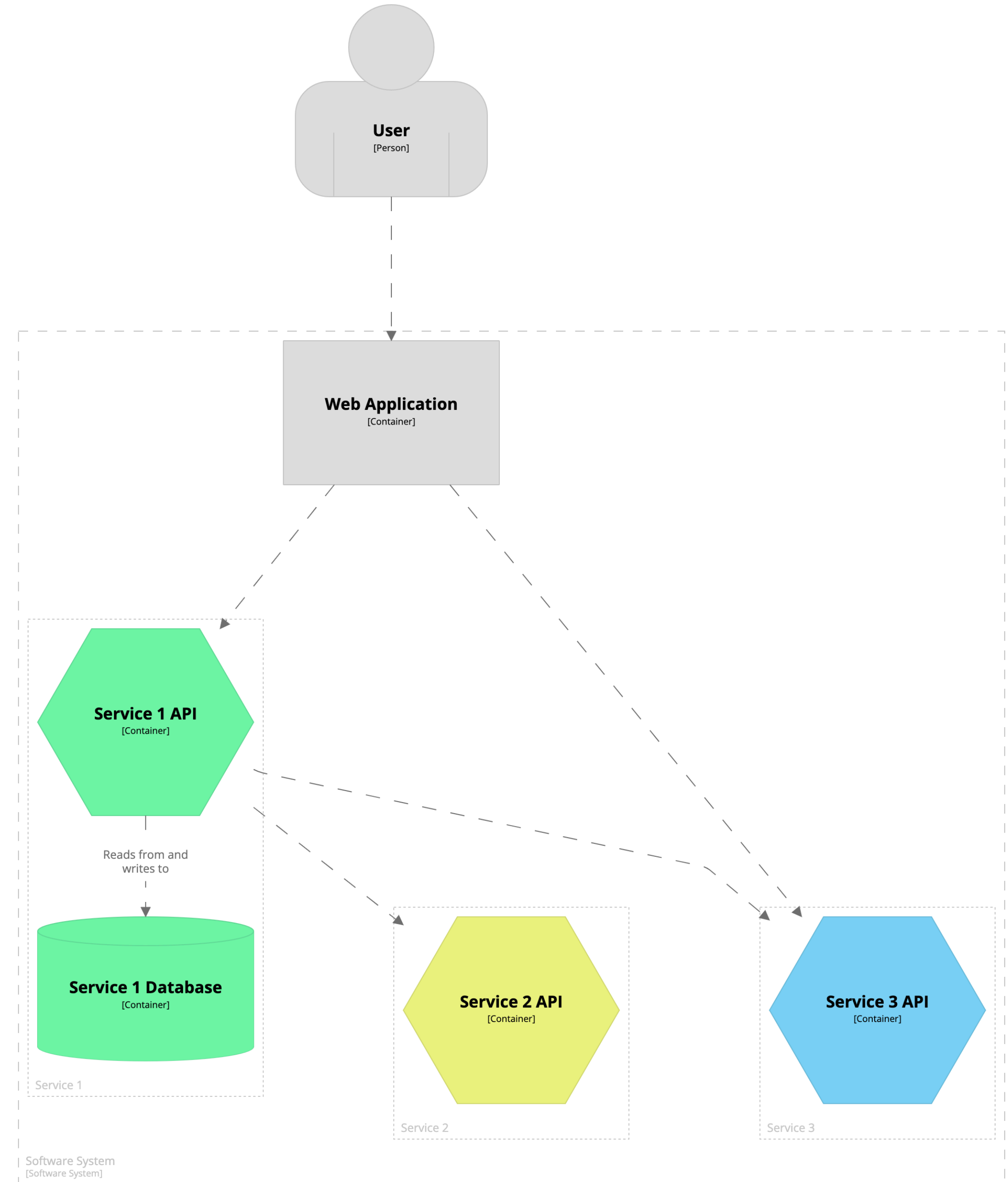
C4 doesn't scale



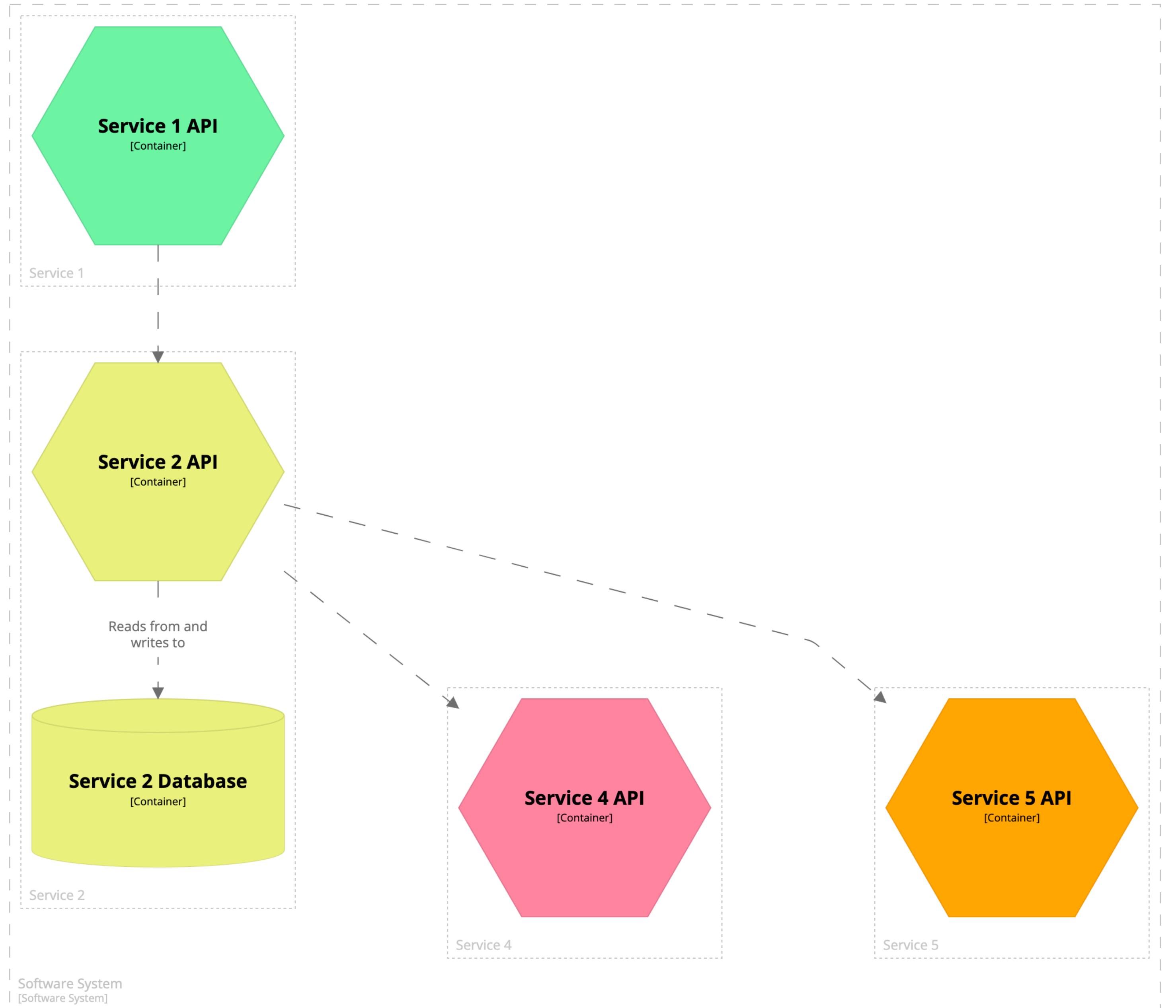


In this example,
a microservice is
a combination of
an API and
a database schema

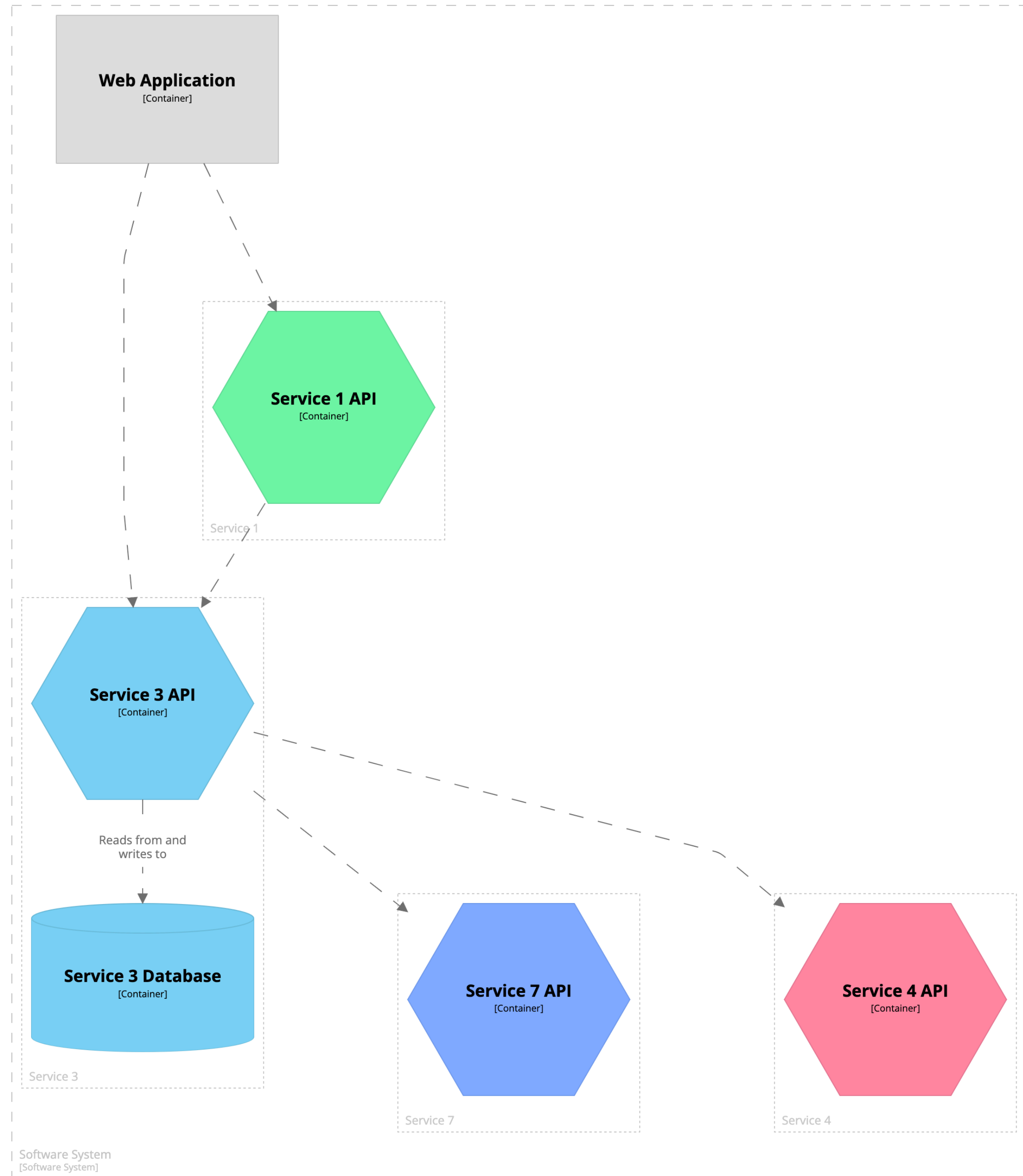
```
container softwareSystem {
  include user
  Include ->service1->
}
```

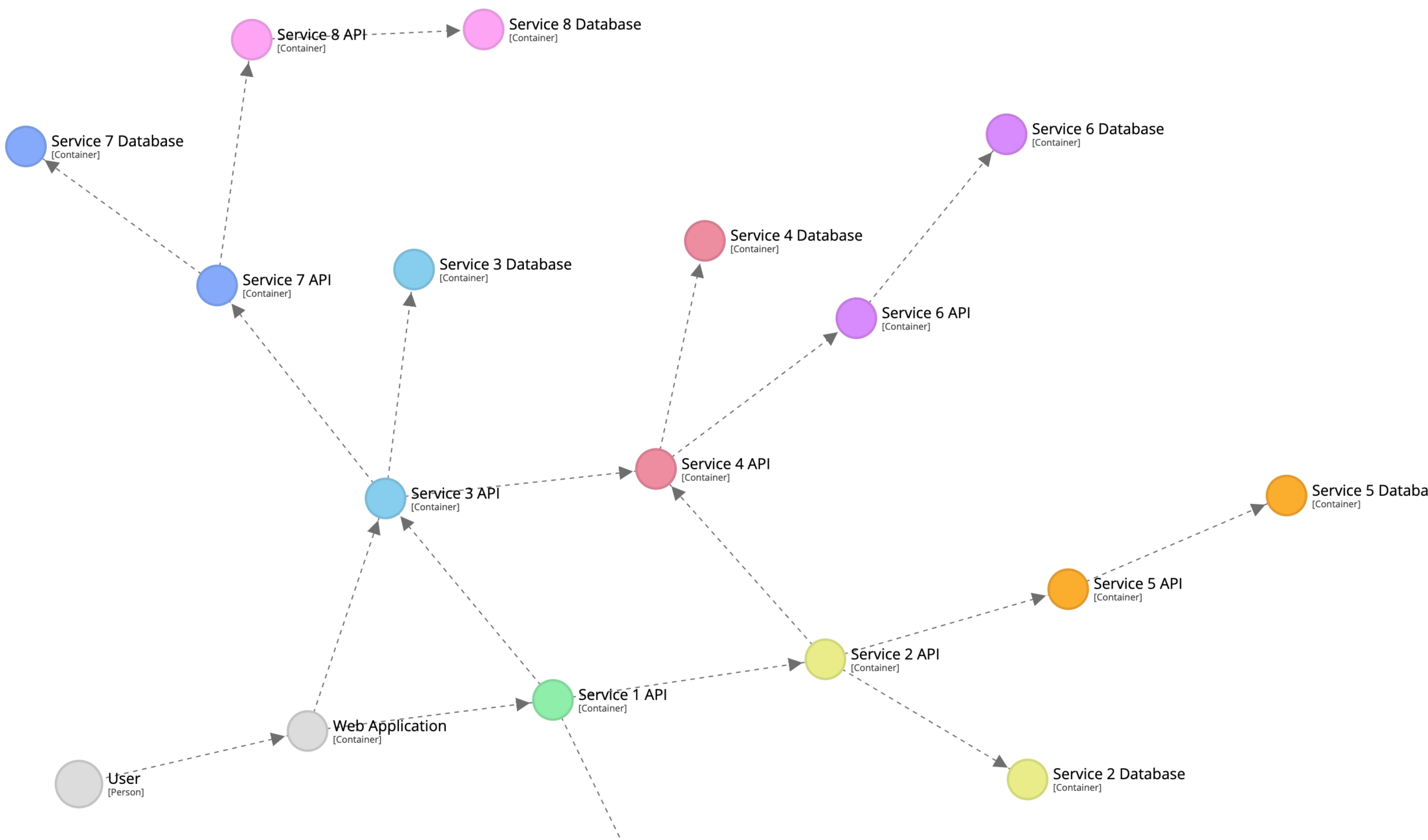


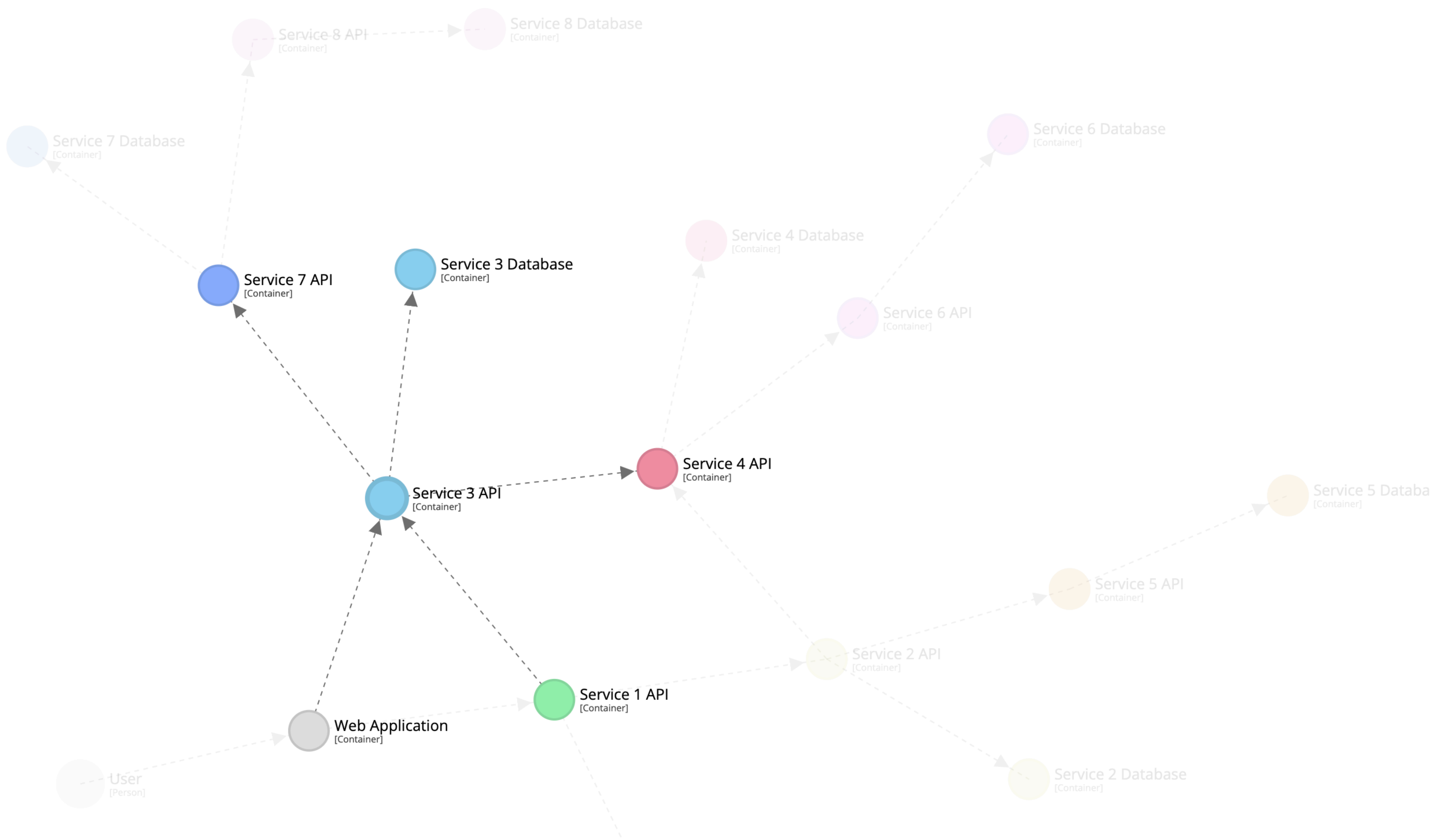
```
container softwareSystem {  
  include ->service2->  
}
```

