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Software Architecture in Action Feb 03 2022 This book presents a
systematic model-based approach for software architecture according
to three complementary viewpoints: structure, behavior, and execution.
It covers a unified modeling approach and consolidates theory and
practice with well-established learning outcomes. The authors cover

the fundamentals of software architecture description and presents SysADL, a specialization of the OMG Standard Systems Modeling Language (SysML) with the aim of bringing together the expressive power of an Architecture Description Language (ADL) with a standard notation, widely accepted by industry and compliant with the ISO/IEC/IEEE 42010 Standard on Architecture Description in Systems and Software Engineering. The book is clearly structured in four parts: The first part focuses on the fundamentals of software architecture, exploring the concepts and constructs for modeling software architecture from differing viewpoints. Each chapter covers a specific viewpoint illustrated with examples of a real system. The second part focuses on how to design software architecture for achieving quality attributes. Each chapter covers a specific quality attribute and presents well-defined approaches to achieve it. Each architectural case study is illustrated with different examples drawn from a real-life system. The third part shows readers how to apply software architecture style to design architectures that meet the quality attributes. Each chapter covers a specific architectural style and gives insights on how to describe substyles. Each style is illustrated by variants and examples of a real-life system. The fourth part presents how to textually represent software architecture models to complement visual notation, including different examples. Software Architecture in Action is designed for teaching the required modeling techniques to both undergraduate and graduate students, giving them the practical techniques and tools needed to design the architecture of software-intensive systems. Similarly, this book will appeal to software development architects, designers, programmers and project managers too.

Systems Architecting Dec 01 2021 M->CREATED

Just Enough Software Architecture Jan 14 2023 This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book

describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

System Architecture Sep 29 2021 The pillars of the bridge on the cover of this book date from the Roman Empire and they are in daily use today, an example of conventional engineering at its best. Modern commodity operating systems are examples of current system programming at its best, with bugs discovered and fixed on a weekly or monthly basis. This book addresses the question of whether it is possible to construct computer systems that are as stable as Roman designs. The authors successively introduce and explain specifications, constructions and correctness proofs of a simple MIPS processor; a simple compiler for a C dialect; an extension of the compiler handling C with inline assembly, interrupts and devices; and the virtualization layer of a small operating system kernel. A theme of

the book is presenting system architecture design as a formal discipline, and in keeping with this the authors rely on mathematics for conciseness and precision of arguments to an extent common in other engineering fields. This textbook is based on the authors' teaching and practical experience, and it is appropriate for undergraduate students of electronics engineering and computer science. All chapters are supported with exercises and examples.

ARM System Architecture Apr 24 2021 ARM System Architecture will allow you to get started with ARM and get programs running under emulation. A competent user should understand how ARMs work and be able to conduct simple experiments in architecture modeling with only a book as a reference.

Essential Software Architecture Aug 29 2021 Job titles like “Technical Architect” and “Chief Architect” nowadays abound in software industry, yet many people suspect that “architecture” is one of the most overused and least understood terms in professional software development. Gorton’s book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical issues like middleware components and service-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICi integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

Software Architecture with C++ Apr 12 2020 Apply business

requirements to IT infrastructure and deliver a high-quality product by understanding architectures such as microservices, DevOps, and cloud-native using modern C++ standards and features

Key Features

- Design scalable large-scale applications with the C++ programming language
- Architect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD)
- Achieve architectural goals by leveraging design patterns, language features, and useful tools

Book Description

Software architecture refers to the high-level design of complex applications. It is evolving just like the languages we use, but there are architectural concepts and patterns that you can learn to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're working with modern C++, this practical guide will help you put your knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with architectural concepts, including established patterns and rising trends, then move on to understanding what software architecture actually is and start exploring its components. Next, you'll discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how to apply them in application development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will learn

- Understand how to apply the principles of software architecture
- Apply design patterns and best practices to meet your architectural goals
- Write elegant, safe, and performant code using the latest C++ features
- Build applications that are easy to maintain and deploy
- Explore the different architectural approaches and learn to apply them as per your requirement
- Simplify development and operations

using application containers Discover various techniques to solve common problems in software design and development Who this book is for This software architecture C++ programming book is for experienced C++ developers looking to become software architects or develop enterprise-grade applications.

