

What is **Software Architecture**... and **an overview**.

PV260 Software Quality



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“Perfection is not achieved when there is nothing to add, but when there is nothing to remove.”

Antoine de Saint Exupéry

“Insanity is doing the same thing over and over and expecting different results.”

(attributed to) Albert Einstein

“It has to work.”

IETF RFC 1925

Software Architecture is seldom about functional requirements.

THE SOFTWARE



IN REALITY

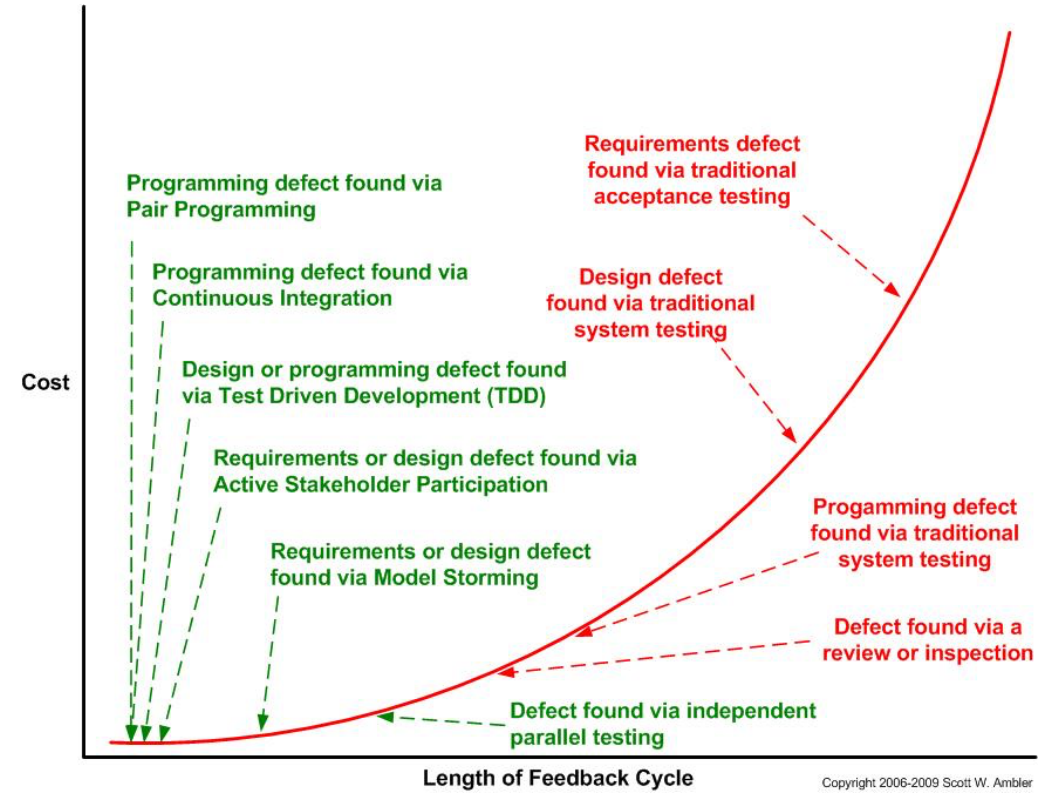
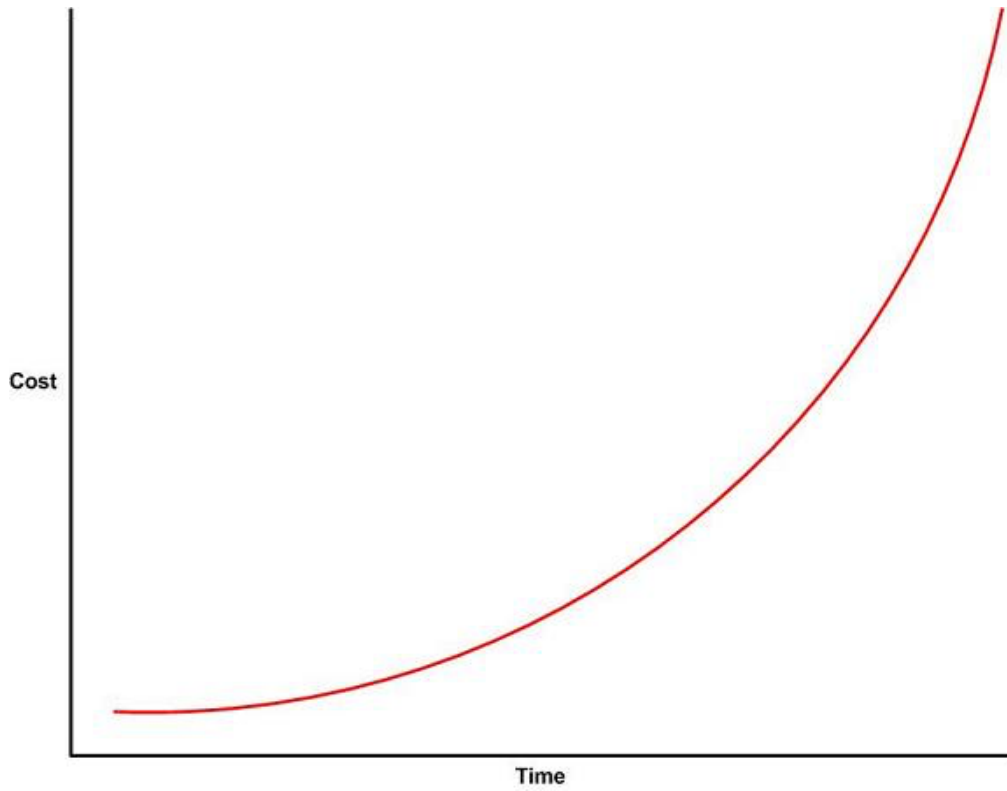
THE SOFTWARE IN DEMO



TO THE CUSTOMERS

Software Architecture is the important stuff
(whatever that is).

