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Software architecture is

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*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*

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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,

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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,

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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

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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

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*used in introductory as well as
advanced software engineering
courses.*

*Critical Code contemplates
Department of Defense (DoD)
needs and priorities for software
research and suggests a*

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research agenda and related actions. Building on two prior books-Summary of a Workshop on Software Intensive Systems and Uncertainty at Scale and Preliminary Observations on DoD Software Research Needs

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and Priorities-the present volume assesses the nature of the national investment in software research and, in particular, considers ways to revitalize the knowledge base needed to design, produce, and

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employ software-intensive systems for tomorrow's defense needs. Critical Code discusses four sets of questions: To what extent is software capability significant for the DoD? Is it becoming more or less

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*significant and strategic in
systems development? Will the
advances in software
producibility needed by the DoD
emerge unaided from industry
at a pace sufficient to meet
evolving defense requirements?*

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What are the opportunities for the DoD to make more effective use of emerging technology to improve software capability and software producibility? In which technology areas should the DoD invest in research to

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*advance defense software
capability and producibility?*

*This award-winning book,
substantially updated to reflect
the latest developments in the
field, introduces the concepts
and best practices of software*

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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

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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. Drawing on their own

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extensive experience, the authors cover the essential technical topics for designing, specifying, and validating a system. They also emphasize the importance of the business context in which large systems

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are designed. Their aim is to present software architecture in a real-world setting, reflecting both the opportunities and constraints that companies encounter. To that end, case studies that describe successful

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architectures illustrate key points of both technical and organizational discussions. Topics new to this edition include: Architecture design and analysis, including the Architecture Tradeoff Analysis

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*Method (ATAM) Capturing
quality requirements and
achieving them through quality
scenarios and tactics Using
architecture reconstruction to
recover undocumented
architectures Documenting*

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*architectures using the Unified
Modeling Language (UML) New
case studies, including Web-
based examples and a wireless
Enterprise JavaBeans™ (EJB)
system designed to support
wearable computers The*

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*financial aspects of
architectures, including use of
the Cost Benefit Analysis
Method (CBAM) to make
decisions If you design, develop,
or manage the building of large
software systems (or plan to do*

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*so), or if you are interested in
acquiring such systems for your
corporation or government
agency, use Software
Architecture in Practice, Second
Edition, to get up to speed on
the current state of software*

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architecture.

*The First Complete Guide to
DevOps for Software Architects
DevOps promises to accelerate
the release of new software
features and improve
monitoring of systems in*

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production, but its crucial implications for software architects and architecture are often ignored. In DevOps: A Software Architect's Perspective, three leading architects address these issues

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head-on. The authors review decisions software architects must make in order to achieve DevOps' goals and clarify how other DevOps participants are likely to impact the architect's work. They also provide the

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organizational, technical, and operational context needed to deploy DevOps more efficiently, and review DevOps' impact on each development phase. The authors address cross-cutting concerns that link multiple

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functions, offering practical insights into compliance, performance, reliability, repeatability, and security. This guide demonstrates the authors' ideas in action with three real-world case studies:

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*datacenter replication for
business continuity,
management of a continuous
deployment pipeline, and
migration to a microservice
architecture. Comprehensive
coverage includes • Why*

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DevOps can require major changes in both system architecture and IT roles • How virtualization and the cloud can enable DevOps practices • Integrating operations and its service lifecycle into DevOps •

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Designing new systems to work well with DevOps practices • Integrating DevOps with agile methods and TDD • Handling failure detection, upgrade planning, and other key issues • Managing consistency issues

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arising from DevOps'
independent deployment
models • Integrating security
controls, roles, and audits into
DevOps • Preparing a business
plan for DevOps adoption,
rollout, and measurement

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of Agility and Devops

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of intriguing essays from more than a dozen of today's leading software designers and architects. In each essay, contributors present a notable software architecture, and analyze what makes it

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innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific project, including decisions they faced and tradeoffs they made. Others take a step back

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processes within the KDE
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architectures evolve from*

