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1.2 Software Architecture 3 1.2.1 The Importance of Software Architecture 3 1.2.2 Life-Cycle Activities 4 1.3 The Role of the Architect 7 1.4 A Brief History of ADD 8 1.5 Summary 9 1.6 Further Reading 10 CHAPTER 2 Architectural Design 11 2.1 Design in General 11 2.2 Design in Software Architecture 13

Designing Software Architectures: A Practical Approach

Designing Software Architectures is the first step-by-step guide to making the crucial design decisions that can make or break your software architecture. SEI expert Rick Kazman and Dr. Humberto Cervantes provide comprehensive guidance for ensuring that your architectural design decisions are consistently rational and evidence-based.

Designing Software Architectures: A Practical Approach

However, there are quite some practical tools that can help you to get along. In this article, I want to present some practical tips and good practices on designing a software architecture. The...

Practical Tips on Software Architecture Design, Part One

It consists of one of your main duties as Software Architect: defining the target architecture of the project based on the requirements, the time available, resources, etc. Use the structure of the Architecture Guide to fill in some contents, but don't restrict yet to a single option. You have to explain, for instance, what are the benefits ...

Preparing a Software Architecture Roadmap

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Designing Software Architectures: A Practical Approach has a structured approach for designing software architecture. The book includes real examples from practical usage of different cases. For...

9 Best Software Architecture Books and Sites - DZone Agile

Designing Software Architectures: A Practical Approach (SEI Series in Software Engineering) by Humberto Cervantes. ... you really should read Software Architecture in Practice before reading Designing Software Architectures because there are concepts referenced in this book that are explained in detail in the other. 3 people found this helpful.

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Software Design While software architecture is responsible for the skeleton and the high-level infrastructure of a software, the software design is responsible for the code level design such as, what each module is doing, the classes scope, and the functions purposes, etc.

Software Architecture - The Difference Between ...

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 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.

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