#### Martin Lippert

#### Wie Modulsysteme Architekturen beeinflussen



### How do systems look like in our daily work?

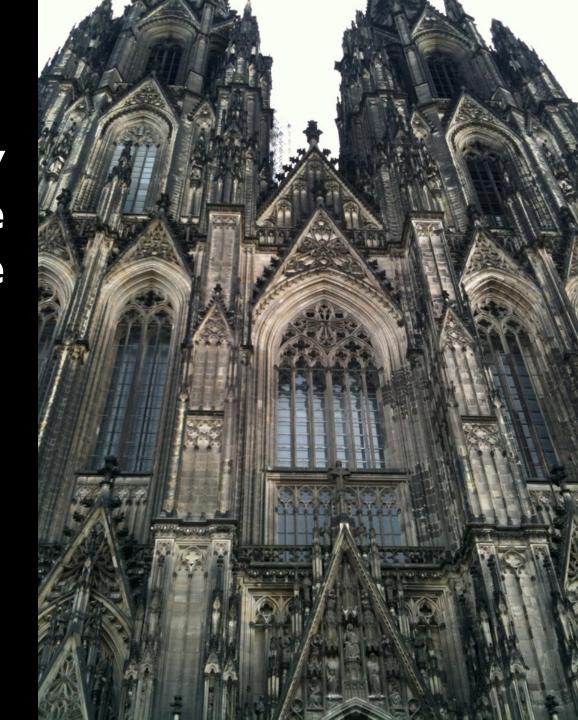
#### We think our systems look like this...