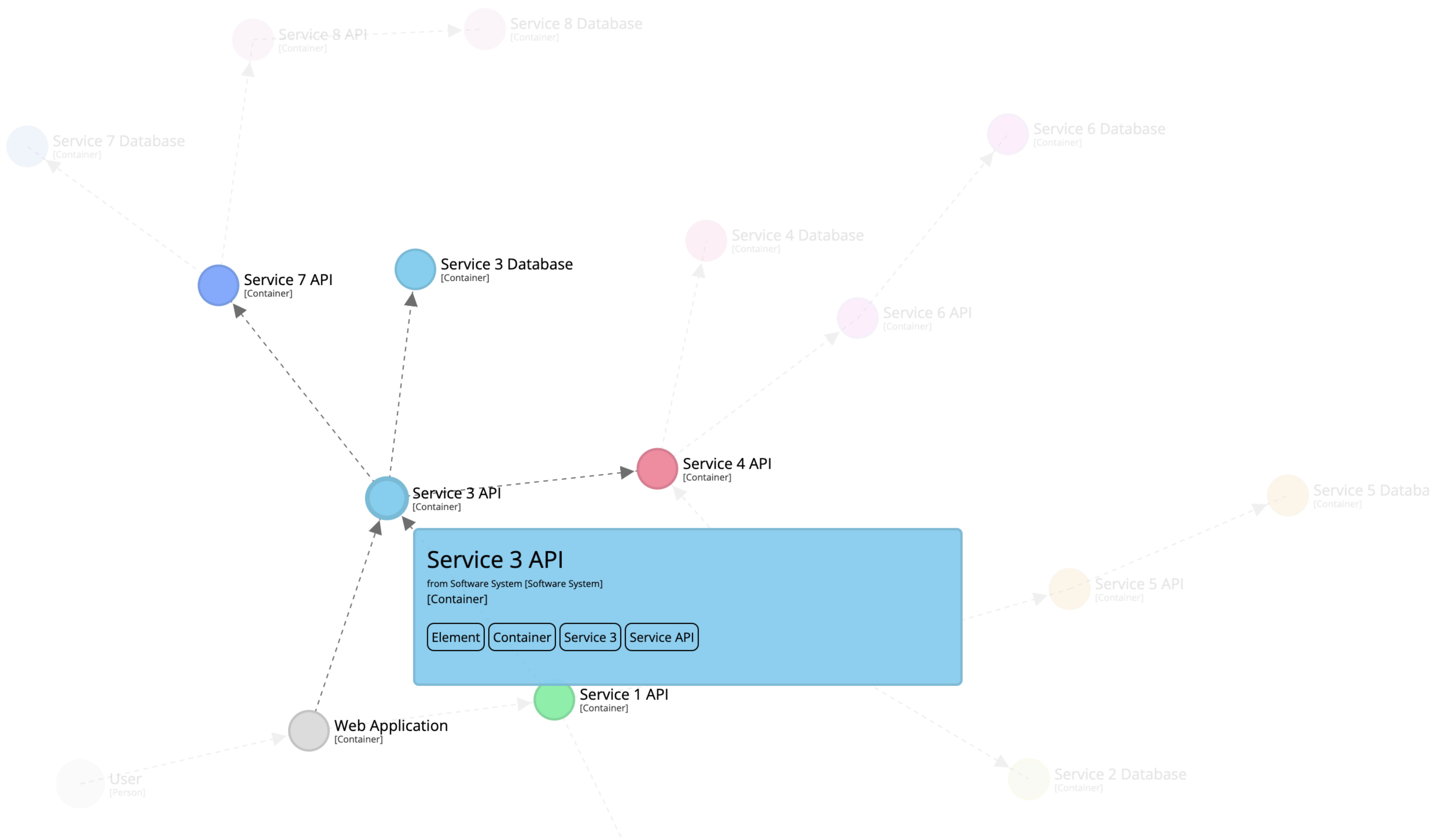


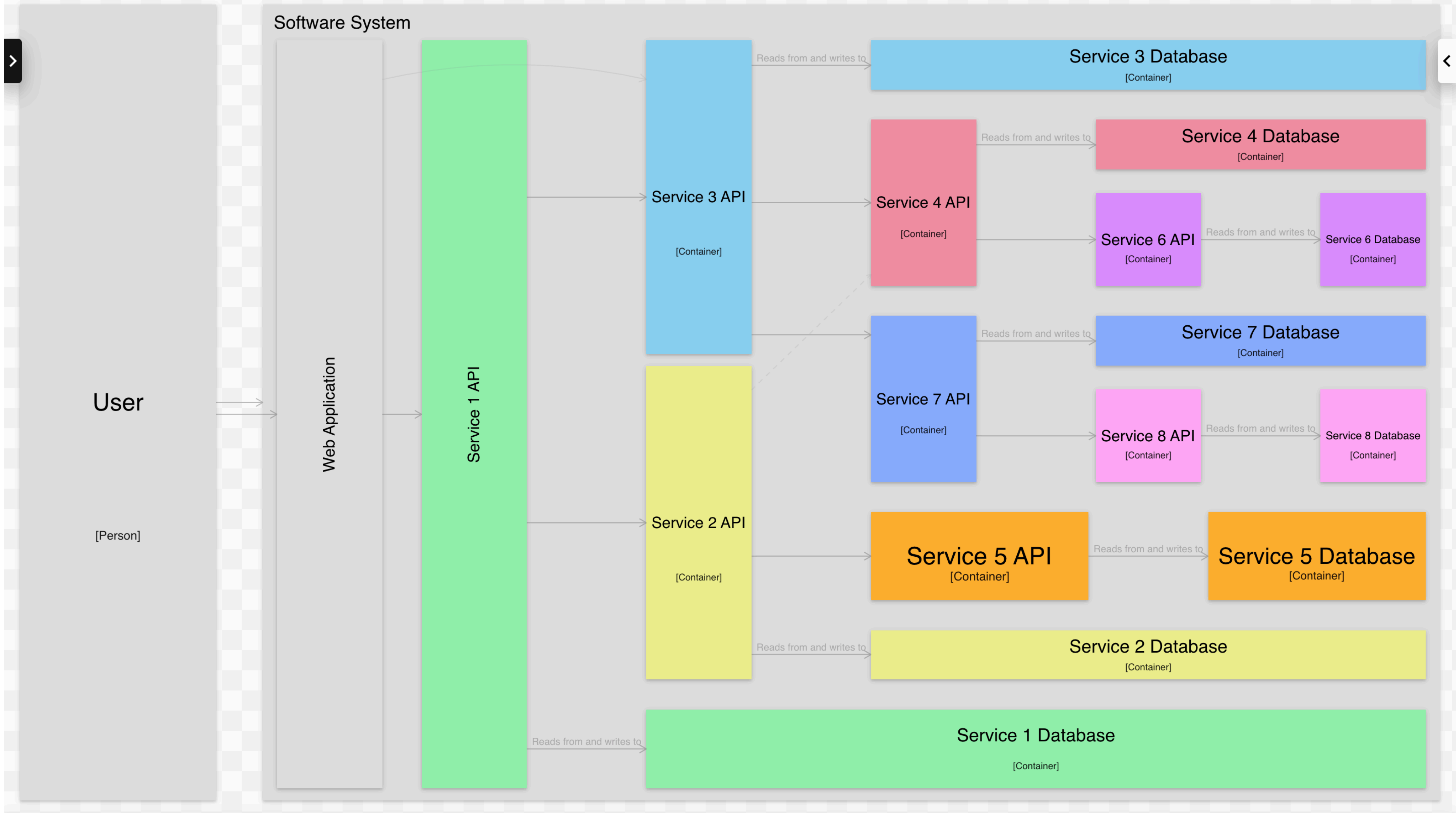
```
container softwareSystem {  
  include ->service3->  
}
```

