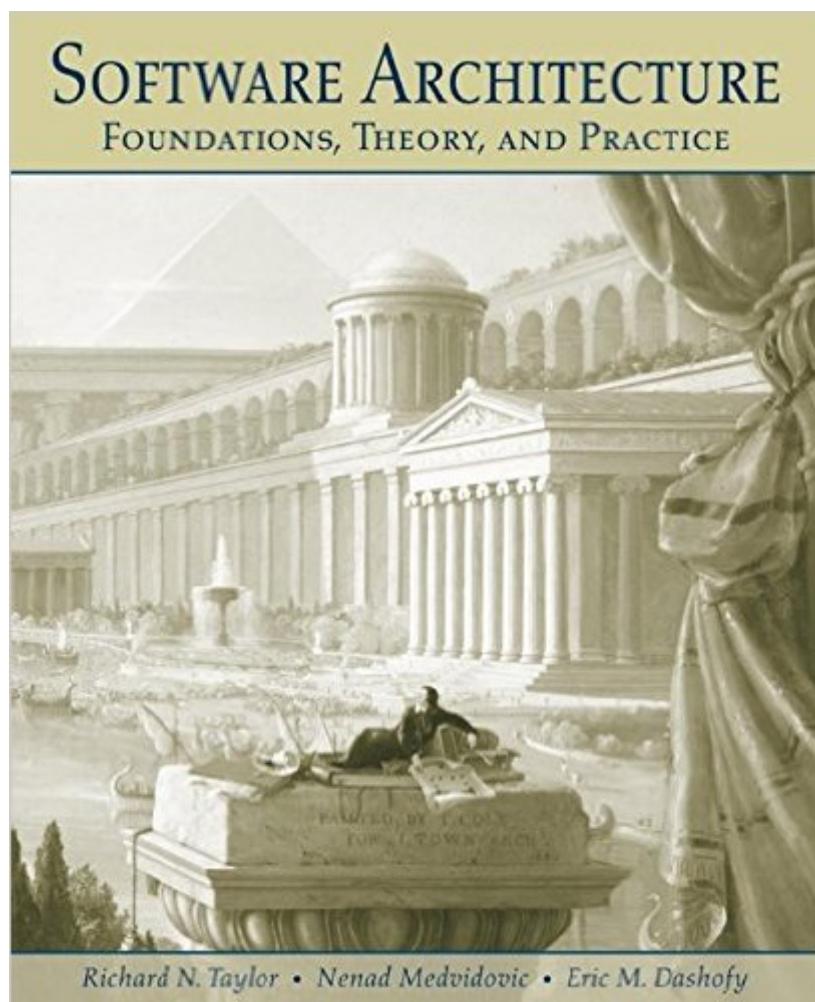


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# Software Architecture: Foundations, Theory, And Practice



## **Synopsis**

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.

## **Book Information**

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## **Customer Reviews**

Software Architecture: Foundations, Theory, and Practice is a landmark text that will become an essential introduction to the discipline of software systems architecture. If you are a student, tester, manager, methodologist, developer, or simply an architect, and want a holistic understanding of what real software architects think software architecture is and why it matters, this is the place to start. I bought this after Roy Fielding (of REST and HTTP fame) mentioned it on the rest-discuss

mailing list. Roy is one of the industry's top architects, and I wasn't disappointed. The book is timely - architecture is coming to be accepted as an important activity, especially for distributed, and large scale systems. What many people don't realize is that drawing pictures, writing documents no-one reads, meta-modeling, and pontificating on "concerns" are not software architecture. Software architecture is about introducing constraints via principled, objective design to achieve particular system properties. Architecture is difficult and exhausting work, but done well can offer immense value to users and stakeholders. This book, along with Rozanski and Woods' "Software Systems Architecture: Working With Stakeholders Using Viewpoints and Perspectives" makes that explicit. The book is unapologetic about software architecture's standing in the industry. SAFTAP positions architecture as the primary design activity for software - not development, not requirements analysis, not testing, not methodology, but architecture. That will make for interesting debate.

The is the book is by far the most textbookiest (new word?) books I have bought on Software Architecture. That is a good thing. It means that Software Architecture is becoming main stream enough that it is now offered as a college course topic along with other software engineering topics. Enough so that books are being written in a format intended solely for that purpose. This book does a great job of covering a wide range of topics. It goes deep enough into each one of them to give the reader a great foundational understanding. At first I was a little leery of their use of the ArchStudio tool suite, but the further I got in the book and the more I used the tool I could see the value it has in the architecture process. The tool really brings to light the connections between system components and forces a component based design. One of my favorite chapters is the Connectors chapter. The way they visually present their variation dimensions is really cool. I don't know quite how to explain it, but the book has a unique presentation that I haven't seen in other architecture books. I am not referring to how the material is arranged. I am referring to the material presented. I like it. It seems to bring to light all the topics in software architecture that are important, but they are explained in a unique enough way that it doesn't feel like you're learning the same thing you learned in the last software architecture book. I read every book that comes out on the topic of software architecture for two reasons. The hope of learning something new, and to remind myself of all the things I have to keep in the forefront of my thinking, kind of a mental exercise. This book makes it easy to get my mental exercise.

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