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featurism has helped GNU
Emacs gain unanticipated
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self-hosting runtime Design*

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that made Tandem the choice
platform in high-availability
environments for over two
decades Differences and
similarities between object-
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*architectural views How
architectures can affect the
software's evolution and the
developers' engagement Go
behind the scenes to learn
what it takes to design elegant
software architecture, and how*

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*it can shape the way you
approach your own projects,
with Beautiful Architecture.
This is the eagerly-anticipated
revision to one of the seminal
books in the field of software
architecture which clearly*

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*defines and explains the topic.
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Software Architecture, ECSA
2007, held in Aranjuez, Spain.
The 12 revised long papers*

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short papers cover description
languages and metamodels,
architecture-based code
generation, run-time
monitoring, requirements
engineering, service-oriented*

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software architectures,
ontology-based approaches,
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middleware and web services.
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scalable, robust, clean, and*

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Identify design issues and
make the necessary
adjustments to achieve
improved performance
Understand practical*

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from the perspective of a
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understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that help an

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architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various

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*techniques such as
incorporating DevOps,
Continuous Integration, and
more to make your application
robust. You will understand
when and when not to use
object orientation in your*

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applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process

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documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new

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domains such as the Cloud.

*This book will help you
understand the ins and outs of
Python so that you can make
those critical design decisions
that not just live up to but also
surpass the expectations of*

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your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect.

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DevOps

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Become a successful software architect by implementing effective architecture concepts

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approaches to classroom assessment -
Valid and reliable scoring rubrics for
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language learning and teaching. This provides a valuable source of reference for applied linguists, teacher educators, materials developers and practitioners in the field of TESOL. The content also offers readers a deeper insight into current issues and practices, thereby broadening their knowledge and

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promoting professional development. Continuous Architecture provides a broad architectural perspective for continuous delivery, and describes a new architectural approach that supports and enables it. As the pace of innovation and software releases increases, IT departments are tasked to

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deliver value quickly and inexpensively to their business partners. With a focus on getting software into end-users hands faster, the ultimate goal of daily software updates is in sight to allow teams to ensure that they can release every change to the system simply and efficiently. This book presents an

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architectural approach to support modern application delivery methods and provide a broader architectural perspective, taking architectural concerns into account when deploying agile or continuous delivery approaches. The authors explain how to solve the challenges of implementing

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continuous delivery at the project and enterprise level, and the impact on IT processes including application testing, software deployment and software architecture. Covering the application of enterprise and software architecture concepts to the Agile and Continuous Delivery models Explains how to create

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an architecture that can evolve with applications Incorporates techniques including refactoring, architectural analysis, testing, and feedback-driven development Provides insight into incorporating modern software development when structuring teams and organizations

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In cooperation with experts and practitioners throughout the SOA community, best-selling author Thomas Erl brings together the de facto catalog of design patterns for SOA and service-orientation. More than three years in development and subjected to numerous industry reviews, the 85

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patterns in this full-color book provide the most successful and proven design techniques to overcoming the most common and critical problems to achieving modern-day SOA. Through numerous examples, individually documented pattern profiles, and over 400 color illustrations, this book

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- provides in-depth coverage of:
- Patterns for the design, implementation, and governance of service inventories—collections of services representing individual service portfolios that can be independently modeled, designed, and evolved.
- Patterns specific to service-level

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architecture which pertain to a wide range of design areas, including contract design, security, legacy encapsulation, reliability, scalability, and a variety of implementation and governance issues. • Service composition patterns that address the many aspects associated with

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combining services into aggregate distributed solutions, including topics such as runtime messaging and message design, inter-service security controls, and transformation. •

Compound patterns (such as Enterprise Service Bus and Orchestration) and recommended pattern application

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sequences that establish foundational processes. The book begins by establishing SOA types that are referenced throughout the patterns and then form the basis of a final chapter that discusses the architectural impact of service-oriented computing in general. These chapters bookend the

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pattern catalog to provide a clear link between SOA design patterns, the strategic goals of service-oriented computing, different SOA types, and the service-orientation design paradigm. This book series is further supported by a series of resources sites, including soabooks.com,

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soaspecs.com, soapatterns.org,
soamag.com, and soaposters.com.

