

Software architecture for developers

Simon Brown

Simon Brown

Independent consultant specialising in software architecture,
plus the creator of the C4 model and Structurizr

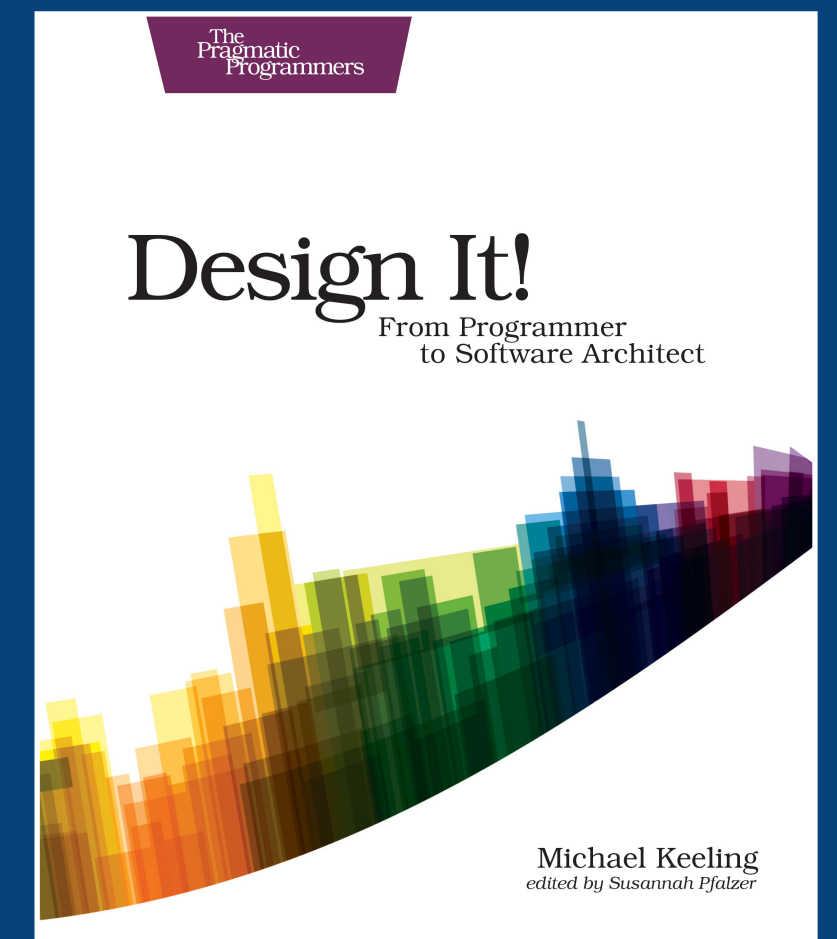
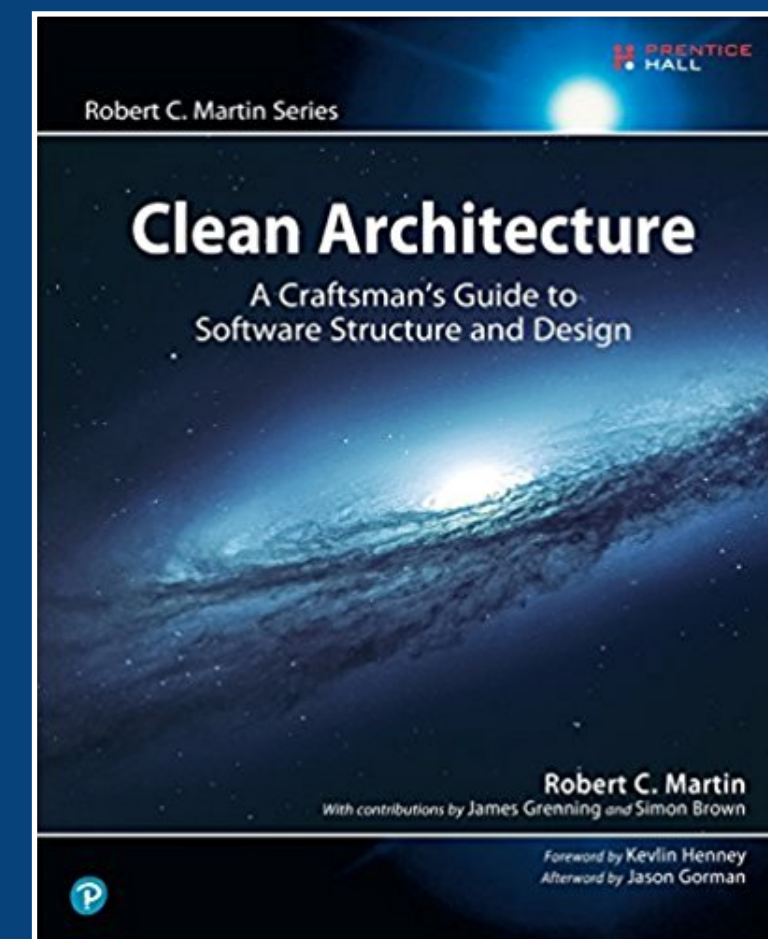
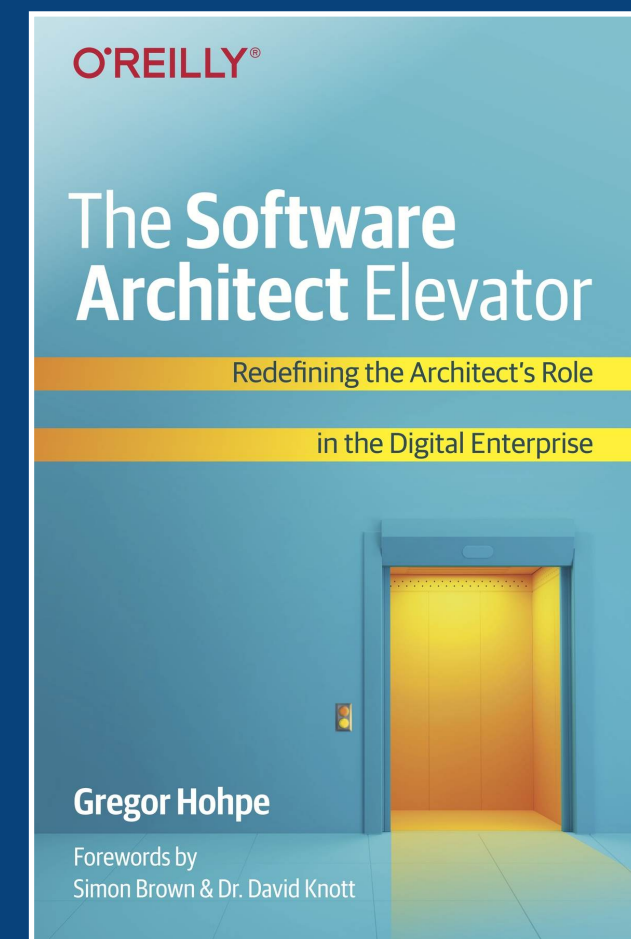
Software
architecture
for developers

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The
C4
model

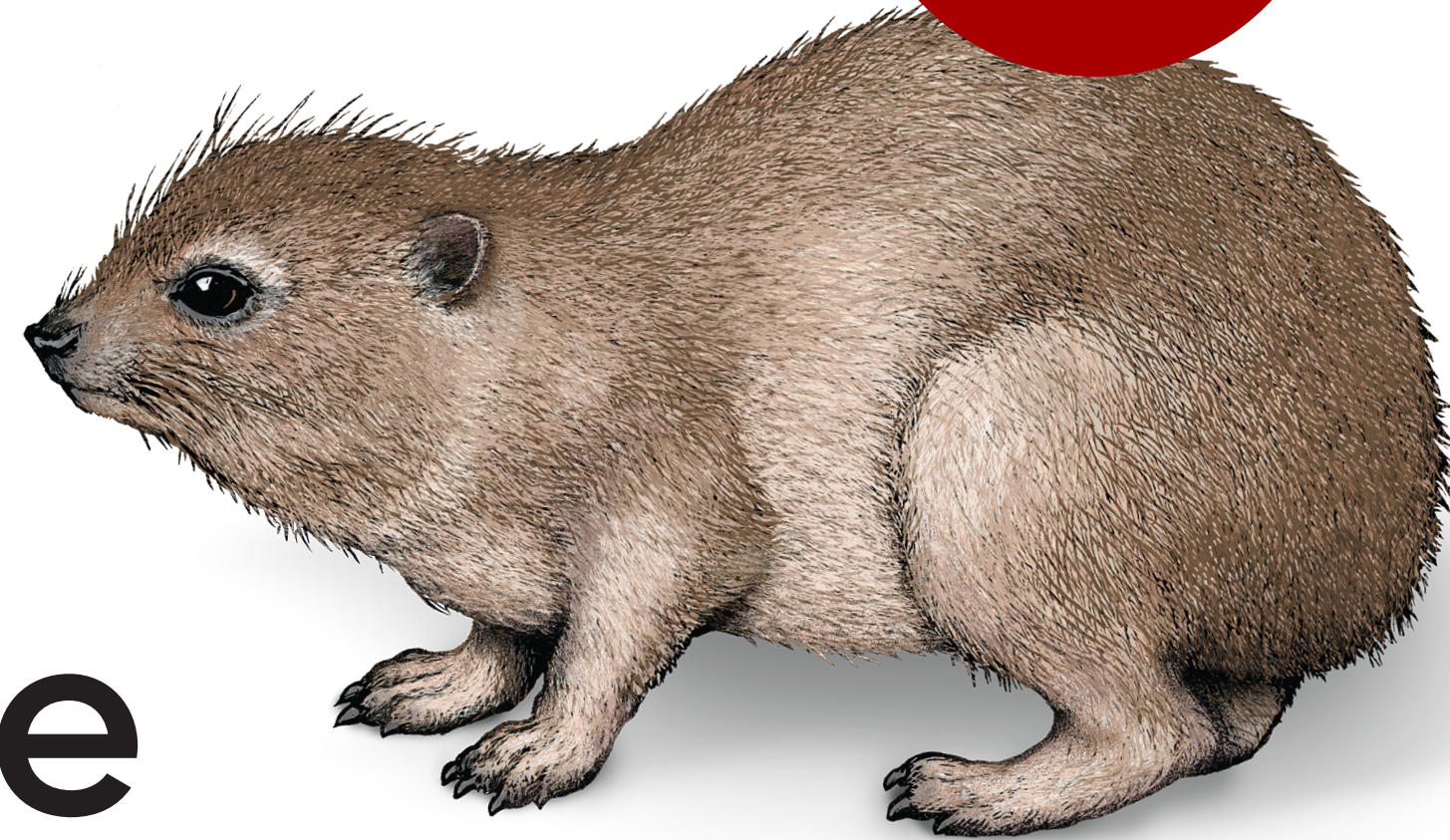
for visualising software architecture

Simon Brown



O'REILLY®

Early
Release
RAW &
UNEDITED



The C4 Model

Visualizing Software Architecture

Simon Brown

Scheduled for release July 2026,
early access available now
via the O'Reilly platform

What is software
architecture?

Structure

The definition of software in terms
of its building blocks and their interactions

Vision

The process of architecting;
making decisions based upon business goals,
requirements and constraints,
plus being able to communicate this to a team

Enterprise Architecture

Structure and strategy across people, process and technology

System Architecture

High-level structure of a software system
(software and infrastructure)

Application Architecture

The internal structure of an application

As a noun, design is the named structure or behaviour of a system ... a design thus represents one point in a potential decision space.

Grady Booch

All architecture is design, but
not all design is architecture.

Grady Booch

Architecture represents the
significant decisions, where significance
is measured by **cost of change**.

Grady Booch

As architects, we define
the **significant decisions**

Technology

Programming languages, libraries, frameworks,
deployment environments, etc

Elements

How software is decomposed into smaller executable building blocks at different levels of abstraction (e.g. monoliths vs microservices, package by layer vs package by feature) and how data is stored (e.g. data schemas and formats)

Relationships

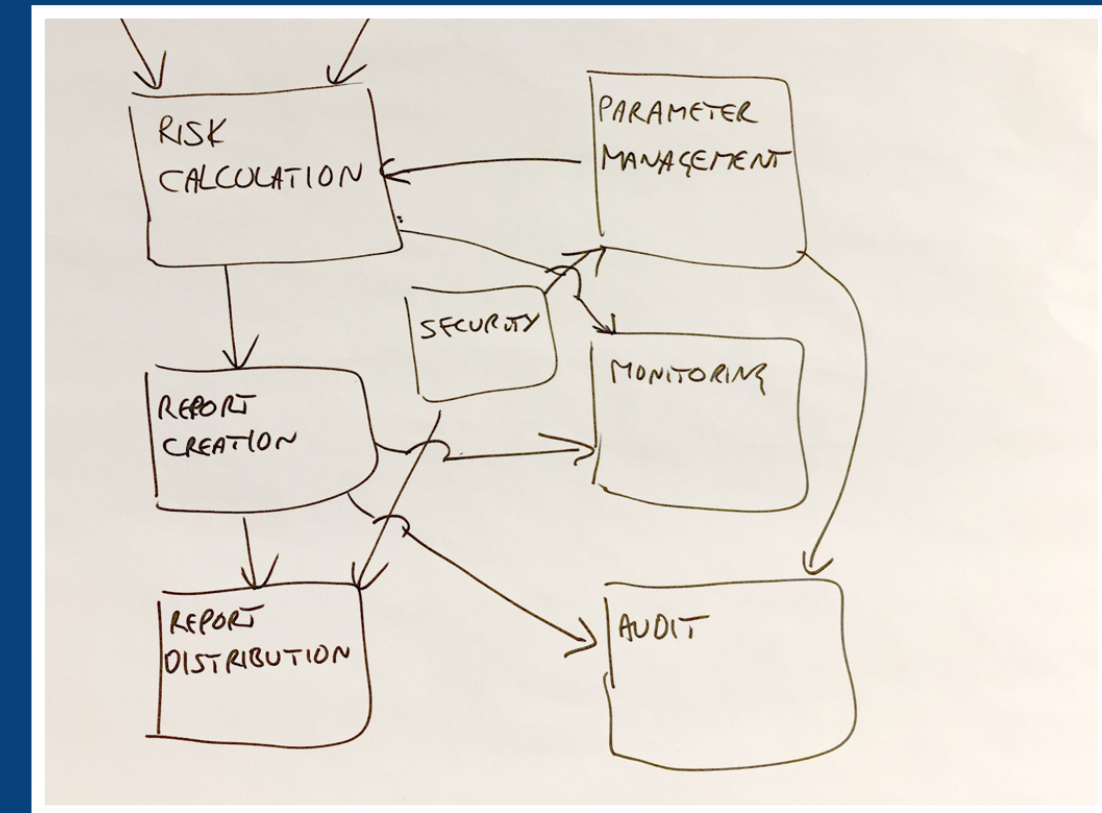
Dependencies and interactions between elements
(e.g. synchronous vs asynchronous communication,
data formats, protocols, etc)

What happens if a software
development team **doesn't**
think about architecture?

Chaos

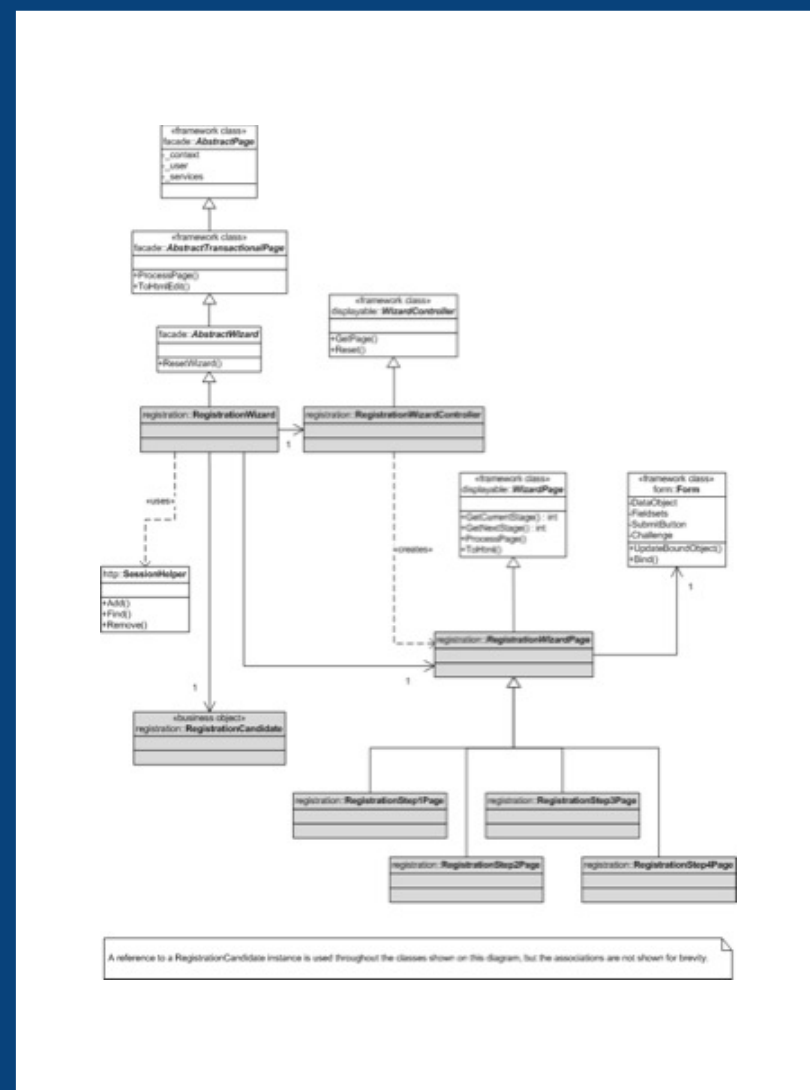
Big ball of mud, spaghetti code, inconsistent approaches to solving the same problems, quality attributes are ignored, deployment problems, maintenance issues, etc

Big design up front



VS

Software Architecture Document



No design up front

Big design up front is dumb.
Doing no design up front
is even dumber.

Dave Thomas

Software architecture
helps us avoid chaos

Architectural drivers

Requirements drive architecture

(use cases, user stories, features, etc)

Requirement

"a thing that is needed or wanted"

(this includes experiments and hypotheses too)

Don't start designing software
if you have no inputs

Quality attributes

(also known as non-functional requirements,
cross-cutting concerns, service-level agreements, etc)

What **quality attributes**
might be relevant for the
“Financial Risk System”?

- Performance
- Scalability
- Availability
- Security
- Disaster Recovery
- Accessibility
- Monitoring
- Management
- Audit
- Flexibility
- Extensibility
- Maintainability
- Interoperability
- Legal
- Regulatory
- Compliance
- i18n
- L10n

Create a **checklist** of
quality attributes you
regularly encounter

Understand how to **capture, refine**
and **challenge** quality attributes

Software lives in the real world,
and the real world has
constraints

Typical constraints include
time and budget, technology,
people and skills, politics, etc

Constraints can **sometimes**
be prioritised

Principles

are selected by the team

Development principles include
coding conventions, naming
guidelines, testing approaches,
review practices, etc

Architecture and design principles
typically relate to modularity
or crosscutting concerns

(architectural layering, separation of concerns,
stateless vs stateful, rich vs anaemic domain,
security, error handling, logging, etc)

Ensure you have a good
understanding of the requirements,
quality attributes, constraints
and principles to create
sufficient foundations

What about agile,
and agility?

Agile is about moving fast,
embracing change, releasing often,
getting feedback, ...

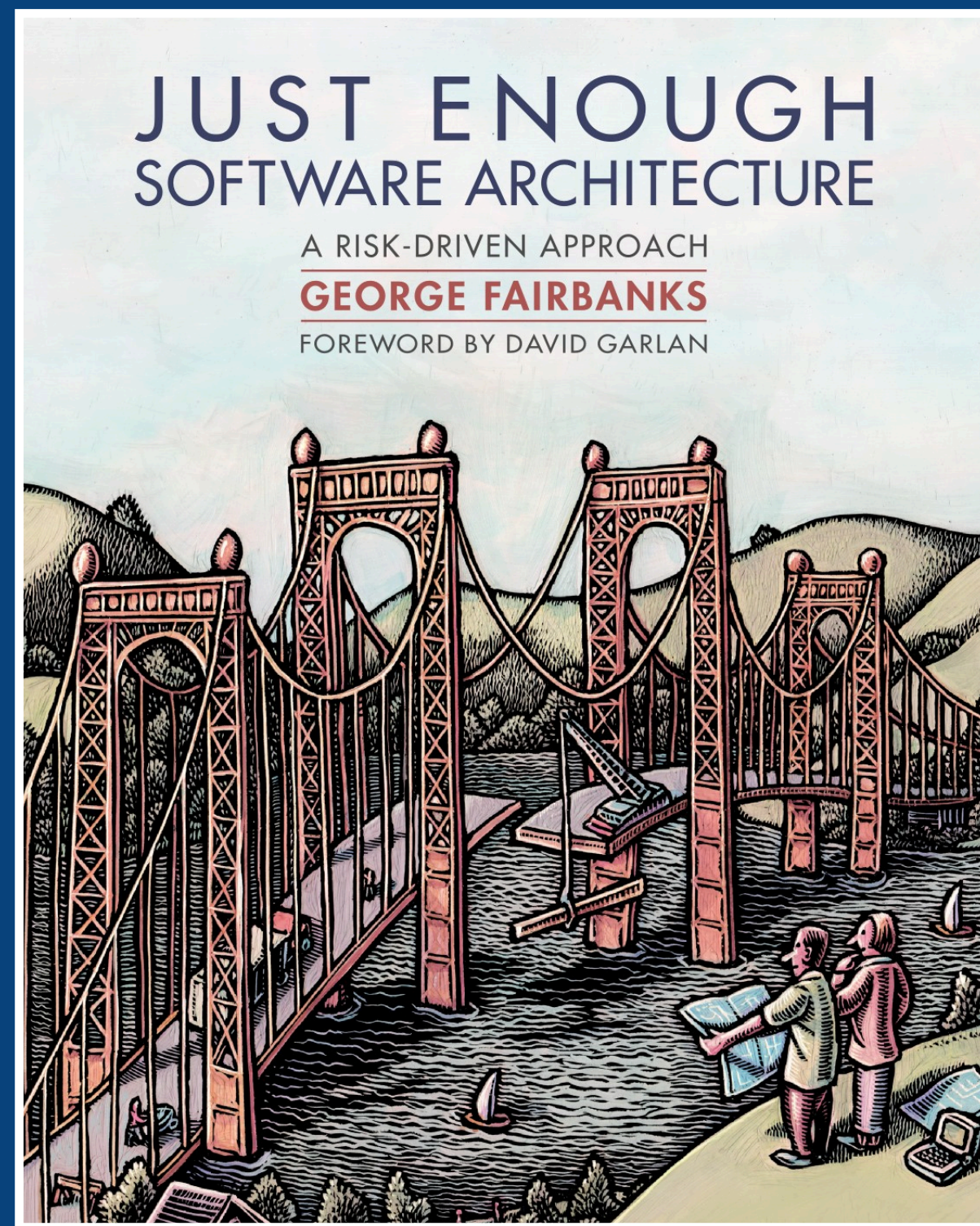
Agile is about a mindset of
continuous improvement

Inspect and adapt

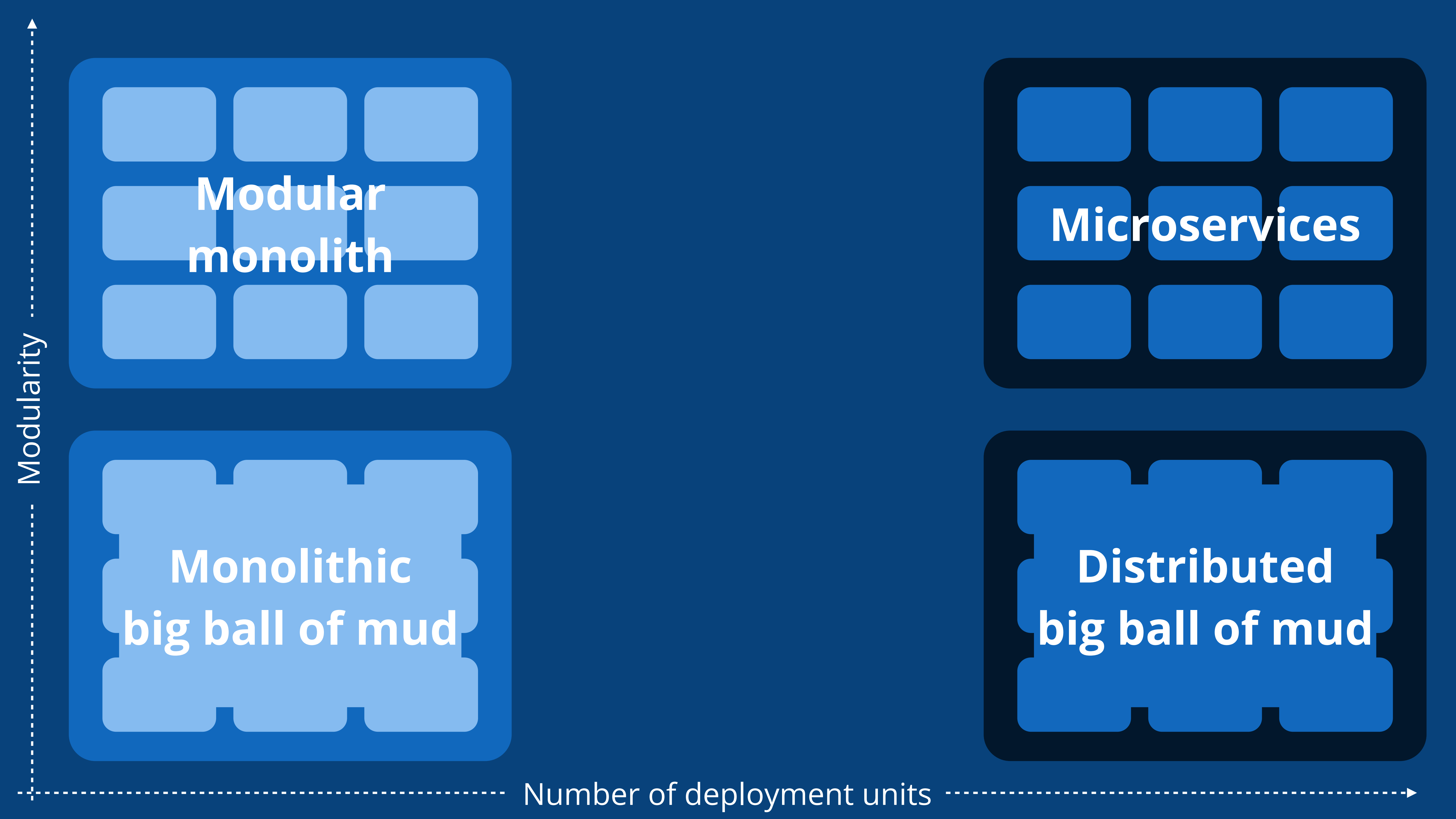
Continuous attention to
technical excellence and
good design enhances agility.

Principle 9 of the Manifesto for Agile Software Development

A good architecture
enables agility



A good architecture rarely
happens through
architecture-indifferent design



Modular
monolith

Microservices

Monolithic
big ball of mud

Distributed
big ball of mud

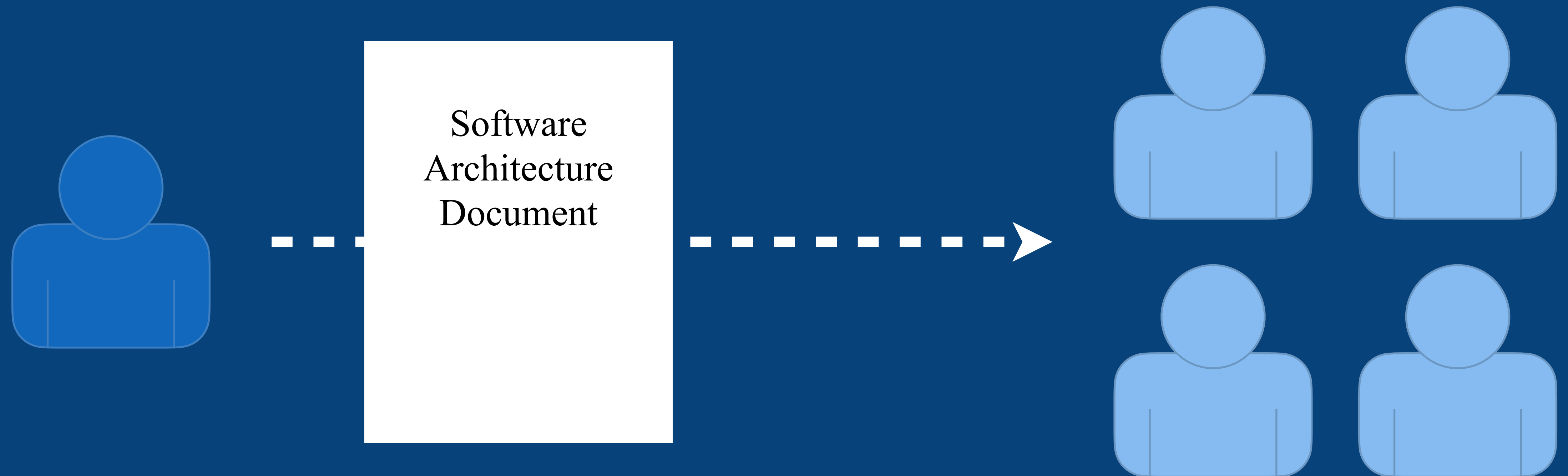
Modularity

Number of deployment units

Agility is a
quality attribute

The software architecture role

Software development is not a relay sport



AaaS

Architecture as a Service

The software architecture role
is about the “**big picture**”
and, sometimes, this means
stepping away from the code

The software architecture role

(technical leadership, and responsible for the technical success of the project/product)

Architectural drivers

Understanding the goals; capturing, refining, and challenging the requirements and constraints.

Designing software

Creating the technical strategy, vision, alignment, and roadmap.

Technical risks

Identifying, mitigating and owning the technical risks to ensure that the architecture “works”.

Technical leadership

Continuous technical leadership and ownership of the architecture throughout the software delivery.

Quality assurance

Introduction and adherence to standards, guidelines, principles, etc plus management of technical debt.

Software development teams
don't need architects

Software development teams
do need technical leadership

Every team needs
technical leadership

Continuous technical leadership

(somebody needs to continuously steer the ship)

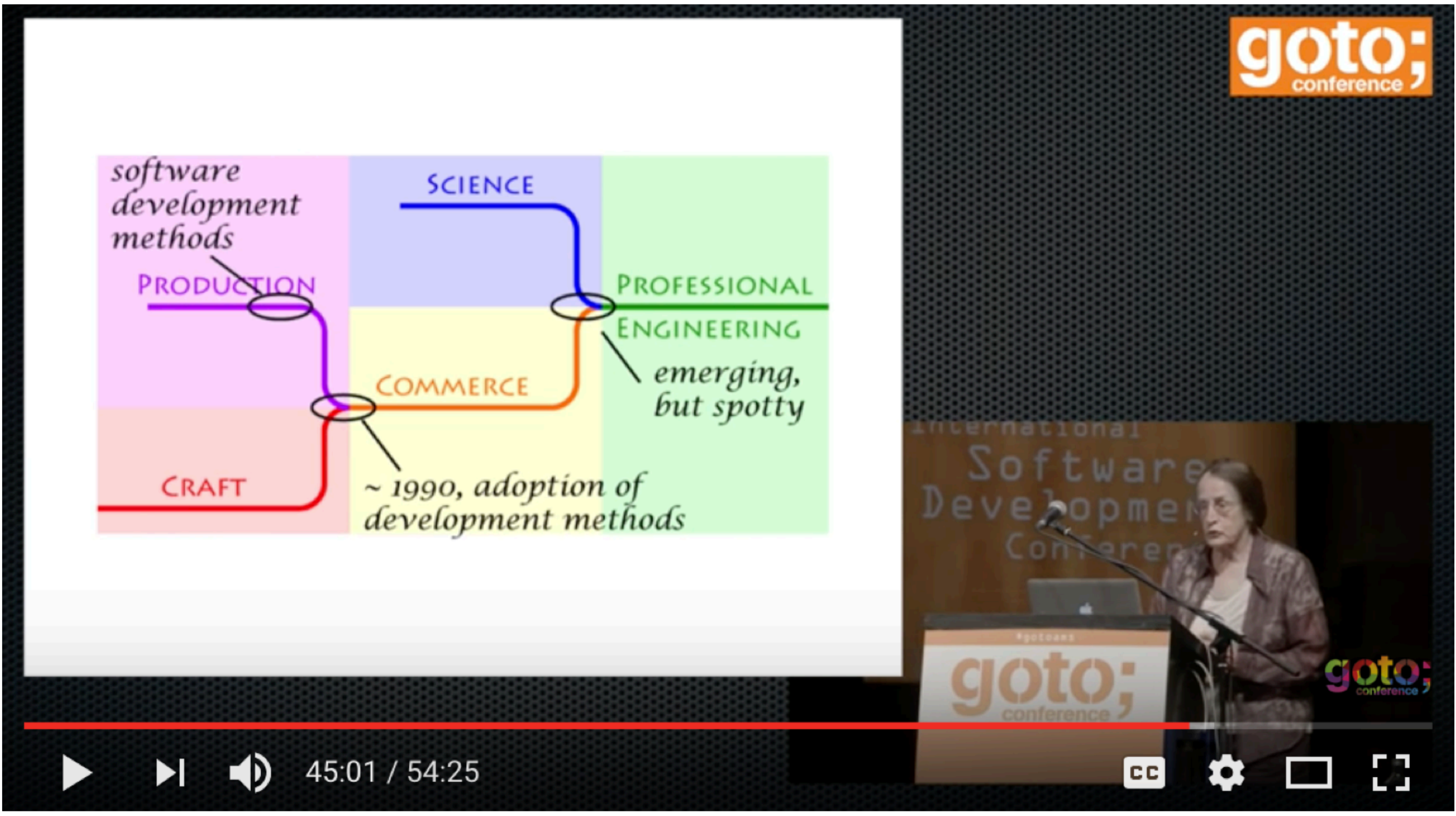
Should software architects
write **code**?

Production code, prototypes,
frameworks, foundations, code
reviews, experimenting, etc

Don't code all of the time!

There is often a tension between
being “senior” and writing code...

Software architects
should be
master builders



Progress Toward an Engineering Discipline of Software

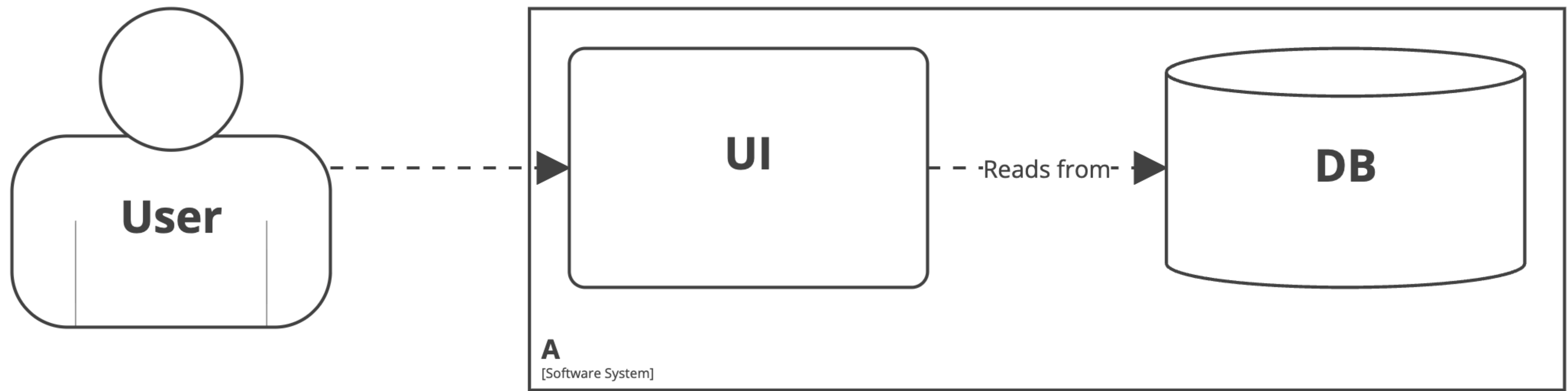
Mary Shaw



Technology
skills

Good software architects
are typically
good software developers

The people designing software must
understand technology ...
all decisions involve trade-offs



Soft skills

(leadership, communication, presentation, influencing, negotiation, collaboration, coaching and mentoring, motivation, facilitation, political, etc)



Talking with Tech Leads

From Novices to Practitioners

Patrick Kua
Foreword by Jim Webber

O'REILLY®

The Software Architect Elevator

Redefining the Architect's Role

in the Digital Enterprise

Gregor Hohpe

Forewords by
Simon Brown & Dr. David Knott



Domain knowledge

(or the ability to learn quickly)

The software architecture role
is **multi-faceted**

(technology, soft skills, domain knowledge)

Software architects,
solution architects,
tech leads,
principal engineers?

Technical priorities
vs
product priorities?

What's in your backlog?

	Visible	Invisible
Positive Value	Visible Feature	Hidden, architectural feature
Negative Value	Visible defect	Technical Debt

Source: What colours is your backlog, at <http://philippe.kruchten.com/talks>

The product owner(s) and
software architect(s) are peers
("Architecture Owner" is another term you can use)

Everybody should
be an architect



“everybody is responsible for architecture”

!=

everybody being responsible for architecture

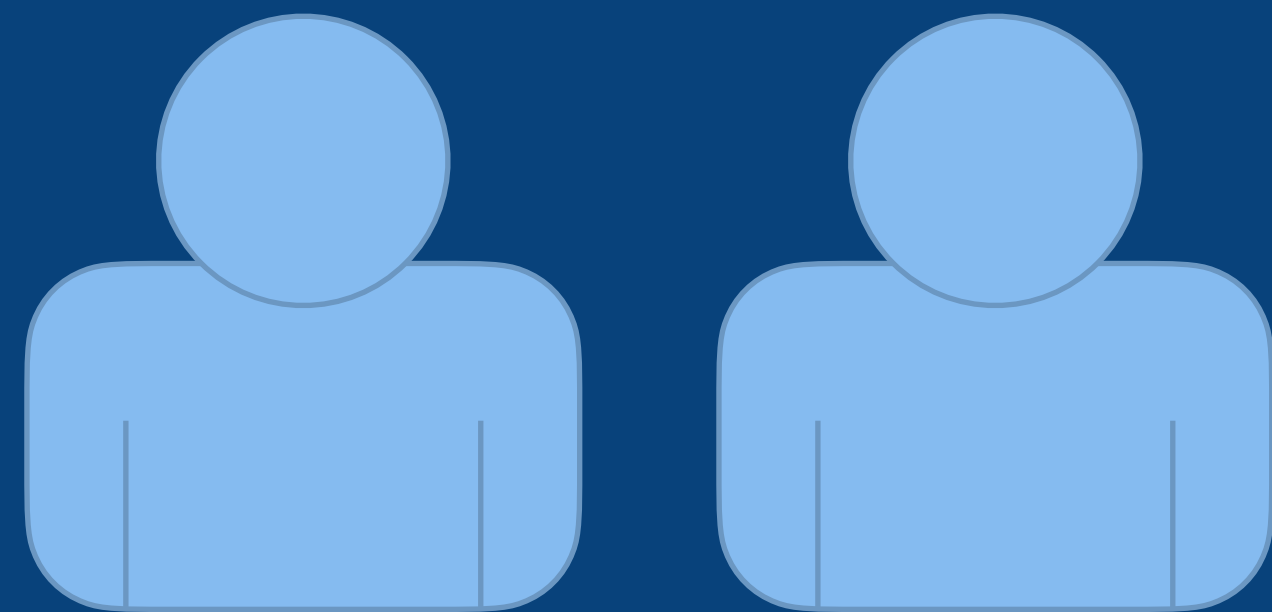


Everybody* should
own the architecture

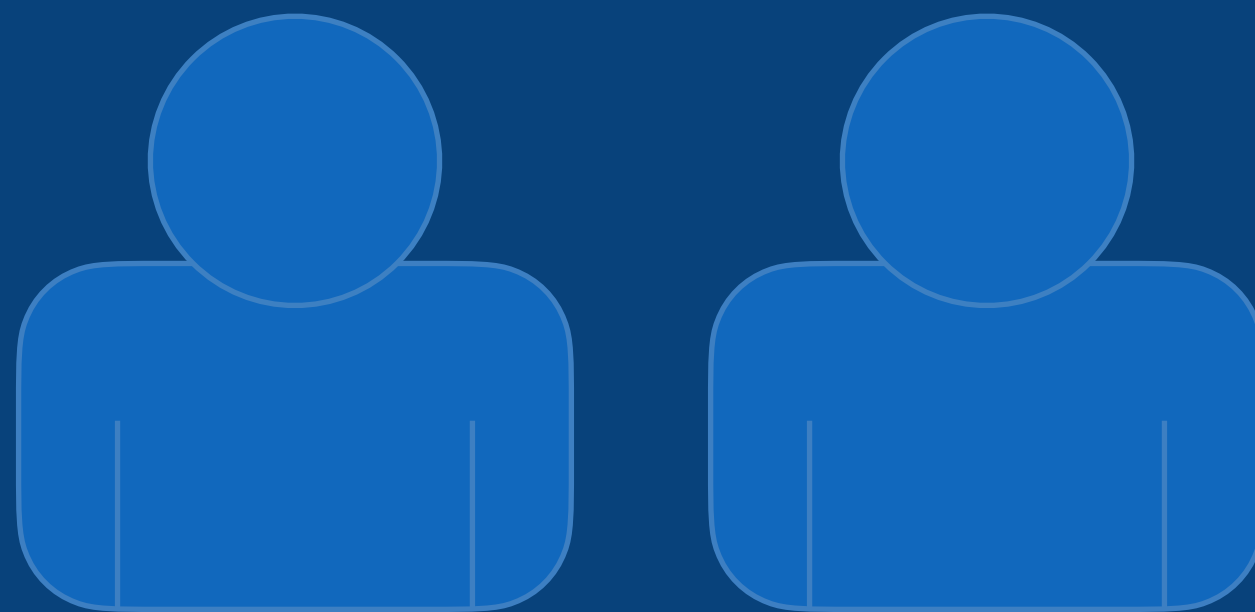
teams should be
agile, autonomous,
and self-organising

just hire good people
and trust them to do
the right thing

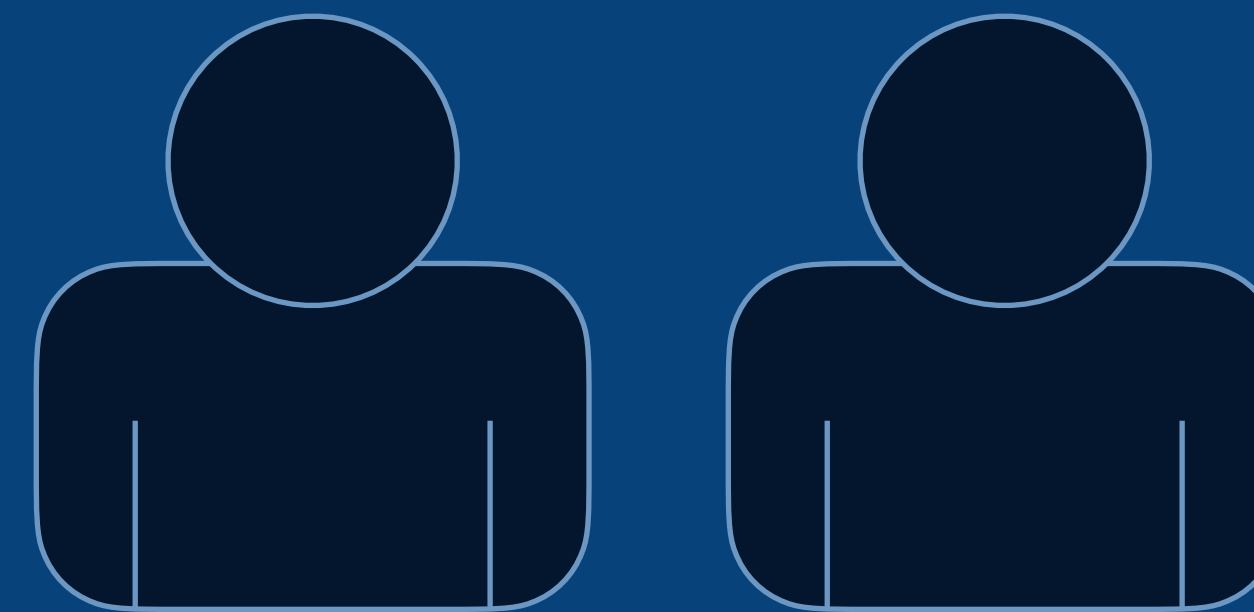
Does everybody have the skills
and motivation to collaborate
on the software architecture role?



Team A
(original authors)



Team B
(adding code to support business capability 1)



Team C
(adding code to support business capability 2)



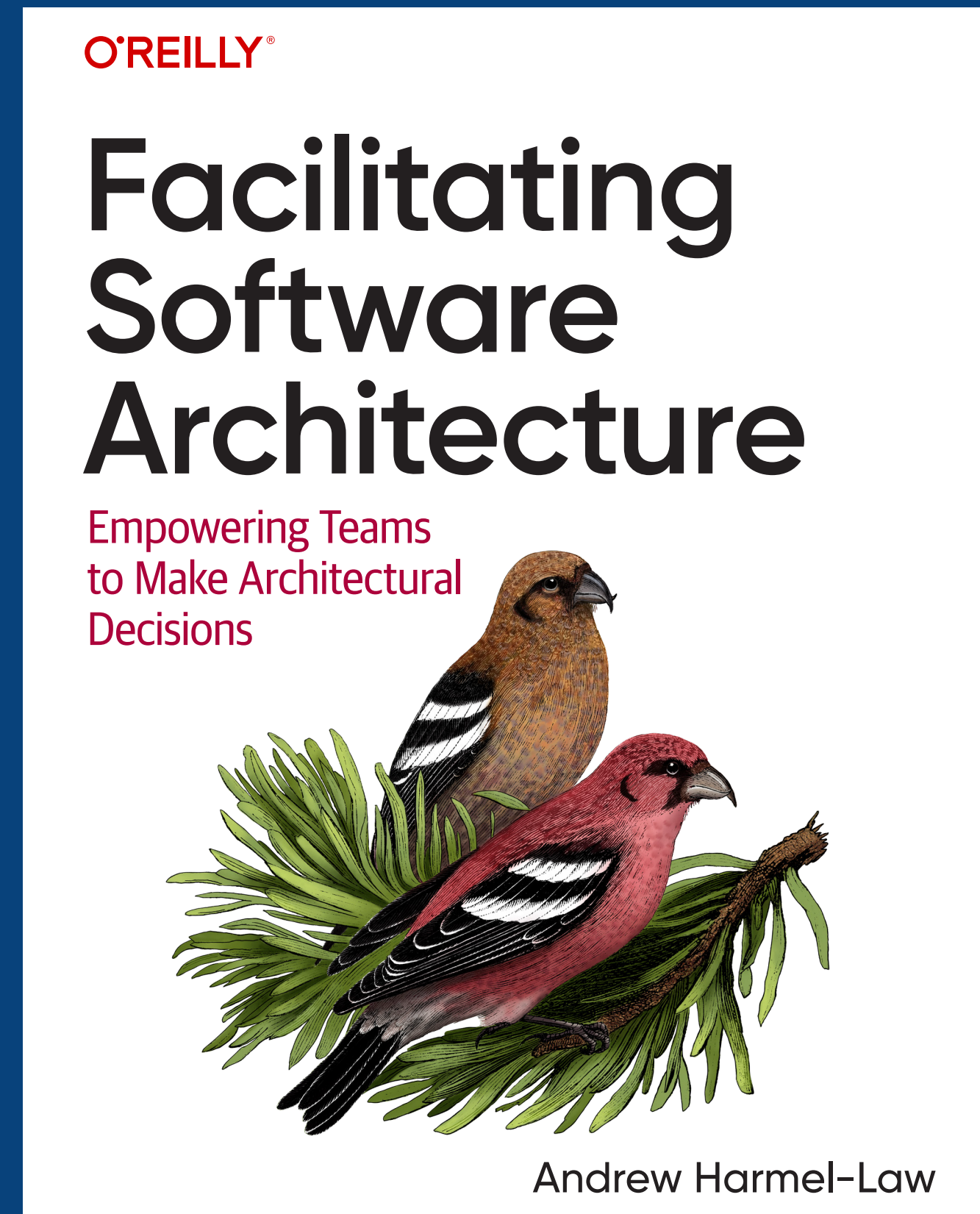
Product vs stream leadership

Hierarchies of architects,
central architecture groups,
technical design authorities,
etc?

Decision making

Centralised vs decentralised

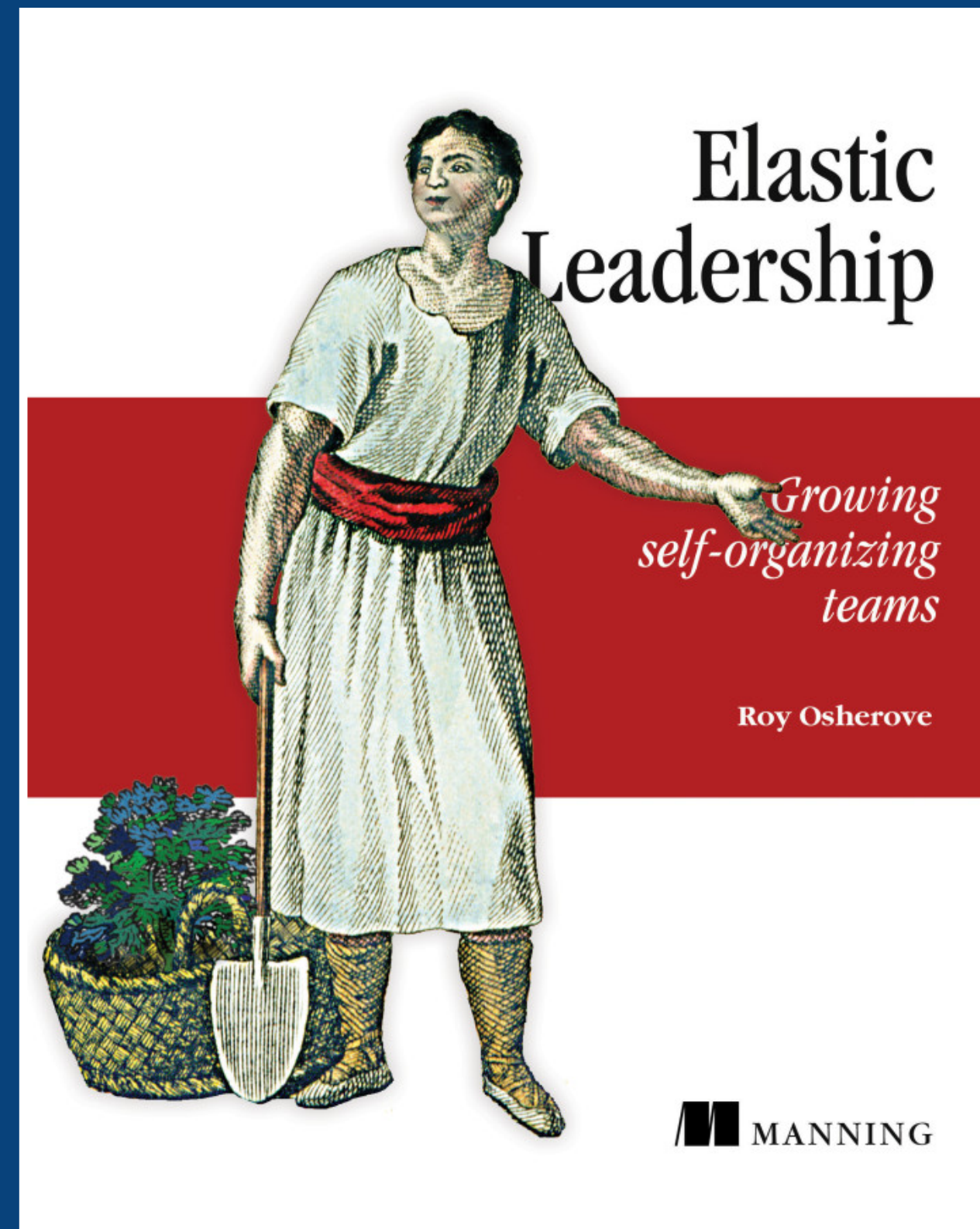
Tactical vs strategic



“Architecture advice process”

Introducing control?
Avoiding chaos?

How much control do you need?



Different types of teams need
different leadership styles



Pair architecting

Collaborative technical leadership
is not easy

Collaborate
or fail

Draw one or more
software architecture
diagrams to describe a
solution for the
"Financial Risk System"



= 1.5 hours
(15:15)



c4model.com/frs

Did you find anything
about this exercise
challenging?

Challenging?

Level of detail

↳ where to stop

Who is the audience - different backgrounds

Implementation

- easy to get bogged down in detail

Type of diagrams

Notation

Documenting assumptions

10 Challenging?

Verifying our own assumptions

Expressing the solution

- communicating it in a clear way
- use of notation
- easy to mix levels of abstraction
- how much detail?

7 Challenging

Needed to ask questions / make assumptions

Temptation to focus on detail

↳ when do we stop?

How much detail?

Talked about more than the diagrams

What notation? - boxes
- arrows

Swap your diagrams
with another group

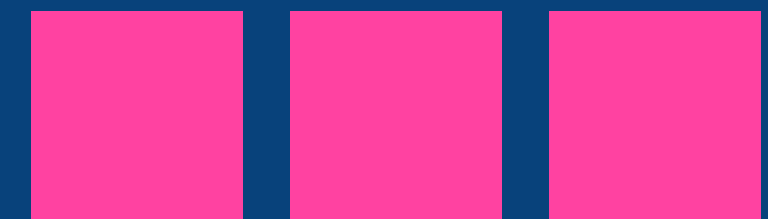
Review the diagrams

Focus on the diagrams: notation, colour coding, symbols, etc

3 things you like

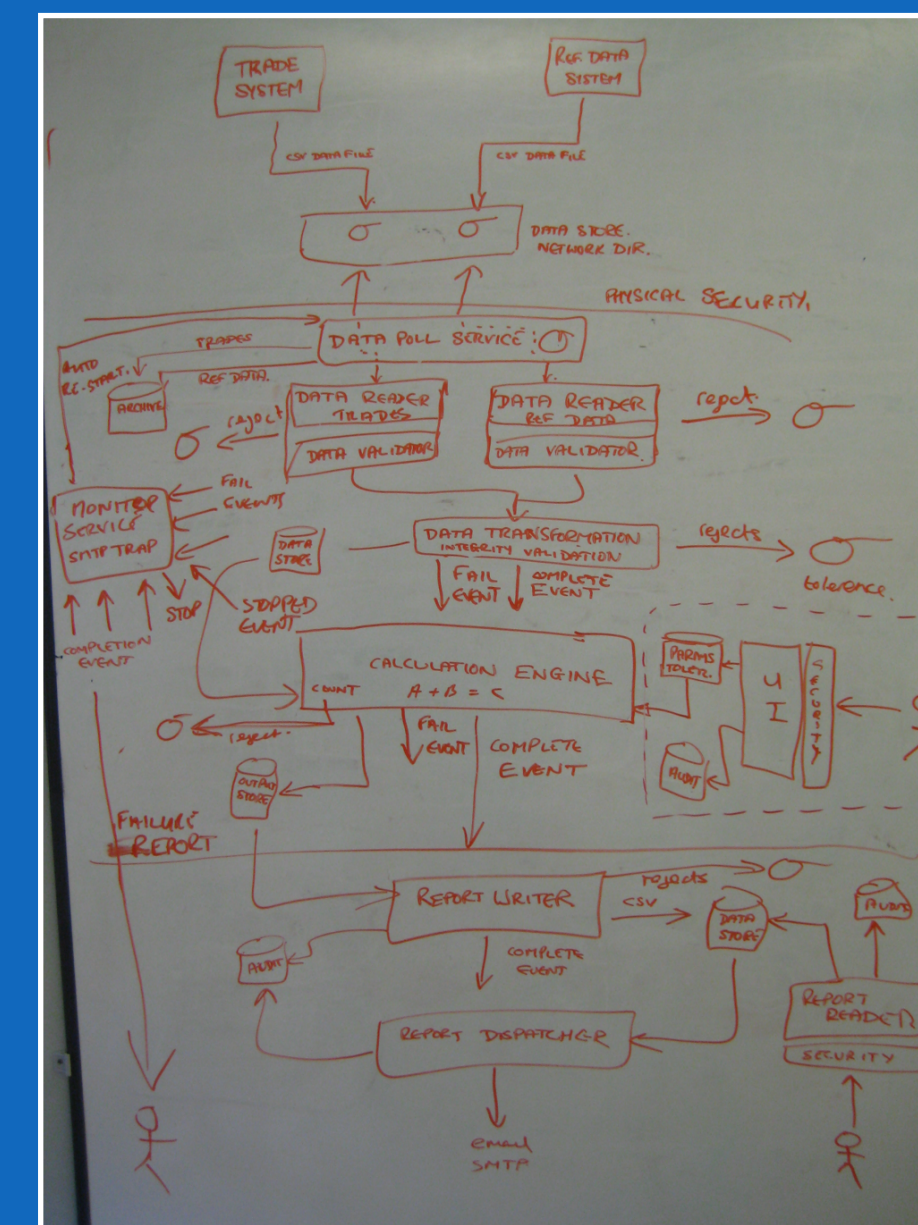
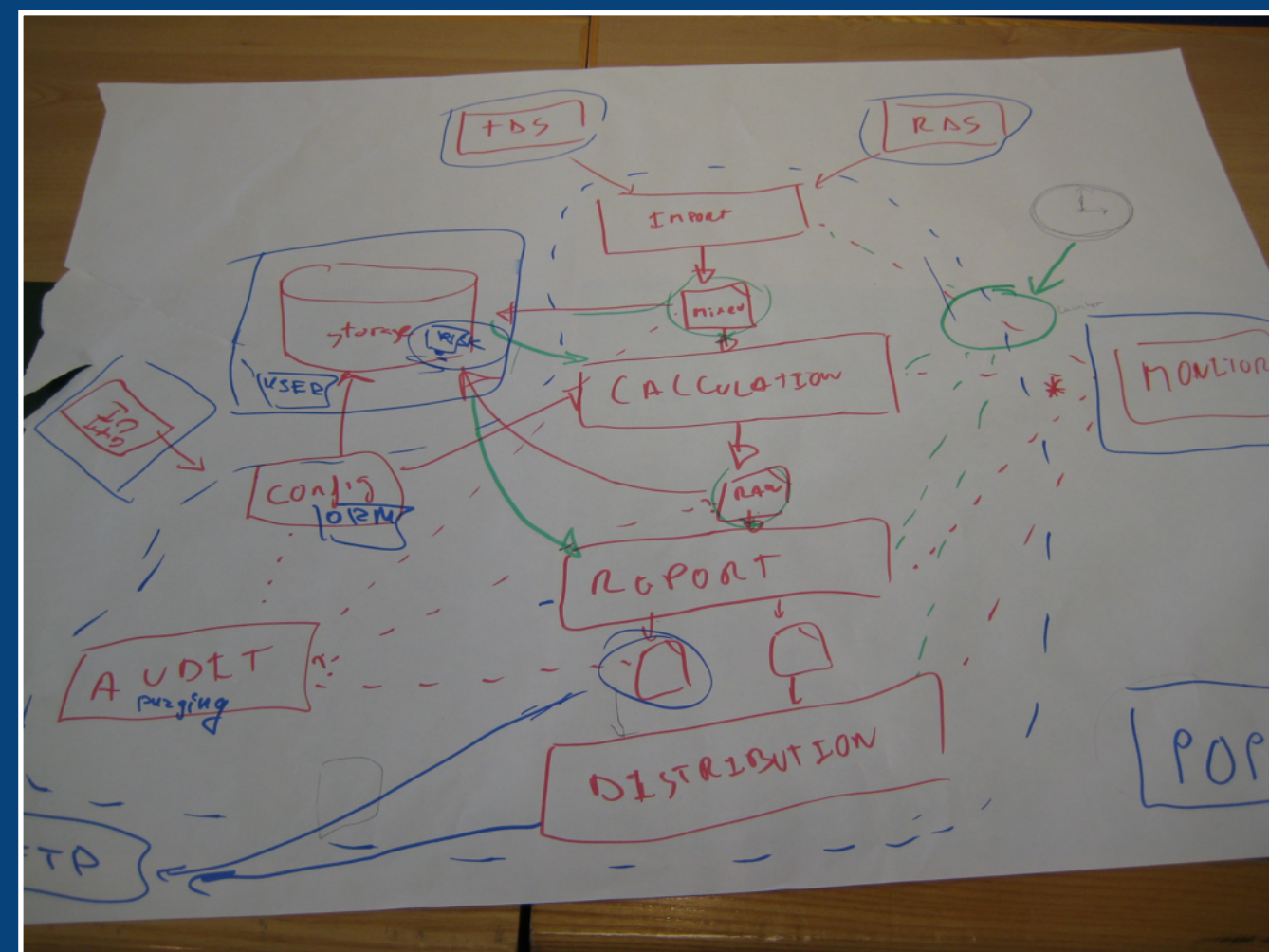


3 things that could be improved



A score between 1-10

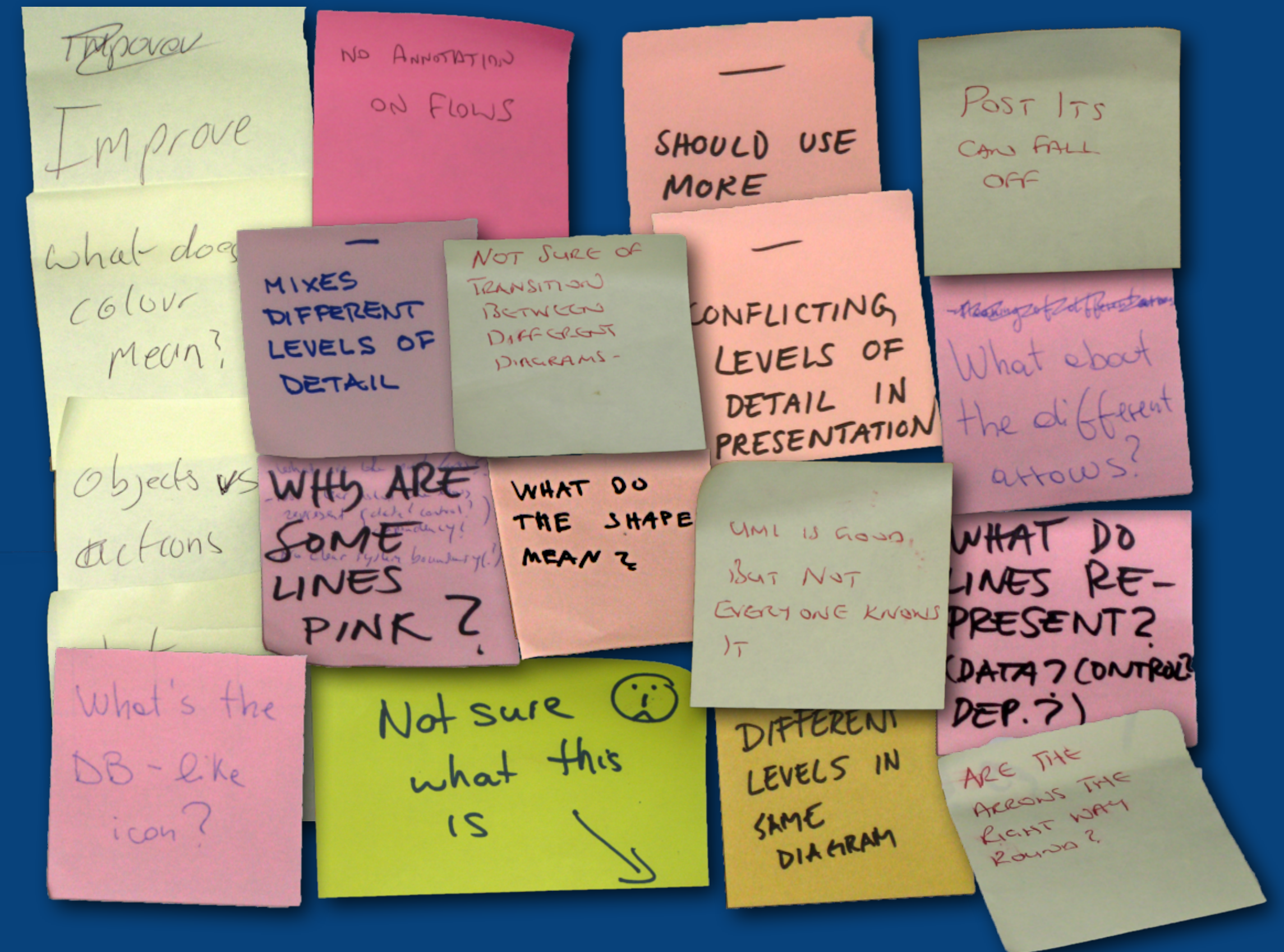




Information is likely
still stuck in your heads

This doesn't make sense,
but we'll explain it.

- What is this shape/symbol?
- What is this line/arrow?
- What do the colours mean?
- What level of abstraction is shown?
- Which diagram do we read first?



