

Software Architecture and the Organization: Principles and Patterns for Success

Duration

2 days

Instructor

David Kane

Class Limit

20 students

Prerequisite

None

Price

On-site:

Please contact SPC
for pricing (contact
information on page 2)

Public Training:

\$995 (2 days)

*Discount available for
early registration

Materials Provided

- Student manual containing the course slides
- Student handouts with class exercises and class studies

Unless you understand how architecture will interact with your organization and unless you know what to do, even the most sensible architectures can quickly stagnate or lead to even more unpleasant surprises. Over 30 years ago, Melvin Conway observed that the structure of systems reflects the structure of the organizations that build them. Today, software architecture often serves as a framework that defines and orders not only the technical interactions needed to develop and implement a product, but also the corporate, group, and personal interactions necessary to deliver its value. Similarly, interactions among corporations, groups, and people determine whether, how, how long, and how well architectures are shared.

This seminar will focus on the interrelationship between software architecture and the organization and will explore a framework of interrelated principles that are critical to their success—Vision, Rhythm, Anticipation, Partnering and Simplification. Using a combination of lectures and small group activities, the seminar will build on the book, *Software Architecture: Organizational Principles and Patterns* (Prentice Hall 2000). Participants will learn how to recognize the warning signs of a disconnect between software architecture and the organization and how to select suitable solutions.

Intended Audience

The seminar is intended for those who have a critical stake in software architecture and who are motivated to work with both technology and organization. This includes people who manage, develop, implement, maintain, acquire and use software architecture.



TRAINING

Software Architecture and the Organization

Instructor

David Kane is the co-author of *Software Architecture: Organizational Principles and Patterns* (Prentice Hall 2000). He is a Software Architect at SRA International, where he builds Internet and intranet applications. He has been developing and teaching courses in XML and Java technology as well. David has published articles in the areas of software architecture, software reuse, patterns, web usability, and Macintosh computing. He received a Masters degree in Information Systems from Virginia Tech, and a Bachelors in Computer Science-Mathematics from Binghamton University.

For more information on this or other SPC Springboard courses, please visit www.spcspringboard.com or e-mail SPC at info@spc.ca

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Outline

Introduction

- Ground rules

Motivation

- Nortel case study
- Importance of architecture
- What we mean by architecture
- Importance of organization

VRAPS Principles

- Vision
- Rhythm
- Anticipation
- Partnering
- Simplification

Warning Signs Activity

Principle Criteria Activity

- Criteria for measuring principles
- Example criteria
- How criteria can be used

Patterns and Antipatterns

- What are patterns
- What are antipatterns
- How patterns and antipatterns apply to organizations
- Why patterns and antipatterns are important
- Examples

Patterns and Antipatterns Activity

Case Study Activity

Final Thoughts

- Relationship of the principles
- Incorporate your own experience
- Be very conscious of context



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