Process for System Architecture and Requirements Engineering Jun 19 2023 This is the digital version of the printed book (Copyright © 2000). Derek Hatley and Imtiaz Pirbhai—authors of *Strategies for Real-Time System Specification*—join with influential consultant Peter Hruschka to present a much anticipated update to their widely implemented Hatley/Pirbhai methods. *Process for System Architecture and Requirements Engineering* introduces a new approach that is particularly useful for multidisciplinary system development: It applies equally well to all technologies and thereby provides a common language for developers in widely differing disciplines. The Hatley-Pirbhai-Hruschka approach (H/H/P) has another important feature: the coexistence of the requirements and architecture methods and of the corresponding models they produce. These two models are kept separate, but the approach fully records their ongoing and changing interrelationships. This feature is missing from virtually all other system and software development methods and from CASE tools that only automate the requirements model. System managers, system architects, system engineers, and managers and engineers in all of the diverse engineering technologies will benefit from this comprehensive, pragmatic text. In addition to its models of requirements and architecture and of the development process itself, the book uses in-depth case studies of a hospital monitoring system and of a multidisciplinary groundwater analysis system to illustrate the principles. *Compatibility Between the H/H/P Methods and the UML: The Hatley/Pirbhai architecture and requirements methods*—described in *Strategies for Real-Time System Specification*—have been widely used for almost two decades in system and software development. Now known as the Hatley/Hruschka/Pirbhai (H/H/P) methods, they have always been compatible with object-oriented software techniques,

such as the UML, by defining architectural elements as classes, objects, messages, inheritance relationships, and so on. In Process for System Architecture and Requirements Engineering, that compatibility is made more specific through the addition of message diagrams, inheritance diagrams, and new notations that go with them. In addition, state charts, while never excluded, are now specifically included as a representation of sequential machines. These additions make definition of the system/software boundary even more straightforward, while retaining the clear separation of requirements and design at the system levels that is a hallmark of the H/H/P methods—not shared by most OO techniques. Once the transition to software is made, the developer is free to continue using the H/H/P methods, or to use the UML or any other software-specific technique.

System Architecture Jul 20 2023 For courses in engineering and technical management Architecture and Function of Complex Systems System architecture is the study of early decision making in complex systems. This text teaches how to capture experience and analysis about early system decisions, and how to choose architectures that meet stakeholder needs, integrate easily, and evolve flexibly. With case studies written by leading practitioners, from hybrid cars to communications networks to aircraft, this text showcases the science and art of system architecture.

Software Architecture: the Hard Parts Mar 24 2021 Architects are often harried because they have no clean, easy decisions: everything is an awful tradeoff between two or more less than perfect alternatives. These are the difficult problems architects face, what this book's authors call "the hard parts." These topics have no best practices, forcing architects to understand various tradeoffs to succeed. This book discusses these hard parts by not only investigating what makes architecture so difficult, but also by providing proven ways to address these problems and make them easier. The book explores topics such as choosing an appropriate architecture, deciding on service granularity, managing workflows and orchestration, managing and decoupling contracts, managing distributed transactions, and

optimizing operational characteristics such as scalability, elasticity, and performance. As practicing consultants, the authors focus on questions they commonly hear architects ask and provide techniques that enable them to discover the tradeoffs necessary to answer these questions.