FUNCTIONAL VIEW

File Retriever

Scheduler

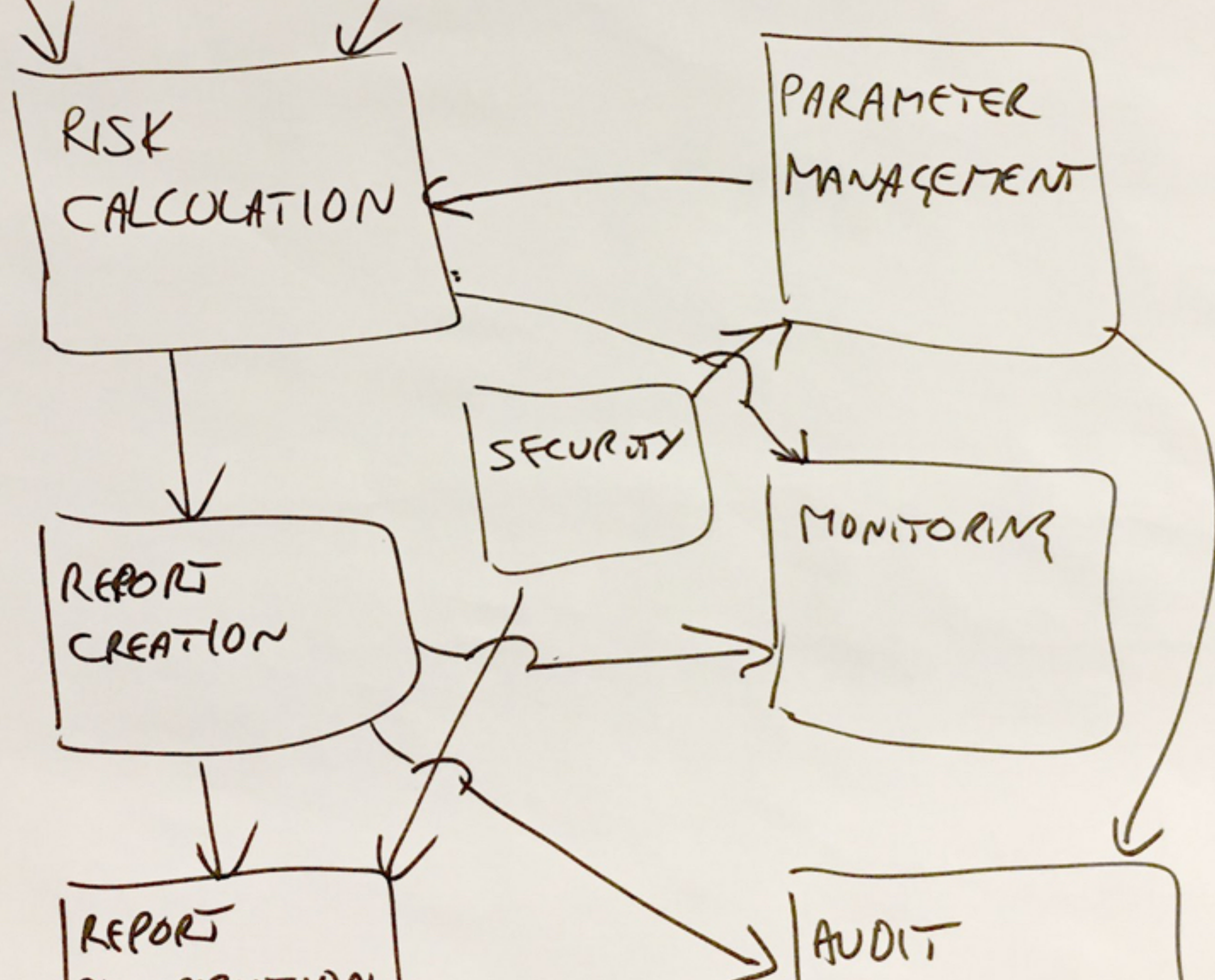
Auditing

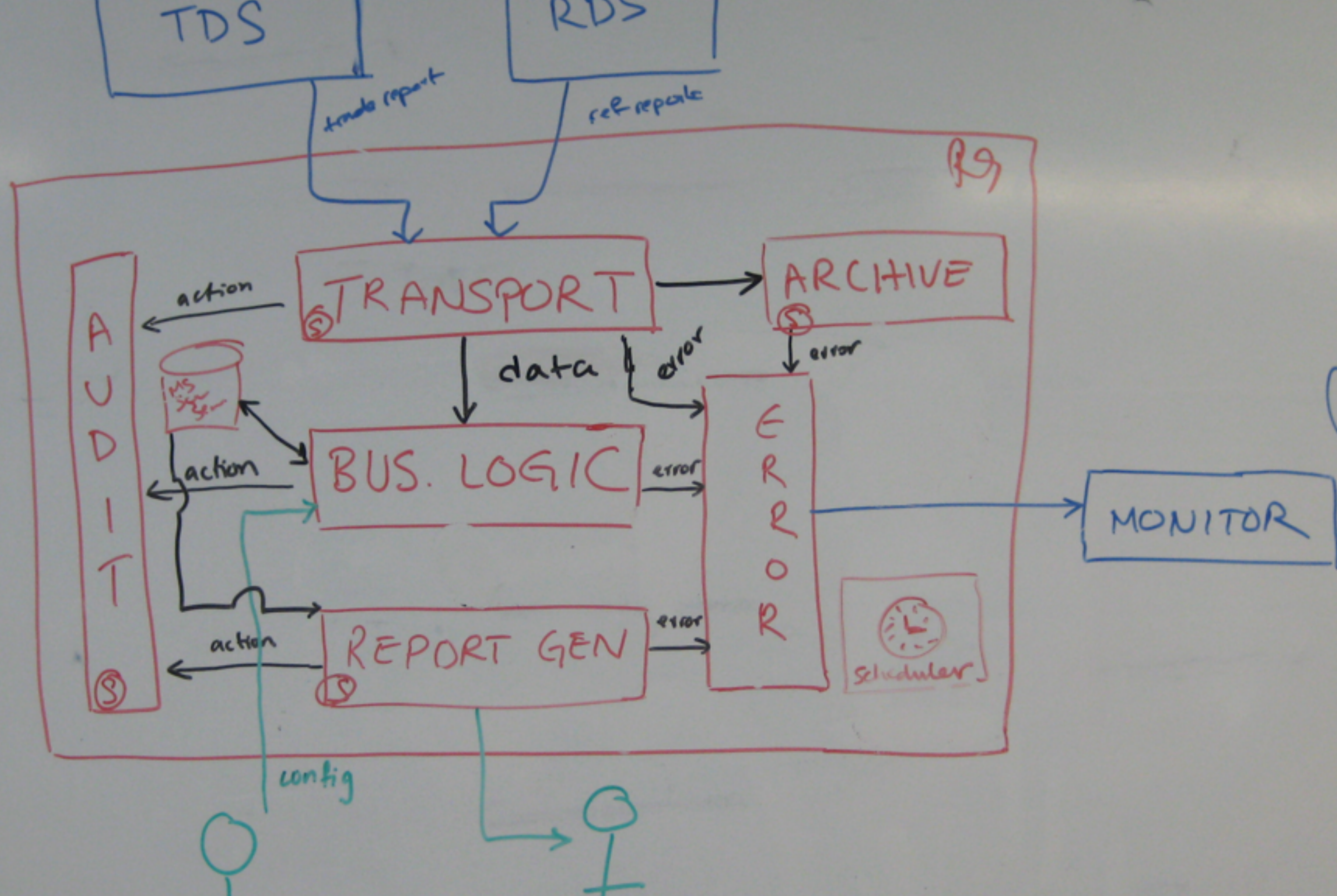
Reference
Archiver

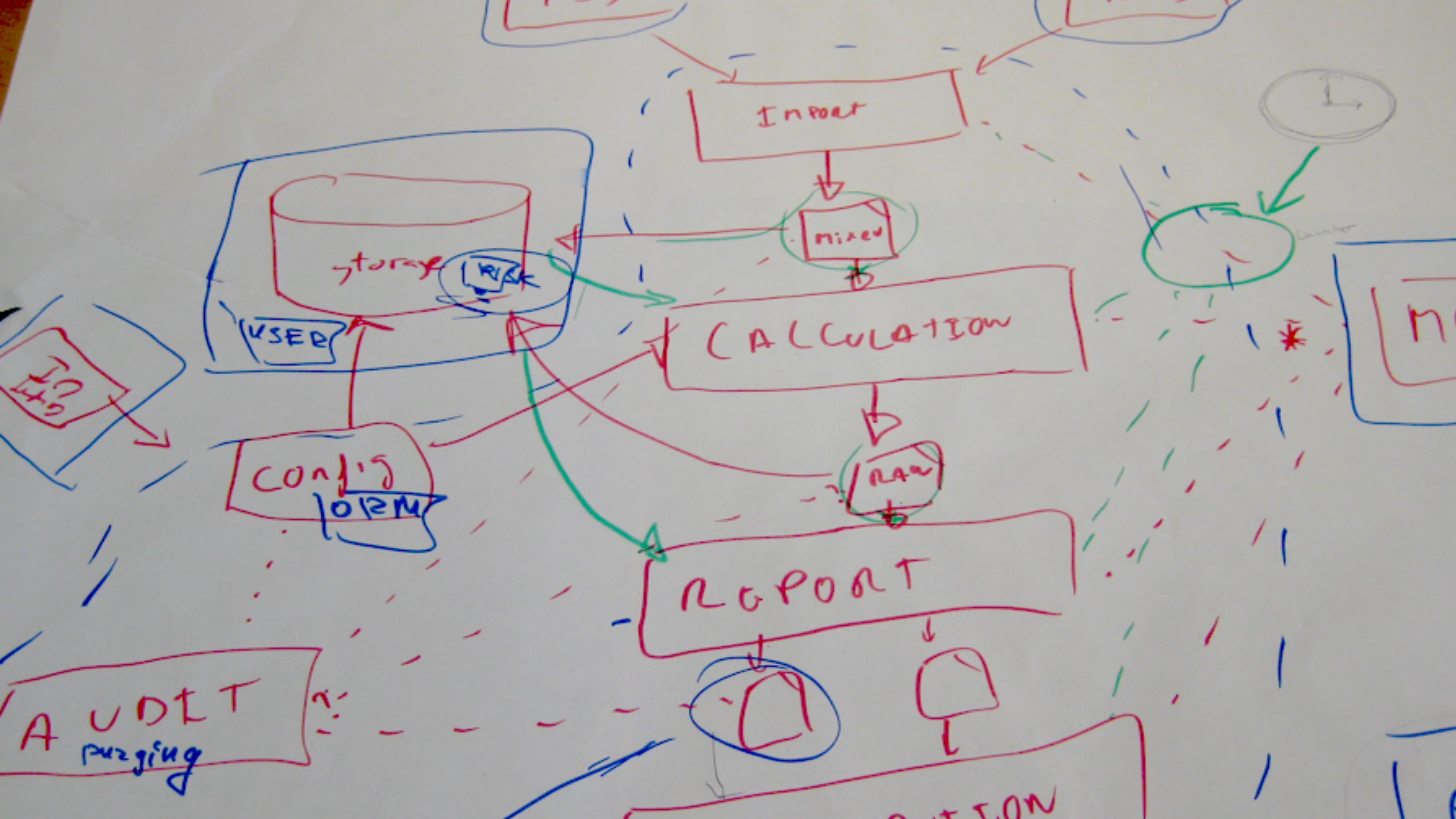
Risk Assessment
Processor

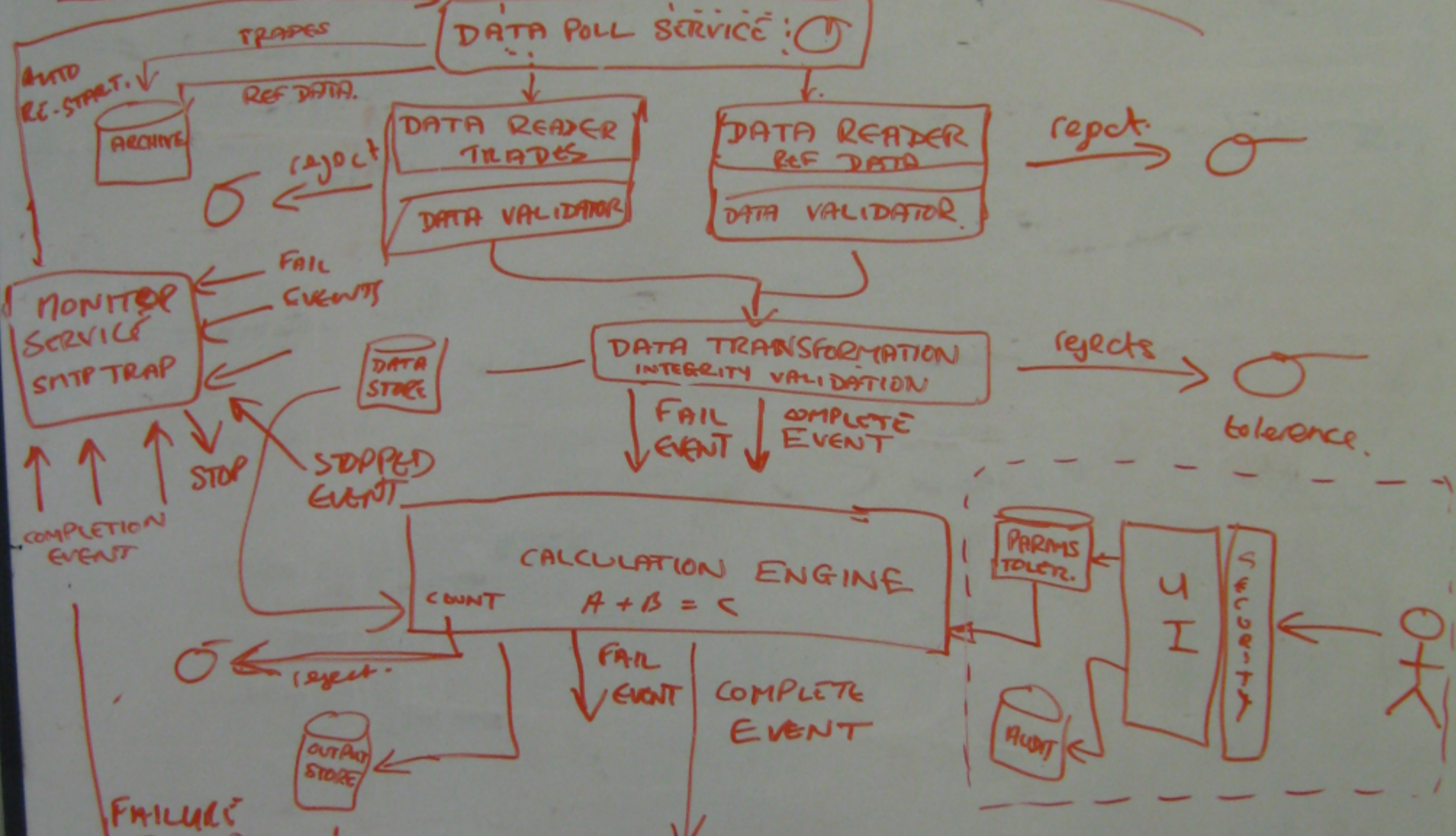
Risk Parameter
Configuration

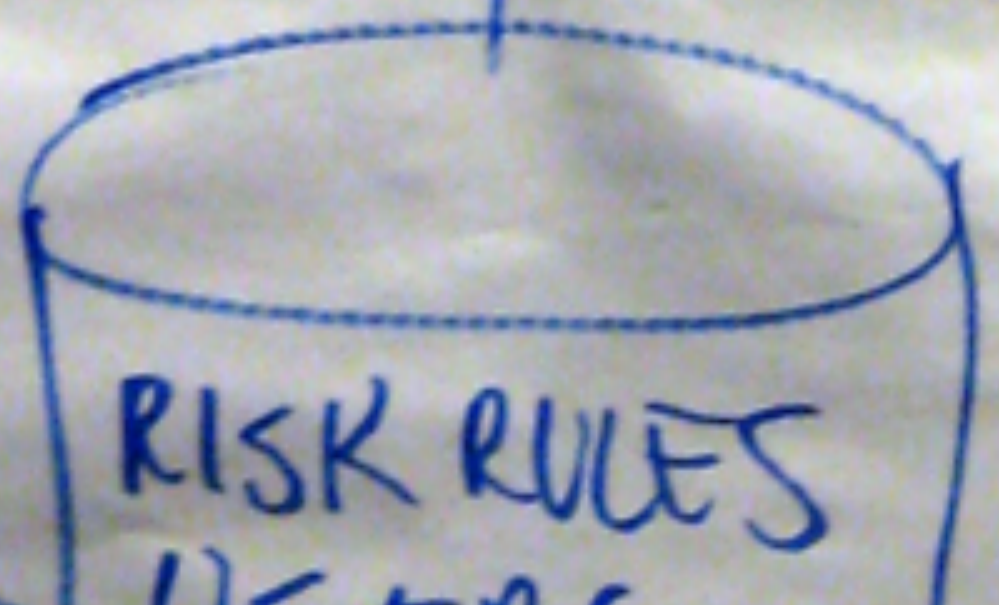
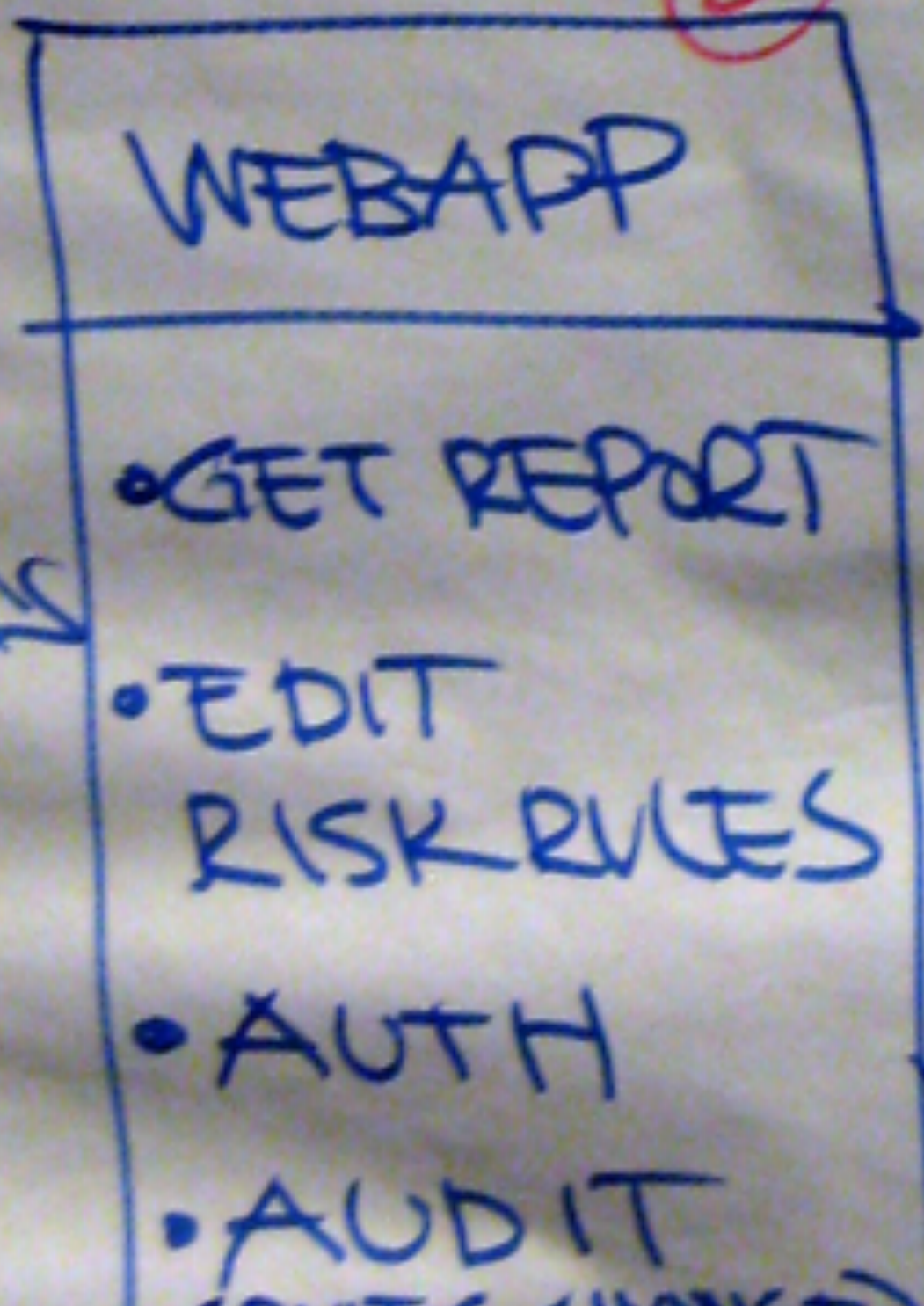
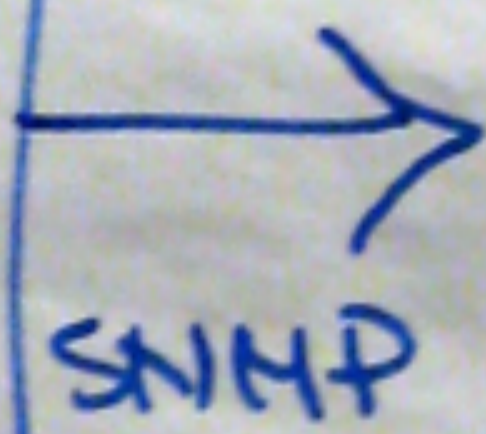
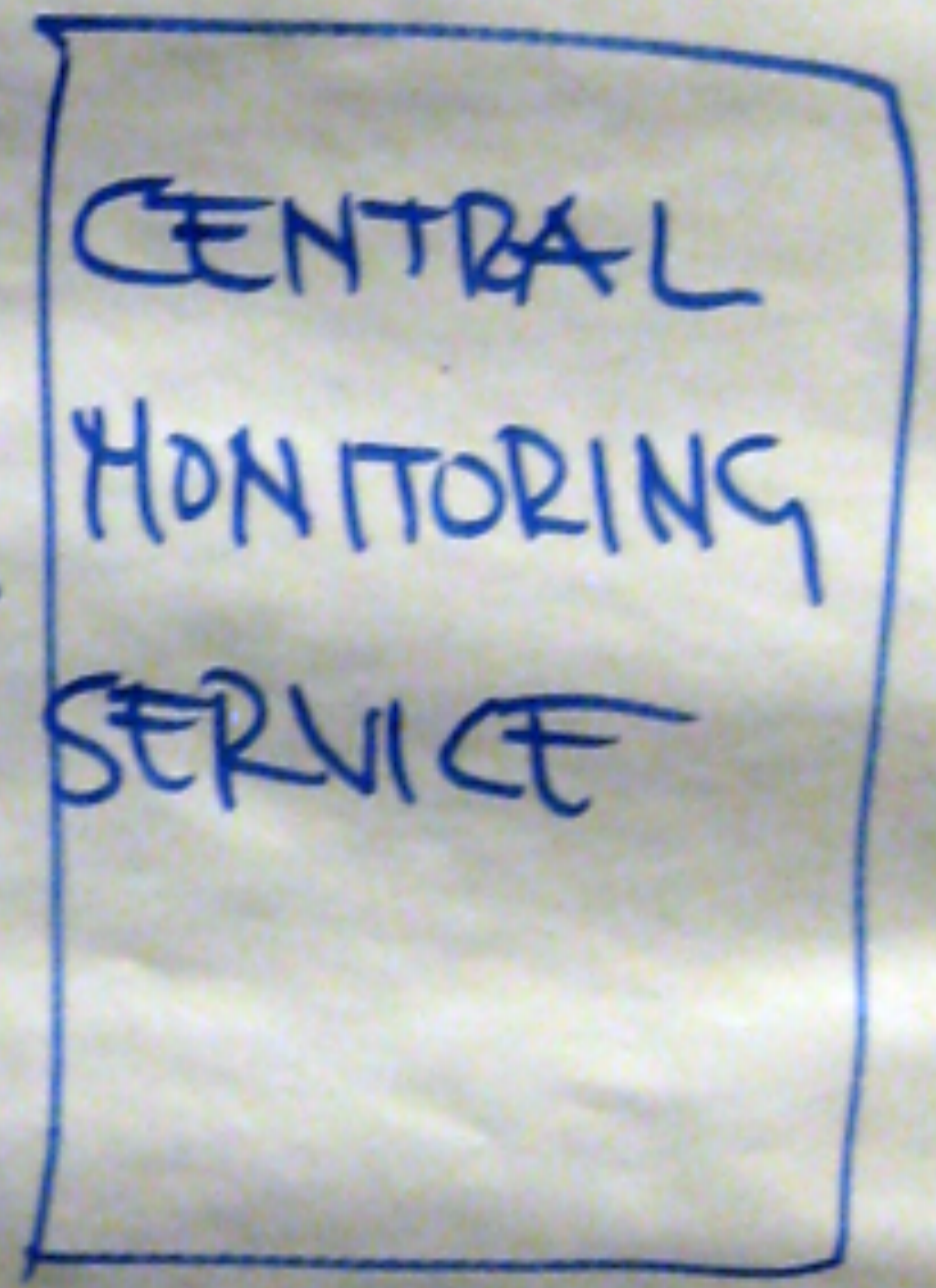
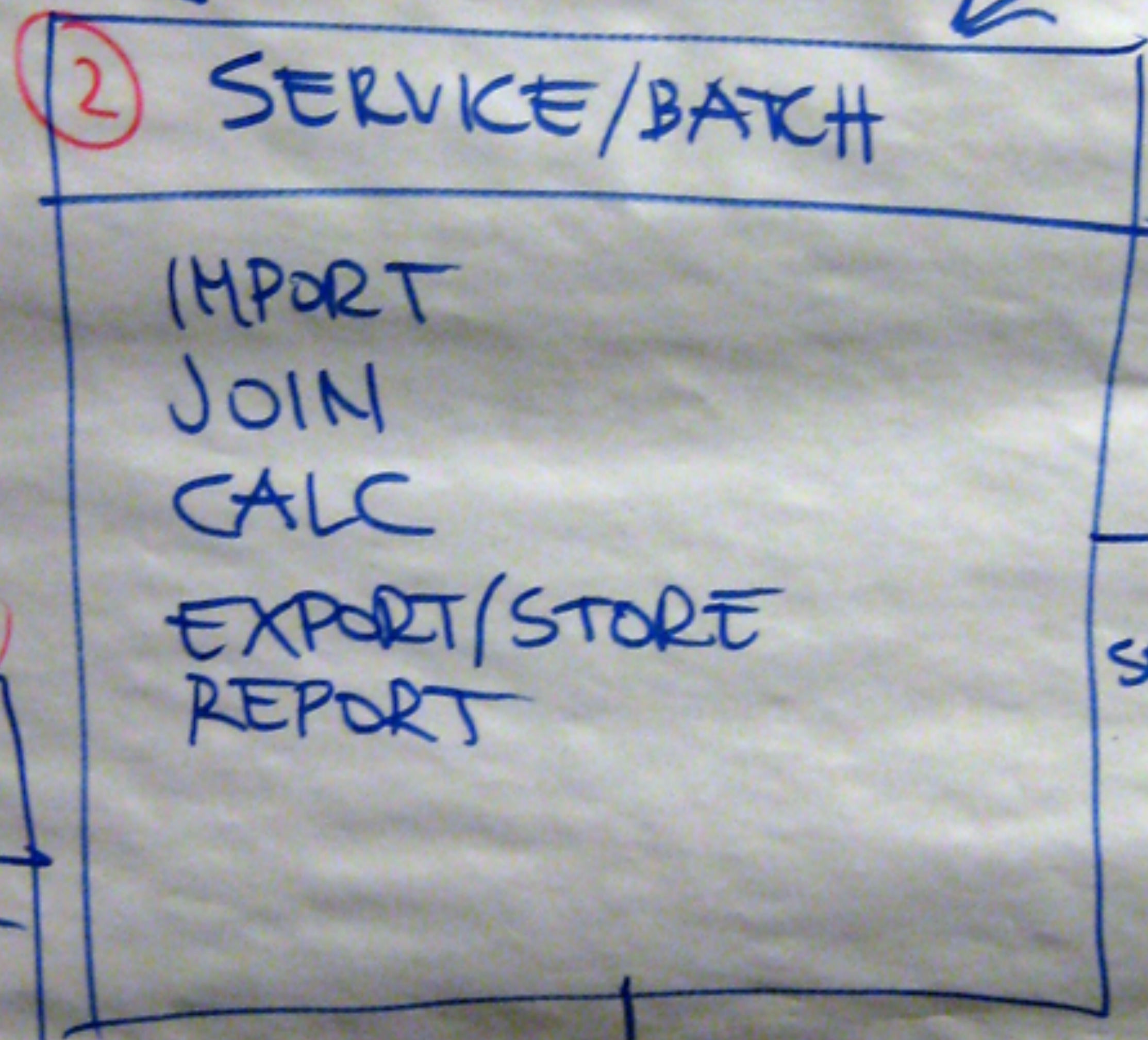
Report



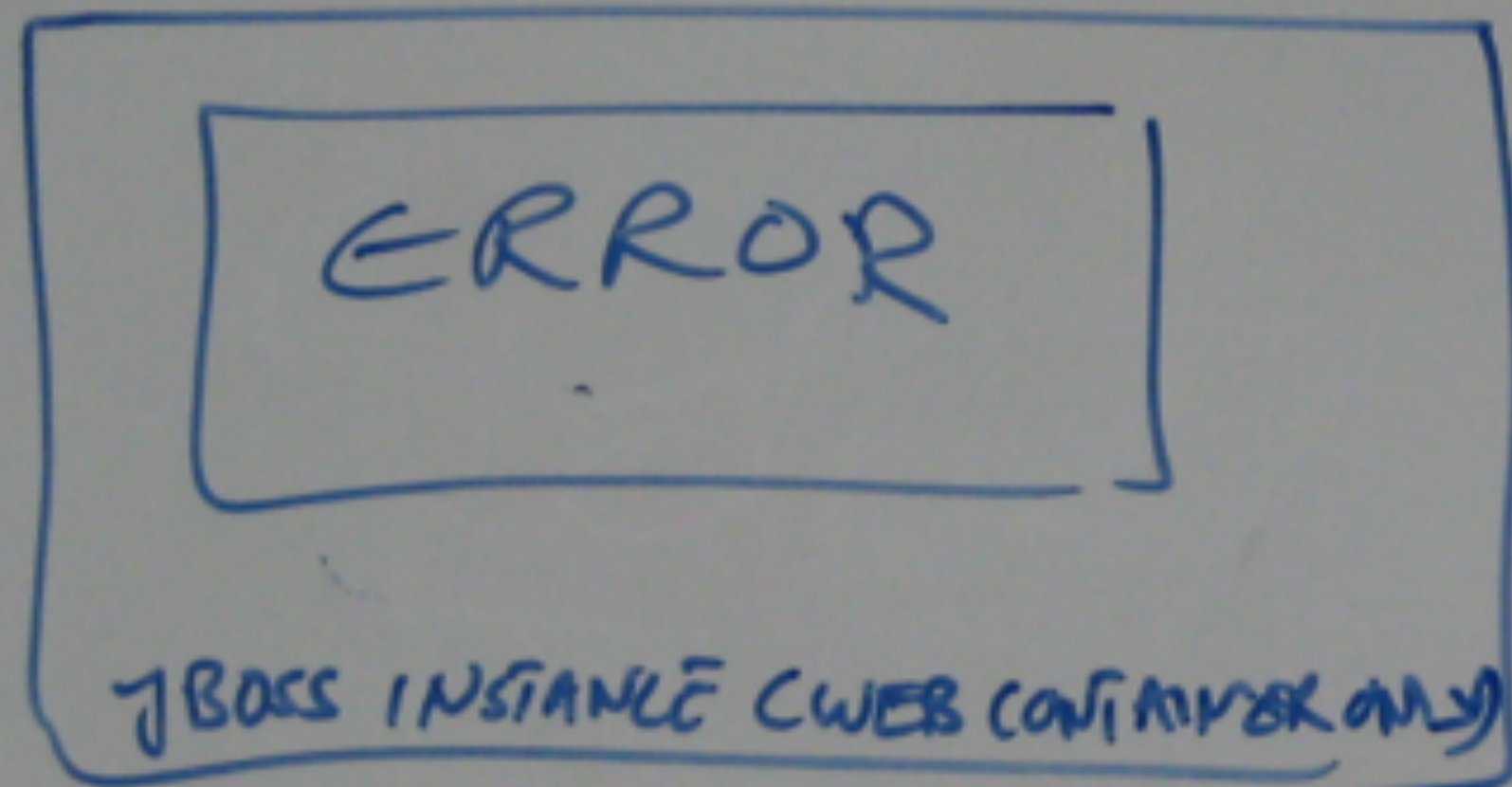
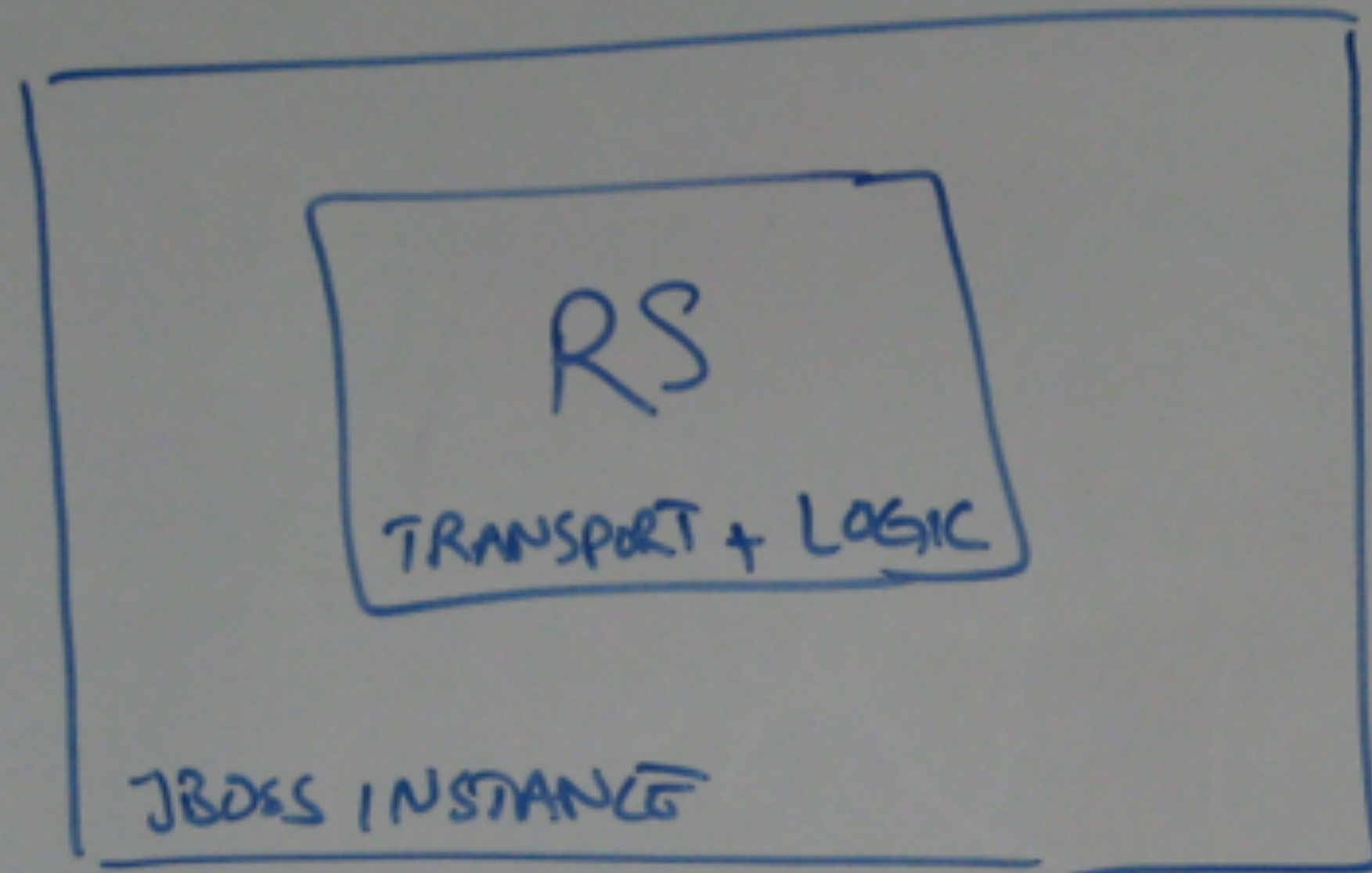




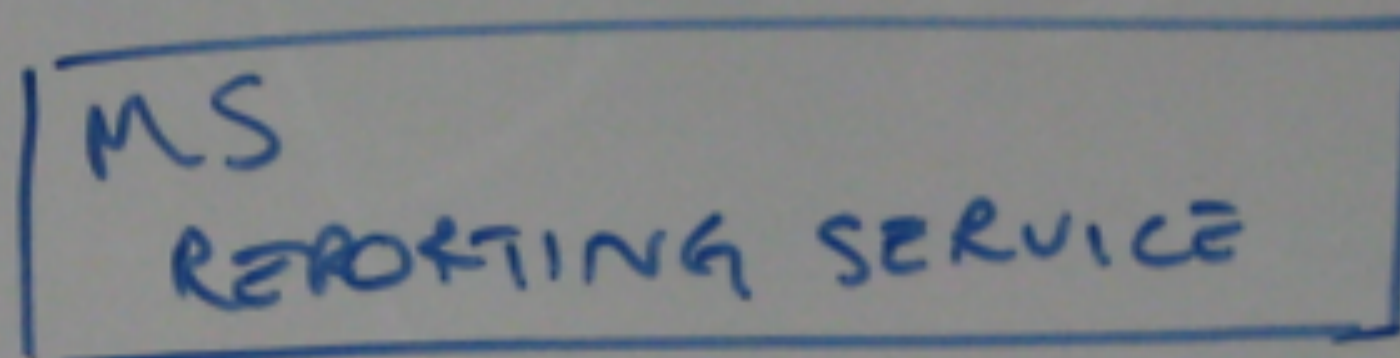
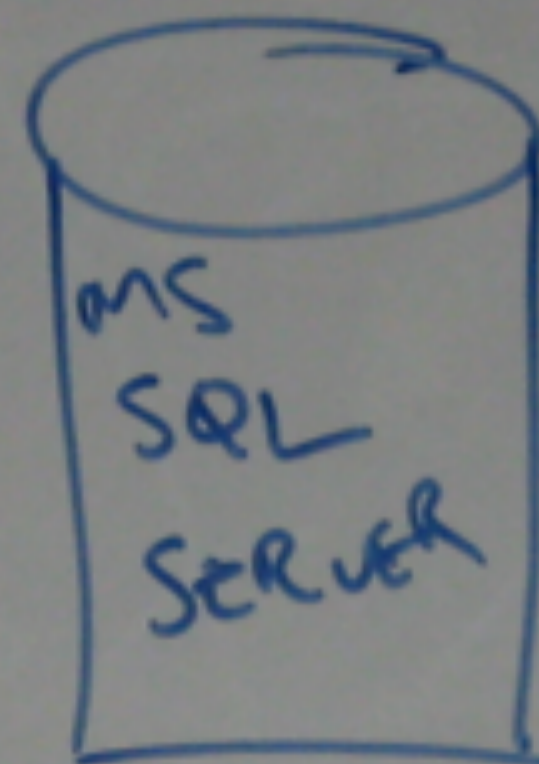




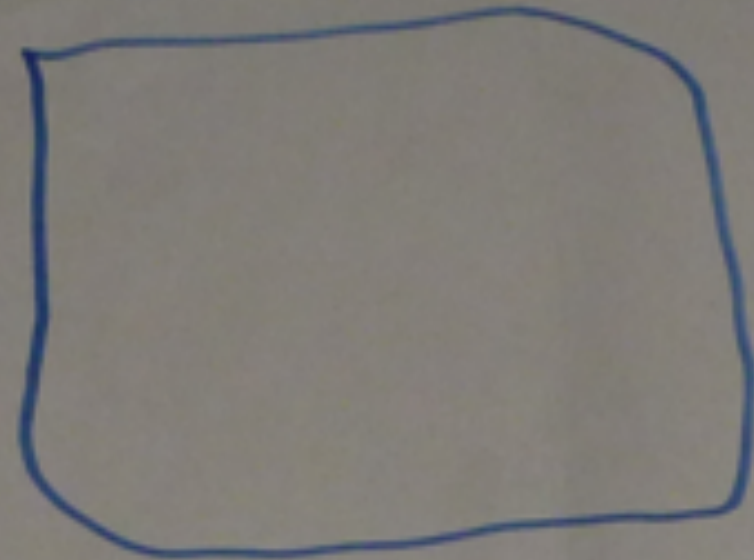
UNIX BOX



WINDOWS BOX



ASP
NET



LOGGING
SERVICE

PARAMETER
MANAGER

RISK
CALCULATION

REPORT
GENERATOR

DATA
IMPORT

AUDITING

VALIDATION

server

TDS

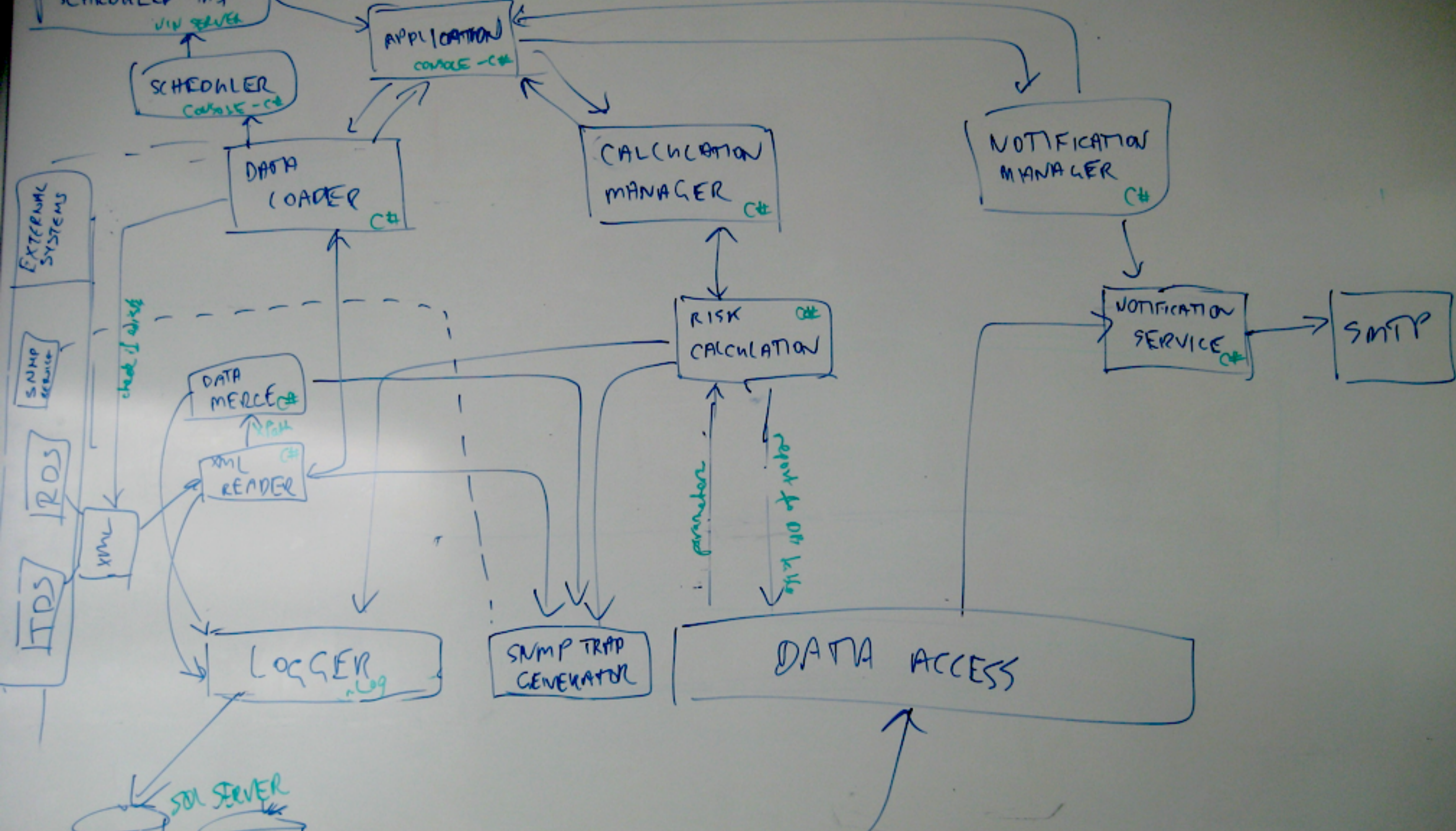
RDS

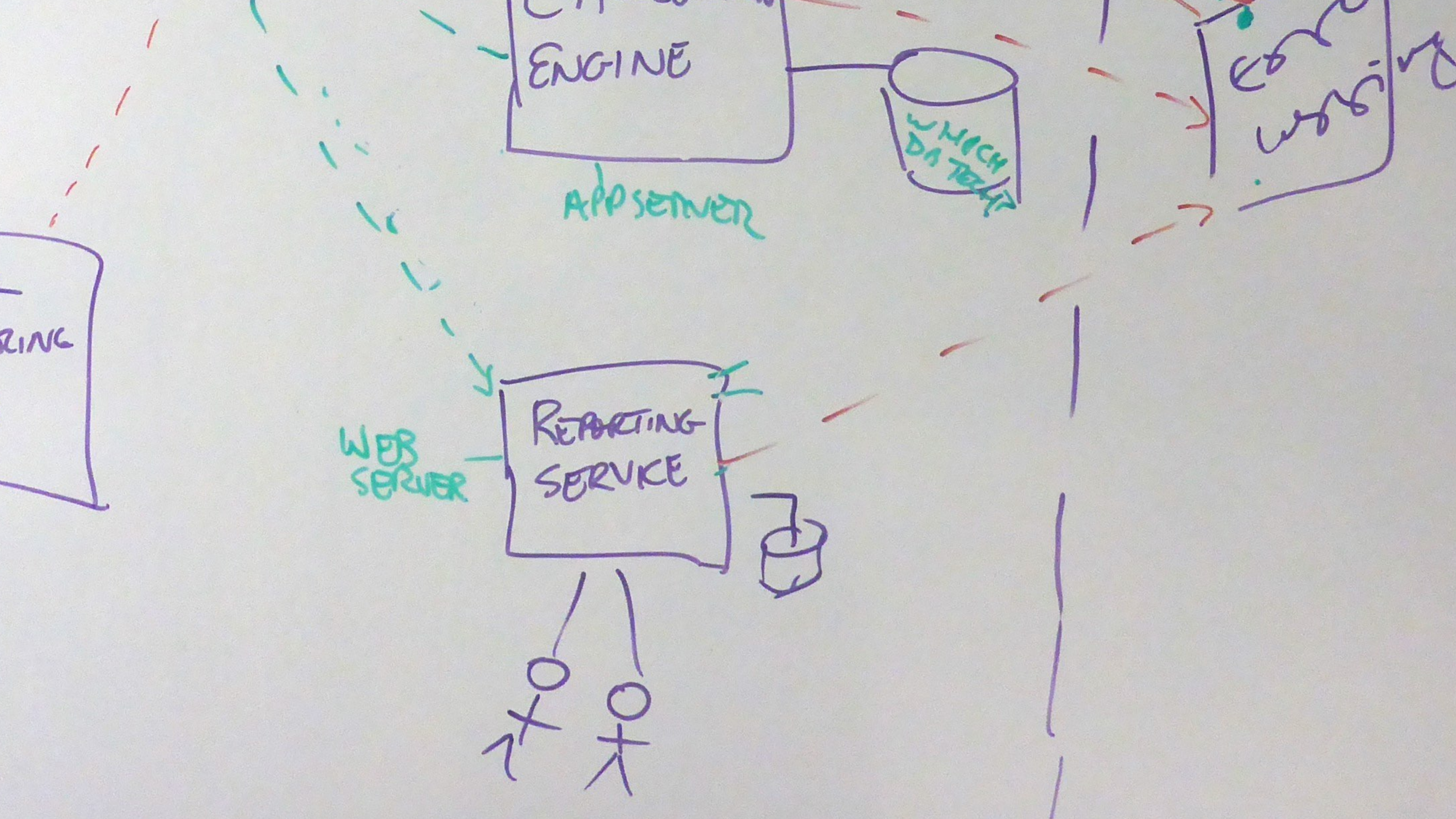
~~INTER~~
RISK
DATA

PARAMS

SECURITY

AUDIT







Params

Calcs

Params

ret - client

ret - client

~~Calcs~~ Risk outputs

Flow App Log

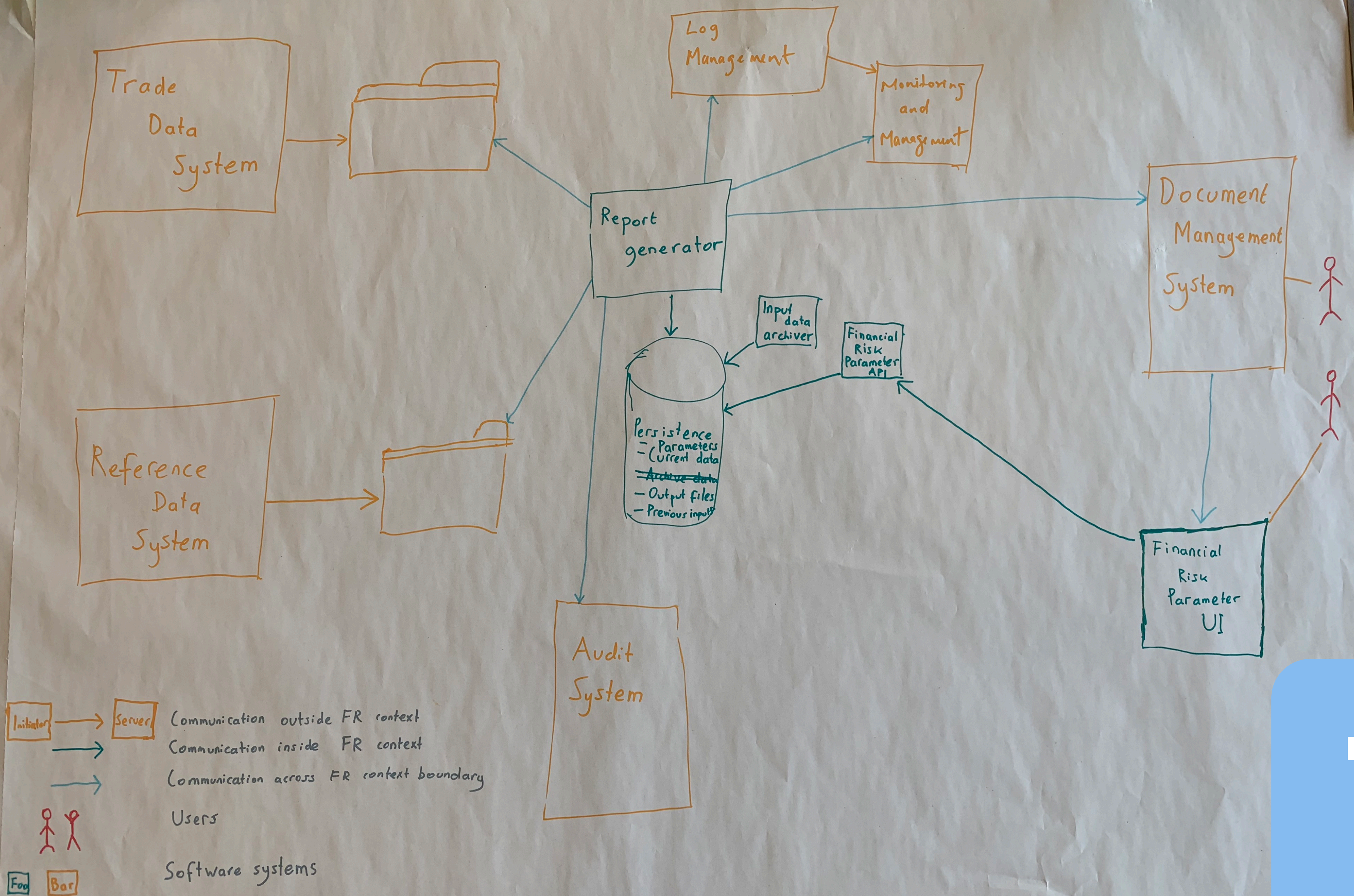
EH?

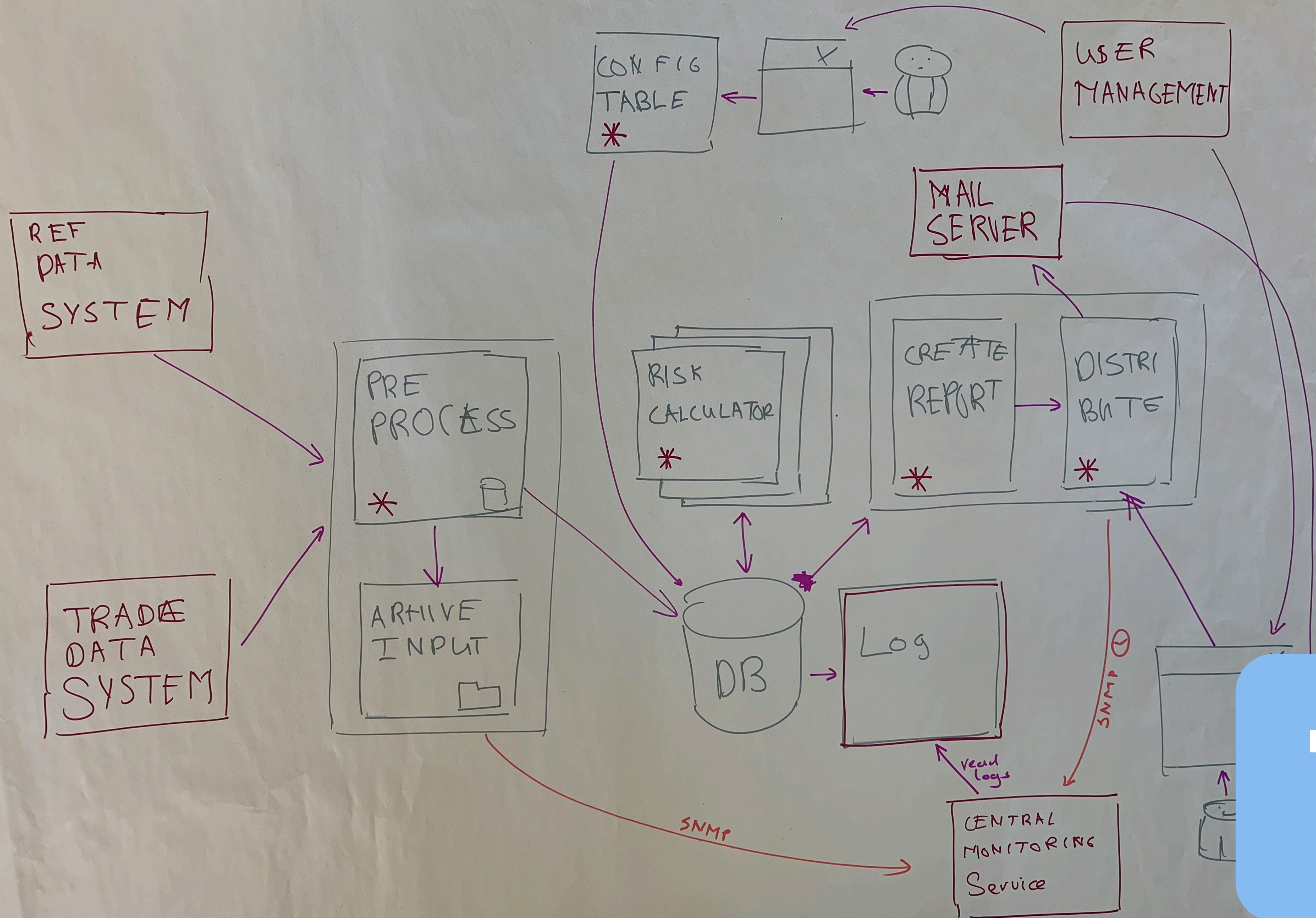
App
Export Log
Date
- Risk Cell
- calcs
- Par

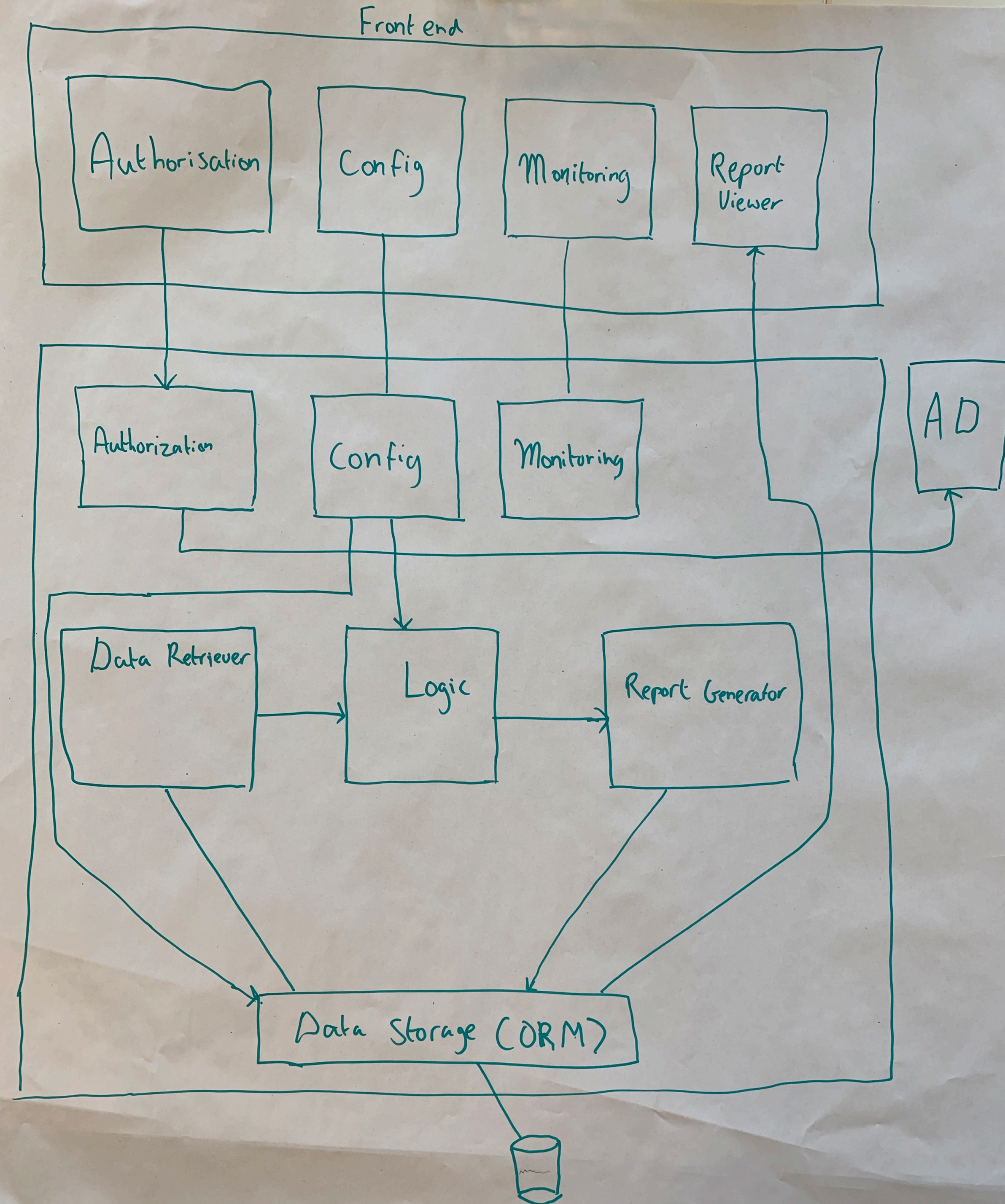
Params - Distinct

Batch

Batch
B-id:
cust id

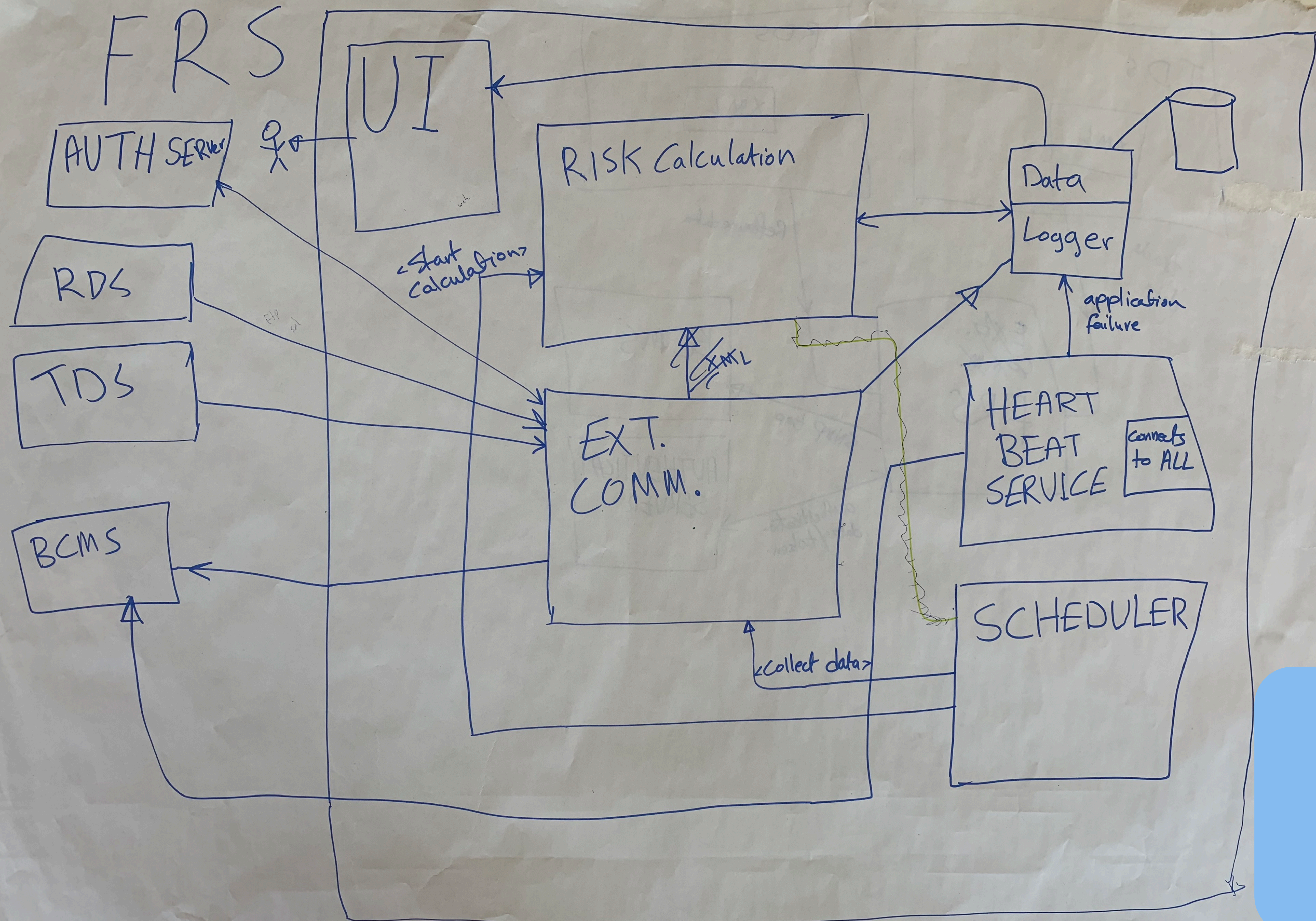


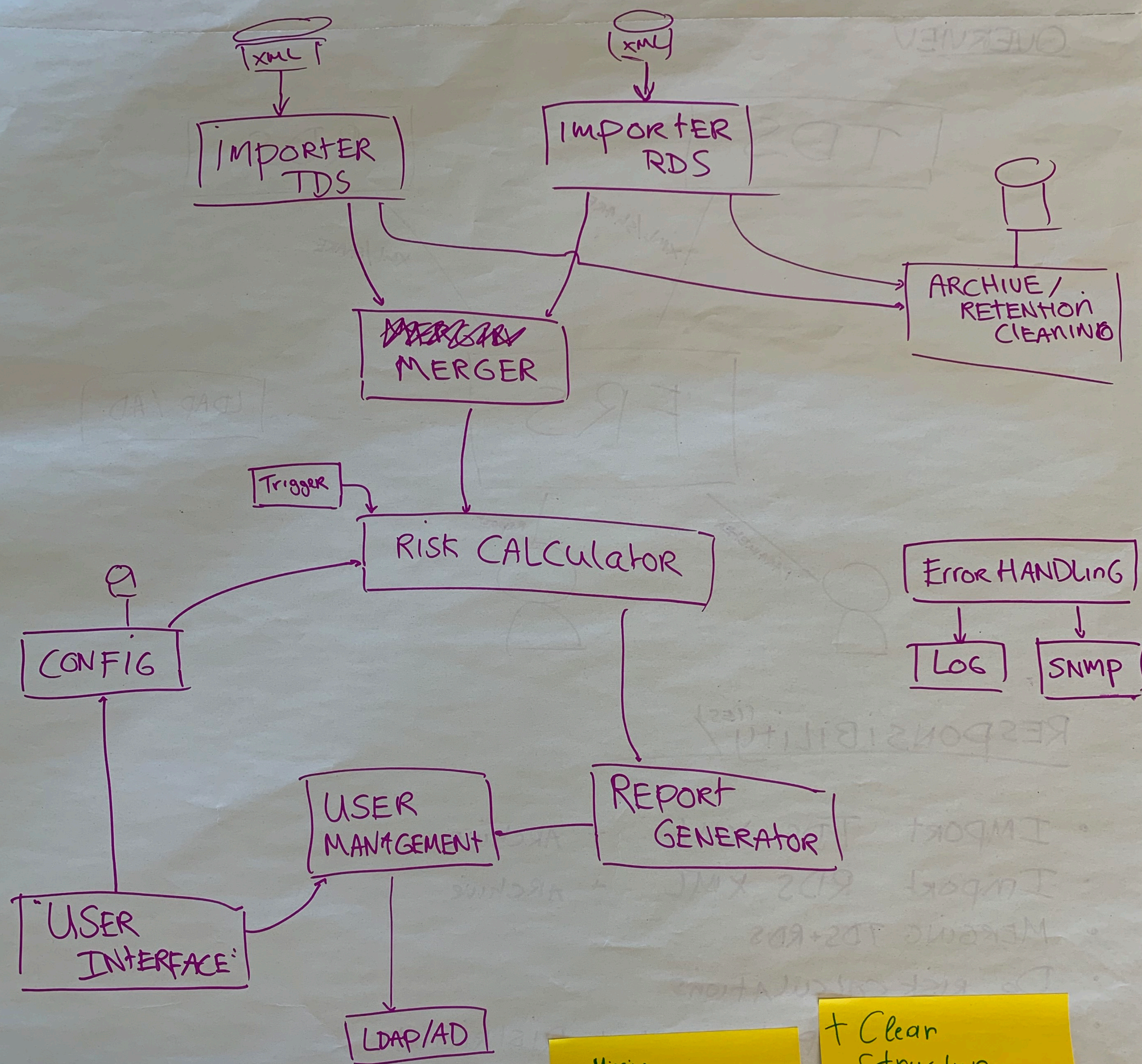




Significant decisions

- F/E < > B/E
- Make use of OS' watchdog mechanism
- Data storage ORM framework: Entity
- ASP.NET B/E
- Angular F/E

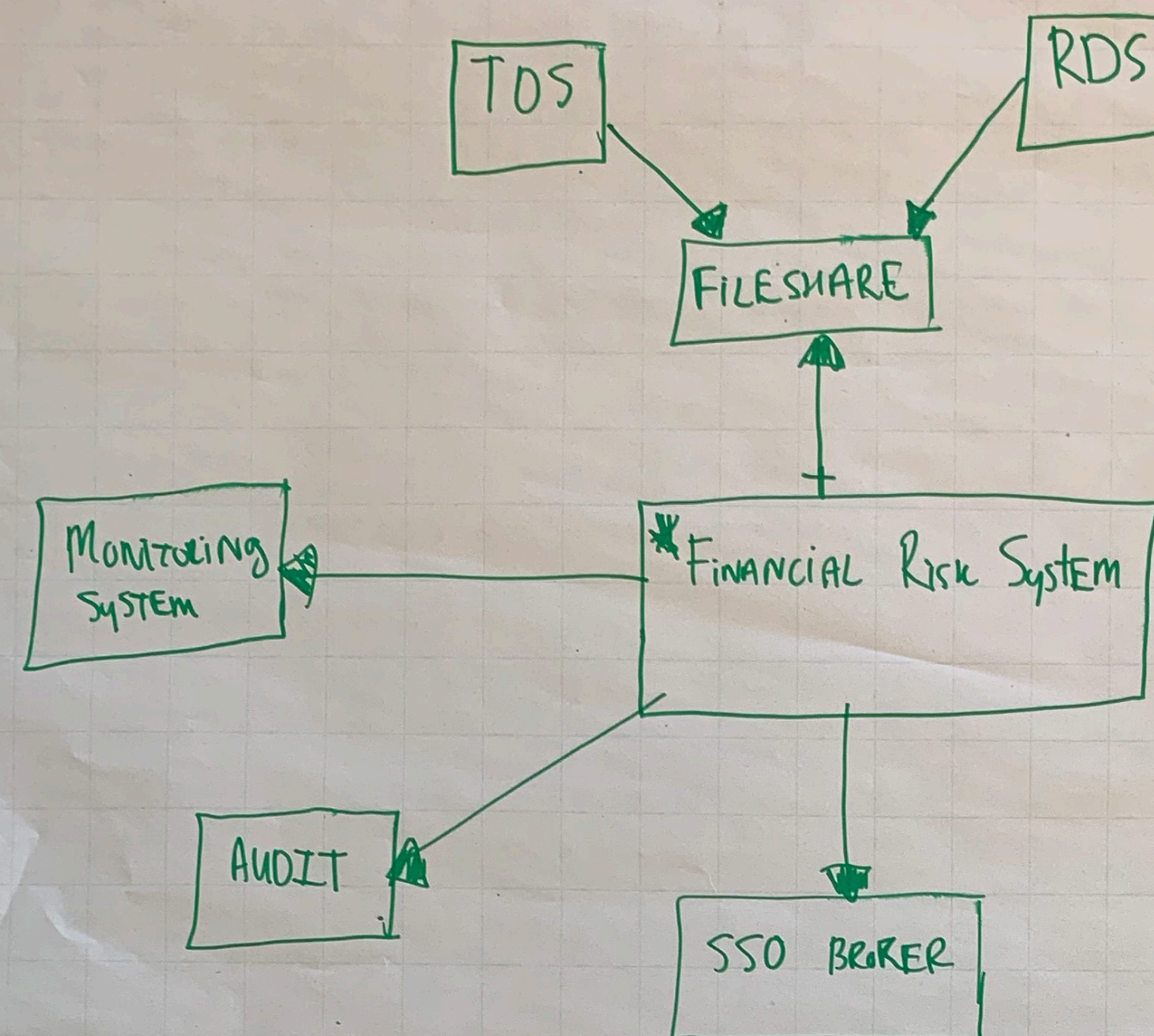




— Missing

+ Clear Structure



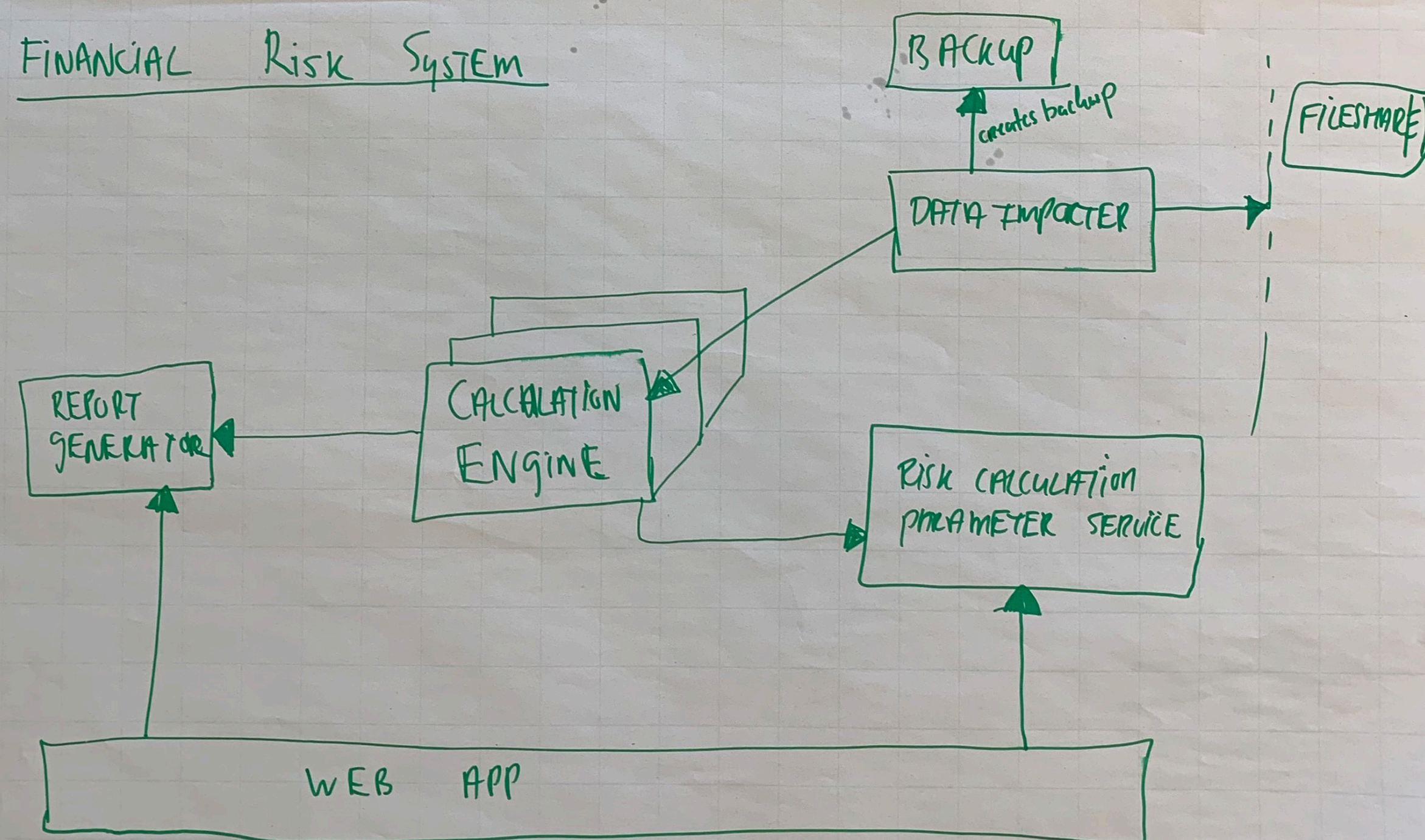


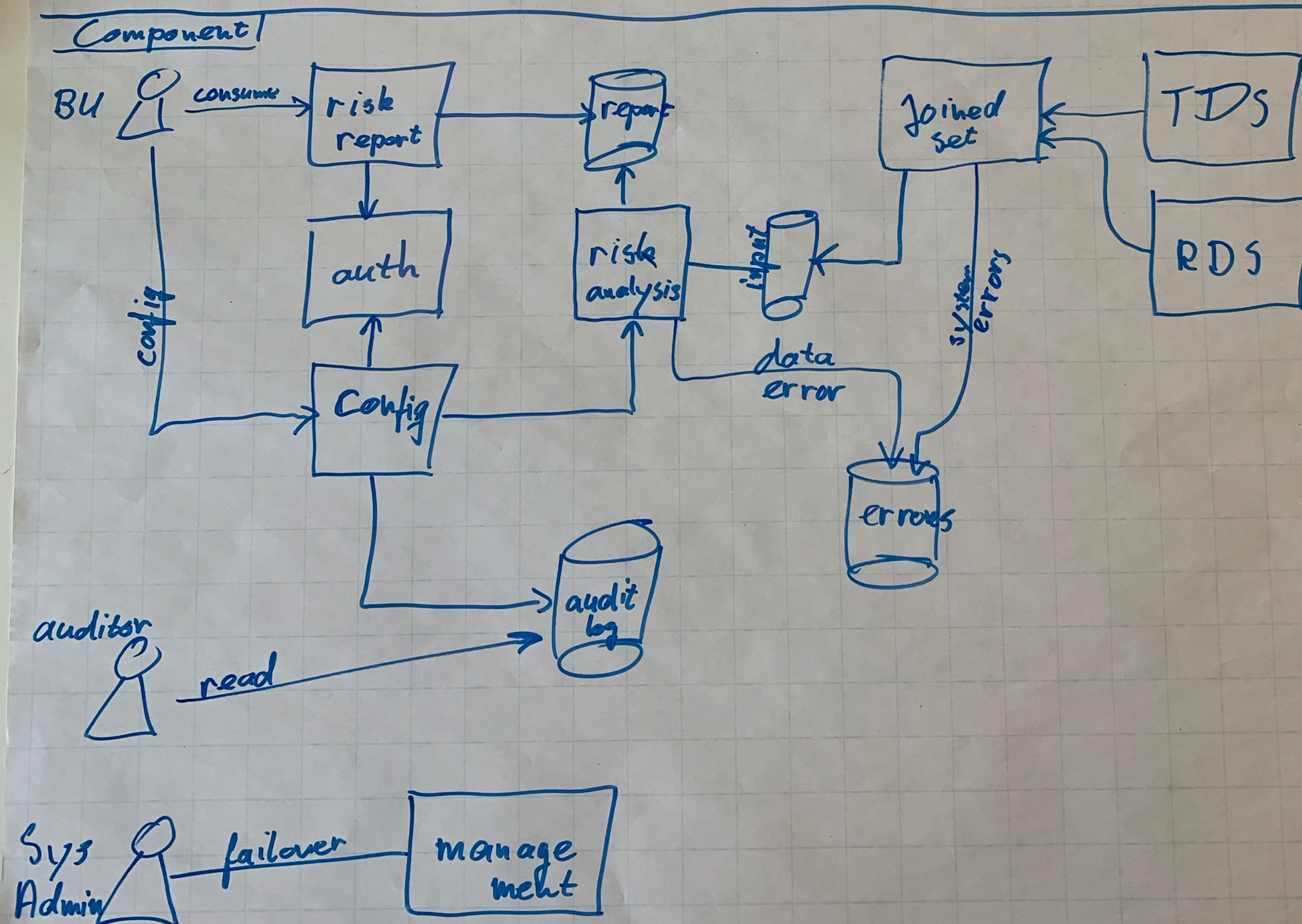
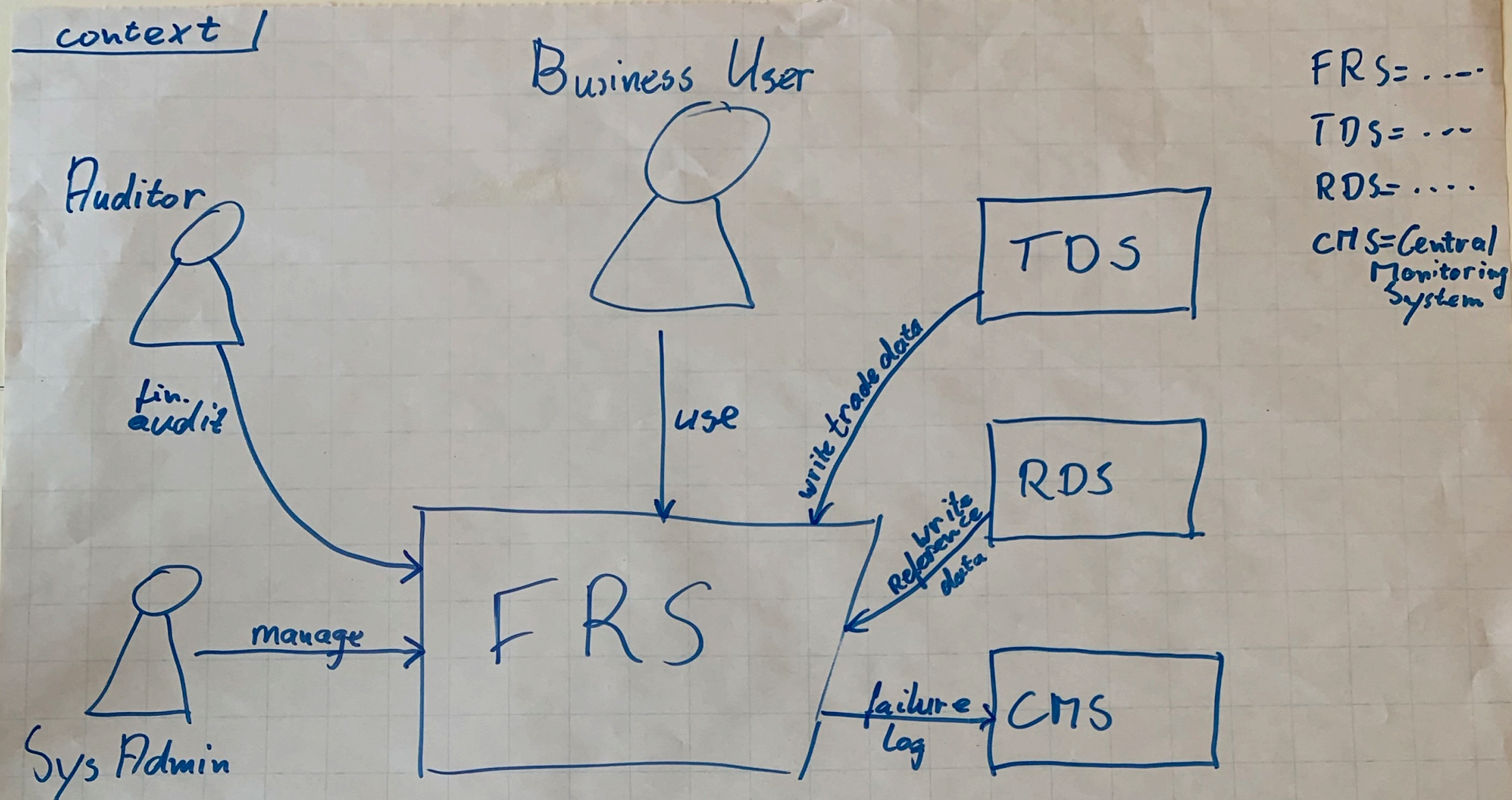
~~BACKUP~~

DECISIONS:

- * CALCULATIONS ARE A JOB TRIGGERED ON SCHEDULE
- * EXECUTE CALCULATIONS IN PARALLEL FOR EACH COUNTERPARTY
- * WEBUI FOR VIEWING REPORTS AND MODIFYING RISK PARAMETERS.
- * AUTHENTICATE AND AUTHORIZE USERS BASED ON SSO
- * SINGLE POINT OF ENTRY

* FINANCIAL Risk SYSTEM







software architecture diagram



All

Images

Videos

News

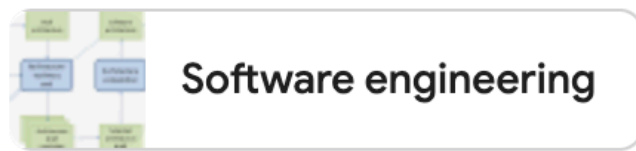
Books

Maps

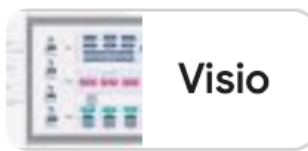
Web

More

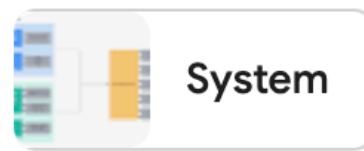
Tools



Software engineering



Visio



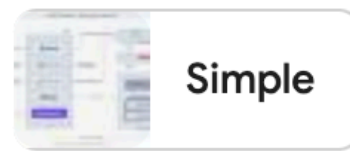
System



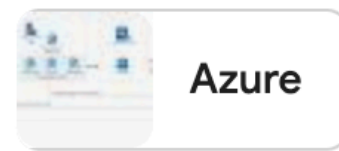
Uml



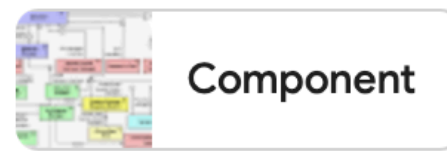
Design



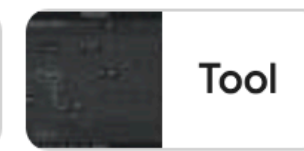
Simple



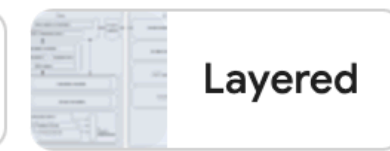
Azure



Component



Tool



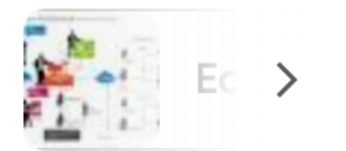
Layered



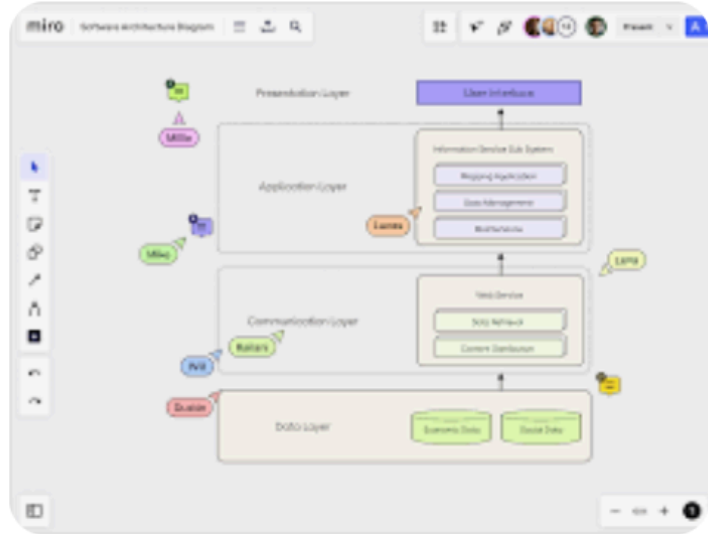
Api



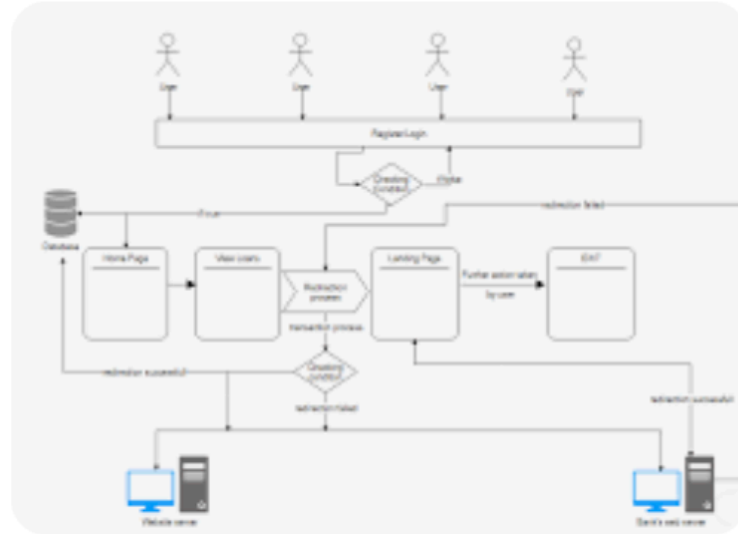
Game



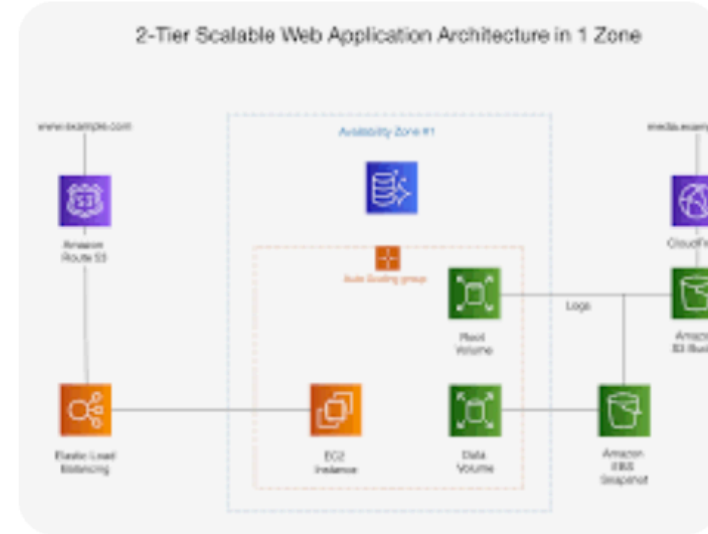
Ec



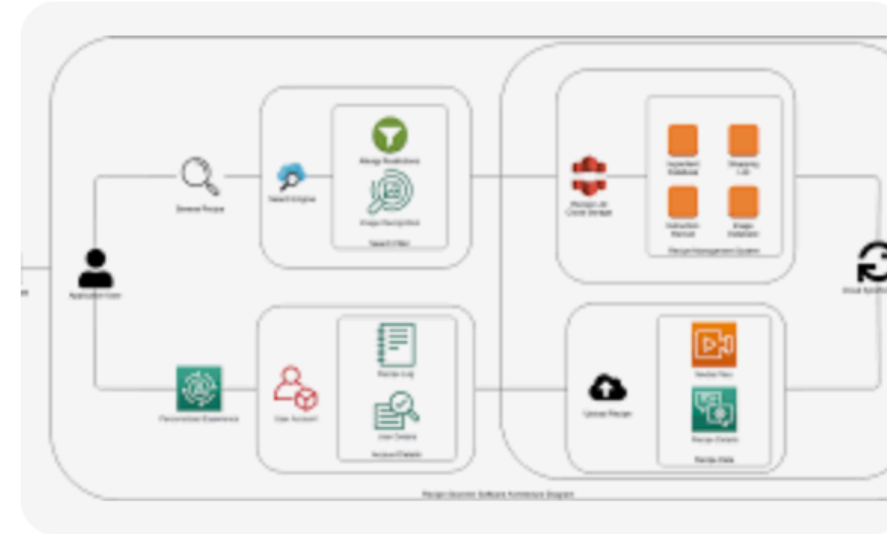
Software Architecture Diagramming



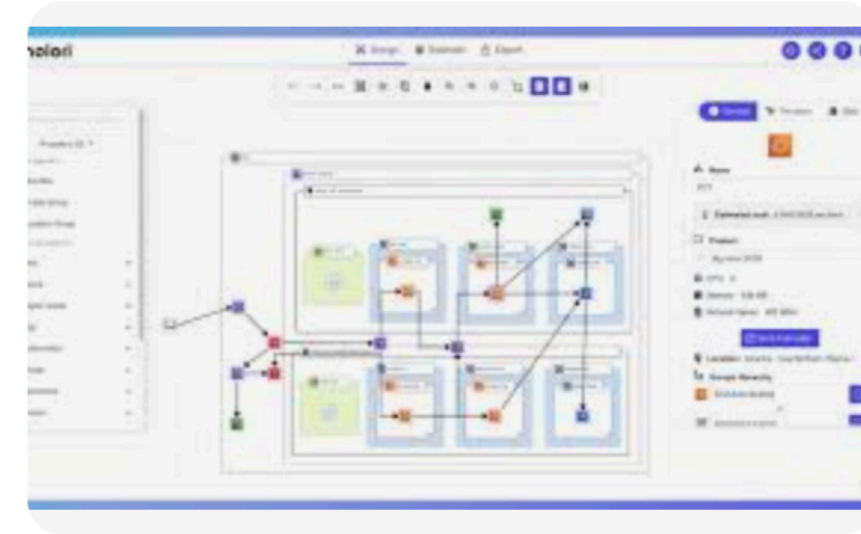
Software Architecture Diagram | Ed...



