# Architecture and Design Evolution: The Agile Way

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# Agile Architecture (and Design)

- Evolve iteratively
- through
  - an initial envisioning
  - implementation of stories
  - refactoring and restructuring

#### #1. Involve the Entire Team

#### Involve the Entire Team in

- Domain modeling
- Architecture discussion, evolution, implementation
- Architecture reviews
- Technical debt sessions
- Refactoring and restructuring



#### Responsibilities

- Bringing the team together for all discussions regarding architecture envisioning and modeling
- Facilitating architecture modeling and evolution
- Helping in building a shared understanding
- Helping the team members enhance their capabilities in understanding architectural principles and tradeoffs involved

#### #3. Understand Your Product

#### **Understand Your Product**



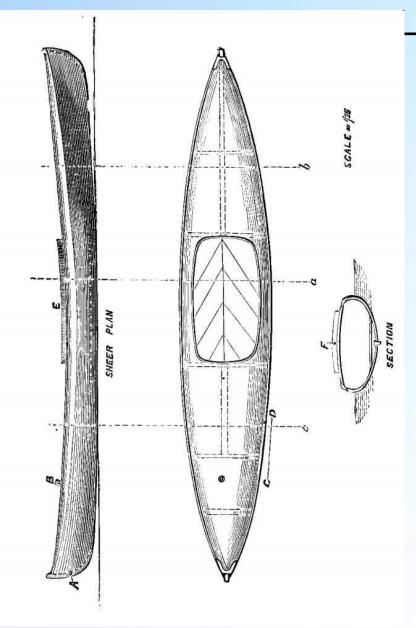




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#### **Understand Your Product**





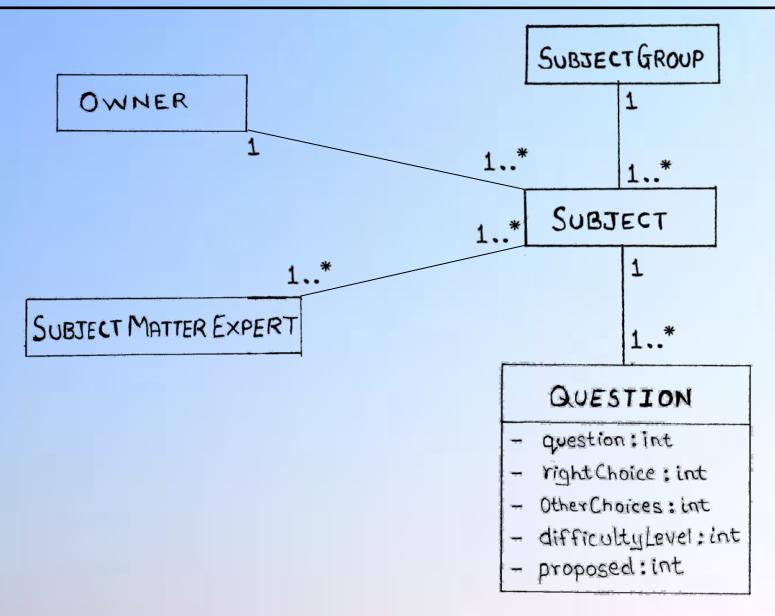


## **Architecture Envisioning**

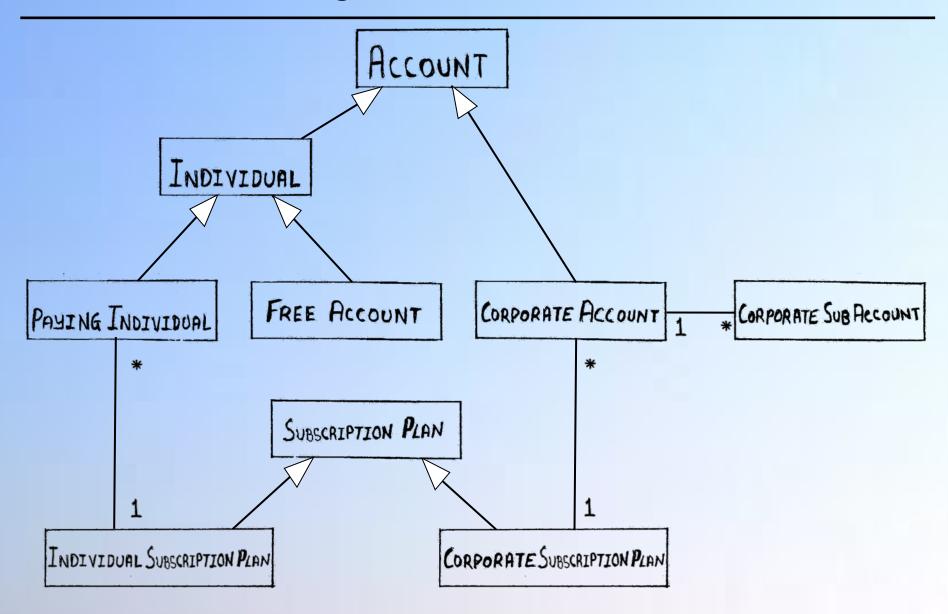
- What?
  - Establish a vision for the architecture and design of the system.
- When?
  - Sprint zero.
- How?
  - Architecture / technical workshop.
- Who?
  - Team as well as the Product Owner (architecture must be based on requirements).