The Definitive, Practical, Proven Guide
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Fully Updated Now with nine new
chapters, Software Architecture in
Practice, Fourth Edition, thoroughly
explains what software architecture is,

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why it's important, and how to design, instantiate, analyze, evolve, and manage it in disciplined and effective ways. Three renowned software architects cover the entire lifecycle, presenting practical guidance, expert methods, and tested models for use in any project, no matter how complex.

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You'll learn how to use architecture to address accelerating growth in requirements, system size, and abstraction, and to manage emergent quality attributes as systems are dynamically combined in new ways. With insights for utilizing architecture to optimize key quality

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attributes--including performance, modifiability, security, availability, interoperability, testability, usability, deployability, and more--this guide explains how to manage and refine existing architectures, transform them to solve new problems, and build reusable architectures that become

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strategic business assets. Discover how architecture influences (and is influenced by) technical environments, project lifecycles, business profiles, and your own practices Leverage proven patterns, interfaces, and practices for optimizing quality through architecture Architect for mobility, the cloud,

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machine learning, and quantum computing Design for increasingly crucial attributes such as energy efficiency and safety Scale systems by discovering architecturally significant influences, using DevOps and deployment pipelines, and managing architecture debt Understand

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architecture's role in the organization,
so you can deliver more value.

Views and Beyond

5th European Semantic Web

Conference, ESWC 2008, Tenerife,

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Architect

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***architectural design
decisions are consistently
rational and evidence-
based. Drawing on their
own extensive experience,
they demonstrate how to
craft designs that are***

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*process in an
organizational context,
including designing
systems that will be built
with agile methods. The
authors begin with a
general review of software*

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architecture concepts and the software architecture lifecycle. Next, they explain what architecture design really means, introduce key design concepts and principles,

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*and walk through both
conventional and
alternative design
processes. Building on
this foundation, they
introduce the new
Attribute-Driven Design*

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(ADD) 3.0 process, walk the reader through two extended ADD 3.0 case studies, and demonstrate how ADD 3.0 can lead to more successful designs. You'll learn how to scale

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*design and analysis up and
down - for example, to
design for pre-sales
processes and lightweight
architecture reviews.
Kazman and Cervantes
illuminate the*

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*relationships between
analysis and design,
introduce a set of
reusable design
primitives, and identify
issues and solutions for
new domains, including*

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cloud, mobile, and big data. Design is the core activity for software designers and architects, but for most practitioners, it's been a black art. This book

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*offers the systematic
guidance you need to
consistently do it
rationally, and do it
right.*

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***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***

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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

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explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes

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*through technical issues
like middleware components
and service-oriented
architectures to recent
technologies like model-
driven architecture,
software product lines,*

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***aspect-oriented design,
and the Semantic Web,
which will presumably
influence future software
systems. This second
edition contains new
material covering***

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***enterprise architecture,
agile development,
enterprise service bus
technologies, RESTful Web
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*approaches are illustrated
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example. So if you work as
an architect or senior
designer (or want to
someday), or if you are a
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learning essential
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practices Key Features:
Apply critical thinking to
your software development
and architecture practices
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project beyond just
writing code? Have you
realized that good*

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development practices are not enough to make a project successful, and you now want to embrace the bigger picture in the IT landscape? If so, you're ready to become a

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***software architect;
someone who can deal with
any IT stakeholder as well
as add value to the
numerous dimensions of
software development. The
sheer volume of content on***

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***software architecture can
be overwhelming, however.
Software Architecture for
Busy Developers is here to
help. Written by Stéphane
Eyskens, author of The
Azure Cloud Native***

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Mapbook, this book guides you through your software architecture journey in a pragmatic way using real-world scenarios. By drawing on over 20 years of consulting experience,

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Stéphane will help you understand the role of a software architect, without the fluff or unnecessarily complex theory. You'll begin by understanding what non-