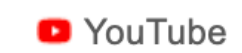
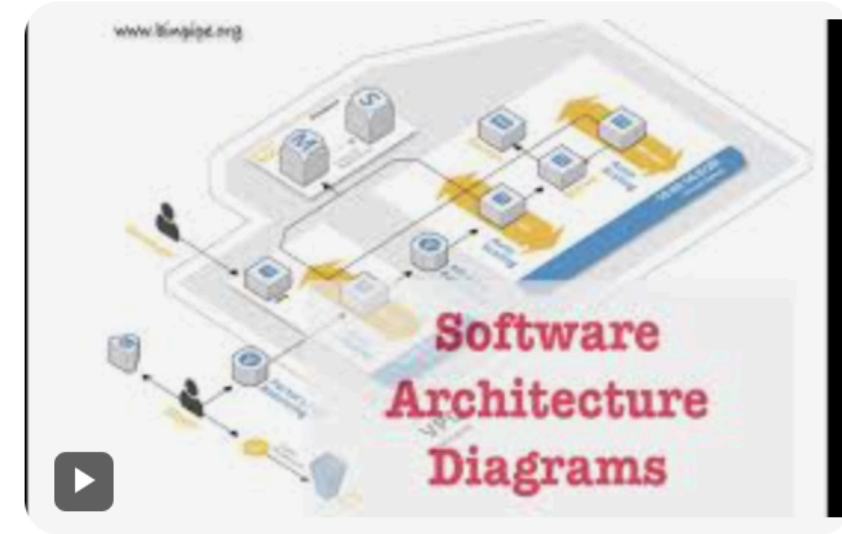
What is an architecture diagram, ...



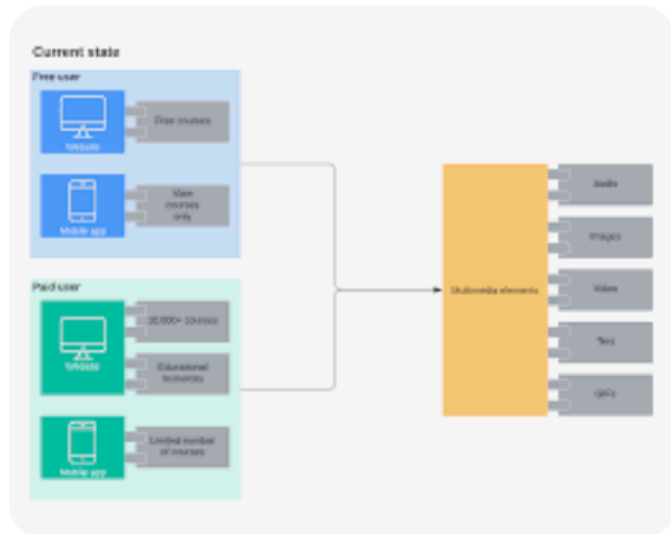
Software Architecture Diagram | Visual ...



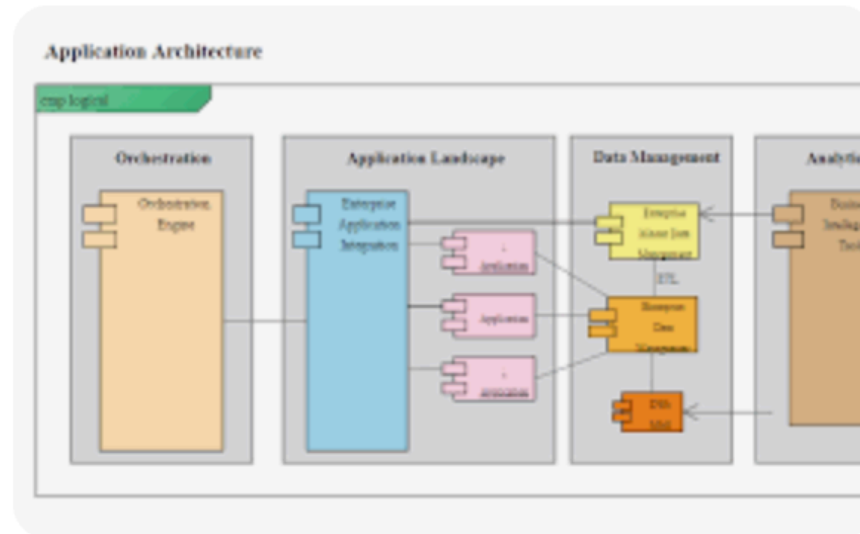
Top 9 Architecture diagram software for ...



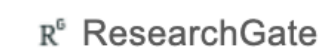
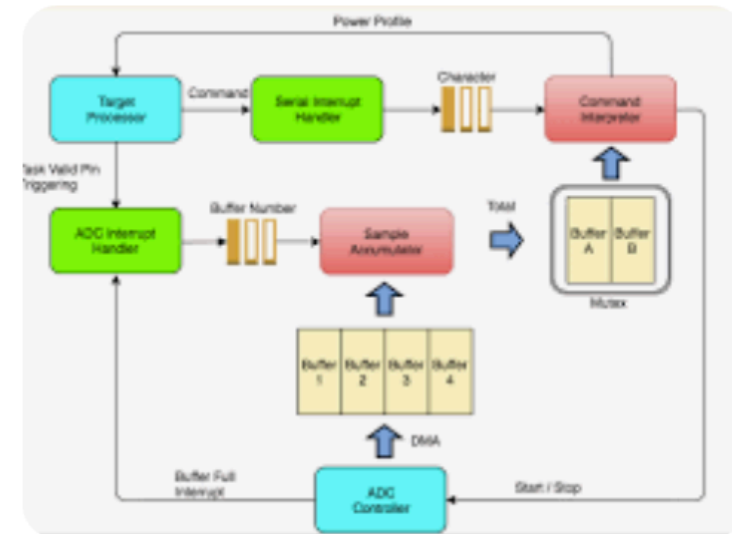
Create Software Architecture Diagrams ...



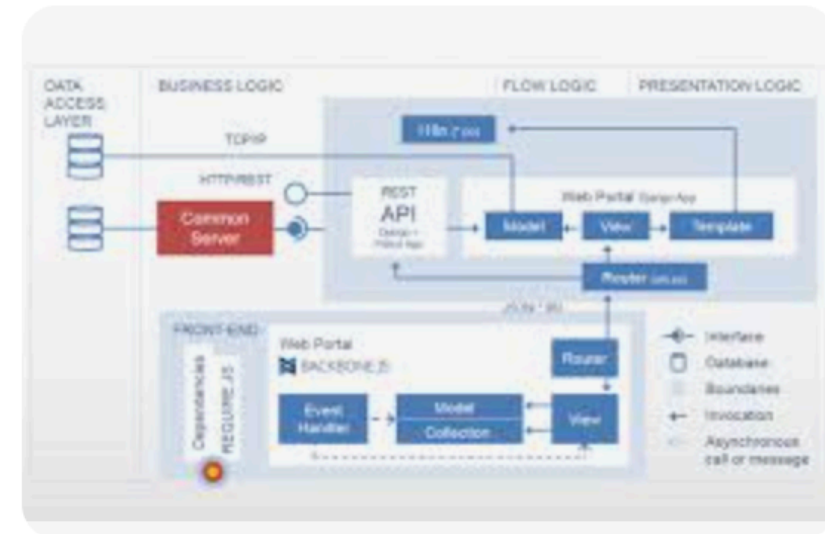
Draw 5 Types of Architectural D...



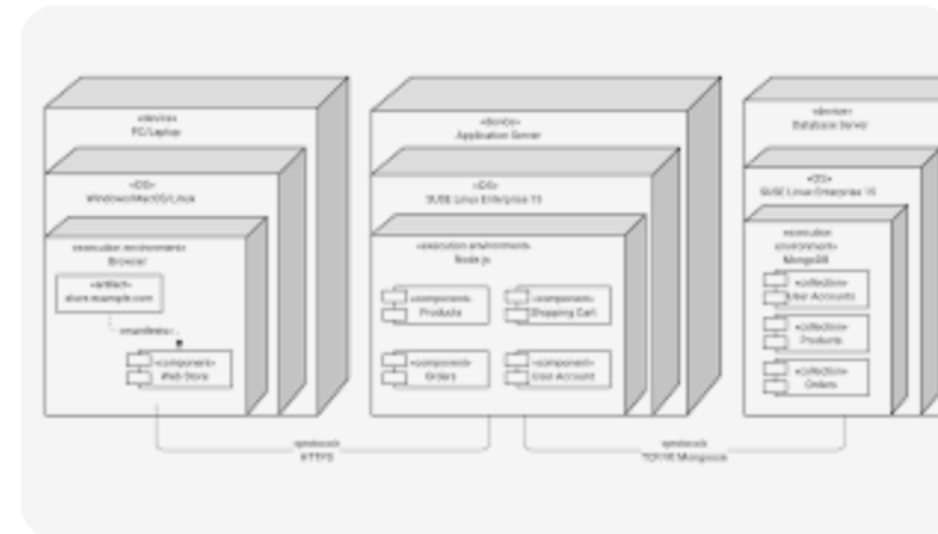
Application Architecture Diagram: A ...



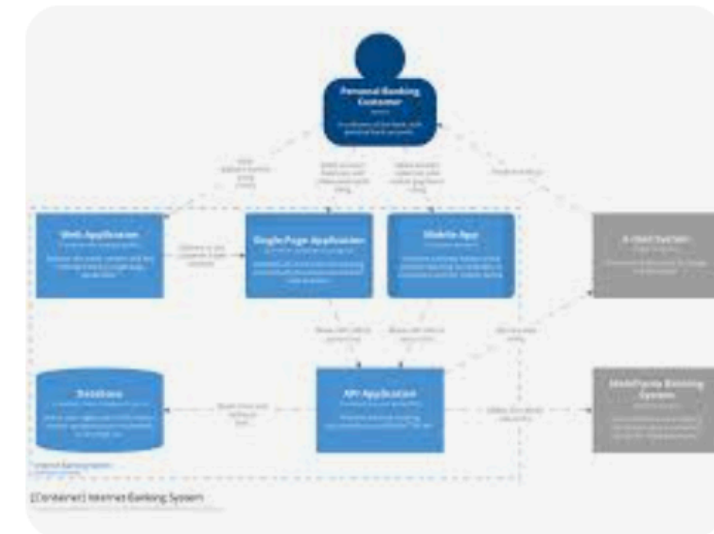
Instrumentation Software Architect...



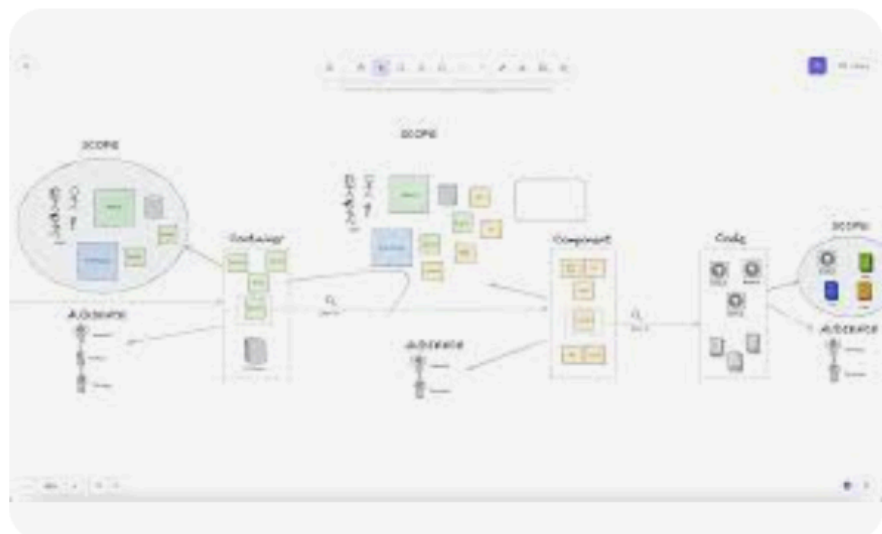
Four Layers Modern Web Application ...



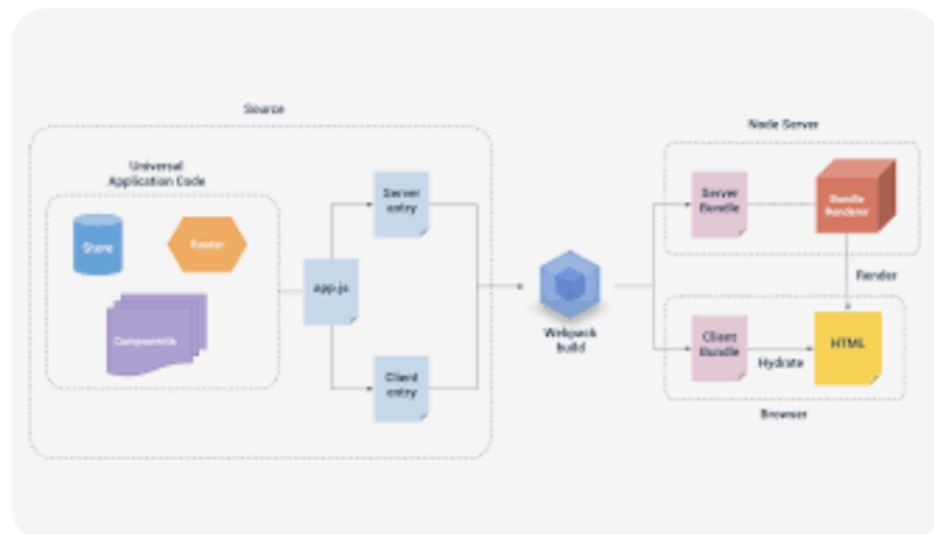
Draw 5 Types of Architectural Diagrams ...



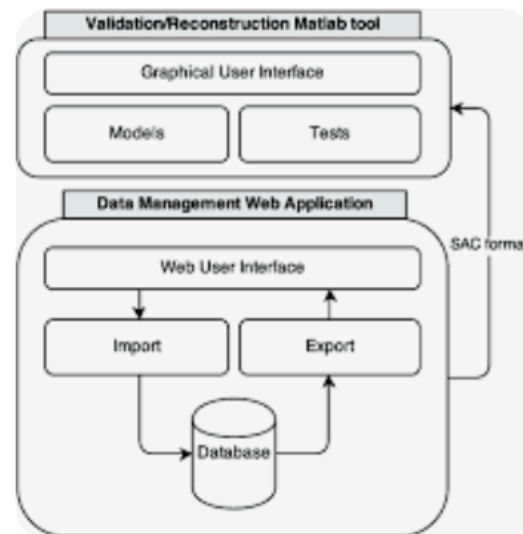
5 great diagramming tools for ...



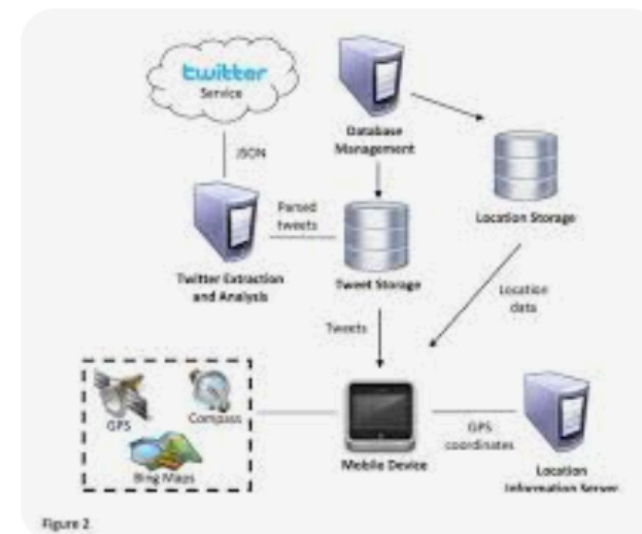
Top 8 diagramming tools for software ...



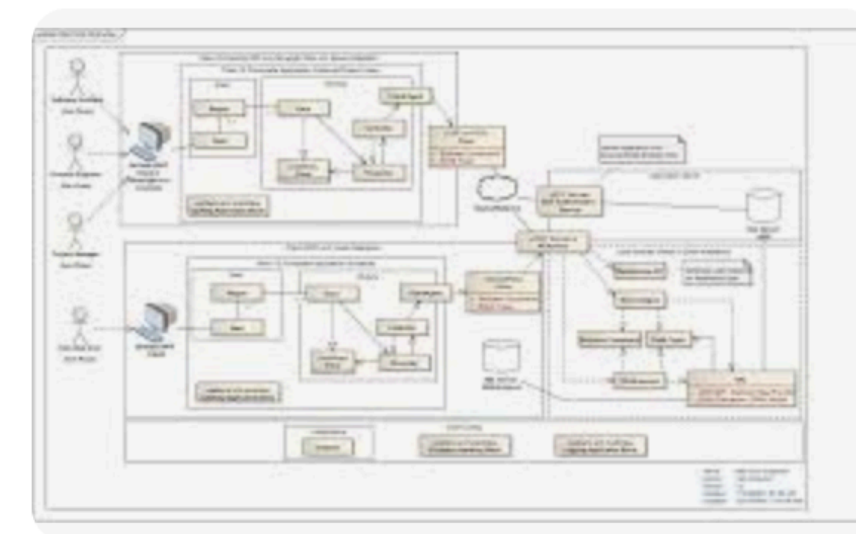
creating software architecture diagram ...



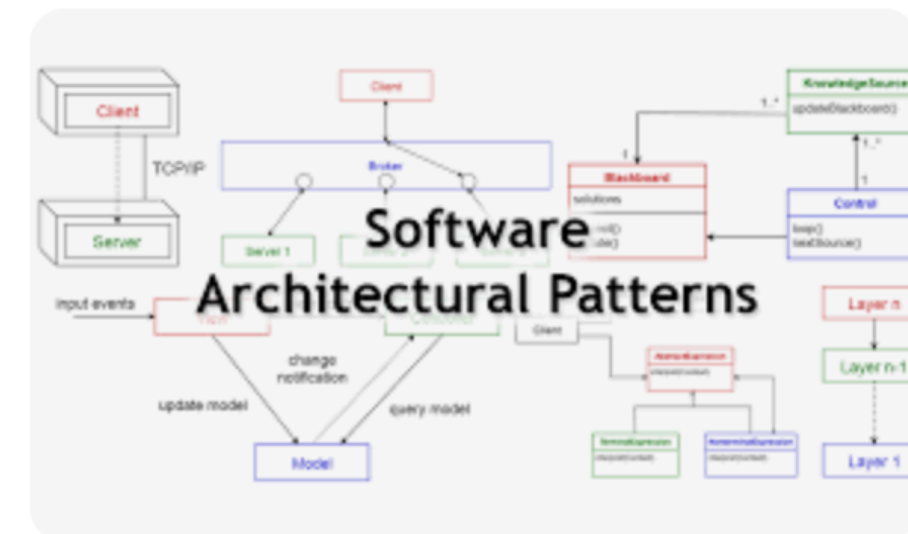
Software architecture di...



tools for architectural diagram ...



What is Software Architecture



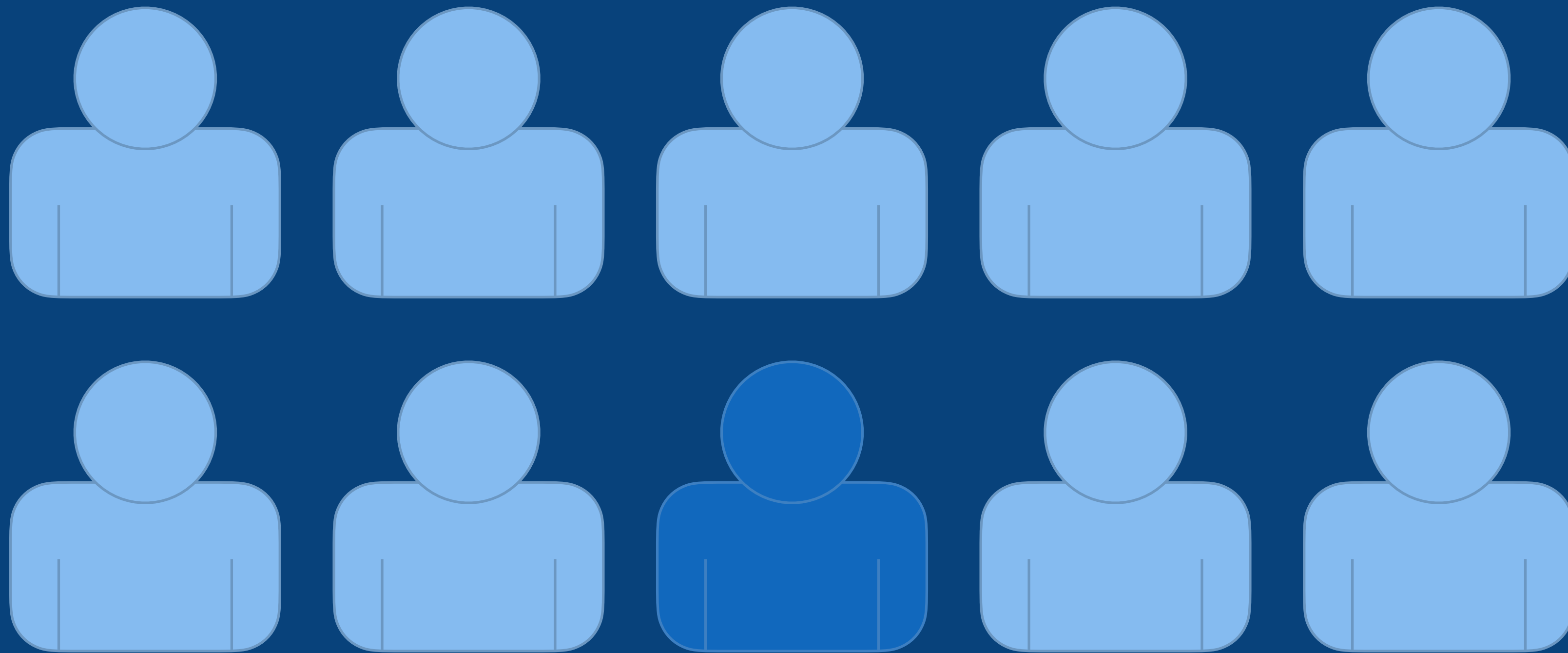
Software architecture diagramming and ...

If you're going to use "boxes & lines",
at least do so in a **structured way**,
using a **self-describing notation**

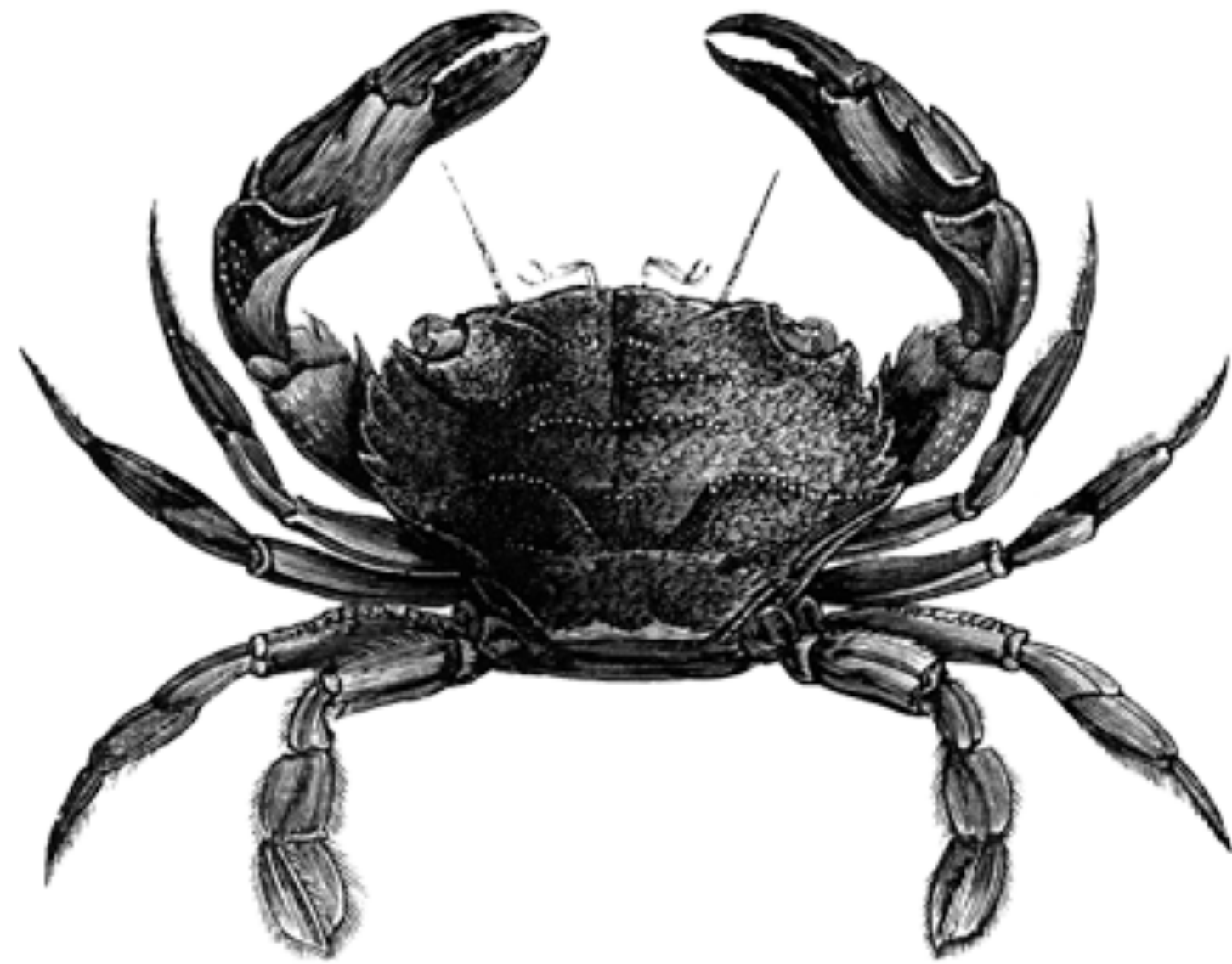
Moving fast in the same direction
as a team requires

good communication

Do *you* use UML?



In my experience,
few people use UML



97 Ways to Sidestep UML

#2 "Not everybody else on the team knows it."

#3 "I'm the only person on the team who knows it."

#36 "You'll be seen as old."

#37 "You'll be seen as old-fashioned."

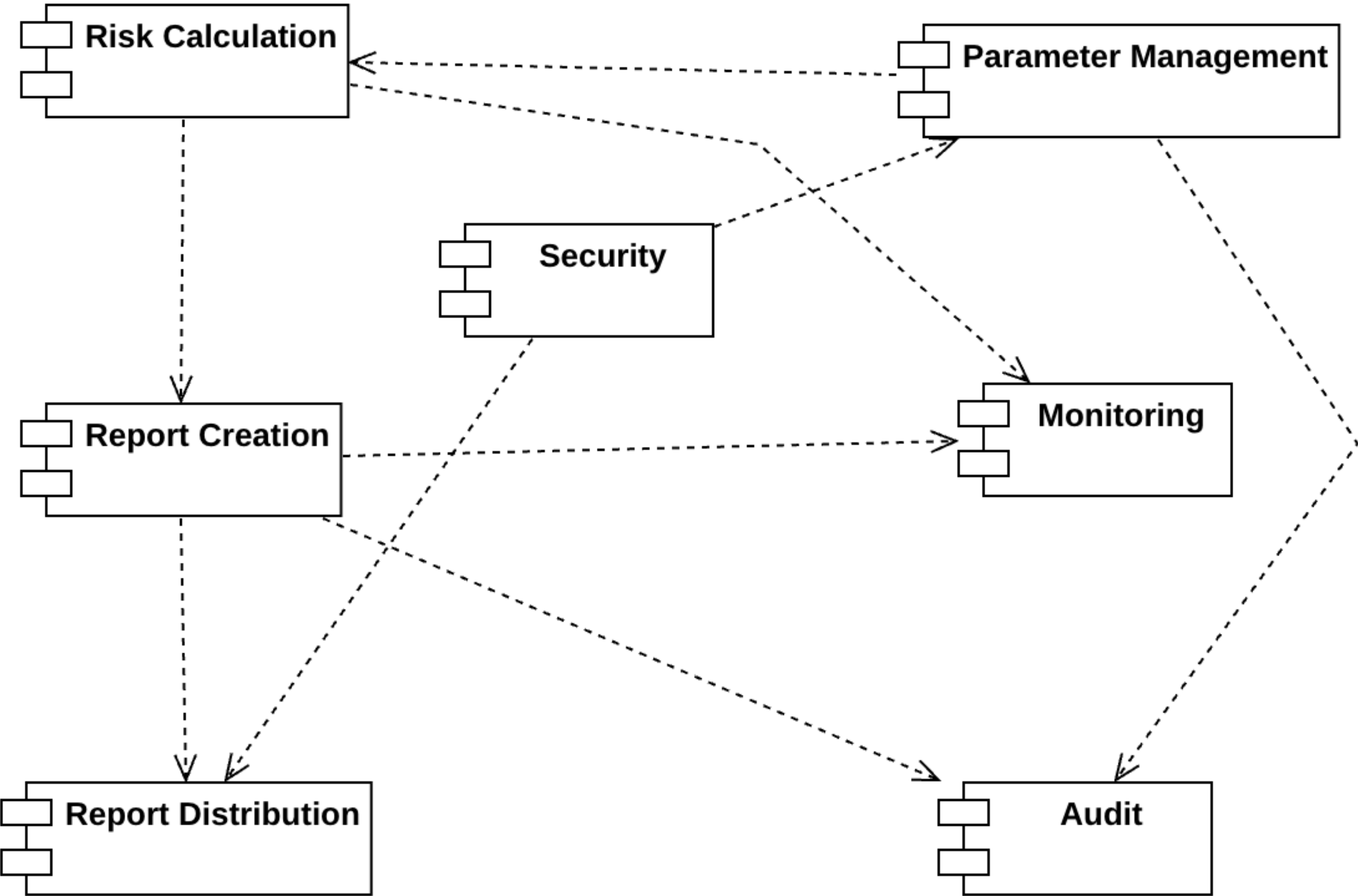
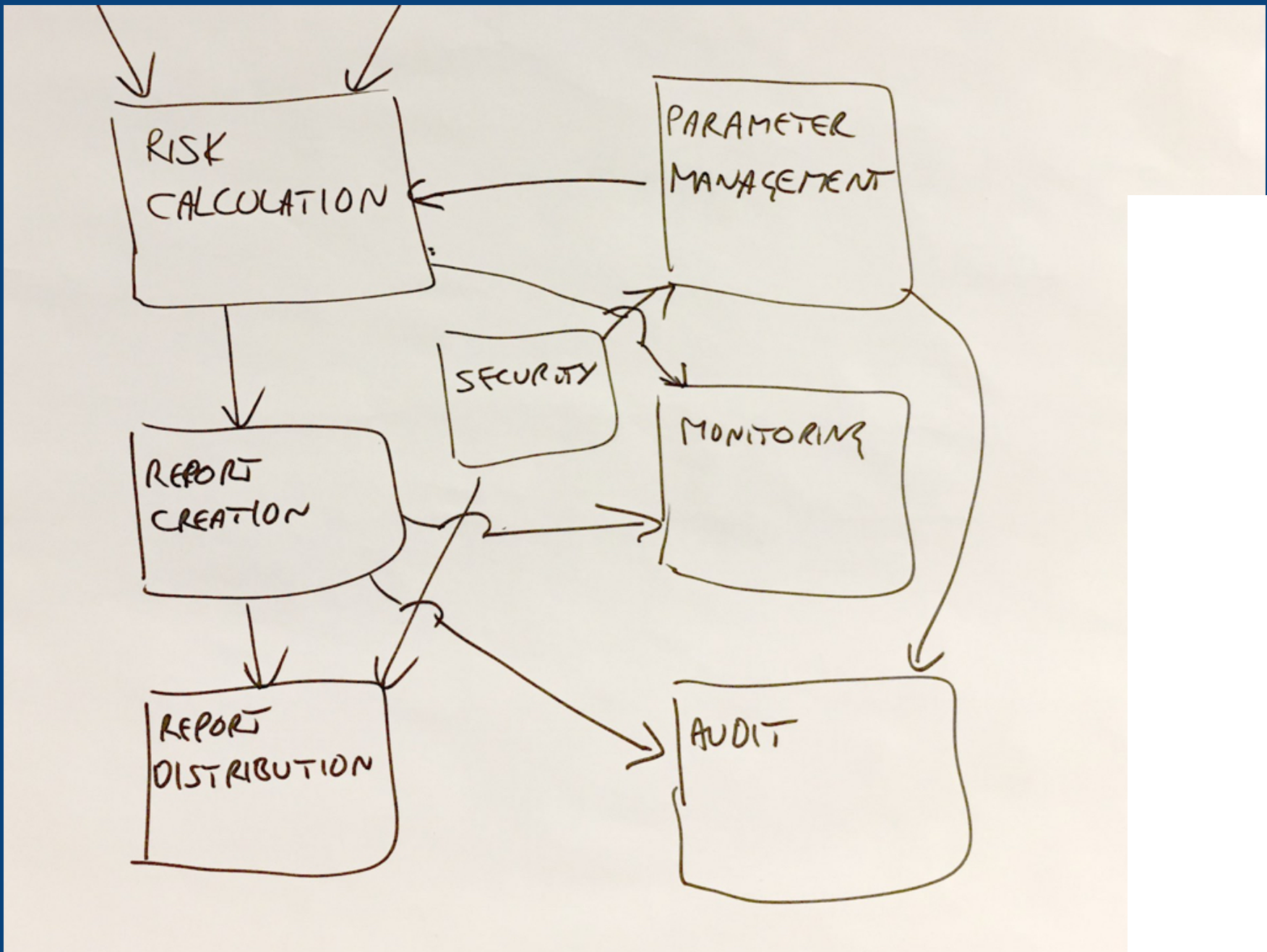
#66 "The tooling sucks."

#80 "It's too detailed."

#81 "It's a very elaborate waste of time."

#92 "It's not expected in agile."

#97 "The value is in the conversation."



Who are the **stakeholders** that
you need to communicate
software architecture to;
what **information** do they need?



There are many **different audiences** for diagrams
and documentation, all with **different interests**

(software architects, software developers, operations and support staff, testers,
Product Owners, project managers, Scrum Masters, users, management,
business sponsors, potential customers, potential investors, ...)

Our diagramming toolbox should
include UML, ArchiMate, SysML,
BPML, DFDs, ERDs, etc

To describe a software architecture,
we use a model composed of
multiple views or perspectives.

Architectural Blueprints - The “4+1” View Model of Software Architecture

Philippe Kruchten

The description of an architecture—the decisions made—can be organized around these four views, and then illustrated by a few selected *use cases*, or *scenarios* which become a fifth view. The architecture is in fact partially evolved from these scenarios as we will see later.

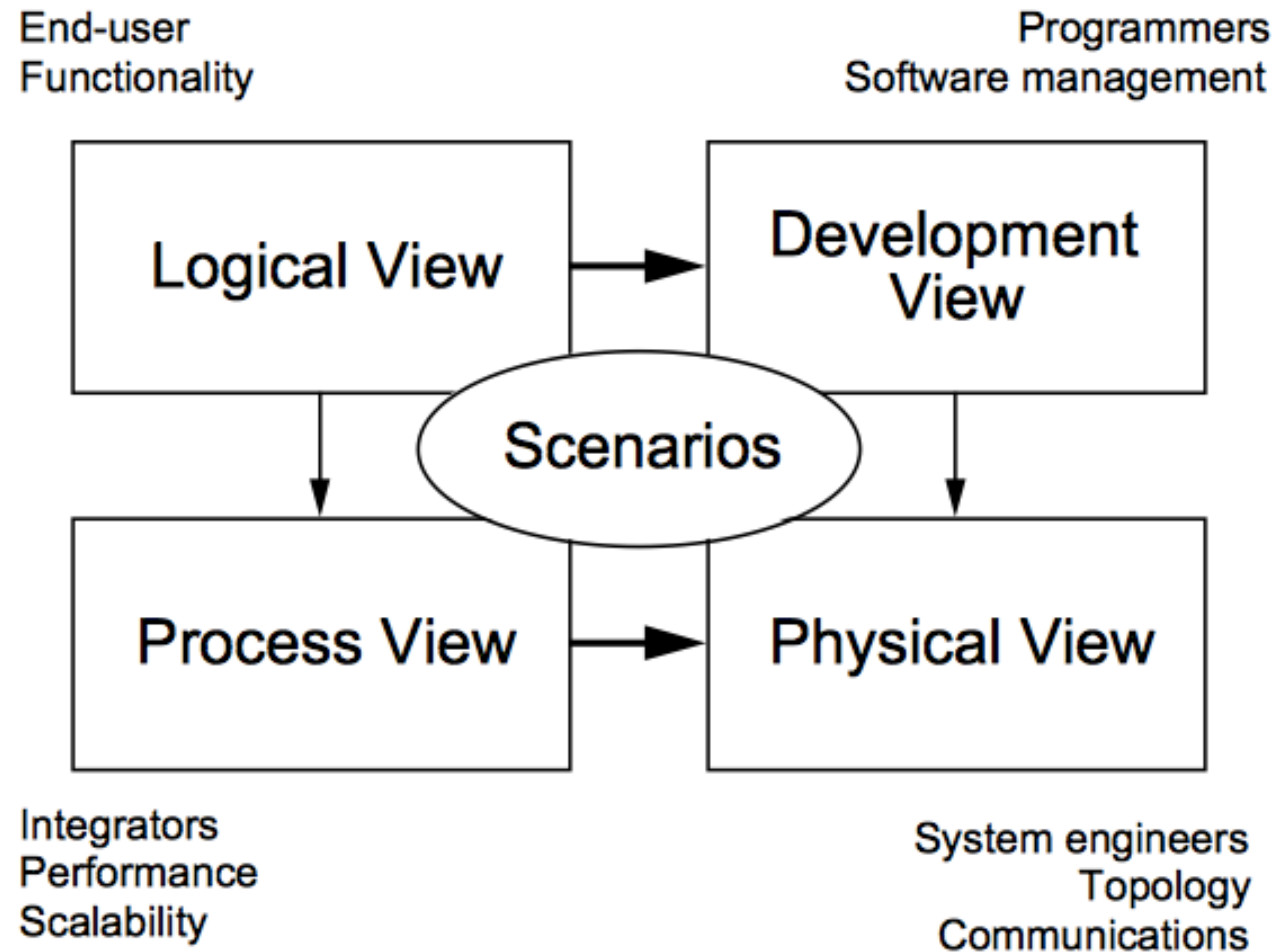


Figure 1 — The "4+1" view model

Our architecture diagrams
don't match the code.

Software Reflexion Models:
Bridging the Gap between Source and High-Level Models*

Gail C. Murphy and David Notkin

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University of Virginia
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Abstract

Software engineers often use high-level models (for instance, box and arrow sketches) to reason and communicate about an existing software system. One problem with high-level models is that they are almost always inaccurate with respect to the system's source code. We have developed an approach that helps an engineer use a high-level model of the structure of an existing software system as a lens through which to see a model of that system's source code. In particular, an engineer defines a high-level model and specifies how the model maps to the source. A tool then computes a software reflexion model that shows where the engineer's high-level model agrees with and where it differs from a model of the source.

The paper provides a formal characterization of reflexion models, discusses practical aspects of the approach, and relates experiences of applying the approach and tools to a number of different systems. The illustrative example used in the paper describes the application of reflexion models to NetBSD, an implementation of Unix comprised of 250,000 lines of C code. In only a few hours, an engineer computed several reflexion models that provided him with a useful, global overview of the structure of the NetBSD virtual memory subsystem. The approach has also been applied to aid in the understanding and experimental reengineering of the Microsoft Excel spreadsheet product.

*This research was funded in part by the NSF grant CCR-8858804 and a Canadian NSERC post-graduate scholarship.

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1 Introduction

Software engineers often think about an existing software system in terms of high-level models. Box and arrow sketches of a system, for instance, are often found on engineers' whiteboards. Although these models are commonly used, reasoning about the system in terms of such models can be dangerous because the models are almost always inaccurate with respect to the system's source.

Current reverse engineering systems derive high-level models from the source code. These derived models are useful because they are, by their very nature, accurate representations of the source. Although accurate, the models created by these reverse engineering systems may differ from the models sketched by engineers; an example of this is reported by Wong et al. [WTMS95].

We have developed an approach, illustrated in Figure 1, that enables an engineer to produce sufficiently accurate high-level models in a different way. The engineer defines a high-level model of interest, extracts a source model (such as a call graph or an inheritance hierarchy) from the source code, and defines a declarative mapping between the two models. A *software reflexion model* is then computed to determine where the engineer's high-level model does and does not agree with the source model.¹ An engineer interprets the reflexion model and, as necessary, modifies the input to iteratively compute additional reflexion models.

¹The old English spelling differentiates our use of "reflexion" from the field of reflective computing [Smi84].

1 Introduction

Software engineers often think about an existing software system in terms of high-level models. Box and arrow sketches of a system, for instance, are often found on engineers' whiteboards. Although these models are commonly used, reasoning about the system in terms of such models can be dangerous because the models are almost always inaccurate with respect to the system's source.

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JUST ENOUGH SOFTWARE ARCHITECTURE

A RISK-DRIVEN APPROACH

GEORGE FAIRBANKS

FOREWORD BY DAVID GARLAN



Model-code gap. Your architecture models and your source code will not show the same things. The difference between them is the *model-code gap*. Your architecture models include some abstract concepts, like components, that your programming language does not, but could. Beyond that, architecture models include intensional elements, like design decisions and constraints, that cannot be expressed in procedural source code at all.

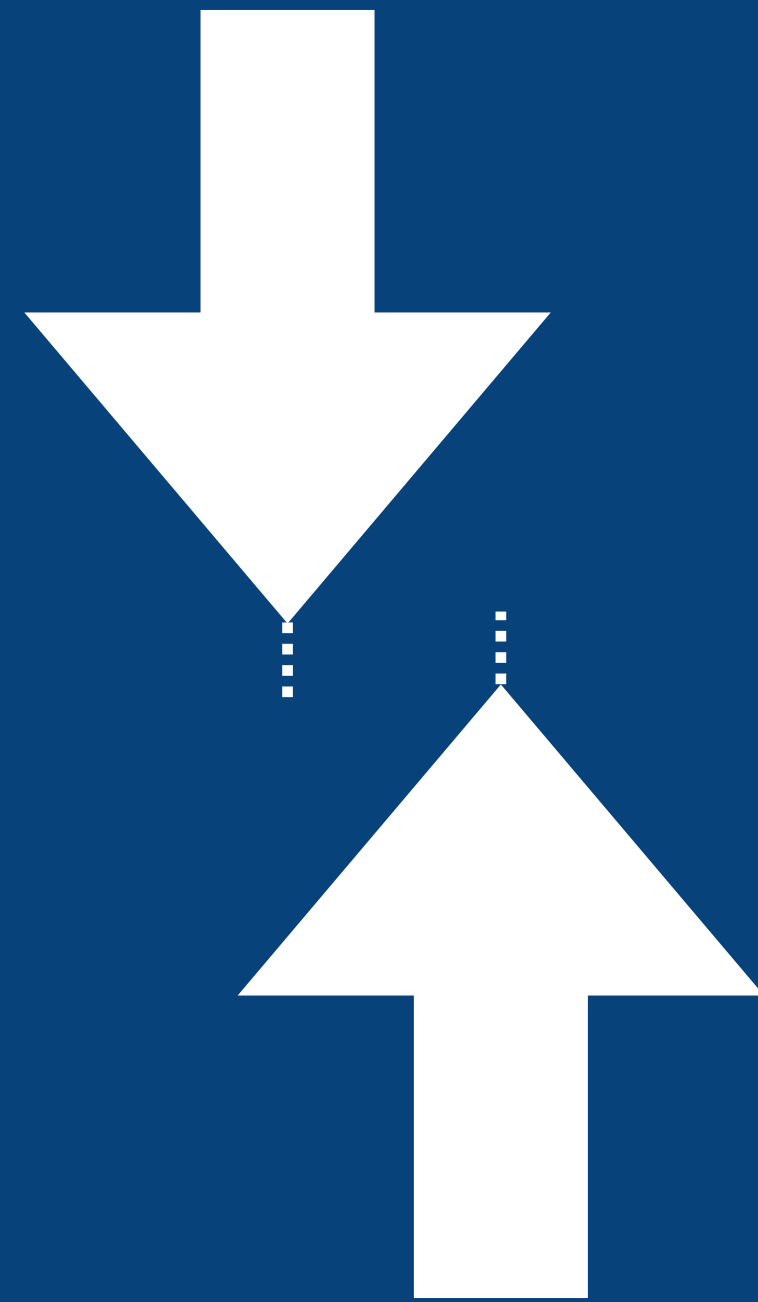
Consequently, the relationship between the architecture model and source code is complicated. It is mostly a refinement relationship, where the extensional elements in the architecture model are refined into extensional elements in source code. This is shown in Figure 10.3. However, intensional elements are not refined into corresponding elements in source code.

Upon learning about the model-code gap, your first instinct may be to avoid it. But reflecting on the origins of the gap gives little hope of a general solution in the short term: architecture models help you reason about complexity and scale because they are abstract and intensional; source code executes on machines because it is concrete and extensional.

“model-code gap”

Top-down view

(components, layers, subsystems, bounded contexts, etc)



Bottom-up view

(classes, interfaces, enums, functions, etc)

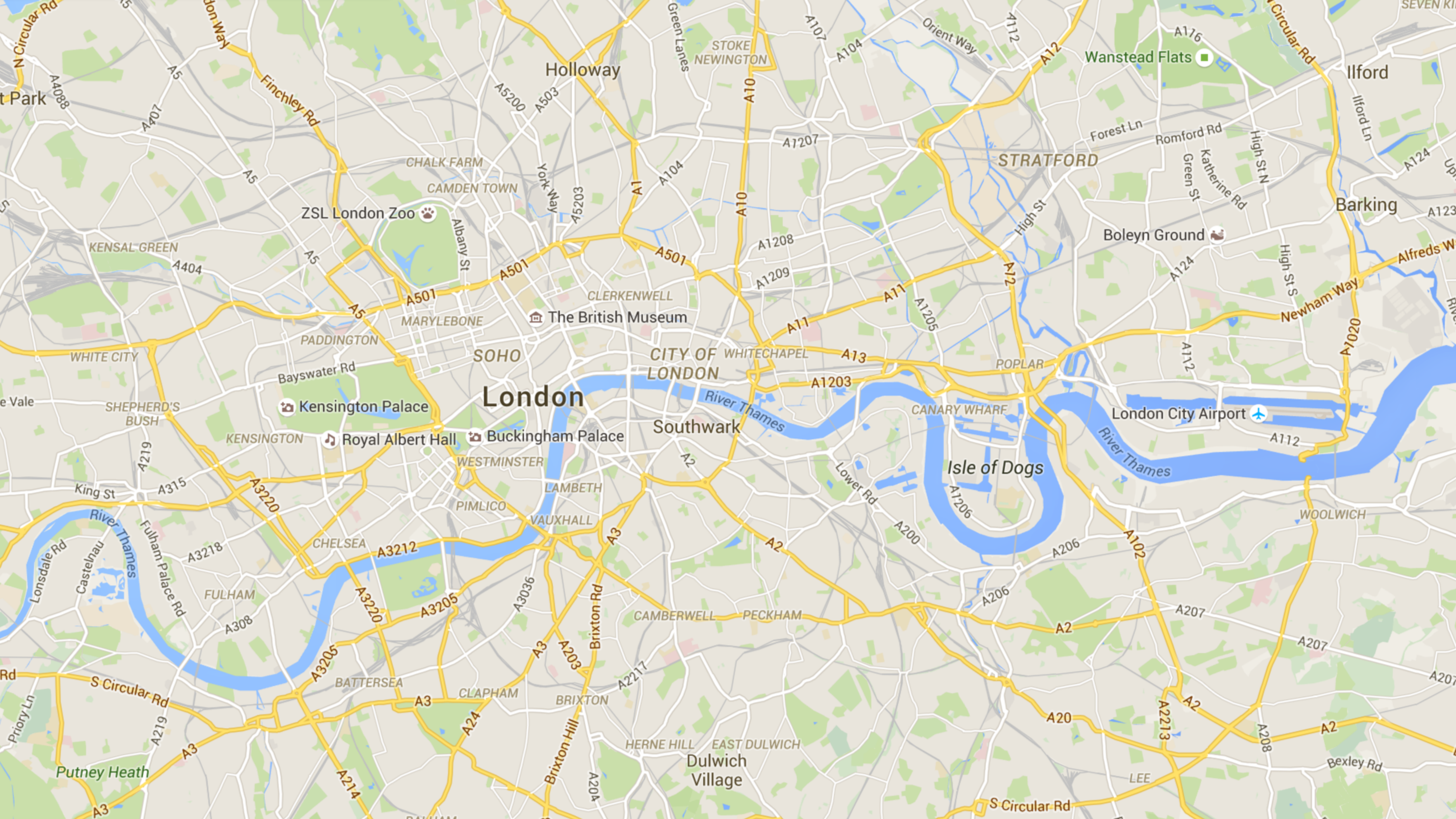
Would you code it that way?

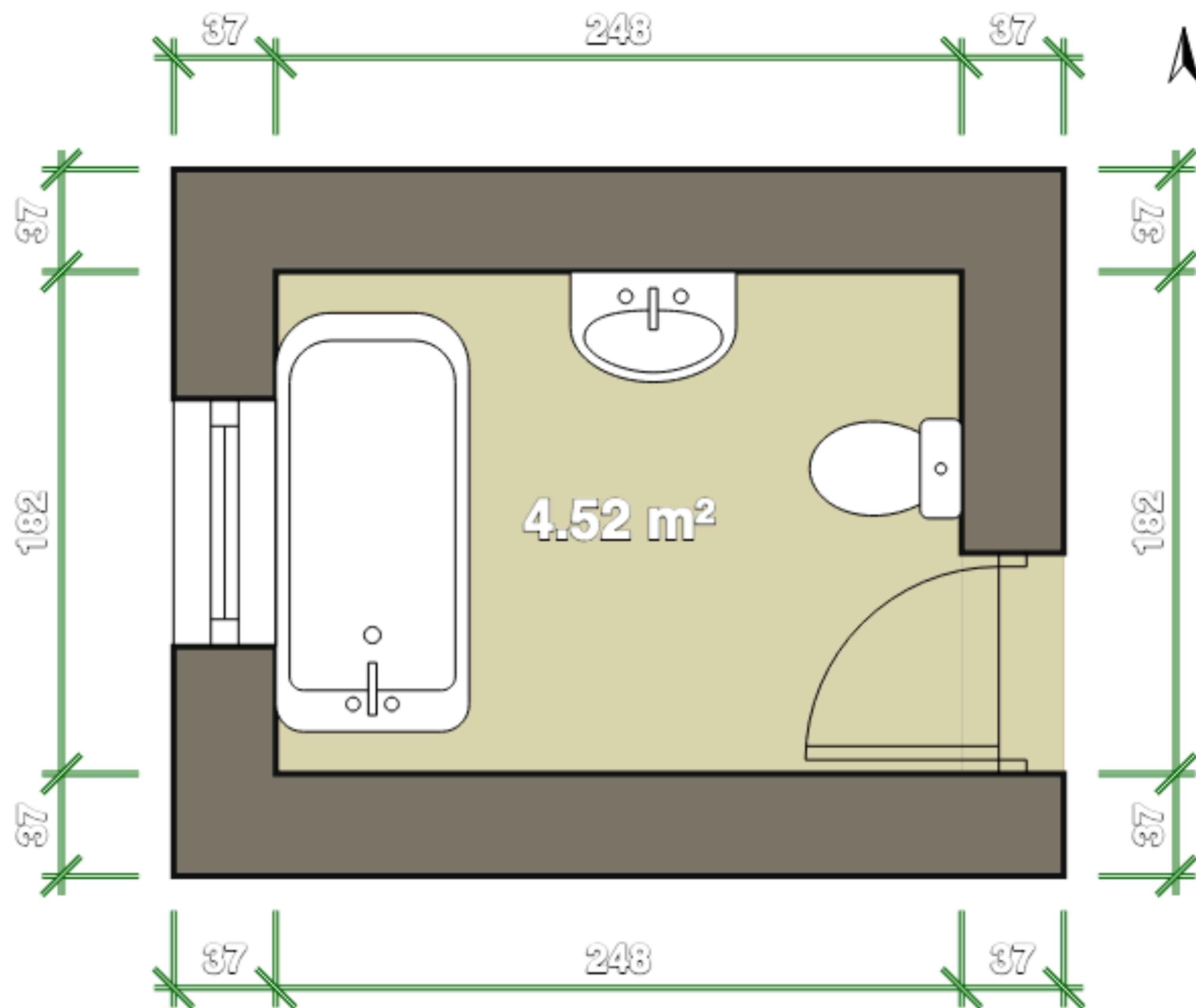
(ensure that your diagrams reflect
your implementation intent)

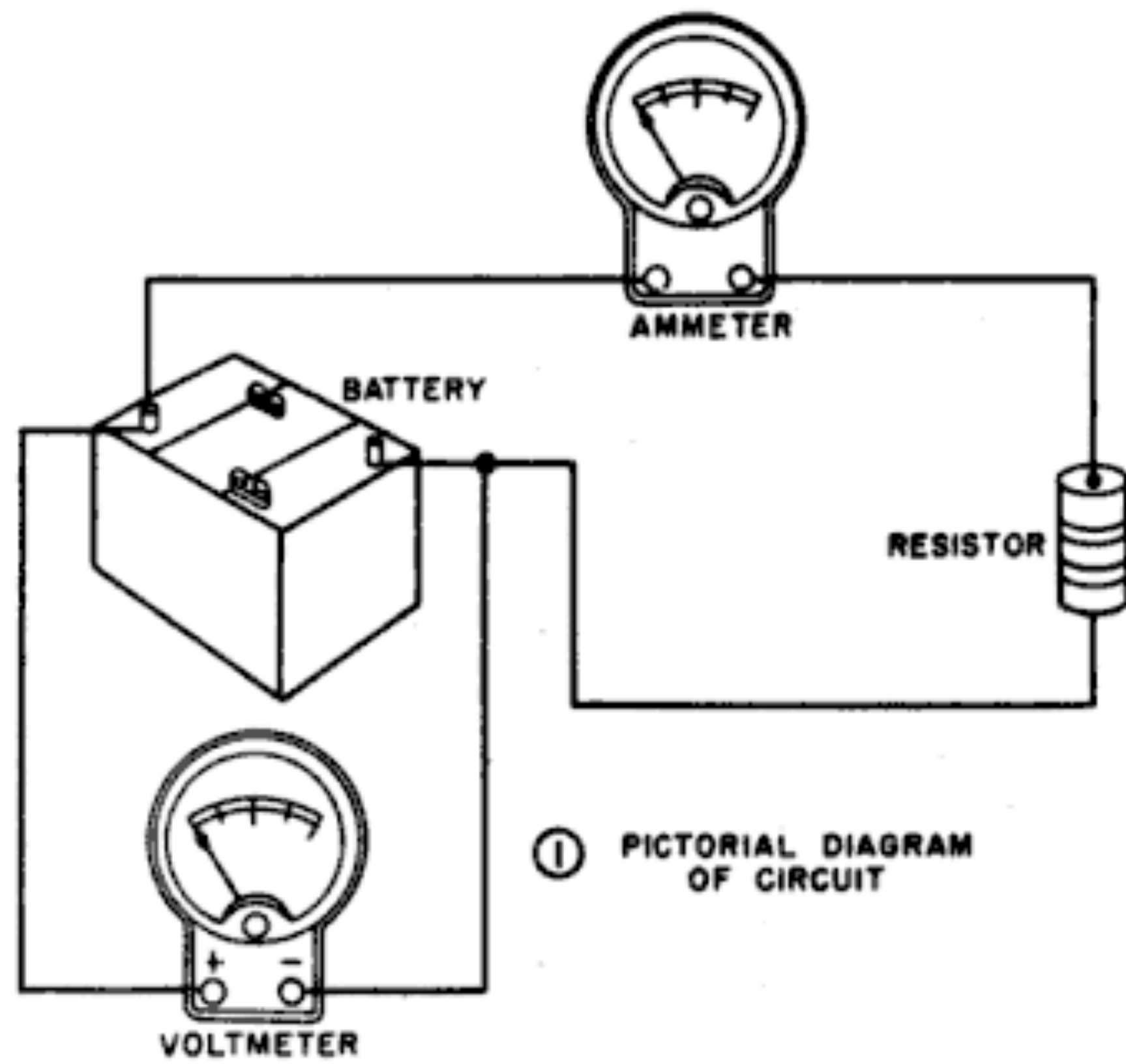
Is that how it really works?

(ensure that your diagrams reflect
your actual codebase)

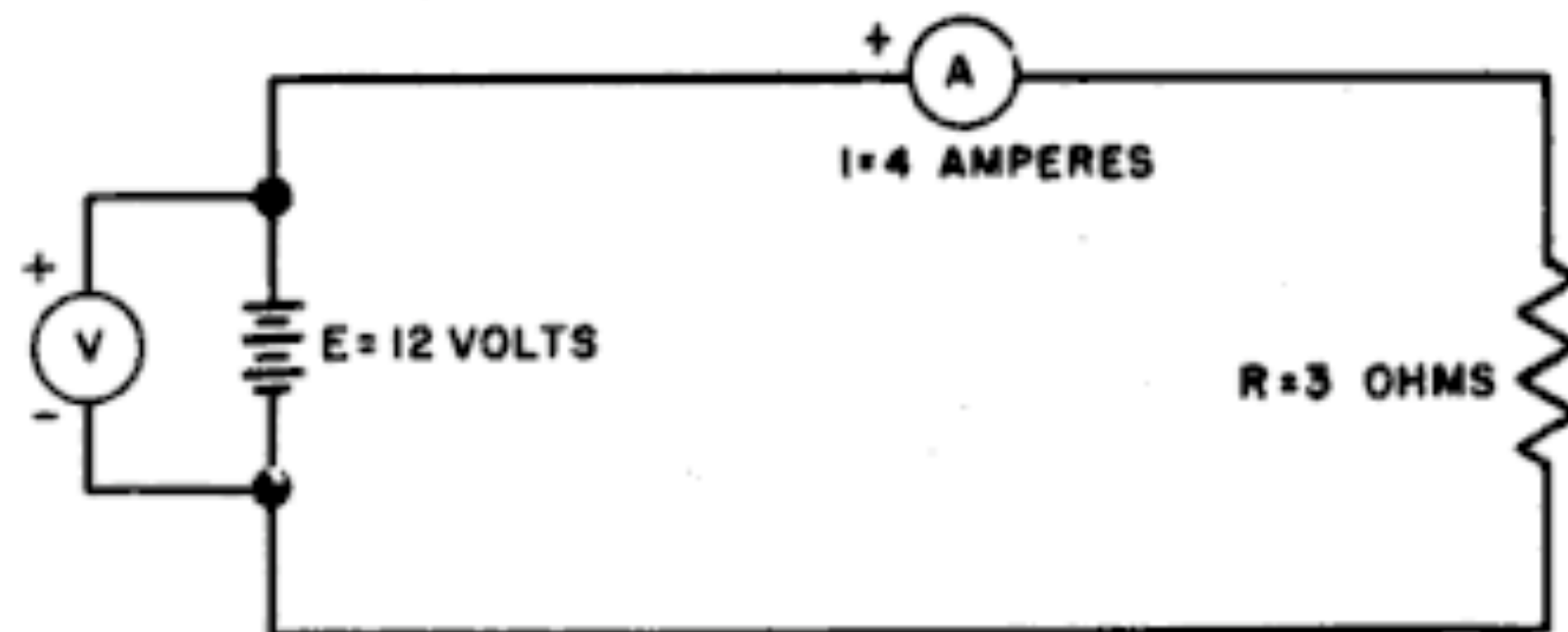
We lack a **common vocabulary**
to describe software architecture







① PICTORIAL DIAGRAM OF CIRCUIT



② SCHEMATIC OF CIRCUIT

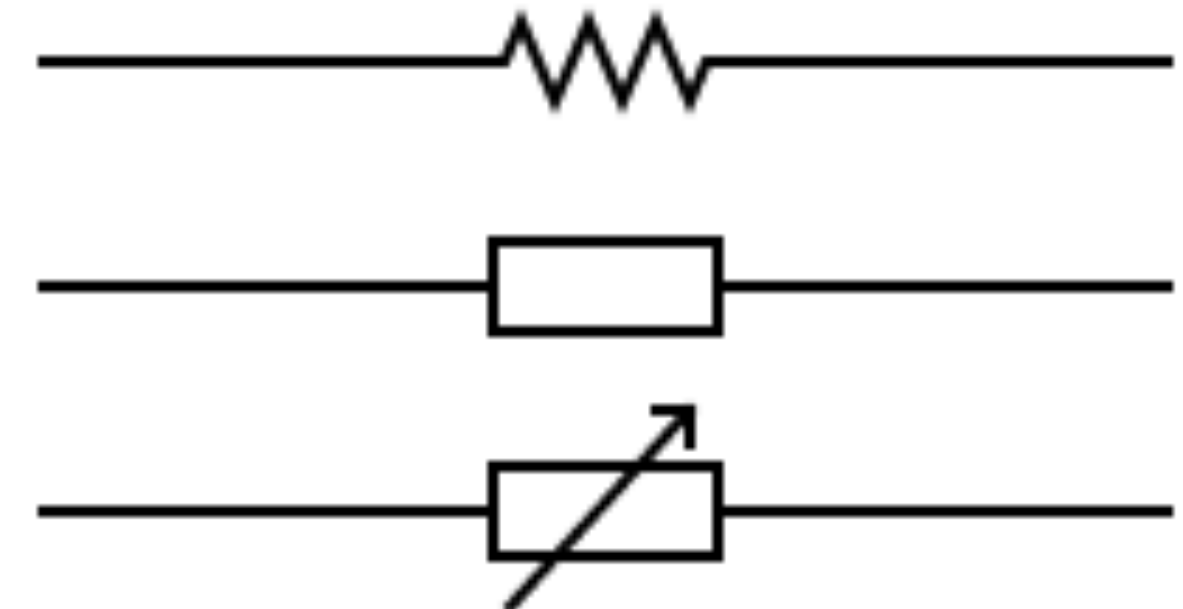
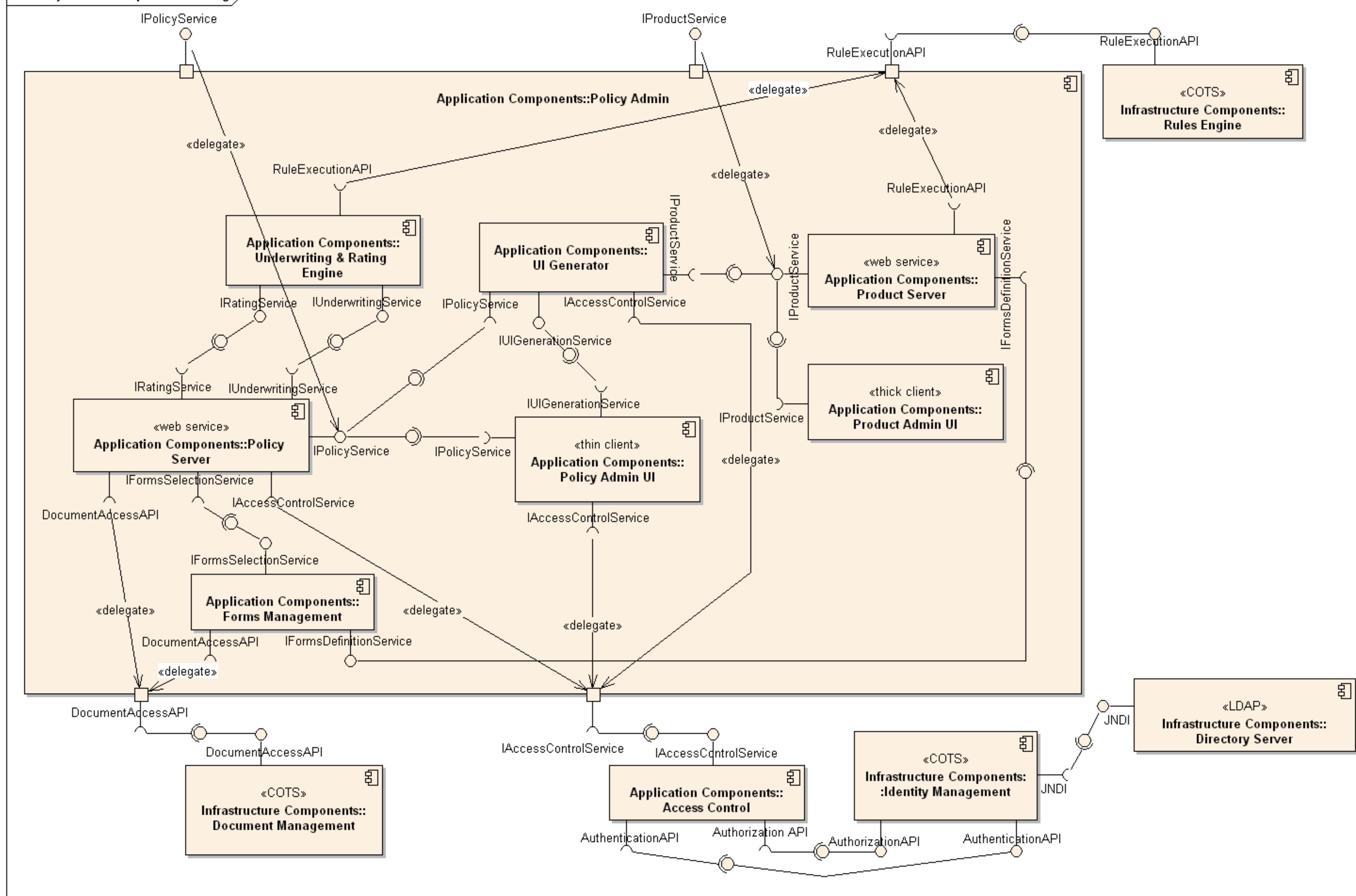


Figure 48. Diagram of a basic circuit.

id Policy Admin Components Wiring



Component

a modular unit with well-defined Interfaces
that is replaceable within its environment

<https://www.omg.org/spec/UML/2.5.1/PDF>

Software System

Web Application

Logging
Component



Relational
Database

¹component

noun | com·po·nent | \kəm-'pō-nənt, 'käm-, käm-'

Simple Definition of COMPONENT

Popularity: Top 30% of words

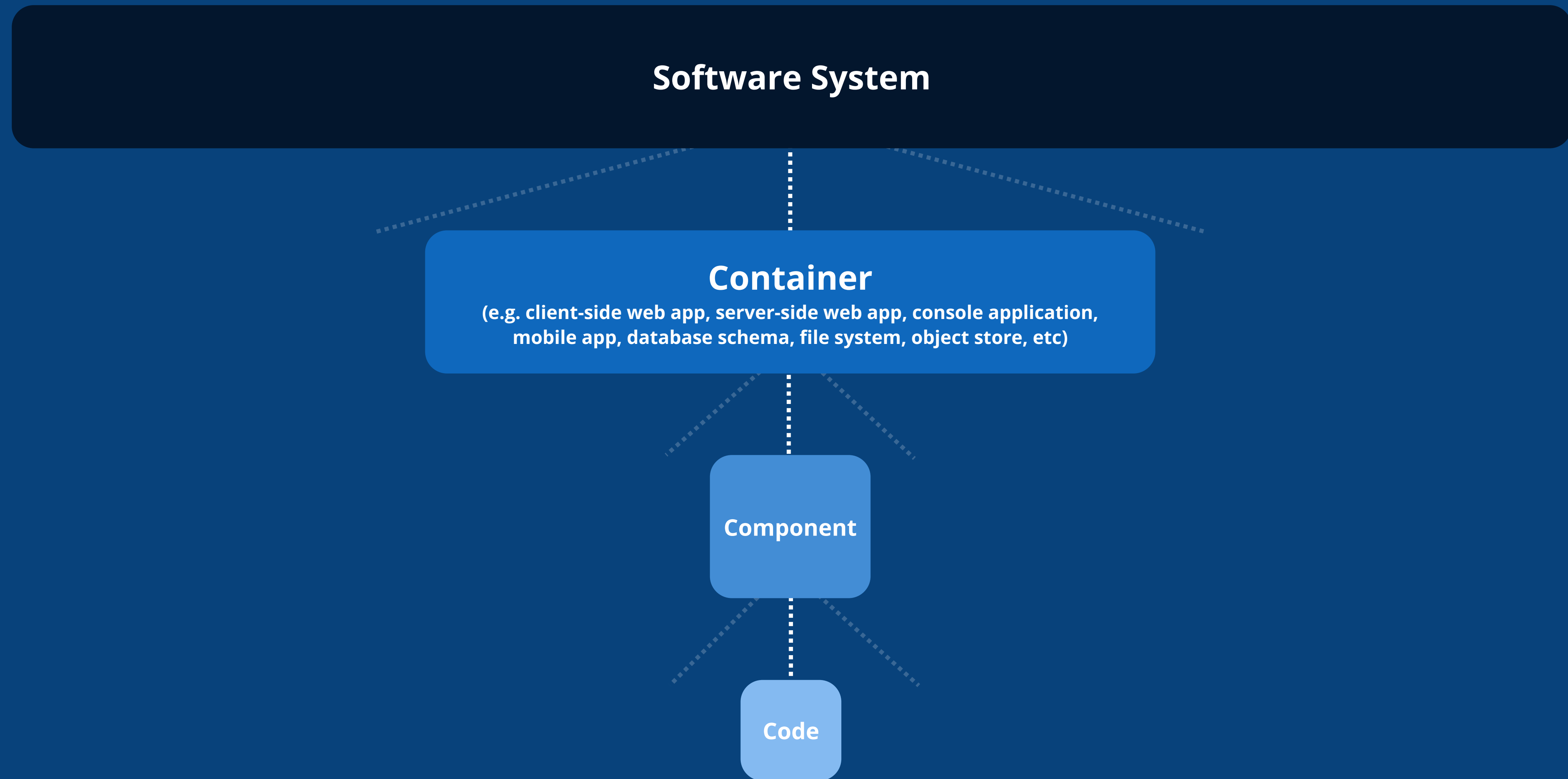
: one of the parts of something (such as a system or mixture) : an important piece of something

Source: Merriam-Webster's Learner's Dictionary

Ubiquitous
language

A common set of abstractions
is more important
than a common notation

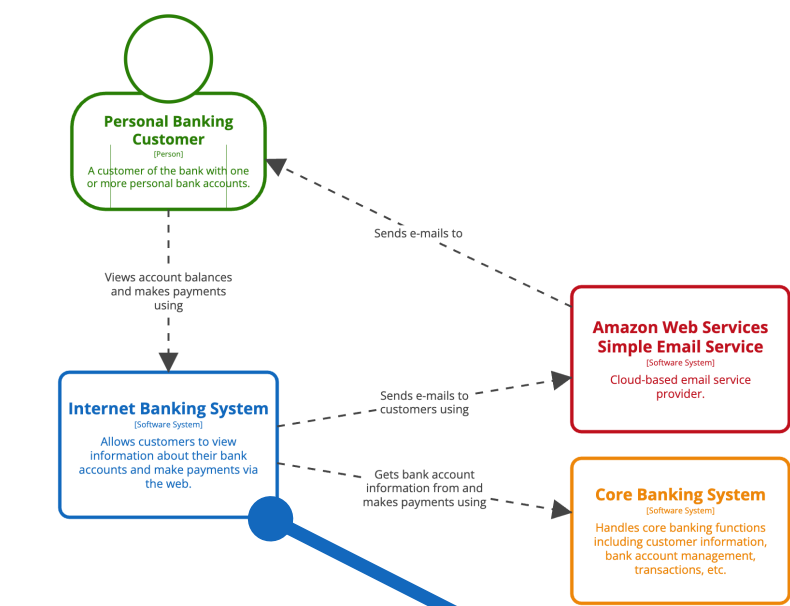
Abstractions



A **software system** is made up of one or more **containers** (applications and data stores), each of which contains one or more **components**, which in turn are implemented by one or more **code** elements (classes, interfaces, objects, functions, etc).

