TESTING SOFTWARE ARCHITECTURE









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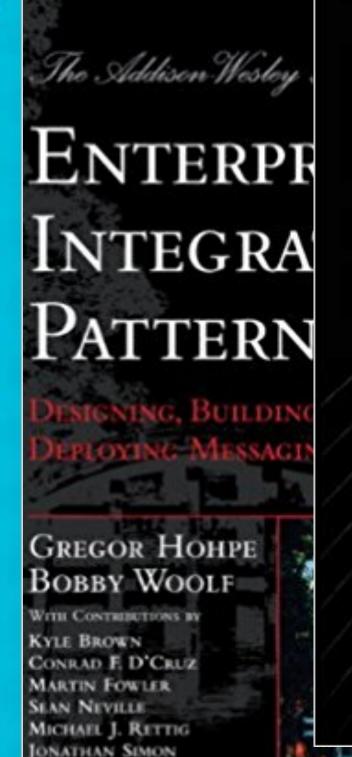


Tackling Complexity in the Heart of Software



Foreword by Martin Fowler

Agile Principles, Patterns, Design Patterns and Practices Elements of Reusable



Forewords by John Crupi and Martin Fowler

Object-Oriented Software

Erich Gamma

Richard Helm

Ralph Johnson

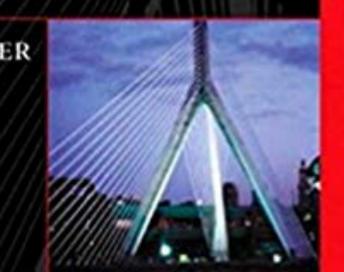
ohn Vlissides

PATTERNS OF ENTERPRISE APPLICATION ARCHITECTURE



MARTIN FOWLER

WITH CONTRIBUTIONS BY DAVID RICE. MATTHEW FORMMEL EDWARD HILAIT, ROBERT MEE, AND RANDY STAFFORD



Robert C. Martin Series

OF EXISTING CODE

MARTIN FOWLER

With contributions by Kent Beck, John Br William Opdyke, and Don Roberts

Foreword by Erich Gamma Object Technology International, Inc.

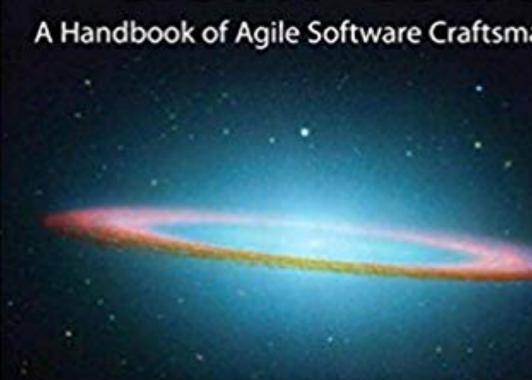
PRENTICE

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Jimmy Nil

Clean Code

A Handbook of Agile Software Craftsmanshi





Applying Domain

REFACTORIN Applications for th IMPROVING THE DESI Enterprise



The Addison-Wesley Signal

Test-Drive DEVELOPME By Example

KENT BECK

Design and Pattern





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Design Patterns

Libraries / Frameworks

Infrastructural components

Programming languages





Adapting to changes in business

Adapting to changes in technology

Testing out assumptions

Evolutionary architecture





Adapting to changes in business

Adapting to changes in technology

Testing out assumptions

Evolutionary architecture









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Software Architecture

Testing Software Architecture

Automation Architectural Tests





SOFTWARE ARCHITECTURE





"Architecture is about the important stuff, whatever that is"

- Ralph Johnson





"**Architecture** is about the **important** stuff, whatever that is" - Ralph Johnson

"Software architecture is those decisions which are both important and hard to change"

- Martin Fowler





SOFTWARE SOLVES PROBLEMS





SOFTWARE SOLVES PROBLEMS GOOD DESIGN SUPPORTS THE BUSINESS





SOFTWARE SOLVES PROBLEMS GOOD DESIGN SUPPORTS THE BUSINESS

...but it's hard!!!





Infrastructure

Databases

Architectural styles

Frameworks

Languages

Methodologies





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THE GOAL OF SOFTWARE ARCHITECTURE IS TO MANAGE COMPLEXITY!