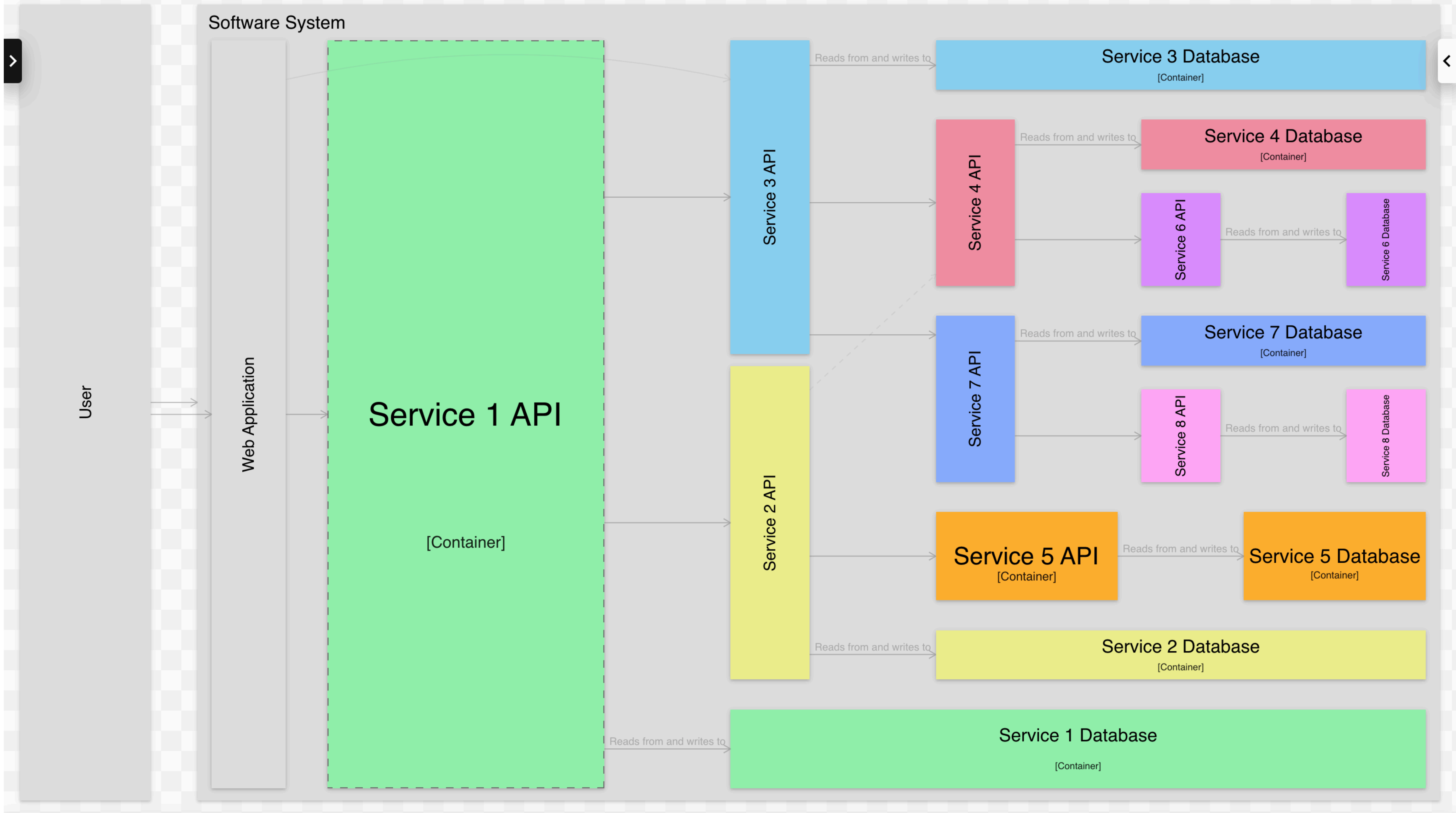


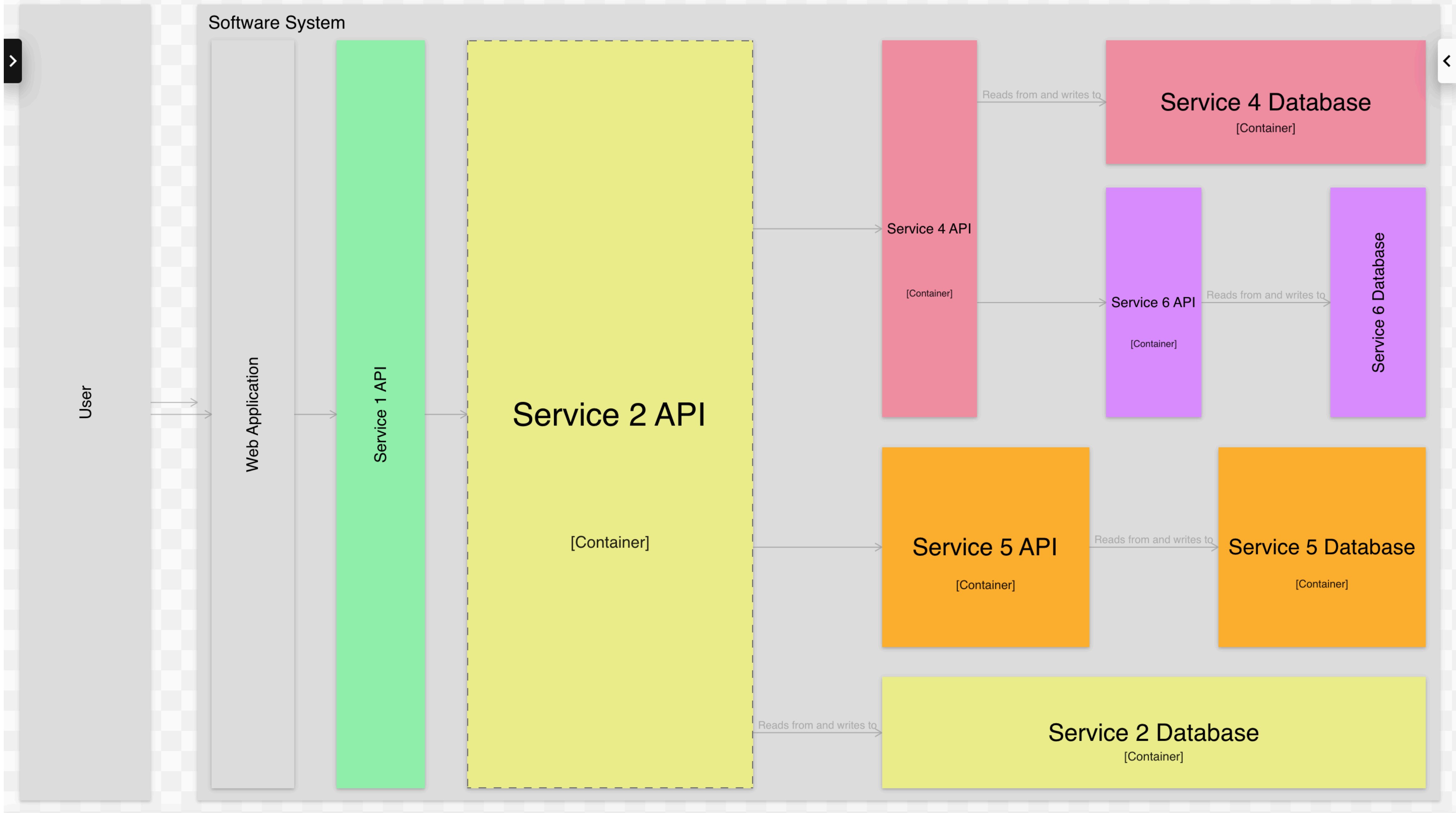


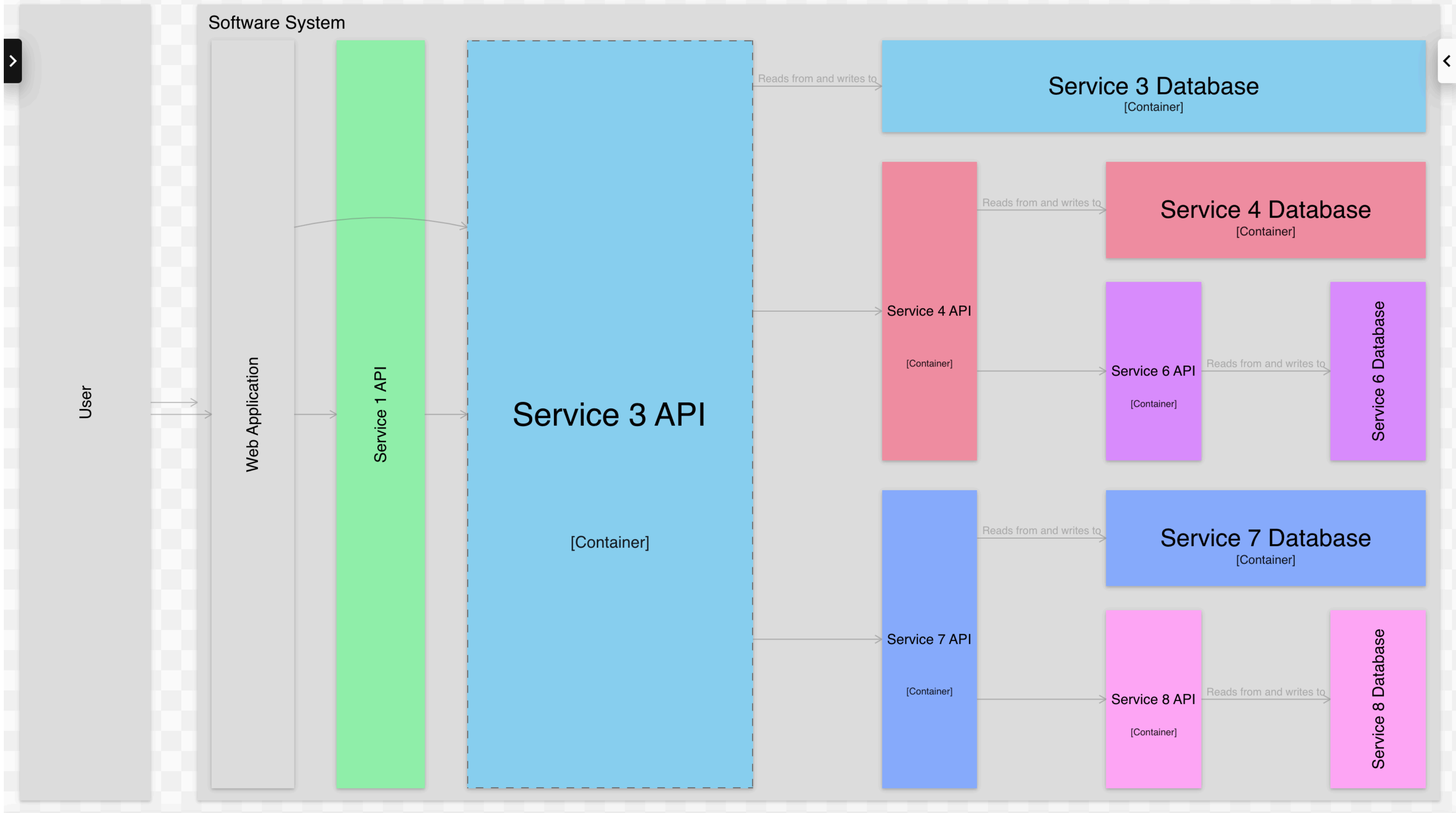












A final note...

Level 1	Level 2	Level 3	Level 4	Level 5
<p>Initial</p> <p>No software architecture diagrams.</p>	<p>Ad hoc</p> <p>Software architecture diagrams with ad hoc abstractions and notation, in a general purpose diagramming tool.</p>	<p>Defined</p> <p>Software architecture diagrams with defined abstractions and notation, in a general purpose diagramming tool.</p>	<p>Modelled</p> <p>Software architecture diagrams with defined abstractions and notation, in a modelling tool, authored manually.</p>	<p>Optimising</p> <ul style="list-style-type: none"> - Model elements are shared between teams. - Centralised system landscape views are generated by aggregating decentralised team-based models. - Model elements are reverse-engineered from source code, deployment environment, logs, etc. - Alternative visualisations are used for different use cases (e.g. communication vs exploration). - Models are used as queryable datasets. <p>...</p>

Software architecture diagramming maturity model

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<p>Initial</p> <p>No software architecture diagrams.</p>	<p>Ad hoc</p> <p>Software architecture diagrams with ad hoc abstractions and notation, in a general purpose diagramming tool.</p>	<p>Defined</p> <p>Software architecture diagrams with defined abstractions and notation, in a general purpose diagramming tool.</p>	<p>Modelled</p> <p>Software architecture diagrams with defined abstractions and notation, in a modelling tool, authored manually.</p>	<p>Optimising</p> <ul style="list-style-type: none"> - Model elements are shared between teams. - Centralised system landscape views are generated by aggregating decentralised team-based models. - Model elements are reverse-engineered from source code, deployment environment, logs, etc. - Alternative visualisations are used for different use cases (e.g. communication vs exploration). - Models are used as queryable datasets. <p>...</p>

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Software architecture diagramming maturity model

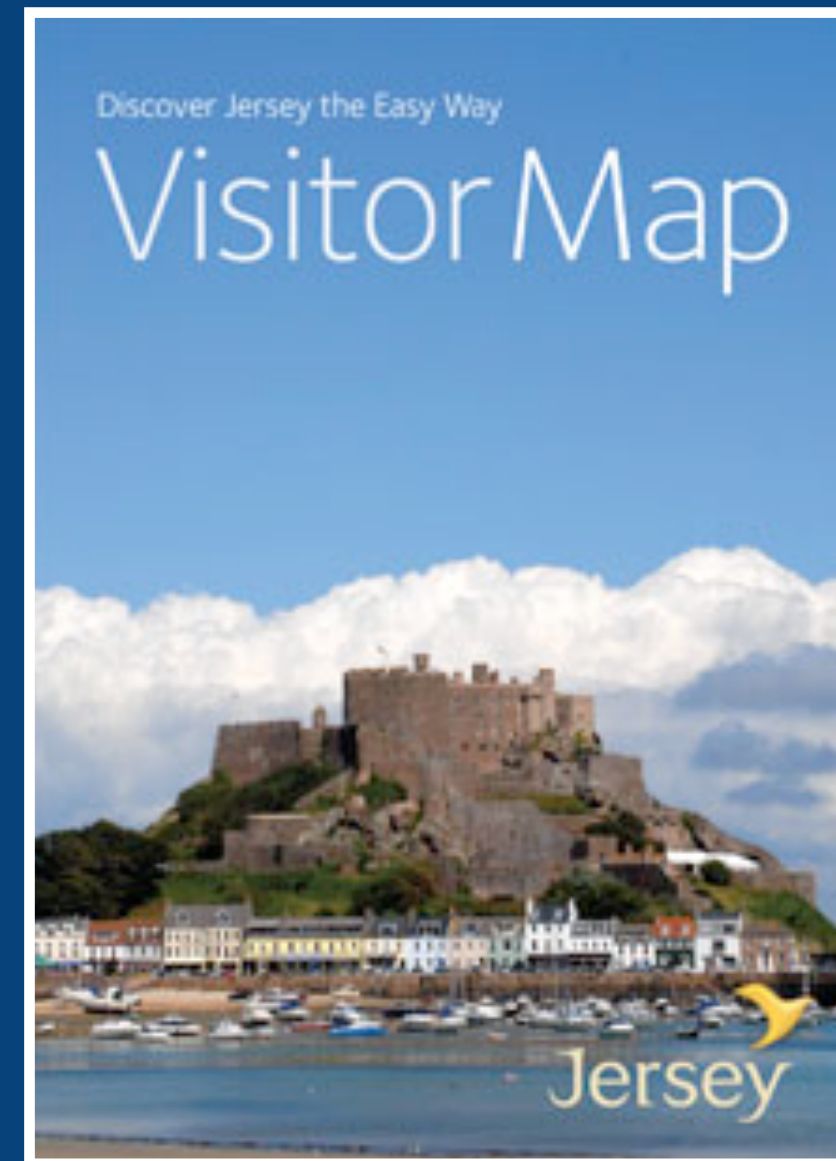
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Software architecture diagramming maturity model

Documenting software architecture



Enough detail to
start **exploring**

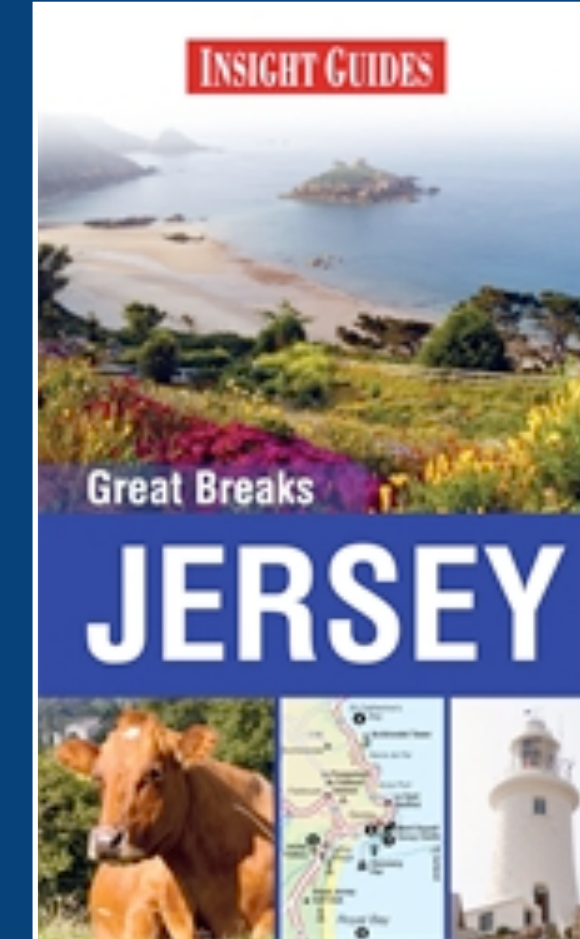
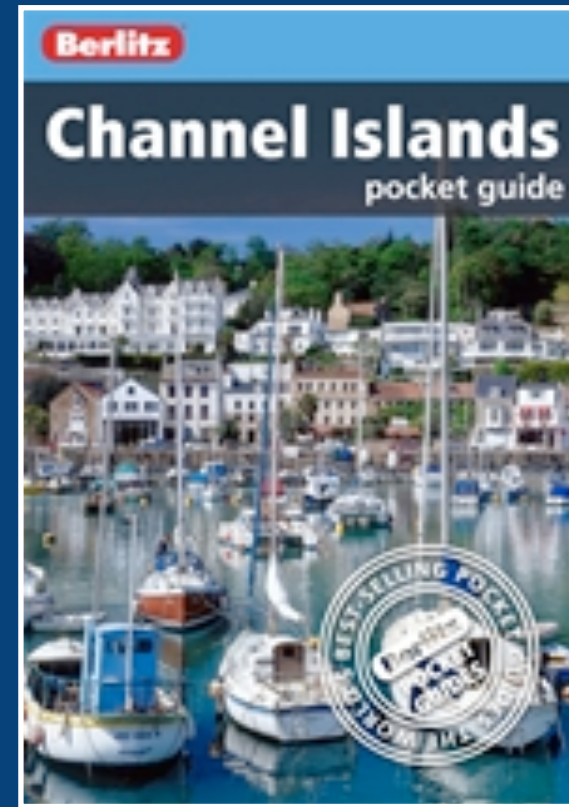
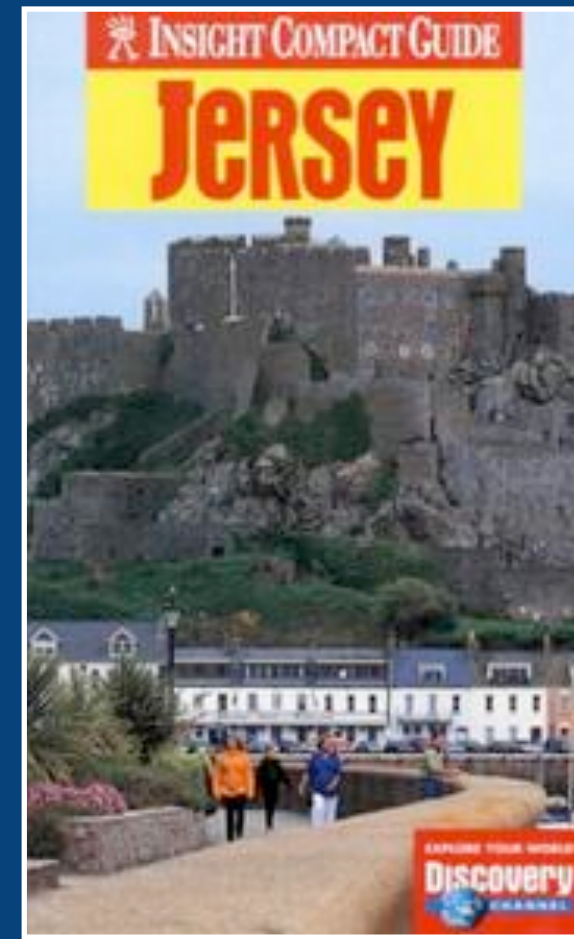
Working software over comprehensive documentation

Manifesto for Agile Software Development

The code doesn't tell
the whole story

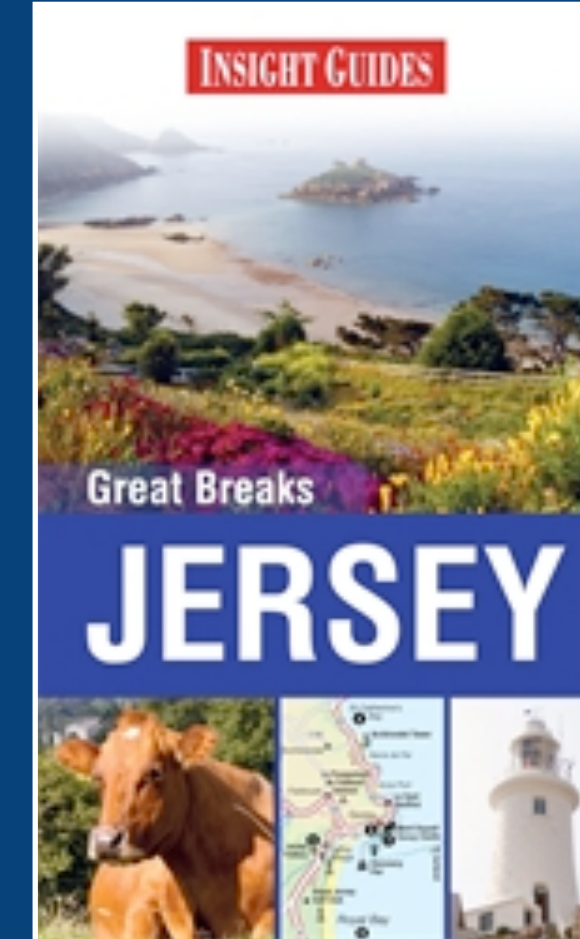
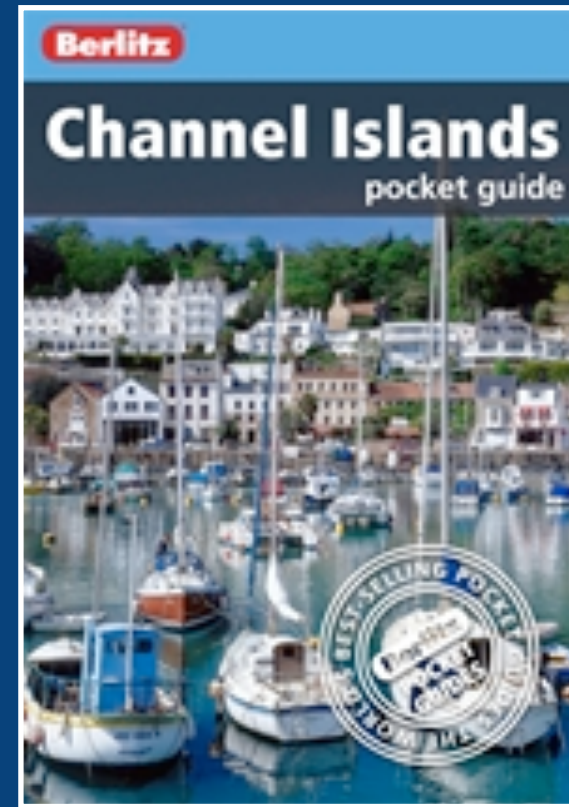
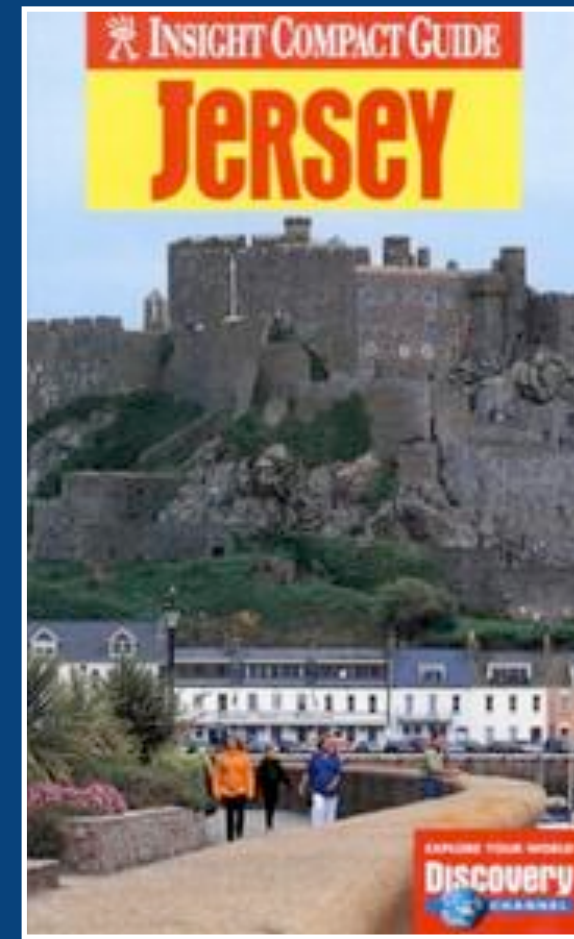
Software Architecture Document