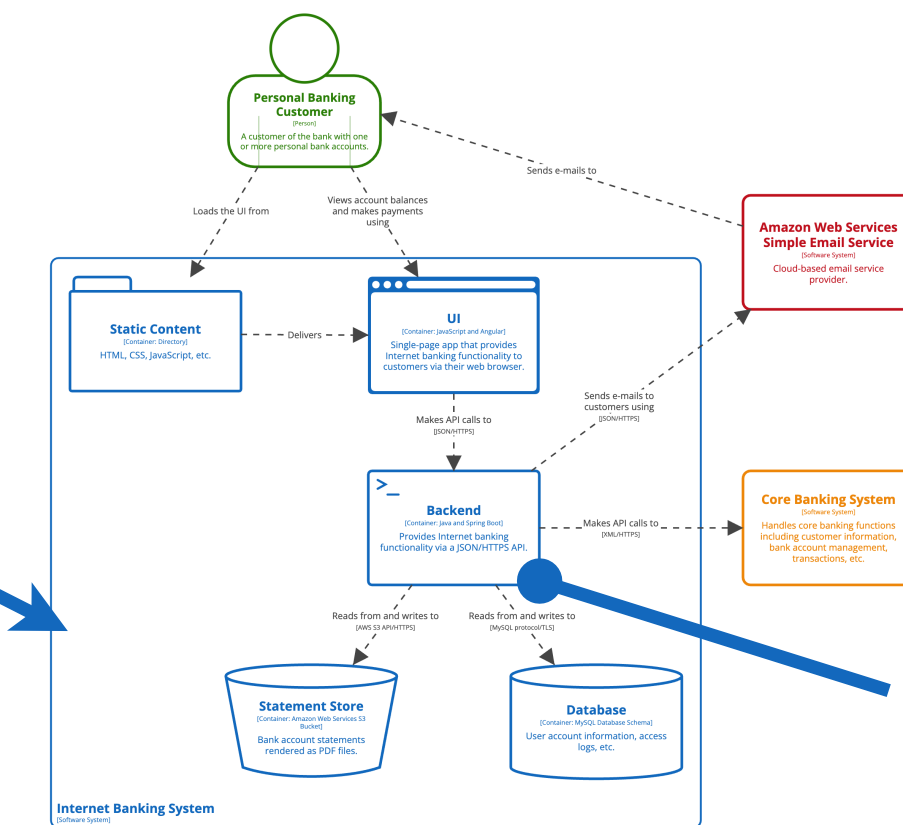
C4

c4model.com



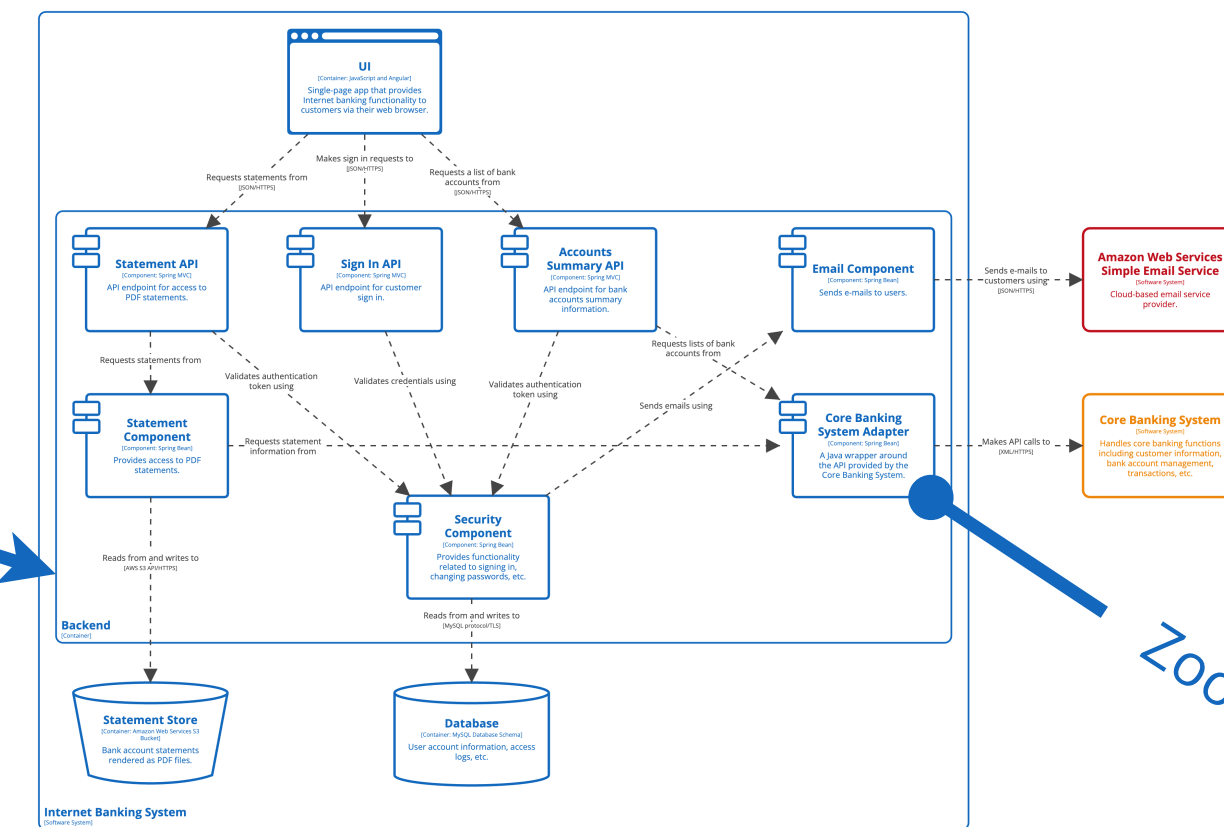
System Context View: Internet Banking System
The system context diagram for a fictional Internet Banking System

Zoom in



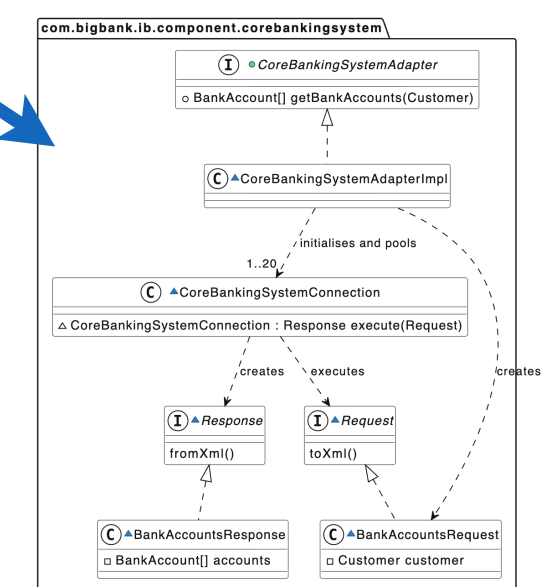
Container View: Internet Banking System
The container diagram for the Internet Banking System

Zoom in



Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

Zoom in



Code View: Internet Banking System - Backend - Core Banking System Adapter
A summary of the implementation details for the Core Banking System Adapter component

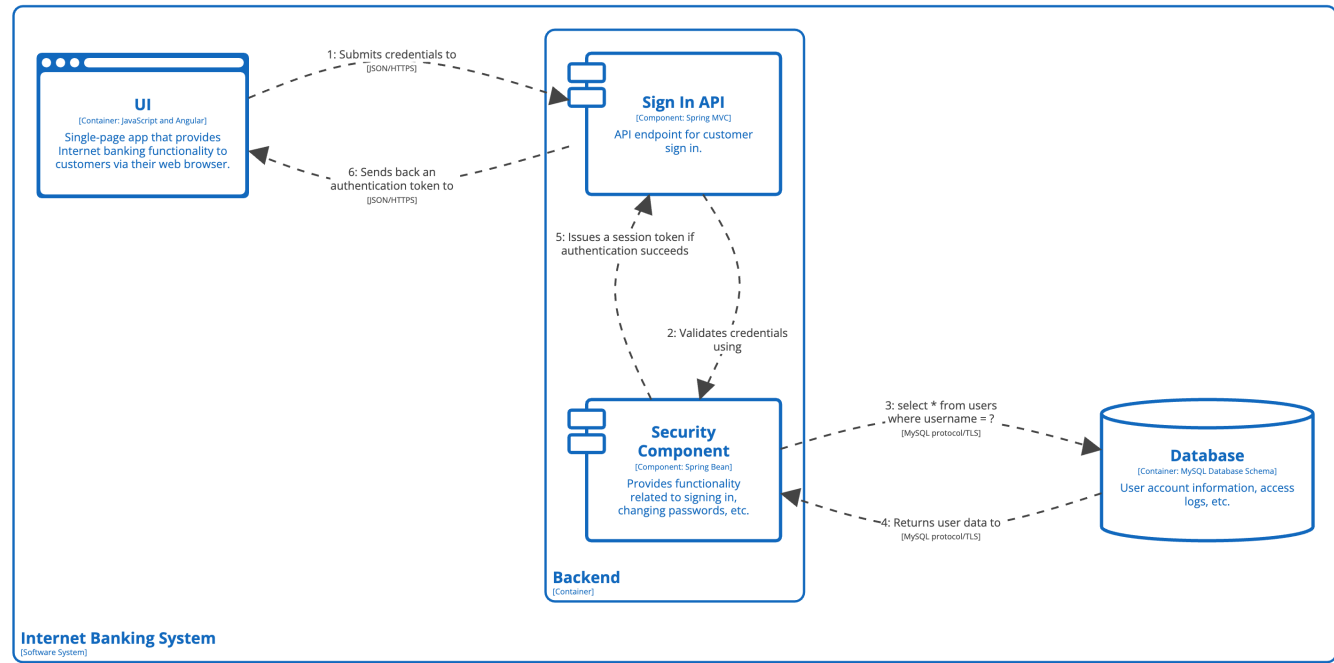
System Context

Static structure diagrams

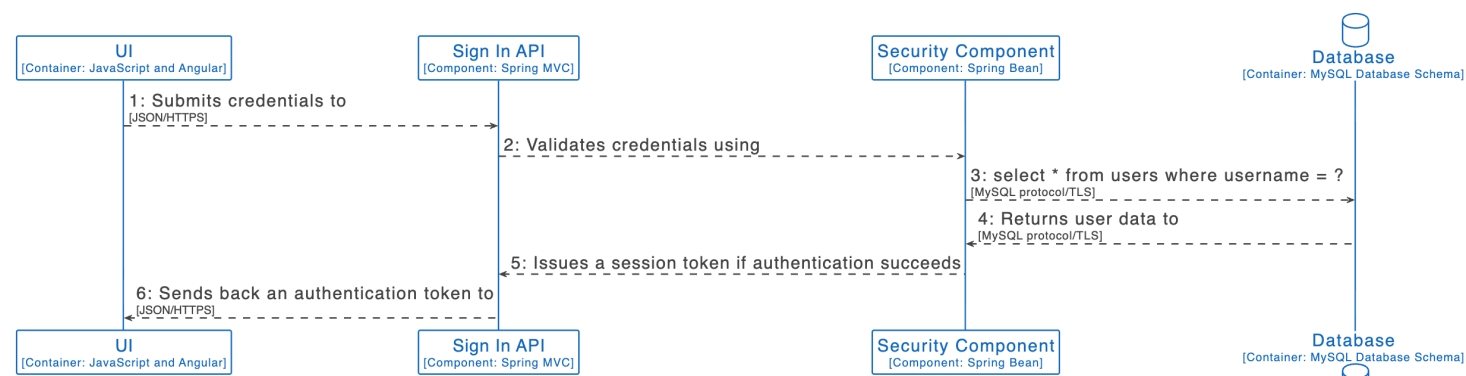
Containers

Components

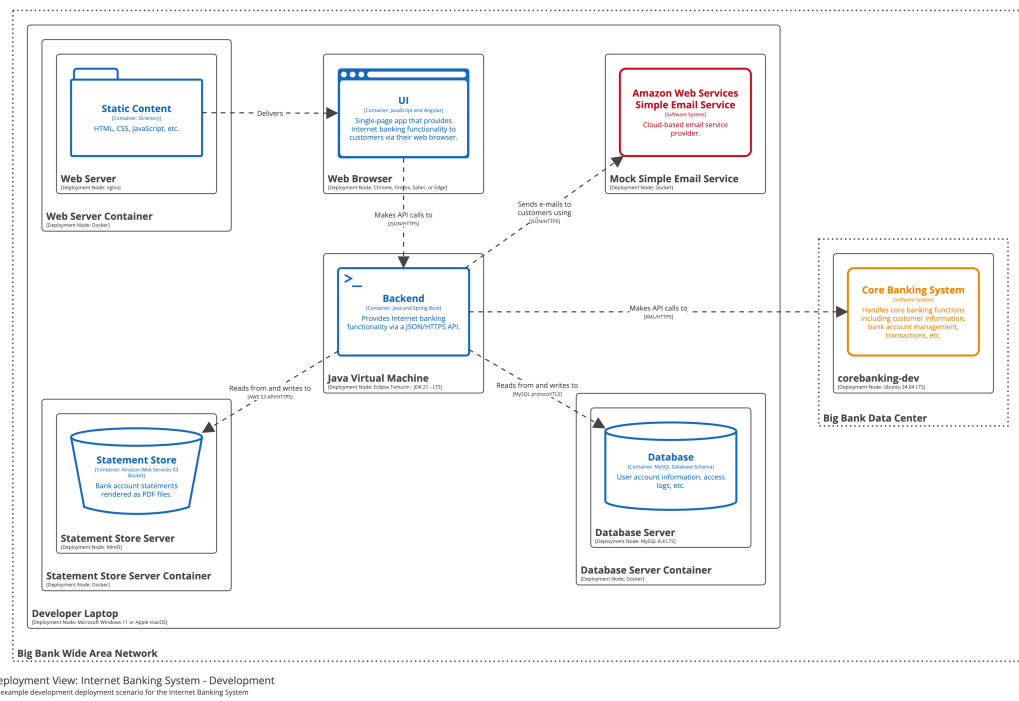
Code



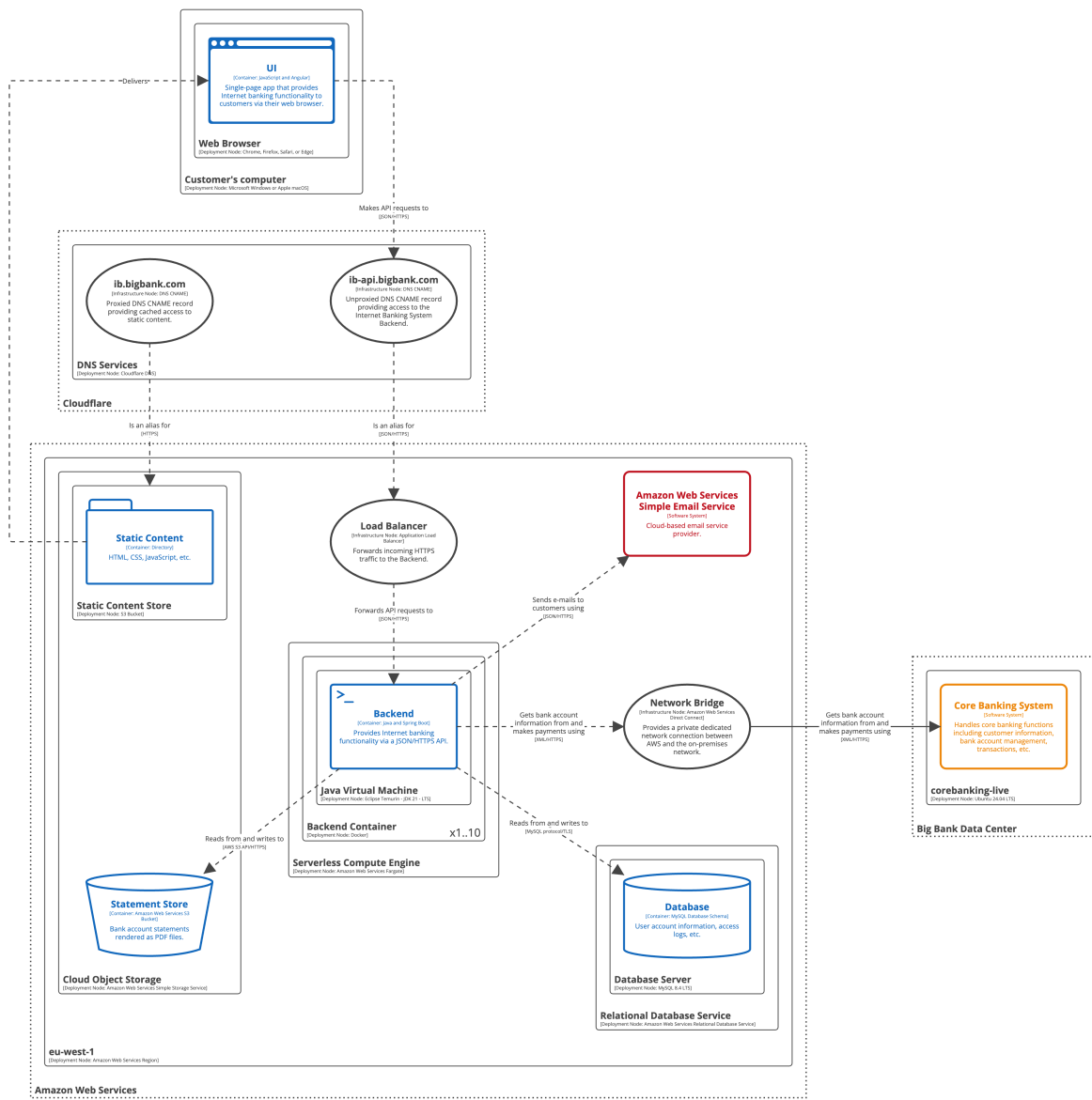
Dynamic View: Internet Banking System - Backend
Summarises how the sign in feature works in the single-page application



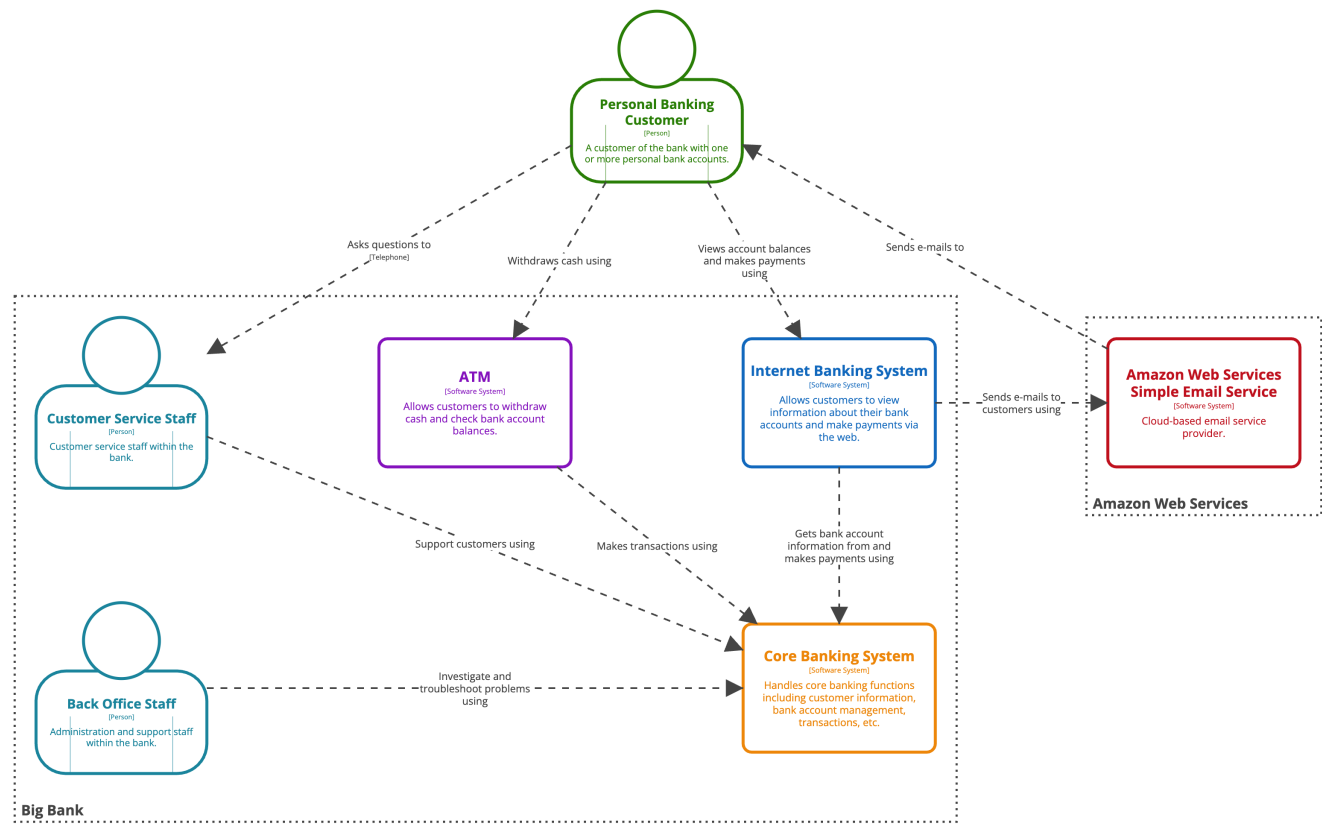
Dynamic View: Internet Banking System - Backend
Summarises how the sign in feature works in the single-page application



Deployment View: Internet Banking System - Development
An example development deployment scenario for the Internet Banking System



Deployment View: Internet Banking System - Live
An example live deployment scenario for the Internet Banking System



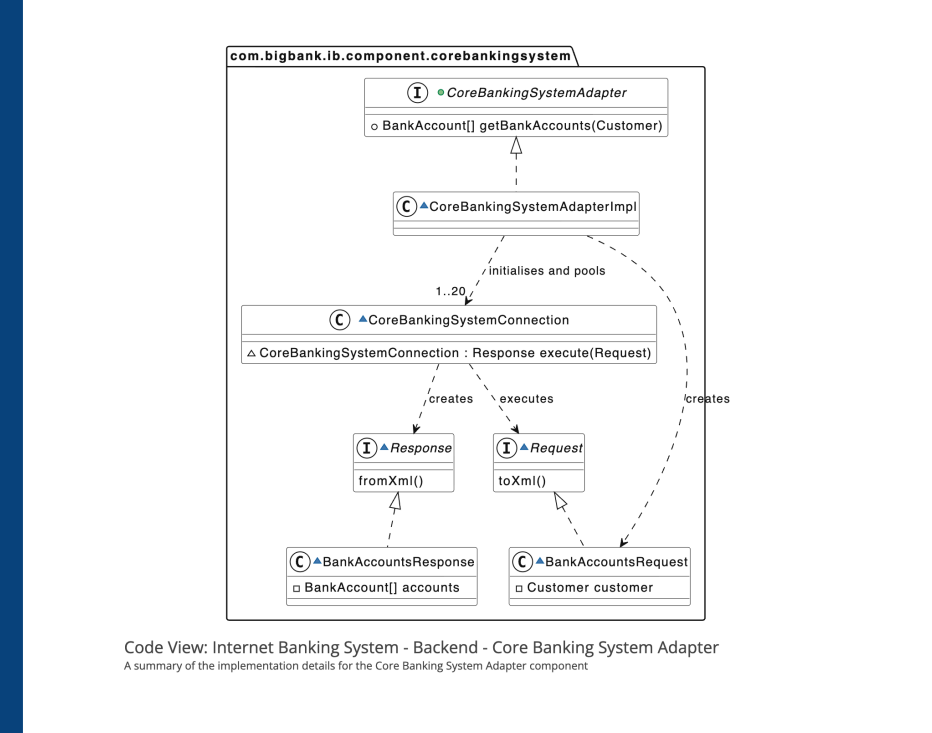
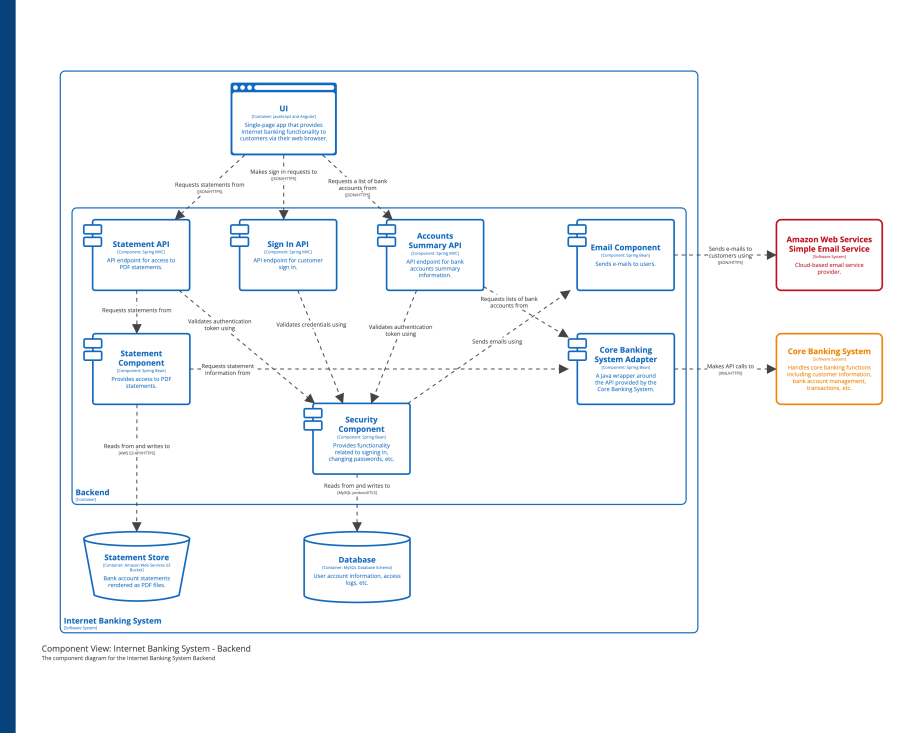
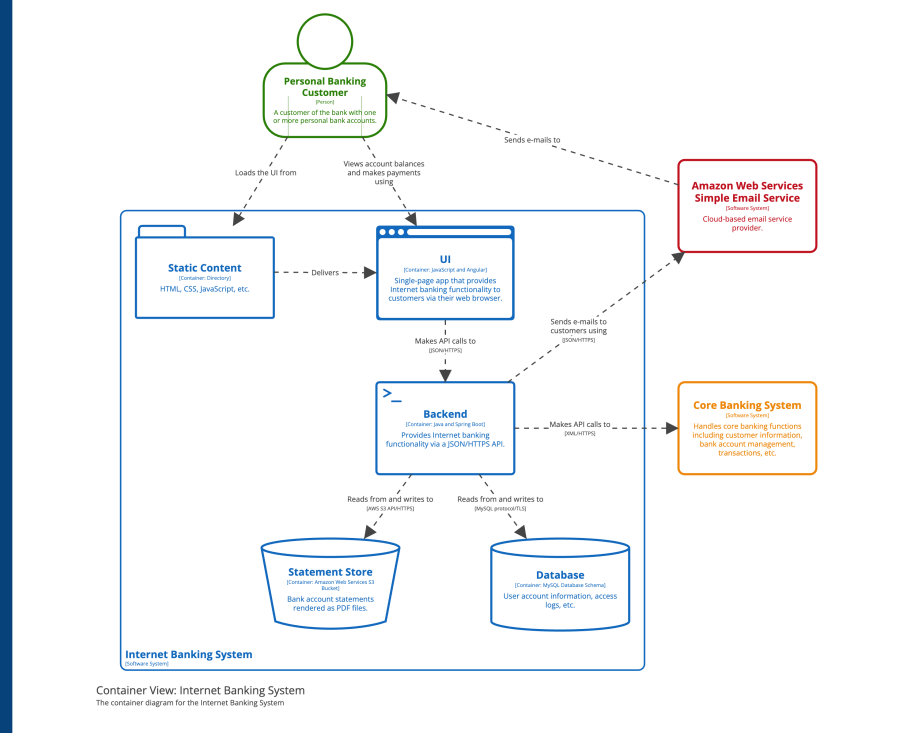
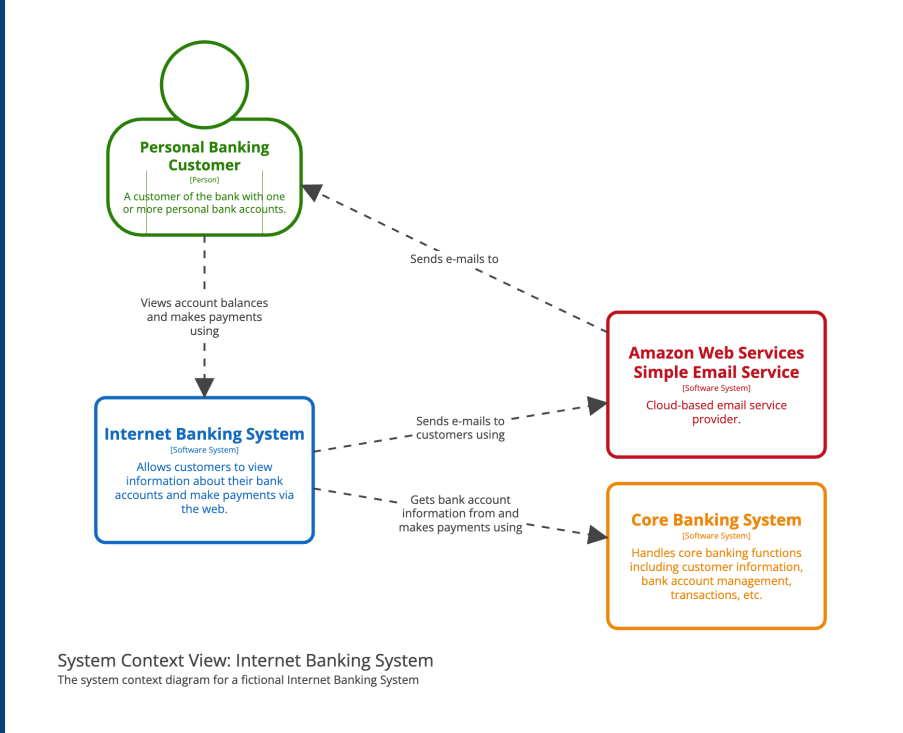
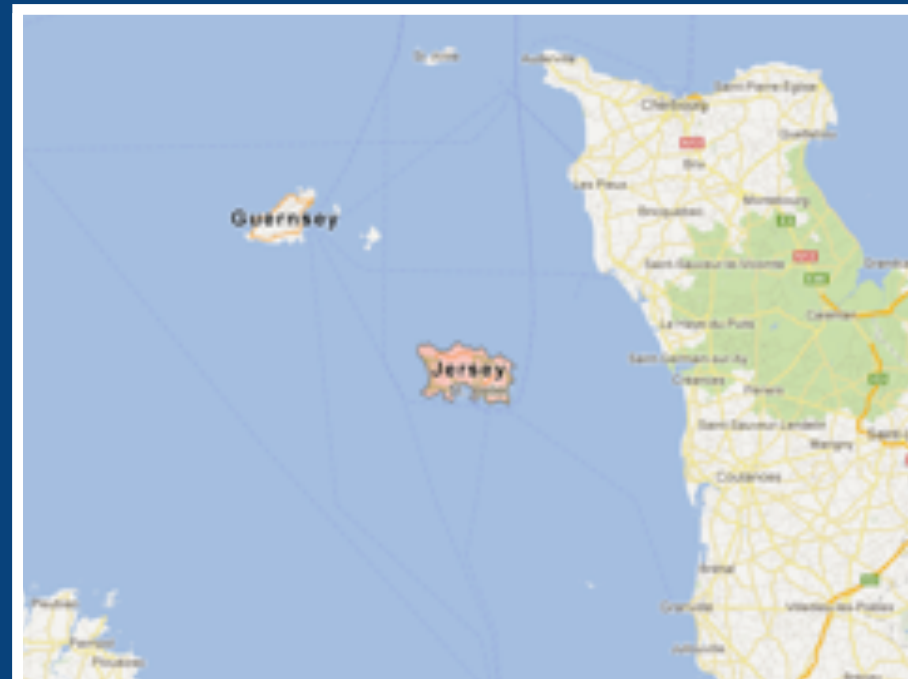
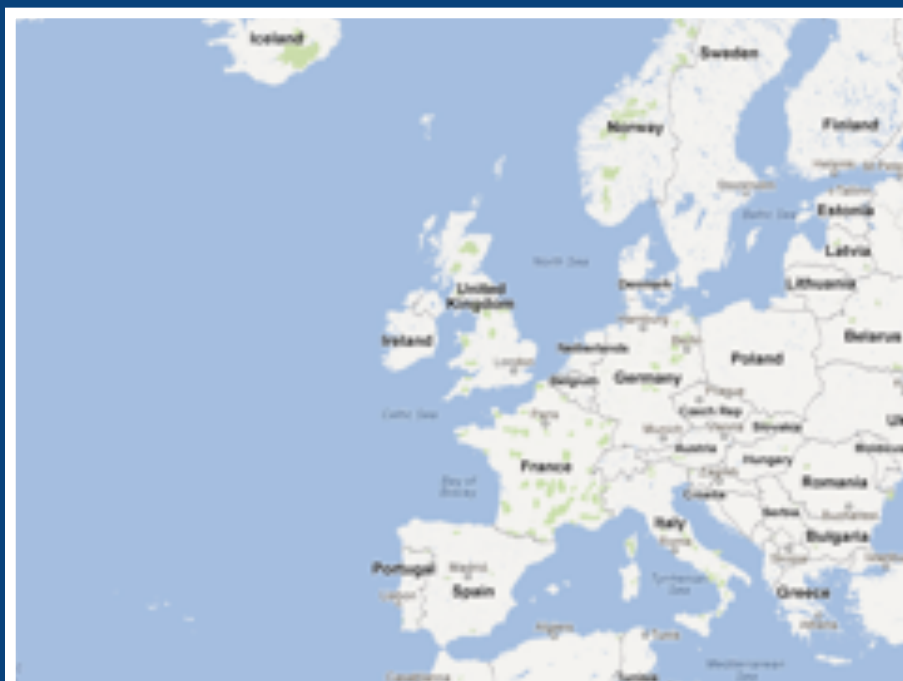
System Landscape View
A partial system landscape diagram for a fictional bank

Supporting diagrams

Dynamic

Deployment

System Landscape



Diagrams are maps

that help software developers navigate a large and/or complex codebase

1. System Context

The system plus users and system dependencies.

2. Containers

The overall shape of the architecture and technology choices.

3. Components

Logical components and their interactions within a container.

4. Code (e.g. classes)

Component implementation details.

Example

(available on c4model.com)

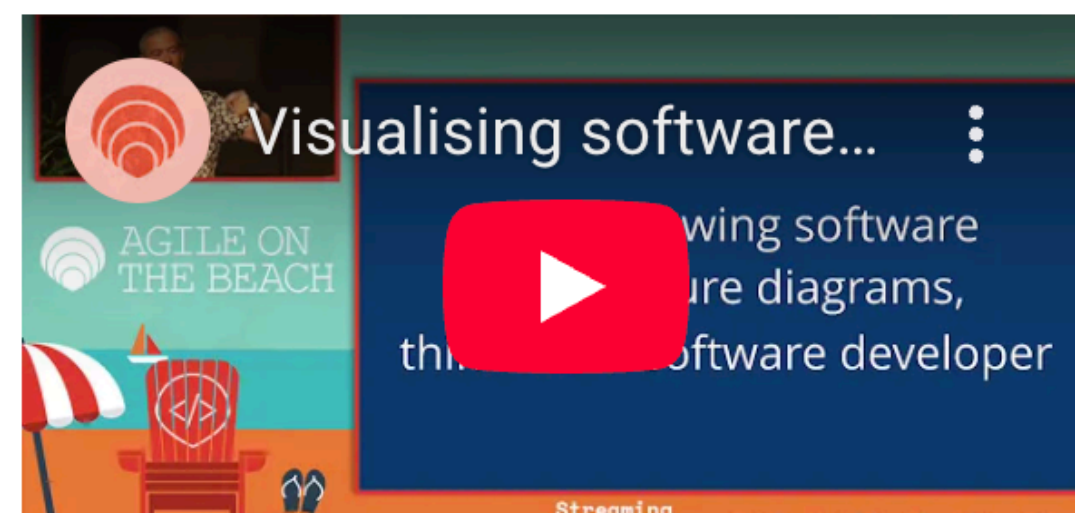
[Home](#)[Introduction](#)[Abstractions](#)[Diagrams](#)[FAQ](#)[Tooling](#)[Interactive example](#)[Book](#)[Video](#)[Training & workshops](#)[Patreon & Discord](#)**Visualising software architecture with the C4 model**

1-day masterclass | December 10 | Sydney, Australia

The C4 model for visualising software architecture

The C4 model is an easy to learn, developer friendly approach to software architecture diagramming:

- 1 A set of [hierarchical abstractions](#) - [software systems](#), [containers](#), [components](#), and [code](#).
- 2 A set of [hierarchical diagrams](#) - [system context](#), [containers](#), [components](#), and [code](#).
- 3 An additional set of supporting diagrams - [system landscape](#), [dynamic](#), and [deployment](#).
- 4 [Notation independent](#).
- 5 [Tooling independent](#).



O'REILLY

The C4 Model

Visualizing Software Architecture

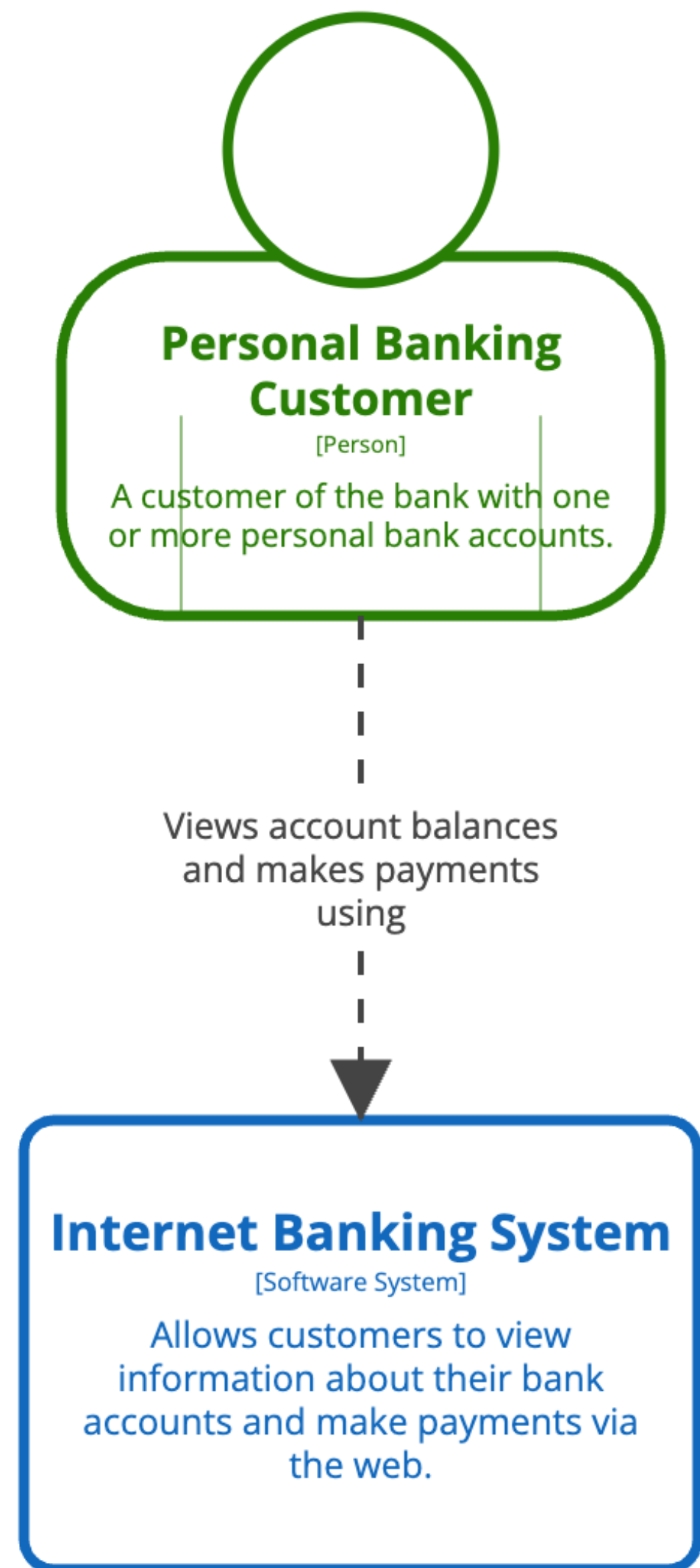


Level 1

System Context diagram

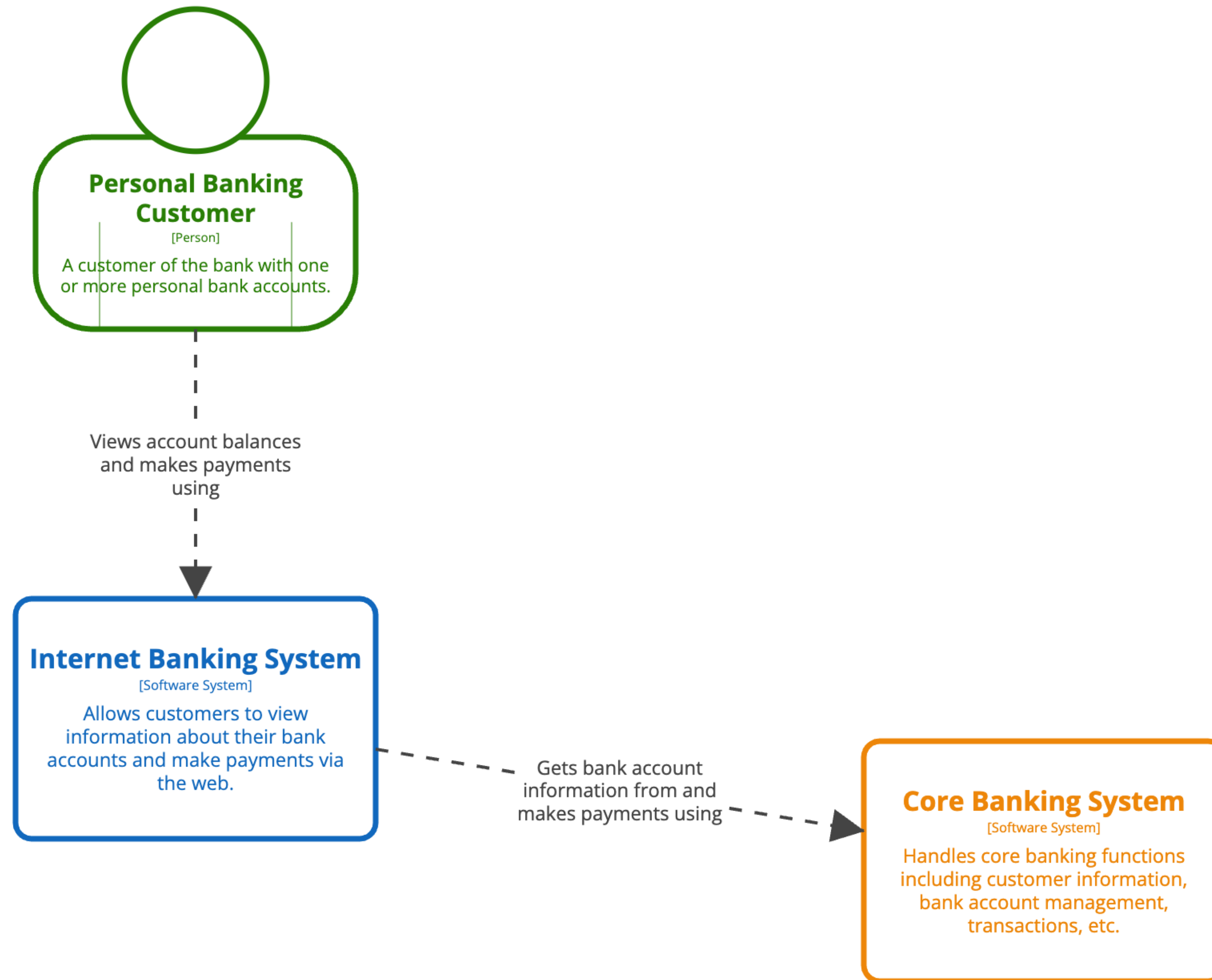


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The system context diagram for a fictional Internet Banking System



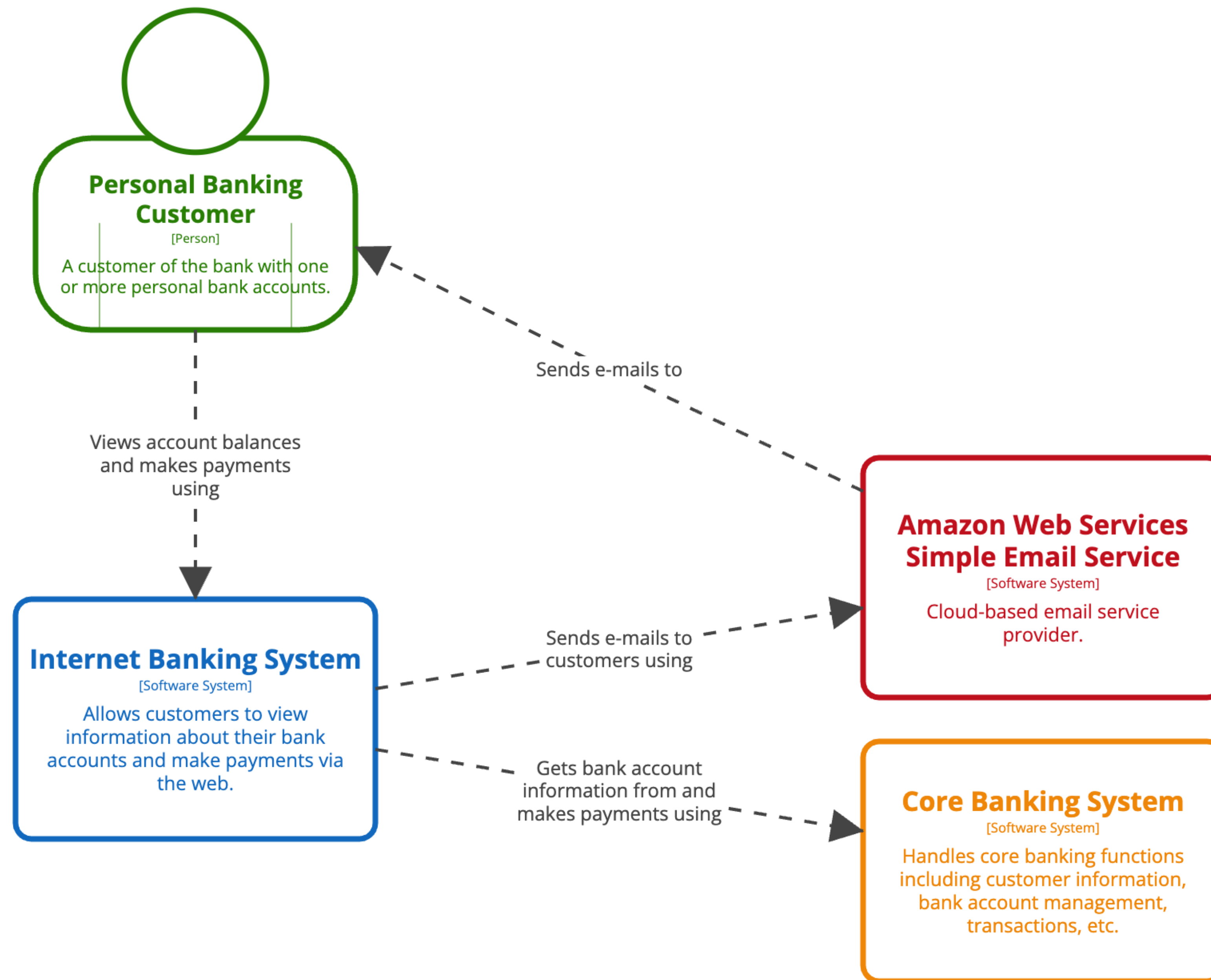
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The system context diagram for a fictional Internet Banking System



System Context View: Internet Banking System

The system context diagram for a fictional Internet Banking System

Amazon Web Services
Simple Email Service

Core Banking System

Internet Banking System

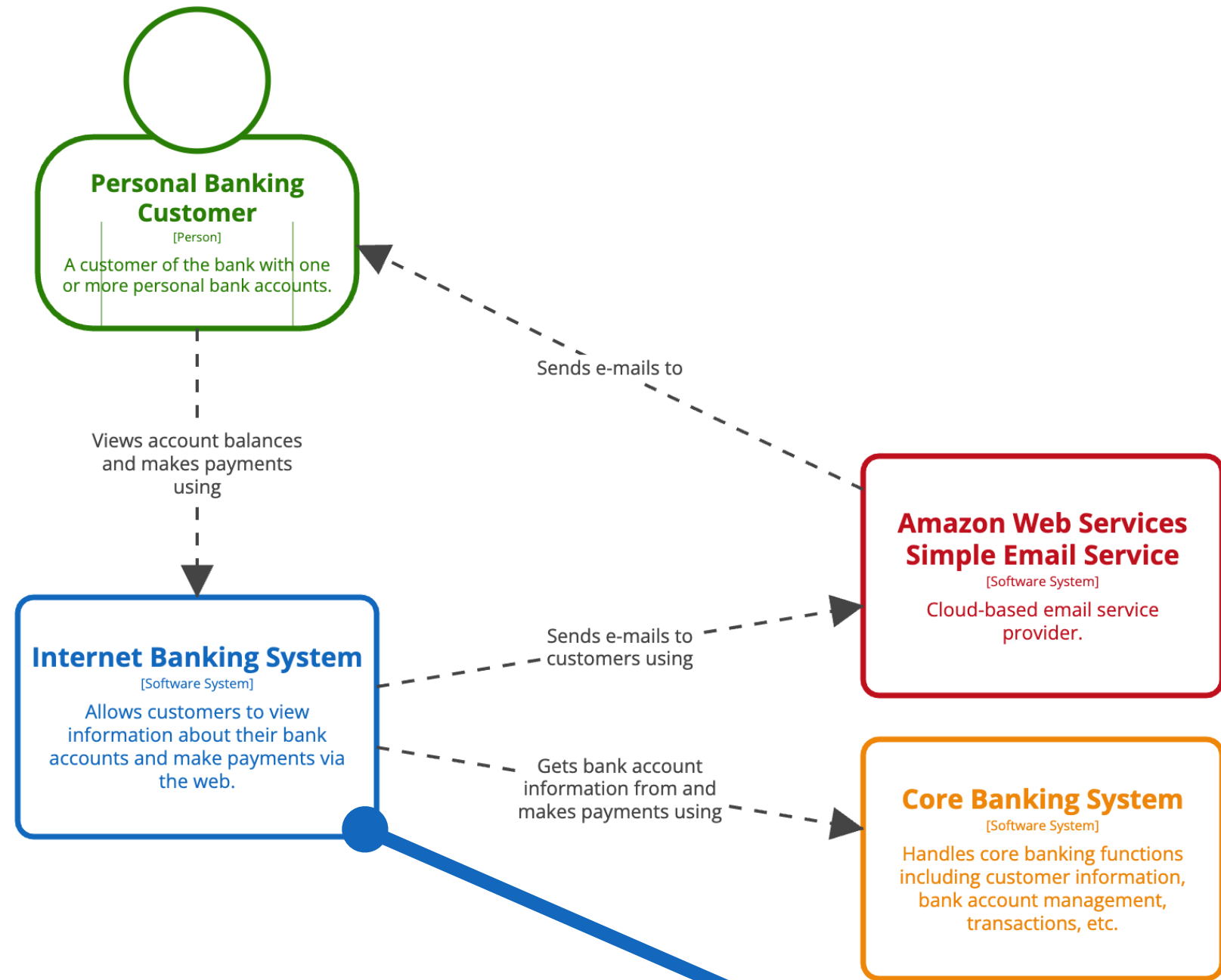
Person, Customer

Relationship



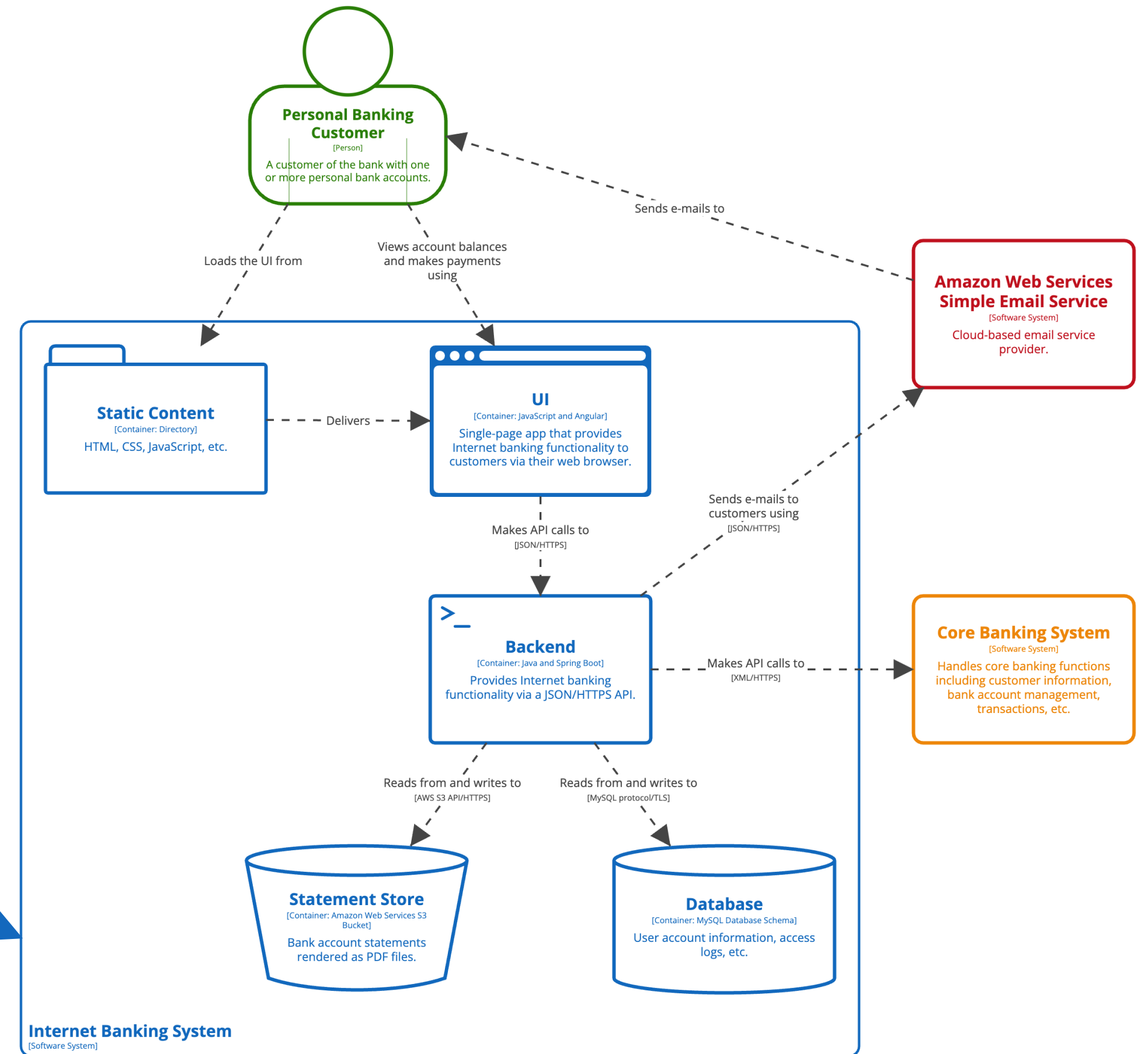
Level 2

Container diagram



System Context View: Internet Banking System
The system context diagram for a fictional Internet Banking System

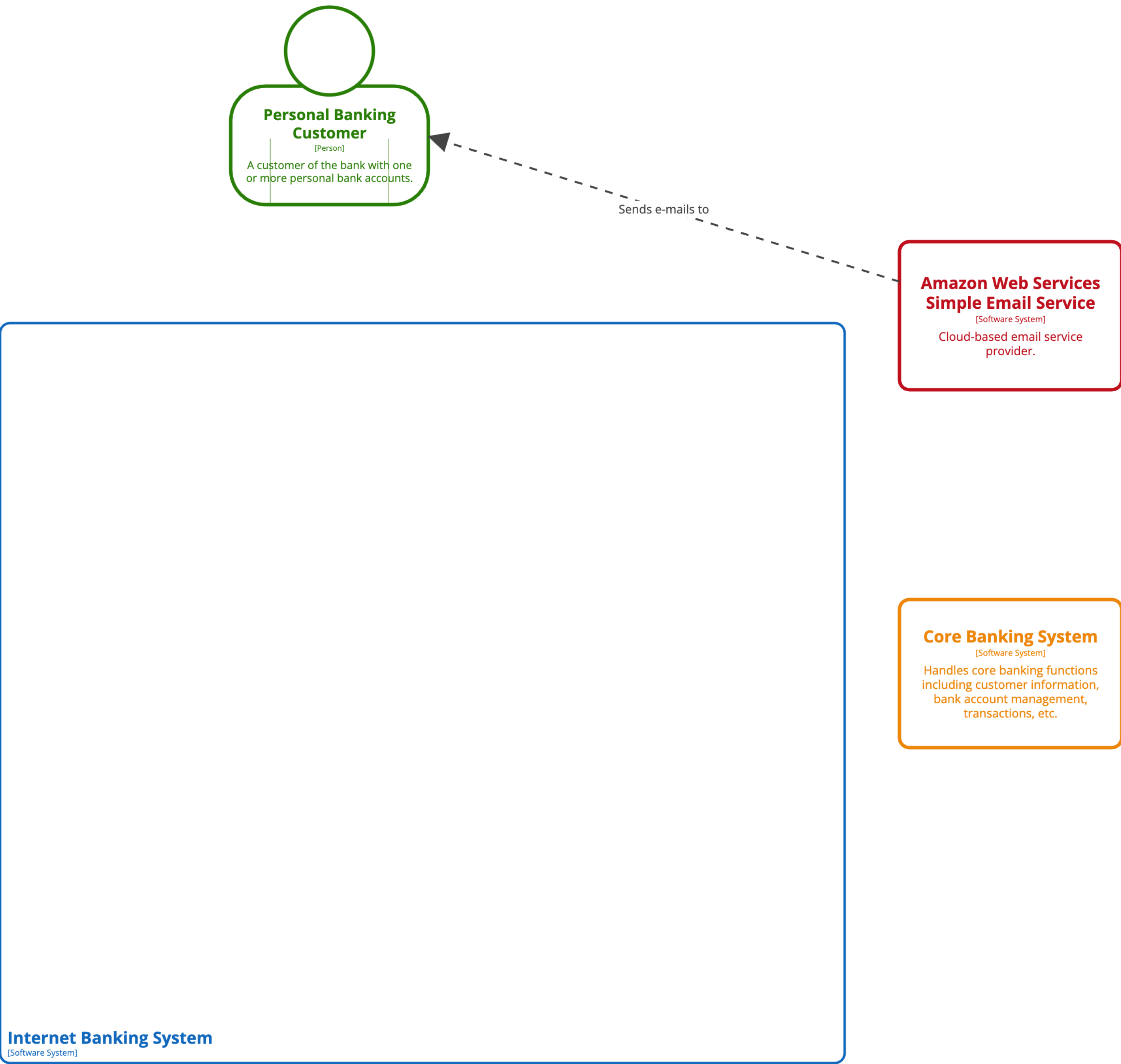
Zoom in to a software system



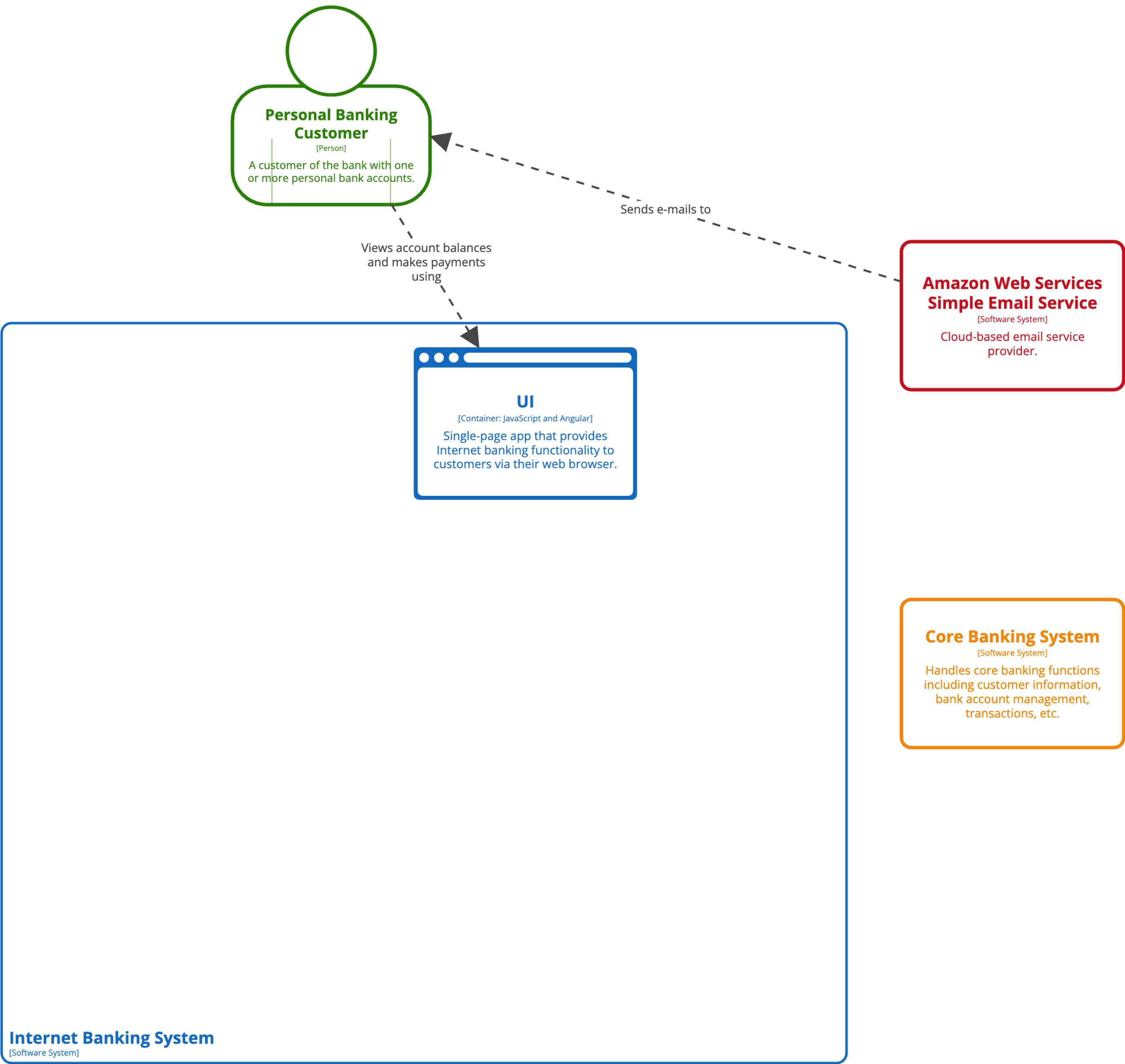
Container View: Internet Banking System
The container diagram for the Internet Banking System

System context diagram

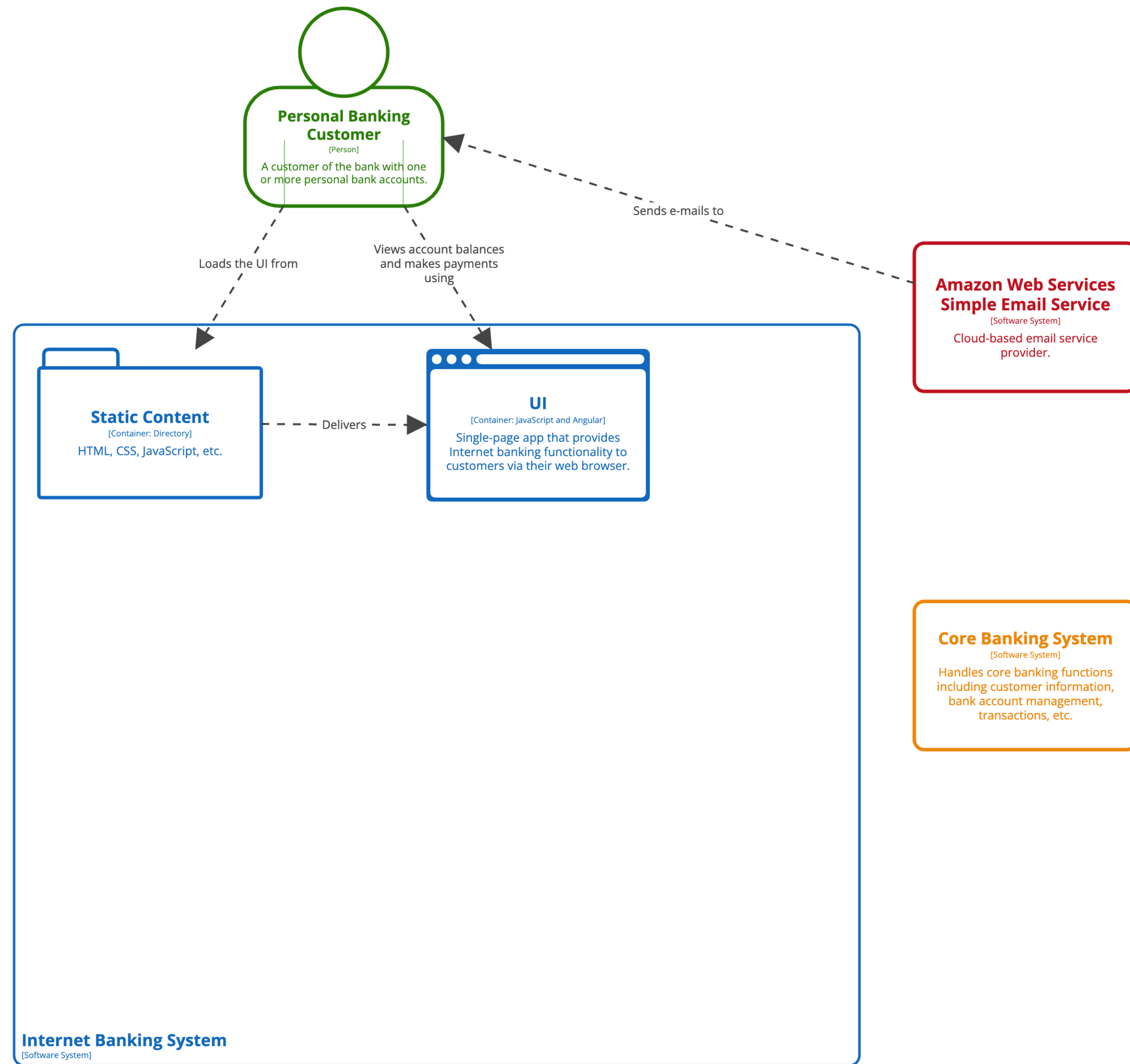
Container diagram



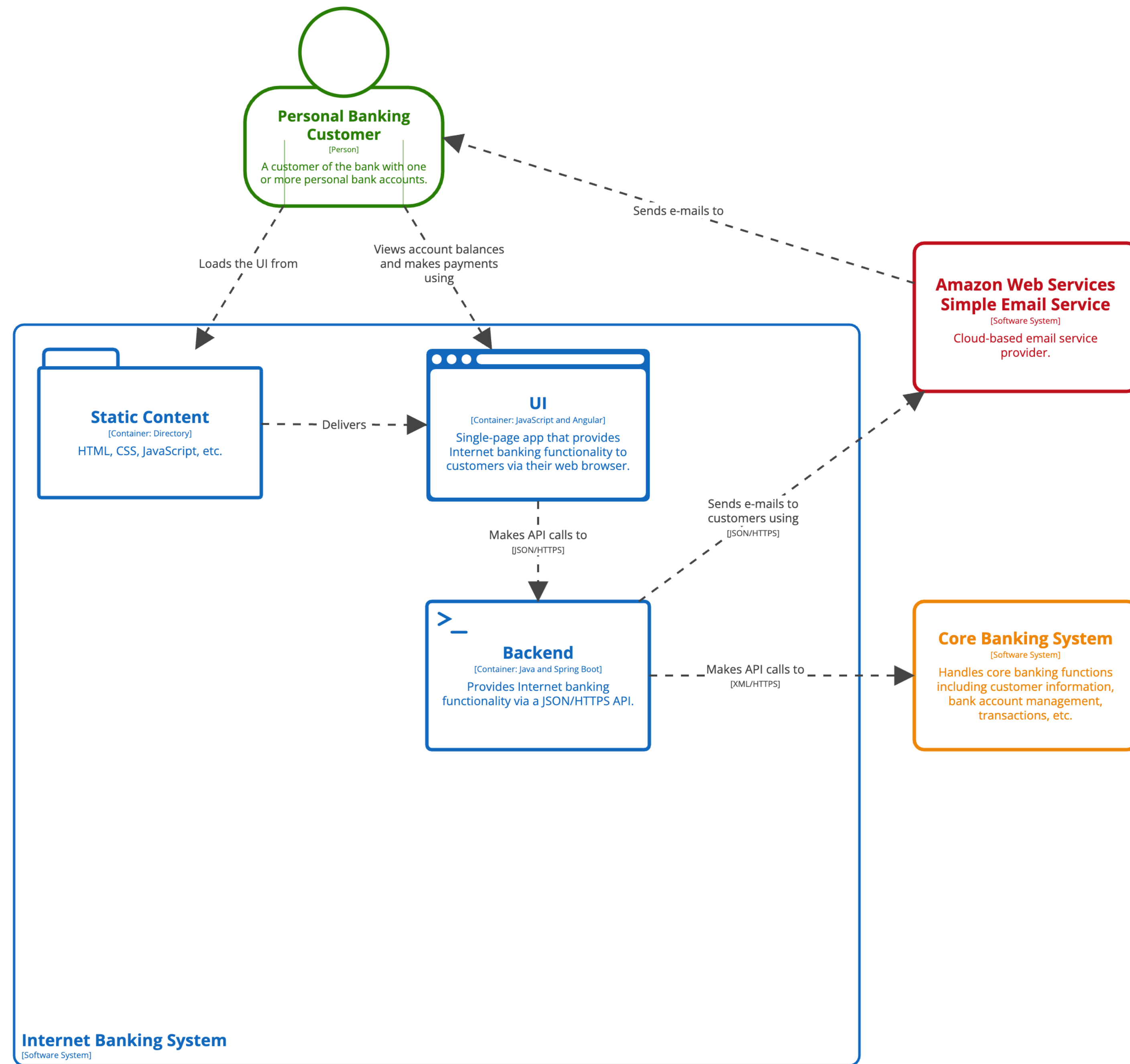
Container View: Internet Banking System
The container diagram for the Internet Banking System



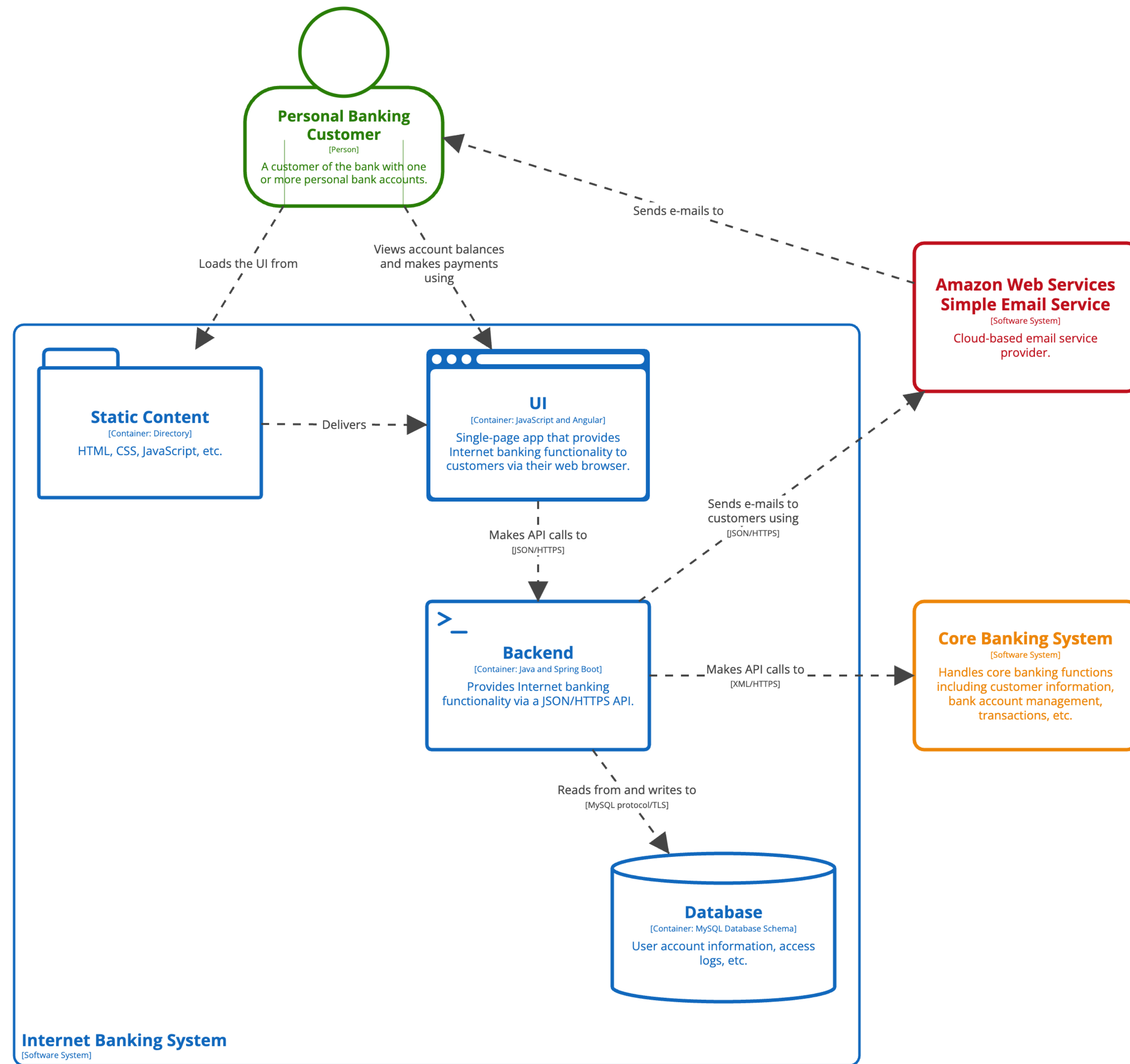
Container View: Internet Banking System
The container diagram for the Internet Banking System



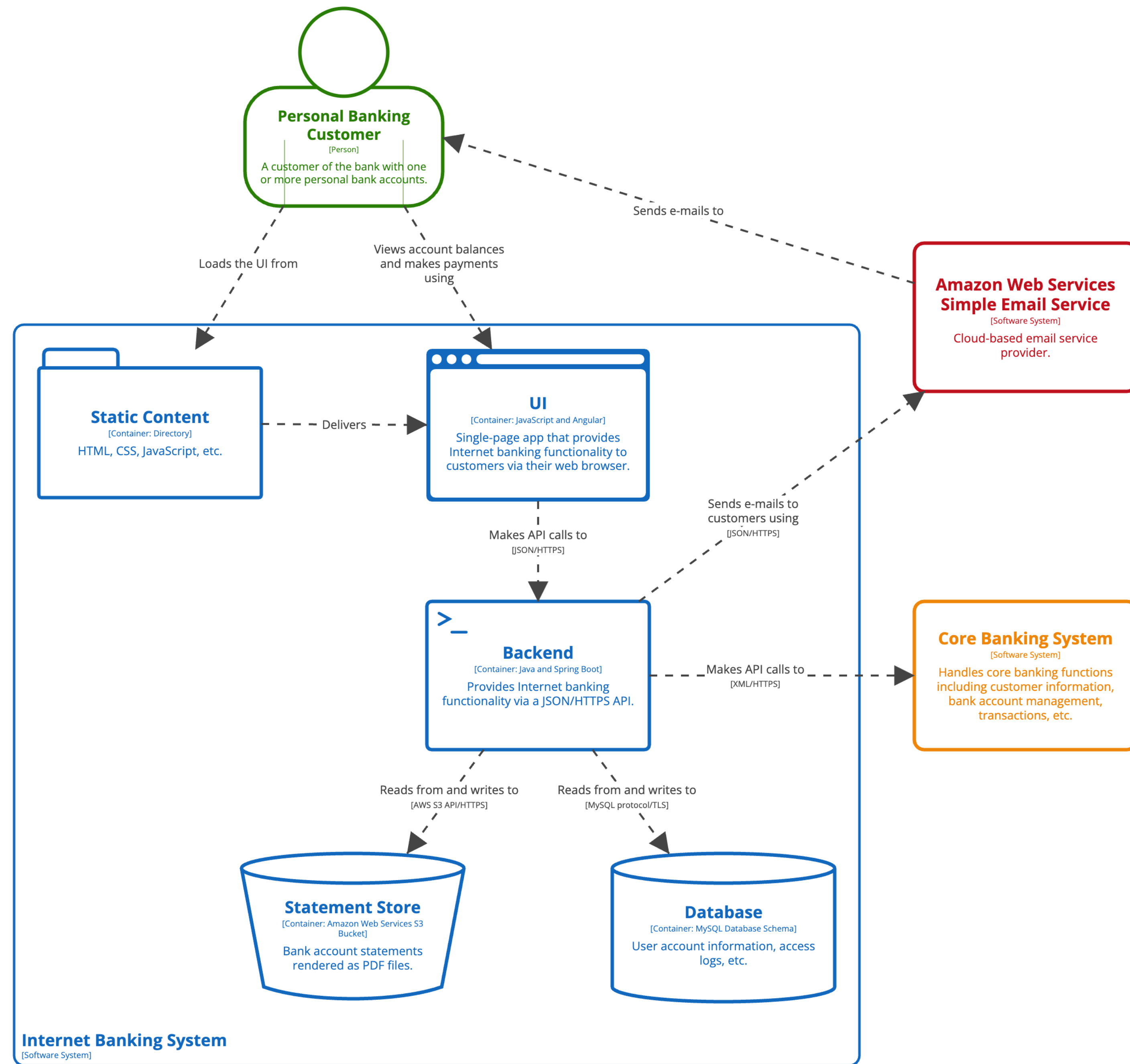
Container View: Internet Banking System
The container diagram for the Internet Banking System



Container View: Internet Banking System
The container diagram for the Internet Banking System



Container View: Internet Banking System
The container diagram for the Internet Banking System



Container View: Internet Banking System
The container diagram for the Internet Banking System