Ralph Johnson



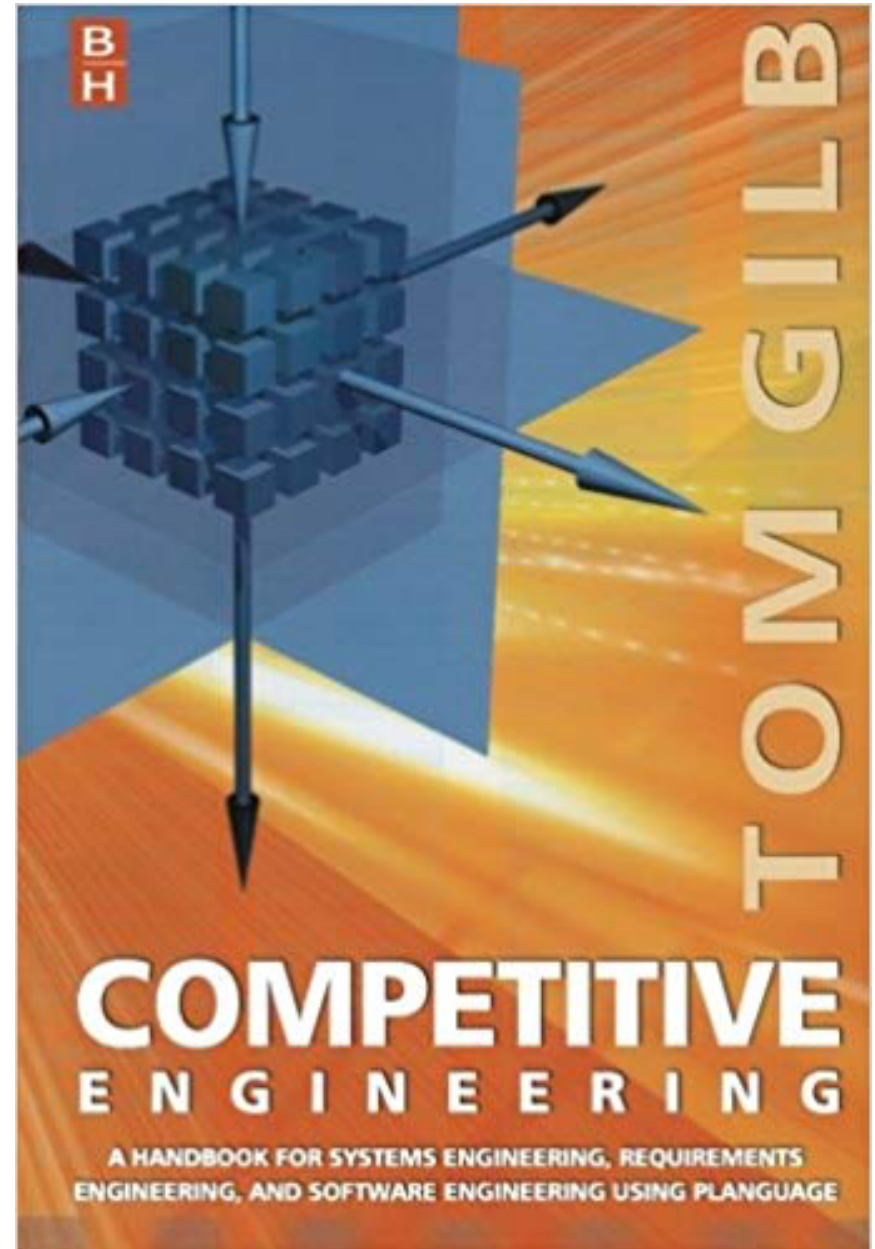
Cost of Change Curve

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**SOFTWARE ARCHITECTURE IS THE
SERVANT OF HIGH-PRIORITY
STAKEHOLDER VALUES.**

IS AS SIMPLE AS POSSIBLE, BUT NOT
SIMPLER AND IS DESIGNED TO BE
REPLACEABLE.

Tom Gilb (Architecture Manifesto)



SERVANT

HIGH-PRIORITY

STAKEHOLDER

VALUES

AS SIMPLE AS POSSIBLE

NOT SIMPLER

REPLACEABLE

Software Architecture is **Strategy**

Strategy is a plan how to deliver on your goals. Your goals are defined by high-priority stakeholders.

SOFTWARE ARCHITECTURE **IS THE STRATEGY HOW TO DELIVER HIGH-PRIORITY STAKEHOLDER VALUES.**

It is still important to **accept change** because no battle plan survives the first contact with the enemy.

Software Architecture is **Risk Mitigation**

What happens when things go wrong? Is it important?

Software Architecture is **Communication**

What does it mean? How to deliver and protect stakeholder values?

Software Architect is a **Teacher**



Who **does** software architecture then?

Software Architecture is done by **everyone**.

Architecture is a servant of high priority stakeholder values.

Is as simple as possible, but not simpler.

Is designed to be replaceable.

Software Architecture is a Strategy.

Software Architecture is Communication.

Software Architect is a Teacher.