Domain modeling

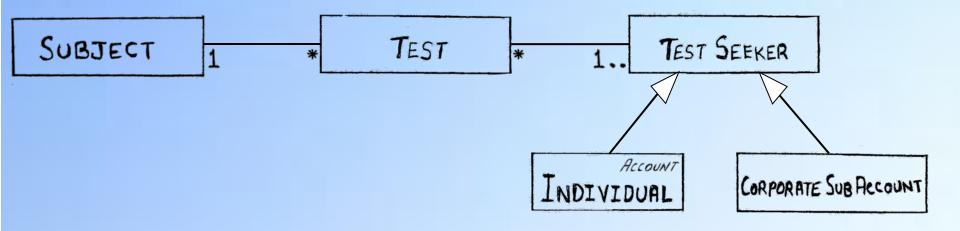
#### **Domain Modeling**



## **Domain Modeling**



#### **Domain Modeling**



- Domain modeling
- UI prototyping

# **UI** Prototyping

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# **UI** Prototyping

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- Domain modeling
- UI prototyping
- Identify desired architecture qualities and concerns

#### Architectural Qualities: Examples

- Availability
- Usability
- Modifiability
- Portability
- Performance
- Security
- Testability

- Conceptual integrity
- Accuracy
- Concurrency
- Customization points
- Internationalization
- Operations
- Maintenance
- Environmental impact
- Reliability
- Regulatory compliance
- Serviceability
- Support
- Dependencies on external systems

#### Portability Requirements: Examples

- System should run on all popular web browsers as well as smartphones.
- It should be easy to migrate data from one database platform to another.
- Customers should be able to choose the database platform for their respective deployements.

#### Availability Requirements: Examples

- System uptime should be at least 99.9%
- When a system service fails, an alert to the Infrastructure team should be raised.
- Even when one service of the system becomes unavailable the other services should continue to run as far as possible.
- It should be possible to deploy newer versions of the components without shutting down the system.

#### Usability Requirements: Examples

- Ability to save incomplete data as draft and resume later
- Appropriate feedback to the users about state of completeness of a business process / long-running transaction / multi-step data entry, etc.
- Ability to bookmark, roll back, etc.

#### Security Requirements: Examples

- Preventing unauthorized access to data or services
- Dealing with DoS attacks
- Non-repudiation (a transaction cannot be denied by any party)
- Secure transmission of sensitive data

- Domain modeling
- UI prototyping
- Identify desired architecture qualities and concerns
- Discuss how to achieve various desired qualities, but don't commit

## Strategies for Achieving Architecture Qualities

 Discuss and note down how to achieve the various desired architecture qualities, but don't commit to them yet.

#### Portability: Strategies

- Separation of UI logic, business logic, data access logic in separte components
- Layering, partitioning

#### **Usability: Strategies**

- separation of the UI from the rest of the application
- giving feedback about what the system is doing
- letting the user issue commands such as Save as Draft,
   Cancel, Undo, show multiple views
- design patterns: Command, Memento
- maintaining a model of the task, or the system, or the user

#### Performance: Strategies

- Infrastructure planning: server capacity, clustering, failover, virtualization, network bandwidth
- Managing event rate
- Quantum of communication among components, layering
- Database: indexes, partitions, stored procedures
- Non-architectural aspects:
  - choice of algorithms
  - implementation of selected algorithms
  - writing efficient database queries

## Security: Strategies

- Authentication of users
- Single sign-on
- Authorization of users, limiting access
- Audit trail
- Intrusion detection system

- Domain modeling
- UI prototyping
- Identify desired architecture qualities and concerns
- Discuss how to achieve various desired qualities, but don't commit
- Identify cross-cutting requirements

#### Cross-Cutting Requirements: Examples

- Audit trail
- Alerts for important events that need attention
- Centralized error logging
- Excel export from all browse windows