Amazon Web Services
Simple Email Service

Boundary, Internet
Banking System

Container, Amazon Web
Services S3 Bucket

Container, Directory

Container, Relational
Database Schema

>
_

Container, Server-side
Application

Container, Single-page
Application

Core Banking System

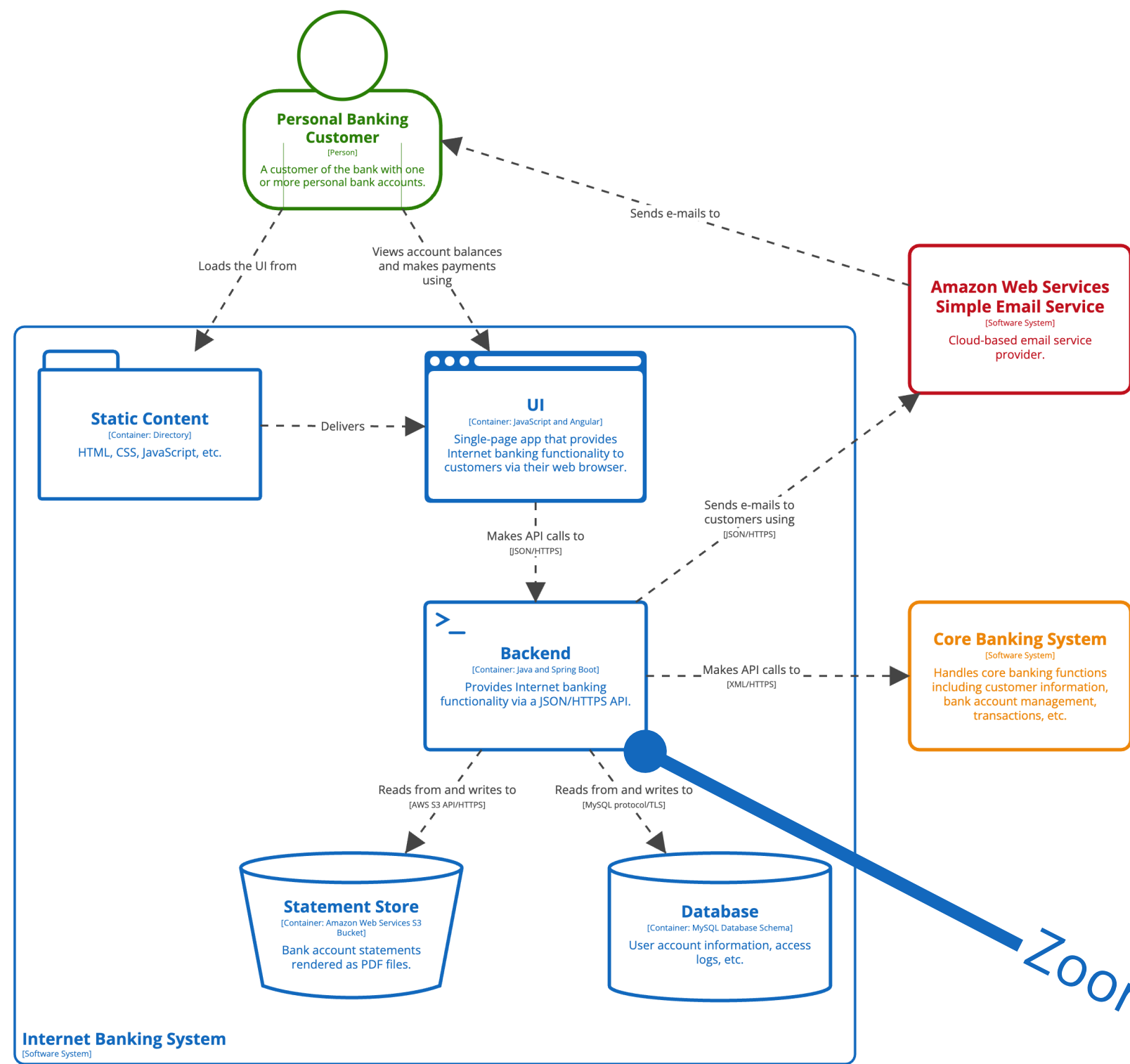
Person, Customer

Relationship



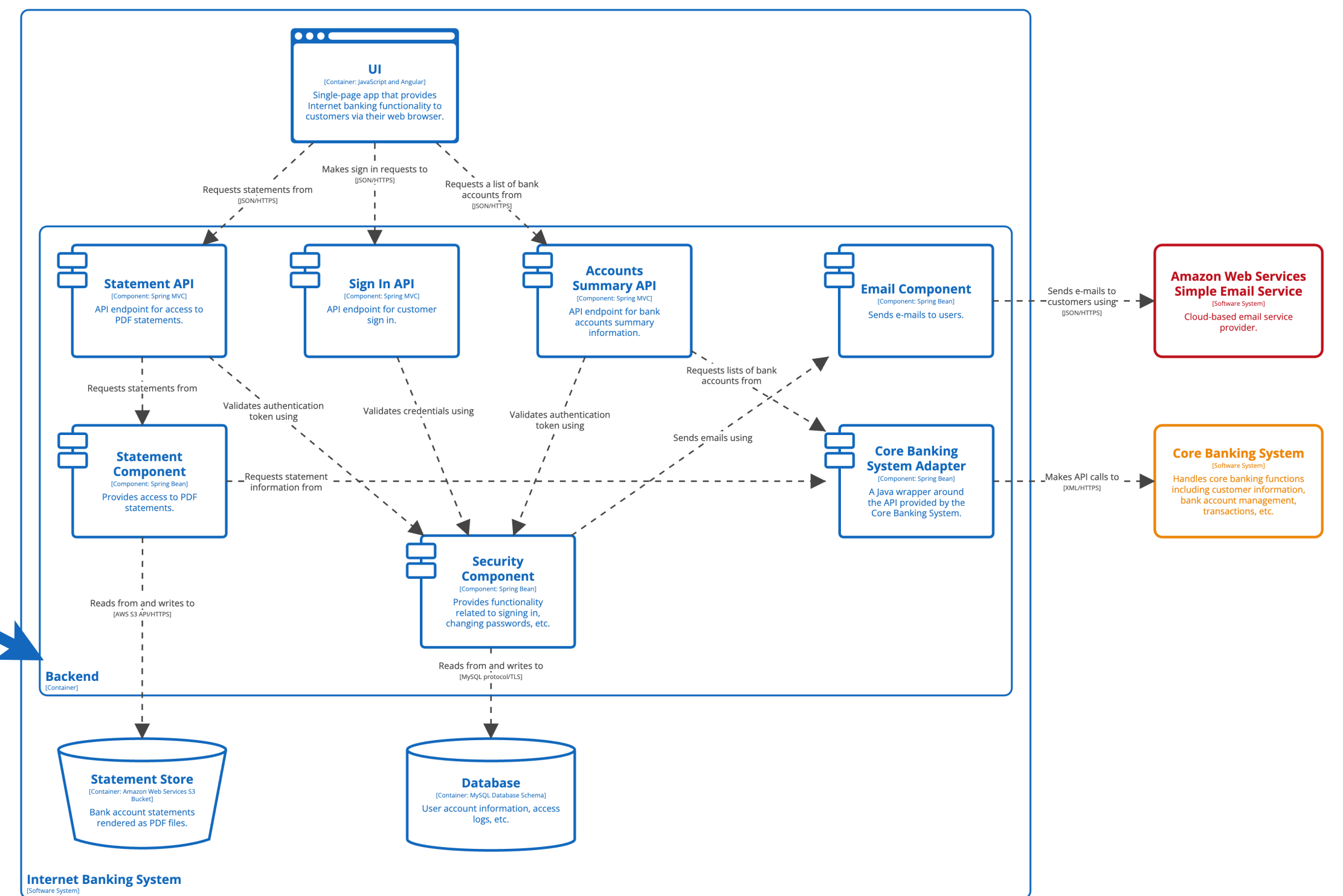
Level 3

Component diagram



Container View: Internet Banking System
The container diagram for the Internet Banking System

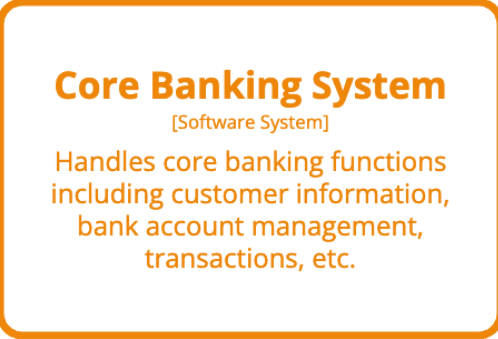
Zoom in to a container



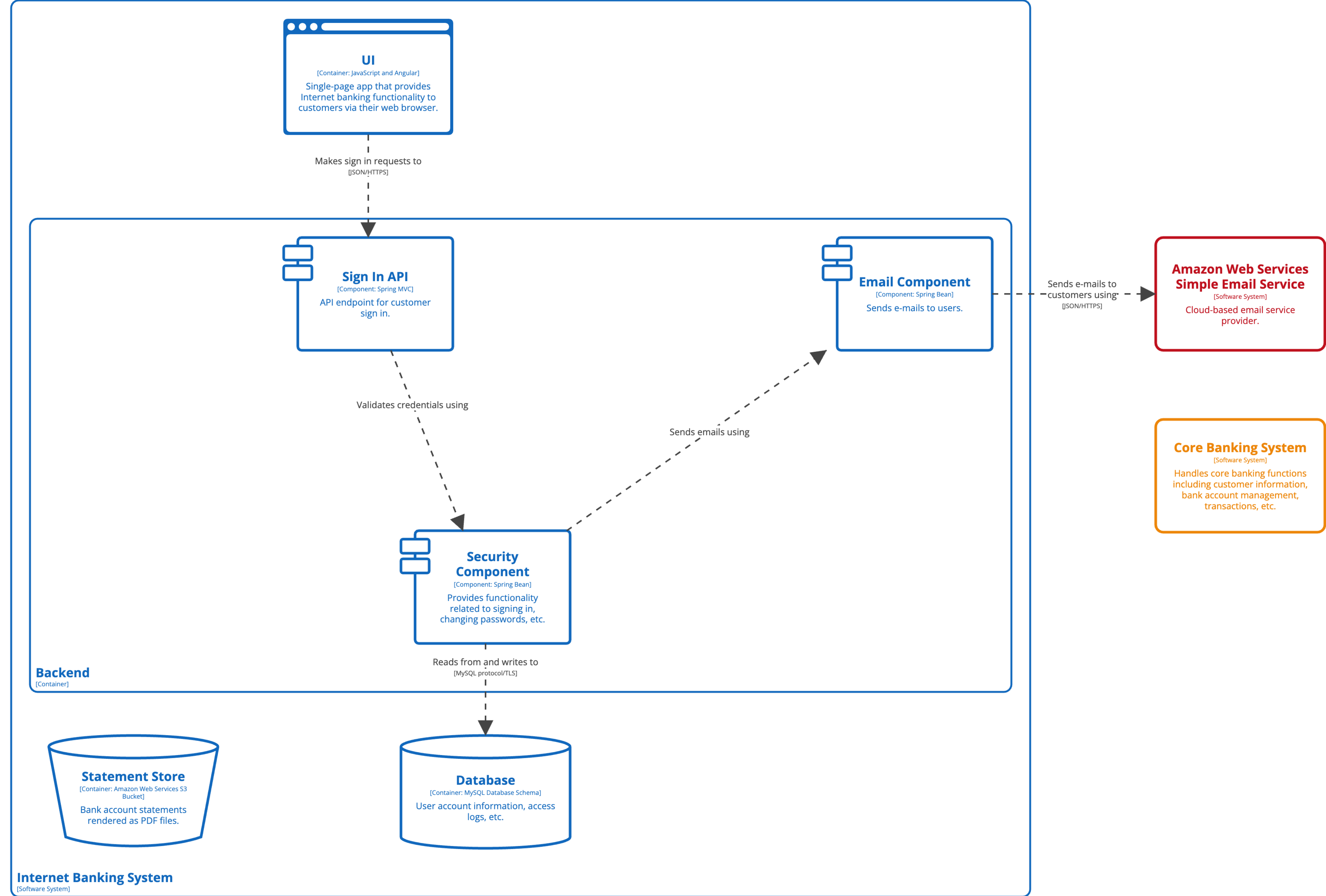
Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

Container diagram

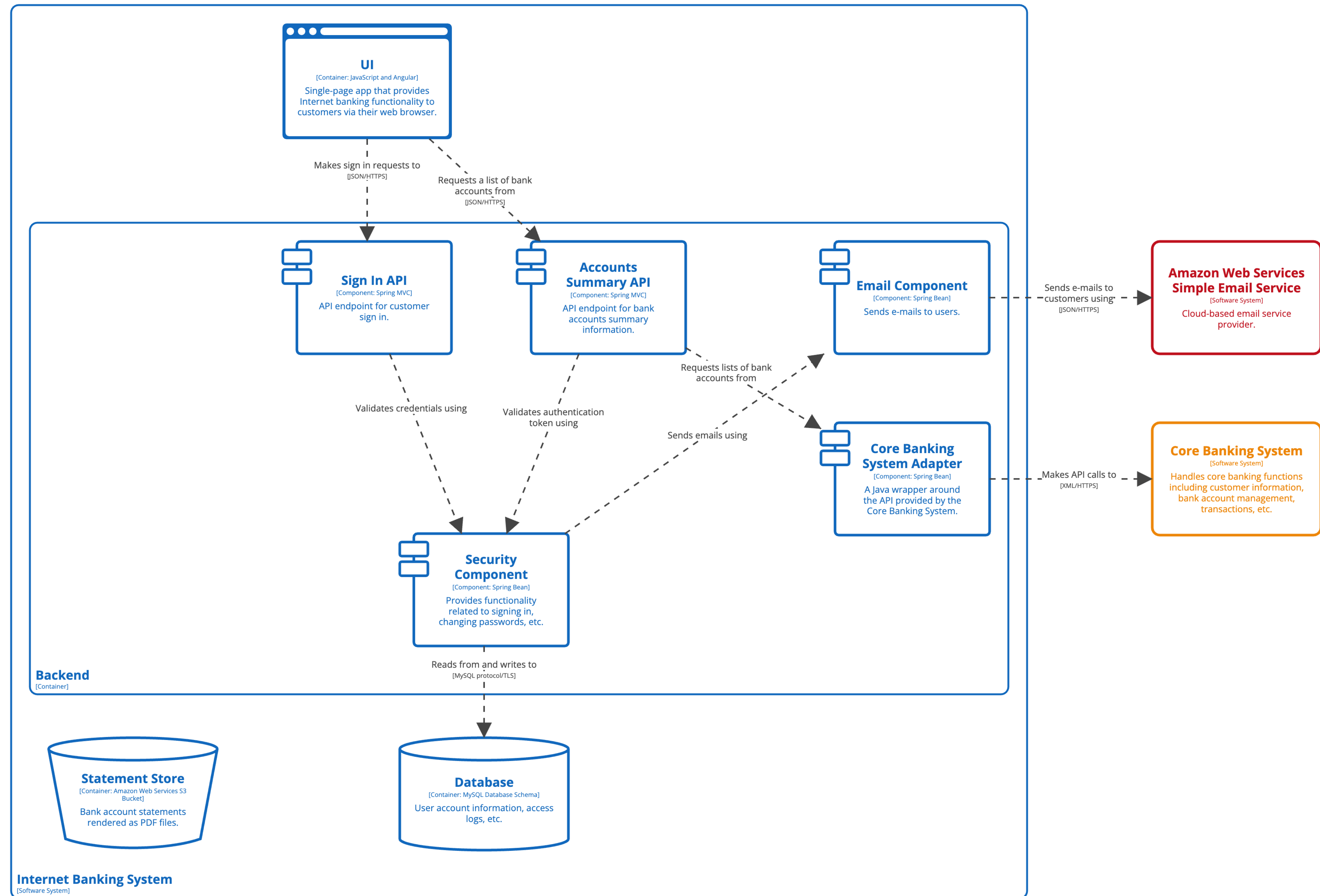
Component diagram



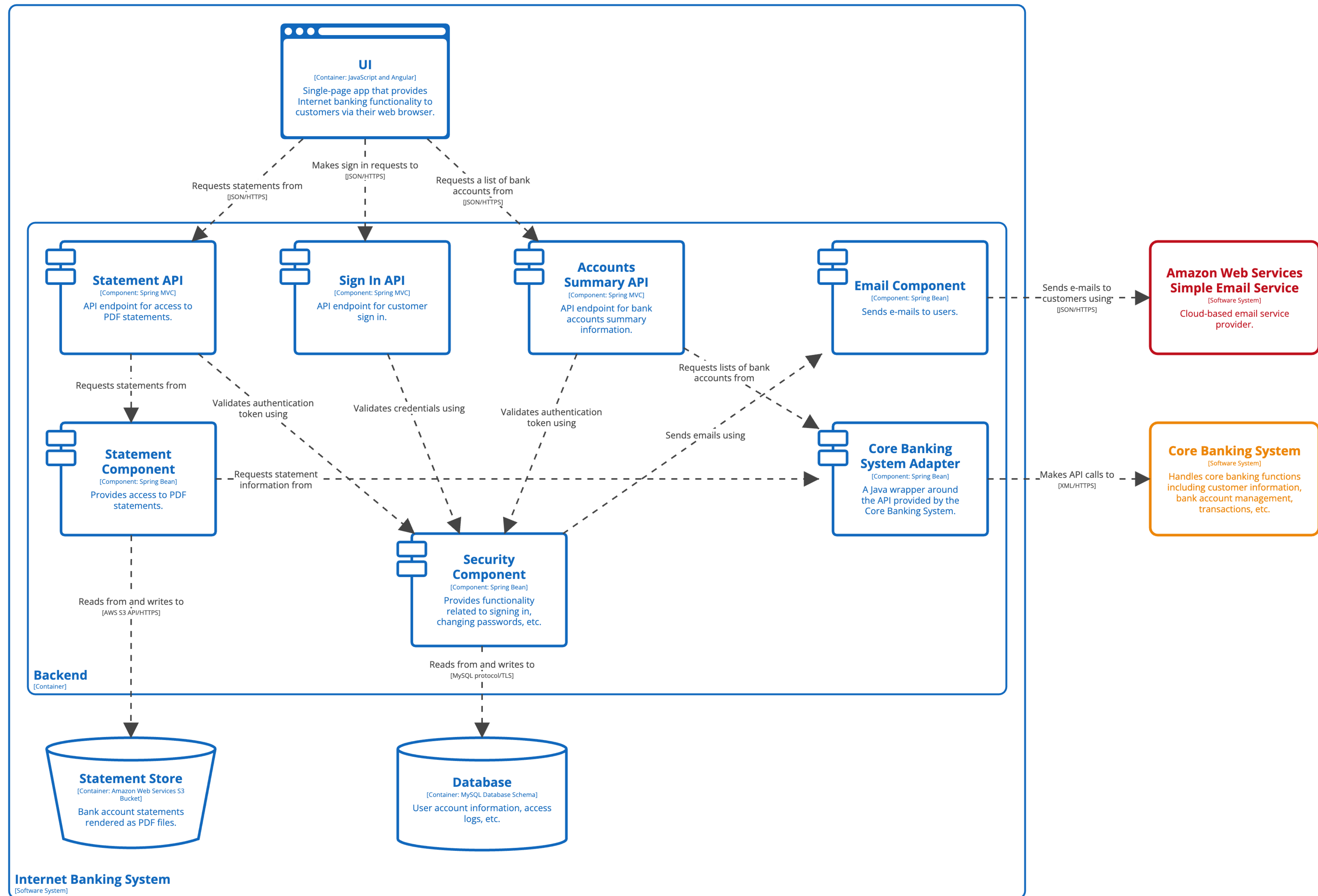
Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend



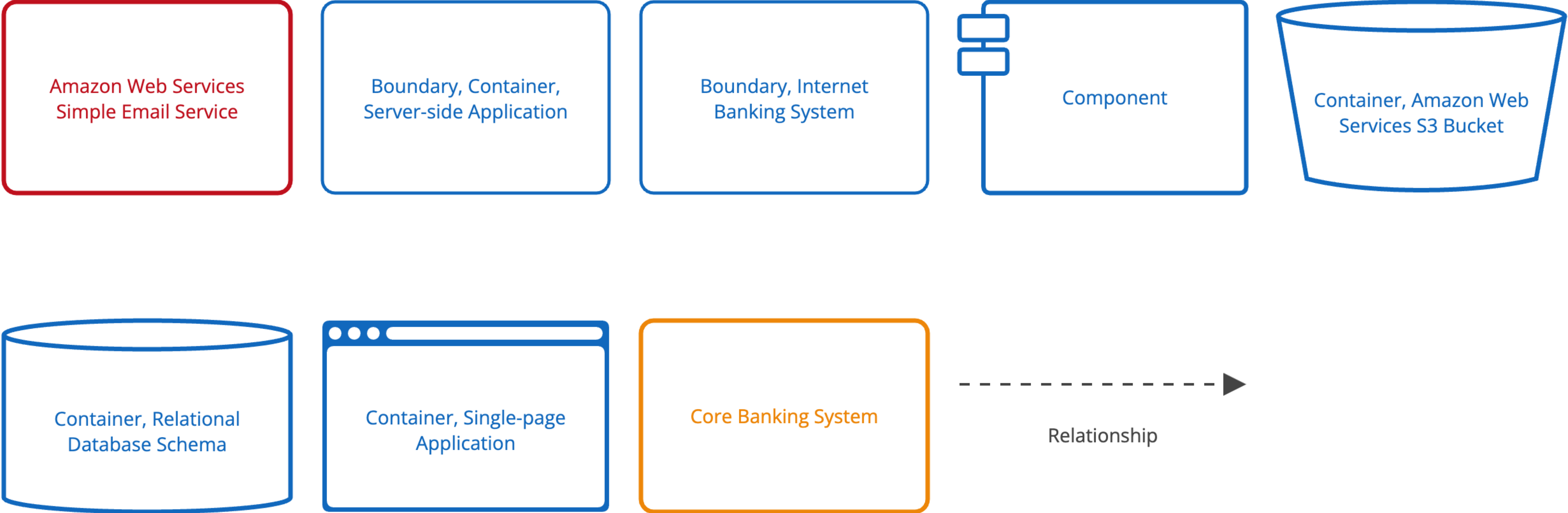
Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

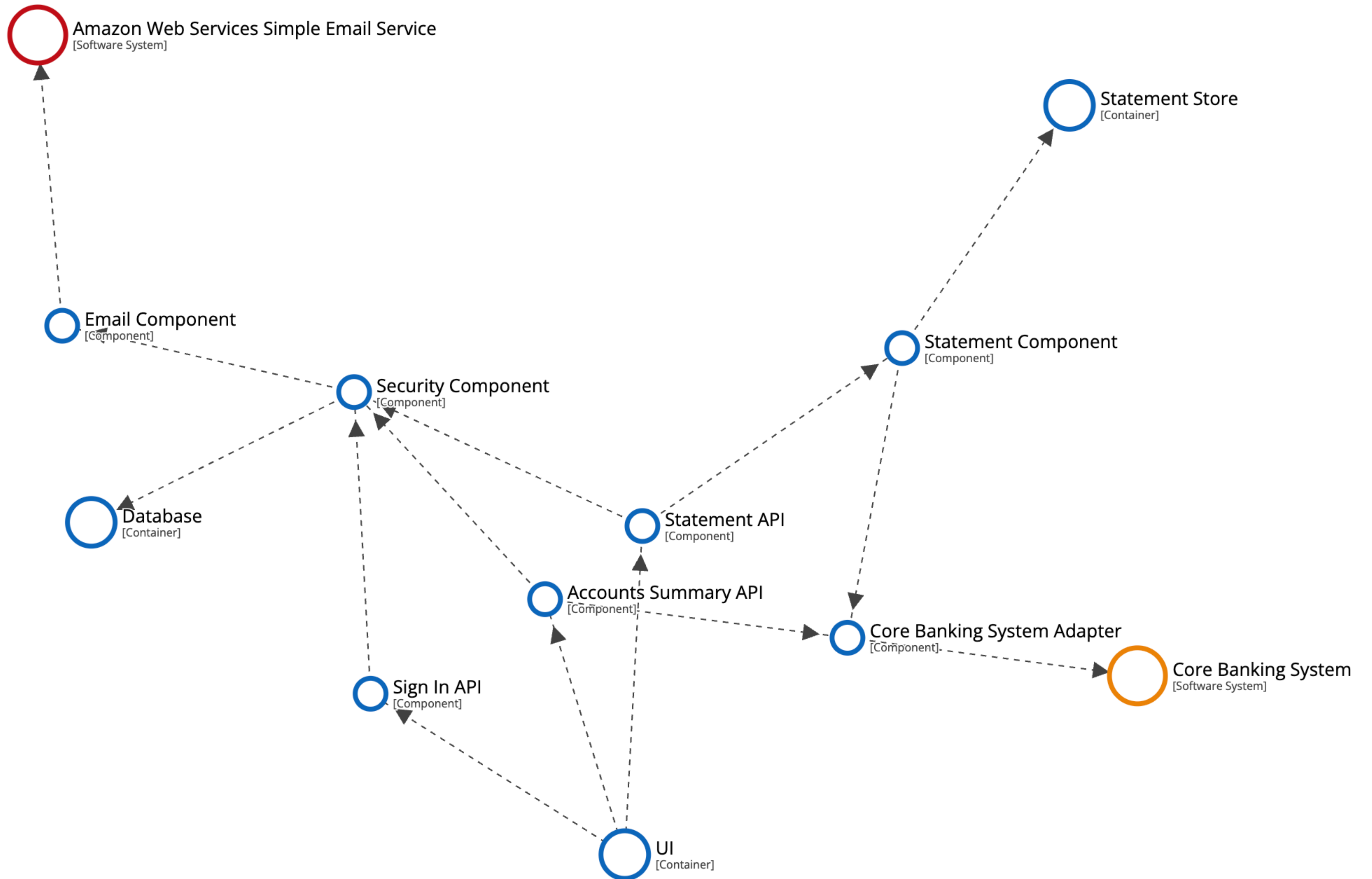


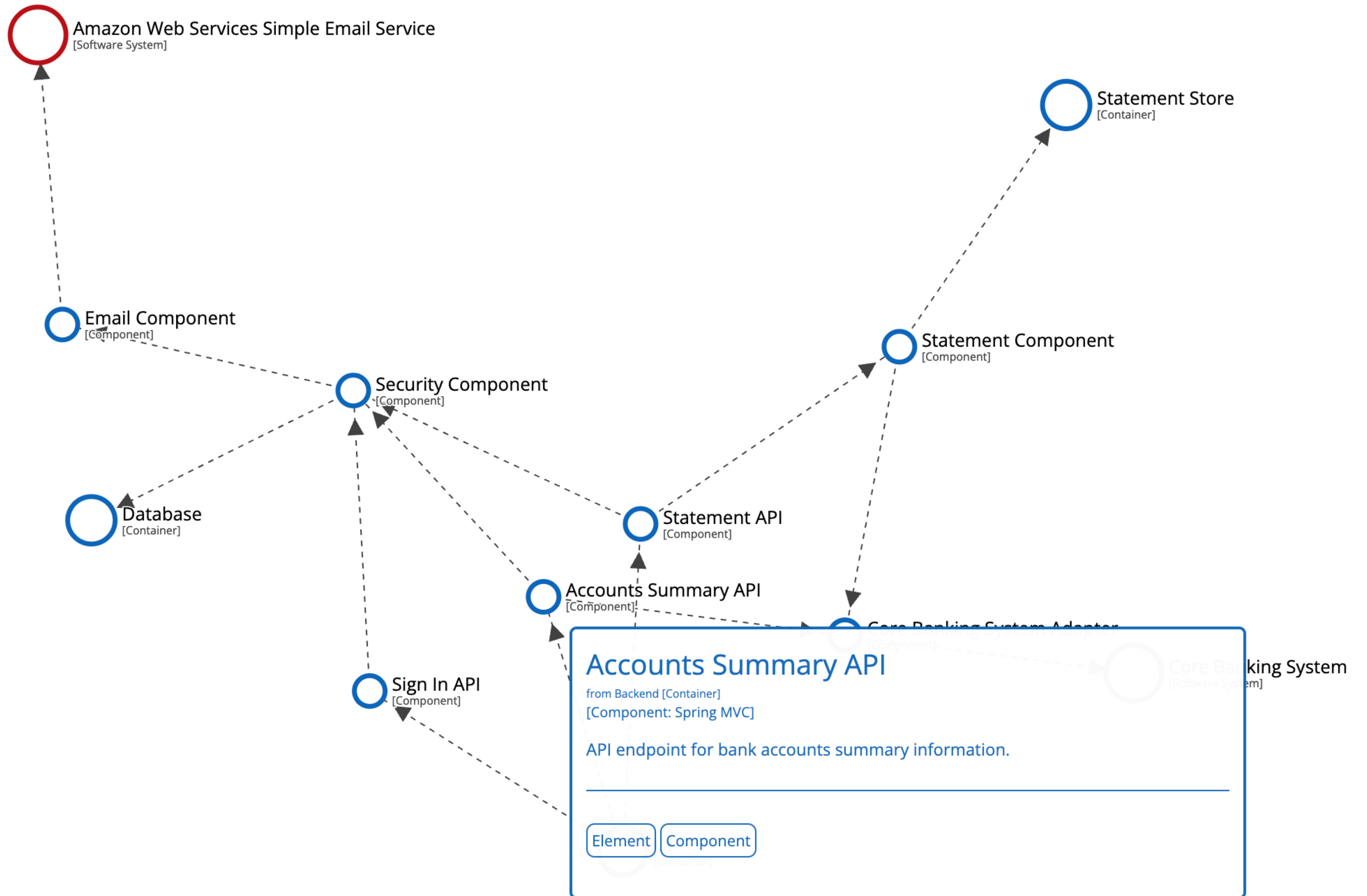
Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

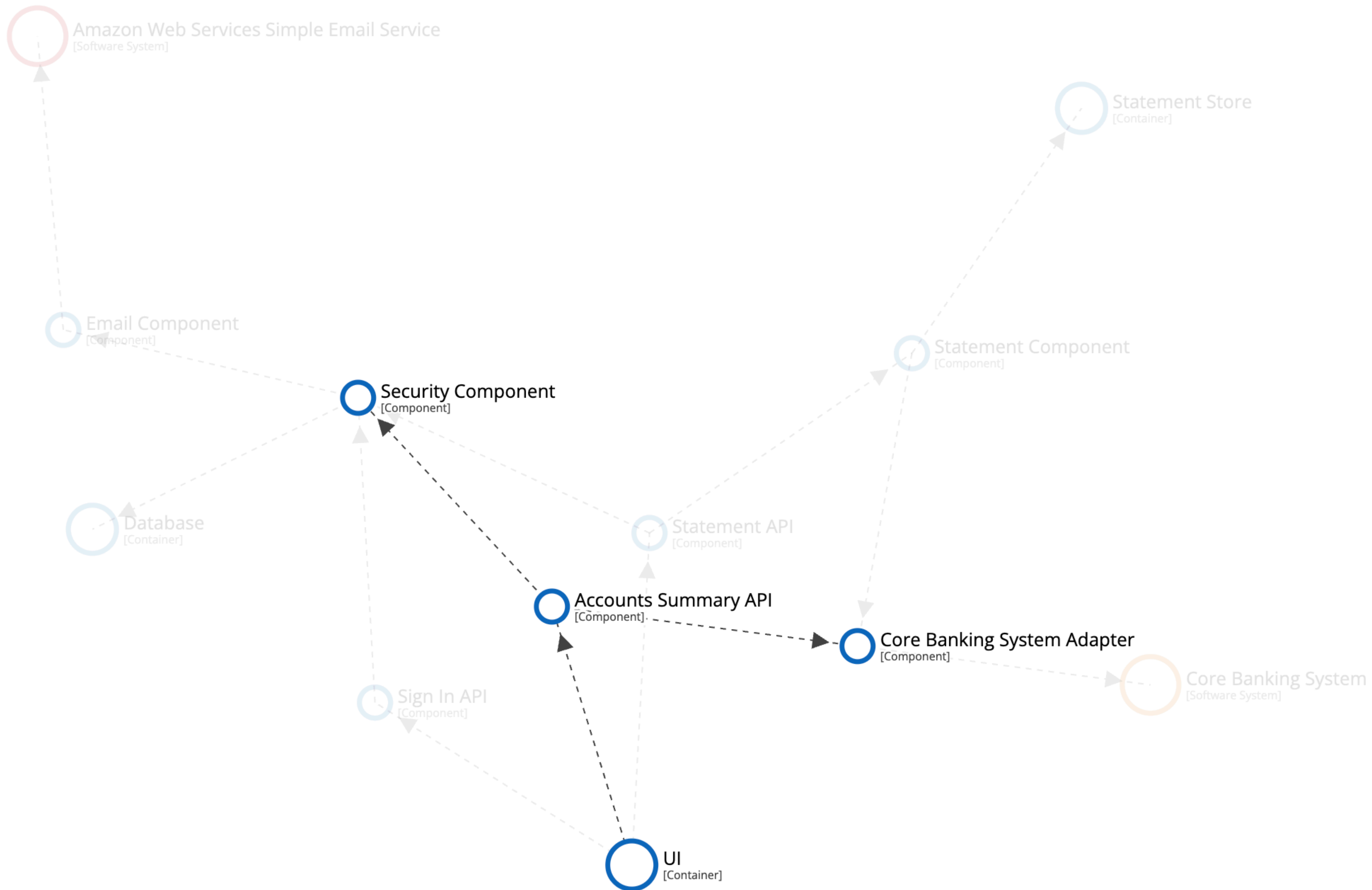


Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend



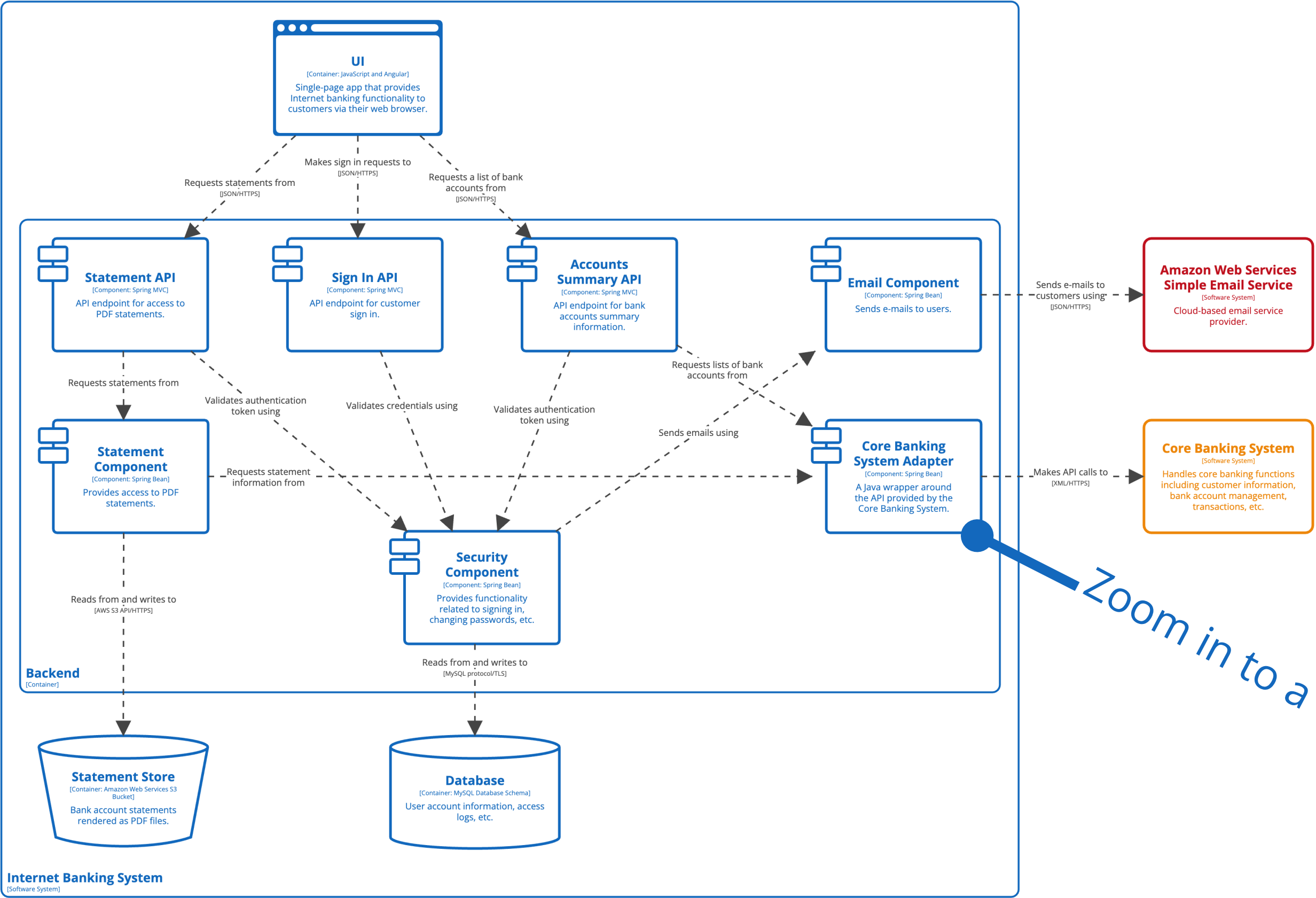






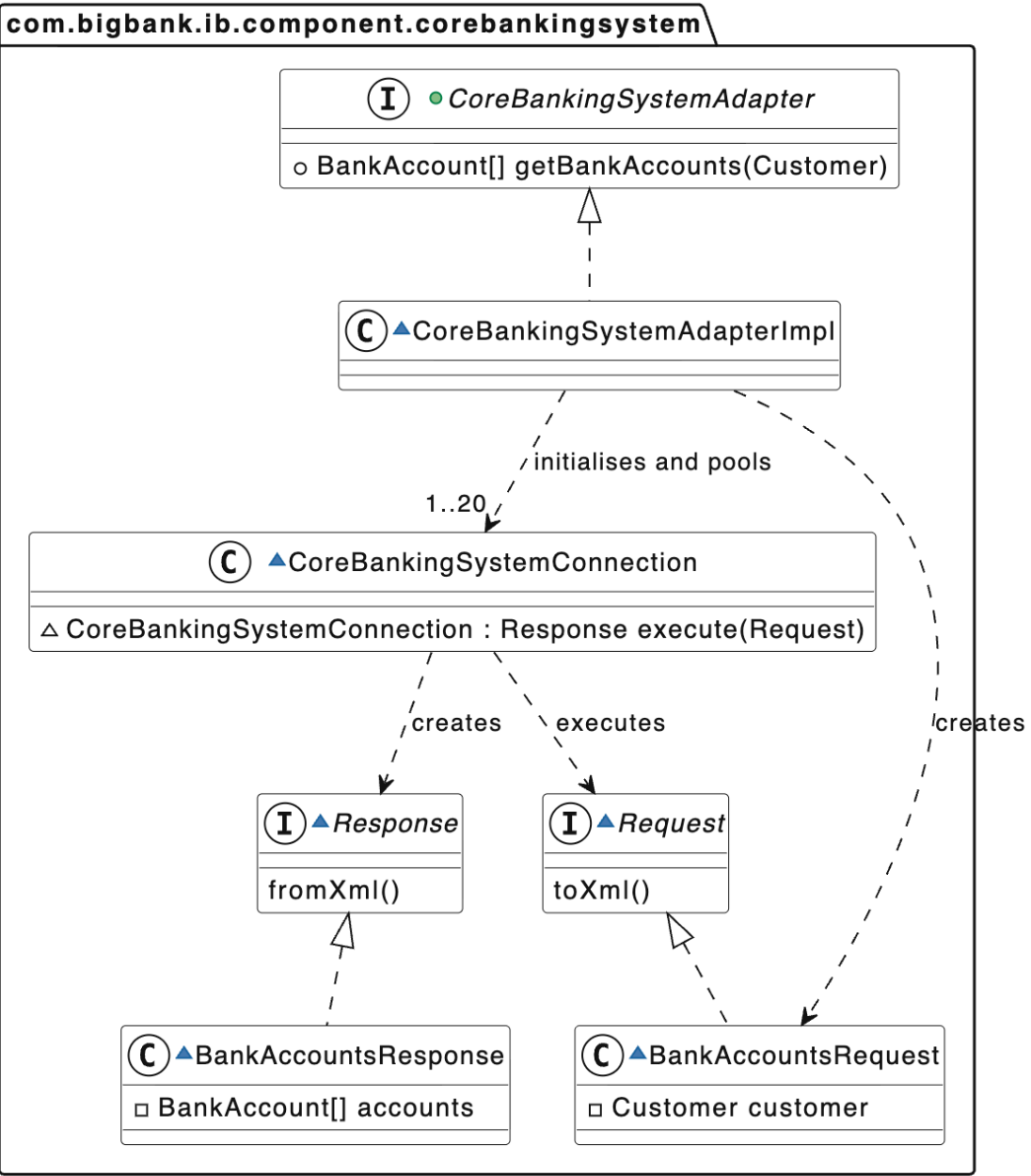
Level 4

Code diagram



Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

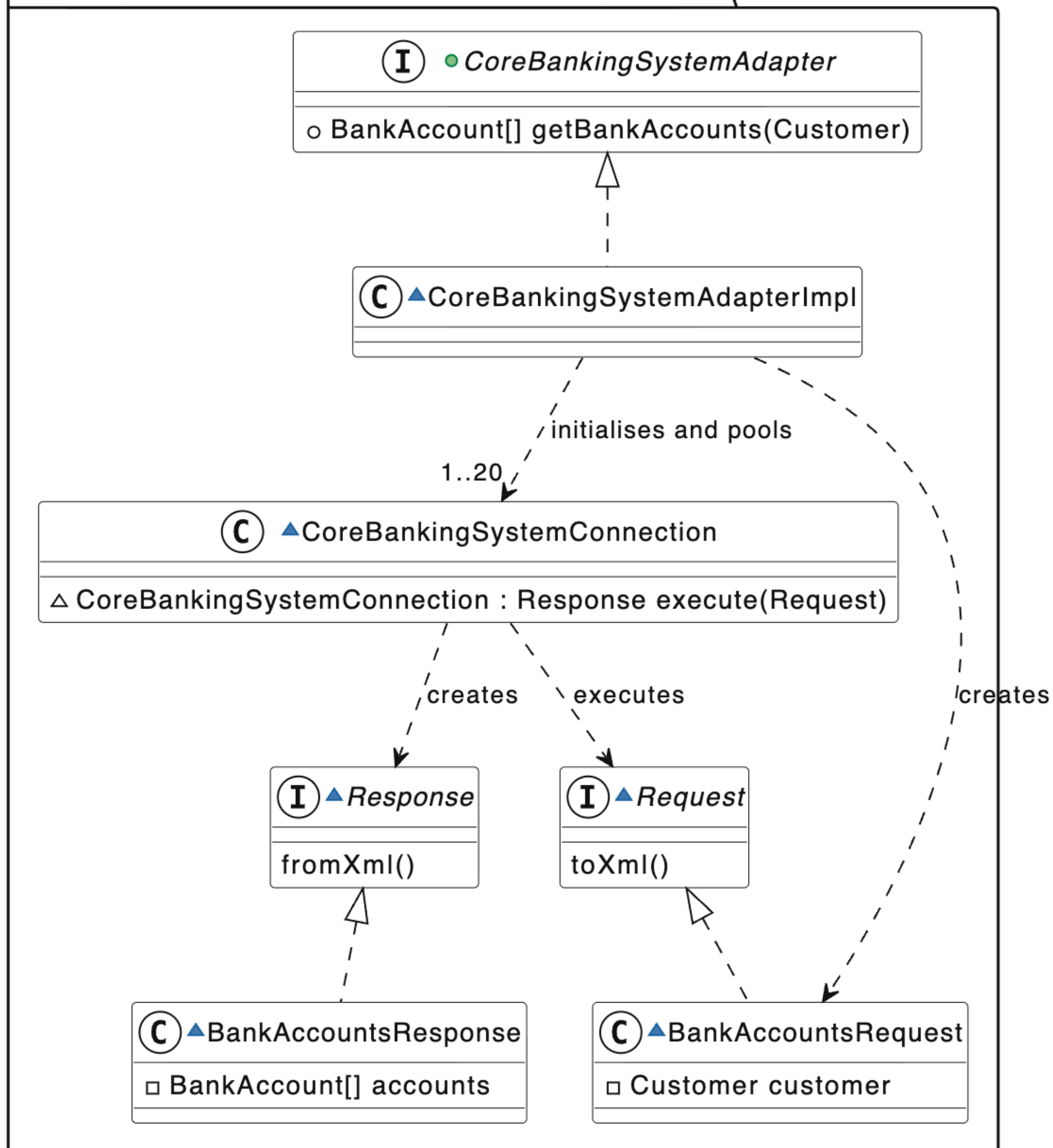
Zoom in to a component



Code View: Internet Banking System - Backend - Core Banking System Adapter
A summary of the implementation details for the Core Banking System Adapter component

Component diagram

Code diagram



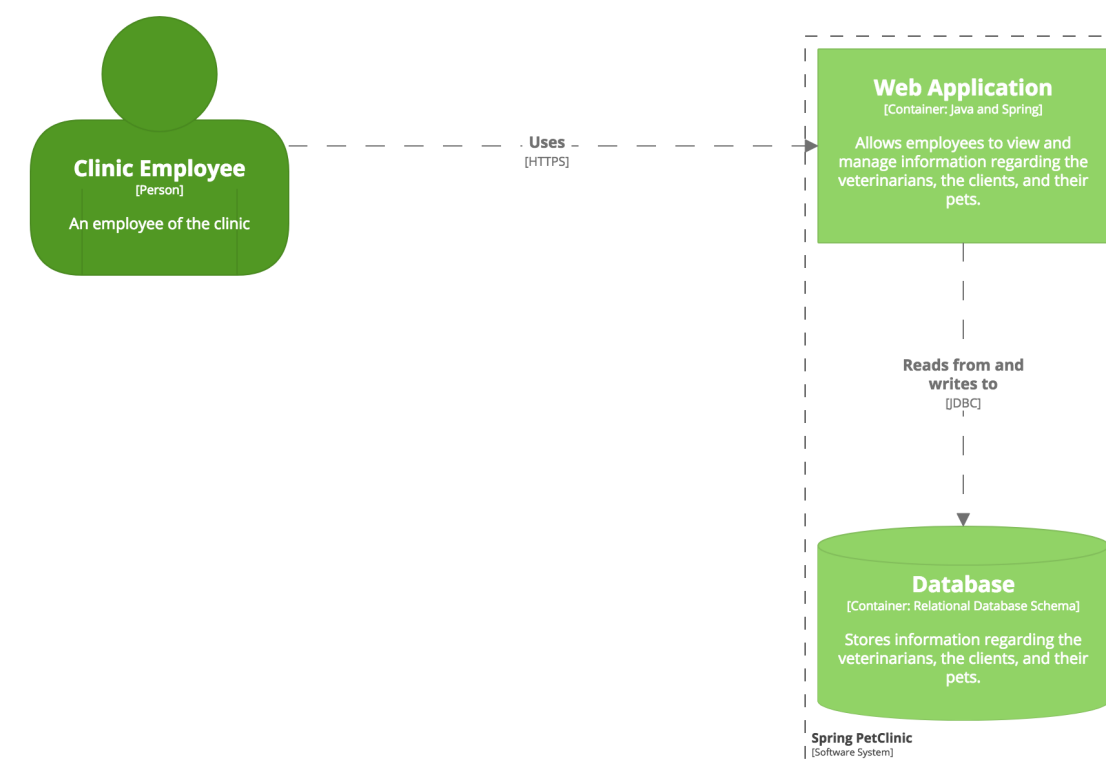
Code View: Internet Banking System - Backend - Core Banking System Adapter

A summary of the implementation details for the Core Banking System Adapter component

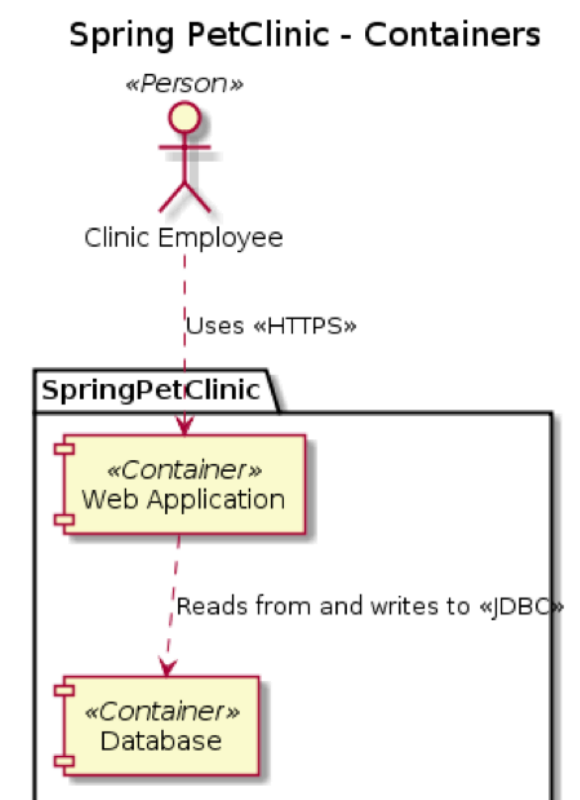
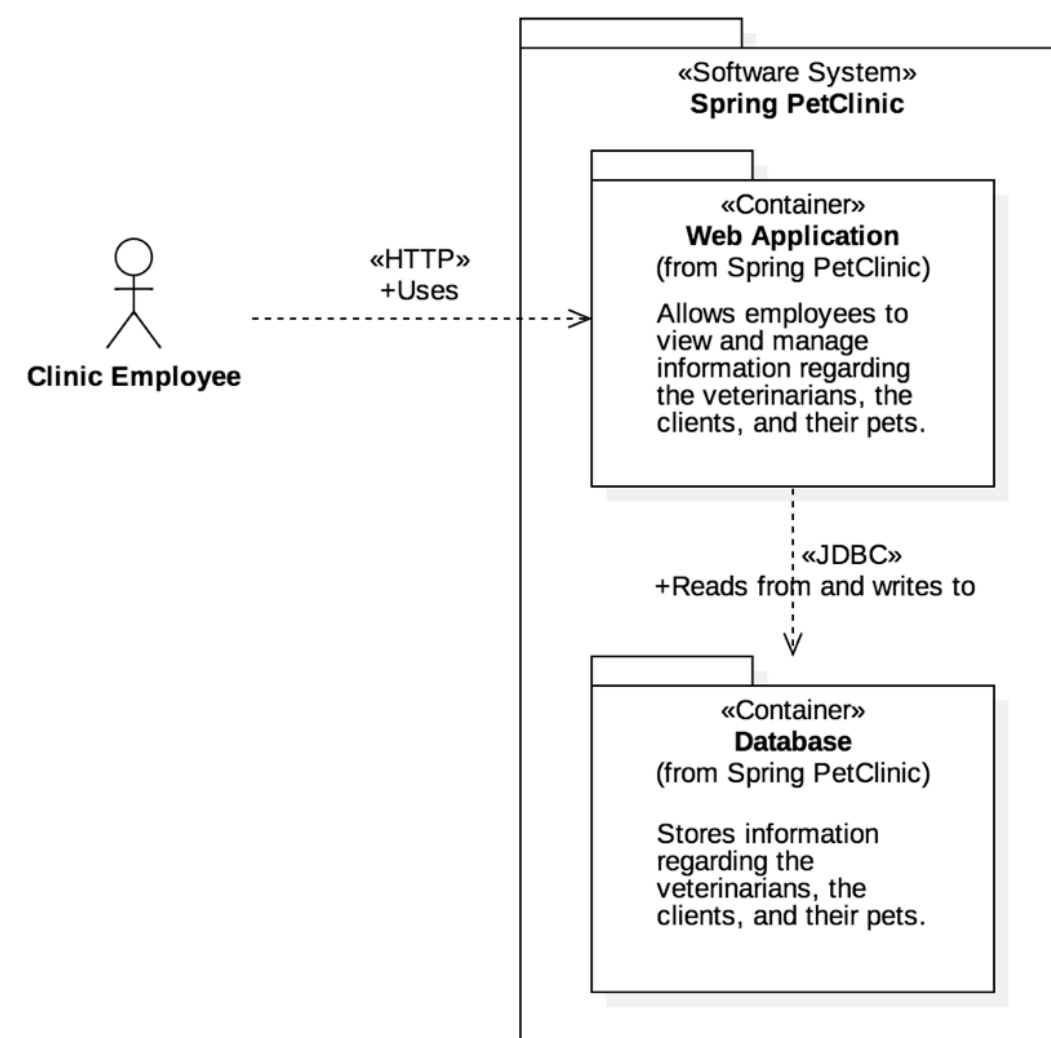
Notation

The C4 model is
notation independent

The C4 model is notation independent

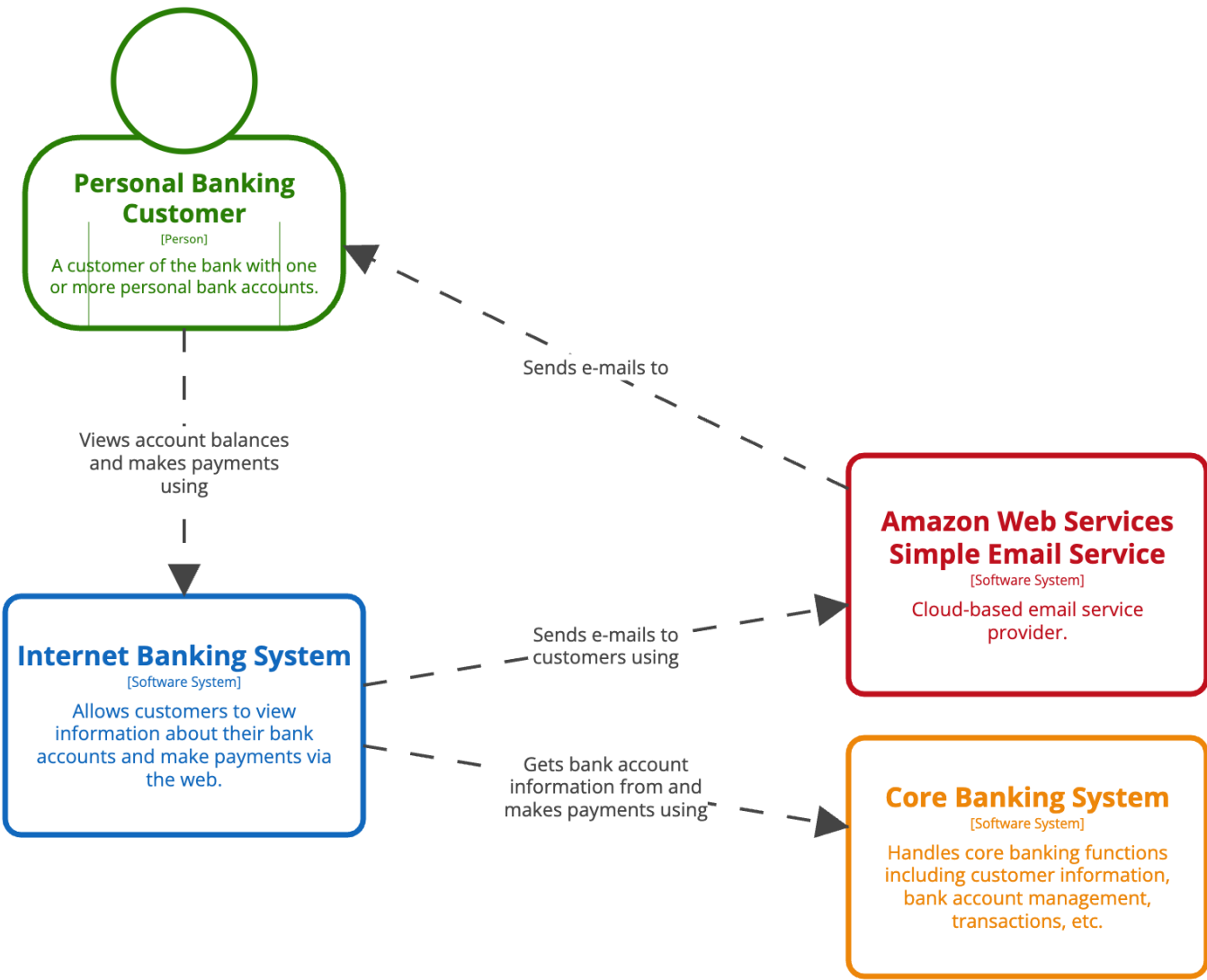


Container diagram for Spring PetClinic
The Containers diagram for the Spring PetClinic system.
Last modified: Thursday 17 August 2017 10:15 UTC | Version: 95de1d9f8b6f3560915331664b27a4a75ce1f1f6

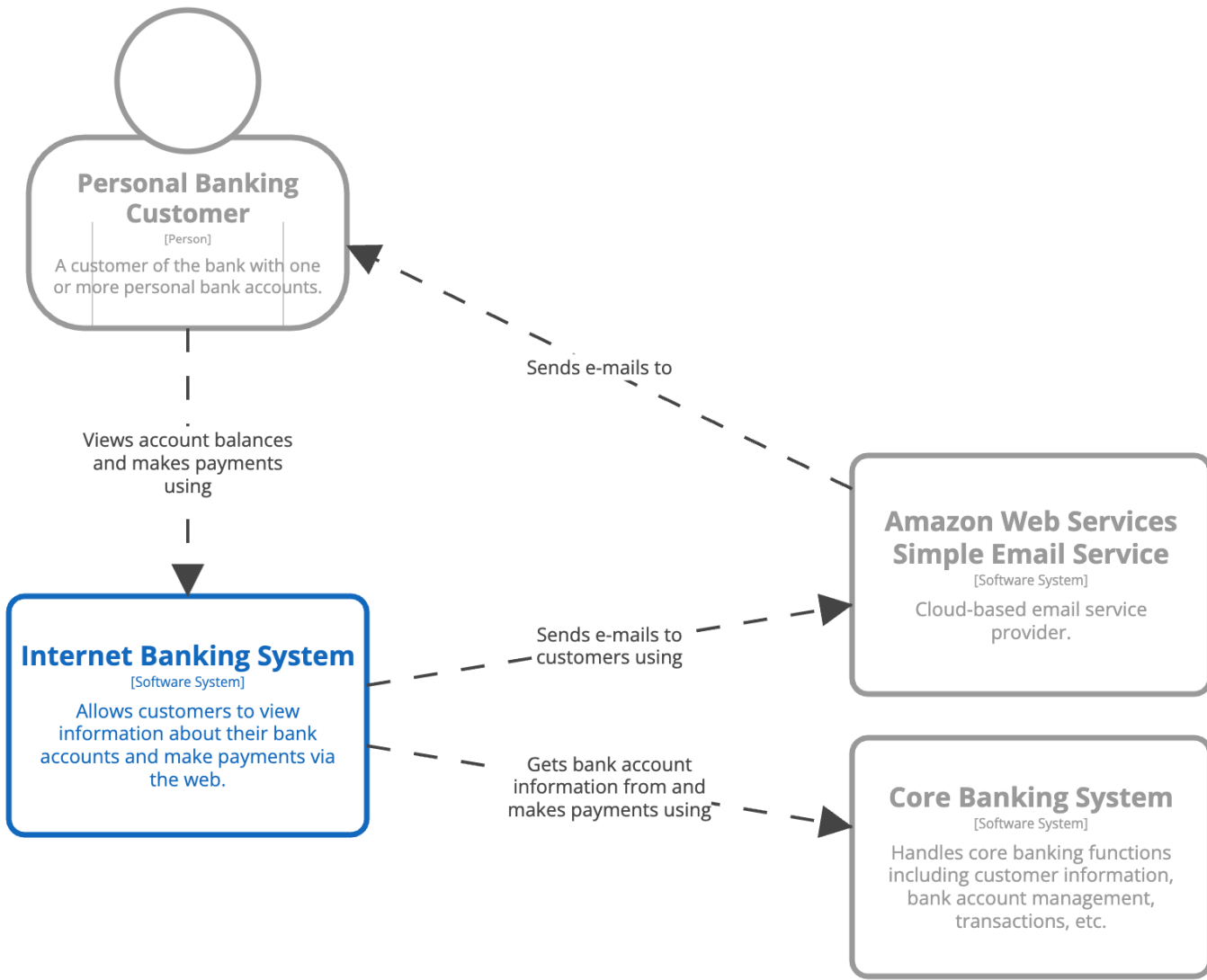


The Container diagram for the Spring PetClinic system.

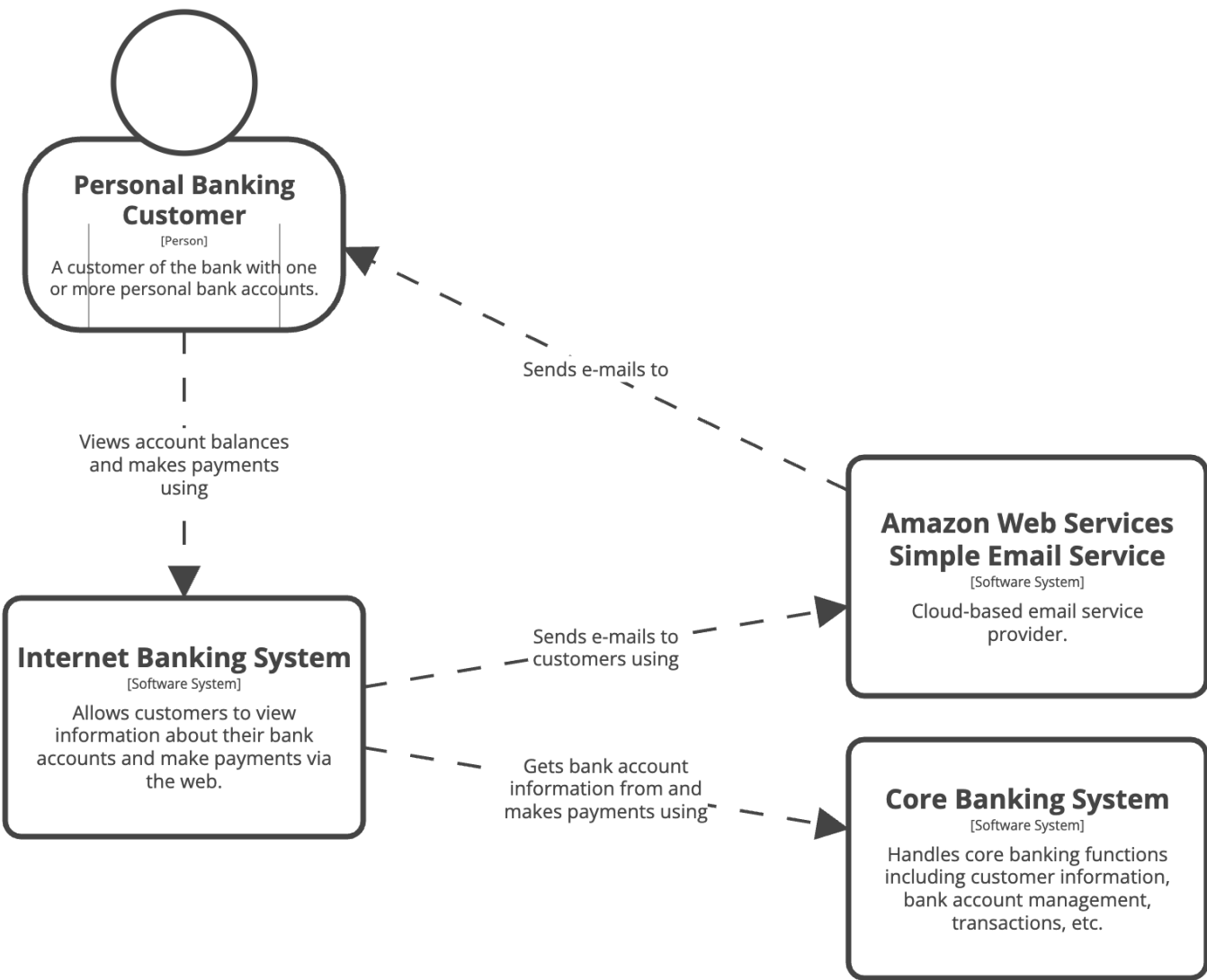
Should you adopt
a standard (visual) notation?



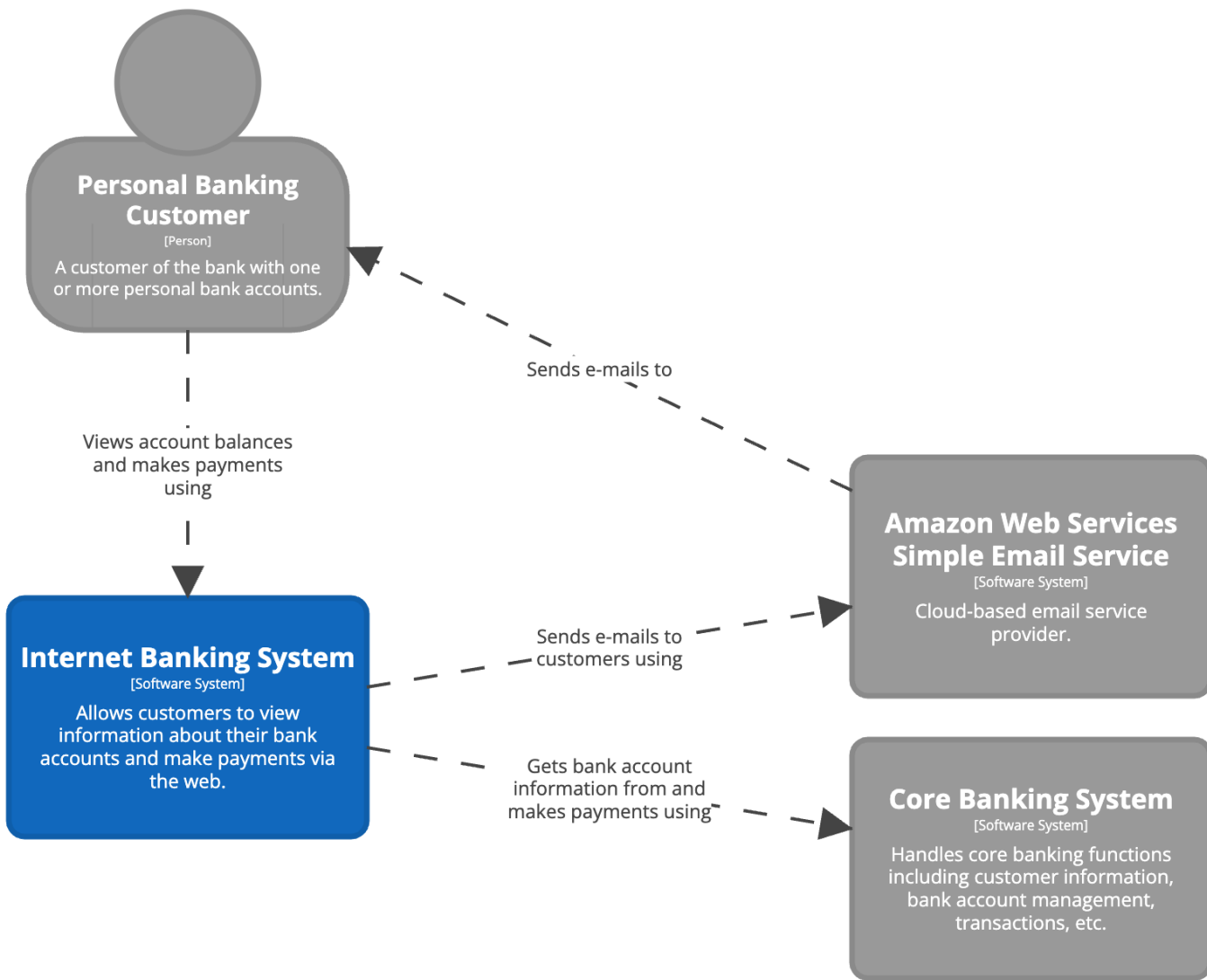
[System Context] Internet Banking System
The system context diagram for a fictional Internet Banking System.



[System Context] Internet Banking System
The system context diagram for a fictional Internet Banking System.



[System Context] Internet Banking System
The system context diagram for a fictional Internet Banking System.



[System Context] Internet Banking System
The system context diagram for a fictional Internet Banking System.

Titles

Short and meaningful, include the **diagram type** and **scope**, numbered if diagram order is important; for example:

System Context View for Internet Banking System

System Context View: Internet Banking System

[System Context View] Internet Banking System

Visual consistency

Try to be consistent with notation
and element positioning across diagrams

Acronyms

Be wary of using acronyms, especially those related to the business/domain that you work in

Boxes

Start with simple boxes containing the element name, type, technology (if appropriate) and a description/responsibilities

Personal Banking Customer

[Person]

A customer of the bank with one or more personal bank accounts.

Internet Banking System

[Software System]

Allows customers to view information about their bank accounts and make payments via the web.

Backend

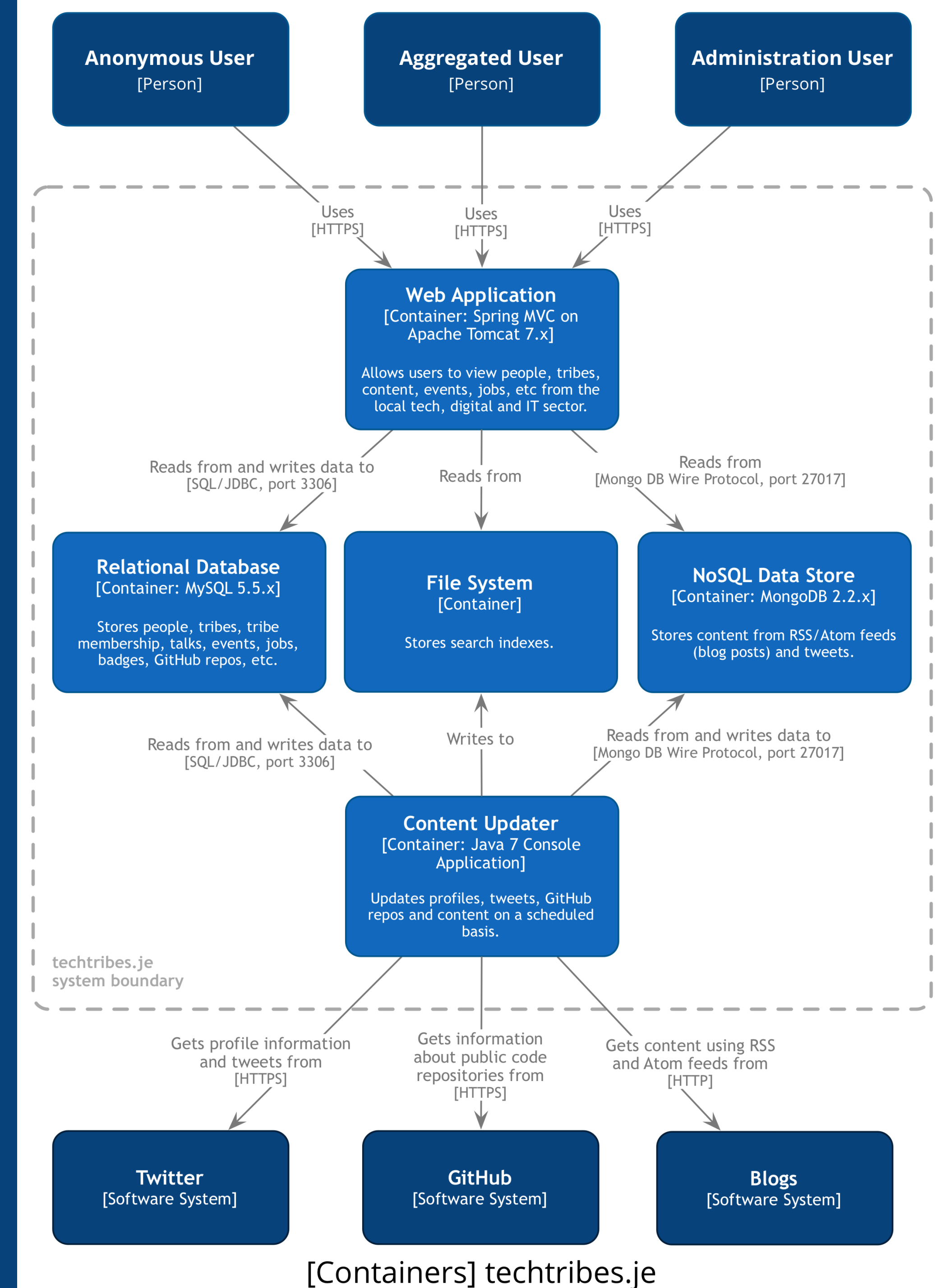
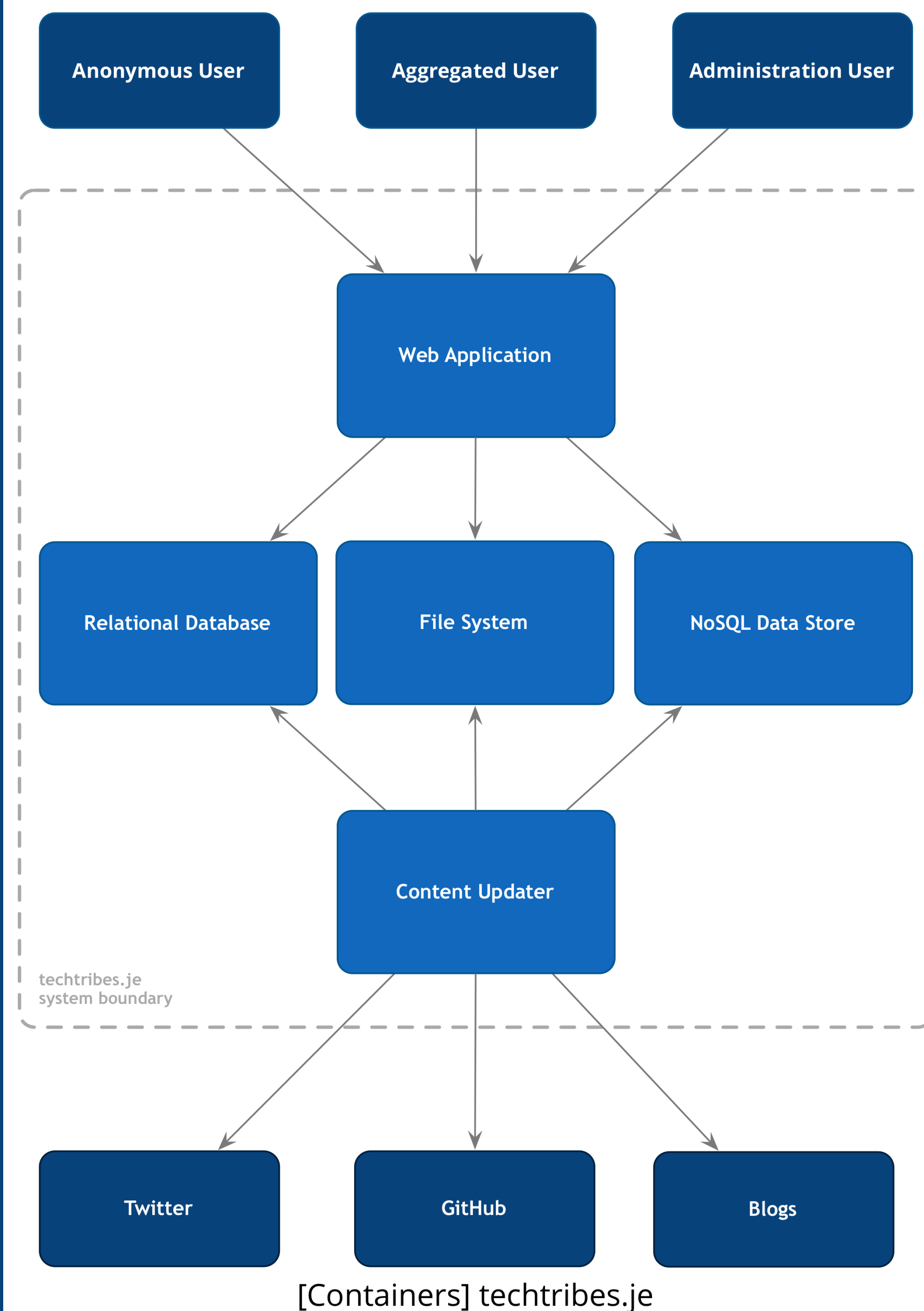
[Container: Java and Spring Boot]

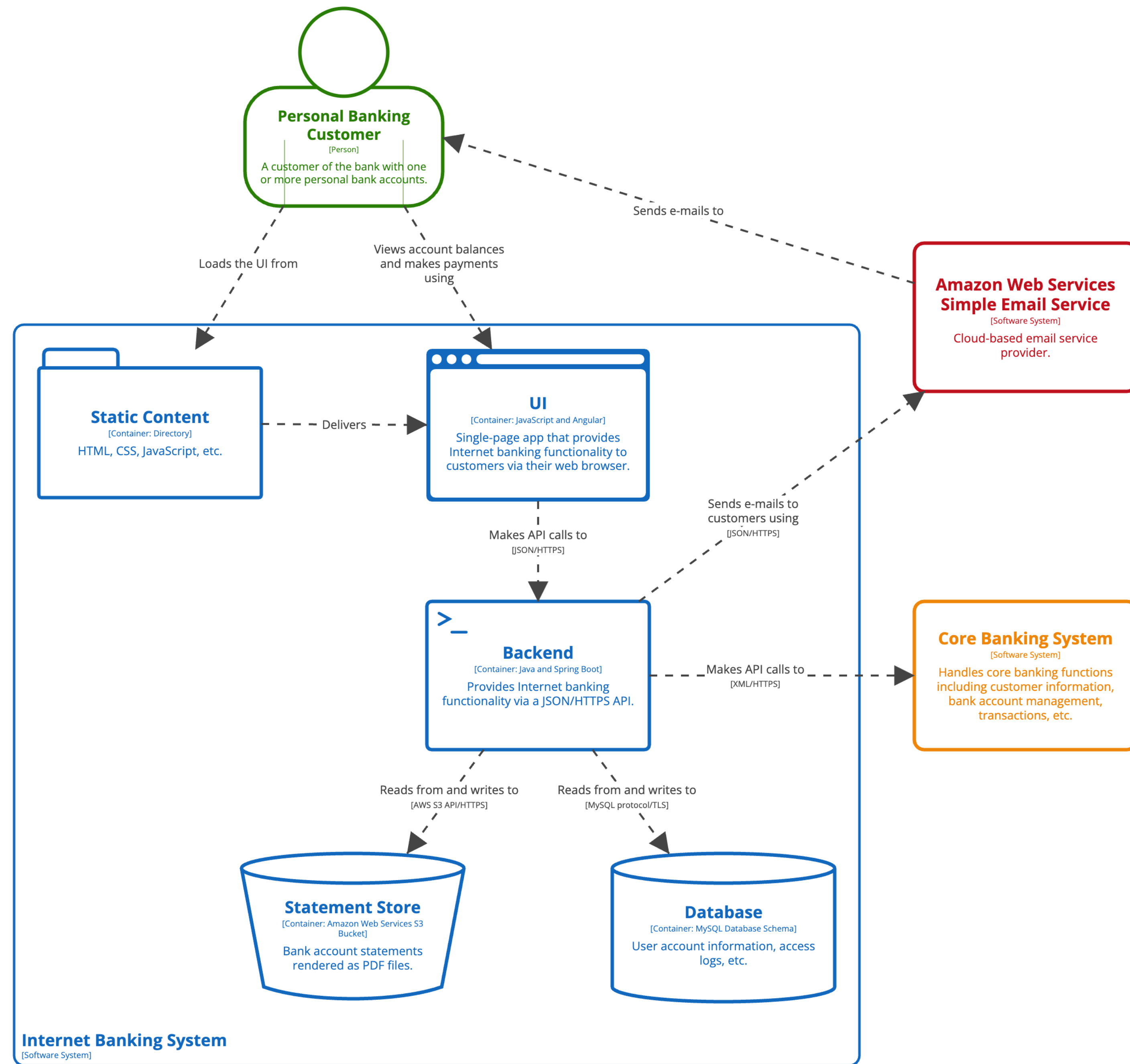
Provides Internet banking functionality via a JSON/HTTPS API.

