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This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

The software development ecosystem is constantly changing, providing a constant stream of new tools, frameworks, techniques, and paradigms. Over the past few years, incremental developments in core engineering practices for software development have created the foundations for rethinking how architecture changes over time, along with ways to protect important architectural characteristics as it evolves. This practical guide ties those parts together with a new way to think about architecture and time.

Pattern-oriented software architecture is a new approach to software development. This book represents the progression and evolution of the pattern approach into a system of patterns capable of describing and documenting large-scale applications. A pattern system provides, on one level, a pool of proven solutions to many recurring design problems. On another it shows how to combine individual patterns into heterogeneous structures and as such it can be used to facilitate a constructive development of software systems. Uniquely, the patterns that are presented in this book span several levels of abstraction, from high-level architectural patterns and medium-level design patterns to low-level idioms. The intention of, and motivation for, this book is to support both novices and experts in software development. Novices will gain from the experience inherent in pattern descriptions and experts will hopefully make use of, add to, extend and modify patterns to tailor them to their own needs. None of the pattern descriptions are cast in stone and, just as they are borne from experience, it is expected that further use will feed in and refine individual patterns and produce an evolving system of patterns. Visit our Web Page http://www.wiley.com/compbooks/

We find surprisingly strong parallels in a playful comparison of the progression of thought in the architecture of the built world and its namesake in software. While some architectural progression in both fields owes to fashion, much more of it owes to learning—in both the field of design and collective human endeavor. We have been working on a paradigm called DCI (Data, Context, and Interaction) that places the human experiences of design and use of programs equally at center stage. It brings software design out of the technology-laced modern school of the 1980s into a postmodern era that places human experience at the center. DCI offers a vision of computers and people being mutually alive in the sense of Christopher Alexander’s great design. DCI opens a dialog contrasting metaphors of collective human reasoning and Kay’s vision of object computation, as well as a dialog between the schools of design in the built world and in software.

Software architecture is an important factor for the success of any software project. In the context of systematic design and construction, solid software architecture ensures the fulfilment of quality requirements such as expandability, flexibility, performance, and time-to-market. Software architects reconcile customer requirements with the available technical options and the prevailing conditions and constraints. They ensure the creation of appropriate structures and smooth interaction of all system components. As team players, they work closely with software developers and other parties involved in the project. This book gives you all the basic know-how you need to begin designing scalable system software architectures. It goes into detail on all the most important terms and concepts and how they relate to other IT practices. Following on from the basics, it describes the techniques and methods required for the planning, documentation, and quality management of software architectures. It details the role, the tasks, and the work environment of a software architect, as well as looking at how the job itself is embedded in company and project structures. The book is designed for self-study and covers the curriculum for the Certified Professional for Software Architecture – Foundation Level (CPSA-F) exam as defined by the International Software Architecture Qualification Board (iSAQB).

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system’s architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

Verifying the security posture as a system evolves is indispensable for building deployable software systems. Traditional security testing lacks flexibility in (1) providing early feedback to the architect on the ability of the software to predict security threats so that changes are made before the system is built, (2) responding to changes in user and behavior requirements that could affect the security of software, and (3) offering real design fixes that do not merely hide the symptoms of the problem (i.e., patching). We motivate the need for an architecture-level testing for security grounded on incremental and continuous refinements to support agile principles. We use architecture as an artifact for initiating the testing process for security through subsequent and iterative refinements. We extend the use of implied scenario to reveal undesirable behavior caused by ambiguities in users’ requirements and we analyze detection their security implications. This approach demonstrates how architecture-centric evaluation and analysis can assist in securing systems developed using an agile development cycle. We apply this approach to a case study to evaluate the security of identity management architectures. We reflect on the effectiveness of this approach in detecting vulnerable behaviors and the cost-effectiveness of refining the architecture before vulnerabilities are built into the system.

System Quality and Software Architecture collects state-of-the-art knowledge on how to intertwine software quality requirements with software architecture and how quality attributes are exhibited by the architecture of the system. Contributions from leading researchers and industry evangelists detail the techniques required to achieve quality management in software architecting, and the best way to apply these techniques effectively in various application domains (especially in cloud, mobile and ultra-large-scale/internet-scale architecture) Taken together, these approaches show how to assess the value of total quality management in a software development process, with an emphasis on architecture. The book explains how to improve system quality with focus on attributes such as usability, maintainability, flexibility, reliability, reusability, agility, interoperability, performance, and more. It discusses the importance of clear requirements, describes patterns and tradeoffs that can influence quality, and metrics for quality assessment and overall system analysis. The last section of the book leverages practical experience and evidence to look ahead at the challenges faced by organizations in capturing and realizing quality requirements, and explores the basis of future work in this area. Explains how design decisions and method selection influence overall system quality, and lessons learned from theories and frameworks on architectural quality Shows how to align enterprise, system, and software architecture for total quality Includes case studies, experiments, empirical validation, and systematic comparisons with other approaches already in practice.

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture’s many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You’ll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Learn twenty software reading techniques to enhance your effectiveness in reviewing and inspecting software artifacts such as requirements specifications, designs, code files, and usability. Software review and inspection is the best practice in software development that detects and fixes problems early. Software professionals are trained to write software but not read and analyze software written by peers. As a result, individual reading skills vary widely. Because the effectiveness of software review and inspection is highly dependent on individual reading skills, differential outcomes among software readers vary by a factor of ten. Software Reading Techniques is designed to close that gap. Dr Yang?Ming Zhu’s depth of experience as a software architect, team leader, and scientist make him singularly well-equipped to bring you up to speed on all the techniques and tips for optimizing the effectiveness and efficiency of your software review and inspection skills. What You'll Learn: Improve software review, inspection procedures, and reading skills Study traditional and modern advanced reading techniques applicable to software artifacts Master specific reading techniques for software requirements specification, software design, and code Who This Book Is For: Software professionals and software engineering students and researchers