A Process Algebraic Approach to Software Architecture Design Sep 17 2020 In the field of formal methods in computer science, concurrency theory is receiving a constantly increasing interest. This is especially true for process algebra. Although it had been originally conceived as a means for reasoning about the semantics of current programs, process algebraic formalisms like CCS, CSP, ACP, π -calculus, and their extensions (see, e.g., [154, 119, 112, 22, 155, 181, 30]) were soon used also for comprehending functional and nonfunctional aspects of the behavior of communicating concurrent systems. The scientific impact of process calculi and behavioral equivalences at the base of process algebra is witnessed not only by a very rich literature. It is in fact worth mentioning the standardization procedure that led to the development of the process algebraic language LOTOS [49], as well as the implementation of several modeling and analysis tools based on process algebra, like CWB [70] and CADP [93], some of which have been used in industrial case studies. Furthermore, process calculi and behavioral equivalences are by now adopted in university-level courses to teach the foundations of concurrent programming as well as the model-driven design of concurrent, distributed, and mobile systems. Nevertheless, after 30 years since its introduction, process algebra is rarely adopted in the practice of software development. On the one hand, its technicalities often obfuscate the way in which systems are modeled. As an example, if a process term comprises numerous occurrences of the parallel composition operator, it is hard to understand the communications scheme among the various subterms. On the other hand, process algebra is perceived as being difficult to learn and use by practitioners, as it is not close enough to the way they think of software systems.

Model-Based System Architecture Mar 16 2023 Presents modeling approaches that can be performed in SysML and other modeling

languages This book combines the emerging discipline of systems architecting with model-based approaches using SysML. The early chapters of the book provide the fundamentals of systems architecting; discussing what systems architecting entails and how it benefits systems engineering. Model-based systems engineering is then defined, and its capabilities to develop complex systems on time and in a feasible quality are discussed. The remainder of the book covers important topics such as: architecture descriptions; architecture patterns; perspectives, viewpoints, views and their relation to system architecture; the roles of a system architect, their team, and stakeholders; systems architecting processes; agile approaches to systems architecting; variant modeling techniques; architecture frameworks; and architecture assessment. The book's organization allows experts to read the chapters out of sequence. Novices can read the chapters sequentially to gain a systematic introduction to system architecting.

Model-Based System Architecture: Provides comprehensive coverage of the Functional Architecture for Systems (FAS) method created by the authors and based on common MBSE practices Covers architecture frameworks, including the System of Systems, Zachman Frameworks, TOGAF®, and more Includes a consistent example system, the “Virtual Museum Tour” system, that allows the authors to demonstrate the systems architecting concepts covered in the book

Model-Based System Architecture is a comprehensive reference for system architects and systems engineers in technology companies. This book will also serve as a reference to students and researchers interested in functional architectures. Tim Weilkiens is the CEO at the German consultancy oose Innovative Informatik and co-author of the SysML specification. He has introduced model-based systems engineering to a variety of industry sectors. He is author of several books about modeling and the MBSE methodology SYSMOD. Jesko G. Lamm is a Senior Systems Engineer at Bernafon, a Swiss manufacturer for hearing instruments. With Tim Weilkiens, Jesko G. Lamm founded the Functional Architectures working group of the German chapter of INCOSE. Stephan Roth is a coach, consultant,

and trainer for systems and software engineering at the German consultancy oose Innovative Informatik. He is a state-certified technical assistant for computer science from Physikalisch-Technische Lehranstalt (PTL) Wedel and a certified systems engineer (GfSE)®-Level C. Markus Walker works at Schindler Elevator in the research and development division as elevator system architect. He is an INCOSE Certified Systems Engineering Professional (CSEP) and is engaged in the committee of the Swiss chapter of INCOSE.

Software and Systems Architecture in Action Jul 28 2021 Modern-day projects require software and systems engineers to work together in realizing architectures of large and complex software-intensive systems. To date, the two have used their own tools and methods to deal with similar issues when it comes to the requirements, design, testing, maintenance, and evolution of these architectures. Software and Systems Architecture in Action explores practices that can be helpful in the development of architectures of large-scale systems in which software is a major component. Examining the synergies that exist between the disciplines of software and systems engineering, it presents concepts, techniques, and methods for creating and documenting architectures. The book describes an approach to architecture design that is driven from systemic quality attributes determined from both the business and technical goals of the system, rather than just its functional requirements. This architecture-centric design approach utilizes analytically derived patterns and tactics for quality attributes that inform the architect's design choices and help shape the architecture of a given system. The book includes coverage of techniques used to assess the impact of architecture-centric design on the structural complexity of a system. After reading the book, you will understand how to create architectures of systems and assess their ability to meet the business goals of your organization. Ideal for anyone involved with large and complex software-intensive systems, the book details powerful methods for engaging the software and systems engineers on your team. The book is also suitable for use in undergraduate and graduate-level courses on software and systems