Core Banking System Adapter

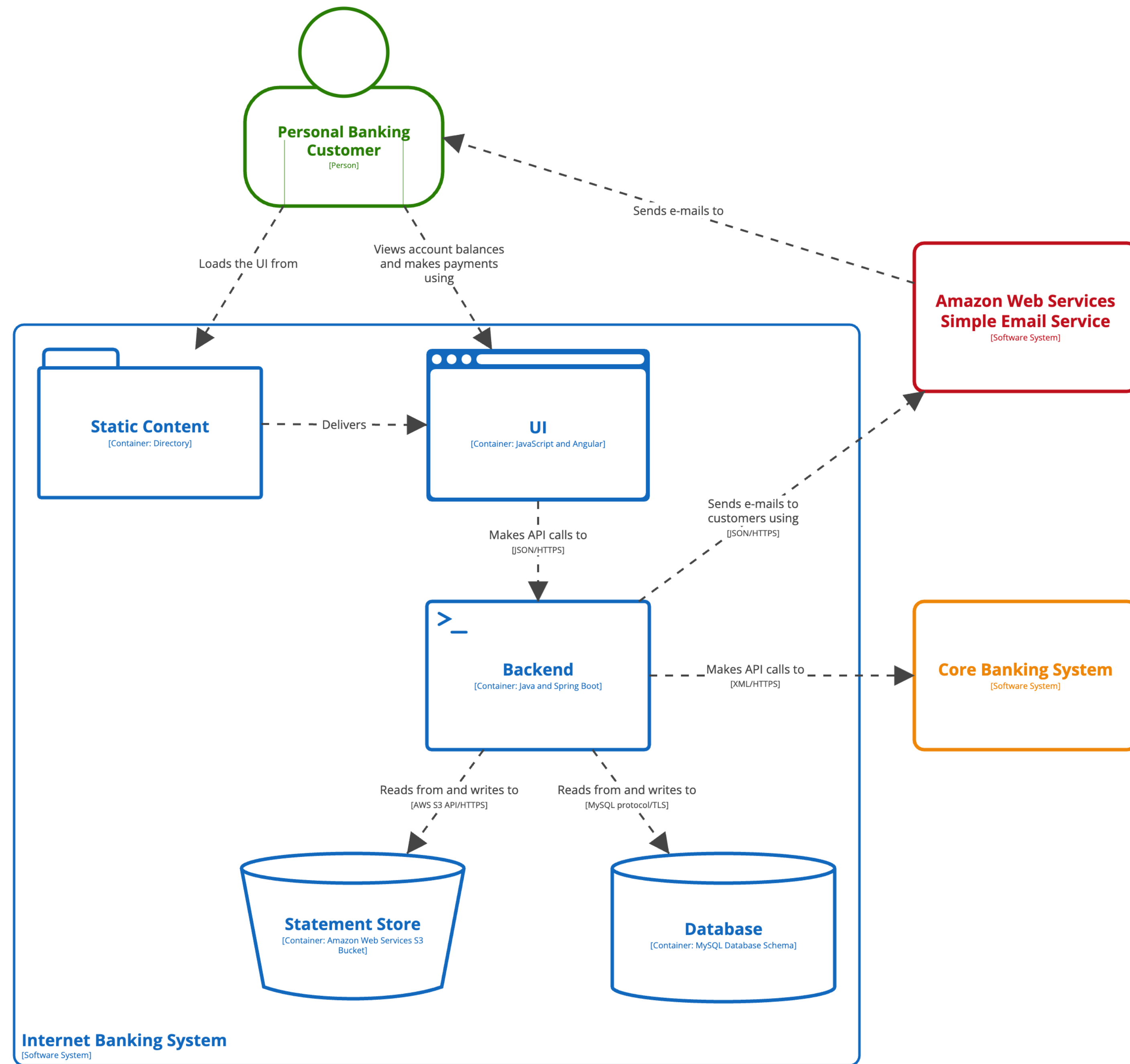
[Component: Spring Bean]

A Java wrapper around the API provided by the Core Banking System.





Container View: Internet Banking System
The container diagram for the Internet Banking System



Container View: Internet Banking System
The container diagram for the Internet Banking System

Lines

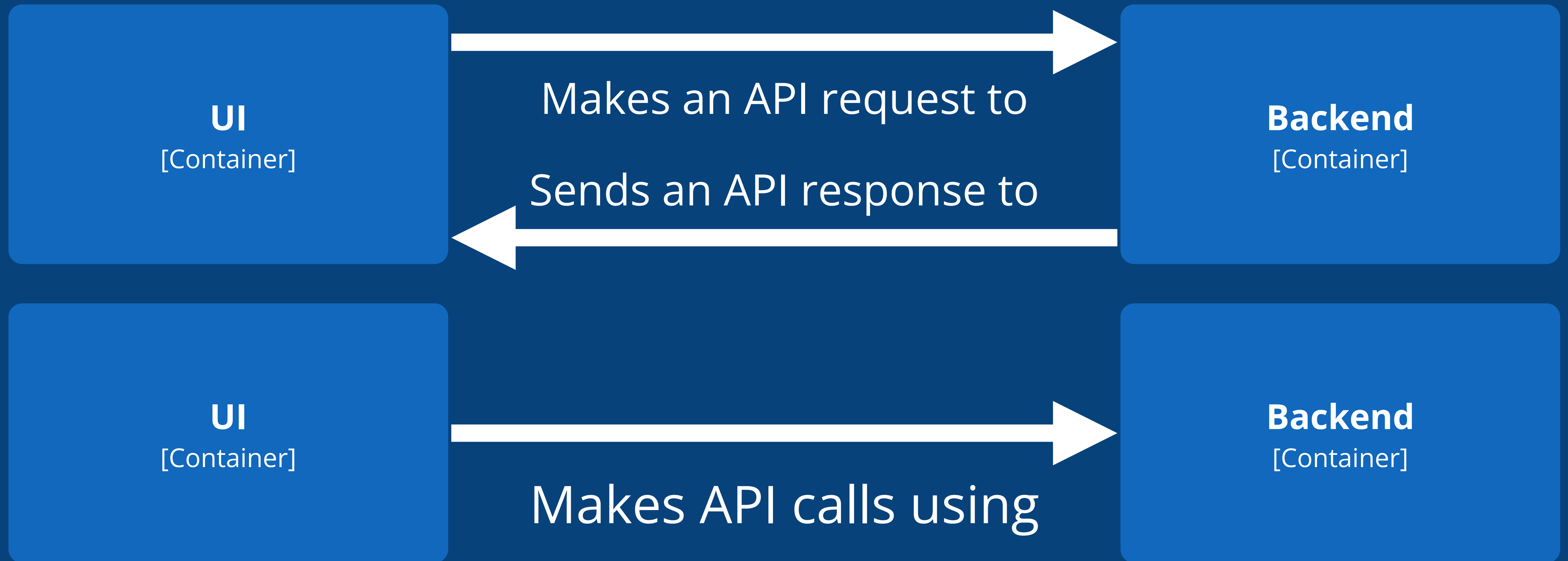
Favour uni-directional lines showing the most important dependencies or data flow, with an annotation to be explicit about the purpose of the line and direction

No

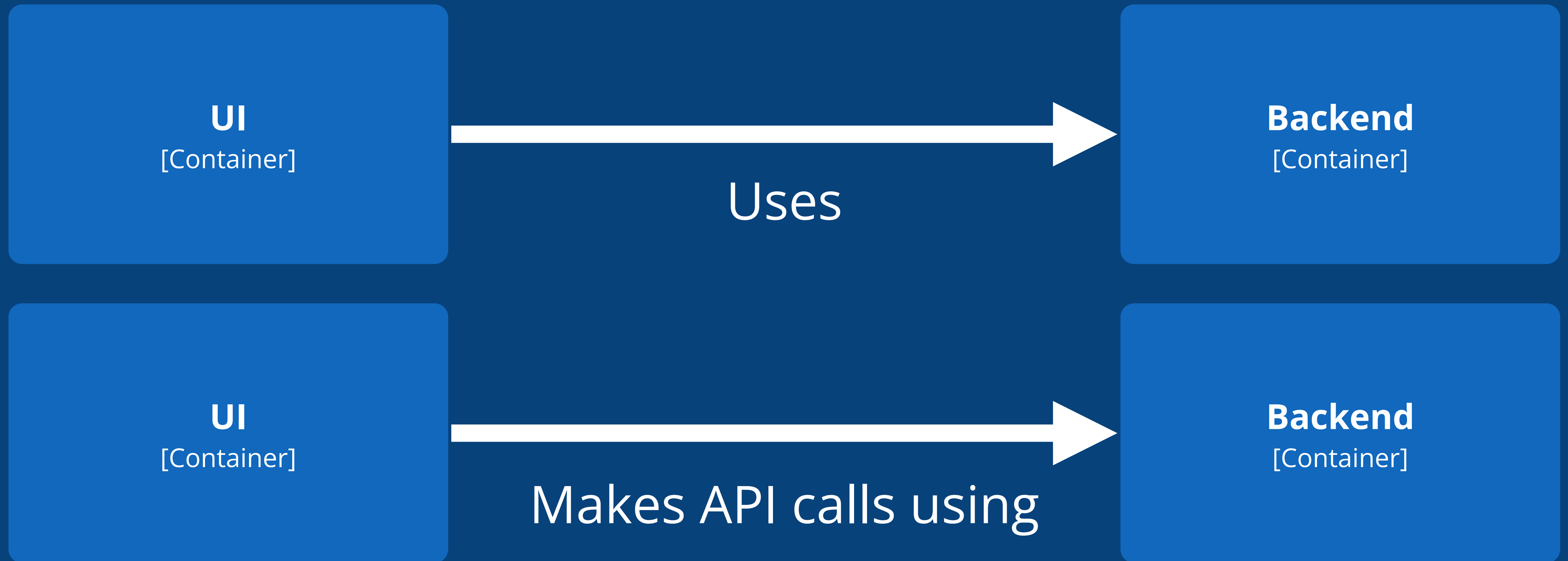


Yes





Summarise the intent of the relationship



Summarise, yet be specific



Show both directions when
the intents are different

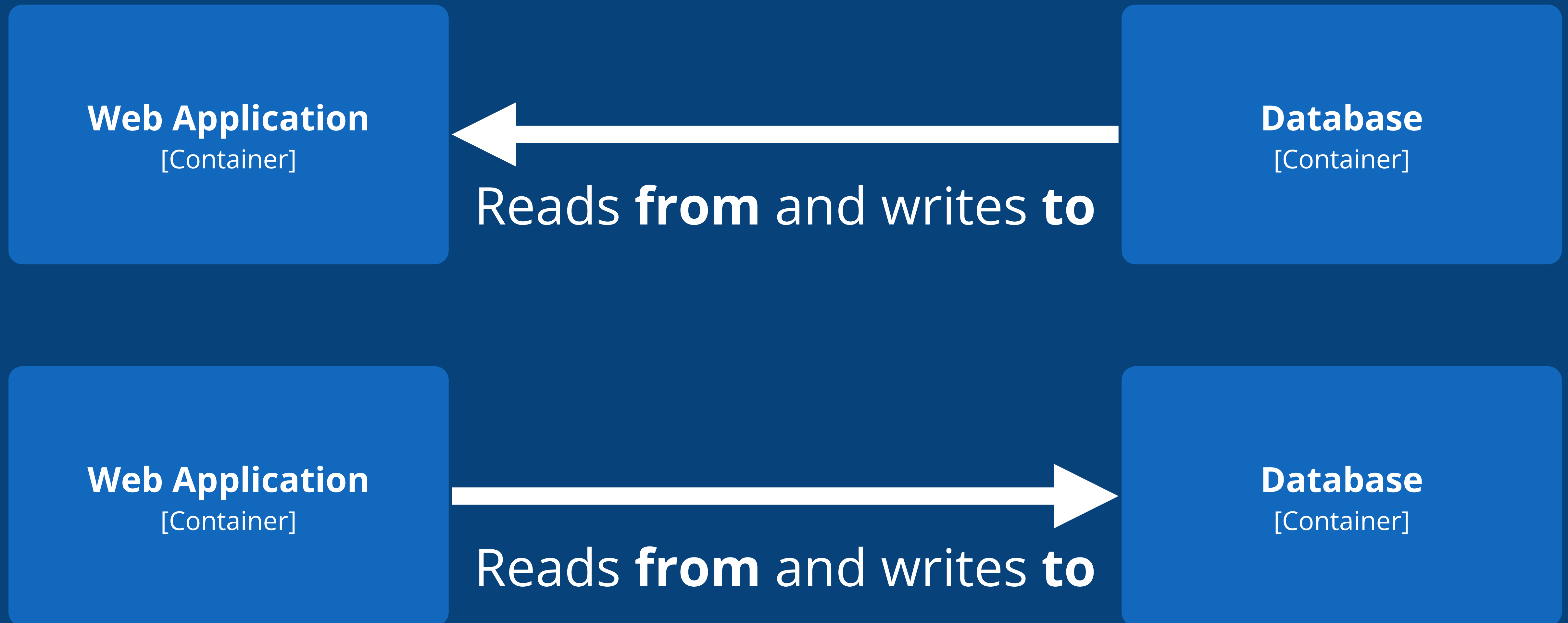


Show both directions when
the intents are different



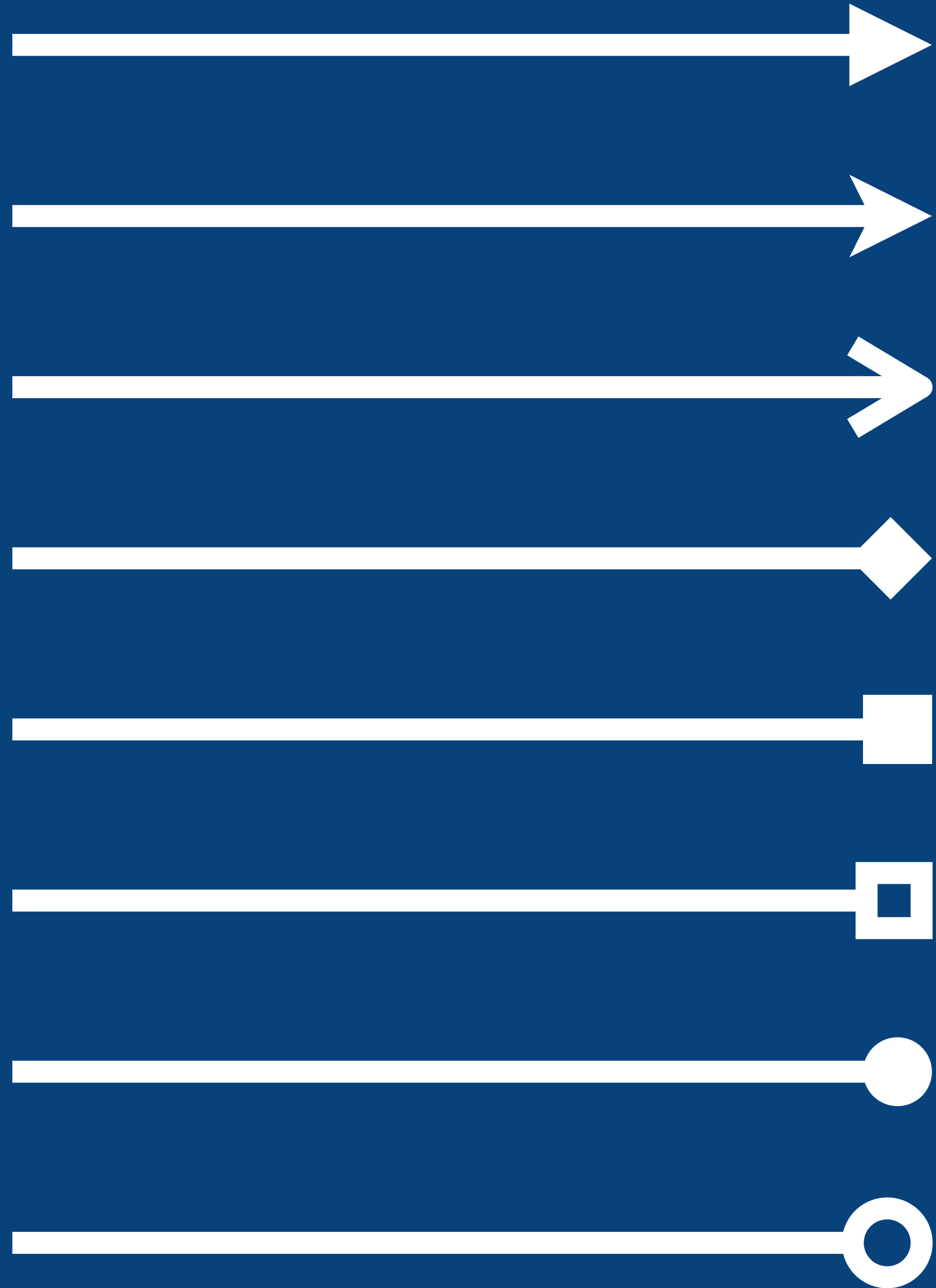
Add more words to make the intent explicit

If in doubt, read the relationship



Key/legend

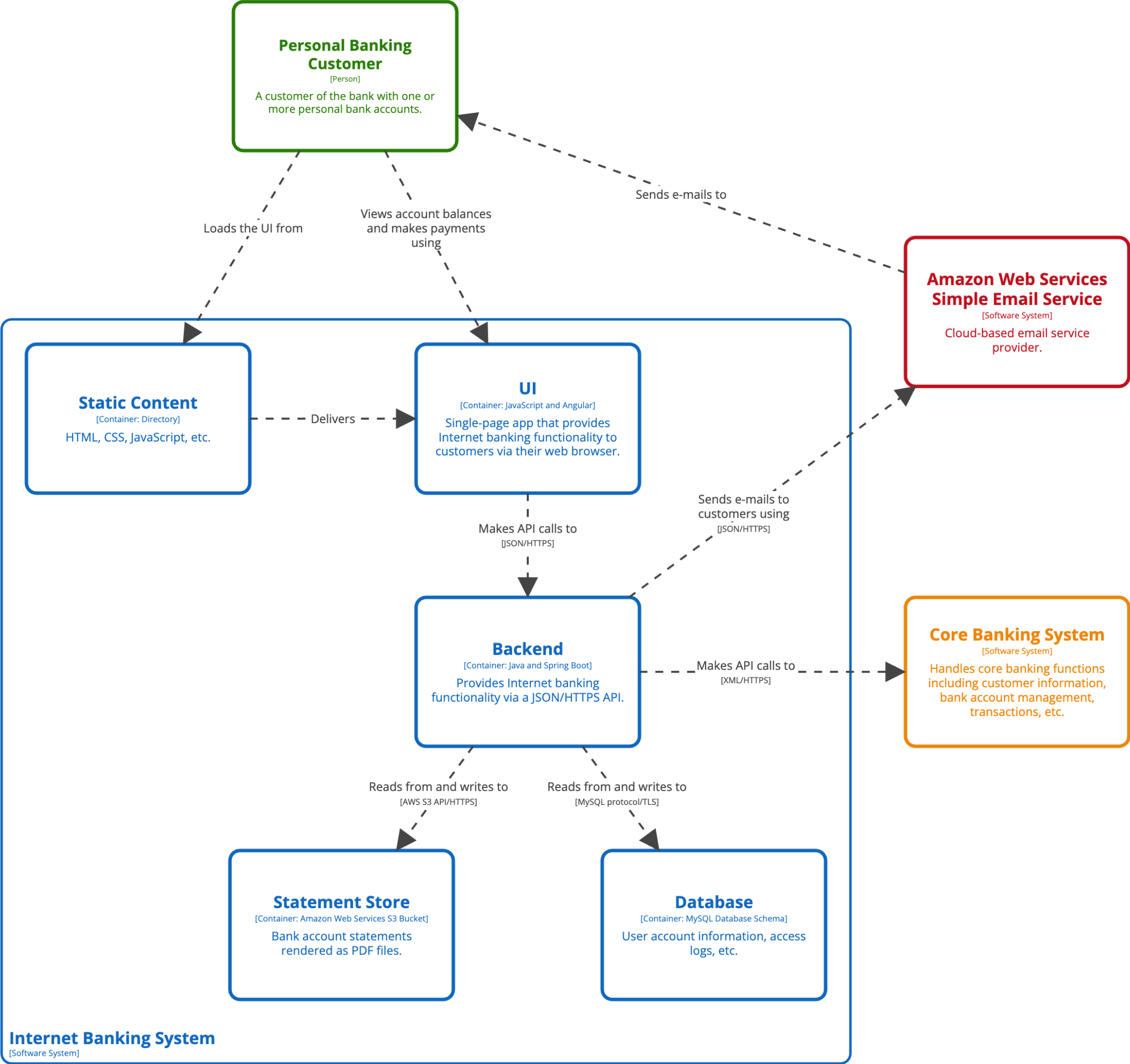
Explain shapes, line styles, colours, borders, acronyms, etc
... even if your notation seems obvious!



Arrowheads

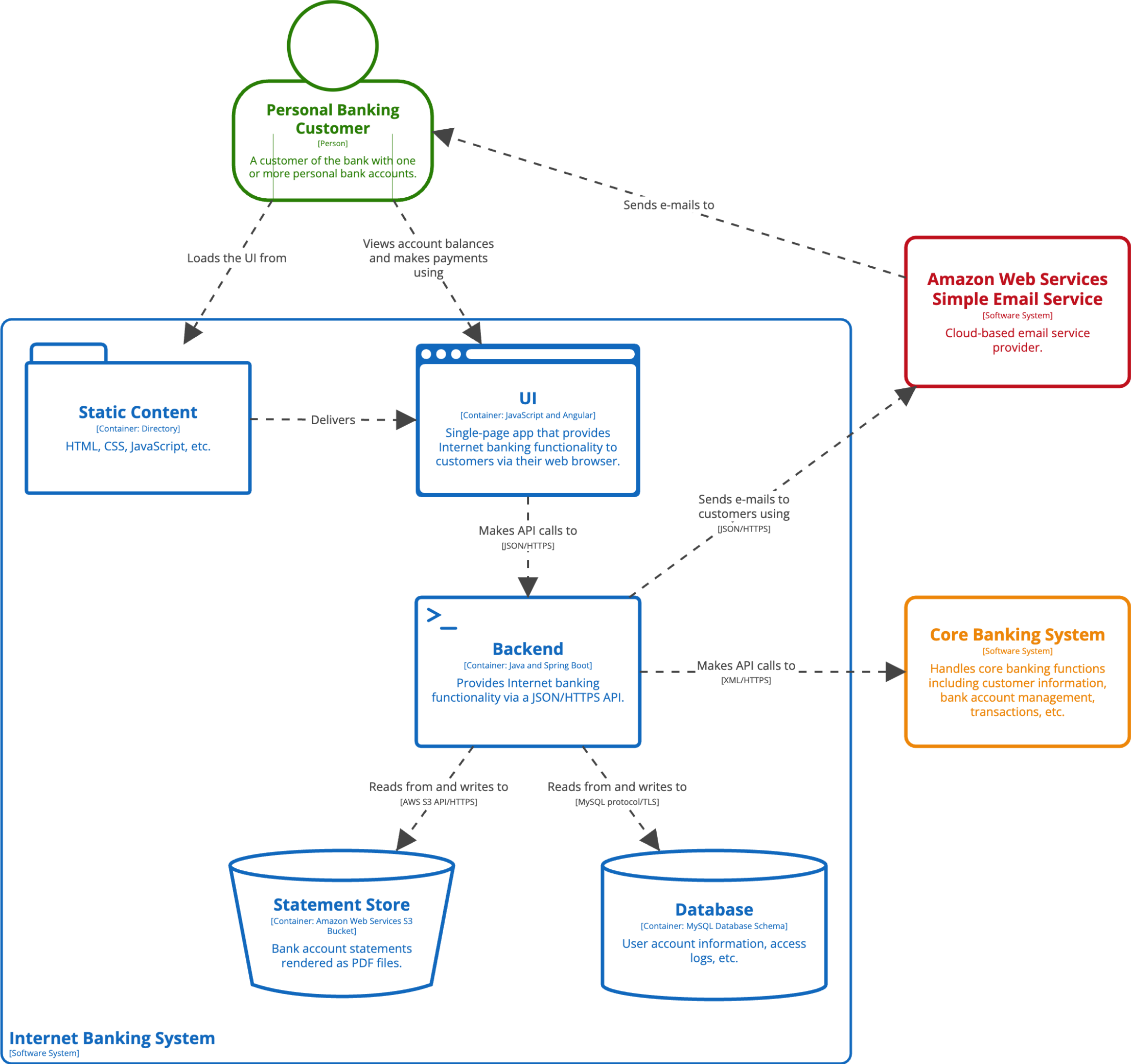
Be careful, using different
arrowheads is very subtle;
readers may miss them

Use shape, colour and size
to **complement** a diagram
that already makes sense



Container View: Internet Banking System

The container diagram for the Internet Banking System



Container View: Internet Banking System

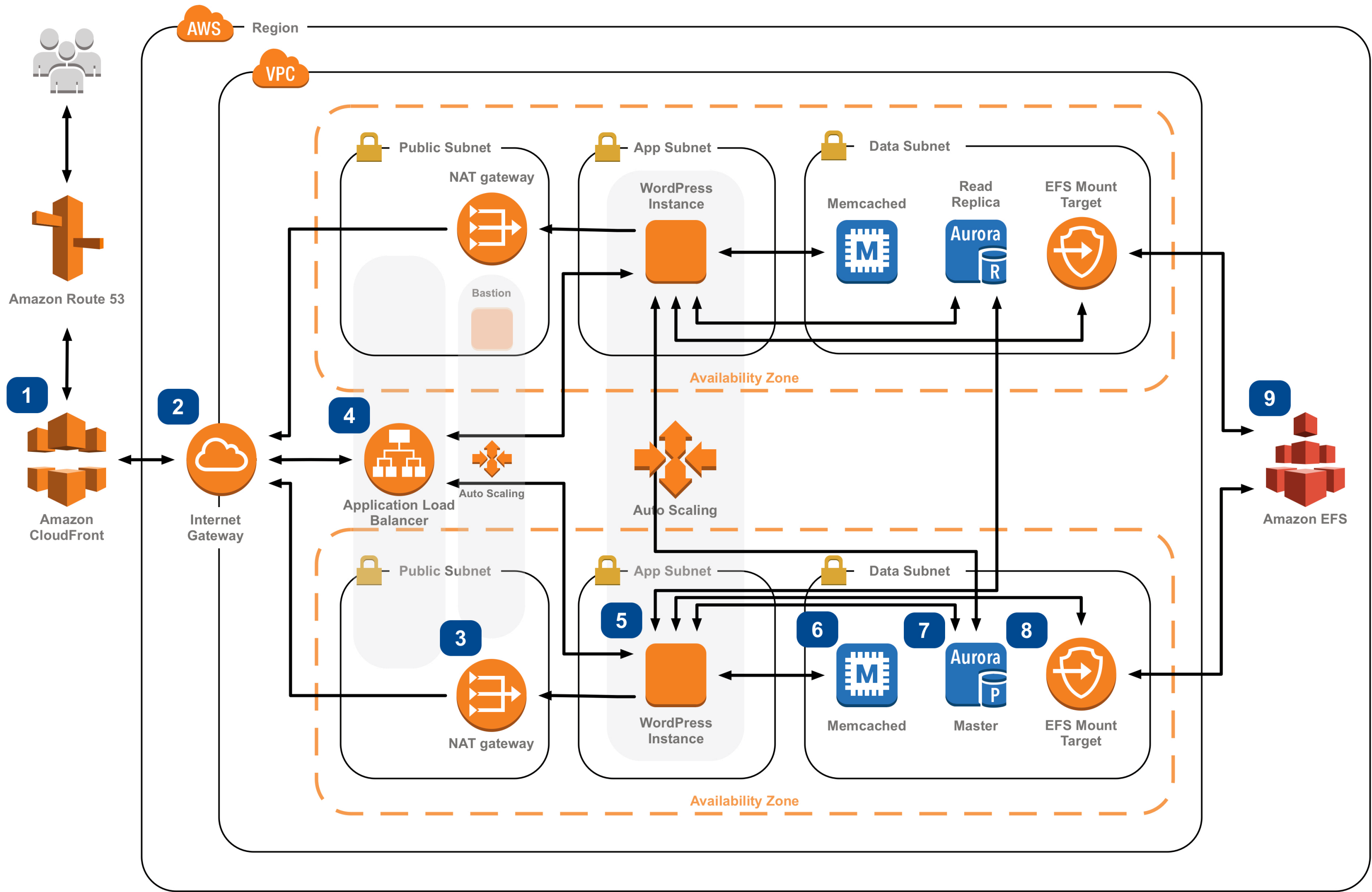
The container diagram for the Internet Banking System

Be careful with **icons**

WordPress Hosting

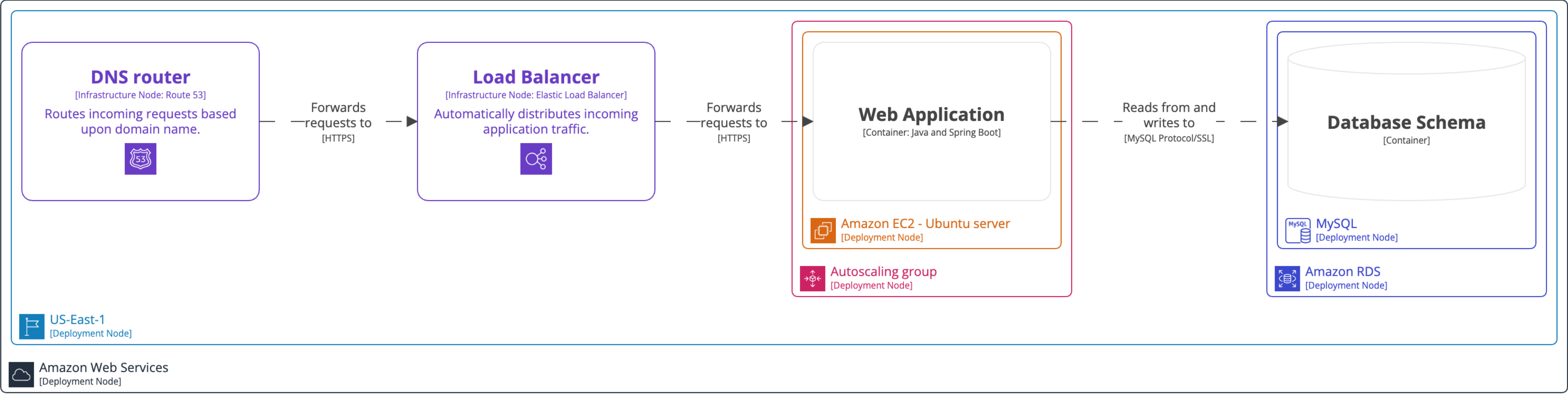
How to run WordPress on AWS

WordPress is one of the world’s most popular web publishing platforms, being used to publish 27% of all websites, from personal blogs to some of the biggest news sites. This reference architecture simplifies the complexity of deploying a scalable and highly available WordPress site on AWS.




- 1 Static and dynamic content is delivered by **Amazon CloudFront**.
- 2 An **Internet gateway** allows communication between instances in your VPC and the Internet.
- 3 **NAT gateways** in each public subnet enable Amazon EC2 instances in private subnets (App & Data) to access the Internet.
- 4 Use an **Application Load Balancer** to distribute web traffic across an Auto Scaling Group of Amazon EC2 instances in multiple AZs.
- 5 Run your WordPress site using an **Auto Scaling group of Amazon EC2 instances**. Install the latest versions of WordPress, Apache web server, PHP 7, and OPcache and build an Amazon Machine Image that will be used by the Auto Scaling group launch configuration to launch new instances in the Auto Scaling group.
- 6 If database access patterns are read-heavy, consider using a WordPress plugin that takes advantage of a caching layer like **Amazon ElastiCache (Memcached)** in front of the database layer to cache frequently accessed data.
- 7 Simplify your database administration by running your database layer in **Amazon RDS** using either Aurora or MySQL.
- 8 Amazon EC2 instances access shared WordPress data in an Amazon EFS file system using **Mount Targets** in each AZ in your VPC.
- 9 Use **Amazon EFS**, a simple, highly available, and scalable network file system so WordPress instances have access to your shared, unstructured WordPress data, like php files, config, themes, plugins, etc.





Amazon Web Services - Elastic Load Balancing



Amazon Web Services - Route 53




Container, Application

Container, Database

Amazon Web Services - Auto Scaling



Amazon Web Services - Cloud



Amazon Web Services - EC2



Amazon Web Services - RDS



Amazon Web Services - RDS MySQL instance



Amazon Web Services - Region



Increase the **readability** of
software architecture diagrams,
so they can **stand alone**

Any narrative should **complement**
the diagram rather than explain it

Abstractions first, notation second

Ensure that your team has a ubiquitous language to describe software architecture

The C4 model is...

A set of hierarchical
abstractions

(software systems, containers,
components, and code)

A set of hierarchical
diagrams

(system context, containers, components,
and code)

Notation independent

Tooling independent

Home

Introduction

Abstractions ▼

Diagrams ▲

1. System context diagram

2. Container diagram

3. Component diagram

4. Code diagram

System landscape diagram

Dynamic diagram

Deployment diagram

Notation

Review checklist

FAQ

Tooling ▼

FAQ

Interactive example [↗](#)

Book [↗](#)

Video [↗](#)

Training & workshops [↗](#)

Patreon & Discord [↗](#)



Visualising software architecture with the C4 model
1-day masterclass | December 10 | Sydney, Australia

Software architecture diagram review checklist

General

Does the diagram have a title?	Yes	No
Do you understand what the diagram type is?	Yes	No
Do you understand what the diagram scope is?	Yes	No
Does the diagram have a key/legend?	Yes	No

Elements

Does every element have a name?	Yes	No
Do you understand the type of every element? (i.e. the level of abstraction; e.g. software system, container, etc)	Yes	No
Do you understand what every element does?	Yes	No
Where applicable, do you understand the technology choices associated with every element?	Yes	No

Draw **System Context**
and **Container**
diagrams to describe a
solution for the
"Financial Risk System"



= finish diagrams
by 14:00



c4model.com/frs

Designing software is where
the complexity should be,
not communicating it!

Similar levels of abstraction provide
a way to easily **compare** solutions

The diagrams should spark
meaningful questions

No

“What does that arrow mean?”

“Why are some boxes red?”

“Is that a Java application?”

“Is that a monolithic application, or a collection of microservices?”

“How do the users get their reports?”

Yes

“What protocol are your two Java applications using to communicate with each other?”

“Why do you have two separate C# applications instead of one?”

“Why are you using MongoDB?”

“Why are you using MySQL when our standard is Oracle?”

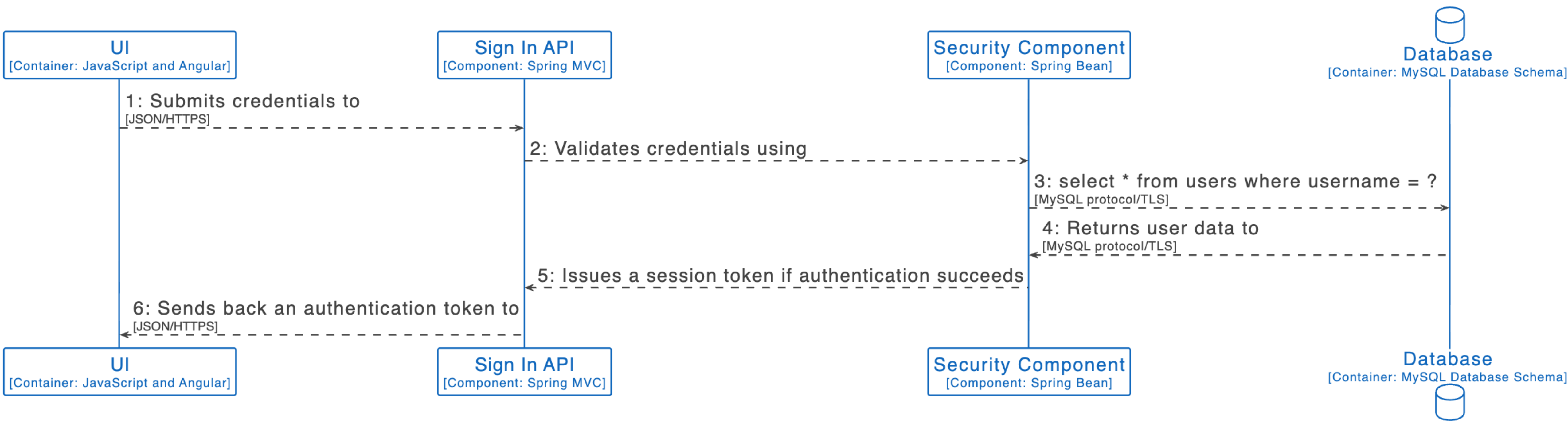
“Should we really build new applications with .NET Framework rather than .NET Core?”

Richer diagrams lead to
richer **design discussions**

Richer diagrams lead to
better communication,
making it easier to scale teams

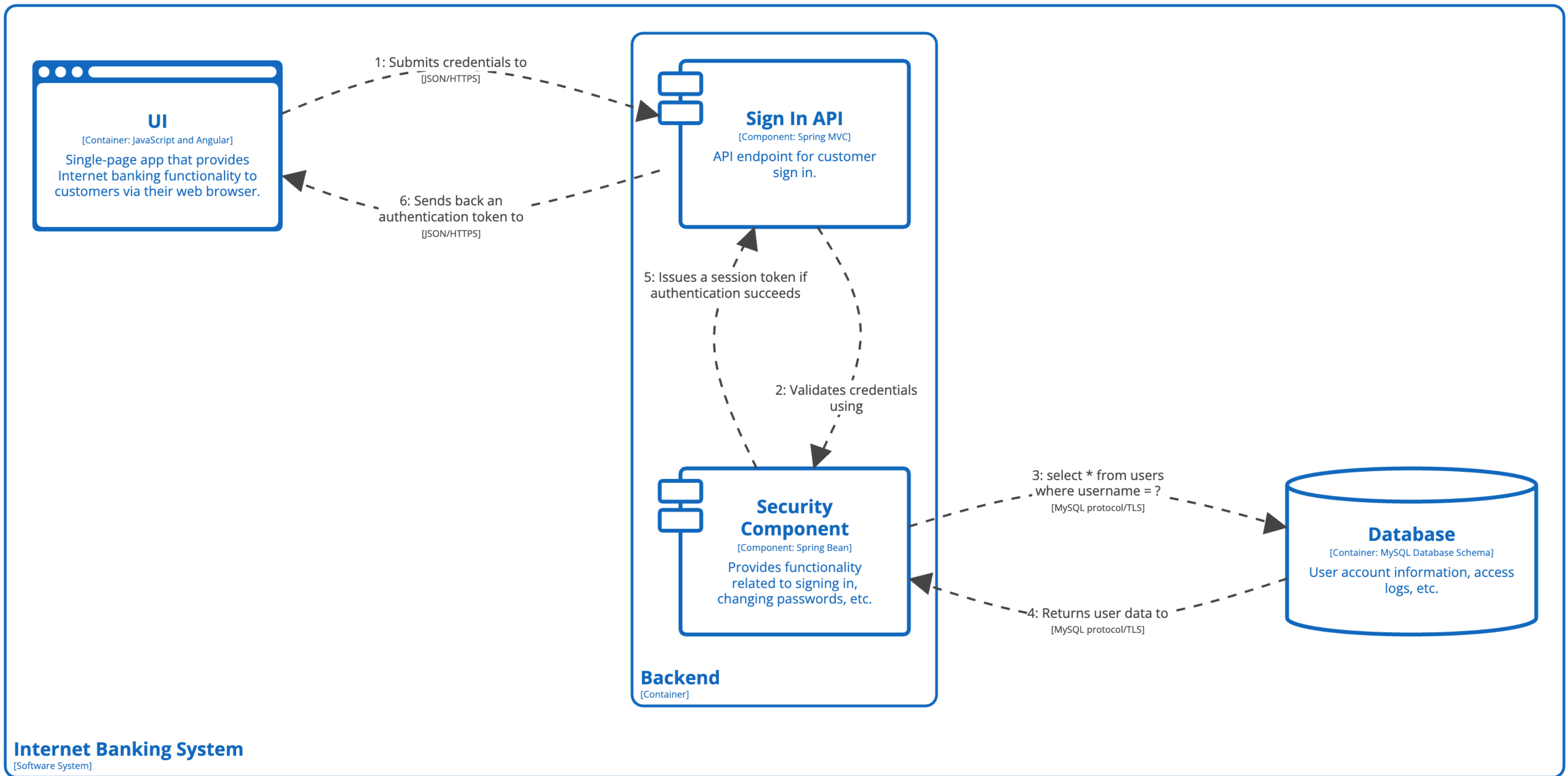
Runtime/behavioural diagrams

Static structure diagrams
are very useful, but they
don't tell the whole story



Dynamic View: Internet Banking System - Backend

Summarises how the sign in feature works in the single-page application



Dynamic View: Internet Banking System - Backend
Summarises how the sign in feature works in the single-page application

Use dynamic diagrams to describe
patterns or complex interactions

Deployment diagrams

Deployment is about the mapping
of containers to infrastructure

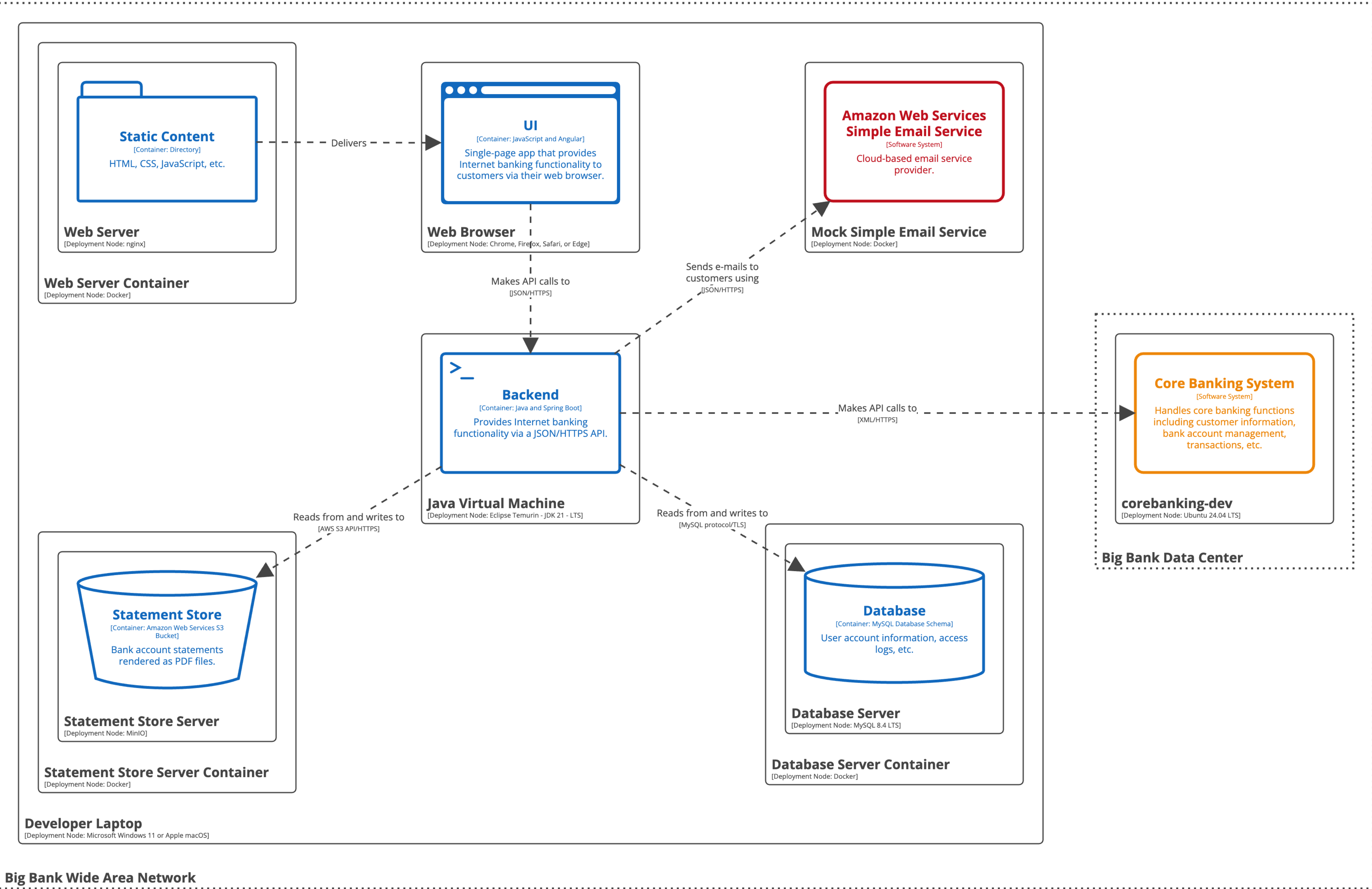
Deployment Node

Physical infrastructure (a physical server or device),
virtualised infrastructure (IaaS, PaaS, a virtual machine),
containerised infrastructure (a Docker container),
database server, Java EE web/application server,
Microsoft IIS, etc

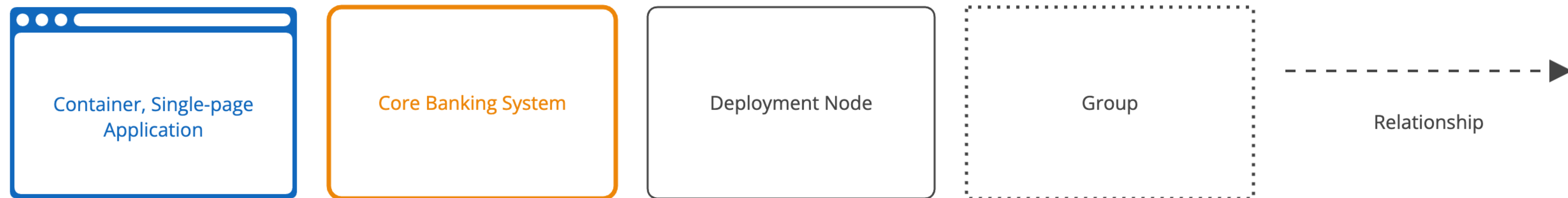
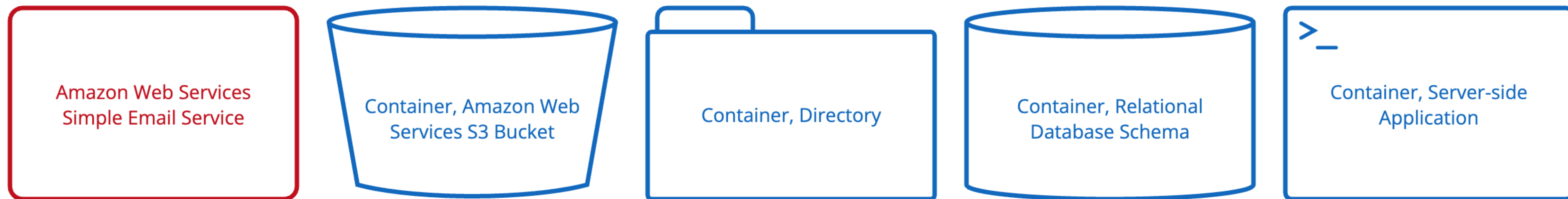
A deployment node can contain
other **deployment nodes** or
software system/container **instances**

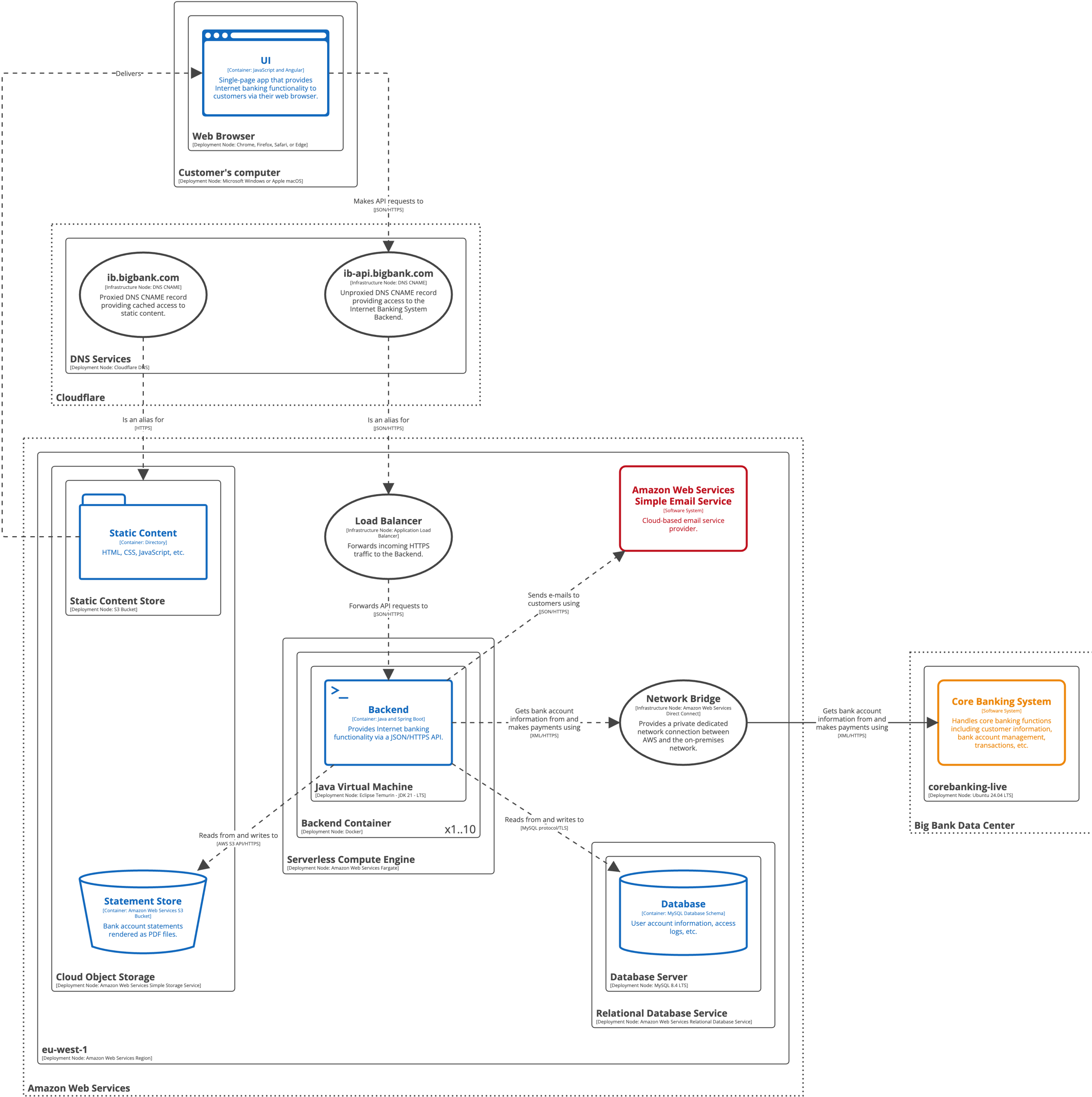
Infrastructure Node

Routers, firewalls, load balancers,
DNS providers, edge caches, etc

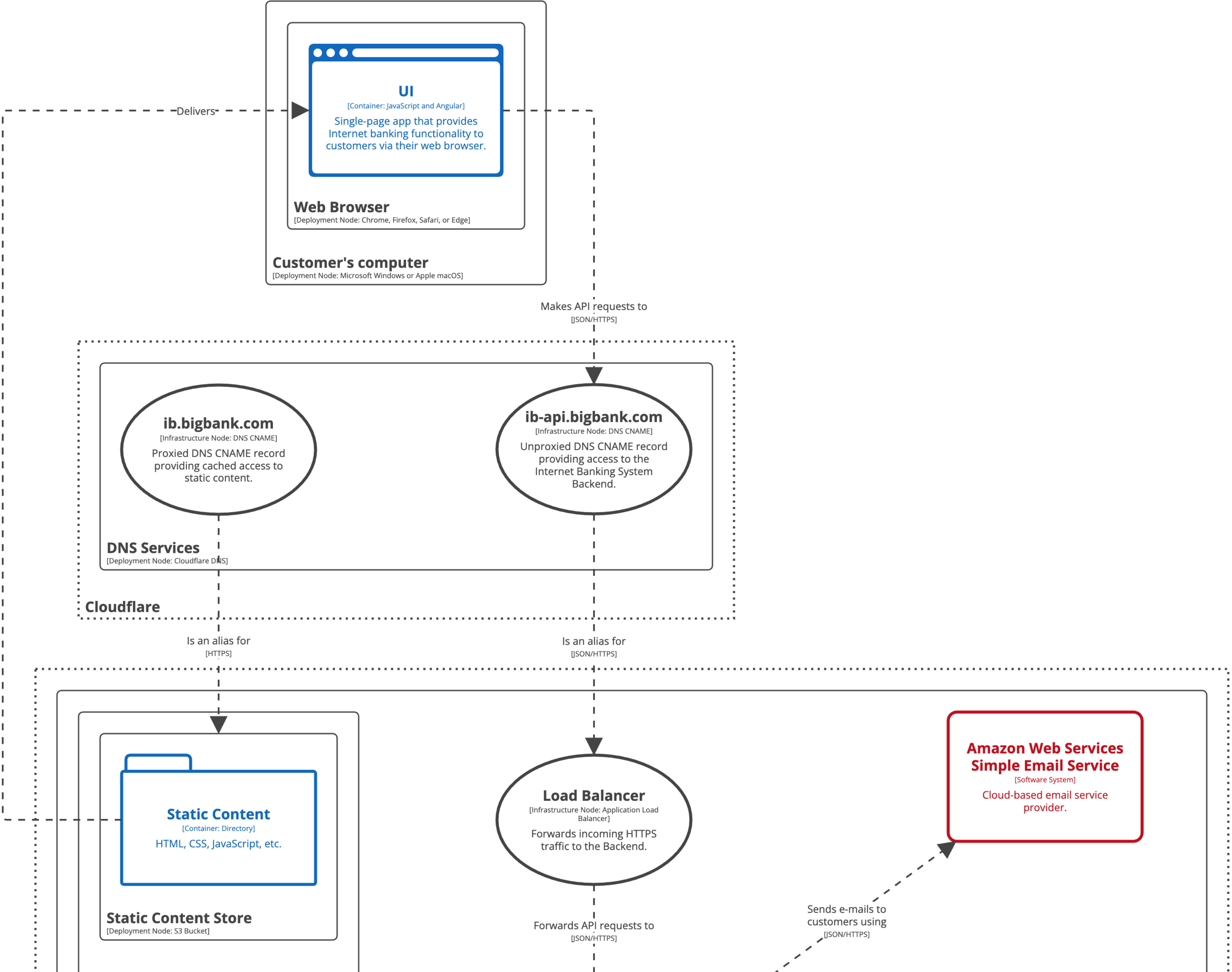


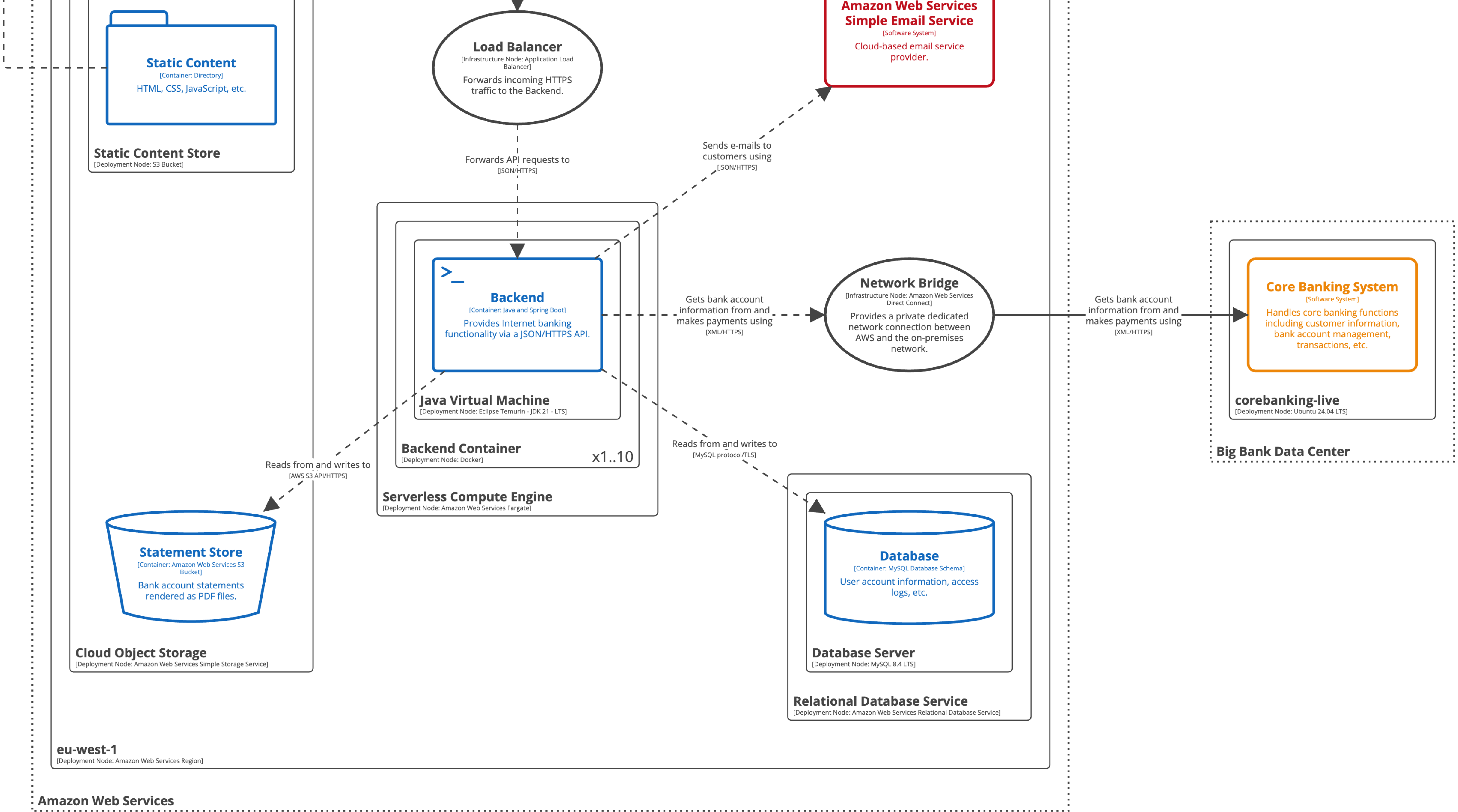
Deployment View: Internet Banking System - Development
An example development deployment scenario for the Internet Banking System

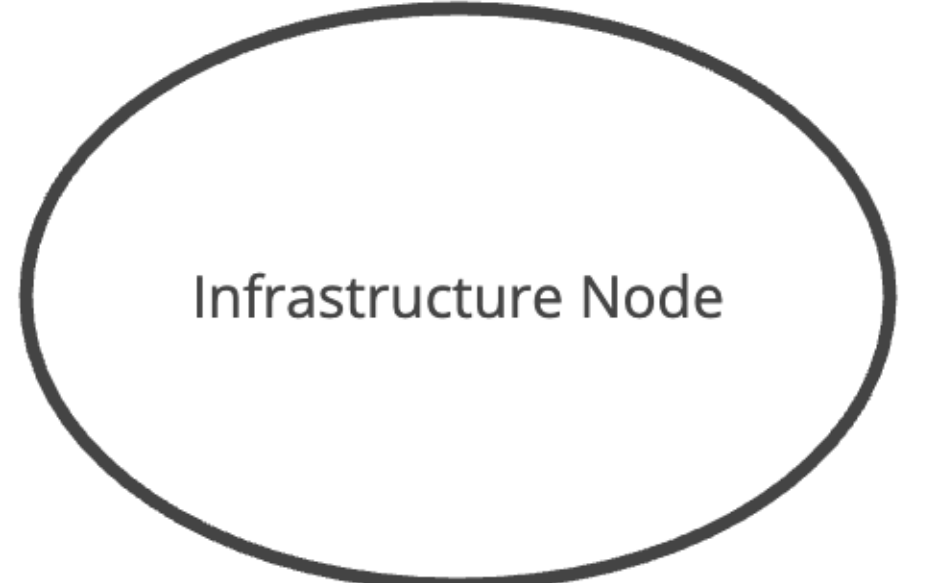
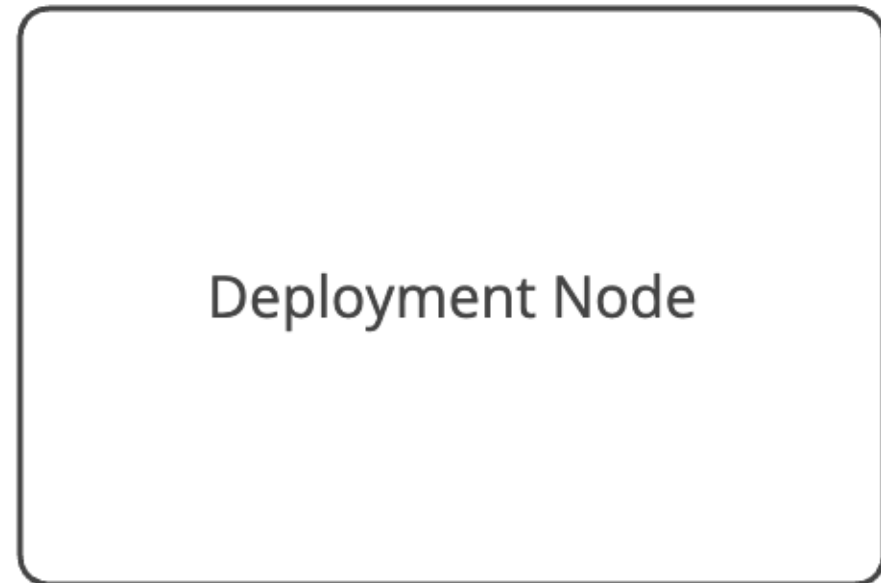




Deployment View: Internet Banking System - Live
An example live deployment scenario for the Internet Banking System



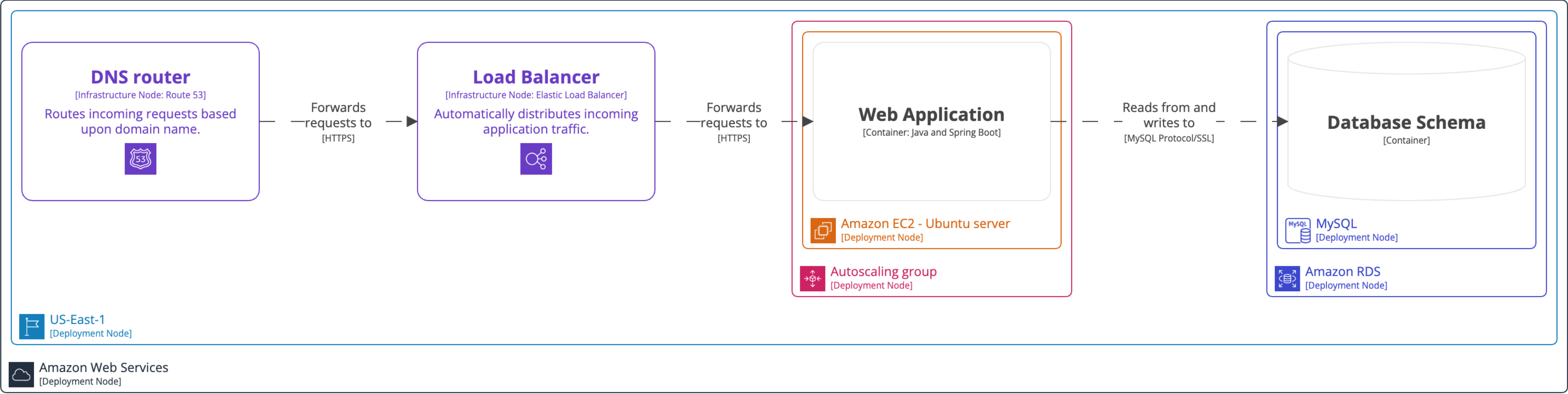


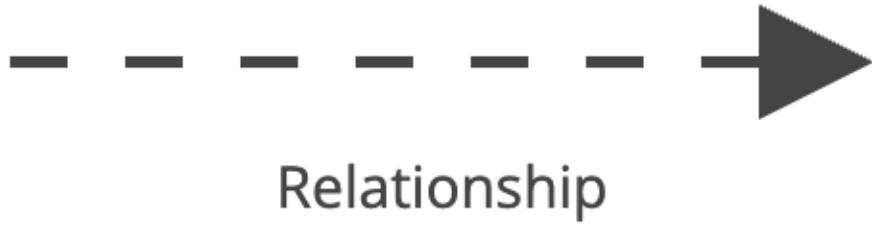
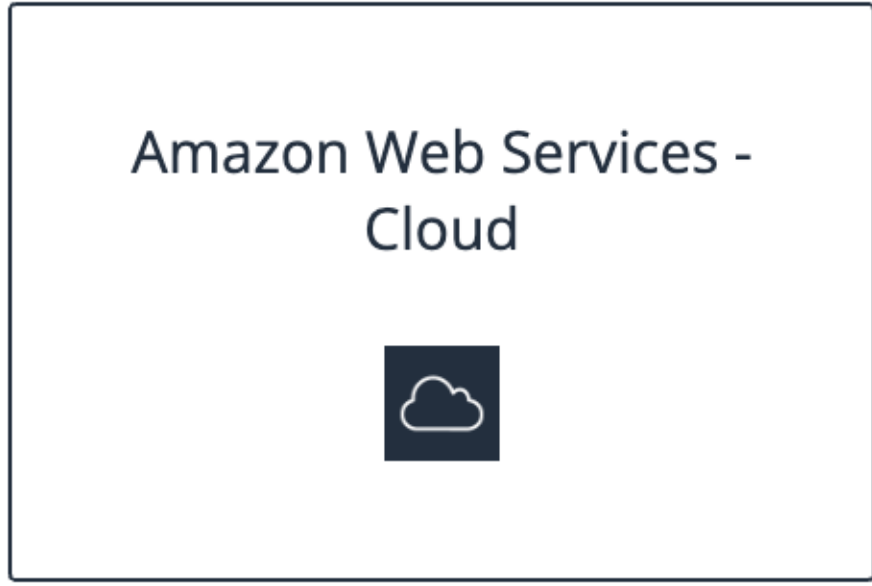
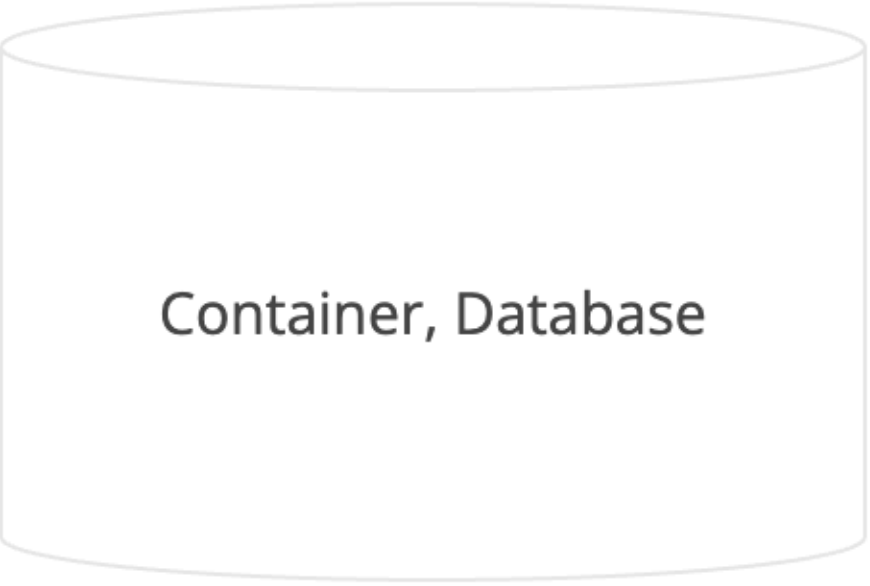
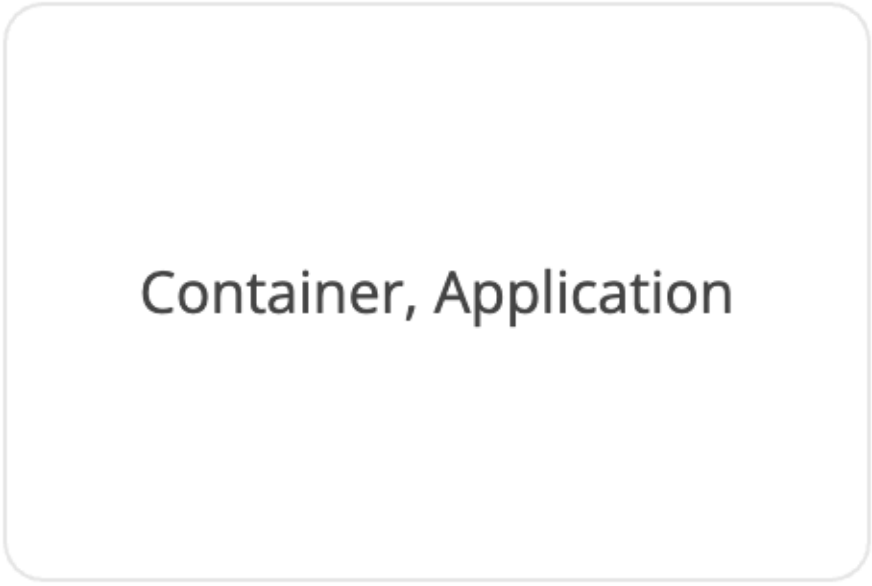
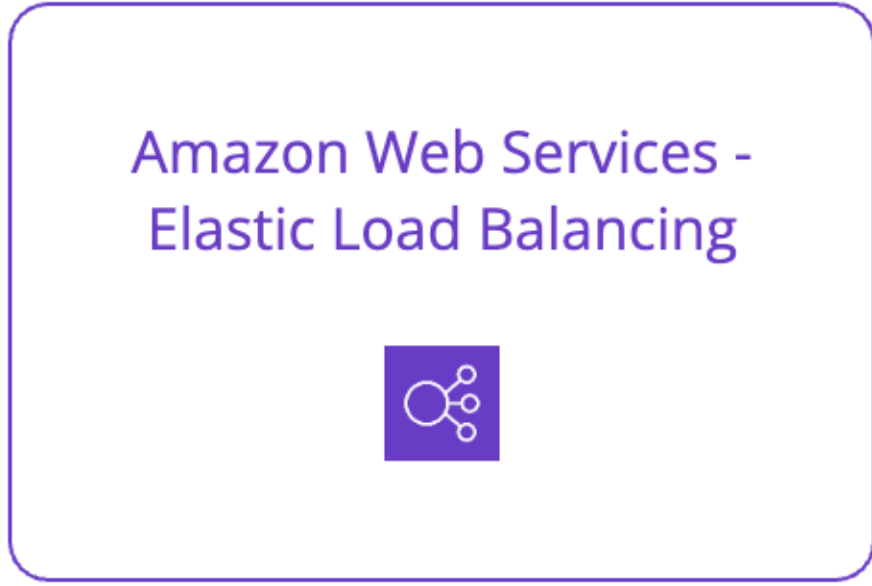


Relationship

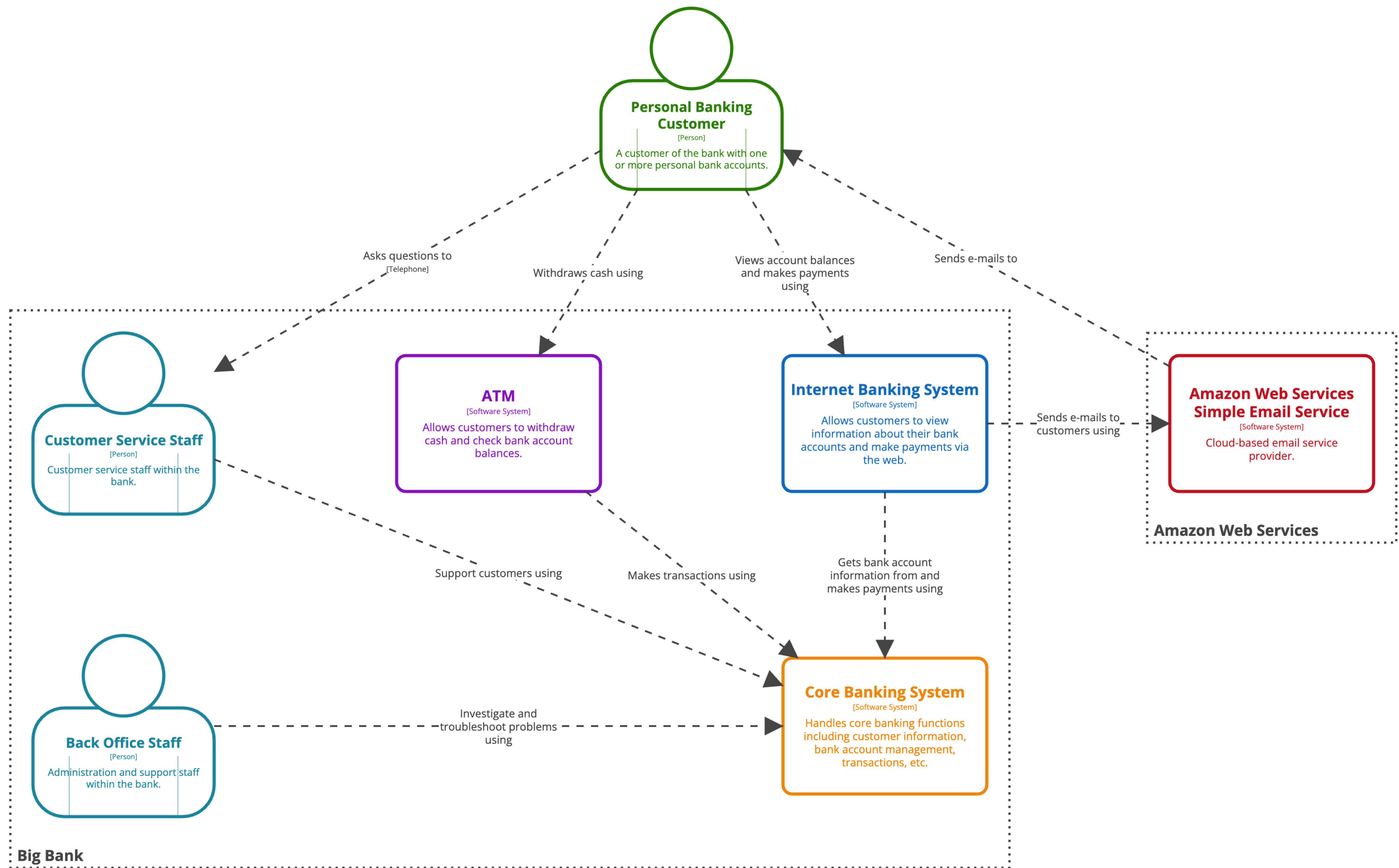


via Private Network
Connection



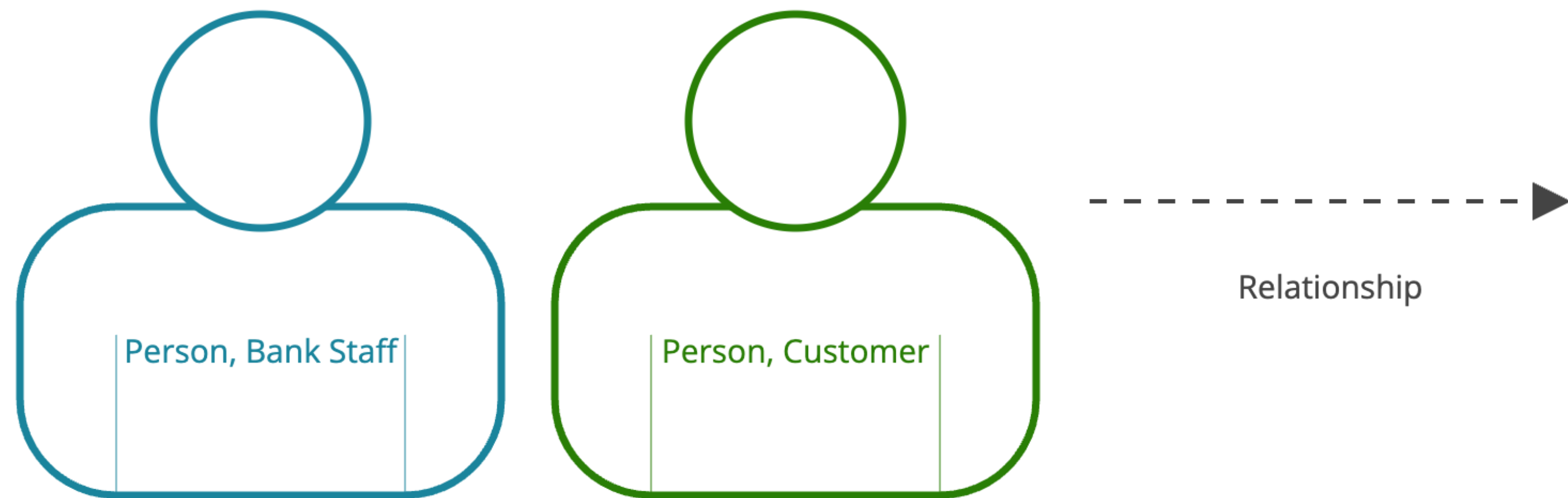


System landscape diagrams



System Landscape View

A partial system landscape diagram for a fictional bank



FAQ

What's the inspiration
behind the C4 model?

How widely used
is the C4 model?