Useful information
spread across
hundreds of pages;
rarely read or updated



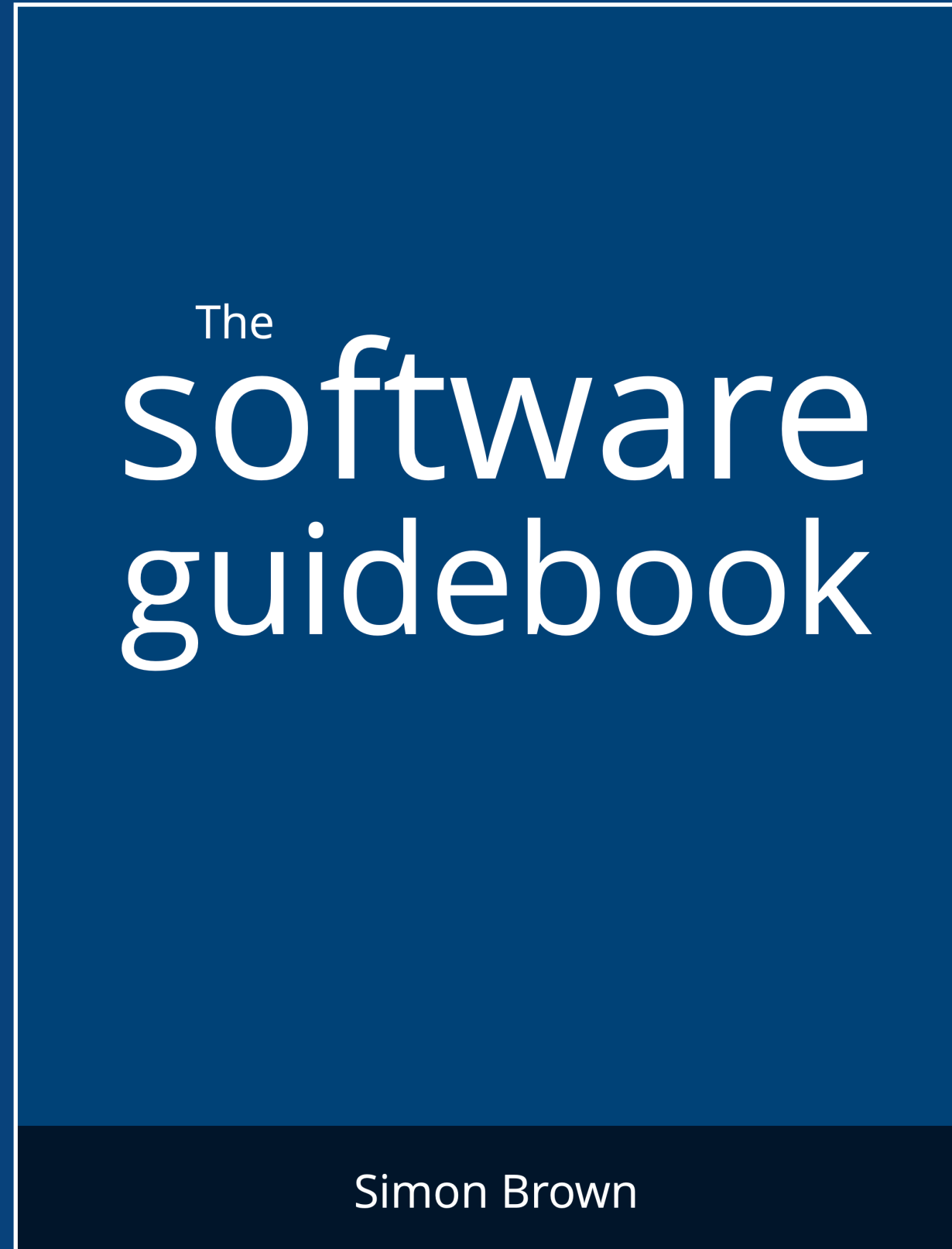
Travel Guidebook

(maps, points of interest, sights, itineraries, history, culture, practical information, etc)



Software Guidebook

(maps, points of interest, sights, itineraries, history, culture, practical information, etc)



<https://leanpub.com/documenting-software-architecture/c/free>

The scope is a single
software system

Describe what you
can't get from the code

Documentation should
be **constantly evolving**

Context

A system context diagram, plus some narrative text to “set the scene”.

Functional Overview

An overview of the software system; perhaps including wireframes, UI mockups, screenshots, workflow diagrams, business process diagrams, etc.

Quality Attributes

A list of the quality attributes (non-functional requirements; e.g. performance, scalability, security, etc).

Constraints

A list of the environmental constraints (e.g. timescales, budget, technology, team size/skills, etc).

Principles

A list of the development and architecture principles (e.g. coding conventions, separation of concerns, patterns, etc).

Software Architecture

A description of the software architecture, including static structure (e.g. containers and components) and dynamic/runtime behaviour.

Code

A description of important or complicated component implementation details, patterns, frameworks, etc.

Data

Data models, entity relationship diagrams, security, data volumes, archiving strategies, backup strategies, etc.

This is a **starting point**; add and remove sections as necessary.

Infrastructure Architecture

A description of the infrastructure available to run the software system.

Deployment

The mapping of software (e.g. containers) to infrastructure.

Development Environment

A description of how a new developer gets started.

Operation and Support

An overview of how the software system is operated, supported, monitored, etc.

Decision Log

A log of the major decisions made; e.g. as free format text or a collection of “Architecture Decision Records”.

arc42 Template Overview

arc42 is a template for architecture communication and documentation.

Photo credit: [unsplash](#)

arc42 answers the following two questions in a pragmatic way, but can be tailored to your specific needs:

- *What* should we document/communicate about our architecture?
- *How* should we document/communicate?



1. Introduction and Goals

Short description of the **requirements**, driving forces, extract (or abstract) of requirements. Top three (max five) **quality goals** for the architecture which have highest priority for the major stakeholders. A table of important **stakeholders** with their expectation regarding architecture.

[Read More](#)

Title These documents have names that are short noun phrases. For example, "ADR 1: Deployment on Ruby on Rails 3.0.10" or "ADR 9: LDAP for Multitenant Integration"

Context This section describes the forces at play, including technological, political, social, and project local. These forces are probably in tension, and should be called out as such. The language in this section is value-neutral. It is simply describing facts.

Decision This section describes our response to these forces. It is stated in full sentences, with active voice. "We will ..."

Status A decision may be "proposed" if the project stakeholders haven't agreed with it yet, or "accepted" once it is agreed. If a later ADR changes or reverses a decision, it may be marked as "deprecated" or "superseded" with a reference to its replacement.

Consequences This section describes the resulting context, after applying the decision. All consequences should be listed here, not just the "positive" ones. A particular decision may have positive, negative, and neutral consequences, but all of them affect the team and project in the future.

“Architecture Decision Record”

A short description of an architecturally significant decision

<http://thinkrelevance.com/blog/2011/11/15/documenting-architecture-decisions> (Michael Nygard)

Documentation format?

Microsoft Word, Microsoft SharePoint,
Atlassian Confluence, Markdown or AsciiDoc, etc

How long?

Something I can read in 1-2 hours;
a good starting point for exploring the code

How do you keep software
architecture documentation
up to date?

C4 model diagrams

+

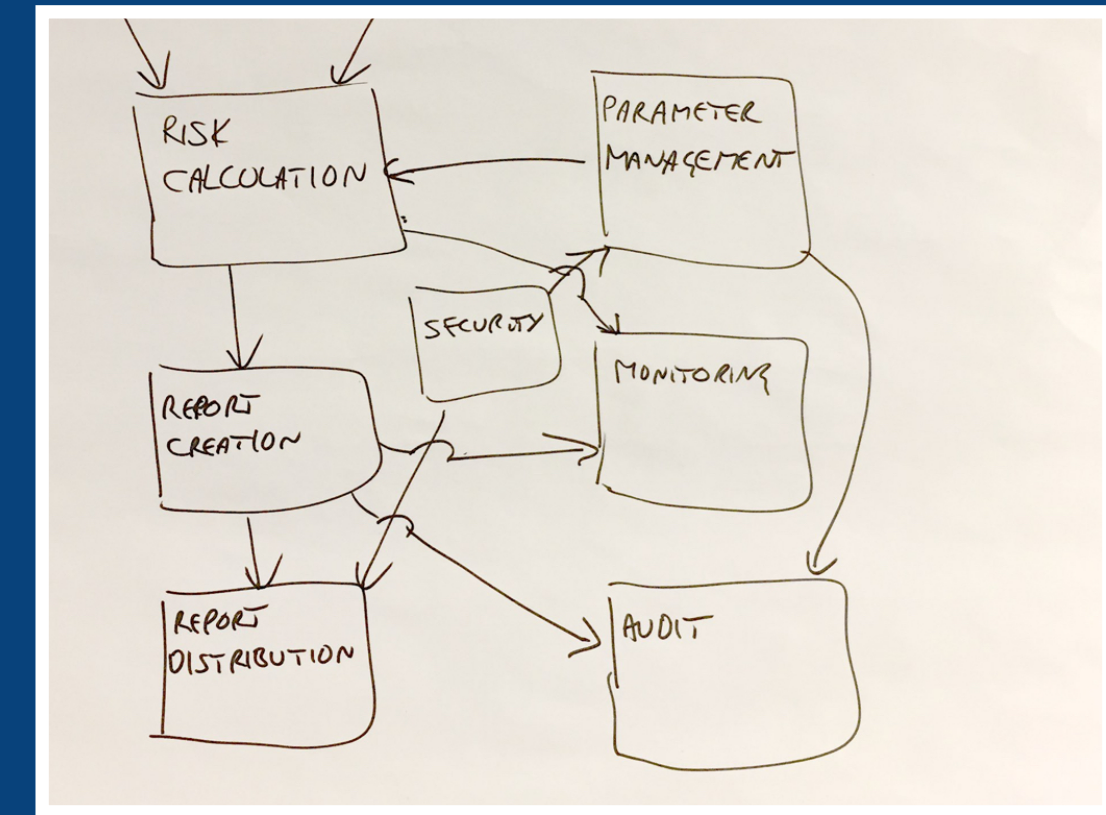
software guidebook/arc42

+

architecture decision records

Software architecture in practice

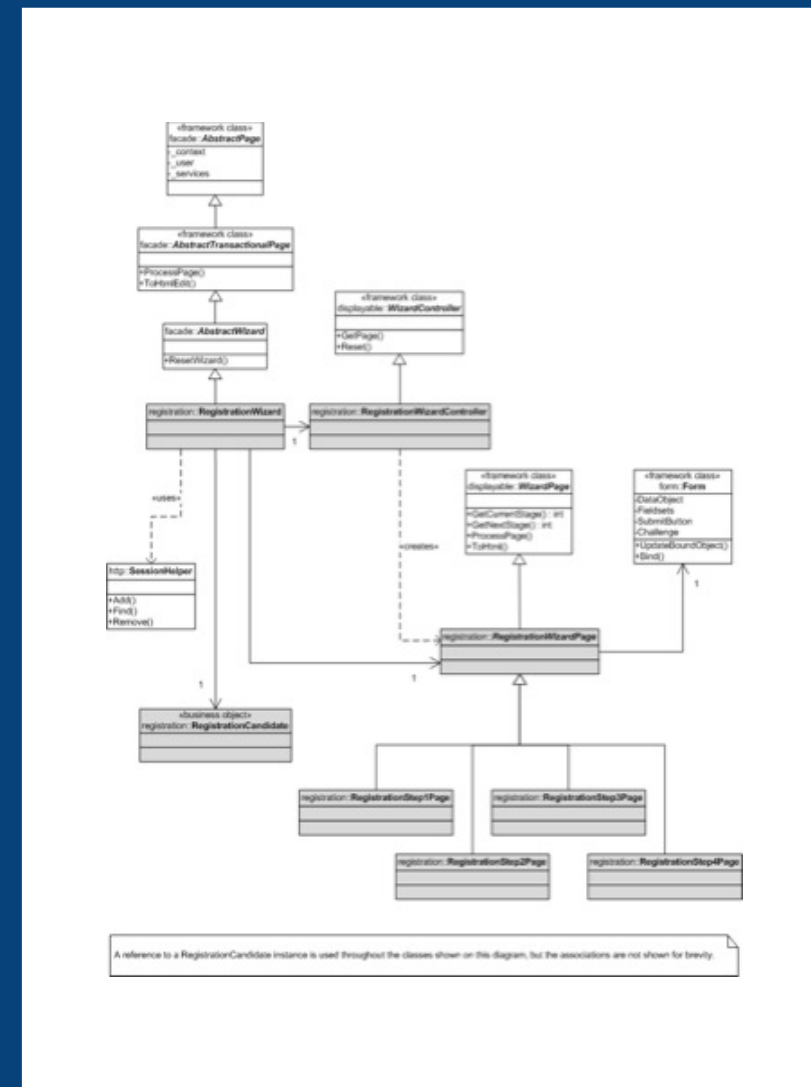
Big design up front



VS

No design up front

**Software
Architecture
Document**



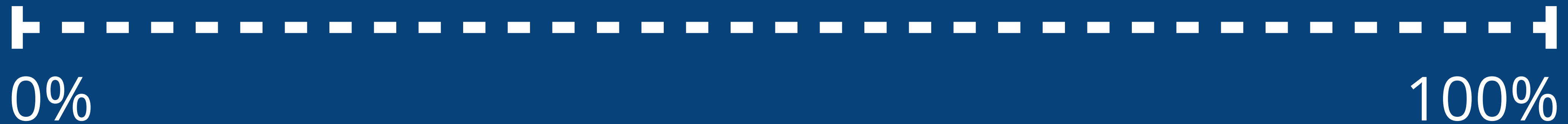
Big design up front is dumb.

Doing no design up front
is even dumber.

Dave Thomas

Evolutionary architecture

How much **up front design**
should you do?