architecture as it exposes students to the concepts and techniques used to create and manage architectures of software-intensive systems.

Systems Architecture May 18 2023 Covering a broad range of hardware and software technology, this fully integrated text provides a technical foundation for systems design, hardware and software procurement, and management of computing resources.

Software Architecture Feb 20 2021 Part of the new series, Advanced Topics in Science and Technology in China, this book aims to introduce the theoretical foundations, various sub-fields, current research, and practical methods of software architecture. First off, readers can acquire a basic knowledge of software architecture, including why software architecture is necessary. They are then shown how to describe a system's architecture with formal language. The authors continue by delineating which architecture styles are popular in practice.

Software Architecture: The Hard Parts Jun 07 2022 There are no easy decisions in software architecture. Instead, there are many hard parts--difficult problems or issues with no best practices--that force you to choose among various compromises. With this book, you'll learn how to think critically about the trade-offs involved with distributed architectures. Architecture veterans and practicing consultants Neal Ford, Mark Richards, Pramod Sadalage, and Zhamak Dehghani discuss strategies for choosing an appropriate architecture. By interweaving a story about a fictional group of technology professionals--the Sysops Squad--they examine everything from how to determine service granularity, manage workflows and orchestration, manage and decouple contracts, and manage distributed transactions to how to optimize operational characteristics, such as scalability, elasticity, and performance. By focusing on commonly asked questions, this book provides techniques to help you discover and weigh the trade-offs as you confront the issues you face as an architect. Analyze trade-offs and effectively document your decisions Make better decisions regarding service granularity Understand the

complexities of breaking apart monolithic applications
Manage and decouple contracts between services
Handle data in a highly distributed architecture
Learn patterns to manage workflow and transactions when breaking apart applications

Software Architecture in Practice Feb 15 2023 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.

Software Architecture for Product Families Jan 02 2022 Software development organizations are now discovering the efficiencies that can be achieved by architecting entire software product families together. In Software Architecture for Product Families, experts from one of the world's most advanced software domain engineering projects share in-depth insights about the techniques that work -- and those that don't. The book offers a solutions-oriented, case-study approach covering the entire development lifecycle, based on advanced work done by three of Europe's leading technology companies and their academic partners. Discover the challenges that drive companies to consider architecting product families, and the new problems they encounter in doing so. Master concepts and terms that can be used to describe the architecture of a product family; then learn how to assess that architecture, and transform it into working applications. The authors also present chapter-length, real-world case studies of domain engineering projects at Nokia, Philips, and ABB.

Computer Architecture for Scientists Dec 21 2020 The dramatic increase in computer performance has been extraordinary, but not for all computations: it has key limits and structure. Software architects, developers, and even data scientists need to understand how to exploit the fundamental structure of computer performance to harness it for future applications. Ideal for upper level undergraduates, Computer Architecture for Scientists covers four key pillars of computer performance and imparts a high-level basis for reasoning with and understanding these concepts: Small is fast – how size scaling drives performance; Implicit parallelism – how a sequential program can be executed faster with parallelism; Dynamic locality – skirting physical

limits, by arranging data in a smaller space; Parallelism – increasing performance with teams of workers. These principles and models provide approachable high-level insights and quantitative modelling without distracting low-level detail. Finally, the text covers the GPU and machine-learning accelerators that have become increasingly important for mainstream applications.

The LOCUS Distributed System Architecture Nov 19 2020 Computer Systems Organization -- Computer-Communication Networks.