I've run software architecture
workshops
in **~40 countries**
for **10,000+ people**
across most industry sectors

Academic establishments

A free subscription is available for students and staff at academic establishments, **for teaching purposes** (e.g. preparation of teaching material, use in assignments, etc). It's based upon the regular cloud service subscription with 5 workspaces, and is granted automatically to users who sign up with an e-mail address from the following 94 academic establishments:

-  Facultad de Ingeniería de la Universidad de Buenos Aires, Argentina ([@fi.uba.ar](#))
-  Universidad Tecnológica Nacional, Argentina ([@ca.frre.utn.ed.ar](#) , [@alu.frt.utn.edu.ar](#) , [@frt.utn.edu.ar](#) , [@doc.frt.utn.edu.ar](#))
-  RMIT University, Australia ([@rmit.edu.au](#) , [@student.rmit.edu.au](#))
-  University of Queensland, Australia ([@uq.edu.au](#) , [@uq.net.au](#) , [@student.uq.edu.au](#))
-  University of Tasmania, Australia ([@utas.edu.au](#))
-  Vienna University of Economics and Business, Austria ([@wu.ac.at](#) , [@s.wu.ac.at](#))
-  Howest University of Applied Sciences, Belgium ([@howest.be](#) , [@student.howest.be](#))
-  PXL University of Applied Sciences and Arts, Belgium ([@pxl.be](#) , [@student.pxl.be](#))
-  Universidade Federal de Mato Grosso do Sul, Brazil ([@ufms.br](#) , [@facom.ufms.br](#))
-  Universidade Federal do Pará, Brazil ([@ig.ufpa.br](#) , [@icen.ufpa.br](#))
-  Universidade federal de Pernambuco, Brazil ([@ufpe.br](#) , [@cin.ufpe.br](#))
-  Université de Sherbrooke, Canada ([@usherbrooke.ca](#))
-  École de Technologie Supérieure, Canada ([@etsmtl.ca](#) , [@ens.etsmtl.ca](#))

The **C4**
model
for visualising software architecture

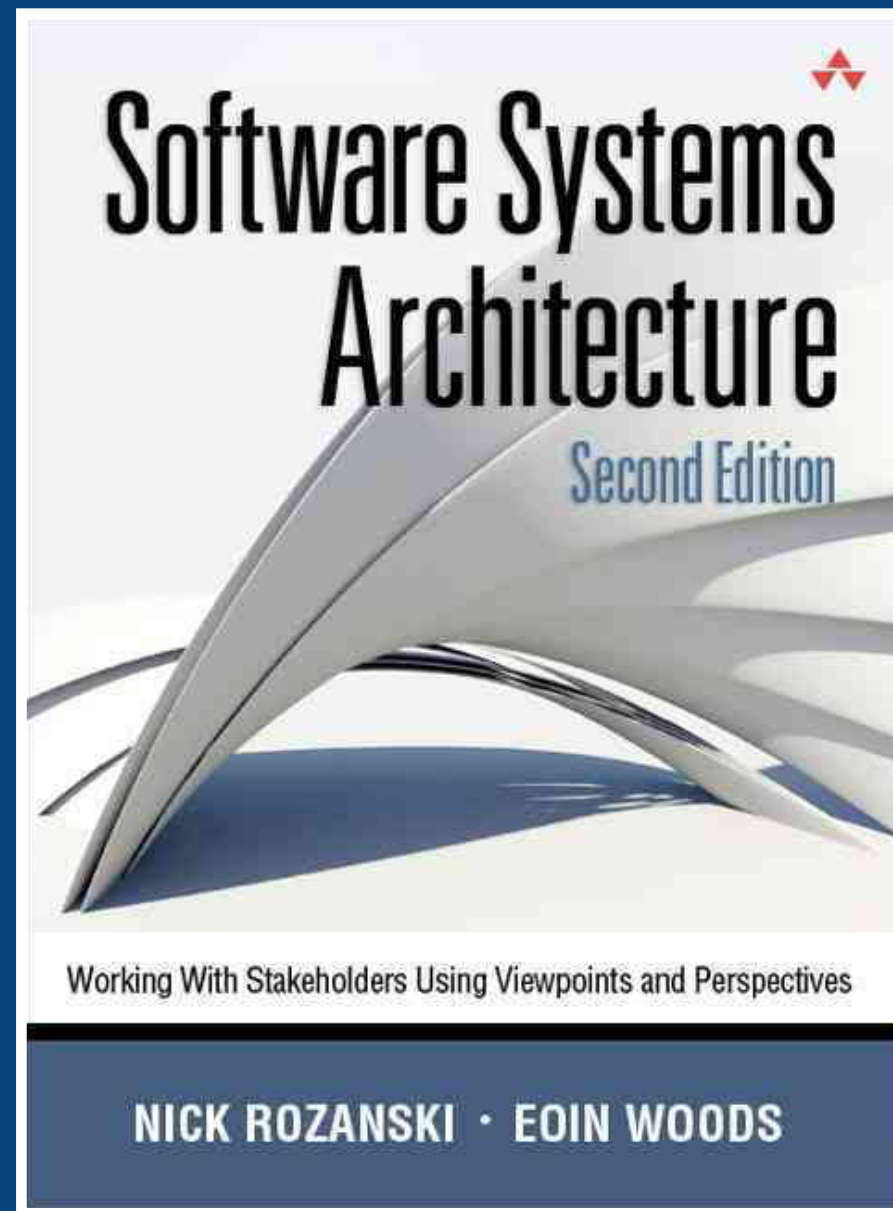
Simon Brown

My C4 model book is also
used as course material
in many other universities

Are the diagrams for design
or documentation purposes?

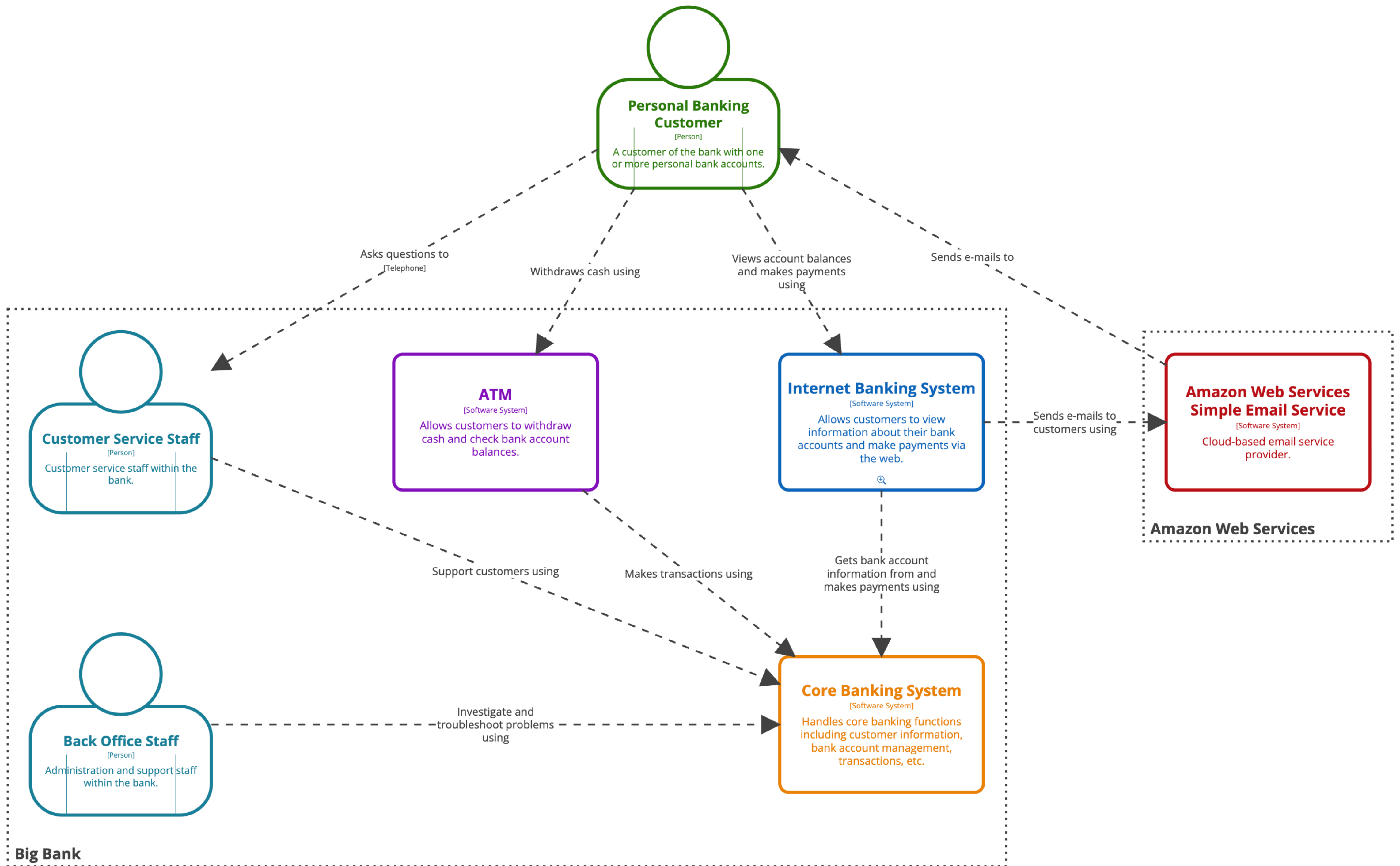
Perspectives

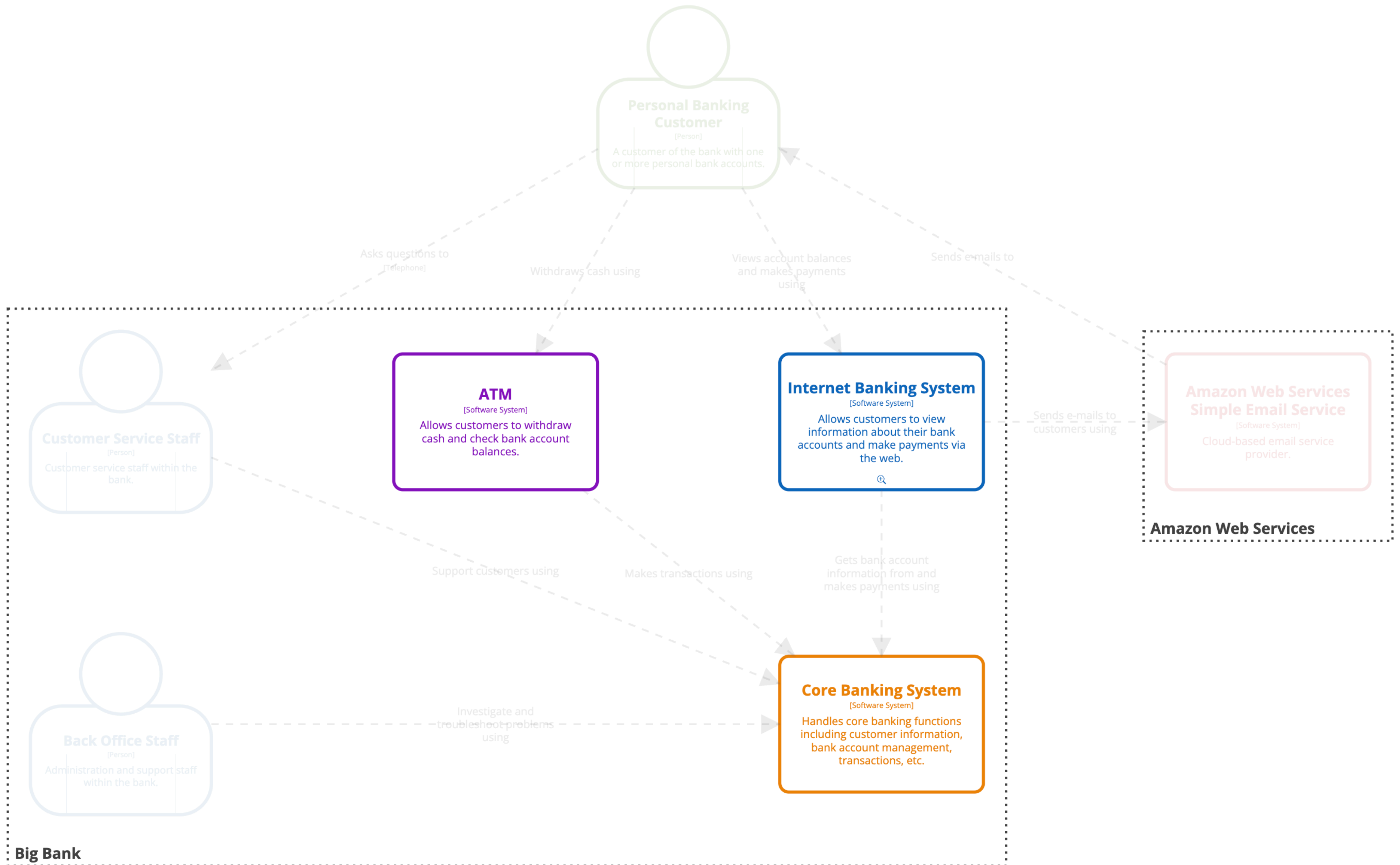
What about ownership, security,
technical debt, etc?

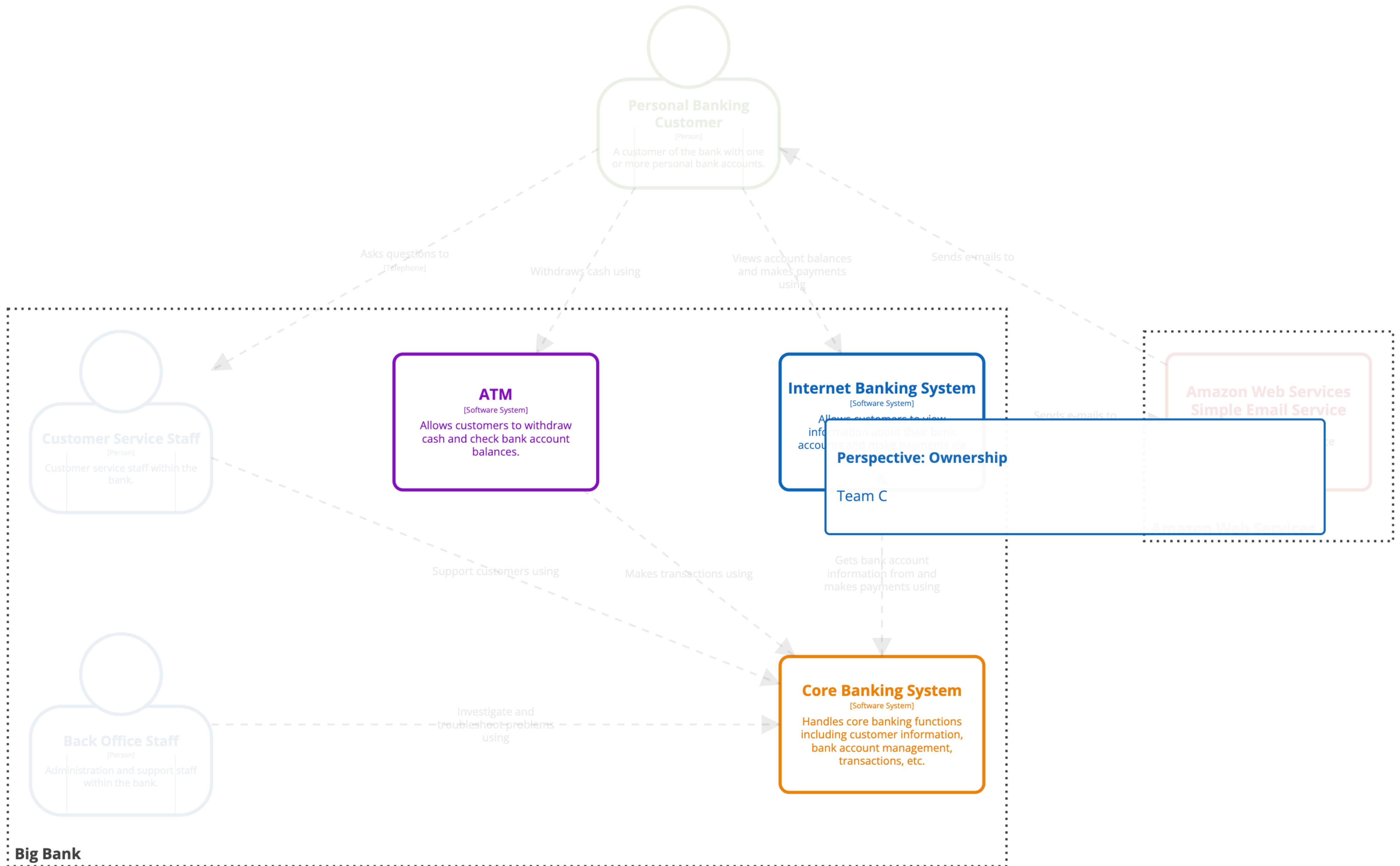


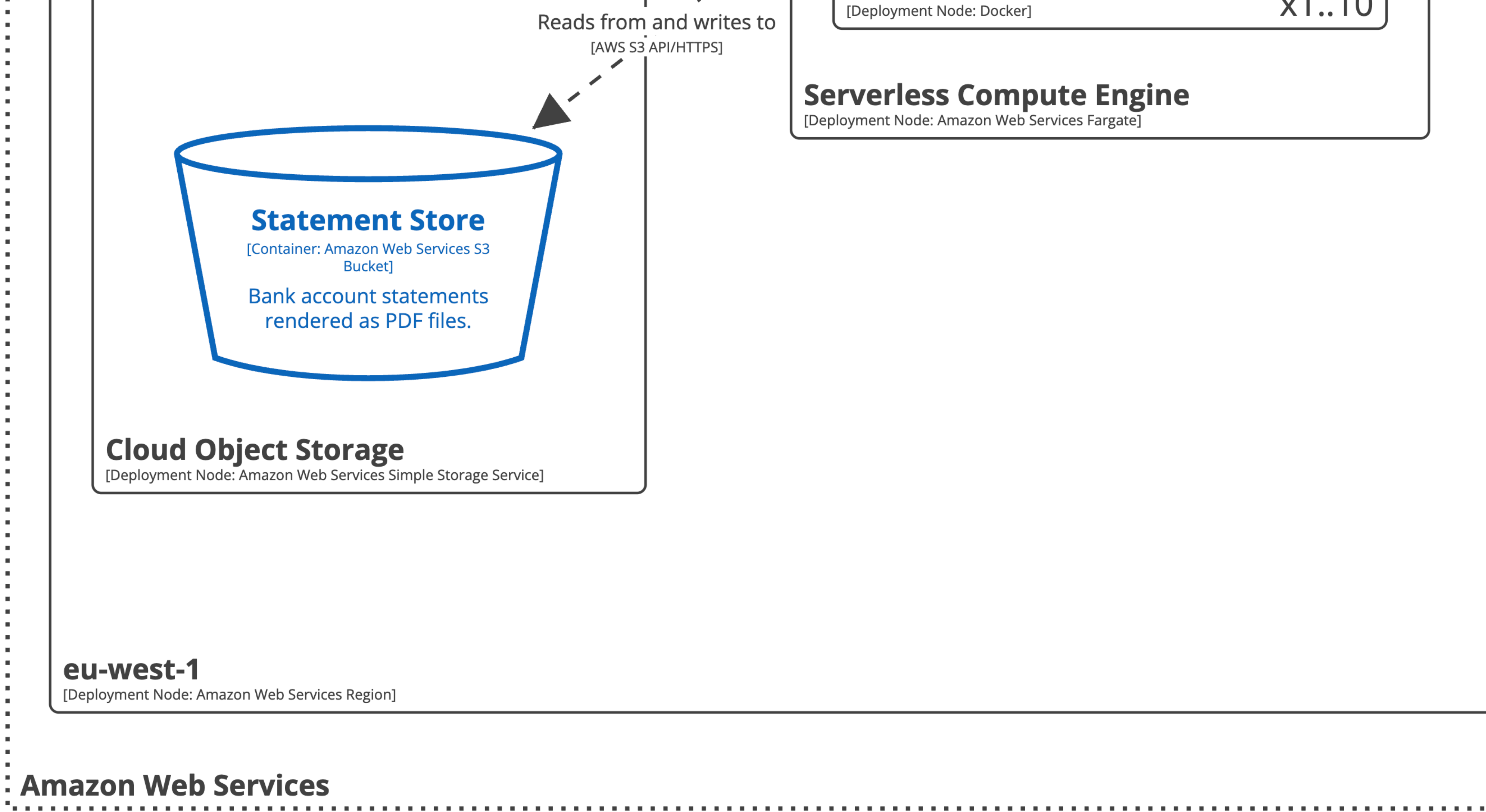
Perspectives

Rather than defining another viewpoint and creating another view, we need some way to modify and enhance our existing views to ensure that our architecture exhibits the desired quality properties. We therefore need something in our conceptual model that can be considered “orthogonal” to viewpoints, and we have coined the term architectural perspective (which we shorten to perspective) to refer to it.



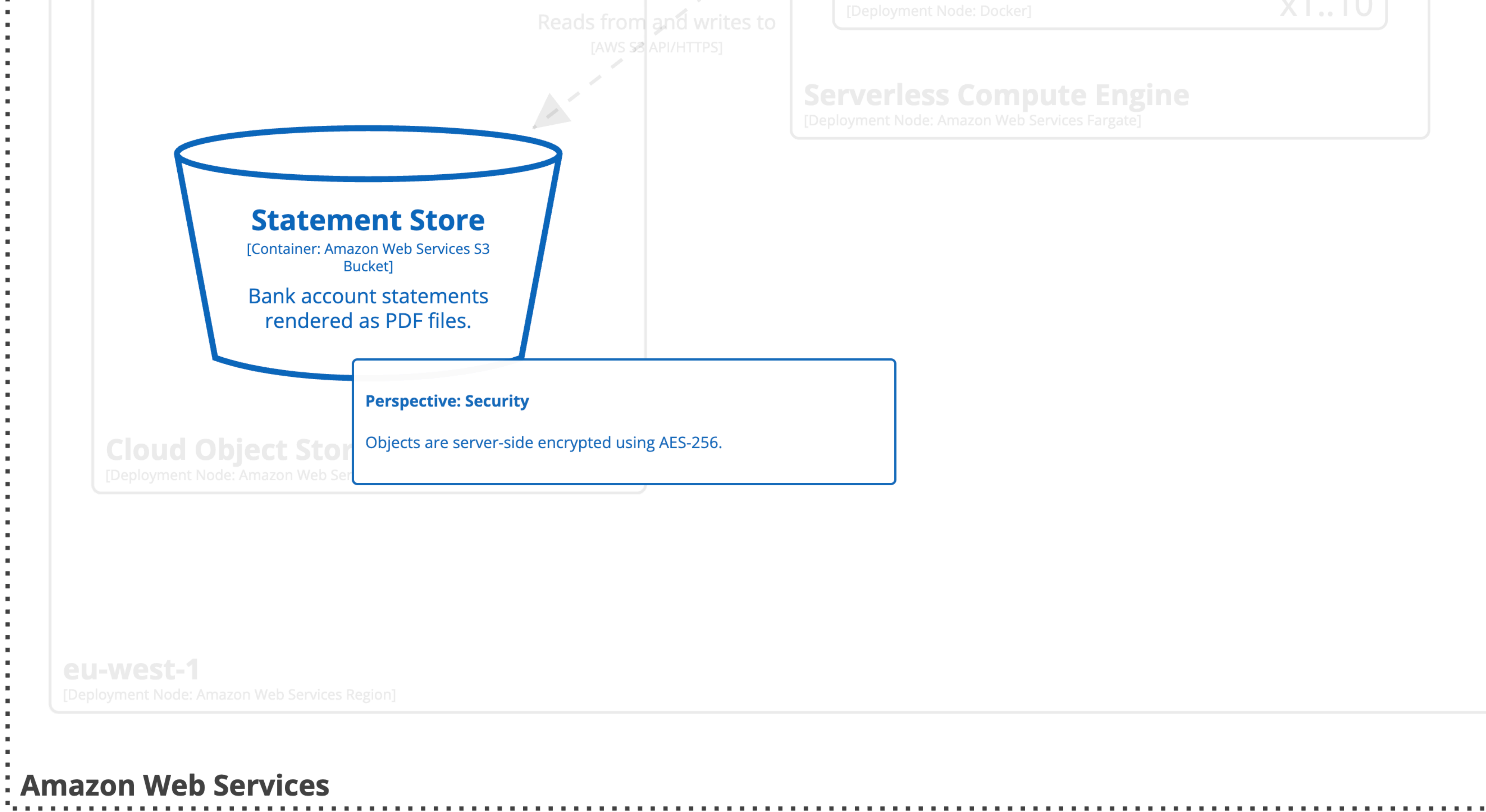






Deployment View: Internet Banking System - Live

An example live deployment scenario for the Internet Banking System | Simon Brown | c4model.com | License: CC BY 4.0



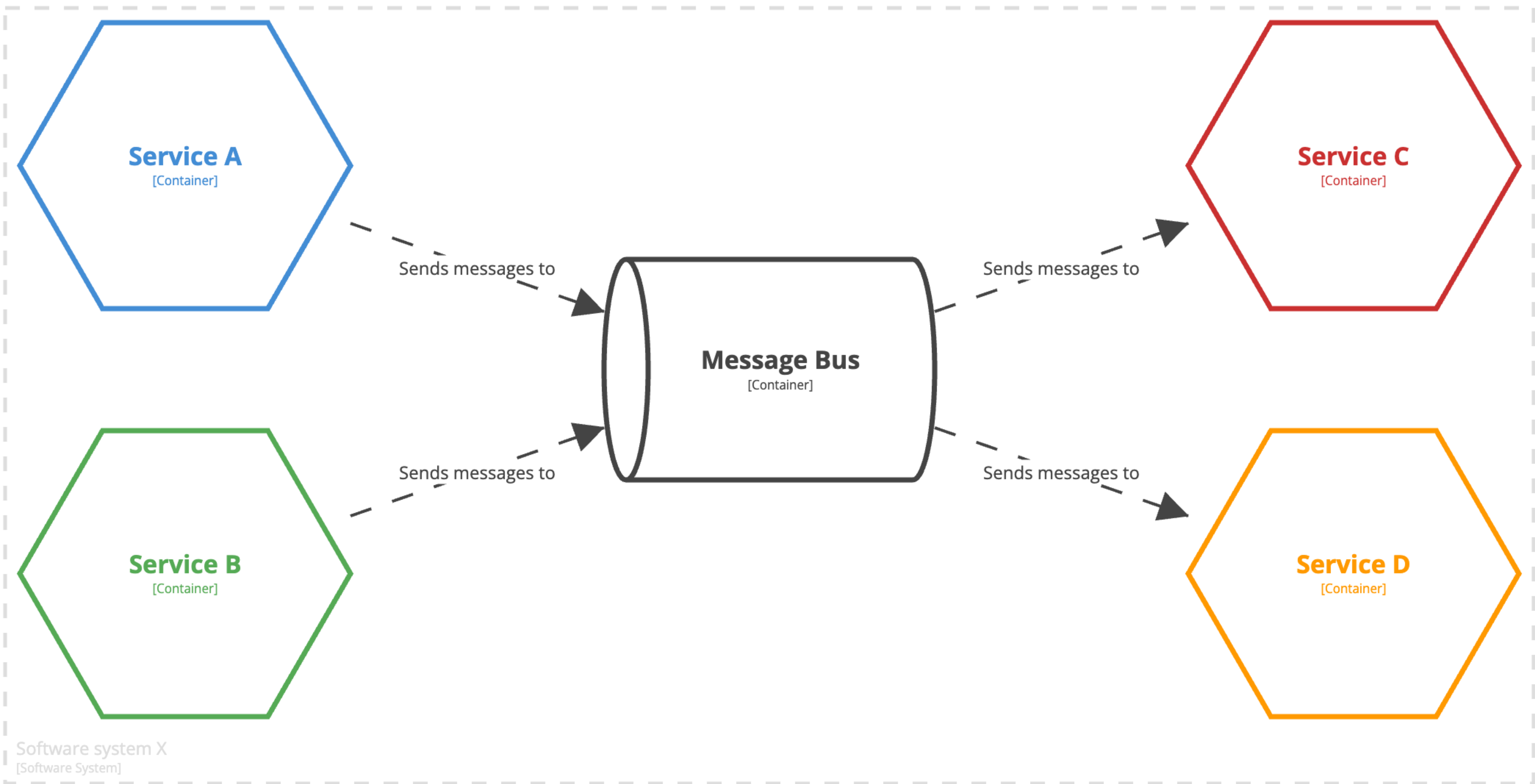
Deployment View: Internet Banking System - Live

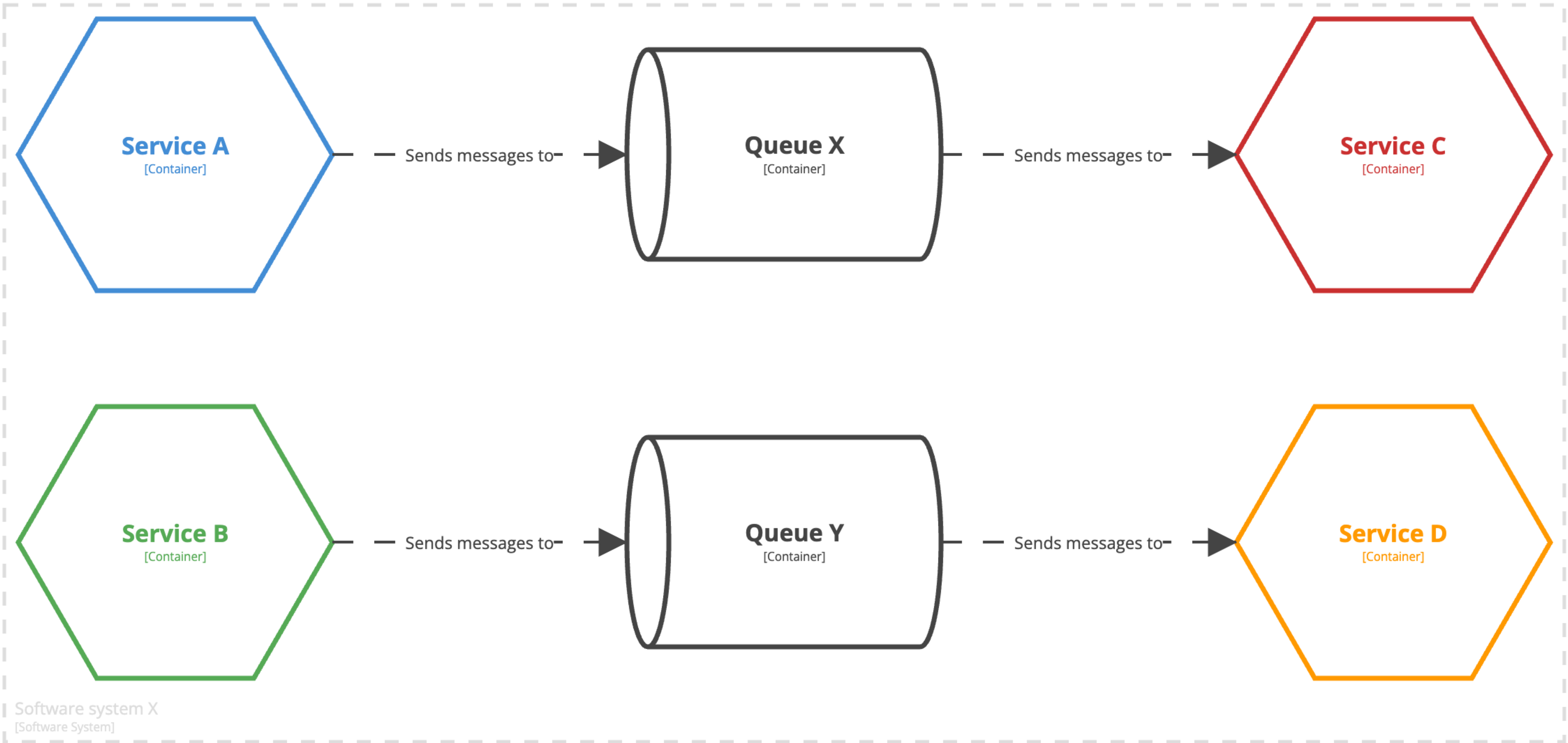
Event-driven architectures



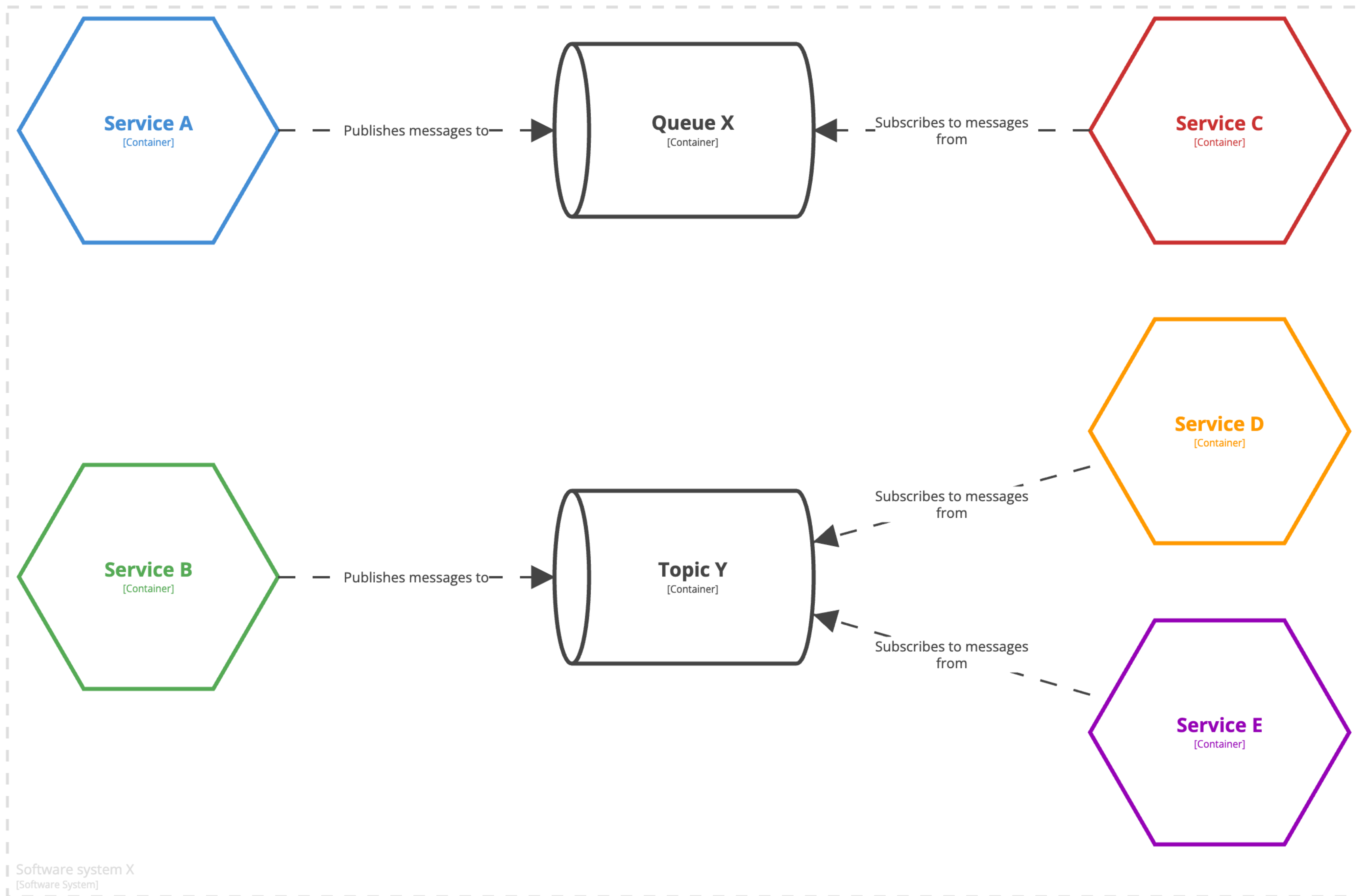
Message-driven architectures

Message-driven architectures



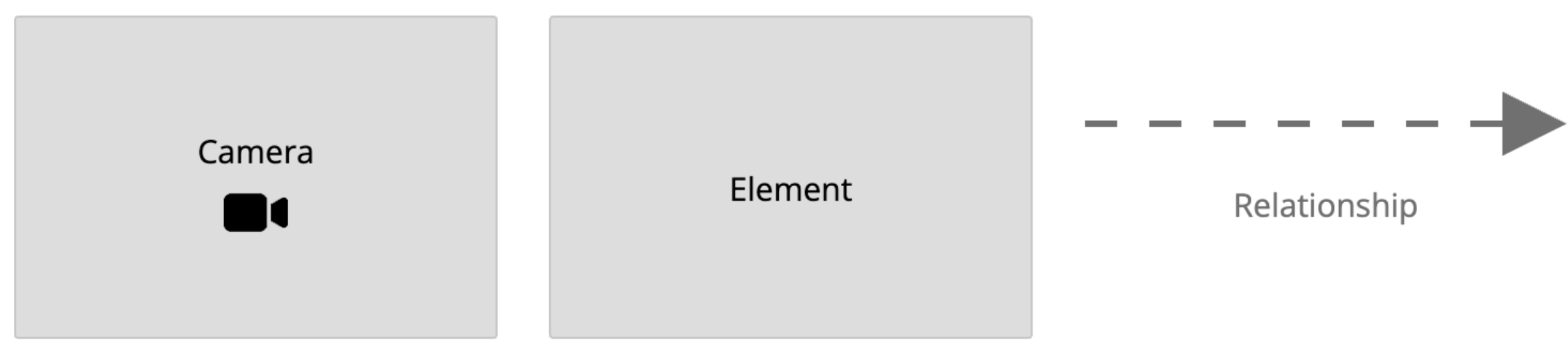
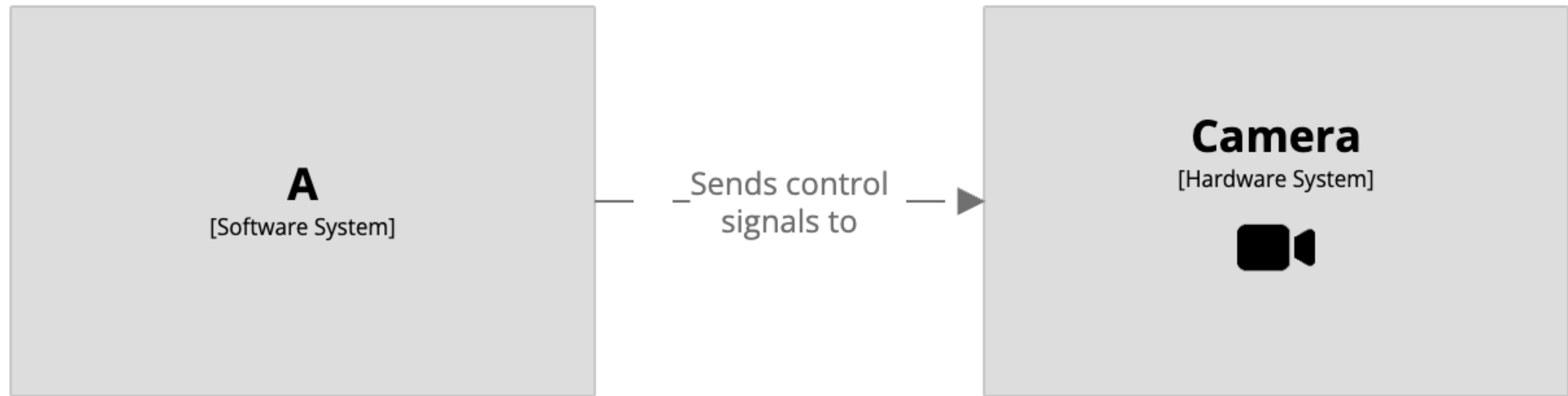




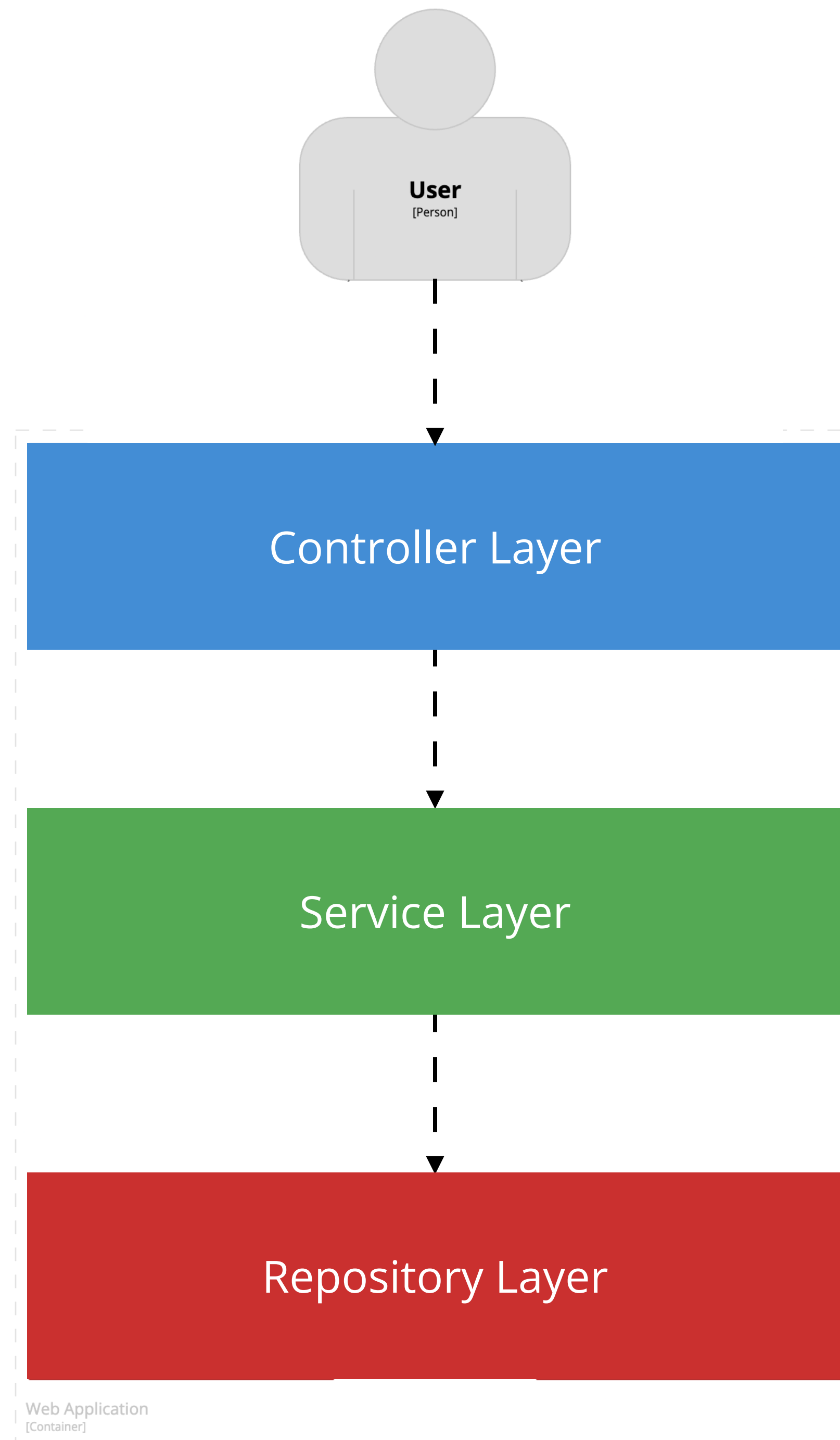


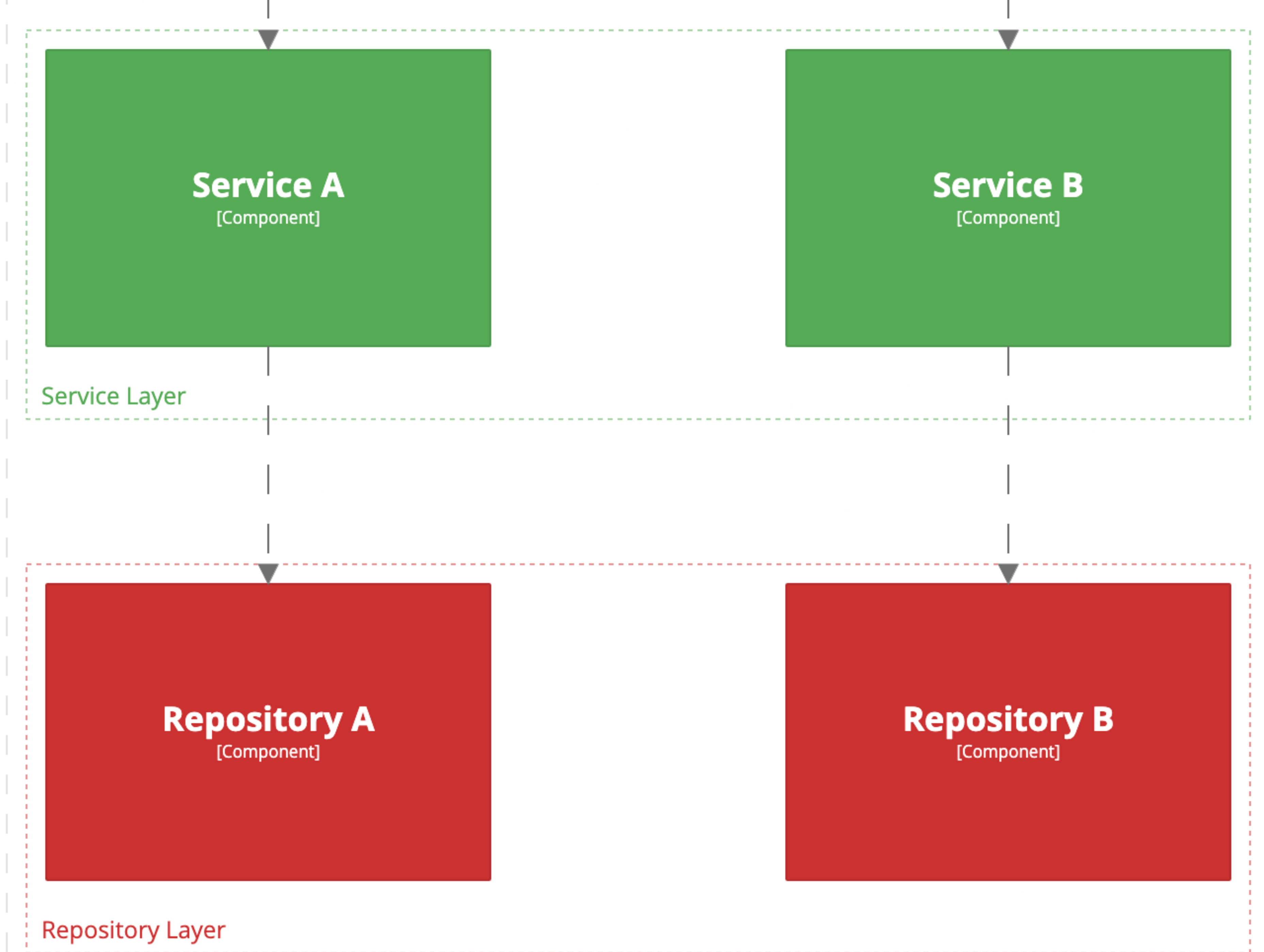
Abstraction vs organisation

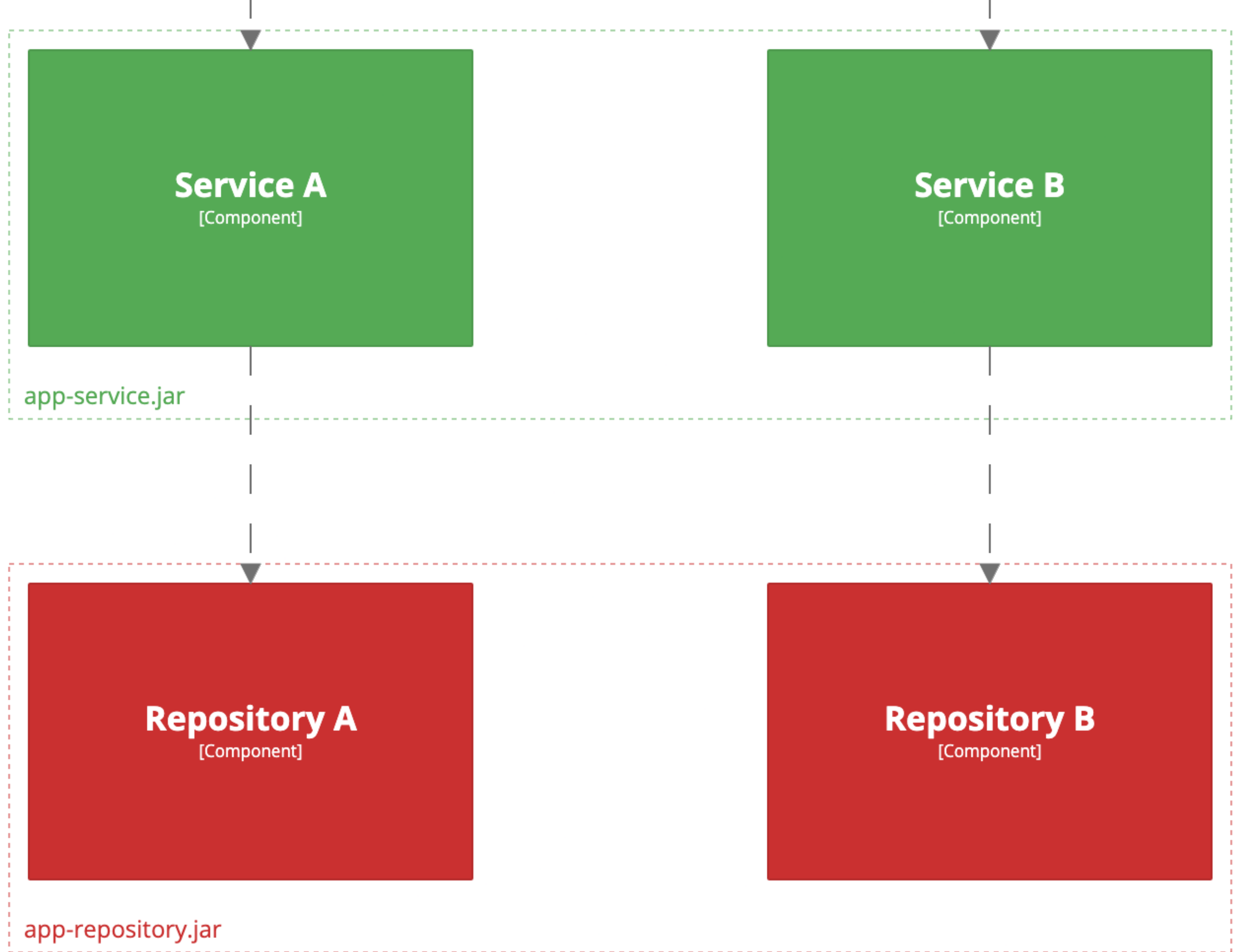
What are your thoughts on modelling
additional abstractions?



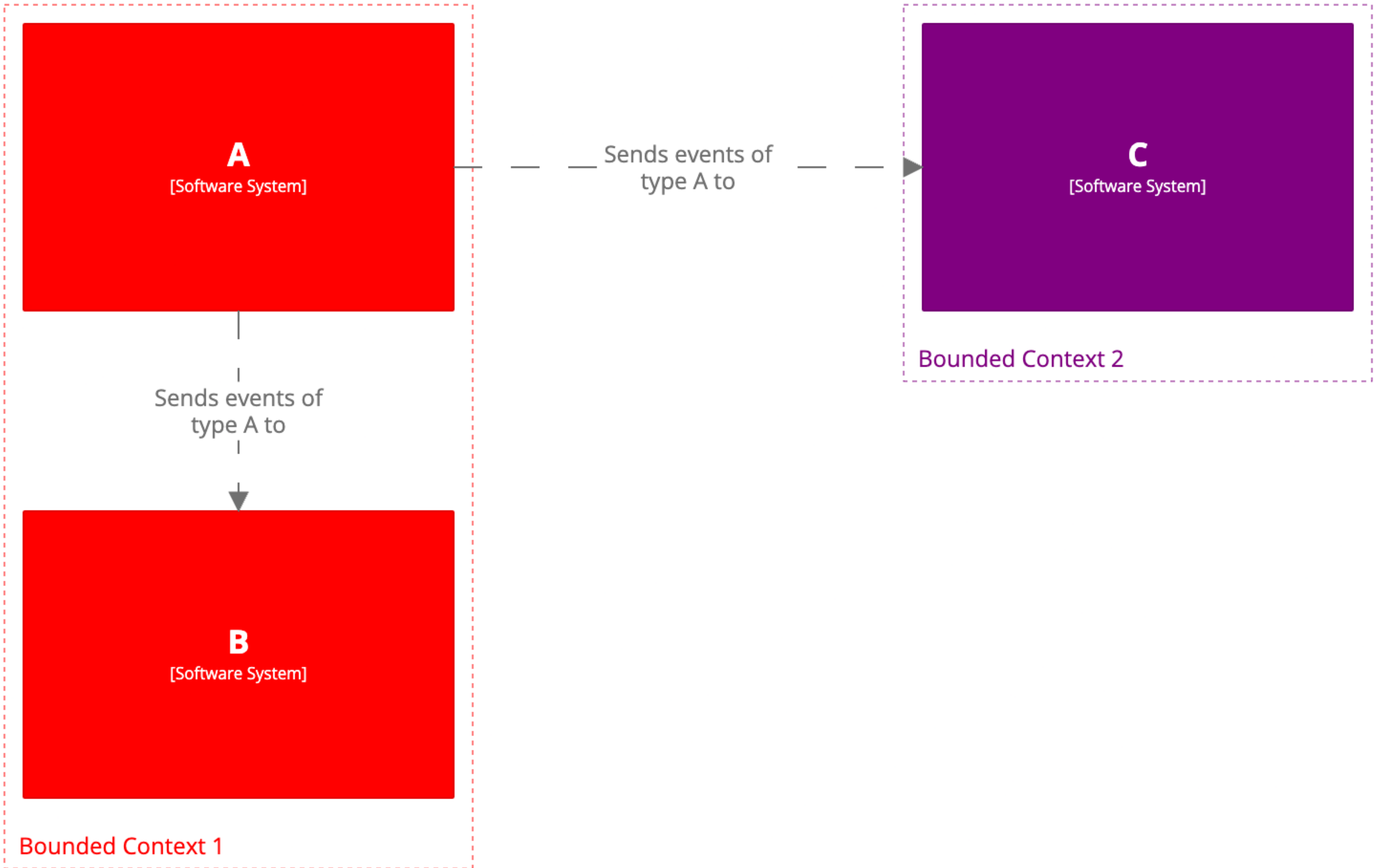
Some of these concepts
are better thought of as
organisational constructs
rather than abstractions







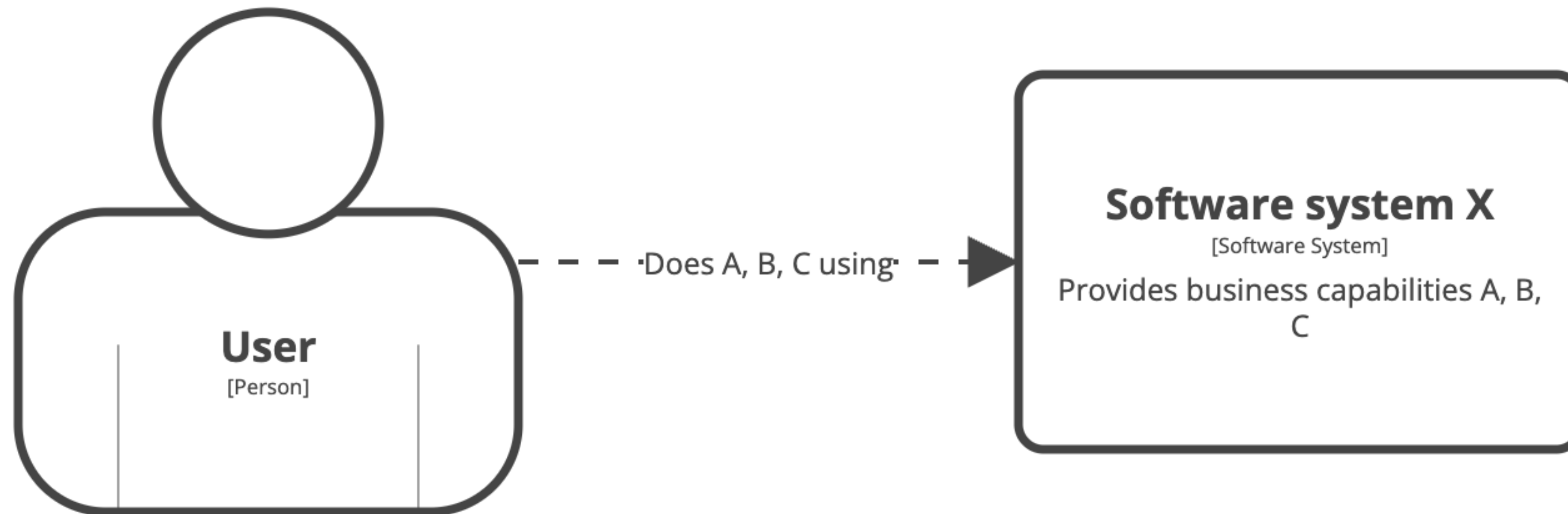
Apply this concept to subsystems,
bounded contexts, etc...



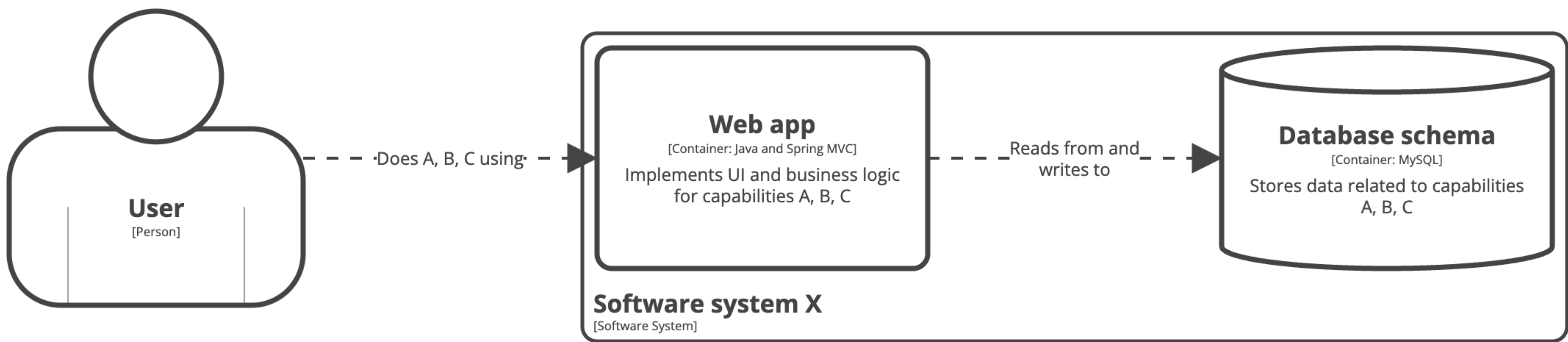
Microservices

A microservice should be modelled
as a **software system**
or a **group of containers**

Stage 1: 
(monolithic architecture)



System Context View: Software system X



Container View: Software system X

Stage 2:  
(microservices)

Microservices

a definition of this new architectural term

The term "Microservice Architecture" has sprung up over the last few years to describe a particular way of designing software applications as suites of independently deployable services. While there is no precise definition of this architectural style, there are certain common characteristics around organization around business capability, automated deployment, intelligence in the endpoints, and decentralized control of languages and data.

25 March 2014



James Lewis

James Lewis is a Principal Consultant at Thoughtworks and member of the Technology Advisory Board. James' interest in building applications out of small collaborating services

CONTENTS

Characteristics of a Microservice Architecture

[Componentization via Services](#)

[Organized around Business Capabilities](#)

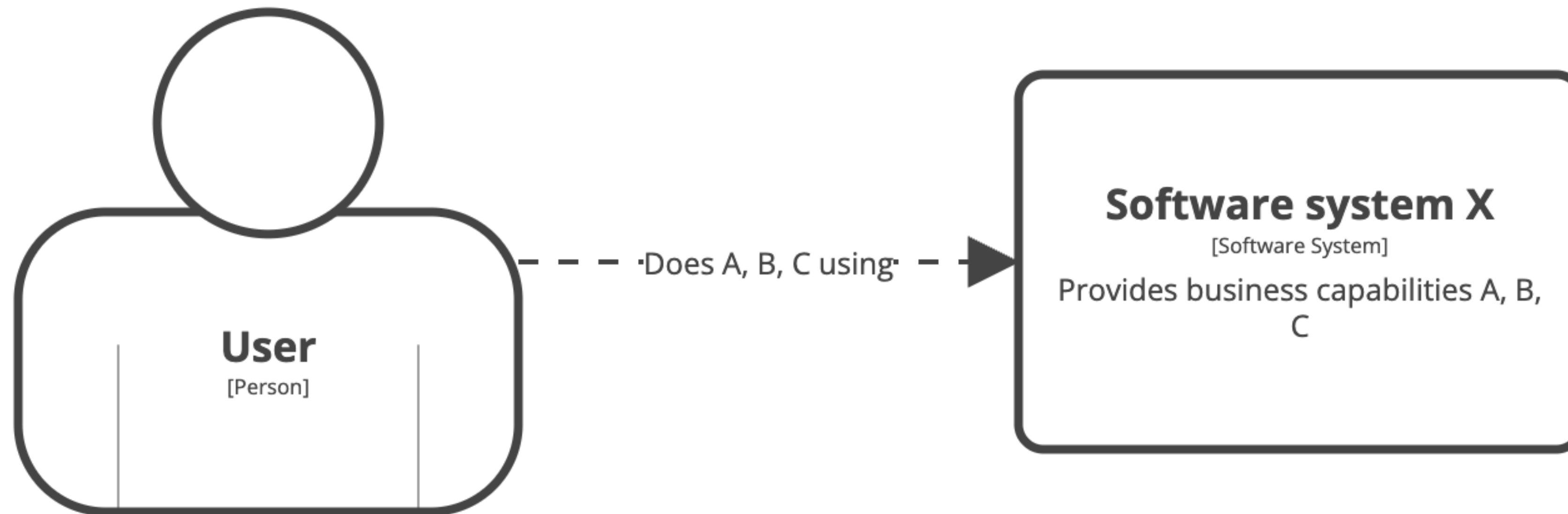
[Products not Projects](#)

[Smart endpoints and dumb pipes](#)

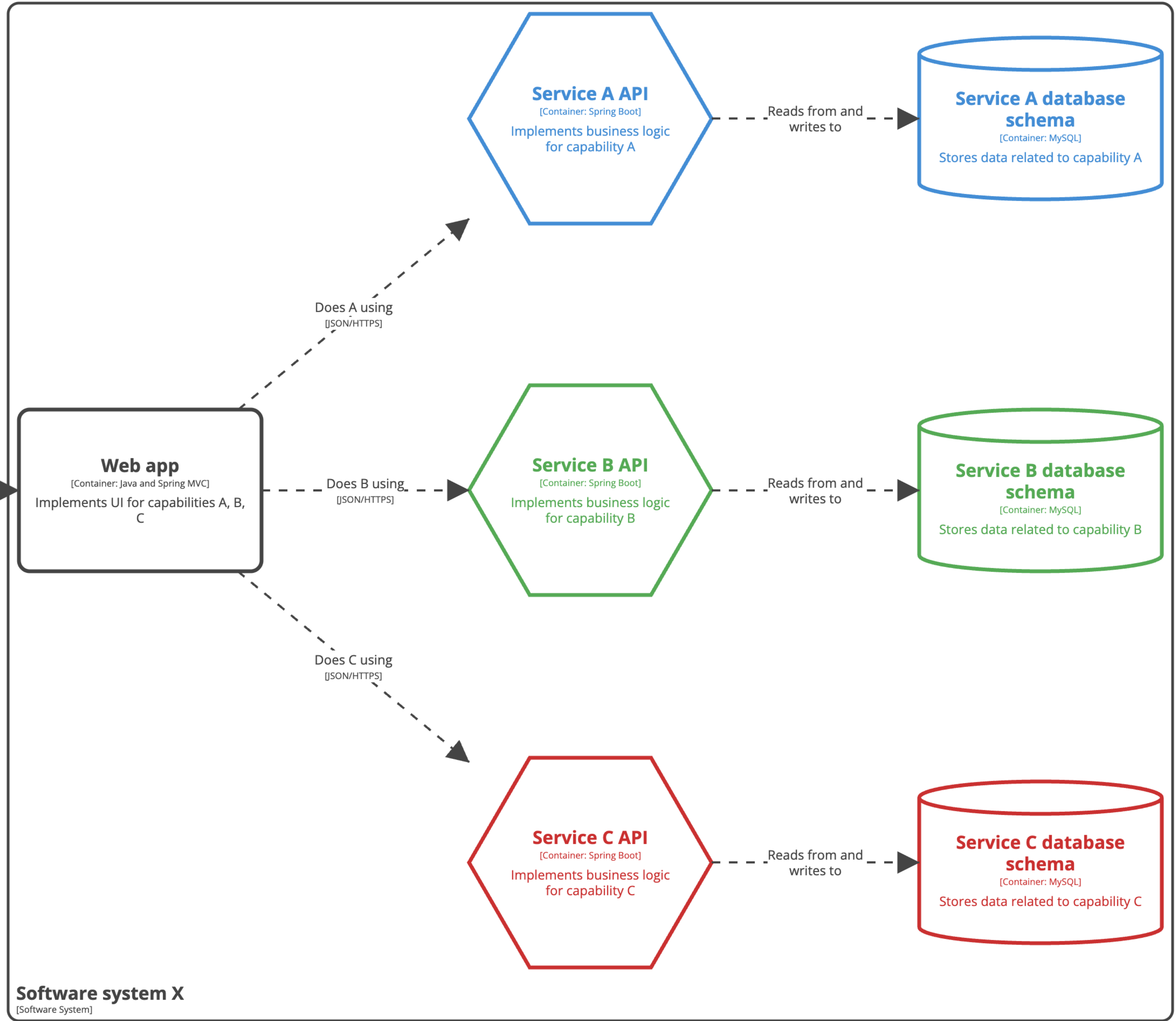
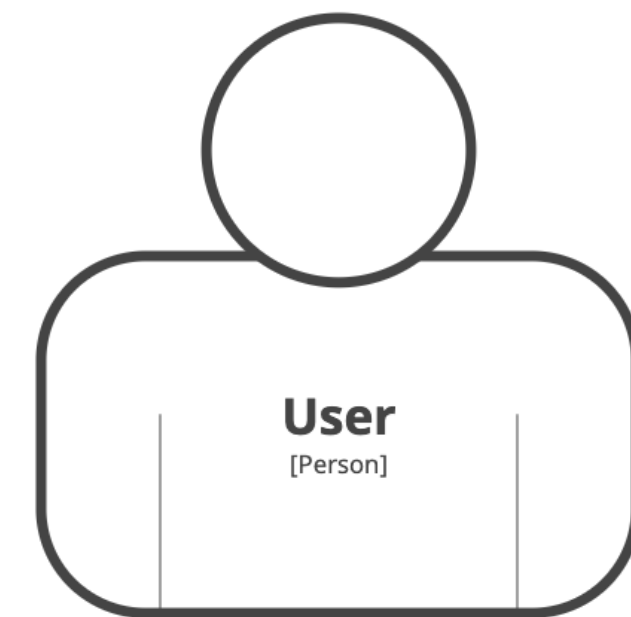
[Decentralized Governance](#)

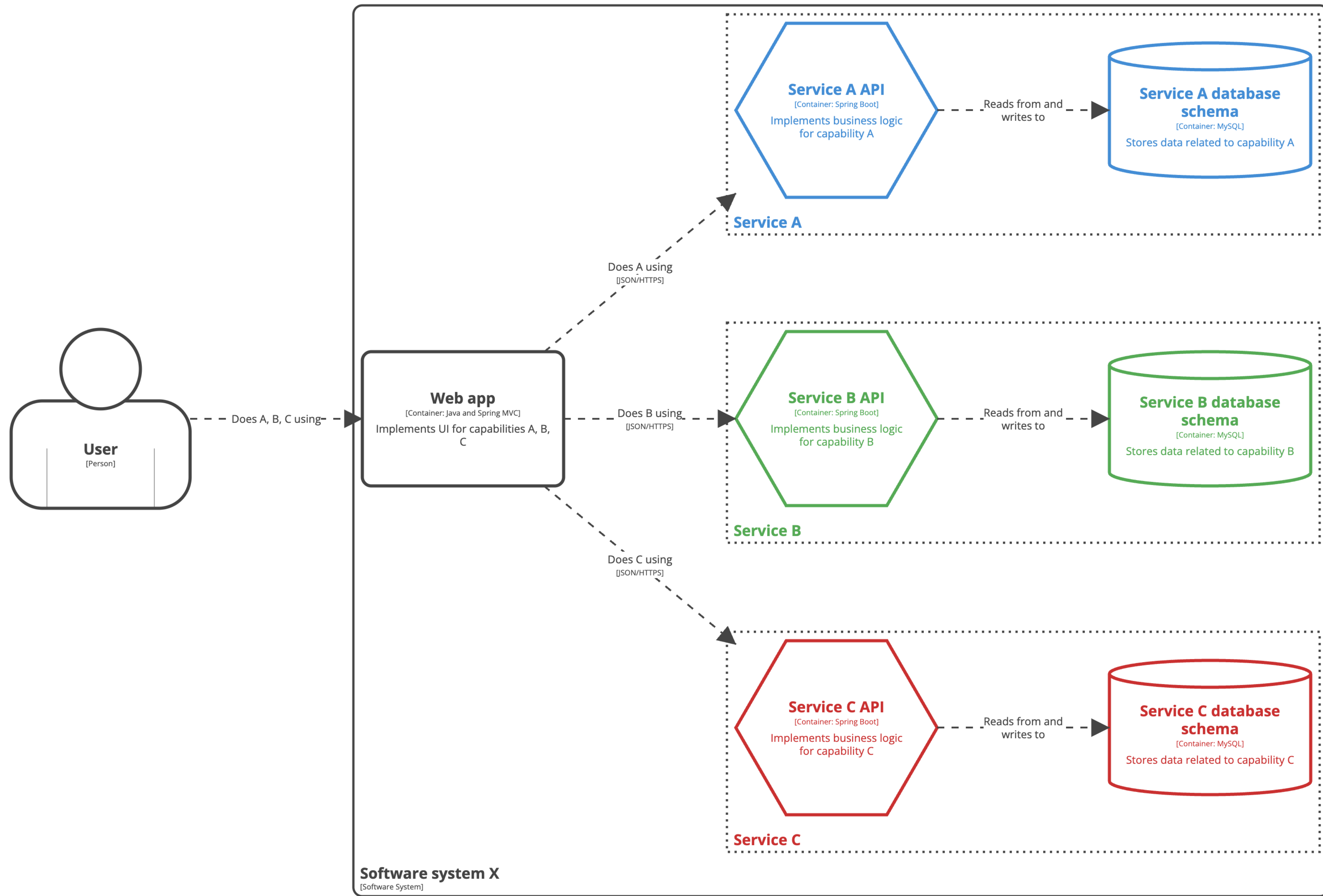
[Decentralized Data Management](#)

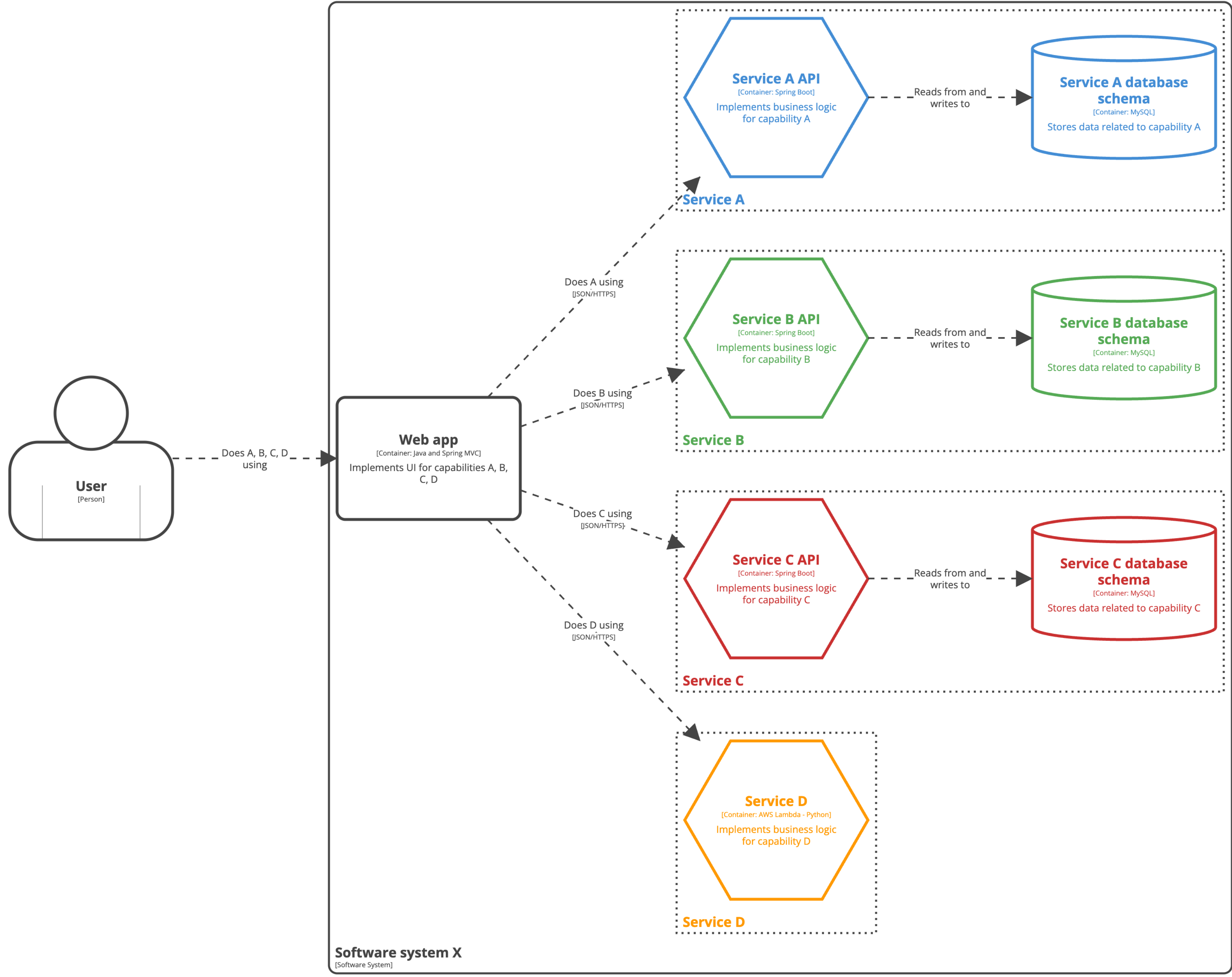
In short, the microservice architectural style [1] is an approach to developing a single software system as a suite of small services, each running in its own process and communicating with lightweight mechanisms, often an HTTP resource API. These services are built around business capabilities and independently deployable by fully automated deployment machinery. There is a bare minimum of centralized management of these services, which may be written in different programming languages and use different data storage technologies.