- Domain modeling
- UI prototyping
- Identify desired architecture qualities and concerns
- Discuss how to achieve various desired qualities, but don't commit
- Identify cross-cutting requirements
- Identify other considerations for architecture

#### Other Considerations: Examples

- Projected lifetime of the system
- Cost and benefit
- Time to market
- Rollout schedule
- Target market
- Correctness and completeness

- Domain modeling
- UI prototyping
- Identify desired architecture qualities and concerns
- Discuss how to achieve various desired qualities, but don't commit
- Identify cross-cutting requirements
- Identify other considerations for architecture
- At every stage, validate with the product owner / customer / end users

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- UI prototyping
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- At every stage, validate with the product owner / customer / end users
- Discuss how to achieve various desired qualities, but don't commit
- Identify potential technical risks

#### Potential Technical Risks: Examples

- Technology being used is not mature
- Product is very complex to implement
- Integration requirements are very complex and diverse
- Requirements are unclear, unstable

Killing the project minimizes risk, but also eliminates reward.

–James McGroddy, former CTO at IBM

#### Architecture Workshop: Activities

- Domain modeling
- UI prototyping
- Identify desired architecture qualities and concerns
- Identify cross-cutting requirements
- Identify other considerations for architecture
- At every stage, validate with the product owner / customer / end users
- Discuss how to achieve various desired qualities, but don't commit
- Identify potential technical risks
- Prioritize the architecture features. Based on:
  - Business value
  - Cost of implementing early vs cost of implementing late

#### Architecture Workshop: Activities

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- Prioritize the architecture features. Based on:
  - Business value
  - Cost of implementing early vs cost of implementing late
- Include desired architectural qualities as product backlog items.

# **Product Backlog**

Product Backlog								
Sr.No.	Story							
1	Maintaining the list of "Items" for stock and sale							
2	Implementing Layering and Partitioning in "Items" story							
3	Creating the list of "Account Heads"							
4	Refactoring the "Items" and "Account Heads" stories to							
	extract common behaviour into a "framework" for the							
	application							
5	Testing the framework by extending it to implement a third							
	story (Tax Codes), and ironing out issues.							
6	Implementing concurrency handling in the framework and							
	testing							
7	Account Heads: for "Customer" types, entering additional							
	details							
8	Framework: Including support for Save as Draft, Undo,							
	Redo.							
9	Framework: Audit Trail.							



#### Story 1: Creating List of Items



## Implement the UI and the Story



Form\_load:
 fetch data from Items table
 populate the grid
New\_click:
 display blank entry form

#### Implement the UI and the Story



SaveAndExit\_click:
validate data
INSERT into Items values ...
exit form
etc.

## Implement the UI and the Story



#### Form\_load:

fetch data from Items table populate the grid

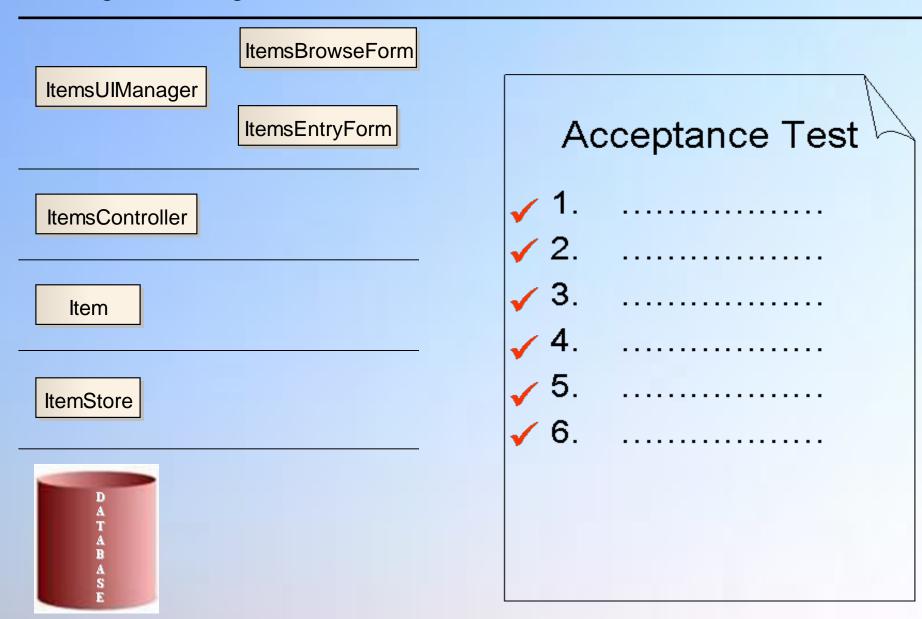
#### New\_click:

etc.