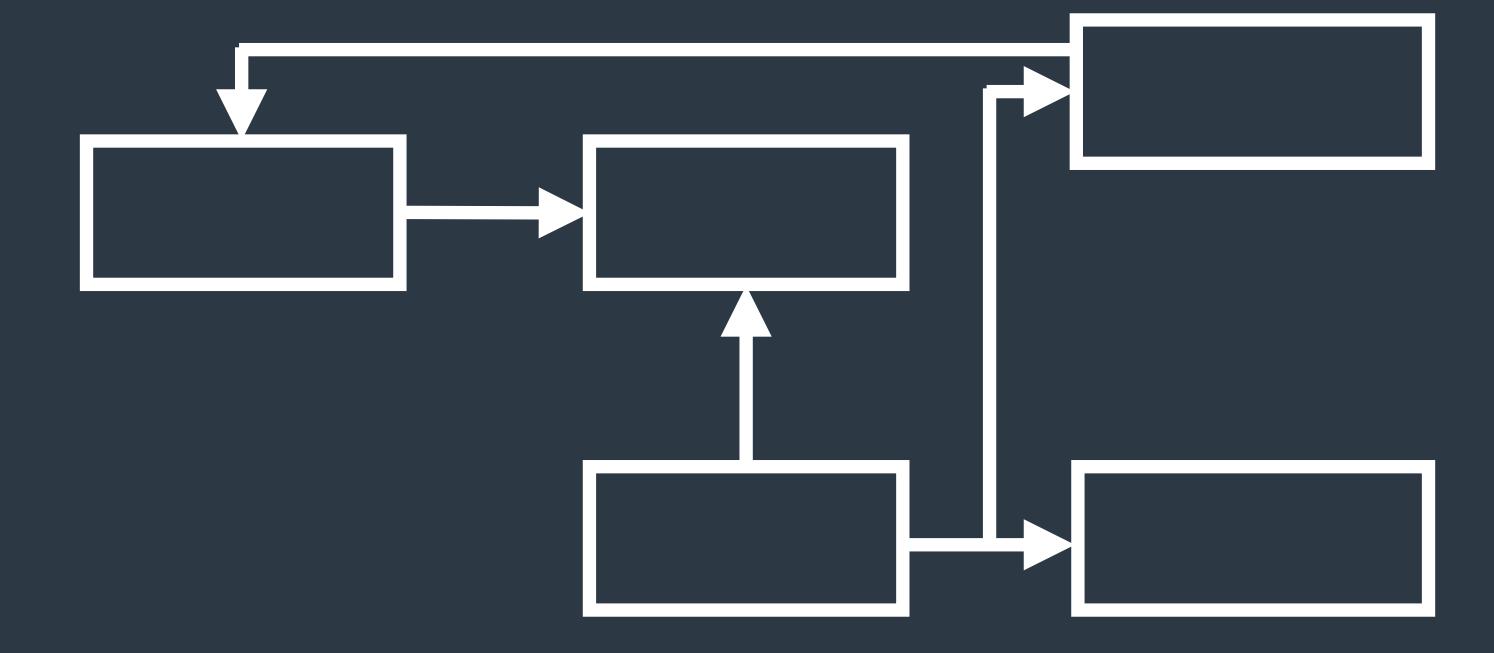


Complexity Management

1. Component level

2. System level

3. Implementation level



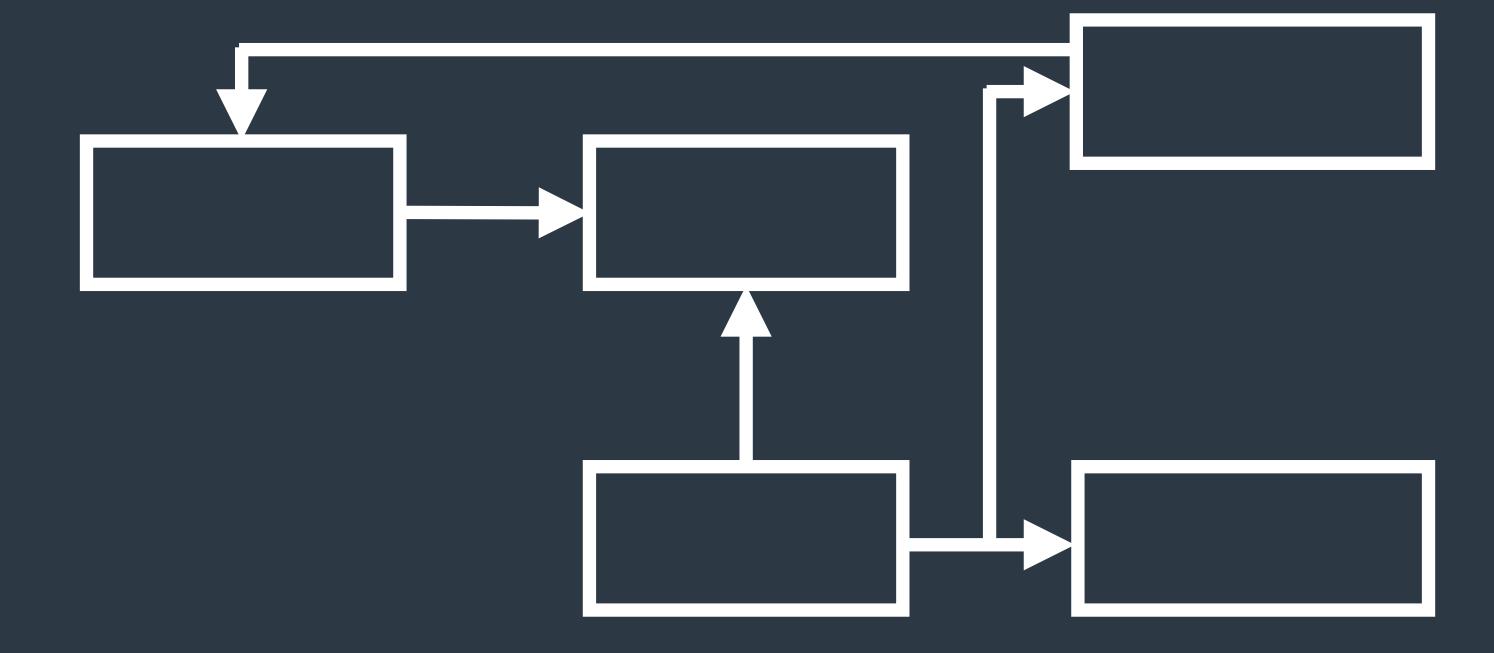


Complexity Management

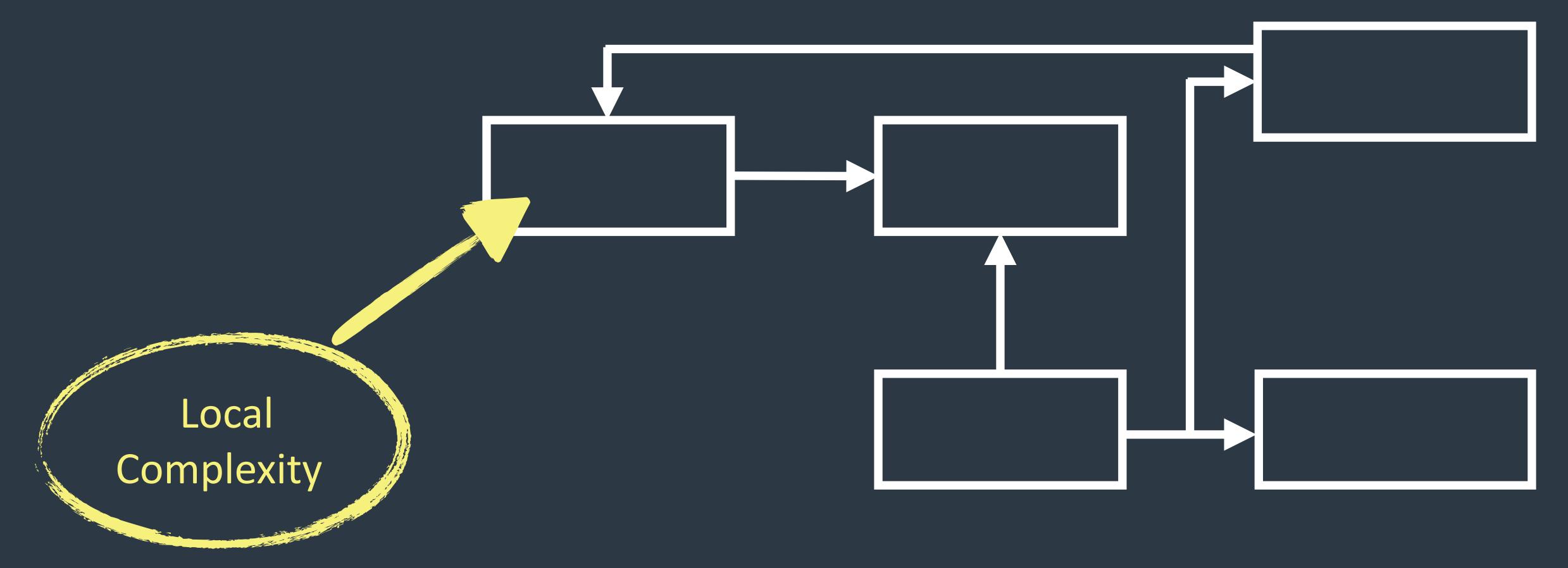
1. Component level

2. System level

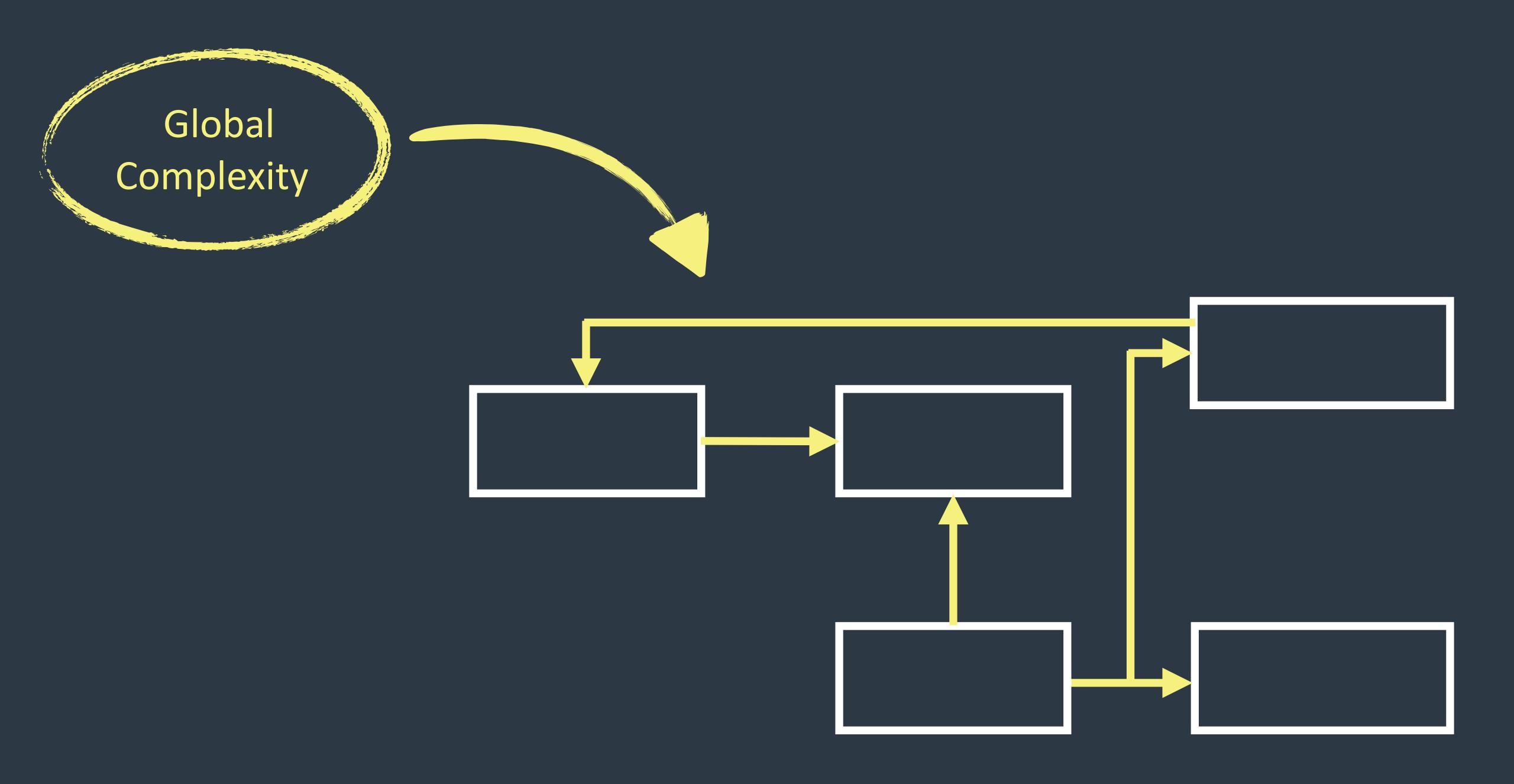
3. Implementation level



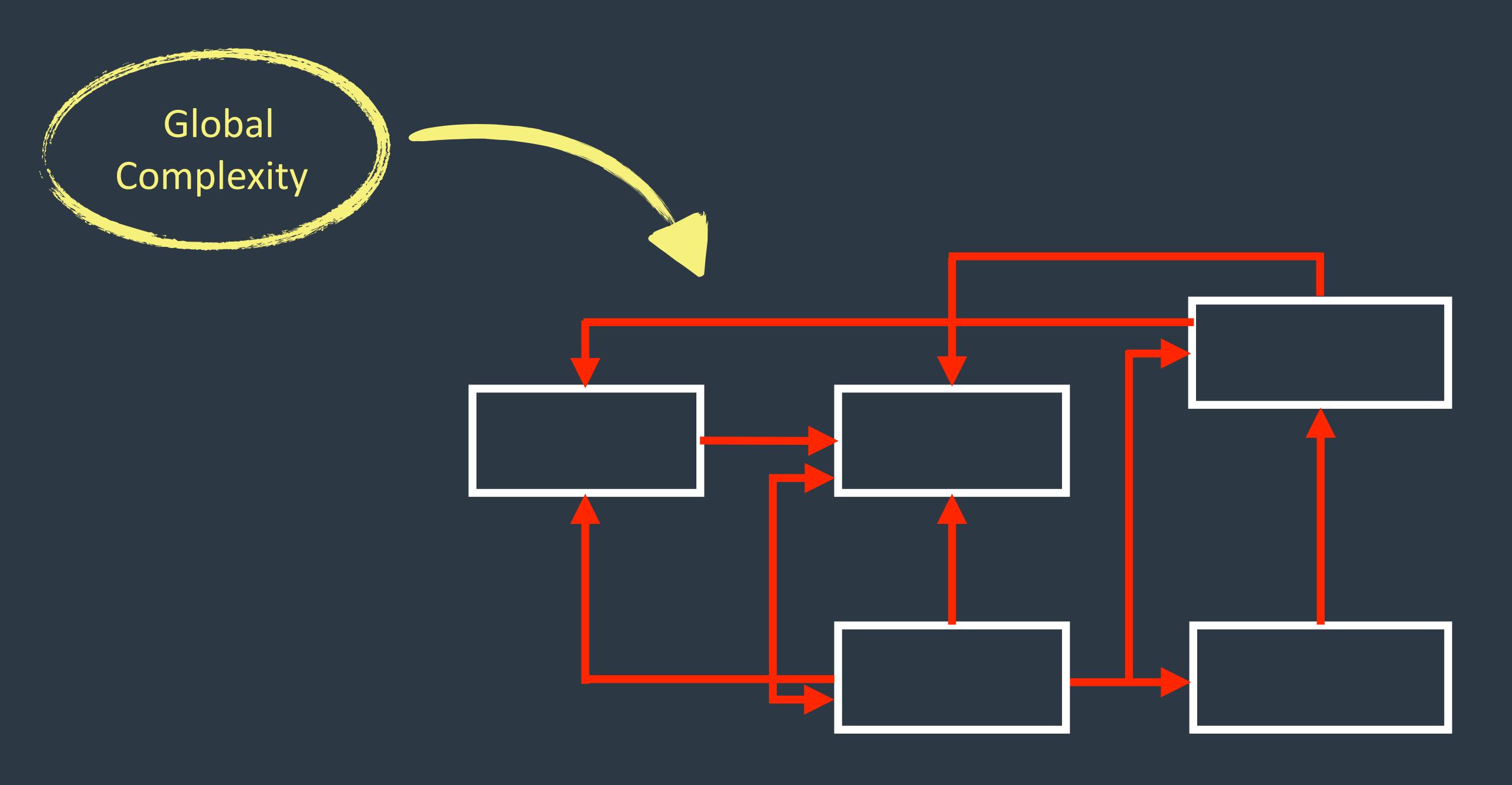






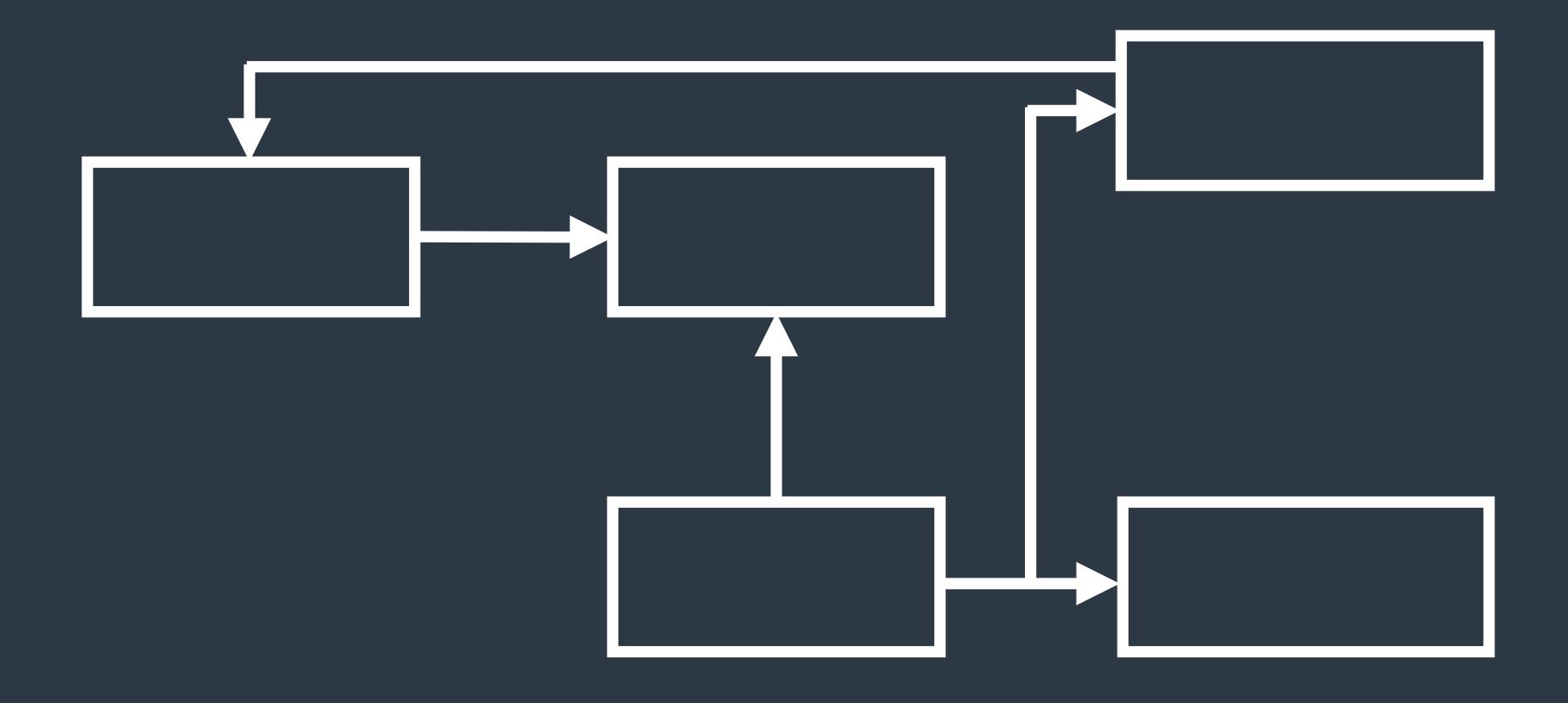








ARCHITECTURE = BOUNDARIES DESIGN







"System design ... is inherently about boundaries what's in, what's out, what spans, what moves between, and about tradeoffs. It reshapes what is outside, just as it shapes what is inside." - Ruth Malan



"System design ... is inherently about boundaries what's in, what's out, what spans, what moves between, and about tradeoffs. It reshapes what is outside, just as it shapes what is inside." - Ruth Malan





No design

Architect





No design

Architect





No design

Architect





No design

Architect





No design

Architect





ENTROPY GRADUAL DECLINE INTO DISORDER









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TESTING SOFIMARE ARCHIECTURE





FUNCTIONAL TESTING: UNIT, INTEGRATION, END-TO-END





FUNCTIONAL TESTING: UNIT, INTEGRATION, END-TO-END

NON-FUNCTIONAL TESTING:
PERFORMANCE, STRESS, SECURITY, USABILITY, ETC





FUNCTIONAL TESTING: UNIT, INTEGRATION, END-TO-END

NON-FUNCTIONAL TESTING:

PERFORMANCE, STRESS, SECURITY, USABILITY, ETC

DESIGN TESTING:

LOCAL AND GLOBAL COMPLEXITIES OF THE DESIGN





Good Architecture

Easy to navigate

Easy to contribute

Easy to change

Delivers business goals





Bad Architecture

Hard to navigate

Hard to contribute

Hard to change

Under/over engineered

Big ball of mud





"A Biq Ball of Mud is a haphazardly structured, sprawling, sloppy, duct-tape-and-baling-wire, spaghetti-code jungle. These systems show unmistakable signs of unregulated growth, and repeated, expedient repair. Information is shared promiscuously among distant elements of the system, often to the point where nearly all the important information becomes global or duplicated."