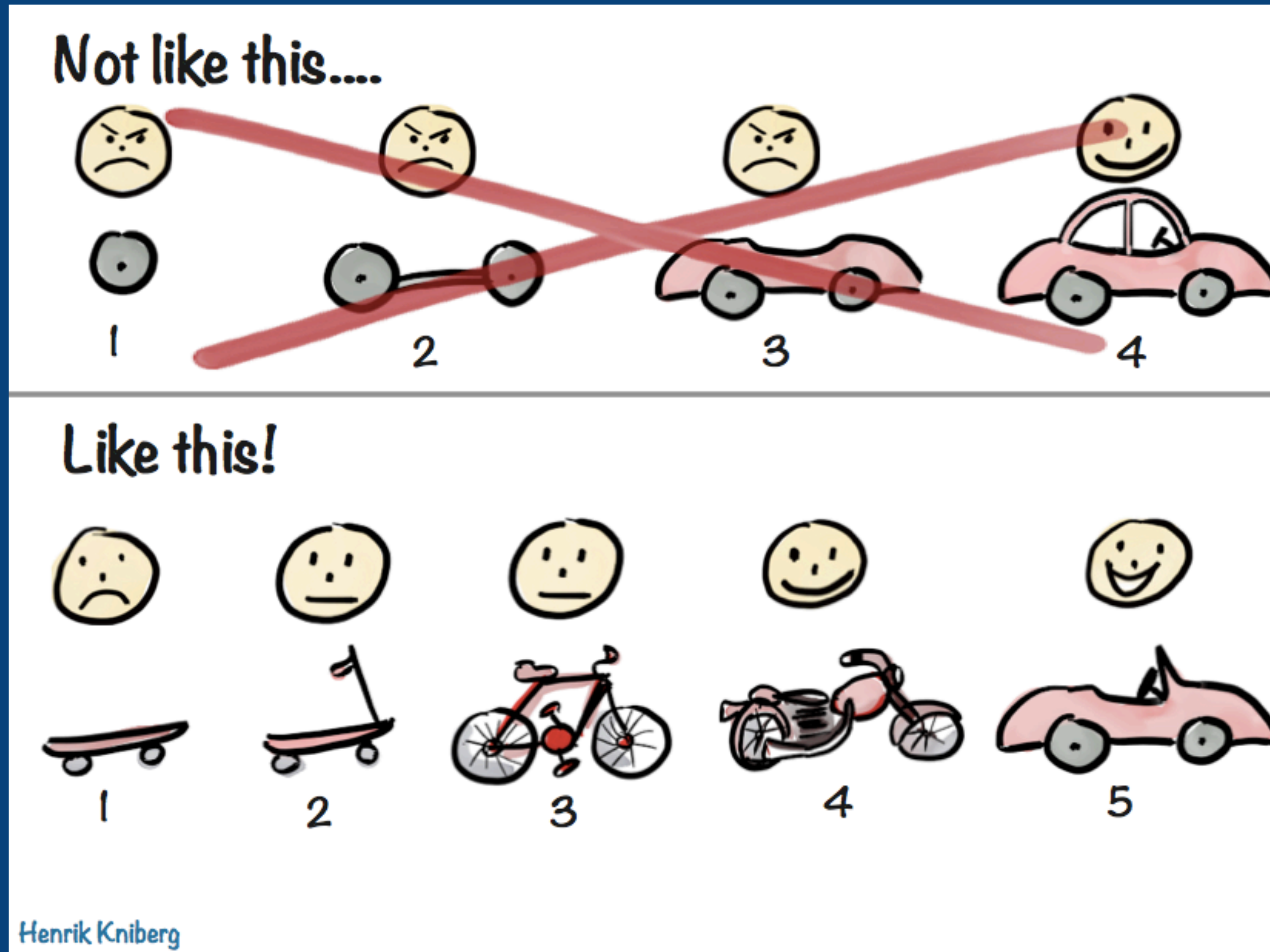
it depends

Sometimes requirements are known,
and sometimes they aren't

(enterprise software development vs product companies and startups)

just enough

Up front design is not
necessarily about creating a
perfect end-state or
complete architecture



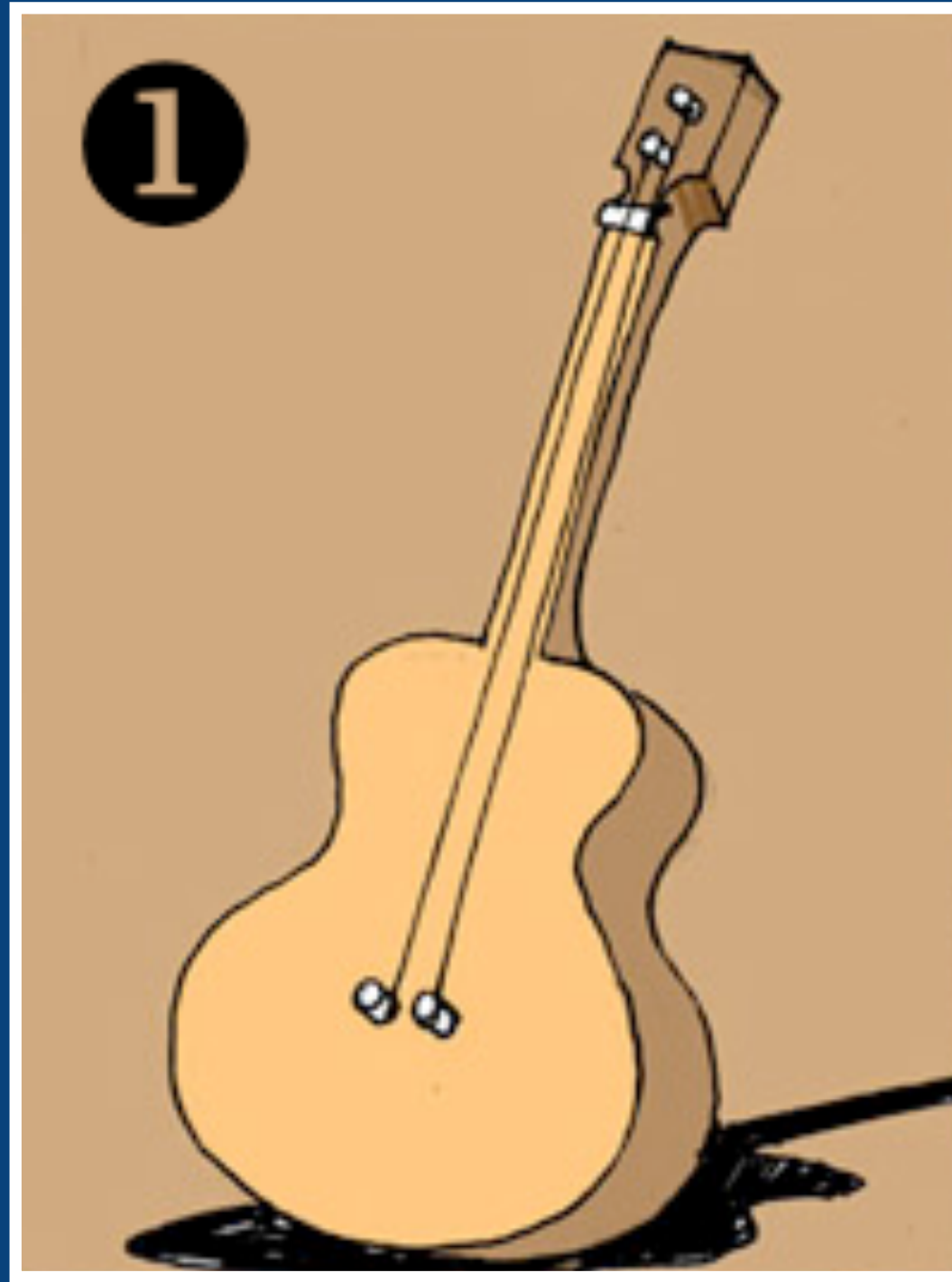
Iteration (via prototyping and experimentation) is great for product design but...

you don't just "build the car"



Evolutionary Design

Beginning With A Primitive Whole



Evolutionary Design

Beginning With A Primitive Whole

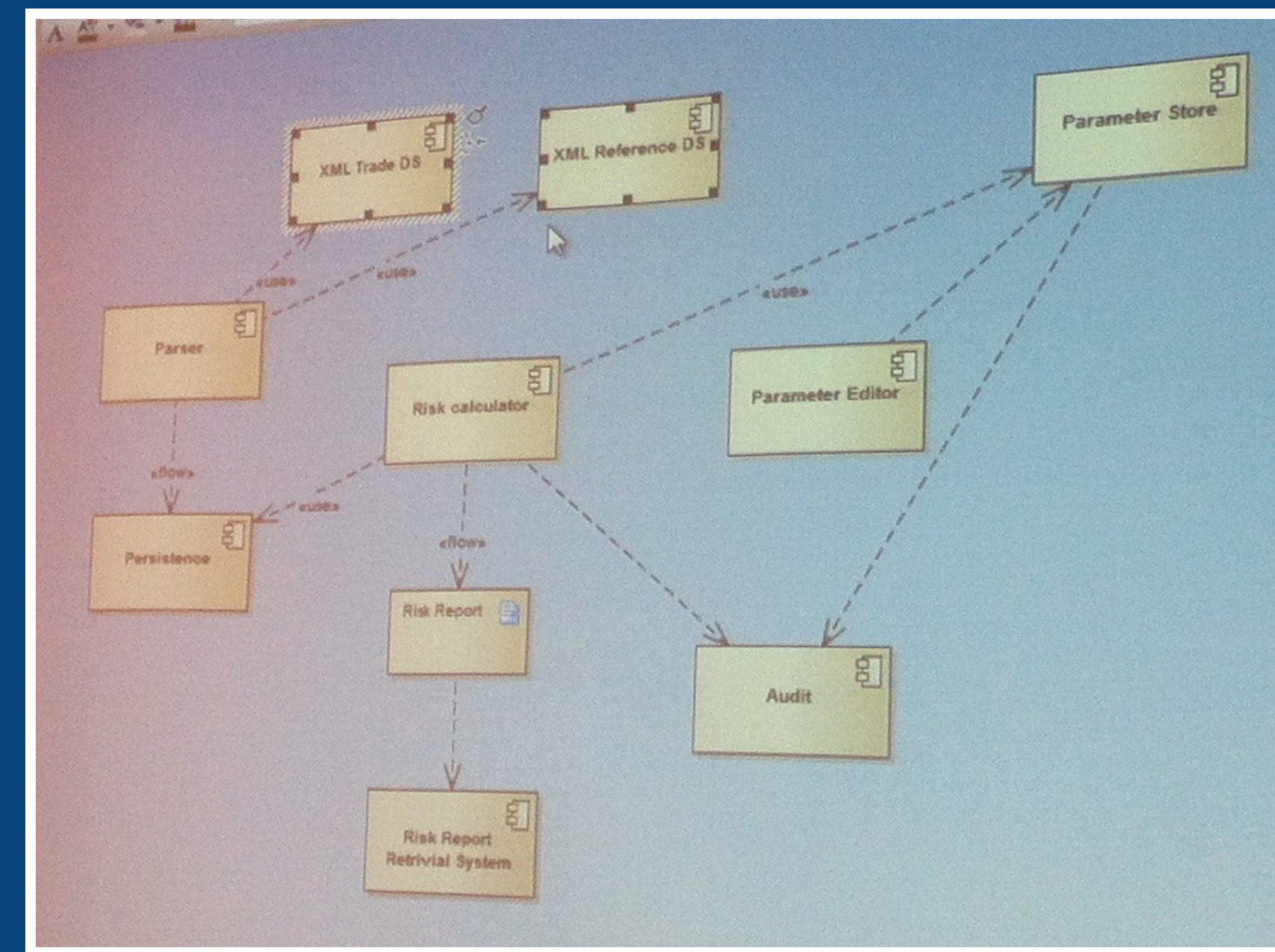
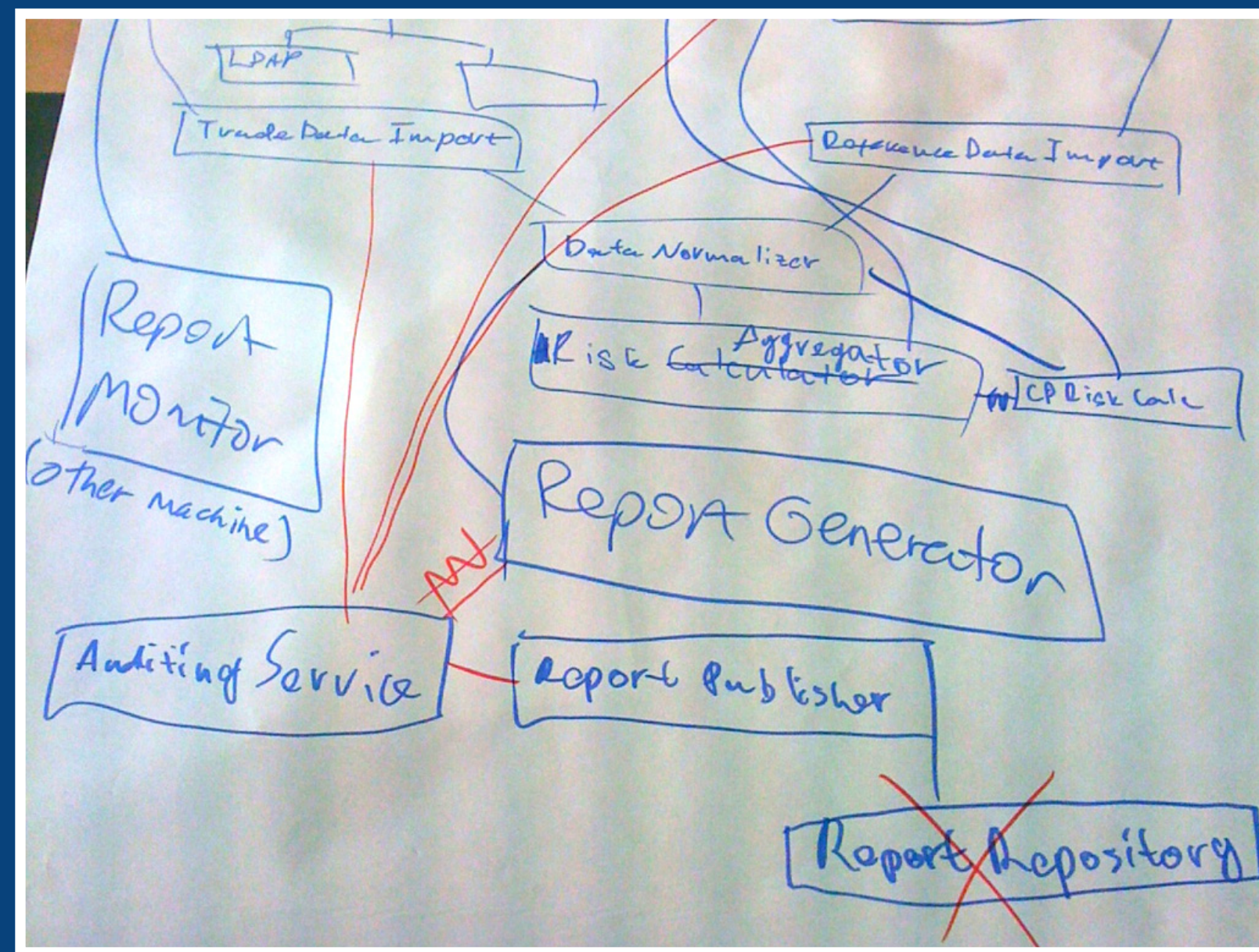
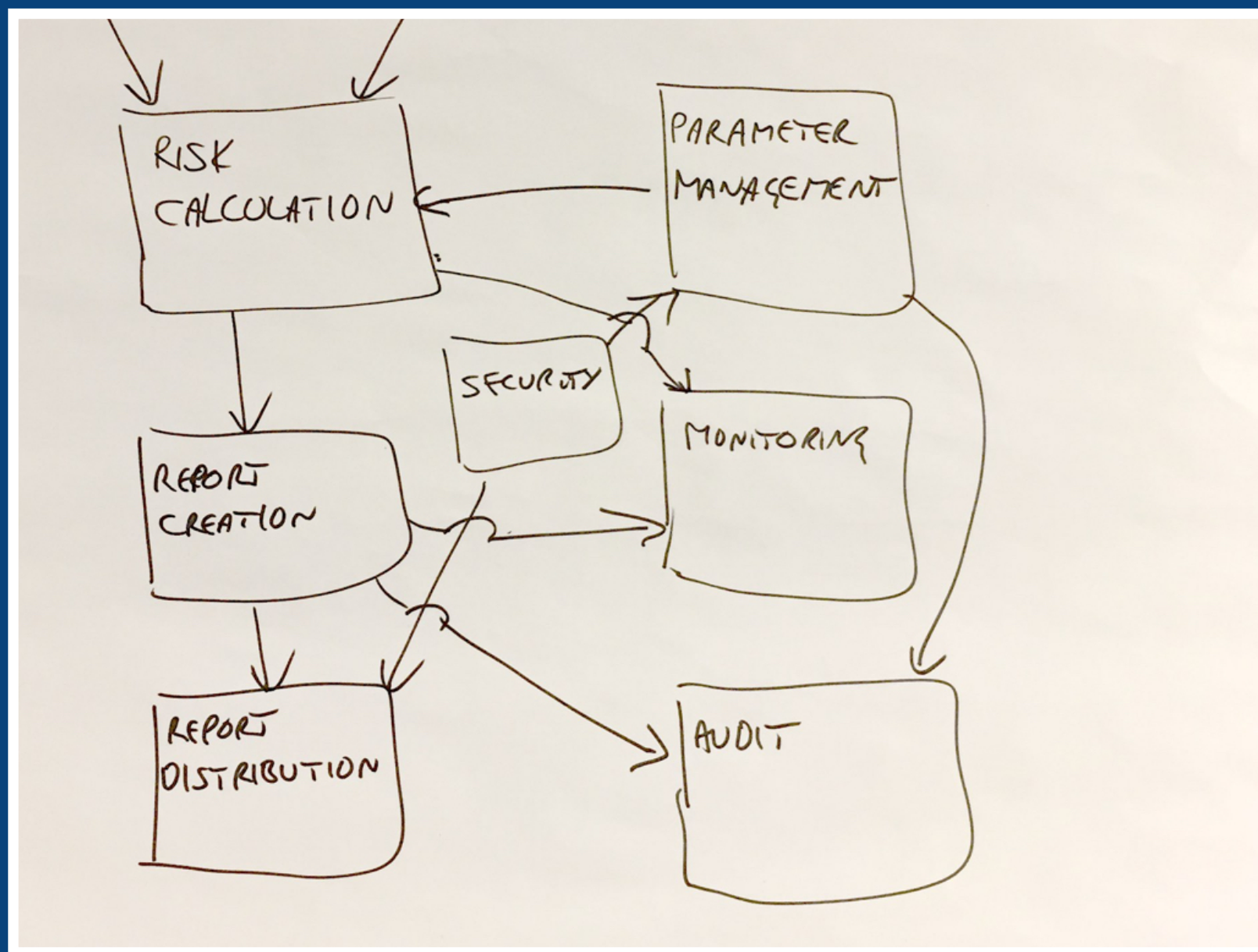
We're not trying to
make every decision

I think there is a role for a broad starting point architecture. Such things as stating early on how to layer the application, how you'll interact with the database (if you need one), what approach to use to handle the web server.