display blank entry form
//...on return from the entry form
re-populate the grid from Items table

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## Story 2: Layered Architecture



#### Distributed Architecture

ItemsBrowseForm ItemsUlManager Acceptance Test ItemsEntryForm ItemsController Item **ItemStore** 

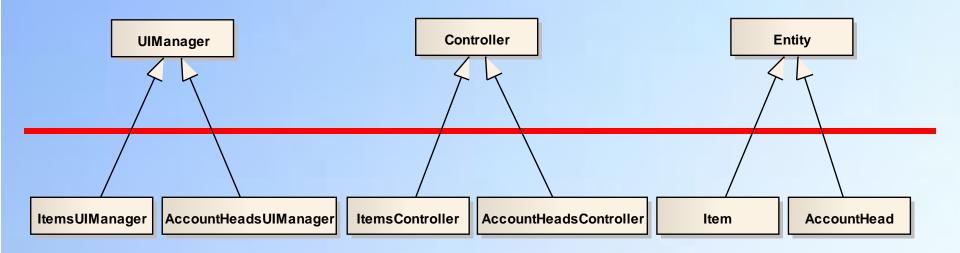
## **Looking Back**

- Miniscule architecture evolved, proven with the code
- Architectural stability and state of completeness: low

# Story 3: Creating List of "Account Heads"

- Write acceptance tests.
- Design the UI.
- Start implementing the story.
- Similarity in implementation with the earlier story...
  - => take up the next story also

## Story 4: Application Framework Evolution



## Story 5: Test Framework, "Tax Codes" Story

- Implement a third story, by extending the framework.
- Helps in smoothening some rough edges in the framework.

## Story 6: Framework, Handling Concurrency

- Implementing database record locking in the framework, instead of in individual stories.
- Locking strategies:
  - Pessimistic locking
  - Optimistic locking
  - No locking
- Who chooses the locking strategy?
- And how do they choose it?
- How do we help them make a choice?
- By writing scenarios with UI prototyping.

#### Similarly...

- Story 7: Account Heads, entering additional details for "Customer" type
- Story 8: Framework, support for Save as Draft, Undo, Redo
- Story 9: Framework, Audit Trail
- Likewise for other cross cutting functional or UI requirements. Examples:
  - Change history
  - Pagination in browse windows
  - Search within a browse window
  - Excel export from all browse windows



## Model and Implement Incrementally

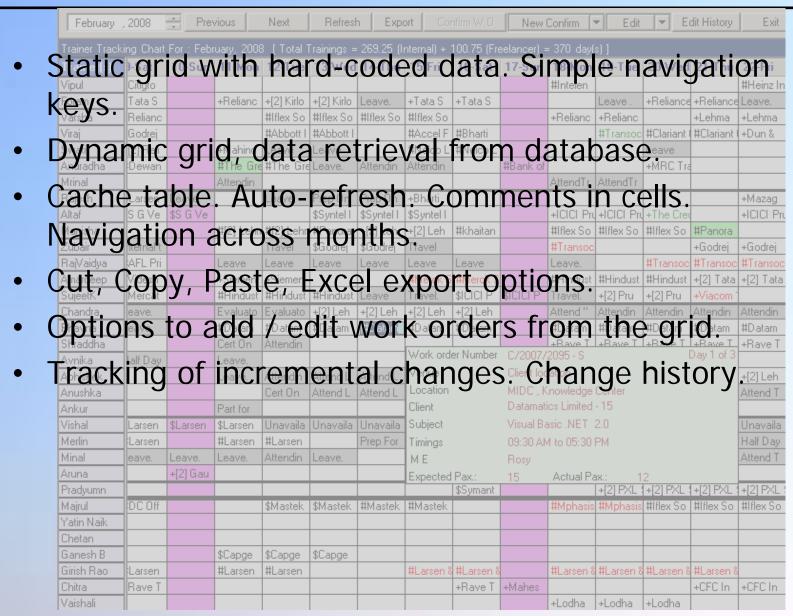
- Model throughout the lifecycle, in small increments.
- Split large, complex stories.
- Example: Trainer tracking chart in CIS.

# **Example: Trainer Tracking Chart**

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## Model and Implement Incrementally



## Model and Implement Incrementally

- At the start of each iteration, during the sprint planning meeting, have discussions on incremental modeling, design changes.
- Apply architecture and design patterns as required, gently.
- Don't worry about getting your architecture right on the first day.
- Test-driven development.
- Refactoring.
- Build automation.
- Continuous integration.



#### Thank You

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