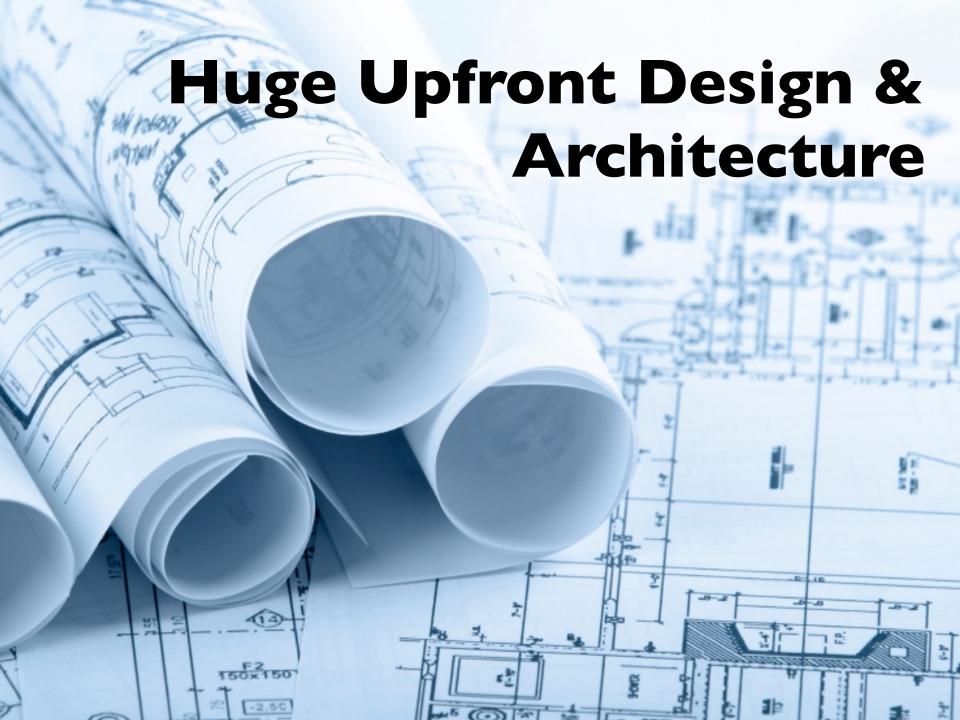


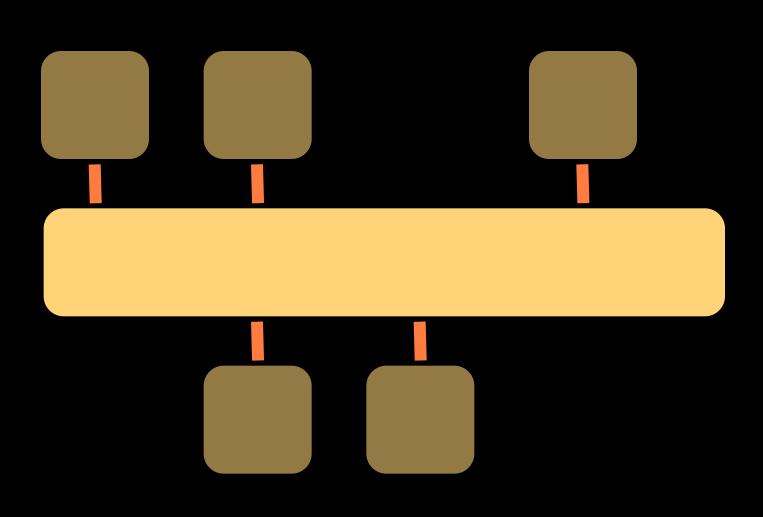


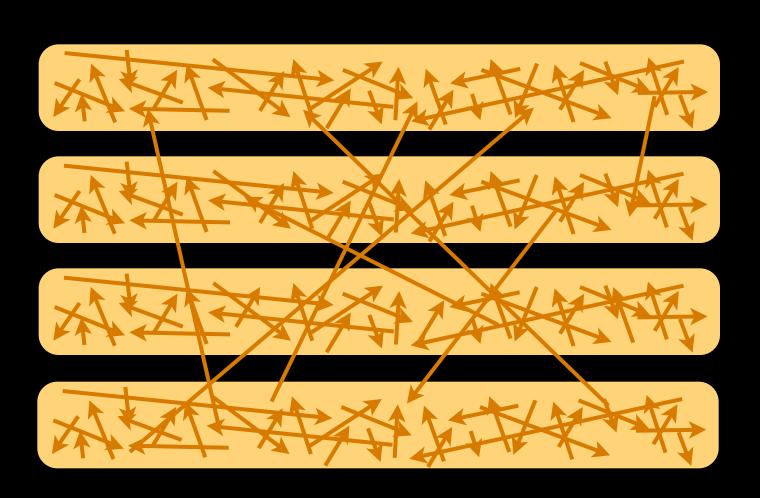
Looks familiar?

The Old Way of Software Architecture









# We need to change our direction...



#### Agile Software Development

Focus on Business Value

Changing Requirements

Incremental Development

Simple Solutions

**Small Steps** 

#### Inspect & Adapt

Short Release Cycles

Shipping

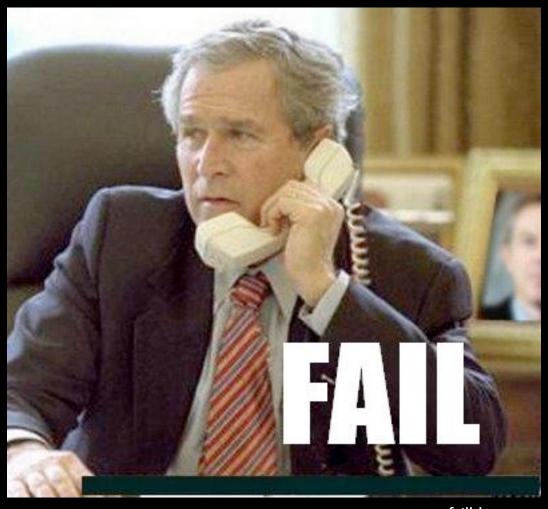
No Big Upfront Design

Changing Code all the Time

We are agile because we don't care about architecture – it will emerge magically



#### But you are probably wrong...



failblog.com



failblog.com

### Start simple and evolve

#### the long version

**Gall's Law:** "A complex system that works is invariably found to have evolved from a simple system that worked. The inverse proposition also appears to be true: A complex system designed from scratch never works and cannot be made to work. You have to start over, beginning with a working simple system."