- Joseph Yoder





ARCHITECTURE = BOUNDARIES DESIGN

GOOD ARCHITECTURE: GOOD BOUNDARIES

BAD ARCHITECTURE: BAD BOUNDARIES





BAD BOUNDARIES = EVERYBODY SUFFERS





Software Engineers

Hard to add new functionality

Hard to change existing functionality

Impossible to unit test





Software Engineers

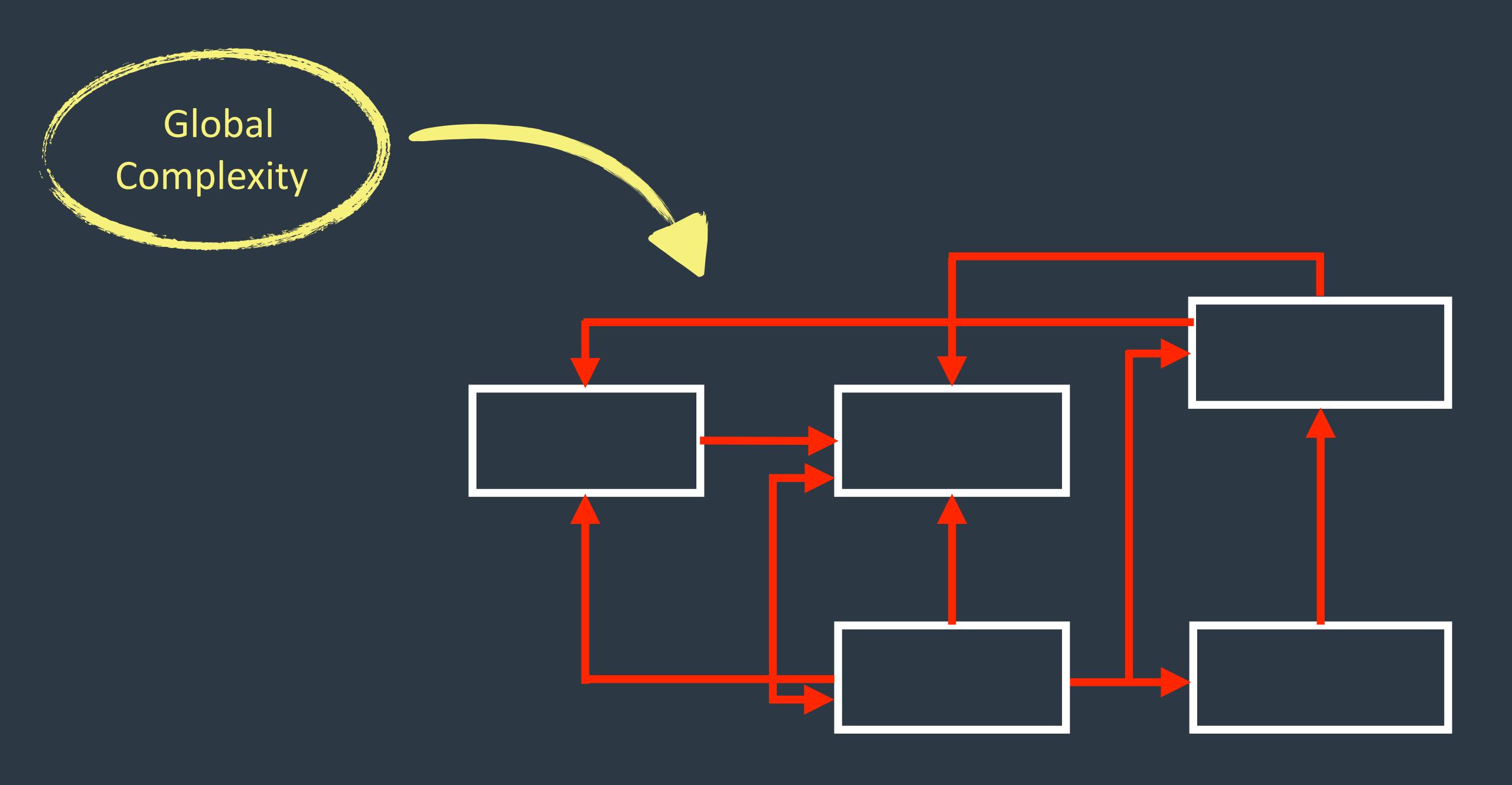
Hard to add new functionality

Hard to change existing functionality

Impossible to unit test











Michael Feathers @mfeathers

Unit tests are tests of modularity.

