Software Architecture in Practice

Von Len Bass, Paul Clements, Rick Kazman
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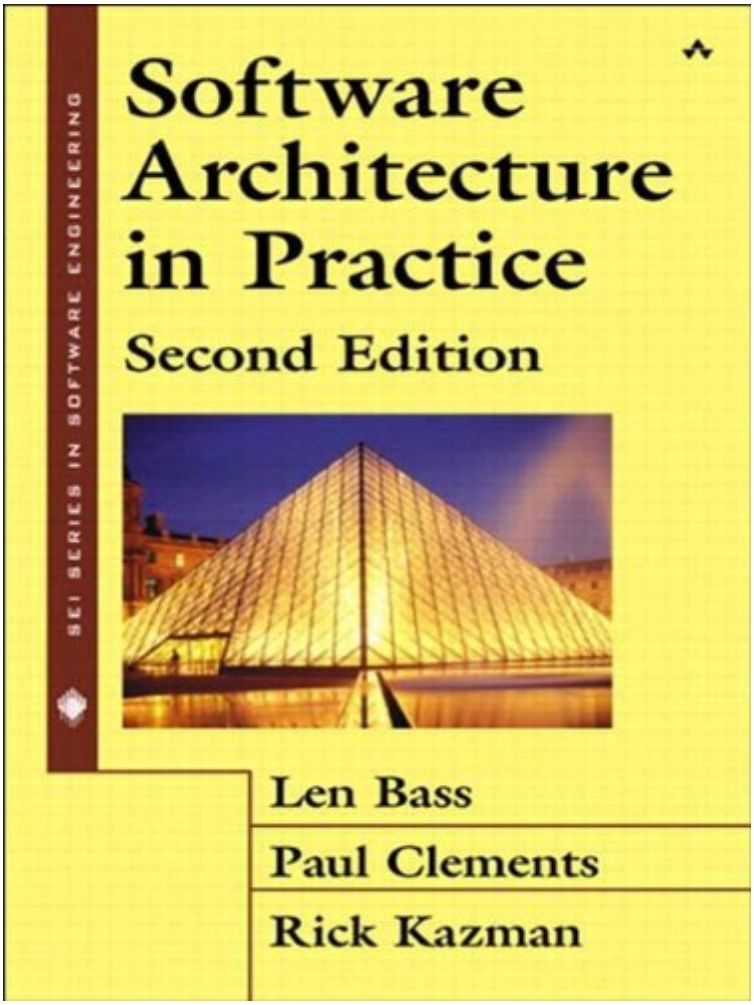

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Von Len Bass, Paul Clements, Rick Kazman : Software Architecture in Practice before purchasing it in order to gage whether or not it would be worth my time, and all praised Software Architecture in Practice:

KundenrezensionenHilfreichste Kundenrezensionen8 von 8 Kunden fanden die folgende Rezension hilfreich. Alles was gute Software Architektur ausmacht!Von SichenederDas Buch habe ich mir gekauft, da whrend meiner Arbeit immer wieder folgende Fragestellungen aufgetreten sind:Wie sieht gute Architektur aus?Wie fgen sich Altbestnde von Software in die Architekturbeschreibung ein?Wie gehe ich vor, wenn nur noch Software aber keine Beschreibung der zugrunde liegenden Architektur vorhanden ist?Wie soll Softwarearchitektur dokumentiert werden?All diese Fragen (und noch mehr) werden beantwortet. Das Buch bietet keine Patentlsungen an beschreibt aber strukturierte Vorgehensweisen und zeigt (meist unausgesprochene) Anforderungen an Softwarearchitekturen auf.Der Schreibstil ist recht trocken, so da man sich ordentlich durchbeien mu, will man es ganz lesen. Das Buch ist jedoch so aufgebaut, da

man auch einzelne Kapitel unabhngig lesen kann. Dennoch ist es keine leichte Kost und liest sich auch nicht mal so nebenbei.Die angefhrten Beispiele sind nicht unbedingt alle intuitiv verstndlich aber sie zeigen, da man auch groe Projekte, bewaffnet nur mit guter Architektur und strukturiertem Vorgehen, ohne die modernen Hilfsmittel von heute (Entwicklungsumgebungen, CaseTools etc.), bewltigen kann. Sie belegen eindruckvoll, da alle technischen Hilfsmittel Selbstdisziplin, Erfahrung und Struktur nicht ersetzen knnen (bestenfalls untersttzen).0 von 0 Kunden fanden die folgende Rezension hilfreich. Theoretical in natureVon Nix SamThe authors present a broad and comprehensive overview of software architecture, still book is very basic in terms of standardization of architecture.Case-studies do not contain business architecture, even the basic BPM are not available. The corresponding information and technology architecture are either not availbale or not arranged in sequential and structured way.Its a architecture book for foundation and reference but do not serve the purpose of helping the professionals to achieve Enterprise IT Architecture.It would be great if this book acts as a tool to lead to enterprise architecture complaint to open standards framework.5 von 7 Kunden fanden die folgende Rezension hilfreich. Good Overview, lacks practical adviceVon Dr. Gernot StarkeThe SEI'guys give a broad and excellent overview of software architecture - no doubt. Good read, nice samples.As a longstanding software practicioner I nevertheless asked myself: What's the advice? What shall I do in practice? This book does imho not provide sufficient answers, it lacks advice and "best practices".The best part imho is the coverage of scenarios for nonfunctional requiements: The authors offer some strategies or tactics to achieve attributes like performance or availability in software architectures. Their ideas are systematic and really useful.I did not like the parts on architecture documentation: The approach (which is detailed in Paul Clements' book on "Documenting Software Architectures") is way beyond practicability - much to "meta-level", even the examples are not really understandable. I seriously doubt that their documentation approach would fit any budget-driven commercial software project - it might work in unlimited-funds-available situations (which I never had the chance to meet in practice...).Summary: A must-have-book for serious architects, but do not expect too much "practical" advice - use it as foundation or background material.

KurzbeschreibungThis award-winning book, substantially updated to reflect the latest developments in the field, introduces the concepts and best practices of software 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 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 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 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 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 Method (ATAM) Capturing quality requirements and achieving them through quality scenarios and tactics Using architecture reconstruction to recover undocumented architectures Documenting 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 computersThe 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 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 architecture.KurzbeschreibungThis award-winning book, substantially updated to reflect the latest developments in the field, introduces the concepts and best practices of software 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 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 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 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 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 Method (ATAM) Capturing quality requirements and achieving them through quality scenarios and tactics Using architecture reconstruction to recover undocumented architectures Documenting 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 computersThe 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 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 architecture.Synopsis The first edition of this book established itself as the leading book on this topic of growing importance. It was critically acclaimed (recipient of the Software Development Magazine Productivity Award) and widely embraced by customers. The second edition maintains the goals of the first edition: to define and explain software architecture, and to demonstrate, through real-world case studies, its importance for software system design. The added goals of the second edition are to bring the content up-to-date with significant developments in the understanding and practice of software architecture in the past five years. These developments include advances in architecture analysis, design, reconstruction, and documentation--advances in which the authors, through their work at the Software Engineering Institute (SEI), have played a direct and prominent role.