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***functional requirements
mean and how they
concretely impact target
architecture. The book
then covers different
frameworks used across the
entire enterprise***

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*landscape with the help of
use cases and examples.
Finally, you'll discover
ways in which the cloud is
becoming a game changer in
the world of software
architecture. By the end*

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***of this book, you'll have
gained a holistic
understanding of the
architectural landscape,
as well as more specific
software architecture
skills. You'll also be***

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***ready to pursue your
software architecture
journey on your own - and
in just one weekend! What
You Will Learn: Understand
the roles and
responsibilities of a***

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enterprise architecture
tools and frameworks such
as The Open Group
Architecture Framework
(TOGAF) and ArchiMate Get
to grips with key design***

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widely adopted
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architecture (SOA), and
microservices Stay on top
of trending architectures
such as API-driven,
serverless, and cloud
native Who this book is***

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move up the organizational
ladder and become software
architects by
understanding the broader
application landscape and***

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The Process of Software
Architecting
Essential Software
Architecture
Software Architecture in
Practice***

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Architecture***

***Foundations, Theory, and
Practice***

**There are no easy decisions in
software architecture.**

Instead, there are many hard

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**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**

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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

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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

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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

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**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**

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breaking apart applications
The authors present a fresh,
pragmatic approach to the
study of software
architecture. This edition
contains a series of chapters
that introduce and develop an
understanding of software

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**architecture by means of
careful explanation and
elaboration of a range of key
concepts. (Computer Books)
As the digital economy
changes the rules of the game
for enterprises, the role of
software and IT architects is**

also transforming. Rather than focus on technical decisions alone, architects and senior technologists need to combine organizational and technical knowledge to effect change in their company's structure and processes. To

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accomplish that, they need to connect the IT engine room to the penthouse, where the business strategy is defined. In this guide, author Gregor Hohpe shares real-world advice and hard-learned lessons from actual IT

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transformations. His anecdotes help architects, senior developers, and other IT professionals prepare for a more complex but rewarding role in the enterprise. This book is ideal for: Software architects and senior

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**developers looking to shape
the company's technology
direction or assist in an
organizational transformation
Enterprise architects and
senior technologists
searching for practical advice
on how to navigate technical**

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**and organizational topics
CTOs and senior technical
architects who are devising
an IT strategy that impacts
the way the organization
works IT managers who want
to learn what's worked and
what hasn't in large-scale**

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transformation

For many decades, IT infrastructure has provided the foundation for successful application deployment. Yet, general knowledge of infrastructures is still not widespread. Experience

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**shows that software
developers, system
administrators, and project
managers often have little
knowledge of the big
influence IT infrastructures
have on the performance,
availability and security of**

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software applications. This book explains the concepts, history, and implementation of IT infrastructures. Although many of books can be found on individual infrastructure building blocks, this is the first book to describe all of

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**them: datacenters, servers,
networks, storage,
virtualization, operating
systems, and end user
devices. Whether you need an
introduction to infrastructure
technologies, a refresher
course, or a study guide for a**

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computer science class, you will find that the presented building blocks and concepts provide a solid foundation for understanding the complexity of today's IT infrastructures. The Oxford English Dictionary Vol. 1-

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Designing Software

Architectures

It Infrastructure Architecture

- Infrastructure Building

**Blocks and Concepts Second
Edition**

**Software Architecture in
Practice, 4th Edition**

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Series In Software Engineering
**Perspectives on an Emerging
Discipline**

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely

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Series In Software Engineering

*recognized as a critical
element in modern software
development. Practitioners
have increasingly discovered
that close attention to a
software system's
architecture pays valuable*

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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

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architecture is not well understood or well communicated the project is unlikely to succeed.