Martin Fowler

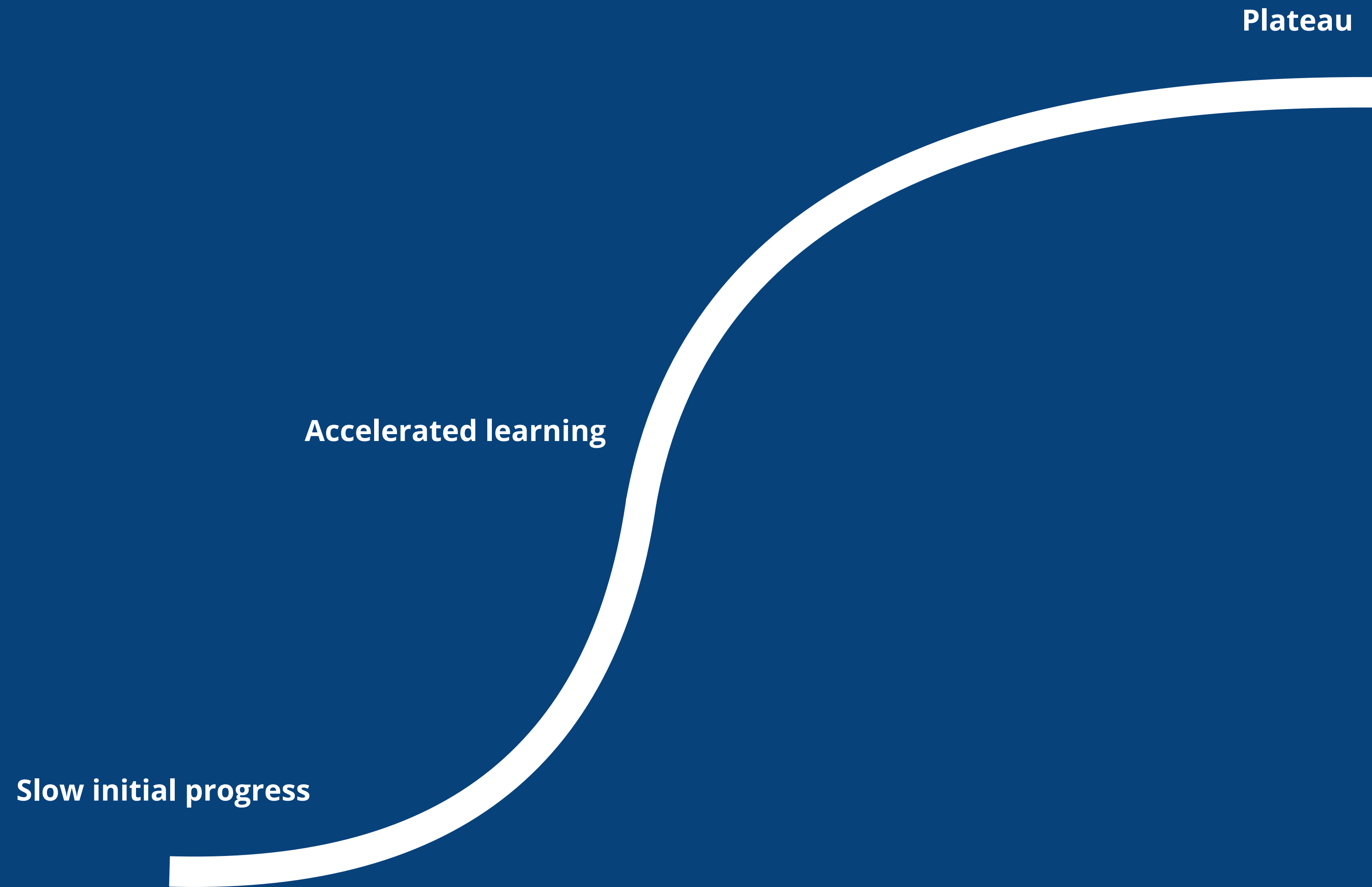
<https://martinfowler.com/articles/designDead.html>

A starting point
adds value



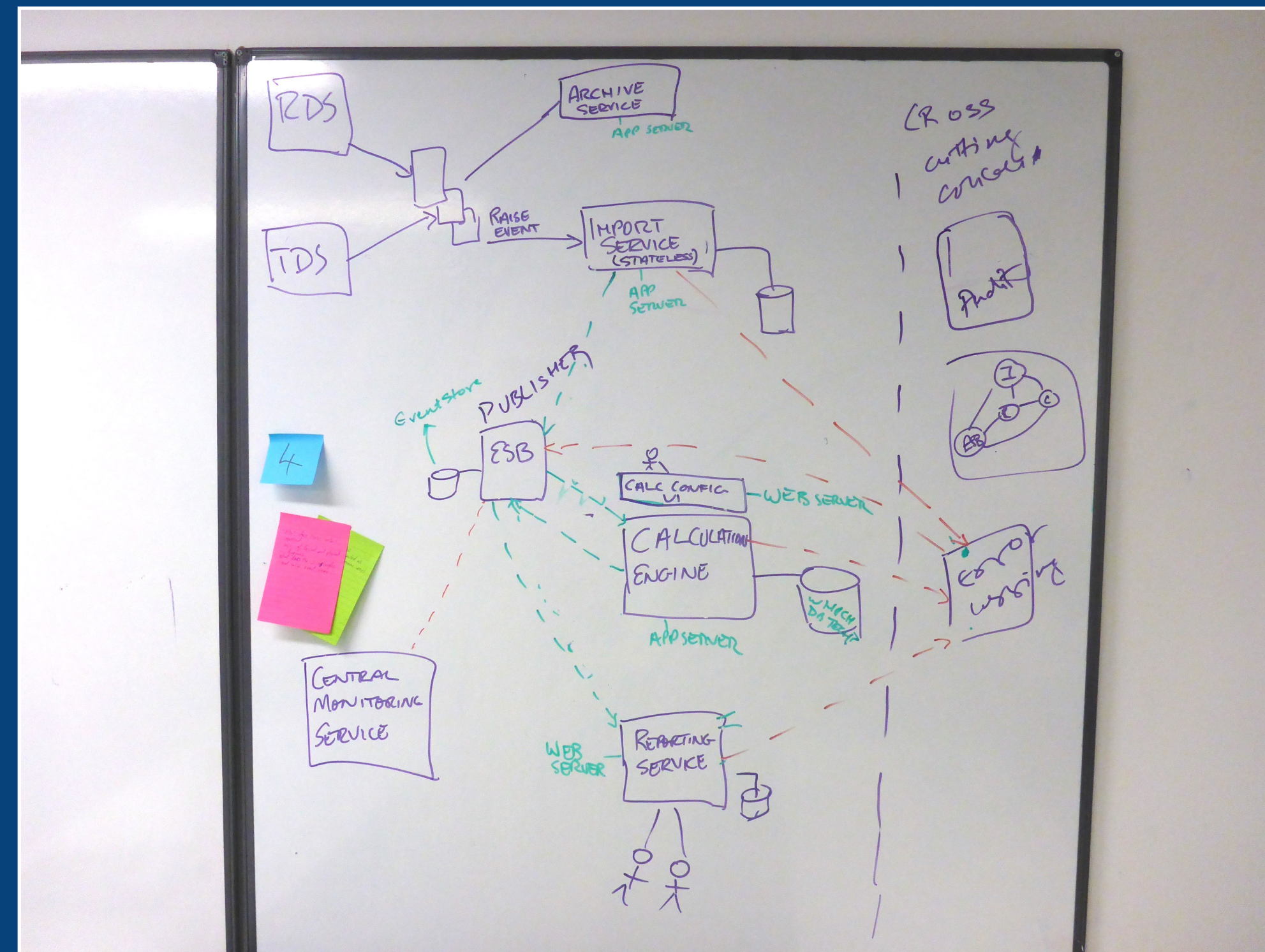
If you don't **engage** in the problem, you end up with a very simplified and superficial view of the solution

Part of the design activity is about discovering “unknown unknowns”



The typical s-curve of learning

1. Is that what we're going to build?



2. Is it going to work?

Diagrams are a visual checklist
for design decisions





System Context diagram

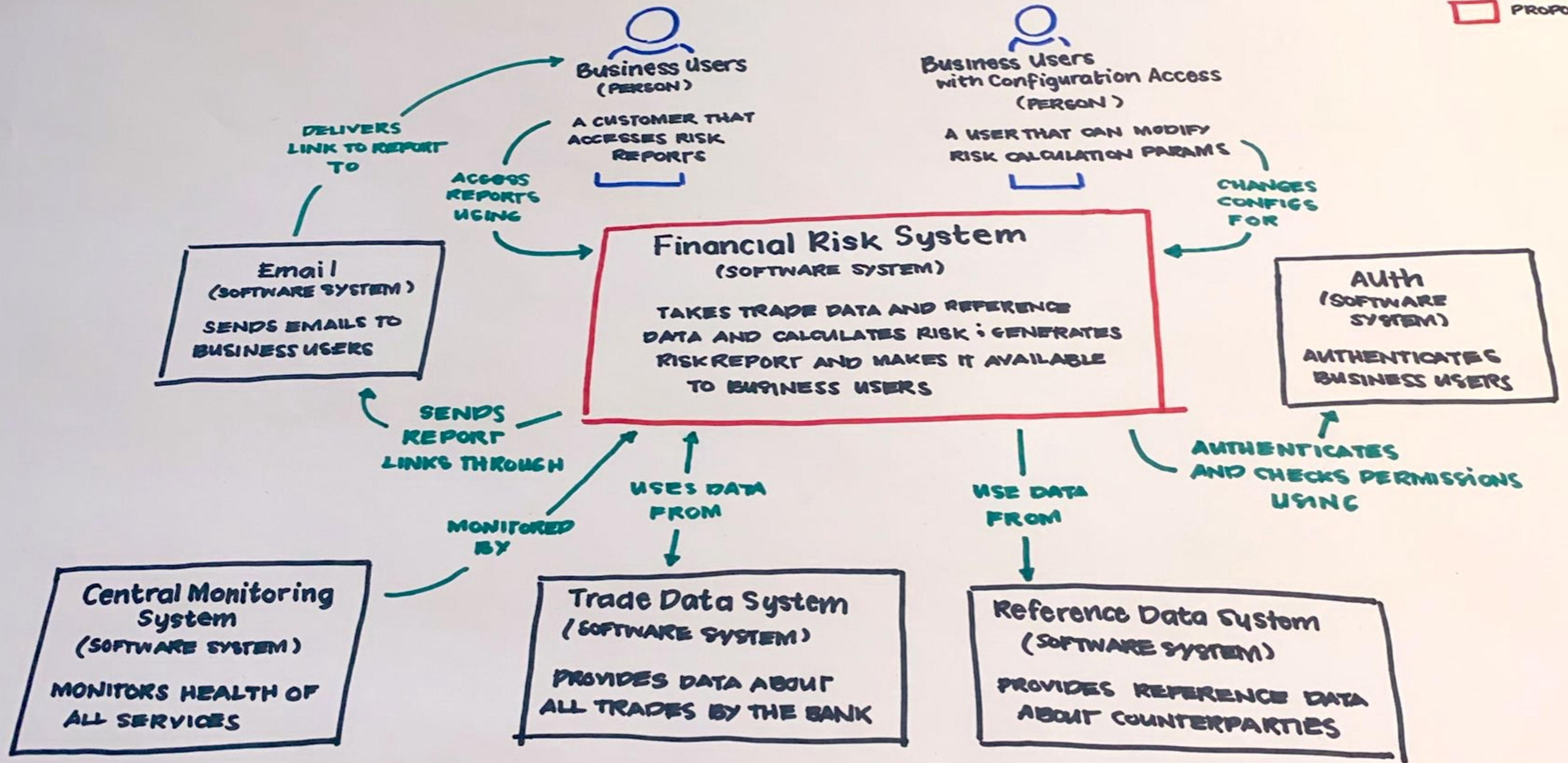
What is the scope of the software system we're building?

Who is using it? What are they doing?

What system integrations does it need to support?

Financial Risk System: Context Diagram

-  USER
-  INTERACTION
-  PRE-EXISTING SYSTEM
-  PROPOSED SYSTEM



Container diagram

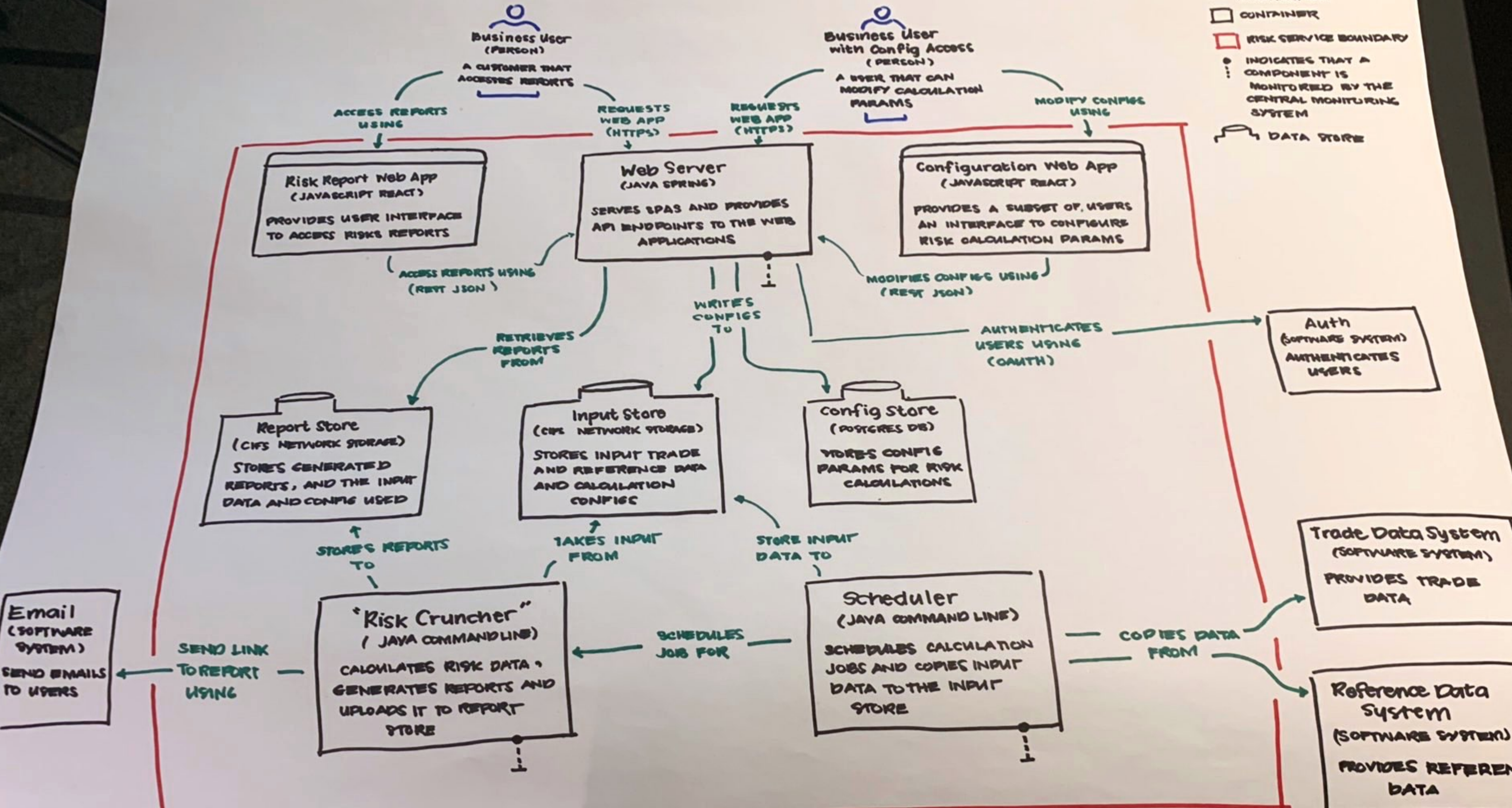
What are the major technology building blocks?

What are their responsibilities?

How do they communicate?