Software Architecture in Practice Aug 17 2020 The award-winning and highly influential *Software Architecture in Practice*, Third Edition, has been substantially revised to reflect the latest developments in the field. In a real-world setting, the book once again introduces the concepts and best practices of software architecture—how a software system is structured and how that system’s elements are meant to interact. Distinct from the details of implementation, algorithm, and data representation, an architecture holds the key to achieving system quality, is a reusable asset that can be applied to subsequent systems, and is crucial to a software organization’s business strategy. The authors have structured this edition around the concept of architecture influence cycles. Each cycle shows how architecture influences, and is influenced by, a particular context in which architecture plays a critical role. Contexts include technical environment, the life cycle of a project, an organization’s business profile, and the architect’s professional practices. The authors also have greatly expanded their treatment of quality attributes, which remain central to their architecture philosophy—with an entire chapter devoted to each attribute—and broadened their treatment of architectural patterns. If you design, develop, or manage large software systems (or plan to do so), you will find this book to be a valuable resource for getting up to speed on the state of the art. Totally new material covers Contexts of software architecture: technical, project, business, and professional Architecture competence: what this means both for individuals and organizations The origins of business goals and how this affects architecture Architecturally significant requirements, and how to determine them

Architecture in the life cycle, including generate-and-test as a design philosophy; architecture conformance during implementation; architecture and testing; and architecture and agile development
Architecture and current technologies, such as the cloud, social networks, and end-user devices

Software Architecture Dec 13 2022 Software architecture is foundational to the development of large, practical software-intensive applications. This brand-new text covers all facets of software architecture and how it serves as the intellectual centerpiece of software development and evolution. Critically, this text focuses on supporting creation of real implemented systems. Hence the text details not only modeling techniques, but design, implementation, deployment, and system adaptation -- as well as a host of other topics -- putting the elements in context and comparing and contrasting them with one another. Rather than focusing on one method, notation, tool, or process, this new text/reference widely surveys software architecture techniques, enabling the instructor and practitioner to choose the right tool for the job at hand. Software Architecture is intended for upper-division undergraduate and graduate courses in software architecture, software design, component-based software engineering, and distributed systems; the text may also be used in introductory as well as advanced software engineering courses.

Practical Software Architecture Apr 17 2023 Getting Architecture Just Right: Detailed Practical Guidance for Architecting Any Real-World IT Project To build effective architectures, software architects must tread a fine line between precision and ambiguity (a.k.a. big animal pictures). This is difficult but crucial: Failure to achieve this balance often leads directly to poor systems design and implementation. Now, pioneering IBM Distinguished Engineer and Chief Technology Officer Tilak Mitra offers the first complete guide to developing end-to-end solution architectures that are “just enough”--identifying and capturing the most important artifacts, without over-engineering or excessive documentation, and providing a practical approach to consistent and repeated success in defining software architectures. Practical Software

Architecture provides detailed prescriptive and pragmatic guidance for architecting any real-world IT project, regardless of system, methodology, or environment. Mitra specifically identifies the artifacts that require emphasis and shows how to communicate evolving solutions with stakeholders, bridging the gap between architecture and implementation.

Design and Use of Software Architectures Oct 31 2021 A practical guide to designing and implementing software architectures.

Software Architecture Oct 11 2022 Introduction. Architectural styles. Case studies. Shared information systems. Architectural design guidance. Formal models and specifications. Linguistics issues. Tools for architectural design. Education of software architects.

Software Systems Architecture Sep 10 2022 This guide for software architects builds upon legacies of best practice, explaining key areas and how to make architectural designs successful.