Documenting Software Architectures, Second Edition, provides the most

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Series In Software Engineering

*complete and current
guidance, independent of
language or notation, on
how to capture an
architecture in a commonly
understandable form.*

Drawing on their extensive

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Series In Software Engineering

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

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*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,*

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Series In Software Engineering

*architectural views and
styles, documentation for
software interfaces and
software behavior, and
templates for capturing and
organizing information to
generate a coherent*

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*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*

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*documentation in an Agile
development environment
Deeper treatment of
documentation of rationale,
reflecting best industrial
practices Improved
templates, reflecting years*

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*of use and feedback, and
more documentation layout
options A new,
comprehensive example
(available online), featuring
documentation of a Web-
based service-oriented*

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*system Reference guides for
three important architecture
documentation languages:
UML, AADL, and SySML
bull; Written by expert
practitioners who have
hands-on experience solving*

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*real-world problems for
large corporations bull;
Helps enterprise architects
make sense of data, systems,
software, services, product
lines, methodologies, and
much more bull; Provides*

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*explanation of theory and
implementation with real-
world business examples to
support key points*

*Welcome to the European
Conference on Software
Architecture (ECSA), which*

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is the premier European software engineering conference. ECSA provides researchers and practitioners with a platform to present and discuss the most recent, innovative, and

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significant findings and experiences in the field of software architecture research and practice. The fourth edition of ECOSA was built upon a history of a successful series of

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*European workshops on
software architecture held
from 2004 through 2006 and
a series of European
software architecture
conferences from 2007
through 2009. The last*

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*ECSA was merged with the
8th Working IEEE/IFIP
Conference on Software
Architecture (WICSA). Apart
from the traditional
technical program
consisting of keynote talks, a*

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main - search track, and a poster session, the scope of the ECISA 2010 was broadened to incorporate other tracks such as an industry track, doctoral symposium track, and a tool

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demonstration track. In addition, we also offered several workshops and tutorials on diverse topics related to software architecture. We received more than 100 submissions

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*in the three main categories:
full research and experience
papers, emerging research
papers, and research
challenges papers. The
conference attracted papers
(co-)authored by*

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*researchers, practitioners,
and academics from 30
countries (Algeria, Australia,
Austria, Belgium, Brazil,
Canada, Chile, China,
Colombia, Czech Republic,
Denmark, Finland, France,*

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*Germany, Hong Kong, I-
land, India, Ireland, Israel,
Italy, The Netherlands,
Poland, Portugal, Romania,
Spain, Sweden, Switzerland,
Tunisia, United Kingdom,
United States).*

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Software architecture is a primary factor in the creation and evolution of virtually all products involving software. It is a topic of major interest in the research community where

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*pronusmg formalisms,
processes, and technologies
are under development.*

*Architecture is also of major
interest in industry because
it is recognized as a
significant leverage point for*

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manipulating such basic development factors as cost, quality, and interval. Its importance is attested to by the fact that there are several international workshop series as well as

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*major conference sessions
devoted to it. The First
Working IFIP Conference on
Software Architecture
(WICSA1) provided a focused
and dedicated forum for the
international software*

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*architecture community to
unify and coordinate its
effort to advance the state of
practice and research.
WICSA 1 was organized to
facilitate information
exchange between*

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*practising software
architects and software
architecture researchers.
The conference was held in
San Antonio, Texas, USA,
from February 22nd to
February 24th, 1999; it was*

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*the initiating event for the
new IFIP TC-2 Working
Group on Software
Architecture. This
proceedings document
contains the papers
accepted for the conference.*

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*The papers in this volume
comprise both experience
reports and technical
papers. The proceedings
reflect the structure of the
conference and are divided
into six sections*

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*corresponding to the
working groups established
for the conference.*

*A Software Architecture
Primer*

*Talk and Act Like a Software
Architect in One Weekend*

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Software Systems

Architecture

The European Journal of

Applied Linguistics and

TEFL Volume 10 Number 1

Just Enough Software

Architecture

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*A Software Architect's
Perspective*

Designing Software Architectures will teach you how to design any software architecture in a systematic, predictable, repeatable, and cost-effective way. This book introduces a practical methodology for architecture

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design that any professional software engineer can use, provides structured methods supported by reusable chunks of design knowledge, and includes rich case studies that demonstrate how to use the methods. Using realistic examples, you 'll master the powerful new version of the proven Attribute-Driven Design (ADD) 3.0