Financial Risk System: Container Diagram

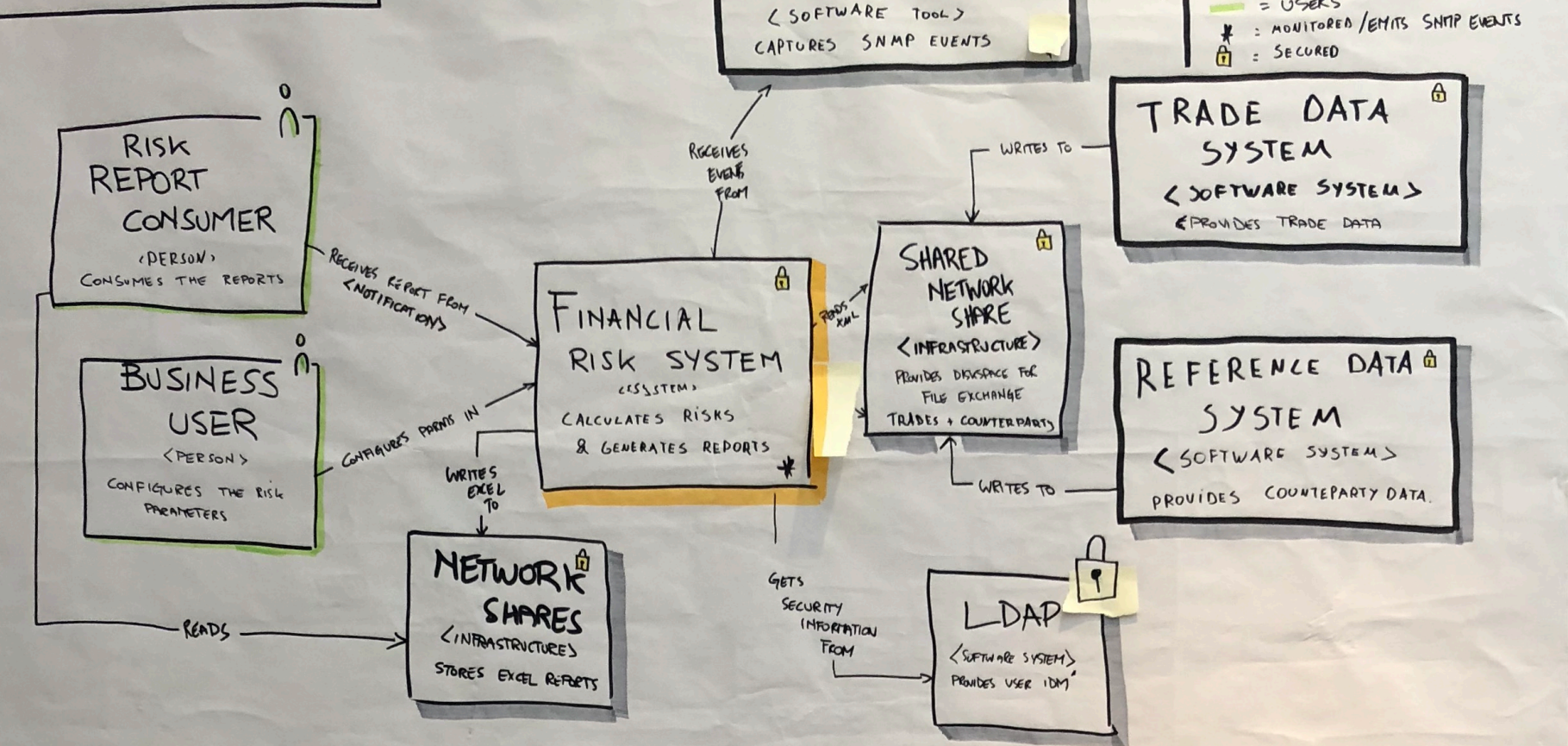
- USER
- INTERACTION
- CONTAINER
- RISK SERVICE BOUNDARY
- INDICATES THAT A COMPONENT IS MONITORED BY THE CENTRAL MONITORING SYSTEM
- DATA STORE



Understand the structure and create a shared vision

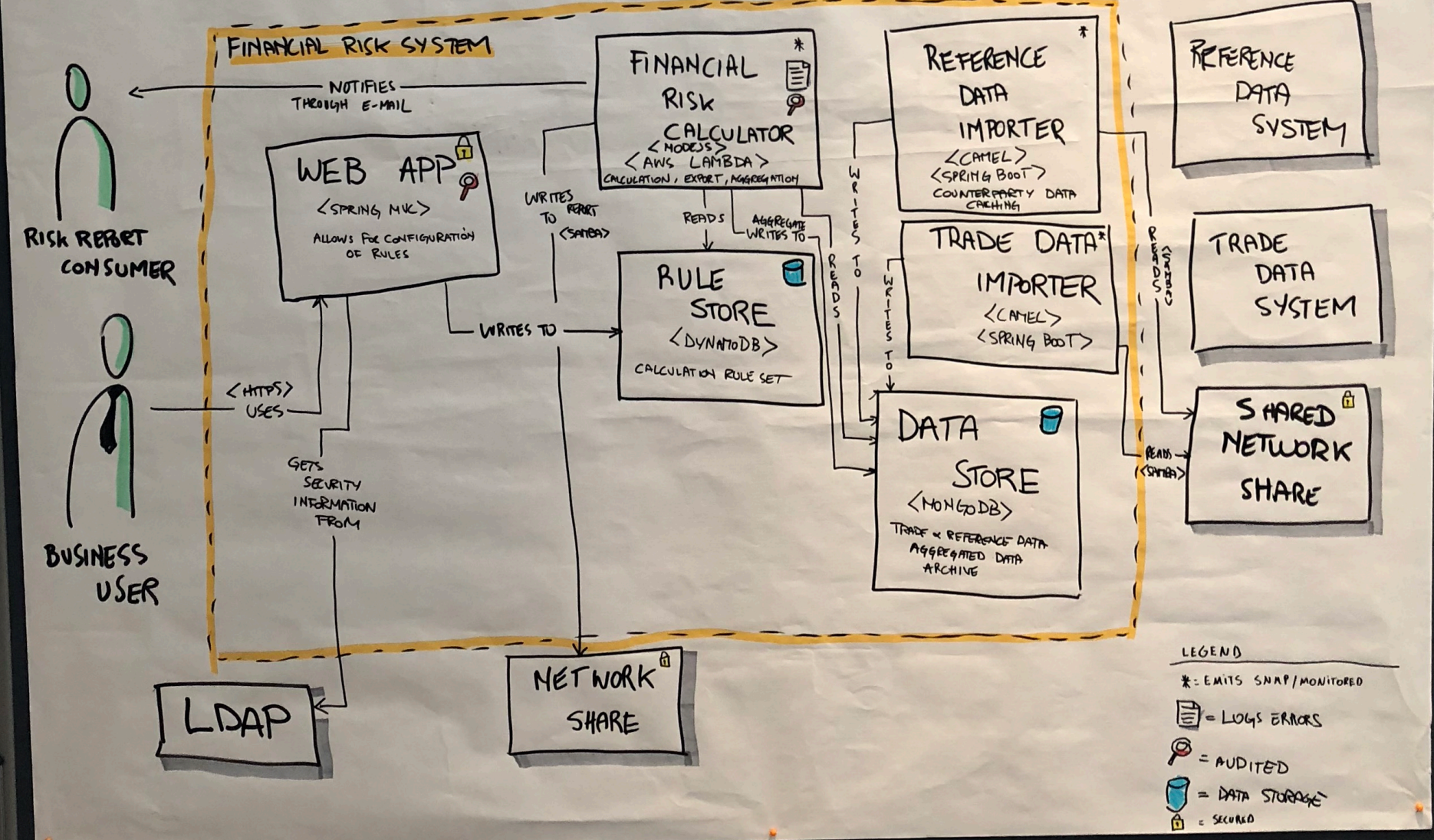
FINANCIAL RISK SYSTEM

CONTEXT



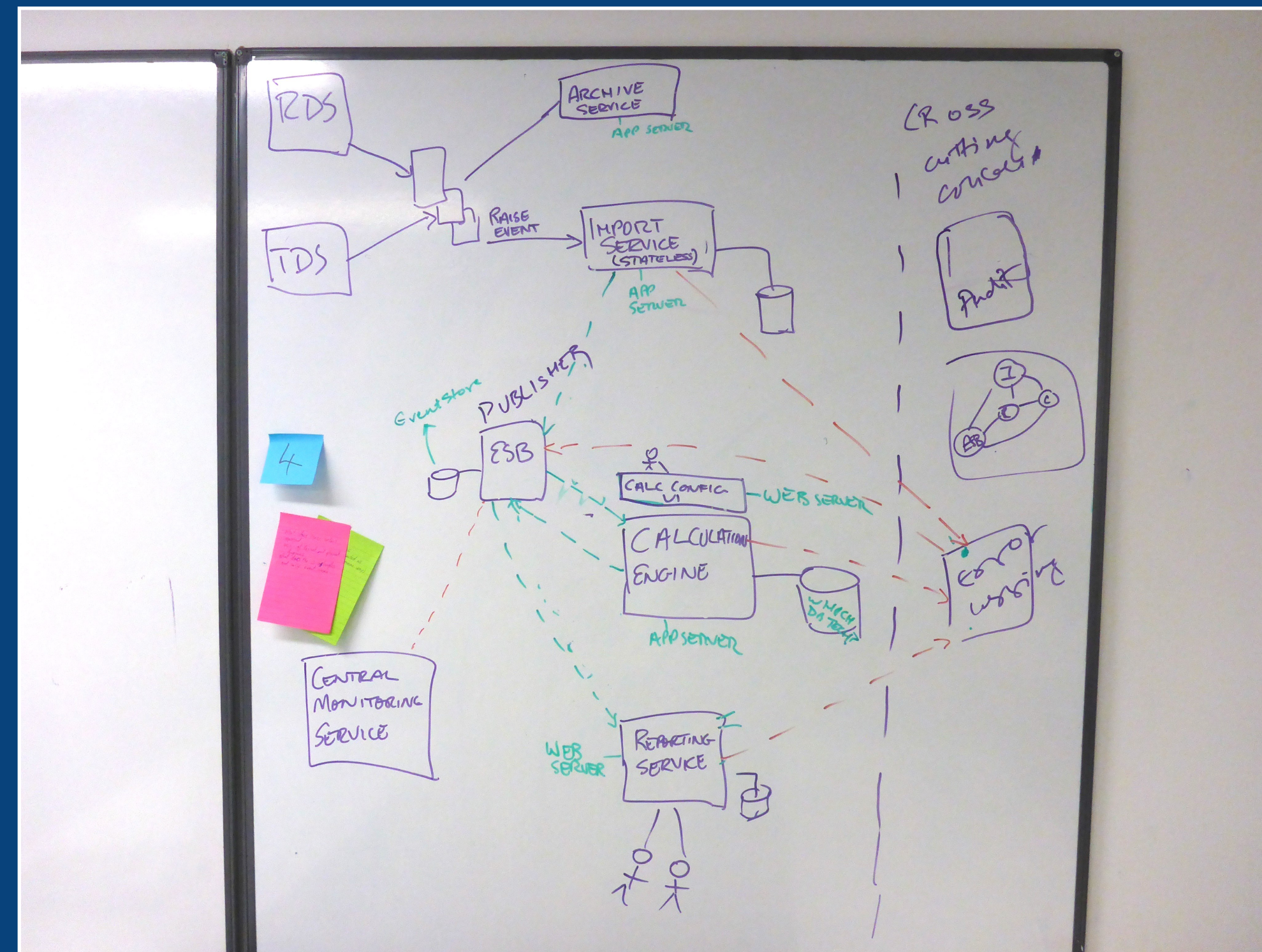
- LEGEND
- IDM = IDENTITY MANAGEMENT SYSTEM
 - Existing System (Grey box)
 - Our System (Yellow box)
 - User (Green box)
 - Monitored/Emits SNMP Events (Star icon)
 - Secured (Lock icon)

CONTAINERS



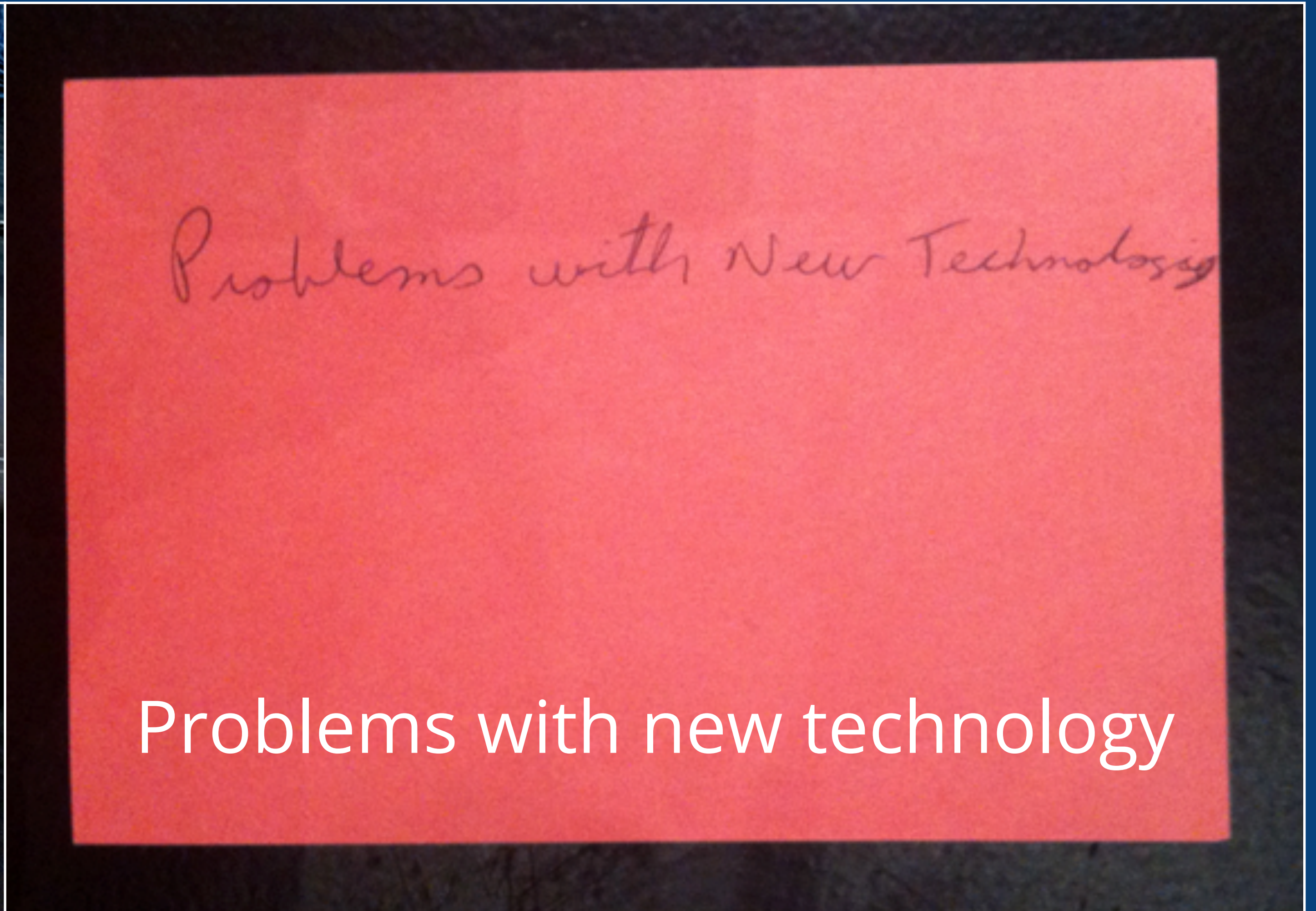
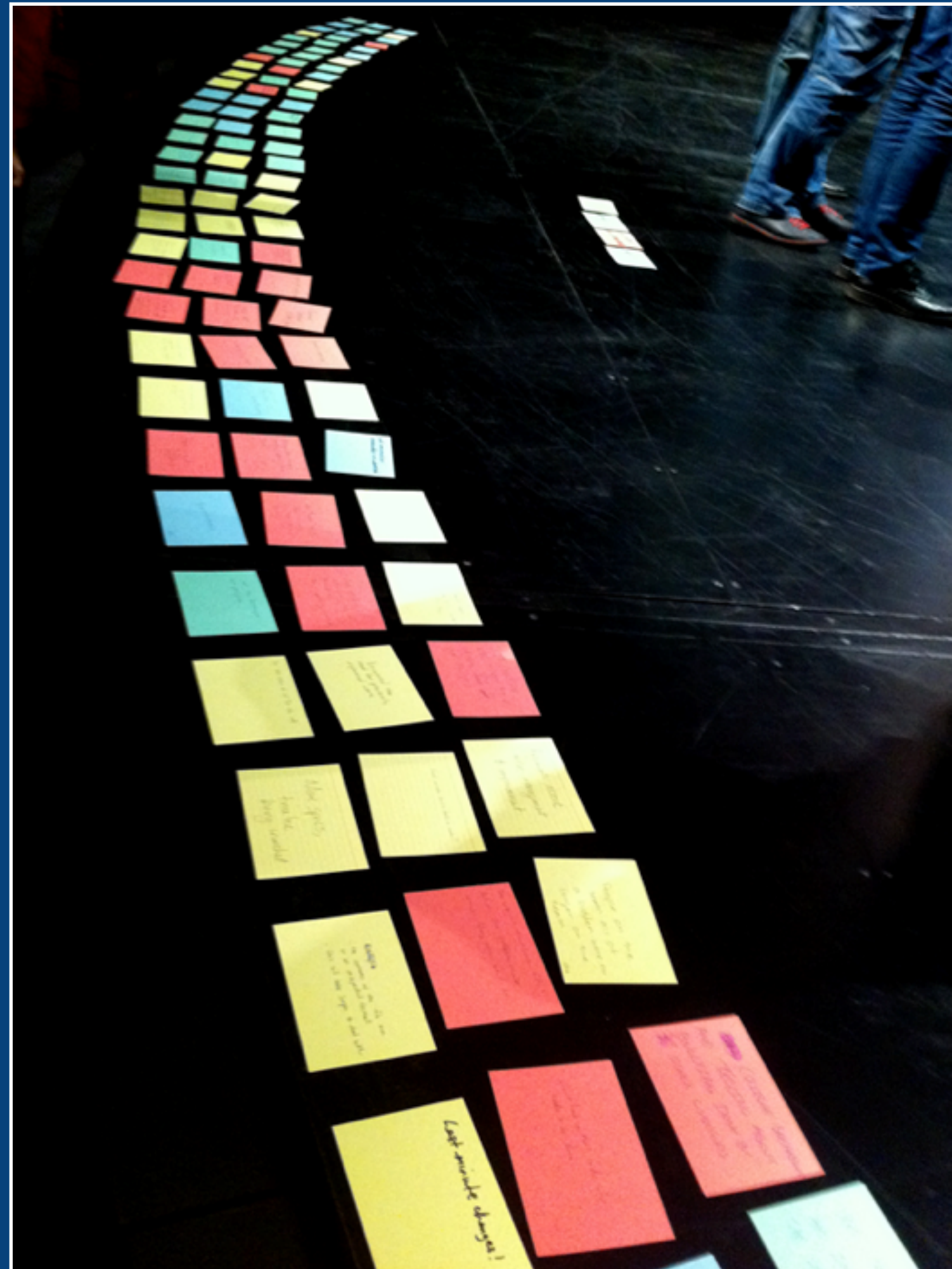
- LEGEND
- Emits SNMP/Monitored (Star icon)
 - Logs Errors (Clipboard icon)
 - Audited (Glasses icon)
 - Data Storage (Cylinder icon)
 - Secured (Lock icon)

1. Is that what we're going to build?



2. Is it going to work?

Teams need to explicitly
manage technical risk



An example timeline from "Beyond Retrospectives"

Linda Rising, GOTO Aarhus 2011

**Identify and mitigate
your highest priority risks**

Probability

Impact

	Low 1	Medium 2	High 3
Low 1	1	2	3
Medium 2	2	4	6
High 3	3	6	9

The software architecture role
should own the technical risks

Architecturally significant?

costly to change | complicated | new

Like estimates,
risks are subjective

"Everybody knows the problem: We need to be more innovative. Now we've got the solution: *Gamestorming*. This smart, fun, hands-on book will energize your brain and mobilize your creativity—and do it using stuff you already have in your supply closet!"