Embedded Systems Architecture Nov 12 2022 Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design

examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

Architecture and Principles of Systems Engineering Aug 09 2022 The rapid evolution of technical capabilities in the systems engineering (SE) community requires constant clarification of how to answer the following questions: What is Systems Architecture? How does it relate to Systems Engineering? What is the role of a Systems Architect? How should Systems Architecture be practiced? A perpetual reassessment of concepts and practices is taking place across various systems disciplines at every level in the SE community. Architecture and Principles of Systems Engineering addresses these integral issues and prepares you for changes that will be occurring for years to come. With their simplified discussion of SE, the authors avoid an overly broad analysis of concepts and terminology. Applying their substantial experience in the academic, government, and commercial R&D sectors, this book is organized into detailed sections on: Foundations of Architecture and Systems Engineering Modeling Languages, Frameworks, and Graphical Tools Using Architecture Models in Systems Analysis and Design Aerospace and Defense Systems Engineering Describing ways to improve methods of reasoning and thinking about architecture and systems, the text integrates concepts, standards, and terminologies that embody emerging model-based approaches but remain rooted in the long-standing practices of engineering, science, and mathematics. With an emphasis on maintaining conceptual integrity in system design, this text describes succinct practical approaches that can be applied to the vast array of issues that readers must resolve on a regular basis. An exploration of

the important questions above, this book presents the authors' invaluable experience and insights regarding the path to the future, based on what they have seen work through the power of model-based approaches to architecture and systems engineering.

Software Architecture: A Case Based Approach Oct 19 2020 Software Architecture: A Case Based Approach discusses the discipline using real-world case studies and posing pertinent questions that arouse objective thinking. It encourages the reader to think about the subject in the context of problems that s

Fundamentals of Software Architecture Aug 21 2023 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

The Art of Software Architecture Jul 08 2022 This innovative book uncovers all the steps readers should follow in order to build successful software and systems With the help of numerous examples, Albin clearly shows how to incorporate Java, XML, SOAP, ebXML, and

BizTalk when designing true distributed business systems Teaches how to easily integrate design patterns into software design Documents all architectures in UML and presents code in either Java or C++

Architecture of Systems Problem Solving May 26 2021 One criterion for classifying books is whether they are written for a single purpose or for multiple purposes. This book belongs to the category of multipurpose books, but one of its roles is predominant-it is primarily a textbook. As such, it can be used for a variety of courses at the first-year graduate or upper-division undergraduate level. A common characteristic of these courses is that they cover fundamental systems concepts, major categories of systems problems, and some selected methods for dealing with these problems at a rather general level. A unique feature of the book is that the concepts, problems, and methods are introduced in the context of an architectural formulation of an expert system referred to as the general systems problem solver or aSPS-whose aim is to provide users of all kinds with computer-based systems knowledge and methodology. The aSPS architecture, which is developed throughout the book, facilitates a framework that is conducive to a coherent, comprehensive, and pragmatic coverage of systems fundamentals-concepts, problems, and methods. A course that covers systems fundamentals is now offered not only in systems science, information science, or systems engineering programs, but in many programs in other disciplines as well. Although the level of coverage for systems science or engineering students is surely different from that used for students in other disciplines, this book is designed to serve both of these needs.

Systems Architecture and Design Jun 14 2020

Building Evolutionary Architectures May 06 2022 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.

Systems Architecture Modeling with the Arcadia Method Mar 04 2022

This book is an illustrative guide for the understanding and implementation of model-based systems and architecture engineering with the Arcadia method, using Capella, a new open-source solution. More than just another systems modeling tool, Capella is a comprehensive and extensible Eclipse application that has been successfully deployed in a wide variety of industrial contexts. Based on a graphical modeling workbench, it provides systems architects with rich methodological guidance using the Arcadia method and modeling language. Intuitive model editing and advanced viewing capabilities improve modeling quality and productivity, and help engineers focus on the design of the system and its architecture. This book is the first to help readers discover the richness of the Capella solution. Describes the toolset implementation of the Arcadia method Highlights the toolset widely deployed on operational projects in all Thales domains worldwide (defense, aerospace, transportation, etc.) Emphasizes the author's pedagogical experience on the methods and the tools gained through conducting more than 80 training sessions for a thousand engineers at Thales University Examines the emergence of an ecosystem of organizations, including industries that would drive the Capella roadmap according to operational needs, service and technology suppliers who would develop their business around the solution, and academics who would pave the future of the engineering ecosystem