8:56 PM · Apr 2, 2019 · Twitter for iPhone





QA Engineers

Defects caused by logic duplication

Regression testing in-proportionally long





QA Engineers

Defects caused by logic duplication

Regression testing in-proportionally long





Database Administrators

Multiple sources of truth

Inconsistent data that has to be fixed manually

Lack of transactions due to design constraints





Database Administrators

Multiple sources of truth

Inconsistent data that has to be fixed manually

Lack of transactions due to design constraints





Operations

No DevOps culture

Big releases

Rare deployments

Complex configurations for components





Software Engineers

Hard to add new functionality

Hard to change existing functionality

Impossible to unit test

QA Engineers

Defects caused by logic duplication

Regression testing in-proportionally long

BAD BOUNDARIES = EVERYBODY SUFFERS Operations Database Administrators

No DevOps culture

Big releases

Rare deployments

Complex configurations for components

Multiple sources of truth

Inconsistent data that has to be fixed manually

_ack of transactions due to design constraints





GOOD ARCHITECTURE REQUIRES SHARED OWNERSHIP





AUTOMATING ARCHITECTURAL TESTS





Static Code Analysis

Analyze the codebase

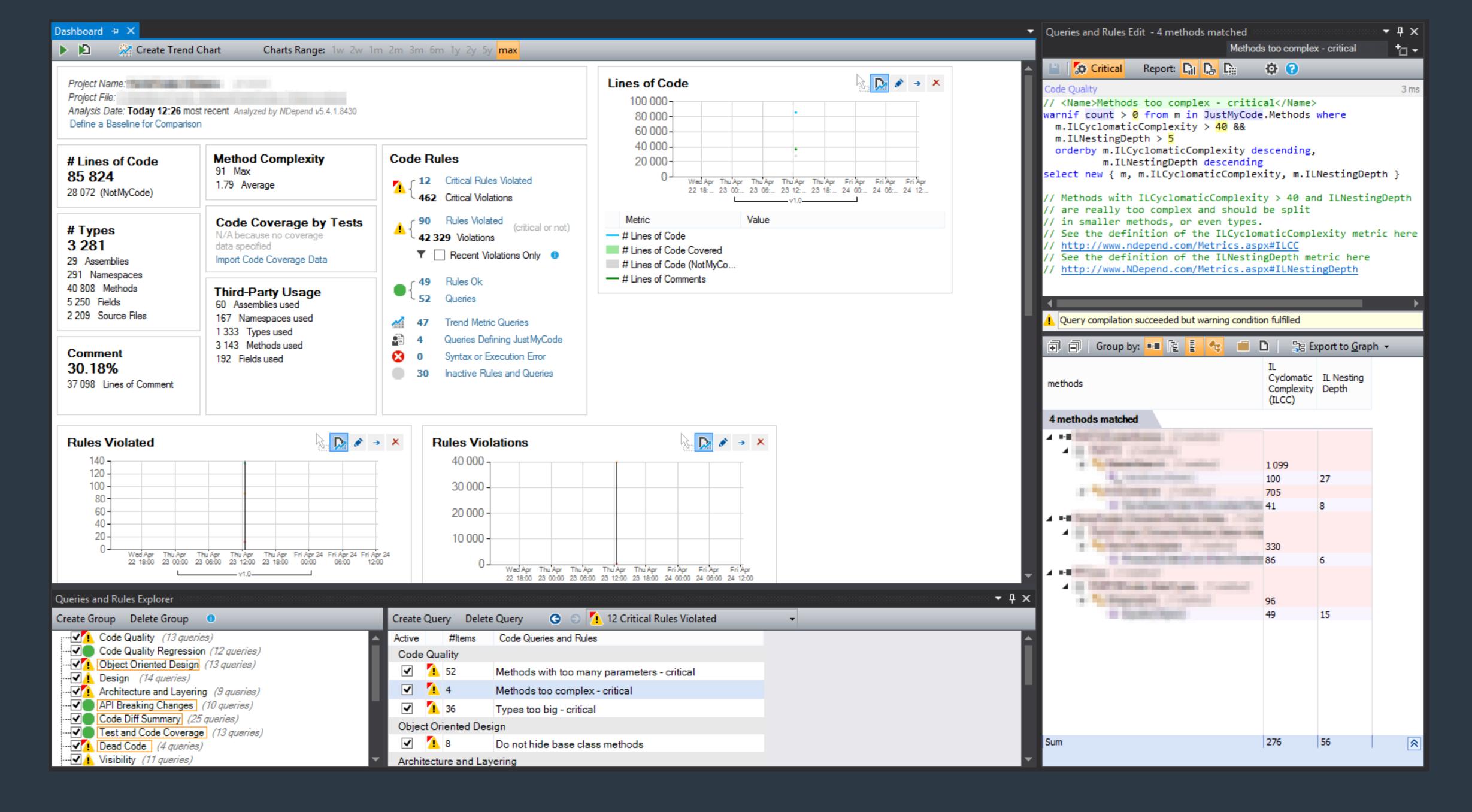