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method and will learn how to use it to address key drivers, including quality attributes, such as modifiability, usability, and availability, along with functional requirements and architectural concerns. Drawing on their extensive experience, Humberto Cervantes and Rick Kazman guide you through crafting practical designs

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that support the full software life cycle, from requirements to maintenance and evolution. You ' ll learn how to successfully integrate design in your organizational context, and how to design systems that will be built with agile methods. Comprehensive coverage includes Understanding what architecture design involves, and where it fits in the full

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software development life cycle Mastering
core design concepts, principles, and
processes Understanding how to perform
the steps of the ADD method Scaling design
and analysis up or down, including design
for pre-sale processes or lightweight
architecture reviews Recognizing and
optimizing critical relationships between

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analysis and design Utilizing proven,
reusable design primitives and adapting
them to specific problems and contexts
Solving design problems in new domains,
such as cloud, mobile, or big data

Software Architecture in Practice Addison-
Wesley

Don't engineer by coincidence-design it like

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you mean it! Filled with practical techniques, Design It! is the perfect introduction to software architecture for programmers who are ready to grow their design skills. Lead your team as a software architect, ask the right stakeholders the right questions, explore design options, and help your team implement a system that promotes the right

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-ilities. Share your design decisions, facilitate collaborative design workshops that are fast, effective, and fun-and develop more awesome software! With dozens of design methods, examples, and practical know-how, Design It! shows you how to become a software architect. Walk through the core concepts every architect must know,

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discover how to apply them, and learn a variety of skills that will make you a better programmer, leader, and designer. Uncover the big ideas behind software architecture and gain confidence working on projects big and small. Plan, design, implement, and evaluate software architectures and collaborate with your team, stakeholders,

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and other architects. Identify the right stakeholders and understand their needs, dig for architecturally significant requirements, write amazing quality attribute scenarios, and make confident decisions. Choose technologies based on their architectural impact, facilitate architecture-centric design workshops, and evaluate architectures using

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lightweight, effective methods. Write lean architecture descriptions people love to read. Run an architecture design studio, implement the architecture you've designed, and grow your team's architectural knowledge. Good design requires good communication. Talk about your software architecture with stakeholders using

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whiteboards, documents, and code, and apply architecture-focused design methods in your day-to-day practice. Hands-on exercises, real-world scenarios, and practical team-based decision-making tools will get everyone on board and give you the experience you need to become a confident software architect.

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"Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals, and evaluating differing options. Applied Software Architecture is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design."

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-- Len Bass, author of Software Architecture in Practice. Quality software architecture design has always been important, but in today's fast-paced, rapidly changing, and complex development environment, it is essential. A solid, well-thought-out design helps to manage complexity, to resolve trade-offs among conflicting requirements, and, in

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general, to bring quality software to market in a more timely fashion. Applied Software Architecture provides practical guidelines and techniques for producing quality software designs. It gives an overview of software architecture basics and a detailed guide to architecture design tasks, focusing on four fundamental views of

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architecture--conceptual, module, execution, and code. Through four real-life case studies, this book reveals the insights and best practices of the most skilled software architects in designing software architecture. These case studies, written with the masters who created them, demonstrate how the book's concepts and techniques are

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embodied in state-of-the-art architecture design. You will learn how to: create designs flexible enough to incorporate tomorrow's technology; use architecture as the basis for meeting performance, modifiability, reliability, and safety requirements; determine priorities among conflicting requirements and arrive at a successful

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solution; and use software architecture to help integrate system components. Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development. 0201325713B07092001
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Enterprise

Software Architecture: The Hard Parts

Continuous Architecture in Practice

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A Practical Guide to Enterprise Architecture

***A comprehensive guide to
exploring software architecture***

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concepts and implementing best practices Key Features Enhance your skills to grow your career as a software architect Design efficient software architectures using patterns and best practices Learn how software architecture relates to an organization as well as software