—Daniel H. Pink, author of *Drive* and *A Whole New Mind*

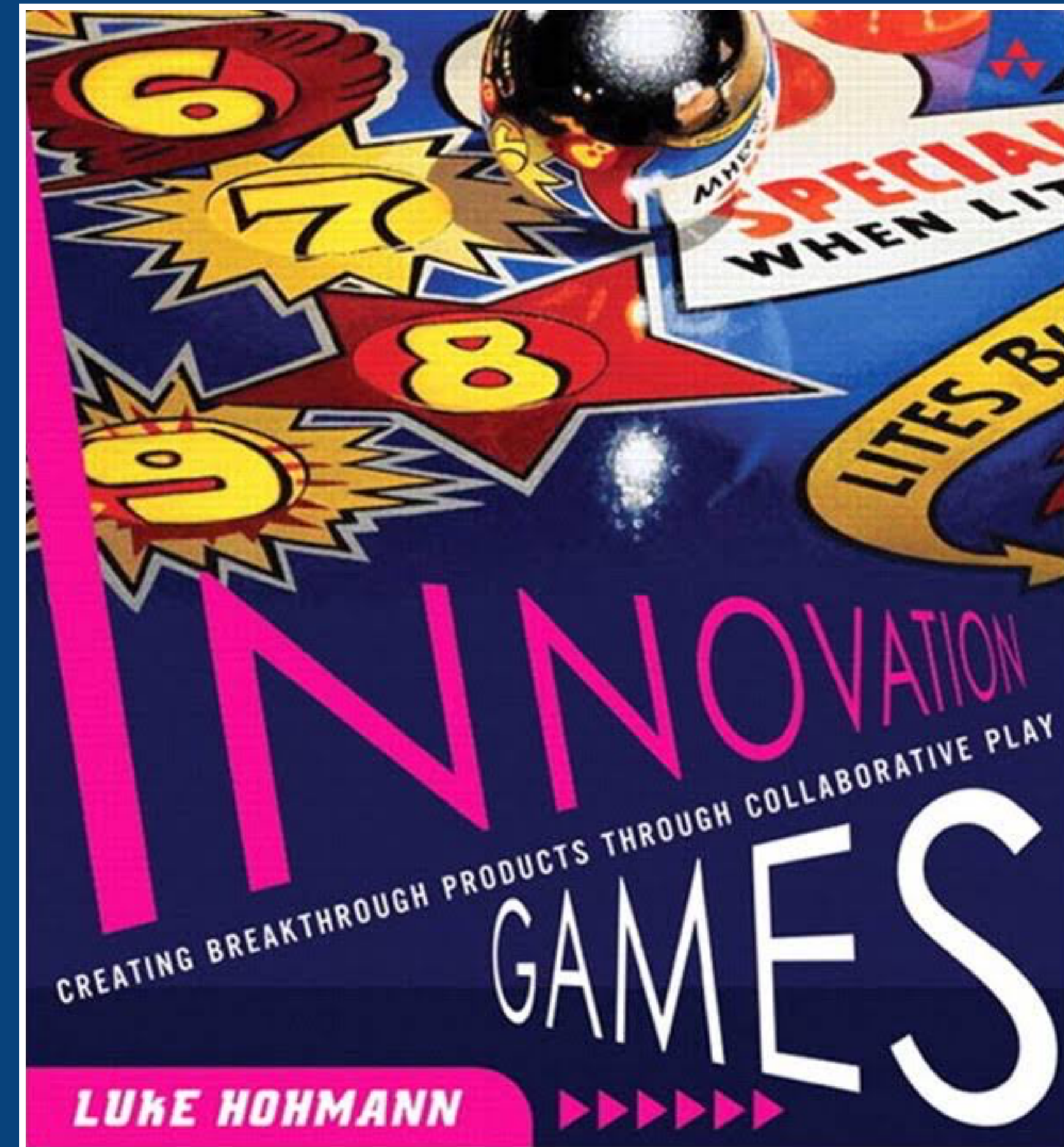
Gamestorming

A Playbook for Innovators,
Rulebreakers, and Changemakers

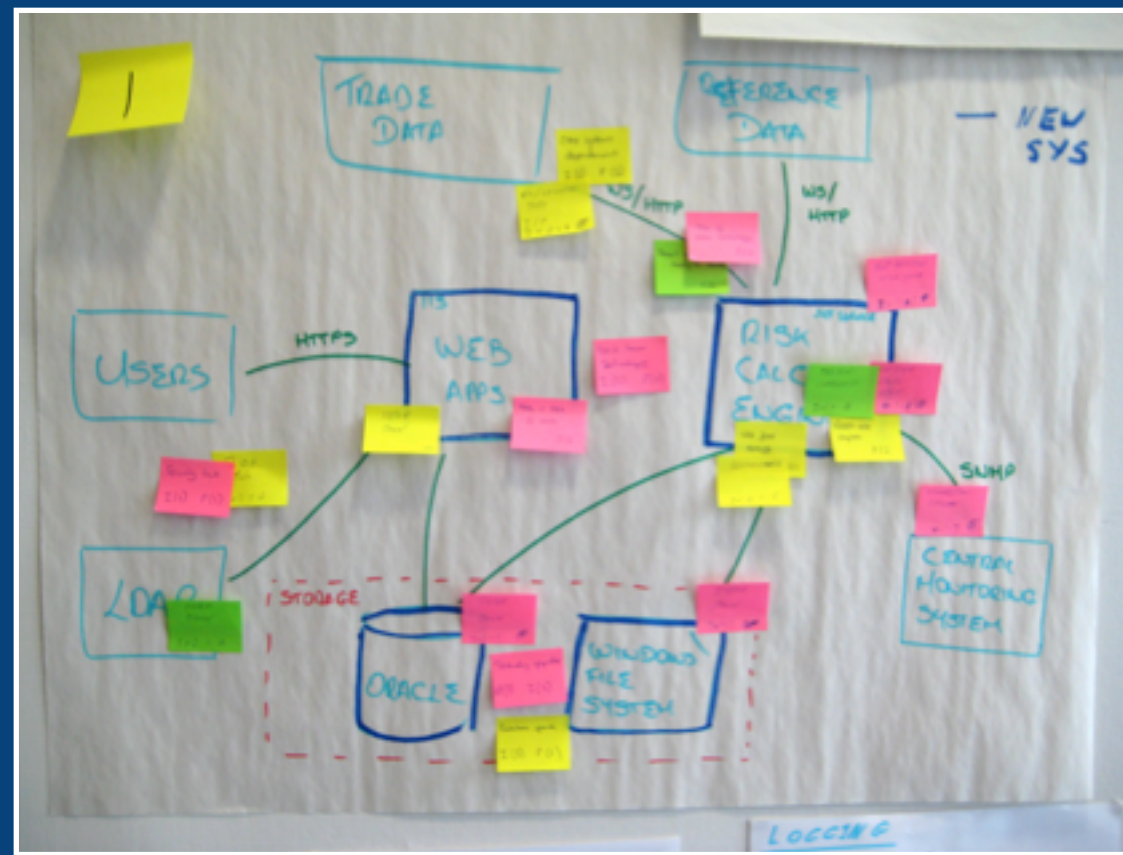
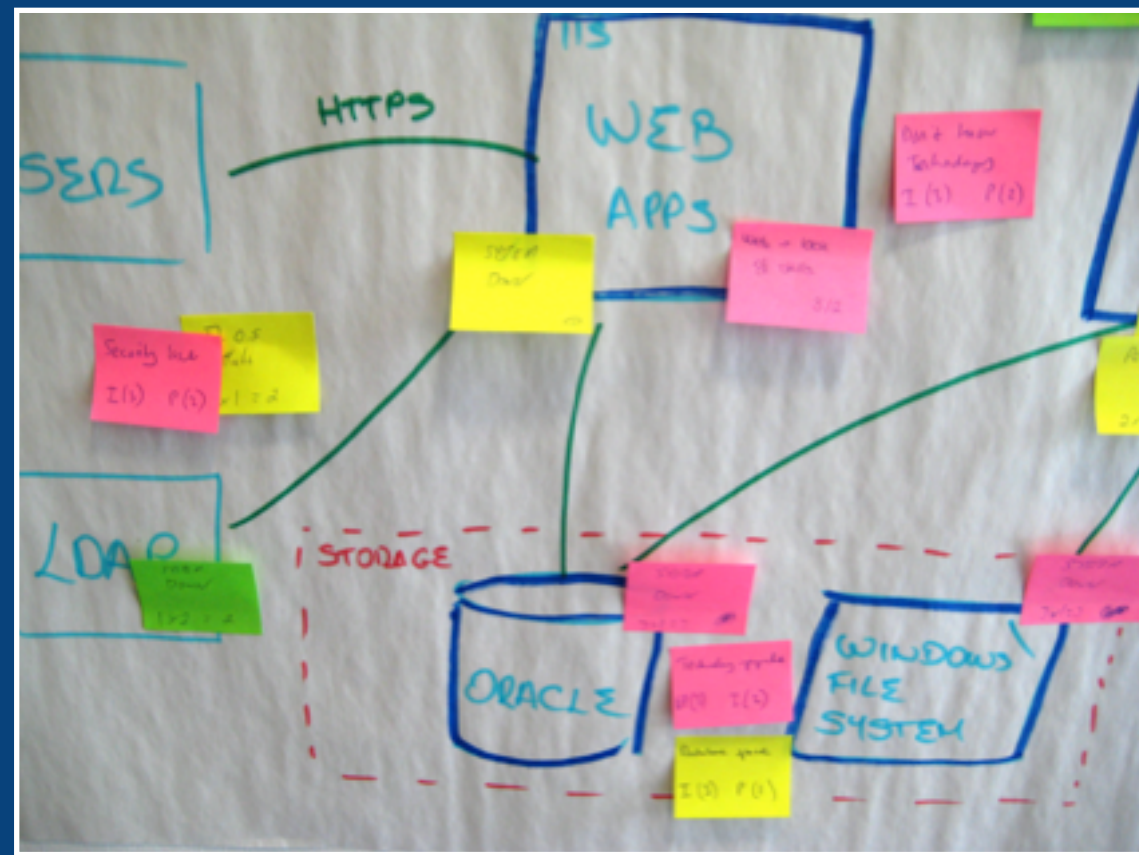


O'REILLY®

Dave Gray
Sunni Brown
James Macanufo



Visual and collaborative “games”



Risk-storming

A visual and collaborative technique for identifying risk

Threat modelling

(STRIDE, LINDDUN, Attack Trees, etc)

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

Agile Architecture: Strategies for Scaling Agile Development

Scott Ambler

Concrete experiment

Proof of concept, prototype, spike, tracer, vertical slice, walking skeleton, executable reference architecture, ...

Just enough up front design to create
firm and sufficient foundations

How much up front design
should you do?



97 Strategies to Avoid
Up Front Design

#52

“I’m good with
maybe a day
for a one-year
effort.”

Up front design is an iterative and incremental process; stop when:



You understand the significant architectural drivers (requirements, quality attributes, constraints).

You have a way to communicate your technical vision to other people.



You understand the context and scope of what you're building.

You are confident that your design satisfies the key architectural drivers.



You understand the significant design decisions (i.e. technology, modularity, etc).

You have identified, and are comfortable with, the risks associated with building the software.



Techniques: Workshops, interviews, Event Storming, Impact Mapping, domain modelling, OOAD, CRC, DDD, architecture reviews, ATAM, architecture dry runs, Risk-storming, concrete experiments, C4 model, ADRs, etc.

How long?

Hours, days or weeks ... not months or years



Some Design Up Front
+ Evolutionary Design

Some up front design to create a
starting point and direction
for further **evolutionary design**

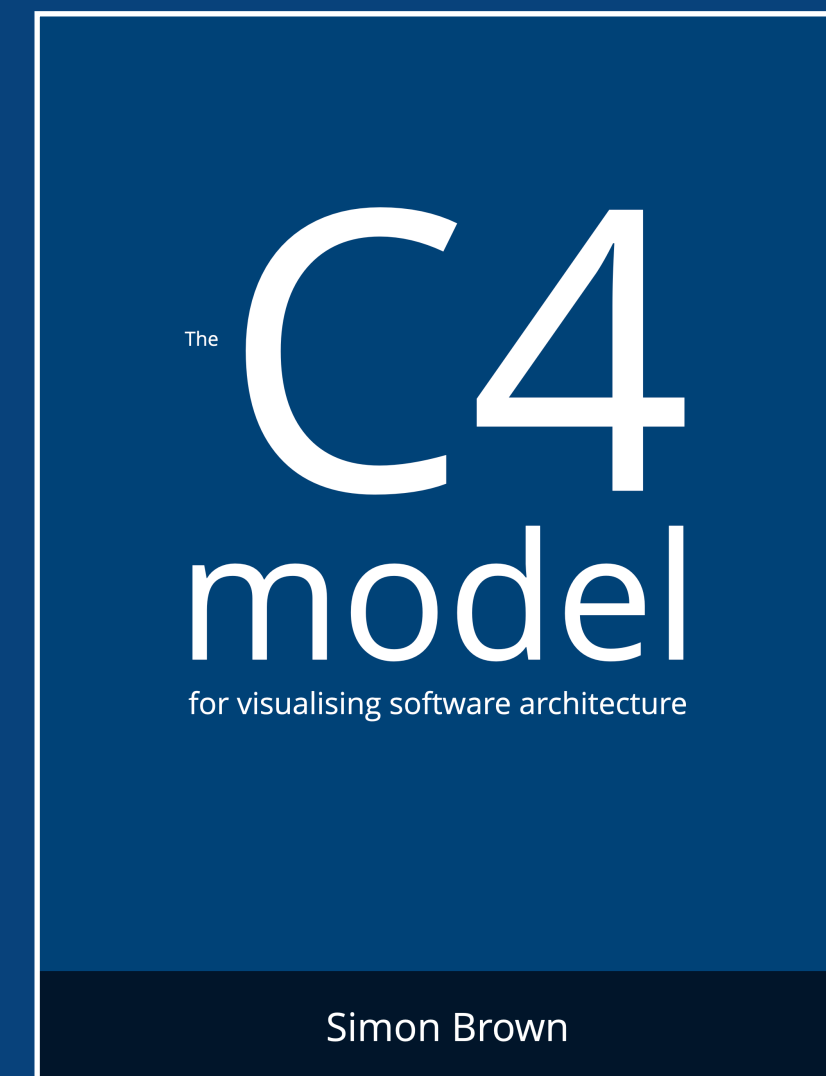
Estimates?

we used to do things like this,
it worked but we stopped doing
it when we became agile

Adopt an agile mindset

Choose a starting point and continuously improve
to discover what works for you

Thank you!



<https://leanpub.com/b/software-architecture>

Simon Brown