Query the code's health

Flexible health rules definitions

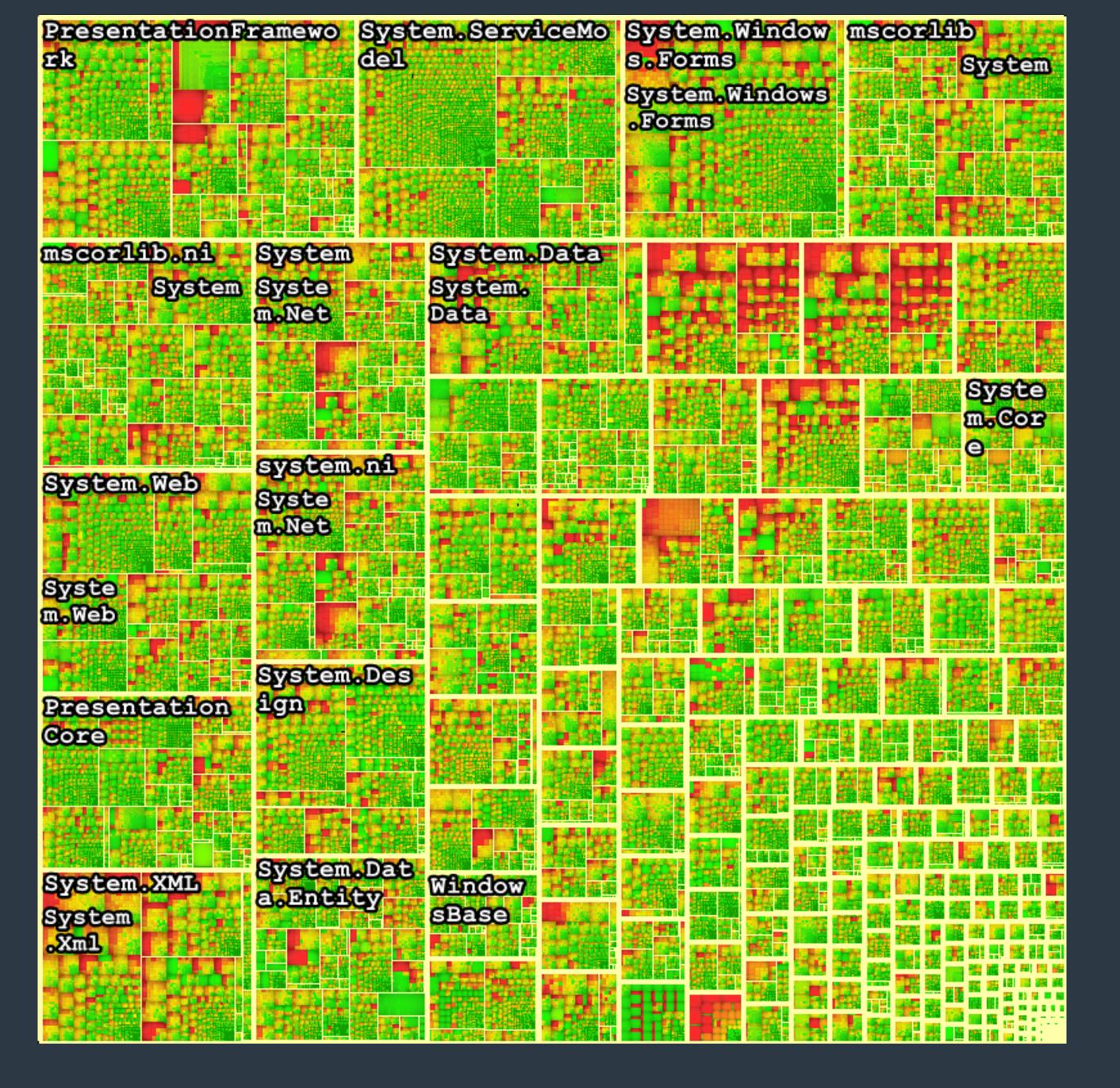
Build pipeline integrations

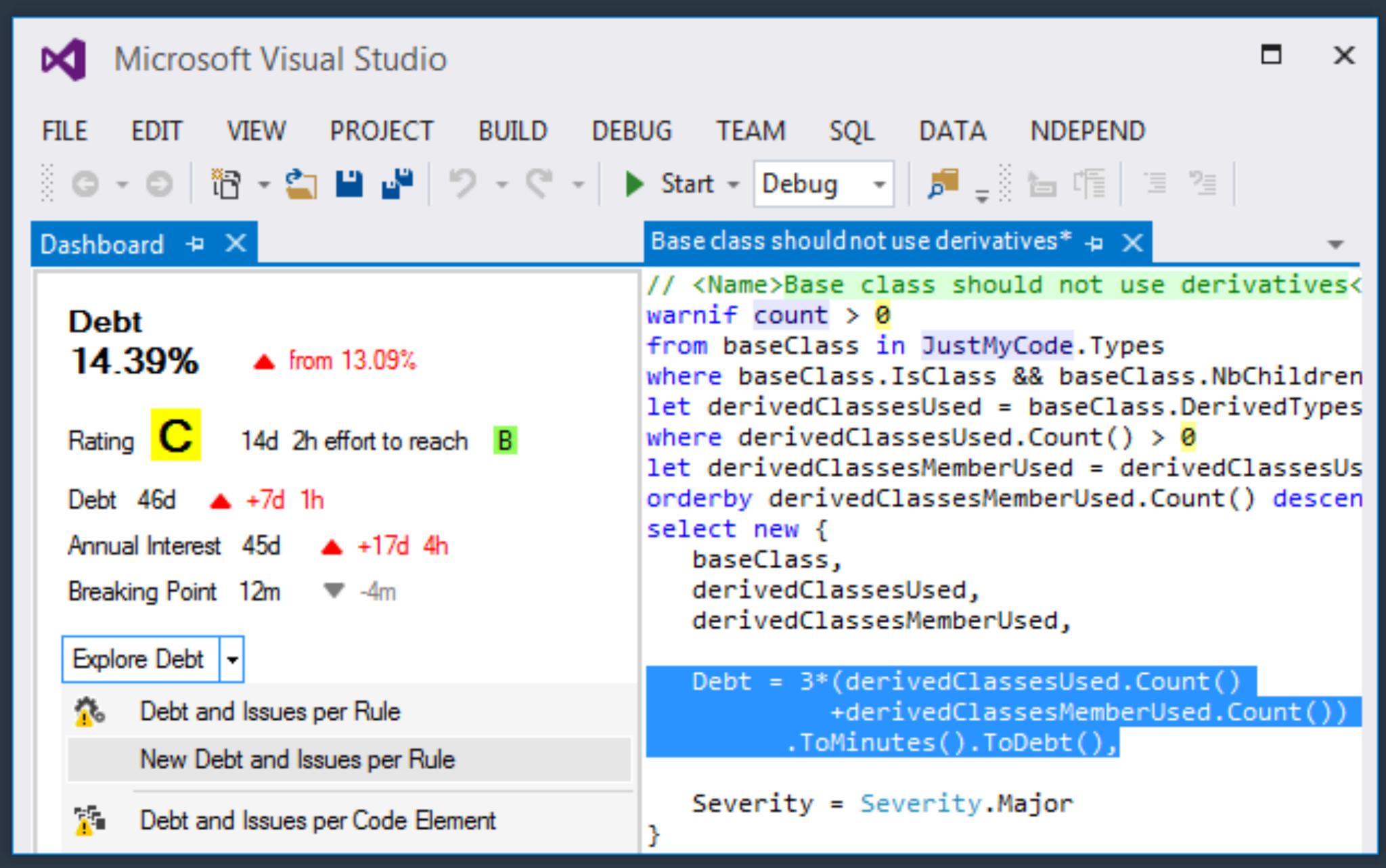


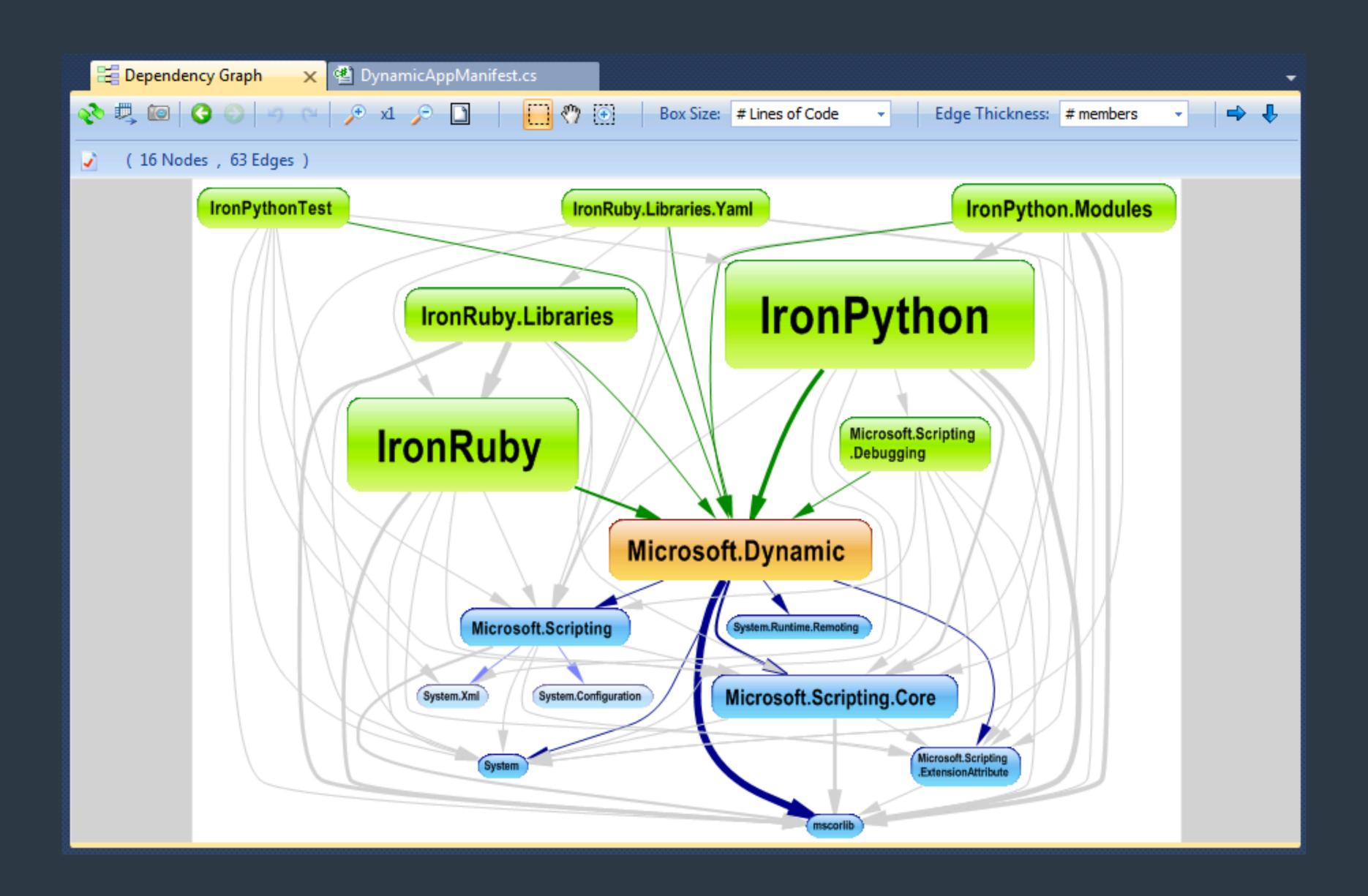




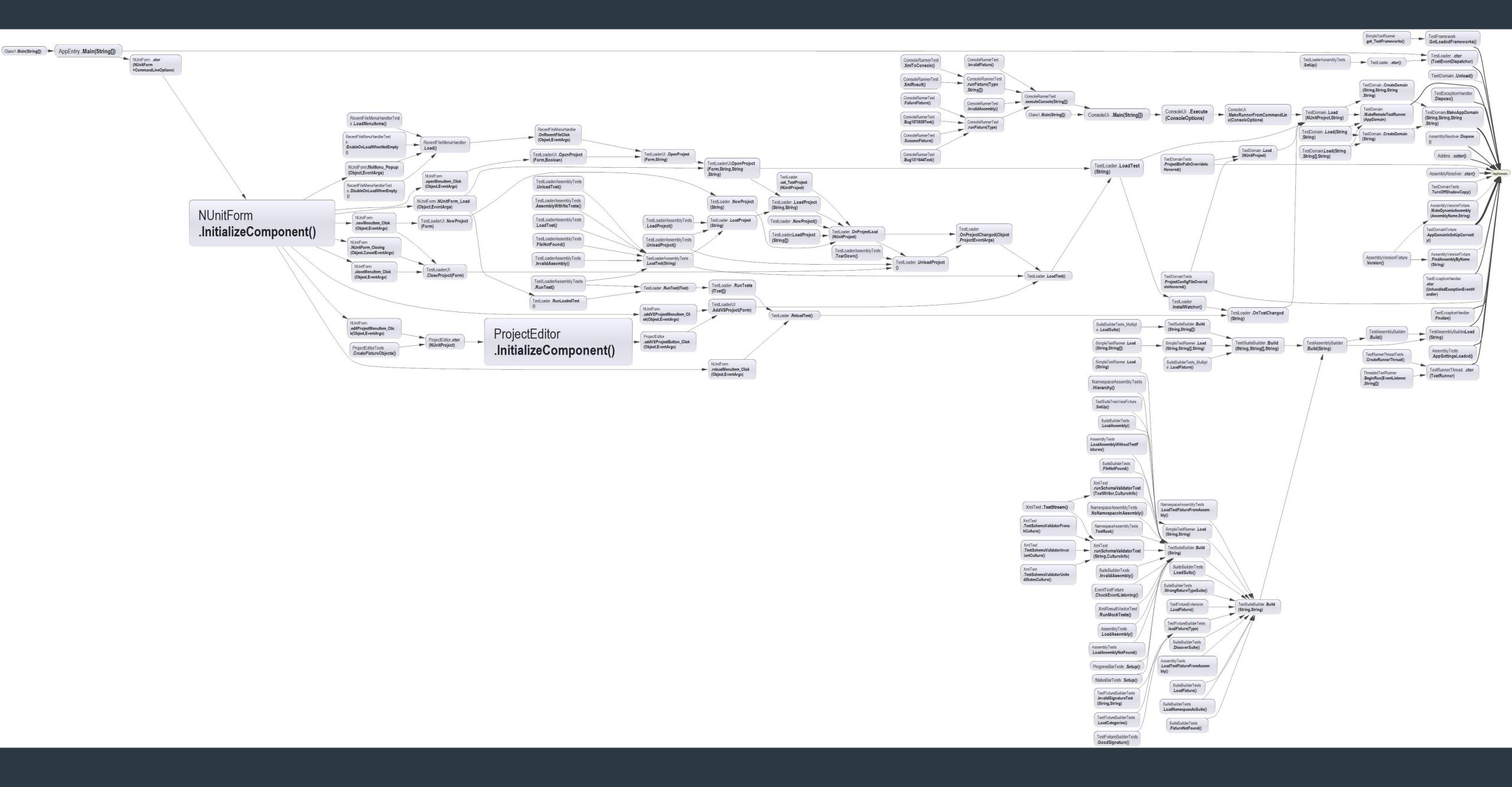


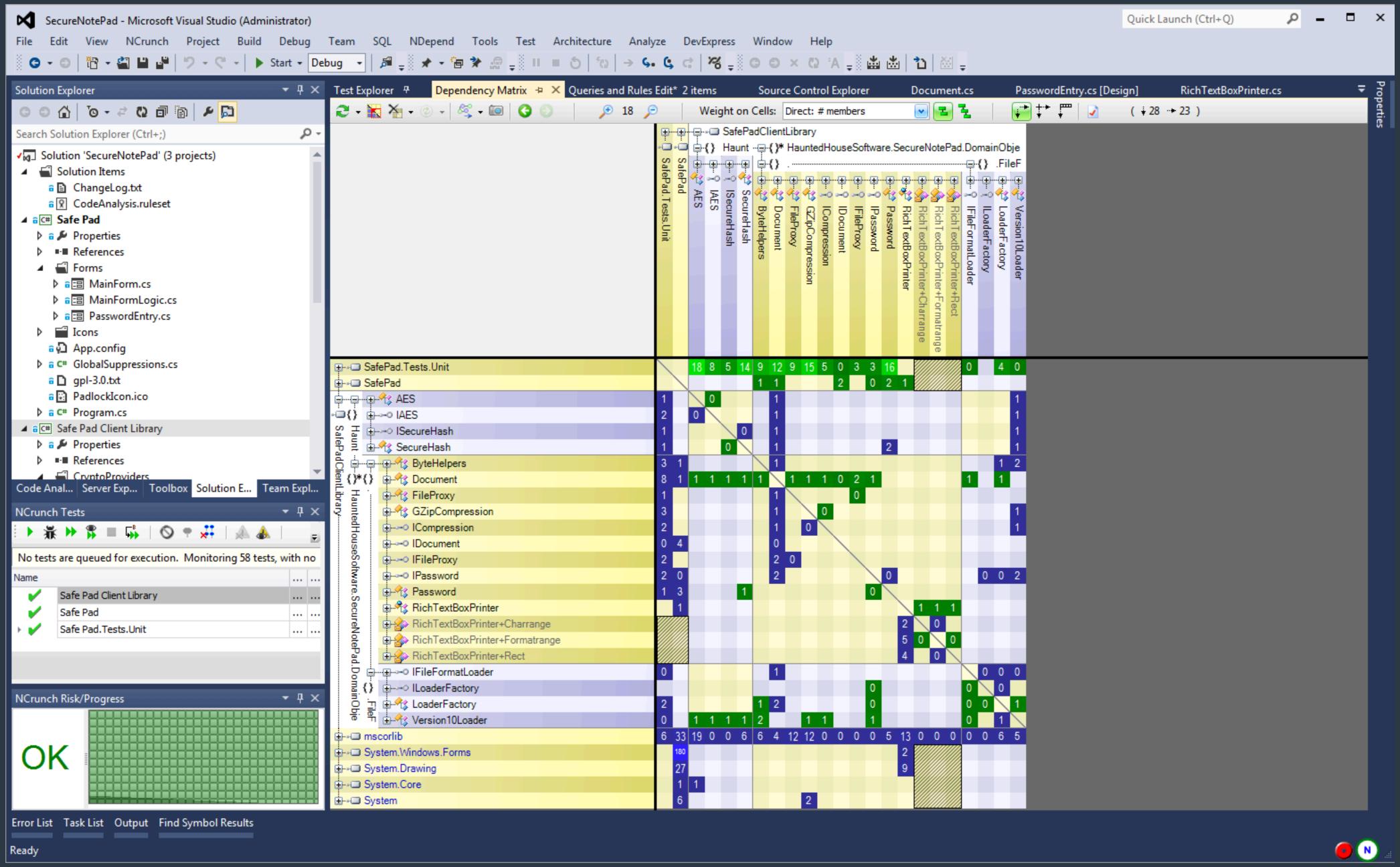


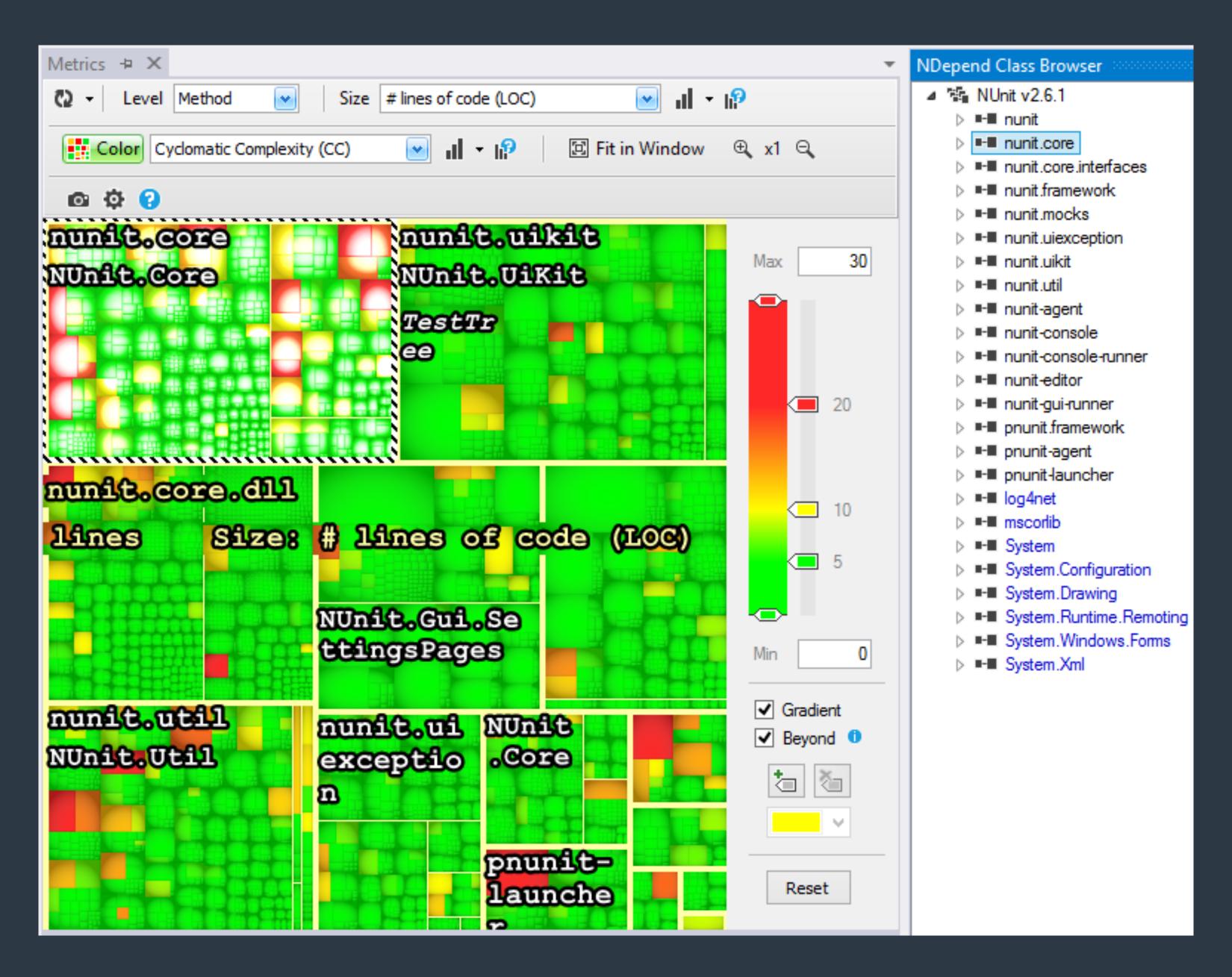


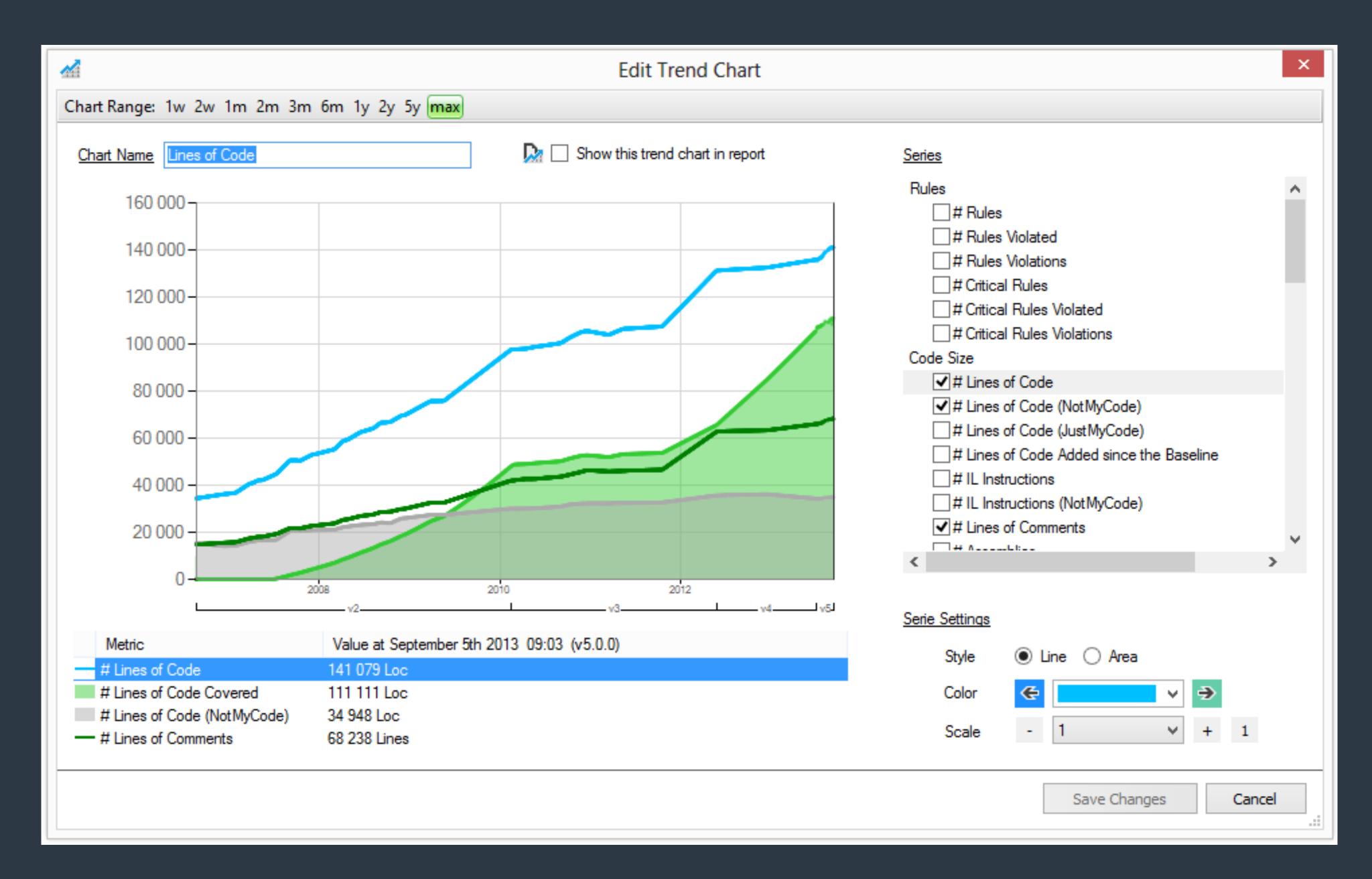














EVOLUTION DRIVERS





ORGANIZATIONAL CHANGE DRIVERS

SMALL:

AD-HOC

INTEGRATION

LARGE:

FORMAL

INTEGRATION



BUSINESS STRATEGY CHANGE DRIVERS

SUPPORTING ——— CORE BUSINESS





MRAP UP





Software architecture manages complexity