John Gall





#### We need flexibility

changing requirements
learning process
incremental development

#### But wait!

# We already have all this...

#### We have:

# Object-Orientation Patterns Information Hiding Encapsulation Layers

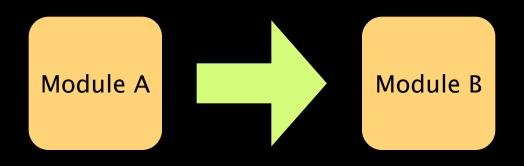
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# We need a real module system



#### l. Dependencies



#### II. Visibilities

API Module A

Private Implementation Module A

# III. Dynamics





# Loose Coupling & High Cohesion

Think about your dependencies every single day

#### Sounds good...

#### But how to realize?

# Good old design principles

DIP SOC LSP ADP TDA DRY AIP

ISP SCP OCP IHP SRP SDP

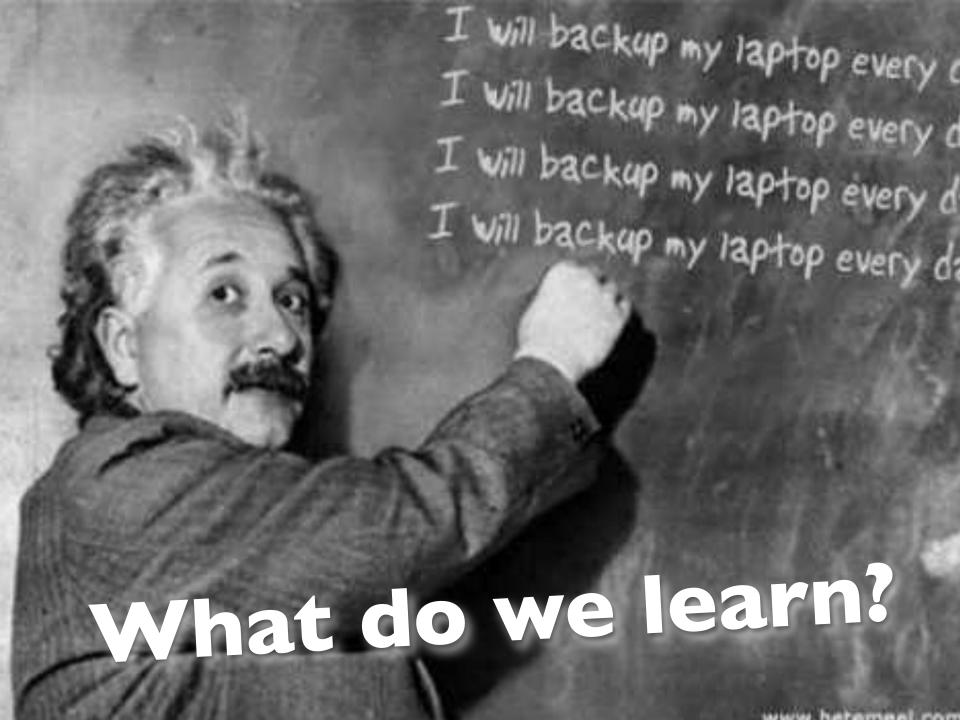
#### new design principles

Use services ----

Separate between interface and implementation

Use extensions -----

working but extensible components



### Guide 1: Many small modules

instead of few big ones

# Guildeline 2: Fewer connections between modules

instead of everything is wired to everything

#### Guideline 3: Less visibilities

instead of making everything public

### Guideline 4: Many small frameworks

instead of few big ones

### Guideline 5: Think about extensibility

instead of knowing everything

# Guideline 6: Design your architecture every day

instead of ignoring what you have learned

## Thank you for your attention

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