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***development methodology Book
Description The Software
Architect's Handbook is a
comprehensive guide to help
developers, architects, and senior
programmers advance their career
in the software architecture domain.
This book takes you through all the***

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important concepts, right from design principles to different considerations at various stages of your career in software architecture. The book begins by covering the fundamentals, benefits, and purpose of software architecture. You will discover how

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software architecture relates to an organization, followed by identifying its significant quality attributes. Once you have covered the basics, you will explore design patterns, best practices, and paradigms for efficient software development. The book discusses

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which factors you need to consider for performance and security enhancements. You will learn to write documentation for your architectures and make appropriate decisions when considering DevOps. In addition to this, you will explore how to design legacy

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***applications before understanding
how to create software
architectures that evolve as the
market, business requirements,
frameworks, tools, and best
practices change over time. By the
end of this book, you will not only
have studied software architecture***

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***concepts but also built the soft
skills necessary to grow in this
field. What you will learn Design
software architectures using
patterns and best practices Explore
the different considerations for
designing software architecture
Discover what it takes to***

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continuously improve as a software architect Create loosely coupled systems that can support change Understand DevOps and how it affects software architecture Integrate, refactor, and re-architect legacy applications Who this book is for The Software Architect's

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Handbook is for you if you are a software architect, chief technical officer (CTO), or senior developer looking to gain a firm grasp of software architecture.

In Continuous Architecture in Practice, three leading software architecture experts update the

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discipline's classic practices for today's environments, software development contexts, and applications. Coverage includes: Discover what's changed, and how the architect's role must change Reflect today's quality attributes in evolvable architectures Understand

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***team-based software architecture,
and architecture as a "flow of
decisions" Architect for security,
including continuous threat
modeling and mitigation Explore
architectural opportunities to
improve performance in continuous
delivery environments Architect for***

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***scalability, avoid common
scalability pitfalls, and scale
microservices and serverless
environments Improve resilience
and reliability in the face of
inevitable failures Architect data for
NoSQL, big data, and analytics Use
architecture to promote innovation:***

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blockchain***

***Presents three methods for
evaluating the structure of large
software systems during the design
phase. The three techniques
separately test for whether quality
goals are met and how they***

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***interact; for modifiability and
functionality; and for the feasibility
and suitability of a set of services
provided by a portion of the system.
The authors, who are members of
Carnegie Mellon's Software
Engineering Institute, illustrate how
to apply each step of the methods***

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***through case studies. c. Book News
Inc.***

***This volume contains the papers
from the technical programme of the
5th European Semantic Web
Conference, ESWC 2008, that took
place during June 1–5, 2008 in
Tenerife, Islas Canarias, Spain.***

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ESWC 2008 was the latest in a series of annual, international events focusing on the dissemination and discussion of the latest research and applications of Semantic Web technologies. The call for papers saw over 270 submissions, a comparable figure

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to the previous year, indicating that the conference series has reached a certain level of maturity. The review process was organized - ing a two-tiered system. First, each submission was reviewed by at least three members of the ProgrammeCommittee.

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Submissions were also assigned to a senior Programme Committee member, who led discussions between reviewers and provided a metareview and provisional decision. A physical Programme Committee meeting was then held, where the final decisions

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weremade. Competition was as strong as ever, and the Programme Committee selected 51 papers to be presented at the conference. In addition to the technical research paper track, a system demo track was included,withits ownreviewprocess.

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***Twenty-?vedemo
paperswereselectedfor publication.
System demo authors were given
the opportunity to present their
workin dedicated sessionsduring
the conference,while anevening
receptionwas also devoted to the
presentation of posters and***

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demonstrations of systems. As in past years, ESWC subscribed to the call to “eat our own dog food,” with the publication of a rich set of semantic metadata describing the conference. Three invited talks were given by distinguished scientists: Nigel Shadbolt (Garlik Ltd.