Local and global complexities

Everyone suffers if module boundaries are ineffective

Look for symptoms of bad boundaries. And react!

Use static code analysis tools to control codebase evolution

Look for chages in the organization structure and business strategies that affect software design



Software architecture manages complexity

Local and global complexities

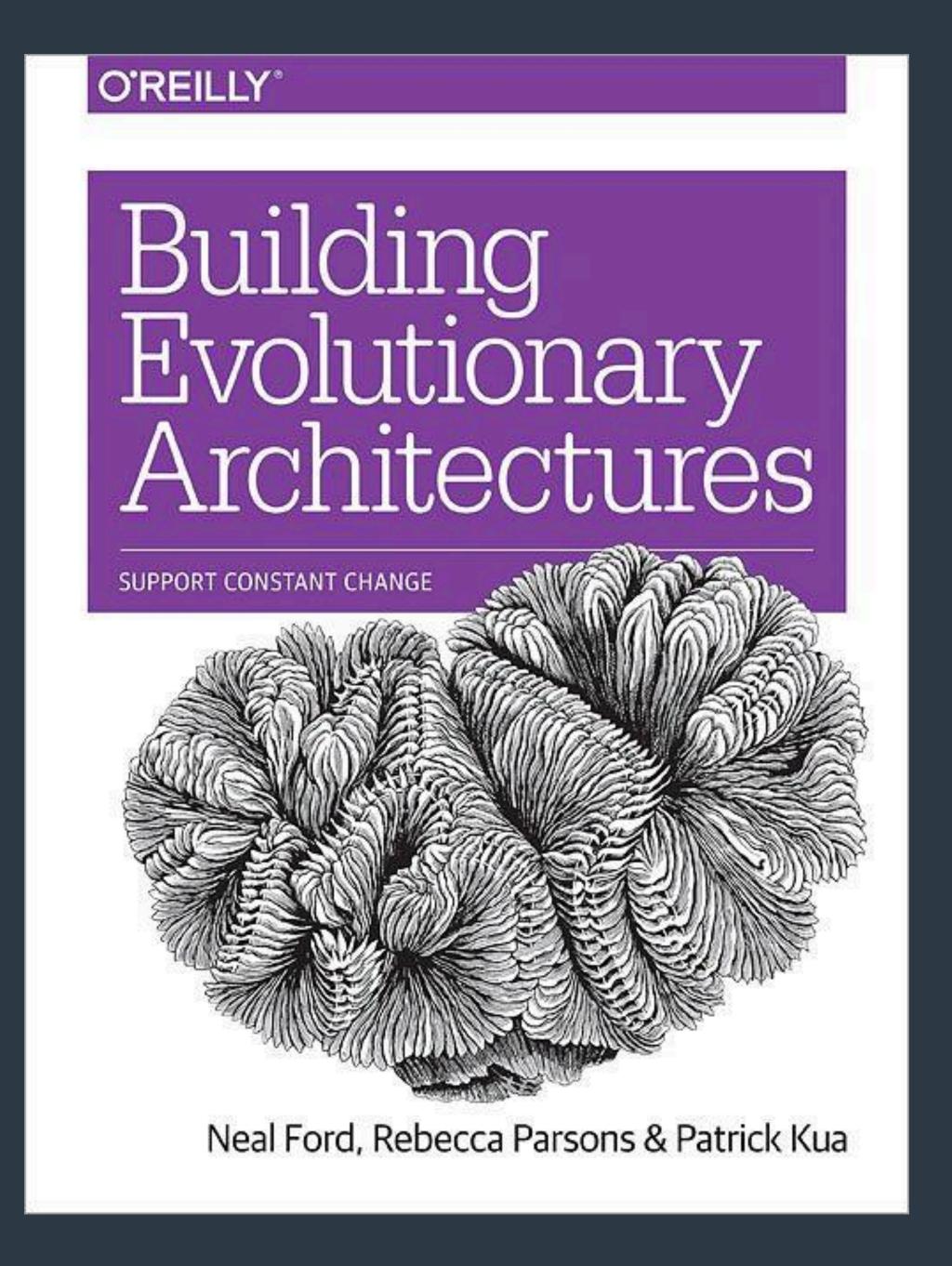
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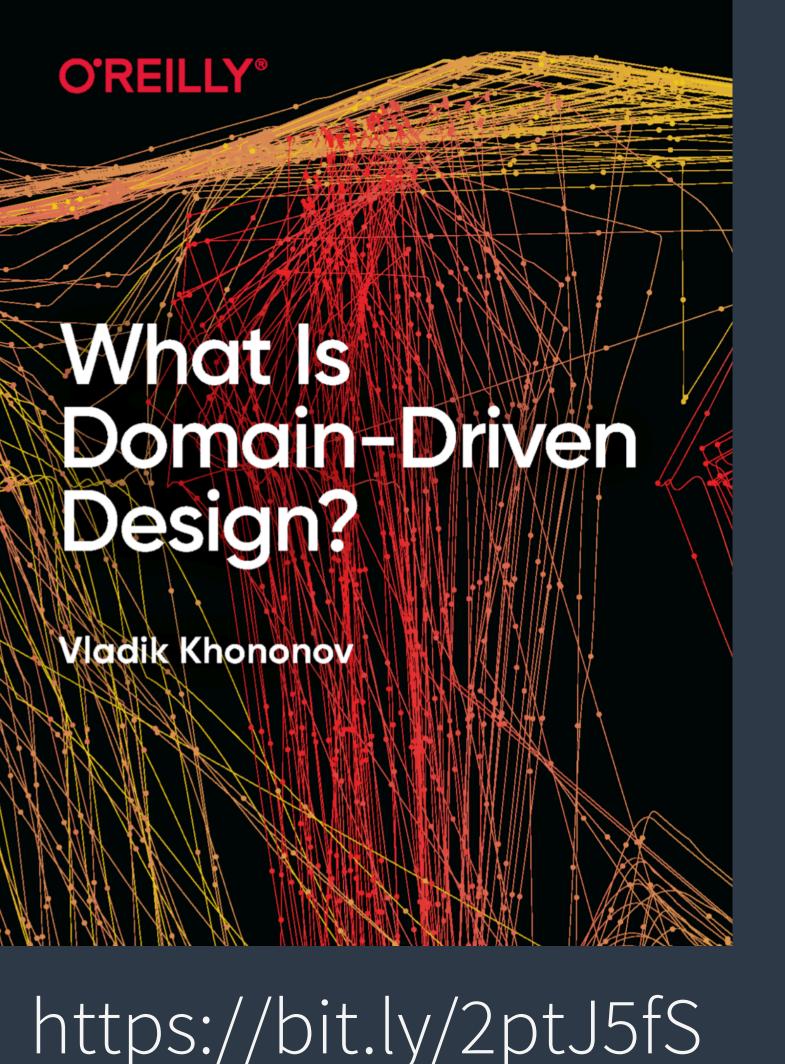
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THANK YOU!







https://bit.ly/31nSD9c

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