

# Architectural Skills

*CSSE6400*

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*Quote*

Architecture is the stuff you can't Google.

– Mark Richards *[Richards and Ford, 2020]*

*Quote*

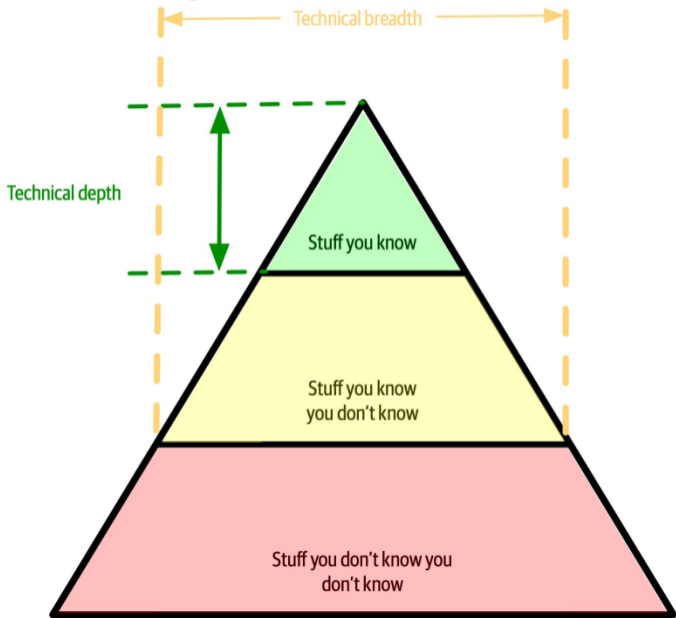
There are no right or wrong answers in architecture—only trade-offs.

– Neal Ford *[Richards and Ford, 2020]*

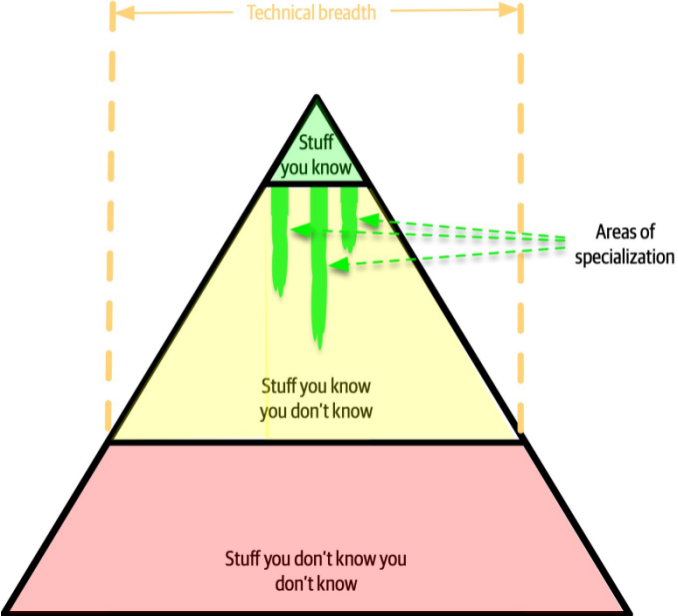
### *Architectural Design*

Architects use knowledge and experience to analyse trade-offs to design architectures appropriate to the system context.

# Developers – Technical Depth [Richards and Ford, 2020]



# Architects – Technical Breadth *[Richards and Ford, 2020]*



### *Definition 1. Conway's Law*

Organisations design systems whose structure is inevitably a copy of the organisation's communication structure *[Conway, 1968] [MacCormack et al., 2012]*.

*Conway's Law Consequences*

- Business Process Management
- Microservices to reflect organisation structure
- Teams formed around services



*Conway's Law Consequences*

Team insularity – more loyal to team than organisation.

## Conway's Law Issues

- Cross-cutting concerns
  - e.g. Security
- Organisation structure should align with market structure
- Physical location of teams

*Definition 2.* Peopleware

People involved in development of systems.

– Peter G. Neumann (1977)

## Stakeholders *[Coplien and Bjørnvig, 2010]*

- End users
- Organisation
- Customers / Sponsors
- Domain Experts
- Developers

## Communication

- Written
  - For those who are not there
- Oral
  - Immediate & interactive

## Circumventing Conway's Law [Woods, 2017]

- Cloud Platforms
- Microservices
- APIs
- *Culture*

*Evidenced-Based Software Engineering*

Don't follow fads, seek evidence for good practice.

*Let's hear from an expert*

## Software Engineering's Greatest Hits

**what we actually know about software development  
and why we believe it's true**



**Greg Wilson**

<http://third-bit.com/talks/greatest-hits/>



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