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***Leading Thinkers Reveal the Hidden
Beauty in Software Design
An Engineering Approach
A Practical Approach
First European Conference, ECSA
2007, Madrid, Spain, September
24-26, 2007, Proceedings
Continuous Architecture***

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***4th European Conference , ECSCA
2010, Copenhagen, Denmark,
August 23-26, 2010, Proceedings***

Salary surveys worldwide
regularly place software
architect in the top 10
best jobs, yet no real

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guide exists to help
developers become
architects. Until now.
This book provides the
first comprehensive
overview of software
architecture's many

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aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination,

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diagramming and
presenting architecture,
evolutionary
architecture, and many
other topics. Mark
Richards and Neal
Ford—hands-on

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practitioners who have
taught software
architecture classes
professionally for
years—focus on
architecture principles
that apply across all

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You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book

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examines: Architecture
patterns: The technical
basis for many
architectural decisions
Components:
Identification,
coupling, cohesion,

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partitioning, and
granularity Soft skills:
Effective team
management, meetings,
negotiation,
presentations, and more
Modernity: Engineering

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practices and
operational approaches
that have changed
radically in the past
few years Architecture
as an engineering
discipline: Repeatable

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results, metrics, and
concrete valuations that
add rigor to software
architecture

Over the past 20 years,
software architectures
have significantly

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contributed to the
development of complex
and distributed systems.
Nowadays, it is
recognized that one of
the critical problems in
the design and

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development of any
complex software system
is its architecture,
i.e. the organization of
its architectural
elements. Software
Architecture presents

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the software
architecture paradigms
based on objects,
components, services and
models, as well as the
various architectural
techniques and methods,

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the analysis of
architectural qualities,
models of representation
of architectural
templates and styles,
their formalization,
validation and testing

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and finally the
engineering approach in
which these consistent
and autonomous elements
can be tackled.

Introduction.

Architectural styles.

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information systems.
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and specifications.
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highly influential

Software Architecture in
Practice, Third Edition,
has been substantially

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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

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architecture—how a software system is structured and how that system's elements are meant to interact. Distinct from the details of

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implementation,
algorithm, and data
representation, an
architecture holds the
key to achieving system
quality, is a reusable
asset that can be

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applied to subsequent systems, and is crucial to a software organization's business strategy. The authors have structured this edition around the

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concept of architecture
influence cycles. Each
cycle shows how
architecture influences,
and is influenced by, a
particular context in
which architecture plays

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a critical role.

Contexts include
technical environment,
the life cycle of a
project, an
organization's business
profile, and the

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architect's professional practices. The authors also have greatly expanded their treatment of quality attributes, which remain central to their architecture

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philosophy—with an entire chapter devoted to each attribute—and broadened their treatment of architectural patterns. If you design, develop,

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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

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material covers Contexts
of software

architecture: technical,
project, business, and
professional

Architecture competence:
what this means both for

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individuals and
organizations The
origins of business
goals and how this
affects architecture
Architecturally
significant

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requirements, and how to
determine them
Architecture in the life
cycle, including
generate-and-test as a
design philosophy;
architecture conformance

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during implementation;
architecture and
testing; and
architecture and agile
development Architecture
and current
technologies, such as

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the cloud, social
networks, and end-user
devices

The Semantic Web:
Research and
Applications

TC2 First Working IFIP

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Conference on Software
Architecture (WICSA1)
22-24 February 1999, San
Antonio, Texas, USA
Fundamentals of Software
Architecture
The Software Architect

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Elevator

Software Producibility
for Defense

Software Architecture 2

**A Comprehensive Process
for Defining Software
Architectures That Work A**

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good software architecture is the foundation of any successful software system. Effective architecting requires a clear understanding of organizational roles,

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artifacts, activities
performed, and the optimal
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guidance on these
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based on Java EE,
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common issues illuminated
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architecture relevant to
all software developers.
Developers need to
understand how to use
constraints as guiderails

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that ensure desired
outcomes, and how
seemingly small changes
can affect a system's
properties. It cultivates
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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

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make you more aware of
what you have been doing
and provide names for the
concepts. It emphasizes
the engineering. This book
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parts of software

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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

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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

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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-

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down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design. The purpose of large-scale

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software architecture is
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