Economics-Driven Software Architecture Jul 16 2020 Economics-driven Software Architecture presents a guide for engineers and architects who need to understand the economic impact of architecture design decisions: the long term and strategic viability, cost-effectiveness, and sustainability of applications and systems. Economics-driven software development can increase quality, productivity, and profitability, but comprehensive knowledge is needed

to understand the architectural challenges involved in dealing with the development of large, architecturally challenging systems in an economic way. This book covers how to apply economic considerations during the software architecting activities of a project. Architecture-centric approaches to development and systematic evolution, where managing complexity, cost reduction, risk mitigation, evolvability, strategic planning and long-term value creation are among the major drivers for adopting such approaches. It assists the objective assessment of the lifetime costs and benefits of evolving systems, and the identification of legacy situations, where architecture or a component is indispensable but can no longer be evolved to meet changing needs at economic cost. Such consideration will form the scientific foundation for reasoning about the economics of nonfunctional requirements in the context of architectures and architecting. Familiarizes readers with essential considerations in economic-informed and value-driven software design and analysis Introduces techniques for making value-based software architecting decisions Provides readers a better understanding of the methods of economics-driven architecting

Software Architecture for Big Data and the Cloud Jun 26 2021
Software Architecture for Big Data and the Cloud is designed to be a single resource that brings together research on how software architectures can solve the challenges imposed by building big data software systems. The challenges of big data on the software architecture can relate to scale, security, integrity, performance, concurrency, parallelism, and dependability, amongst others. Big data handling requires rethinking architectural solutions to meet functional and non-functional requirements related to volume, variety and velocity. The book's editors have varied and complementary backgrounds in requirements and architecture, specifically in software architectures for cloud and big data, as well as expertise in software engineering for cloud and big data. This book brings together work across different disciplines in software engineering, including work expanded from conference tracks and workshops led by the editors.

Discusses systematic and disciplined approaches to building software architectures for cloud and big data with state-of-the-art methods and techniques Presents case studies involving enterprise, business, and government service deployment of big data applications Shares guidance on theory, frameworks, methodologies, and architecture for cloud and big data

The Art of Systems Architecting May 14 2020 Today's architecting must handle systems of types unknown until very recently. New domains, including personal computers, intersatellite networks, health services, and joint service command and control are calling for new architectures-and for architects specializing in those domains. Since the original publication, of this bestselling text, these

The Art of Systems Architecting, Third Edition Apr 05 2022 If engineering is the art and science of technical problem solving, systems architecting happens when you don't yet know what the problem is. The third edition of a highly respected bestseller, The Art of Systems Architecting provides in-depth coverage of the least understood part of systems design: moving from a vague concept and limited resources to a satisfactory and feasible system concept and an executable program. The book provides a practical, heuristic approach to the "art" of systems architecting. It provides methods for embracing, and then taming, the growing complexity of modern systems. New in the Third Edition: Five major case studies illustrating successful and unsuccessful practices Information on architecture frameworks as standards for architecture descriptions New methods for integrating business strategy and architecture and the role of architecture as the technical embodiment of strategy Integration of process guidance for organizing and managing architecture projects Updates to the rapidly changing fields of software and systems-of-systems architecture Organization of heuristics around a simple and practical process model A Practical Heuristic Approach to the Art of Systems Architecting Extensively rewritten to reflect the latest developments, the text explains how to create a system from scratch, presenting invention/design rules together with clear explanations of how to use

them. The author supplies practical guidelines for avoiding common systematic failures while implementing new mandates. He uses a heuristics-based approach that provides an organized attack on very ill-structured engineering problems. Examining architecture as more than a set of diagrams and documents, but as a set of decisions that either drive a system to success or doom it to failure, the book provide methods for integrating business strategy with technical architectural decision making.

The Architecture of Computer Hardware, Systems Software, and Networking Jan 22 2021 The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in the computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

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