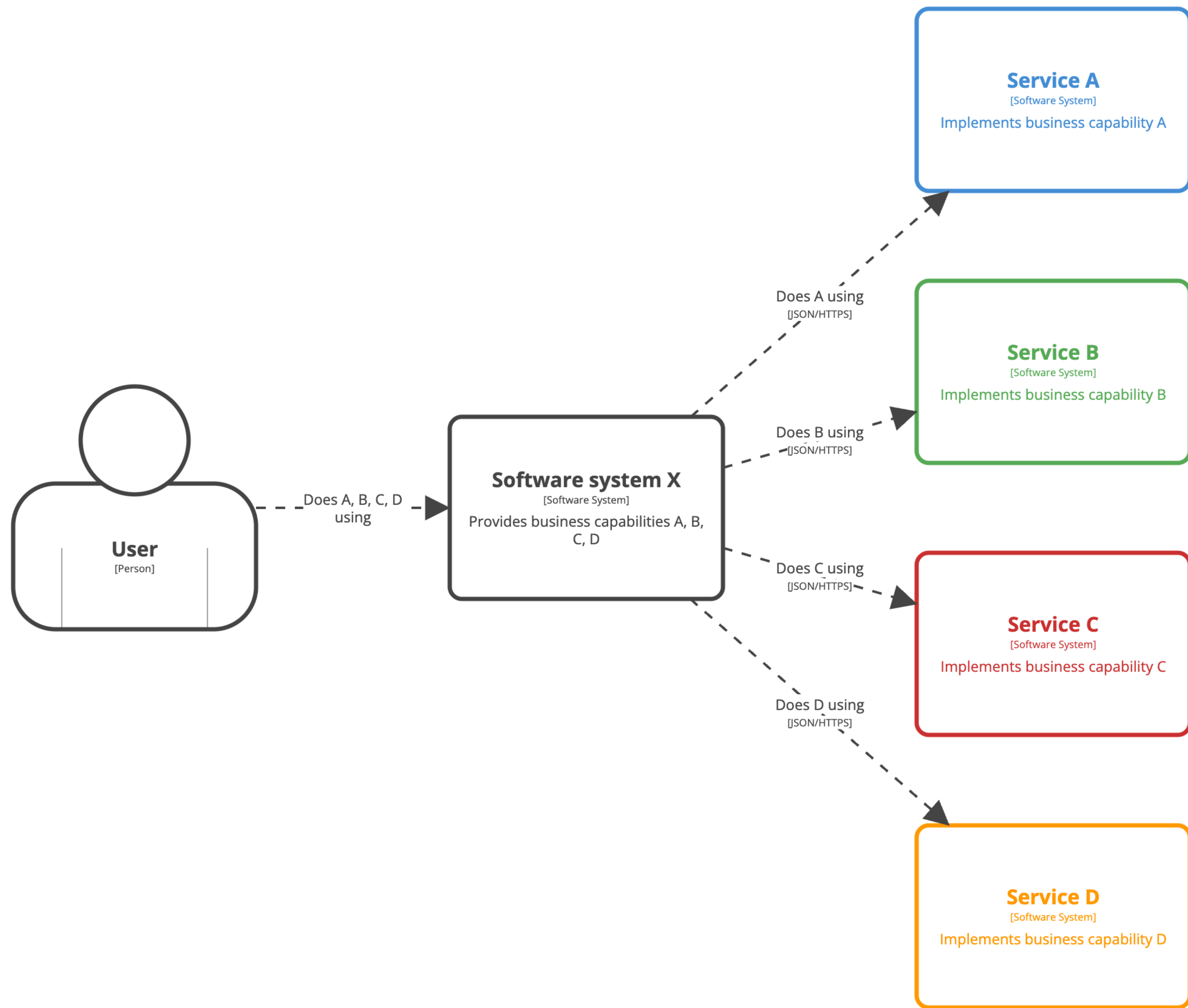
System Context View: Software system X



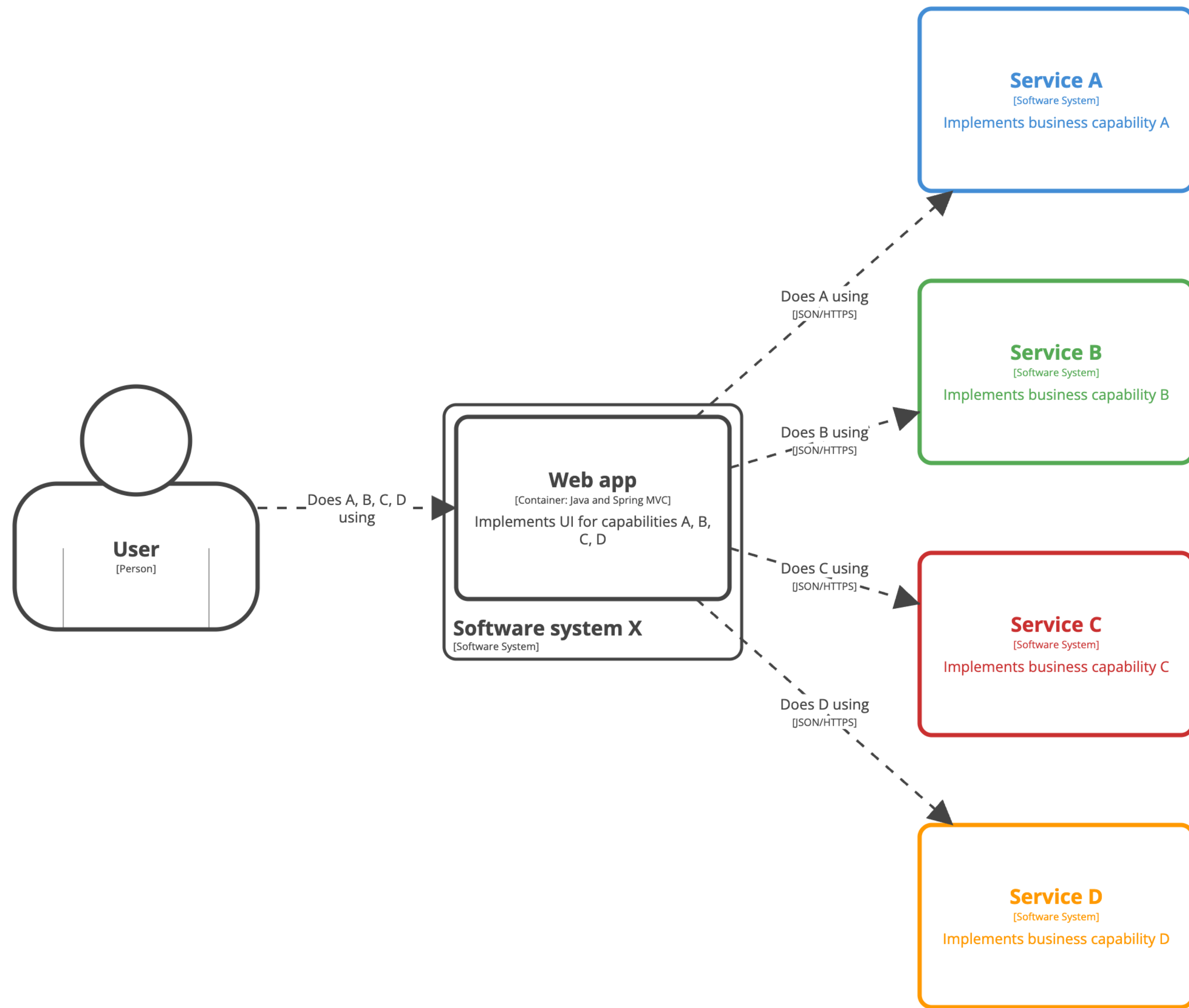


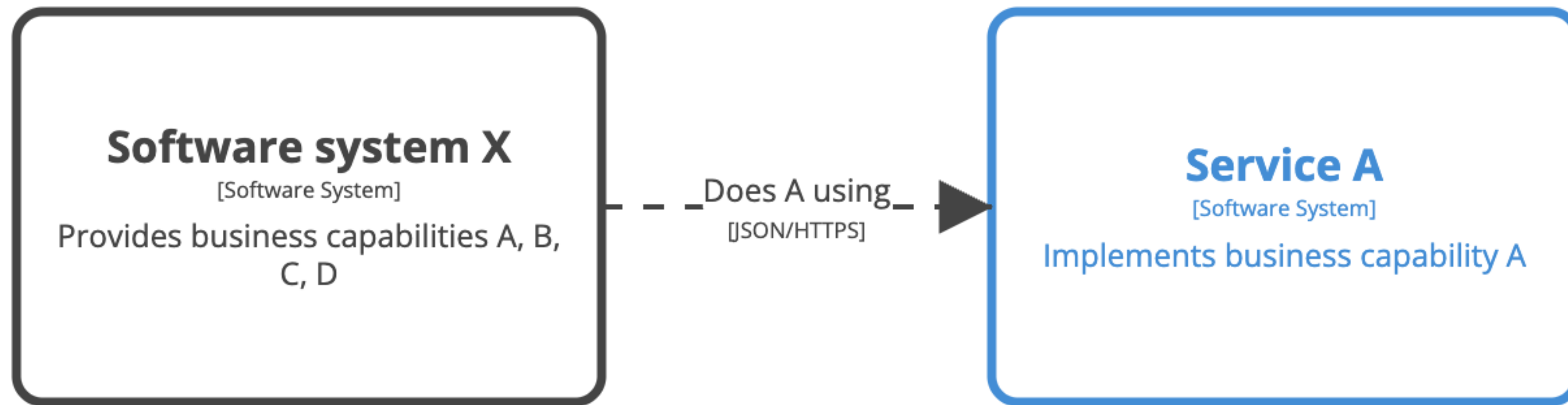


Stage 3: 
(Conway's Law)

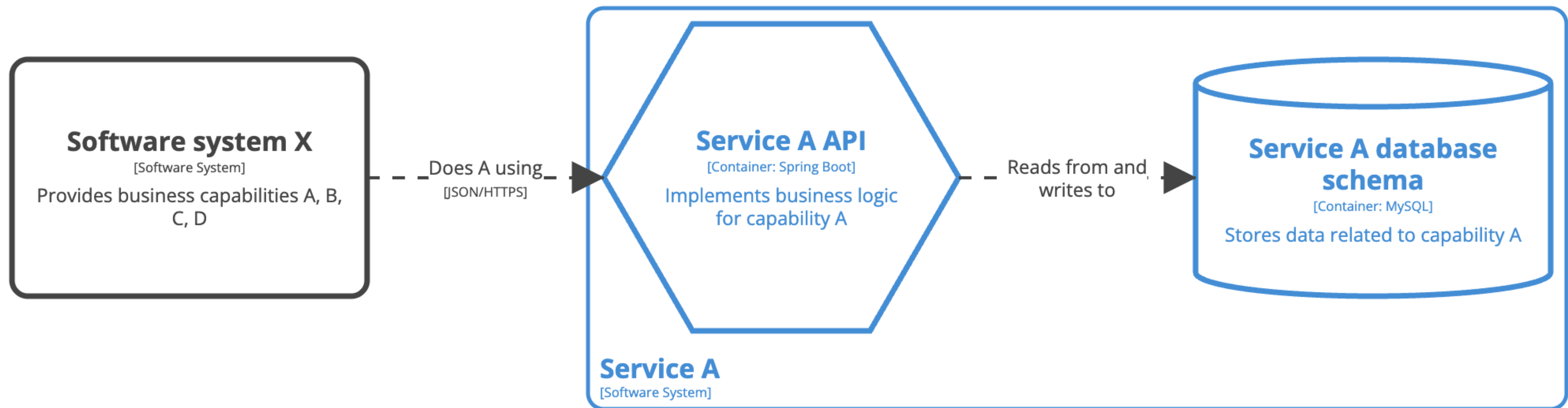


System Context View: Software system X



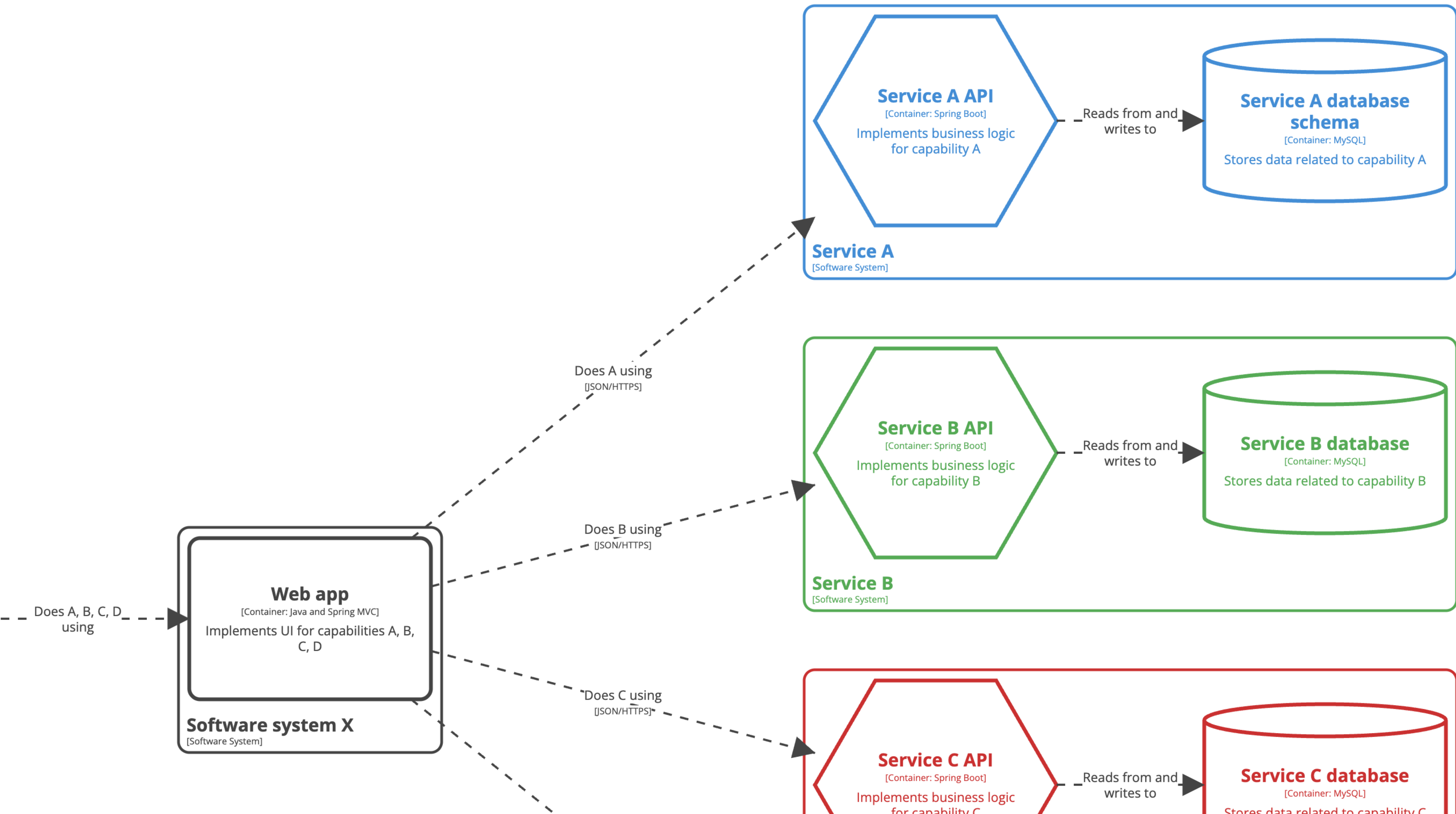


System Context View: Service A



Container View: Service A

Dependencies to
“external” containers



Showing “external” containers implies
some understanding of
implementation details, which makes
the diagrams more volatile to change

Tooling?

Documenting software architecture

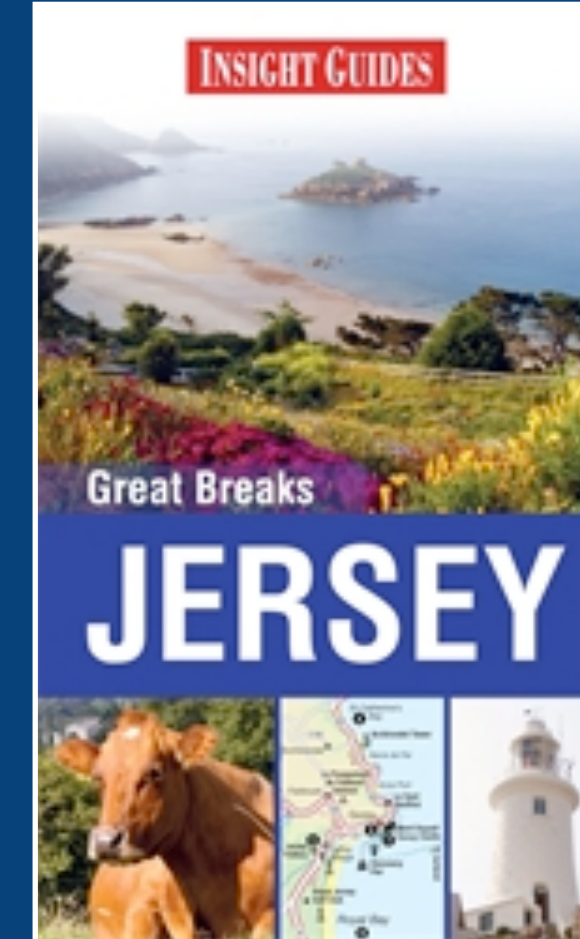
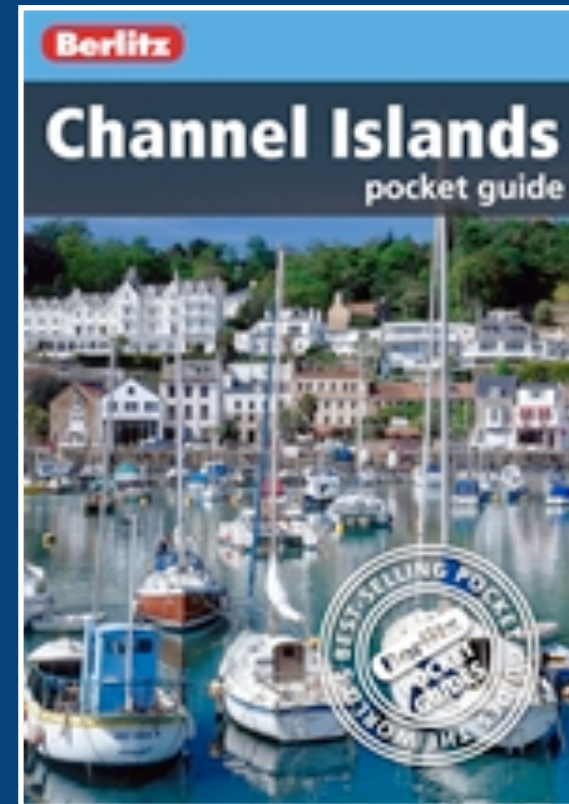
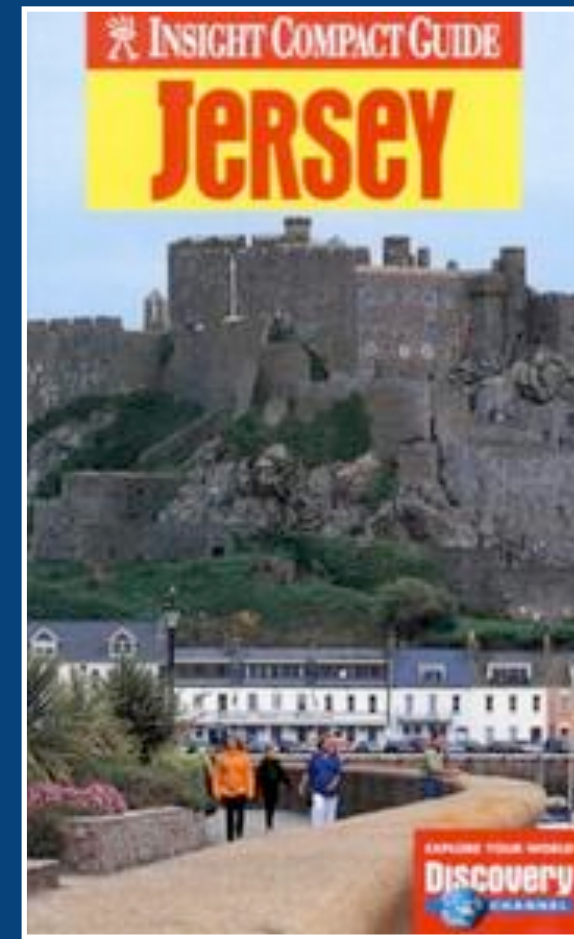
Working software over comprehensive documentation

Manifesto for Agile Software Development

The code doesn't tell
the whole story

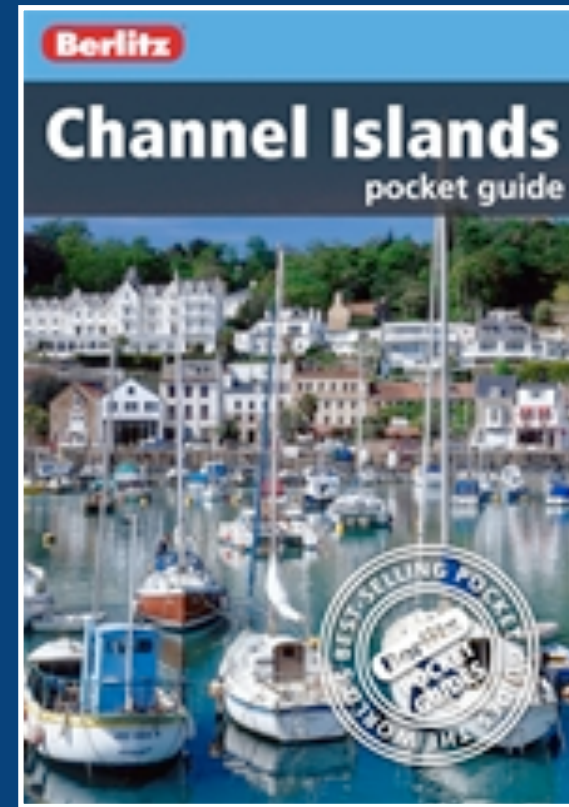
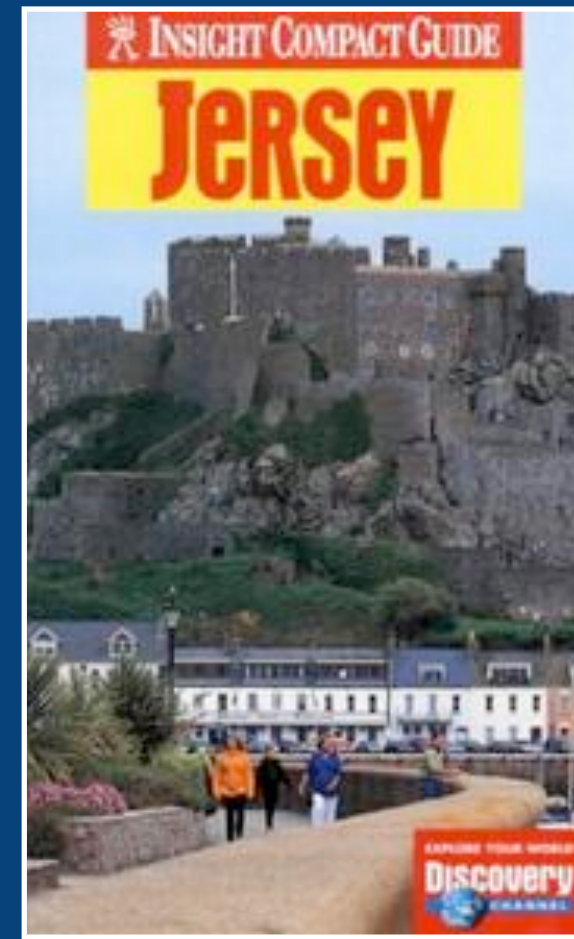
Software Architecture Document

Useful information
spread across
hundreds of pages;
rarely read or updated



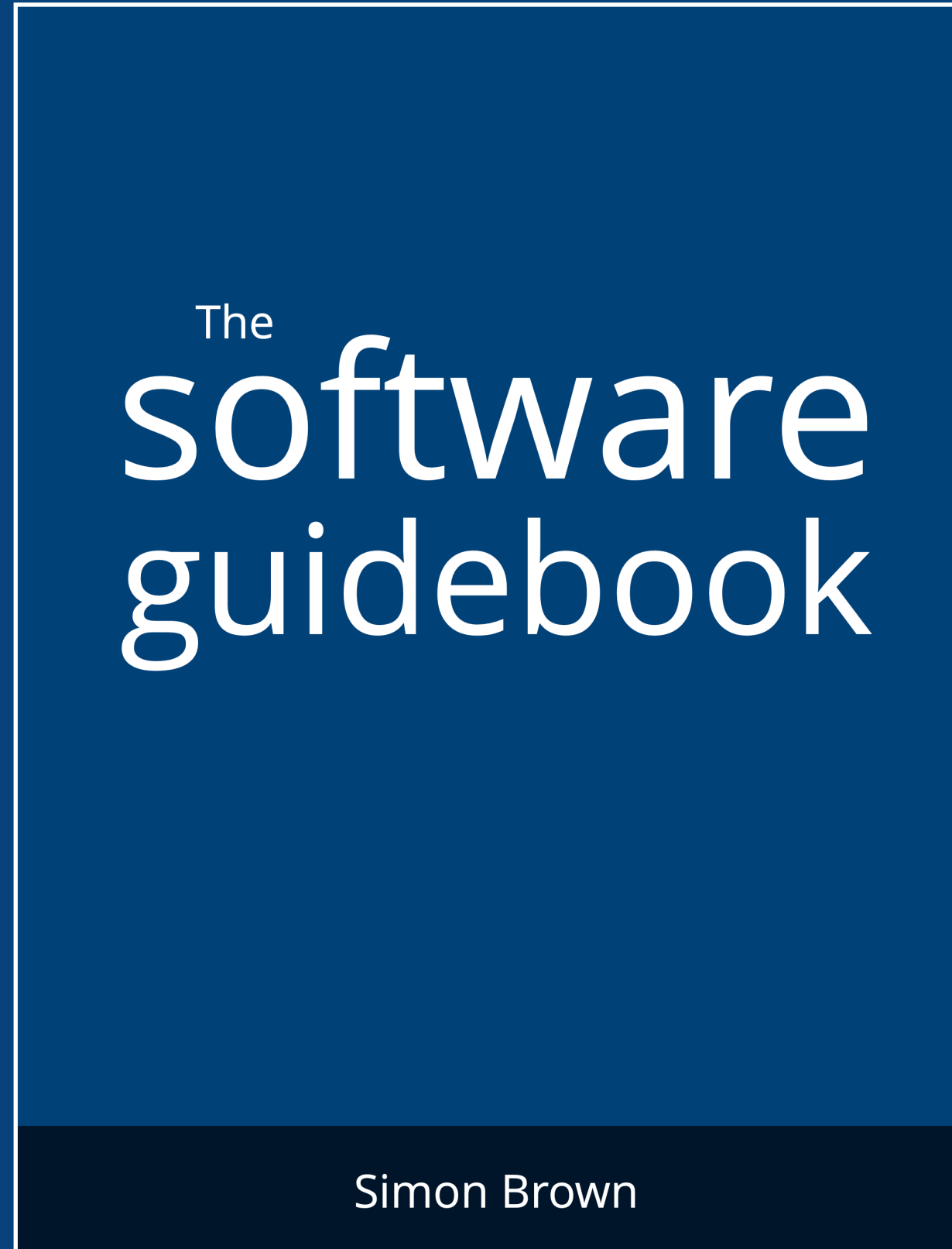
Travel Guidebook

(maps, points of interest, sights, itineraries, history, culture, practical information, etc)



Software Guidebook

(maps, points of interest, sights, itineraries, history, culture, practical information, etc)



<https://leanpub.com/documenting-software-architecture/c/free>

The scope is a single
software system

Describe what you
can't get from the code

Documentation should
be **constantly** evolving

Context

A system context diagram, plus some narrative text to “set the scene”.

Functional Overview

An overview of the software system; perhaps including wireframes, UI mockups, screenshots, workflow diagrams, business process diagrams, etc.

Quality Attributes

A list of the quality attributes (non-functional requirements; e.g. performance, scalability, security, etc).

Constraints

A list of the environmental constraints (e.g. timescales, budget, technology, team size/skills, etc).

Principles

A list of the development and architecture principles (e.g. coding conventions, separation of concerns, patterns, etc).

Software Architecture

A description of the software architecture, including static structure (e.g. containers and components) and dynamic/ runtime behaviour.

Code

A description of important or complicated component implementation details, patterns, frameworks, etc.

Data

Data models, entity relationship diagrams, security, data volumes, archiving strategies, backup strategies, etc.

This is a **starting point**; add and remove sections as necessary.

Infrastructure Architecture

A description of the infrastructure available to run the software system.

Deployment

The mapping of software (e.g. containers) to infrastructure.

Development Environment

A description of how a new developer gets started.

Operation and Support

An overview of how the software system is operated, supported, monitored, etc.

Decision Log

A log of the major decisions made; e.g. as free format text or a collection of “Architecture Decision Records”.

arc42 Template Overview

arc42 is a template for architecture communication and documentation.

Photo credit: [unsplash](#)

arc42 answers the following two questions in a pragmatic way, but can be tailored to your specific needs:

- *What* should we document/communicate about our architecture?
- *How* should we document/communicate?



1. Introduction and Goals

Short description of the **requirements**, driving forces, extract (or abstract) of requirements. Top three (max five) **quality goals** for the architecture which have highest priority for the major stakeholders. A table of important **stakeholders** with their expectation regarding architecture.

[Read More](#)

Title These documents have names that are short noun phrases. For example, "ADR 1: Deployment on Ruby on Rails 3.0.10" or "ADR 9: LDAP for Multitenant Integration"

Context This section describes the forces at play, including technological, political, social, and project local. These forces are probably in tension, and should be called out as such. The language in this section is value-neutral. It is simply describing facts.

Decision This section describes our response to these forces. It is stated in full sentences, with active voice. "We will ..."

Status A decision may be "proposed" if the project stakeholders haven't agreed with it yet, or "accepted" once it is agreed. If a later ADR changes or reverses a decision, it may be marked as "deprecated" or "superseded" with a reference to its replacement.

Consequences This section describes the resulting context, after applying the decision. All consequences should be listed here, not just the "positive" ones. A particular decision may have positive, negative, and neutral consequences, but all of them affect the team and project in the future.

“Architecture Decision Record”

A short description of an
architecturally significant decision

<http://thinkrelevance.com/blog/2011/11/15/documenting-architecture-decisions> (Michael Nygard)

Immutable vs mutable ADRs?

Documentation format?

Microsoft Word, Microsoft SharePoint,
Atlassian Confluence, Markdown or AsciiDoc, etc

How long?

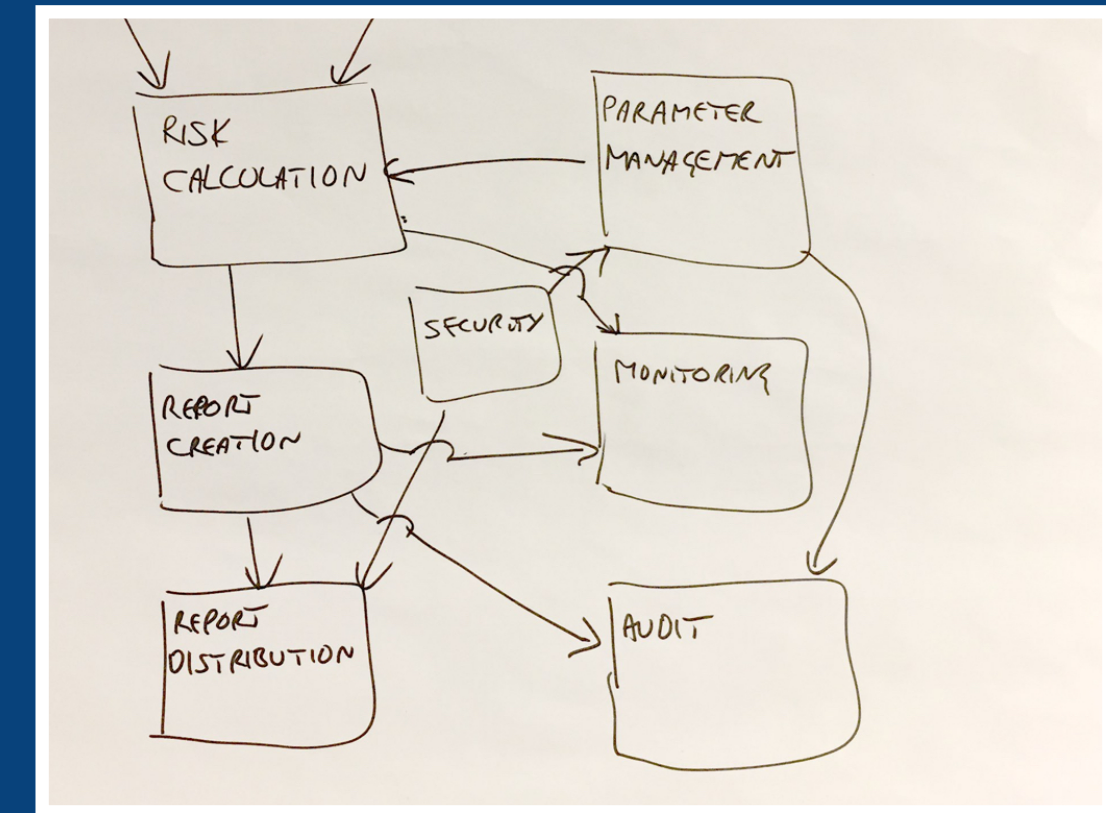
Something I can read in 1-2 hours;
a good starting point for exploring the code

How do you keep software
architecture documentation
up to date?

C4 model diagrams
+
software guidebook/arc42
+
architecture decision records

Software architecture in practice

Big design up front



VS

Software Architecture Document



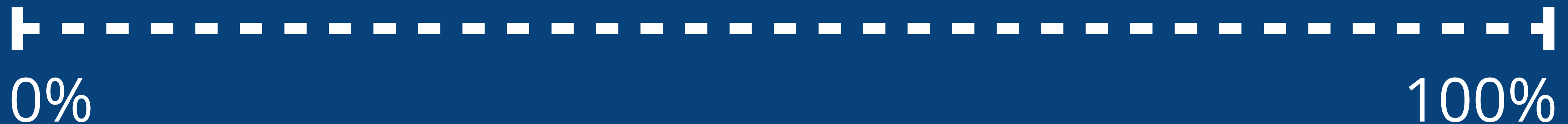
No design up front

Big design up front is dumb.
Doing no design up front
is even dumber.

Dave Thomas

Evolutionary architecture

How much **up front design** should you do?



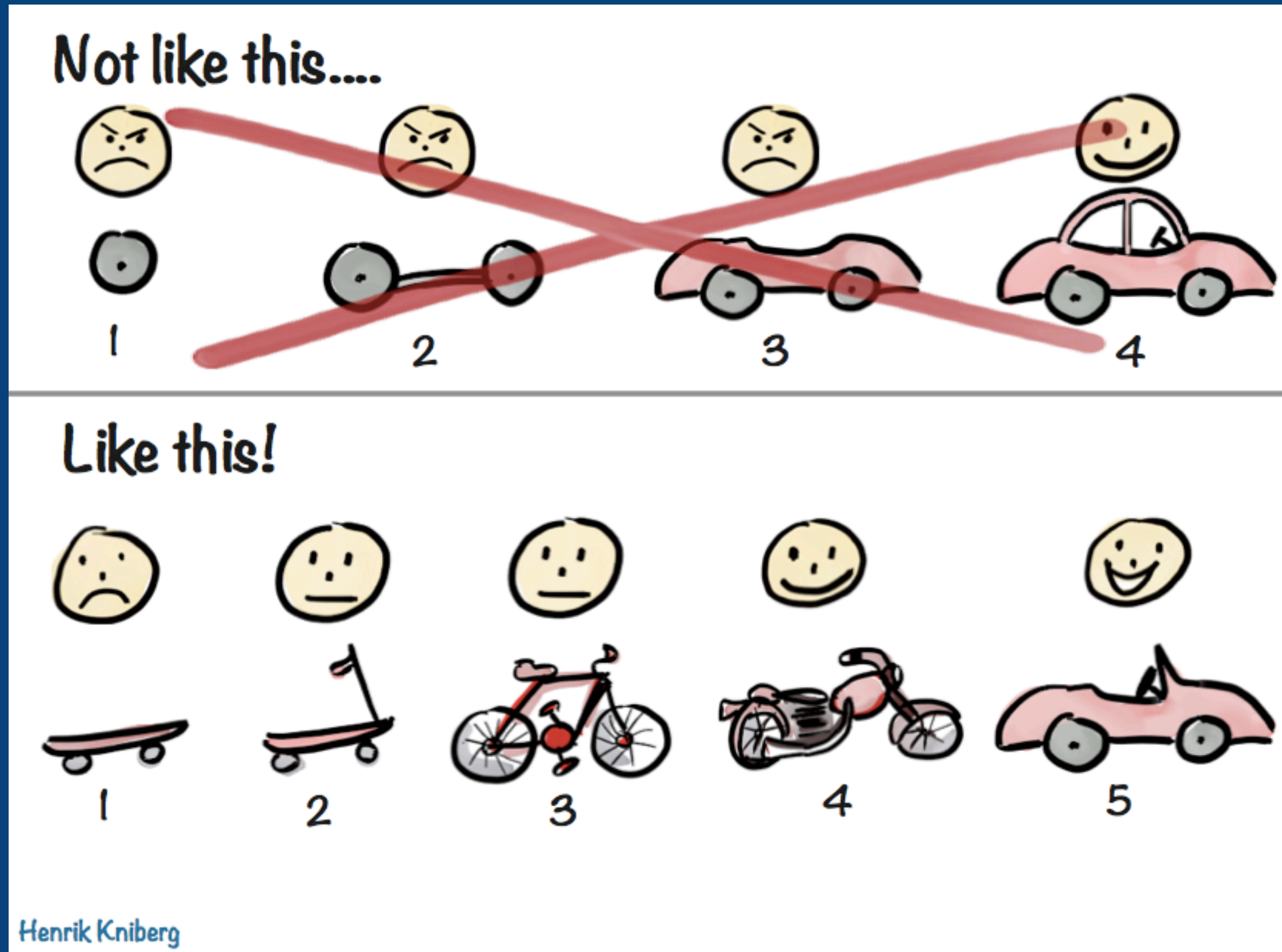
it depends

Sometimes requirements are known,
and sometimes they aren't

(enterprise software development vs product companies and startups)

just enough

Up front design is not
necessarily about creating a
perfect end-state or
complete architecture



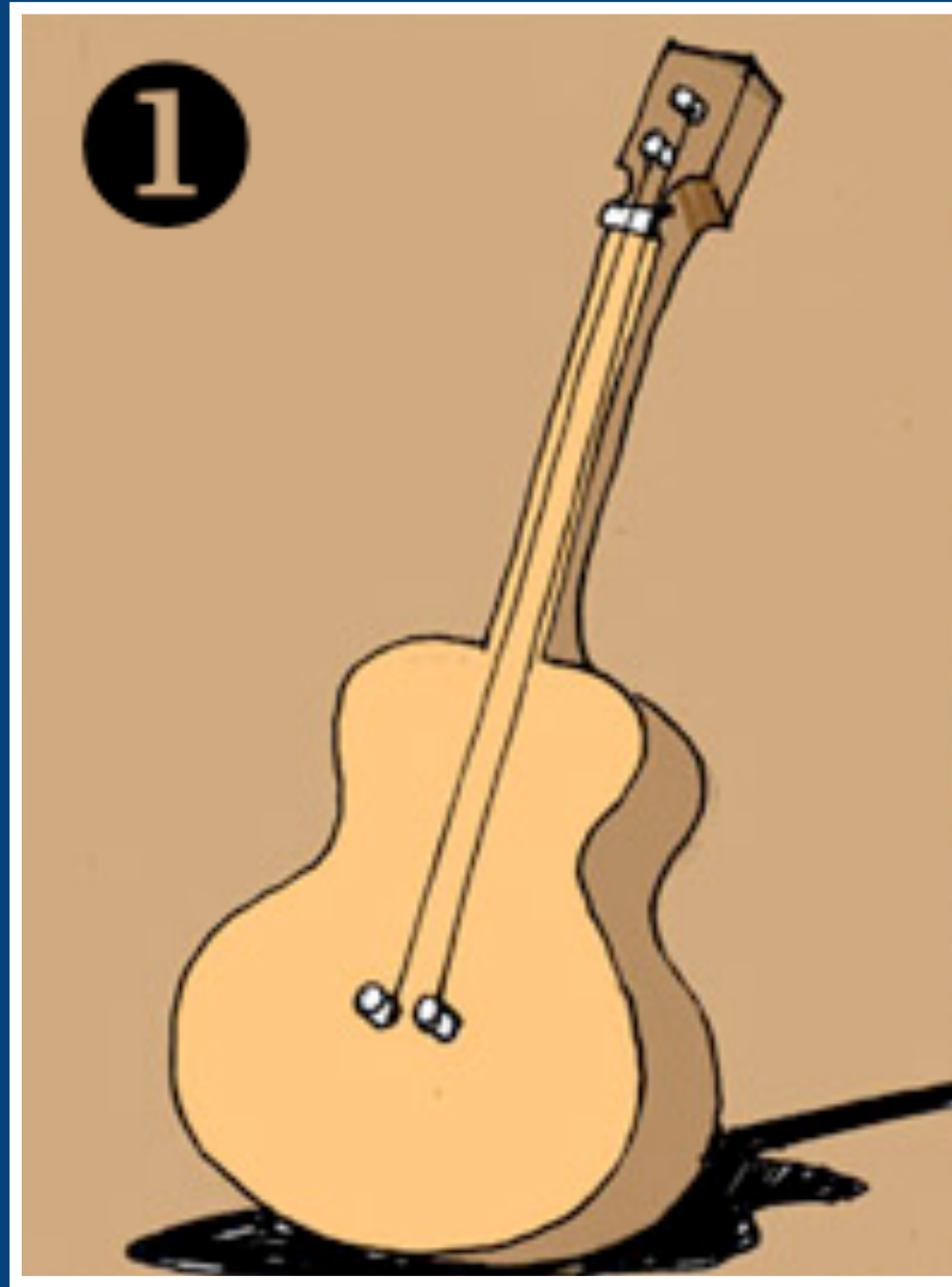
Iteration (via prototyping and experimentation) is great for product design but...

you don't just "build the car"



Evolutionary Design

Beginning With A Primitive Whole



Evolutionary Design

Beginning With A Primitive Whole

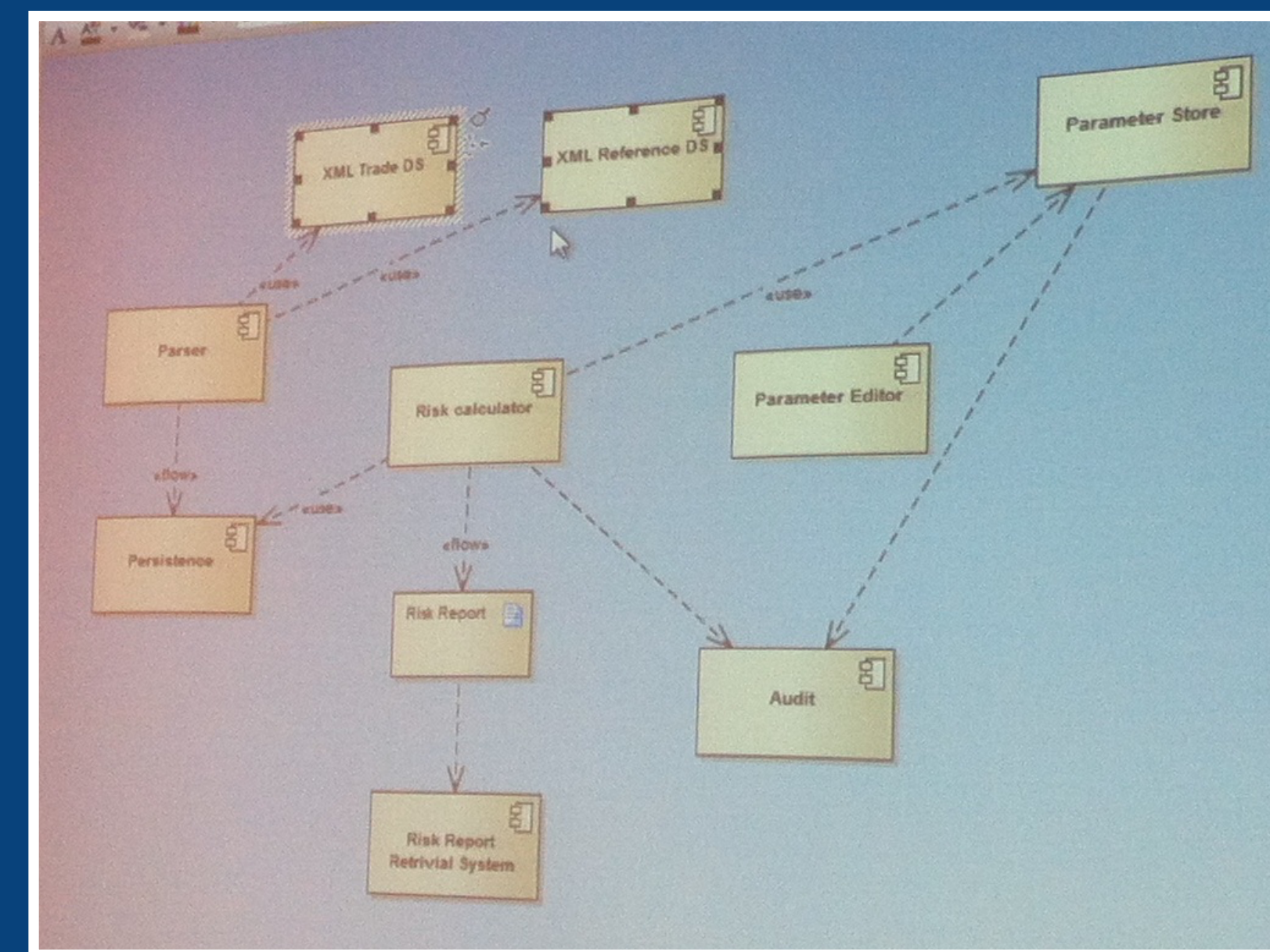
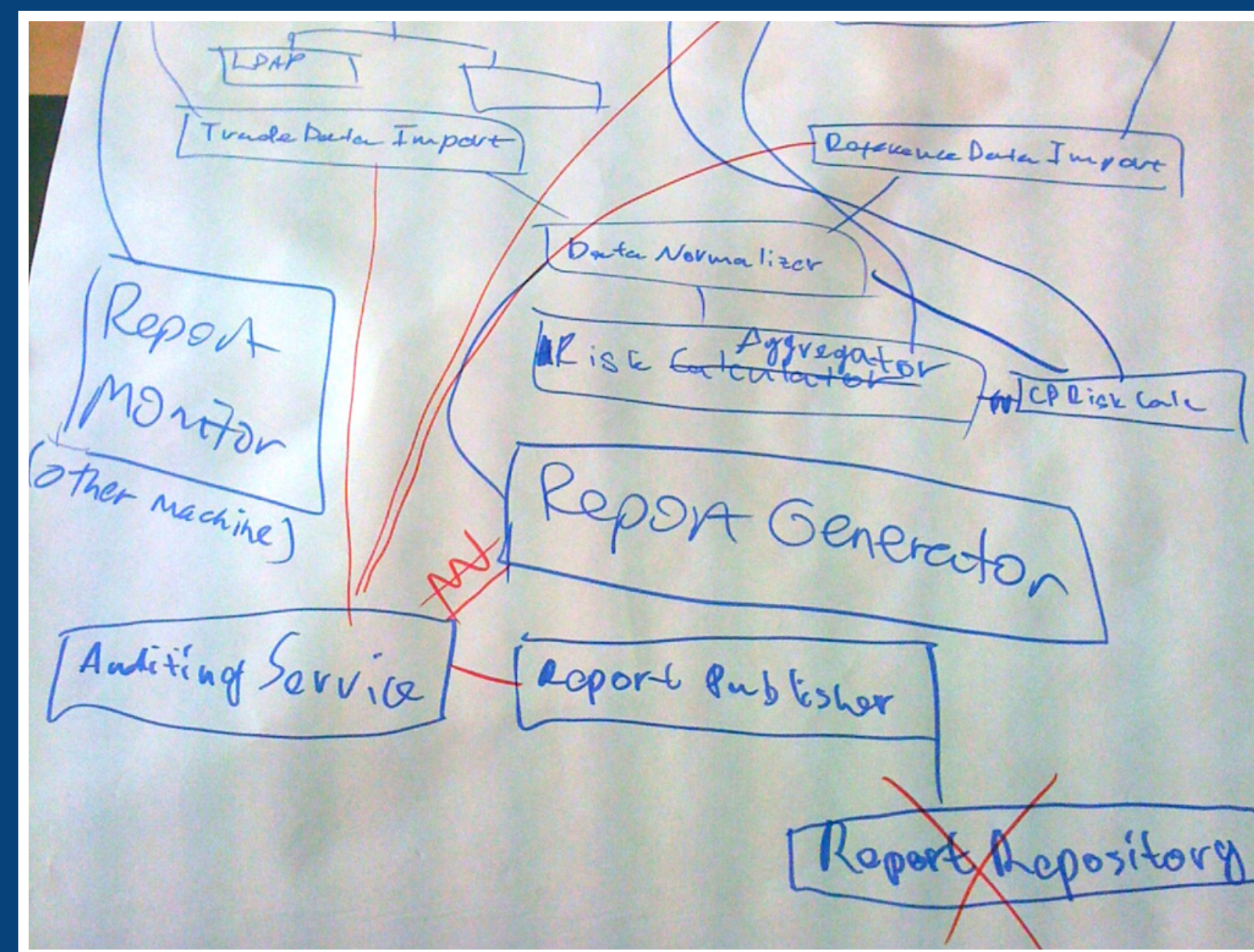
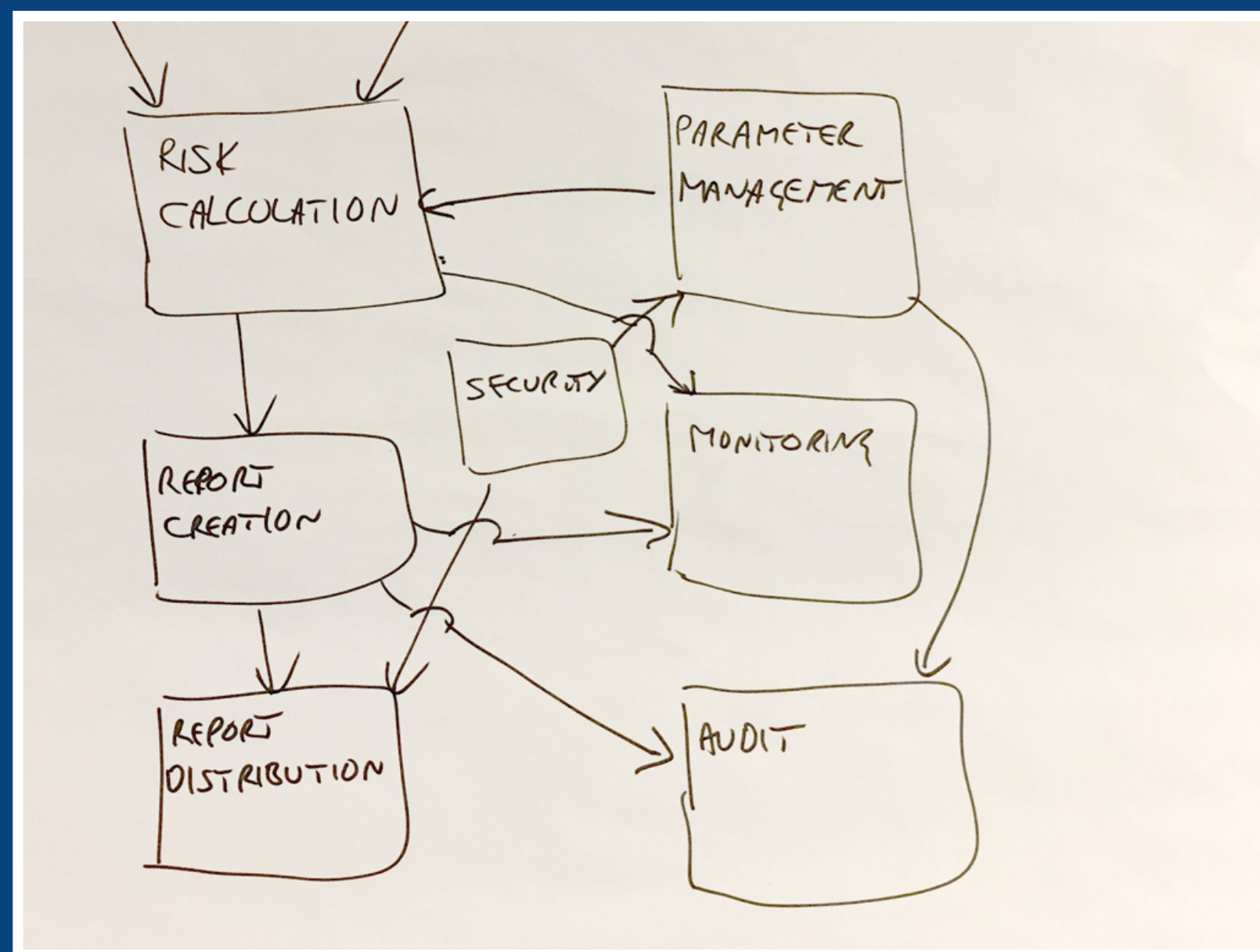
We're not trying to
make every decision

I think there is a role for a broad starting point architecture. Such things as stating early on how to layer the application, how you'll interact with the database (if you need one), what approach to use to handle the web server.

Martin Fowler

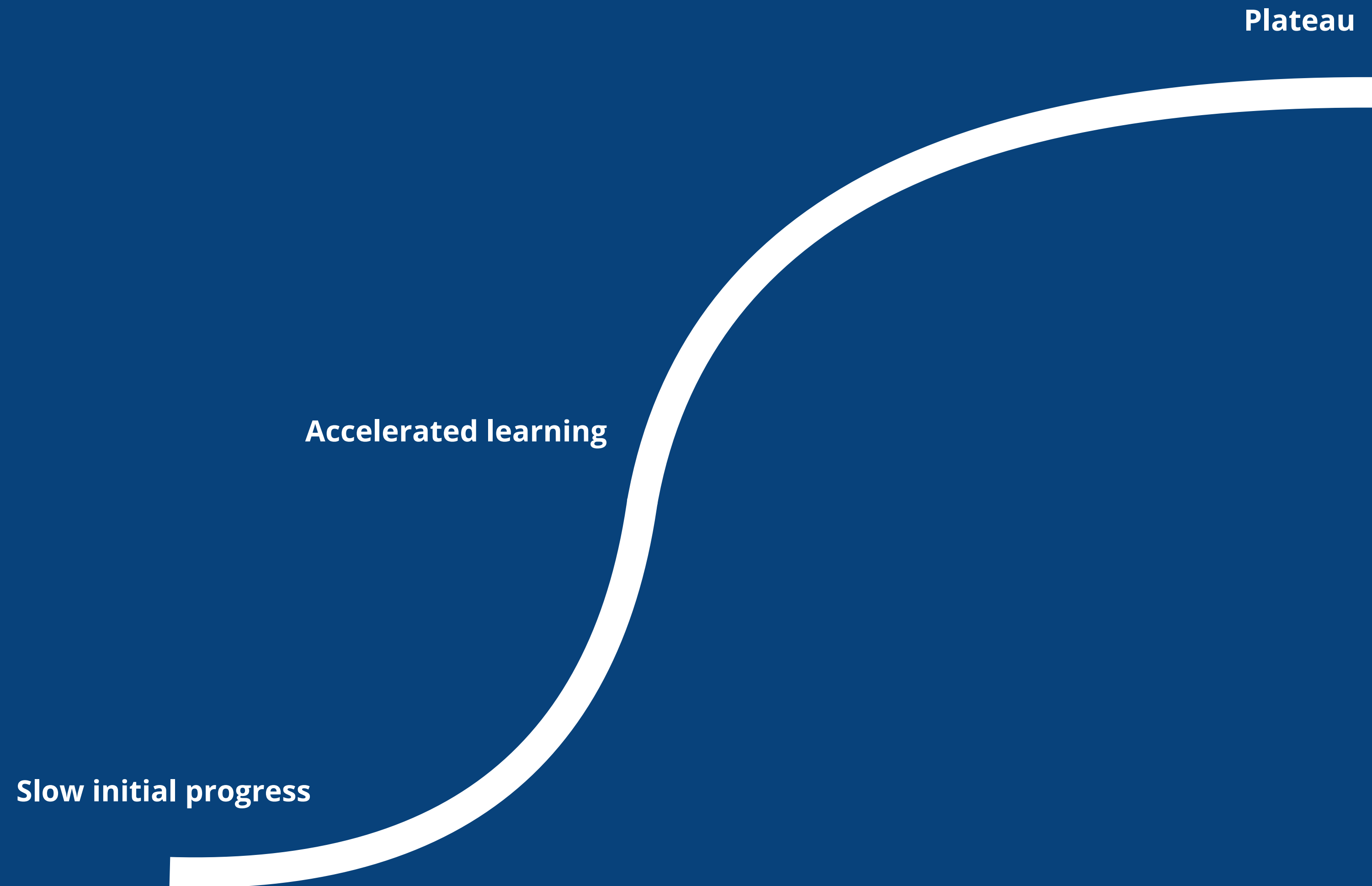
<https://martinfowler.com/articles/designDead.html>

A starting point
adds value



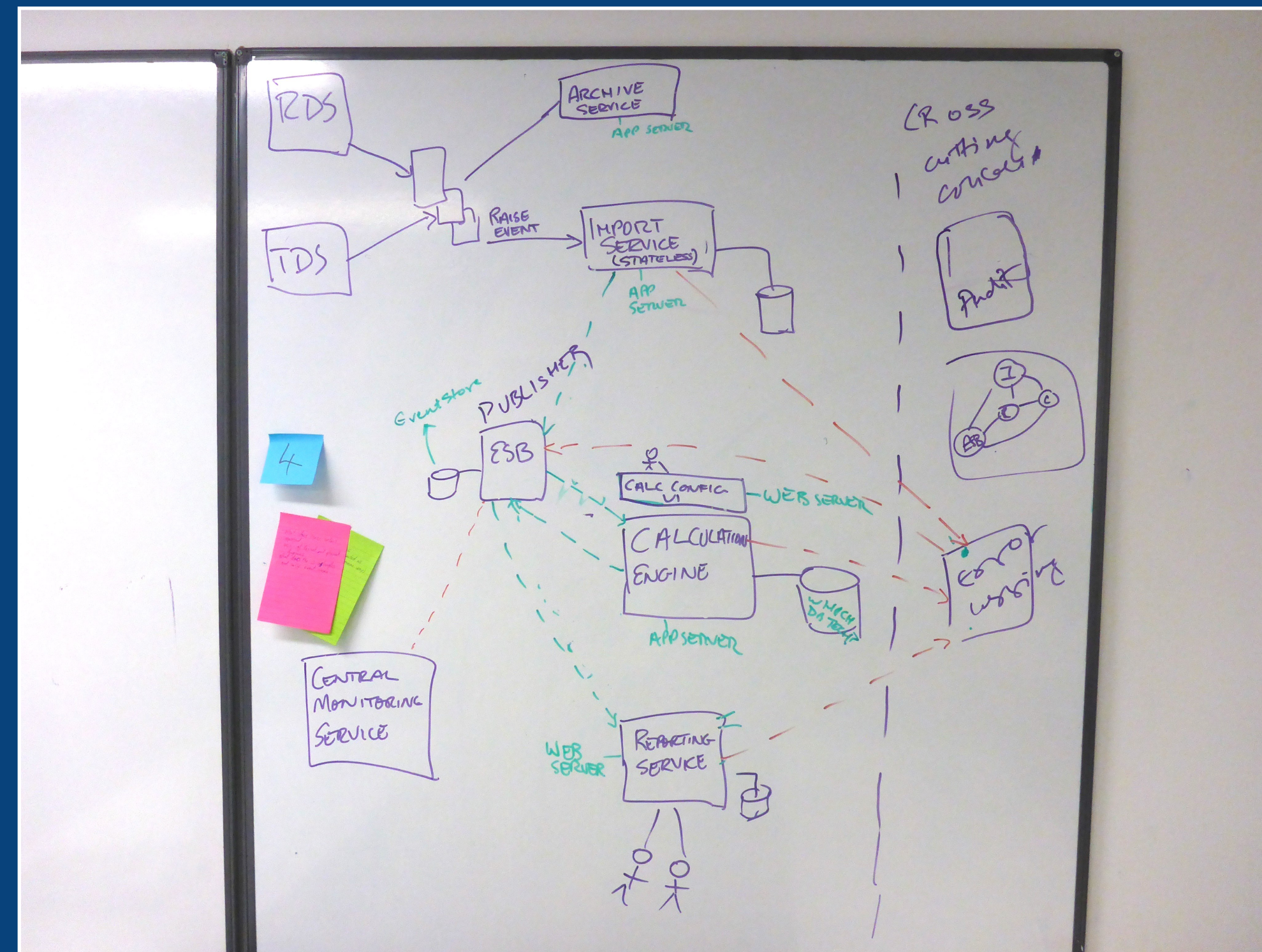
If you don't **engage** in the problem, you end up with a very simplified and superficial view of the solution

Part of the design activity is about
discovering “unknown unknowns”



The typical s-curve of learning

1. Is that what we're going to **build**?



2. Is it going to **work**?

Diagrams are a visual checklist
for design decisions

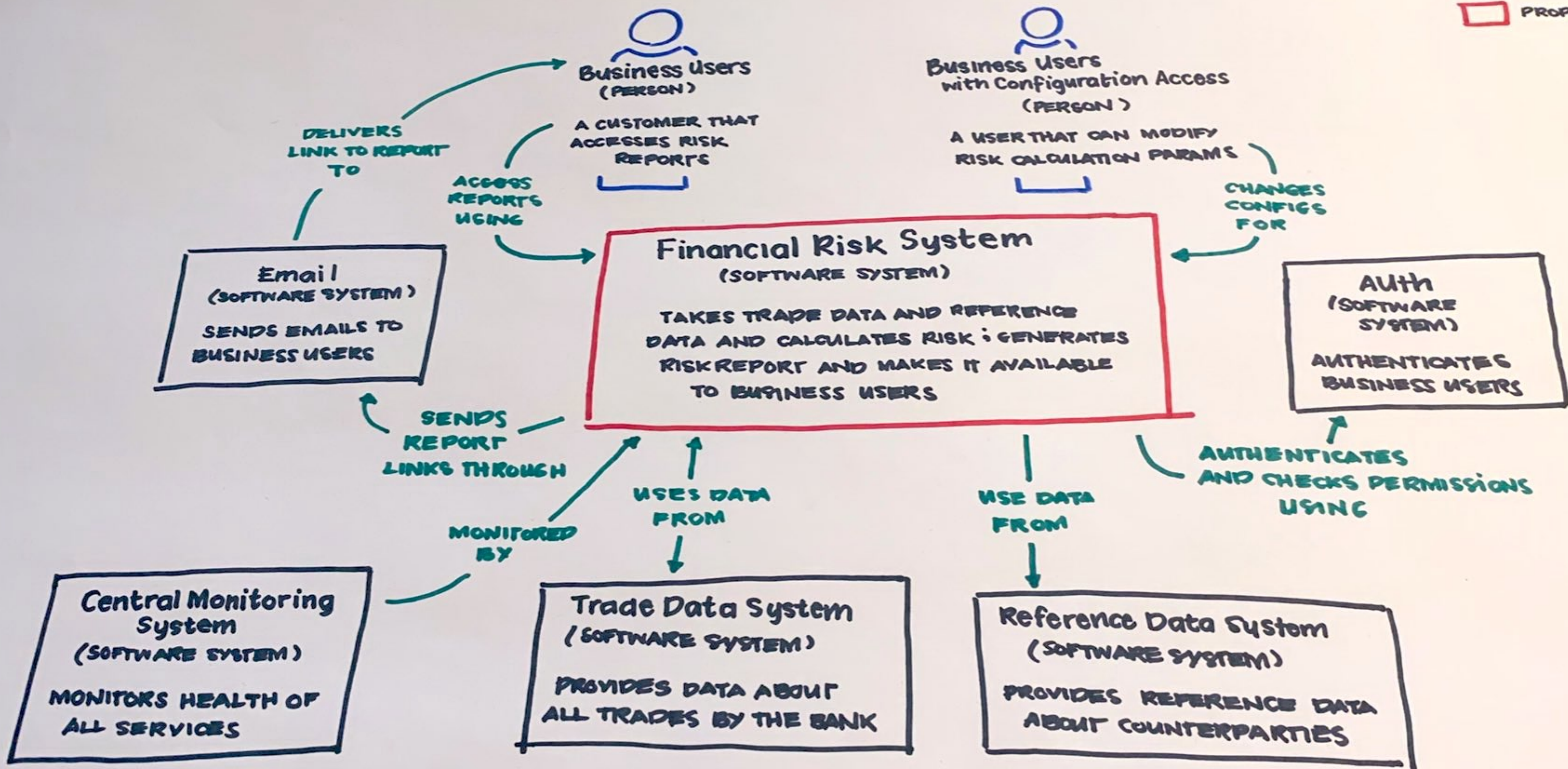
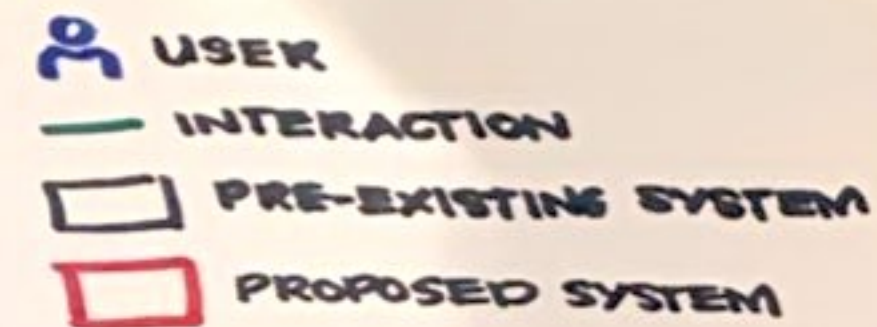
System Context diagram

What is the scope of the software system we're building?

Who is using it? What are they doing?

What system integrations does it need to support?

Financial Risk System: Context Diagram



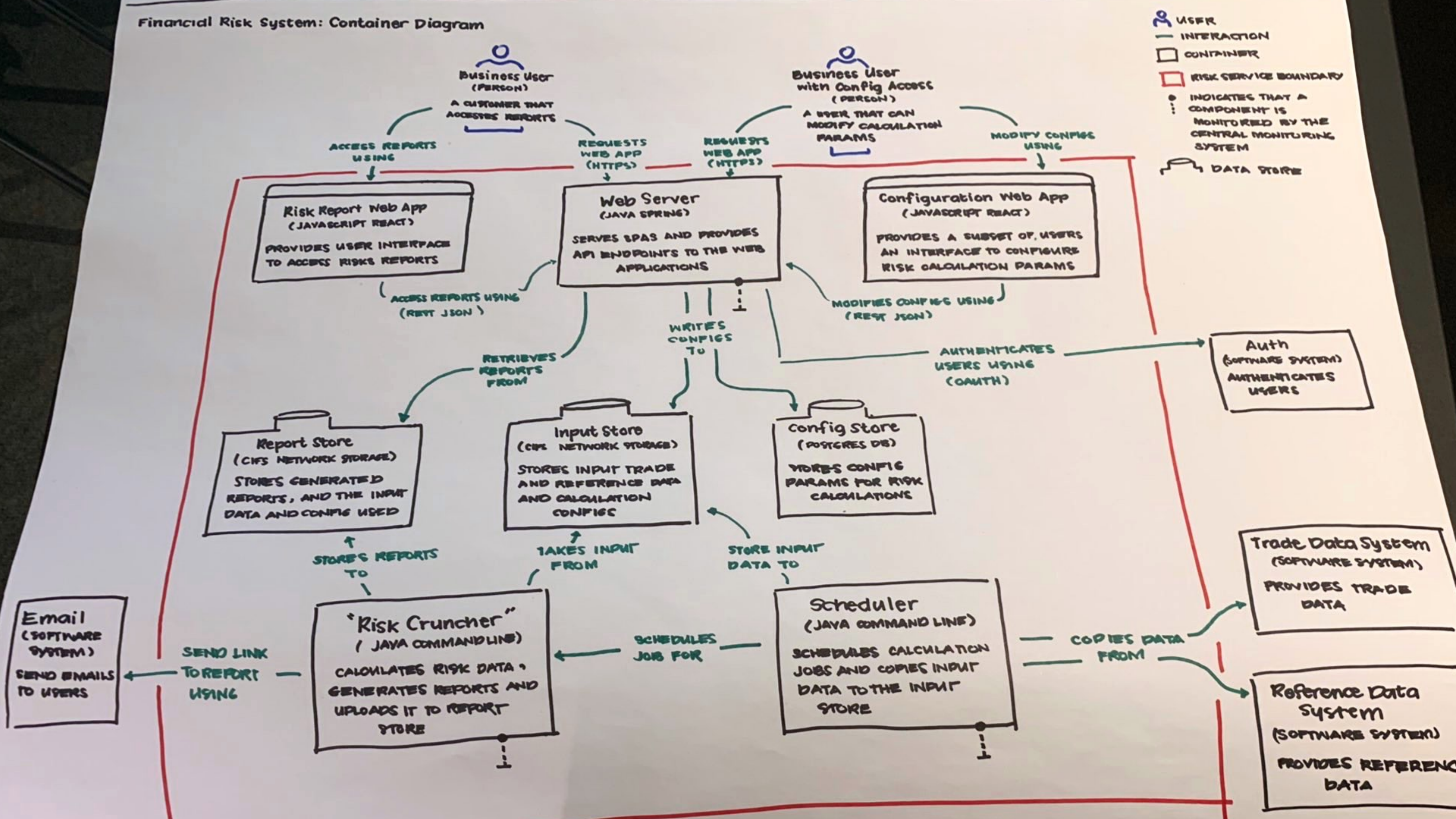
Container diagram

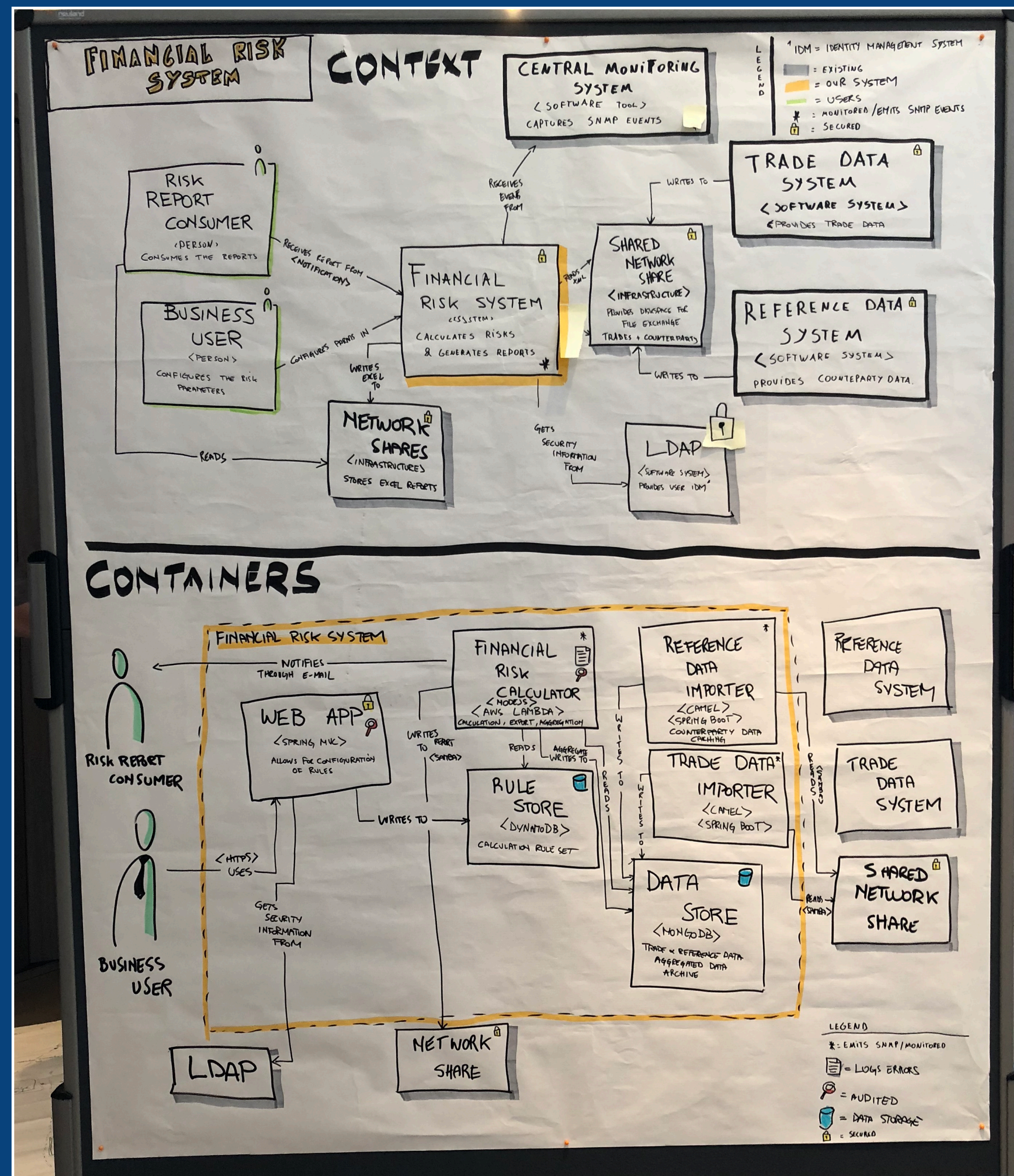
What are the major technology building blocks?

What are their responsibilities?

How do they communicate?

Financial Risk System: Container Diagram

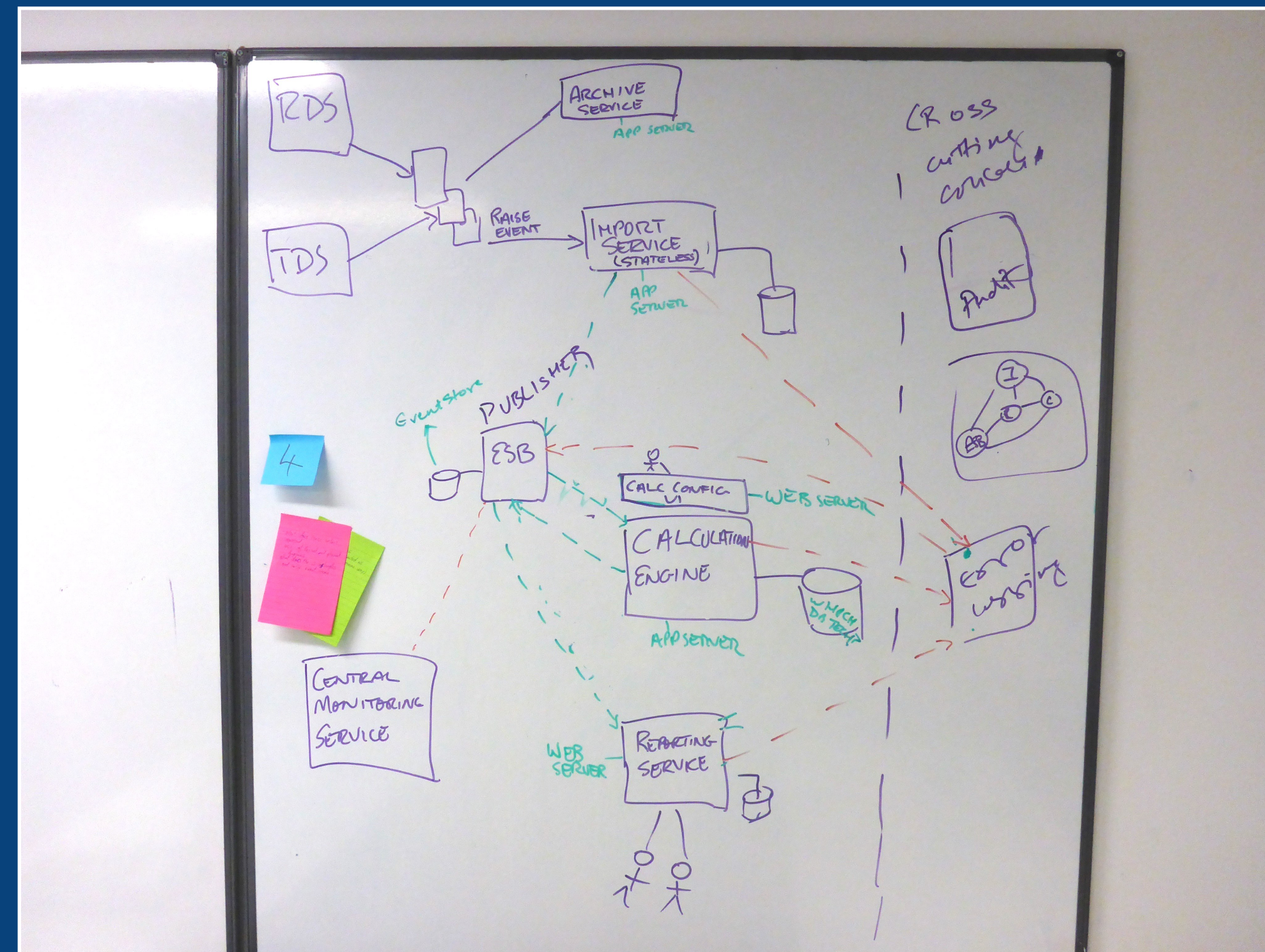




Understand the
structure
and create a
shared vision

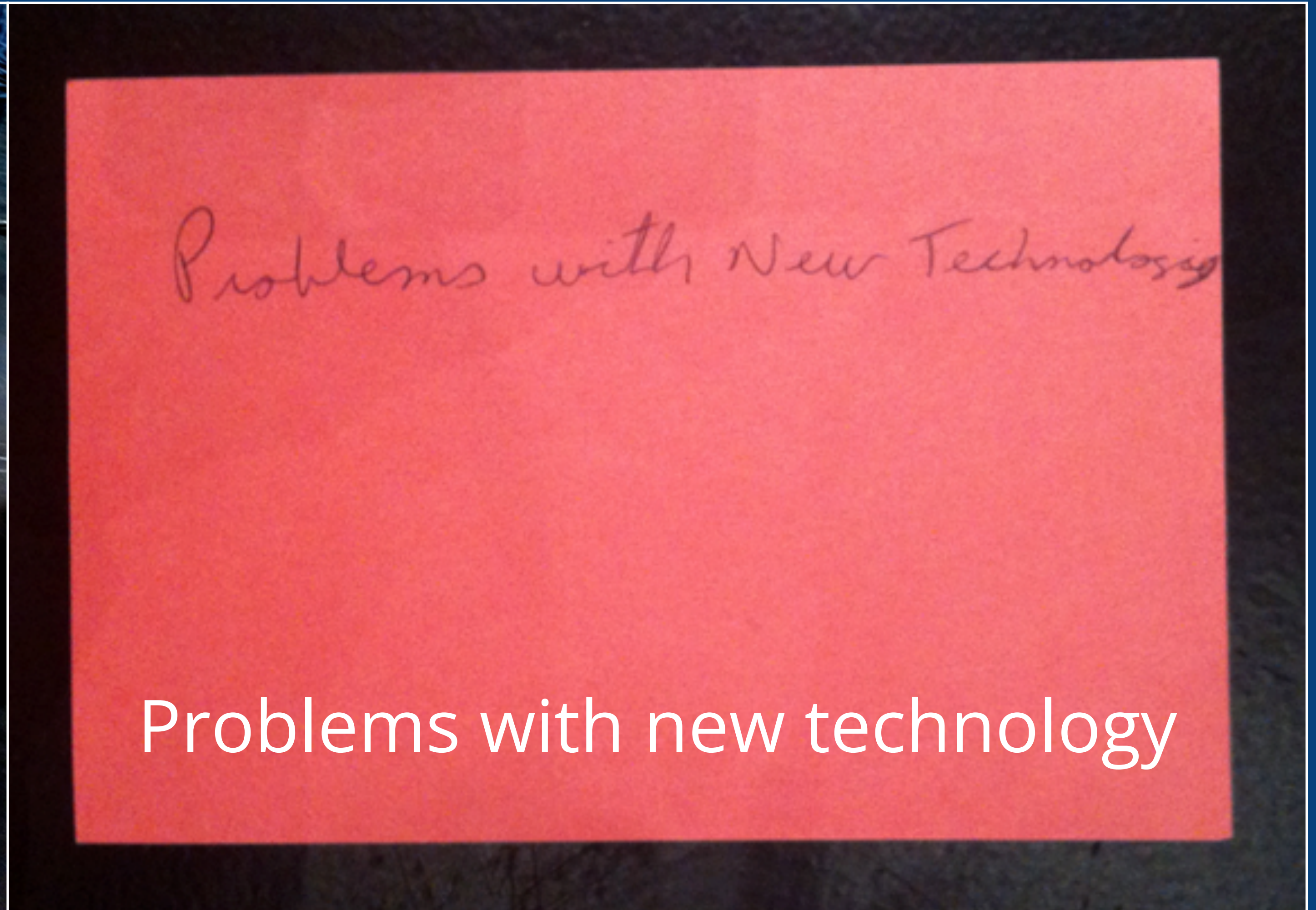
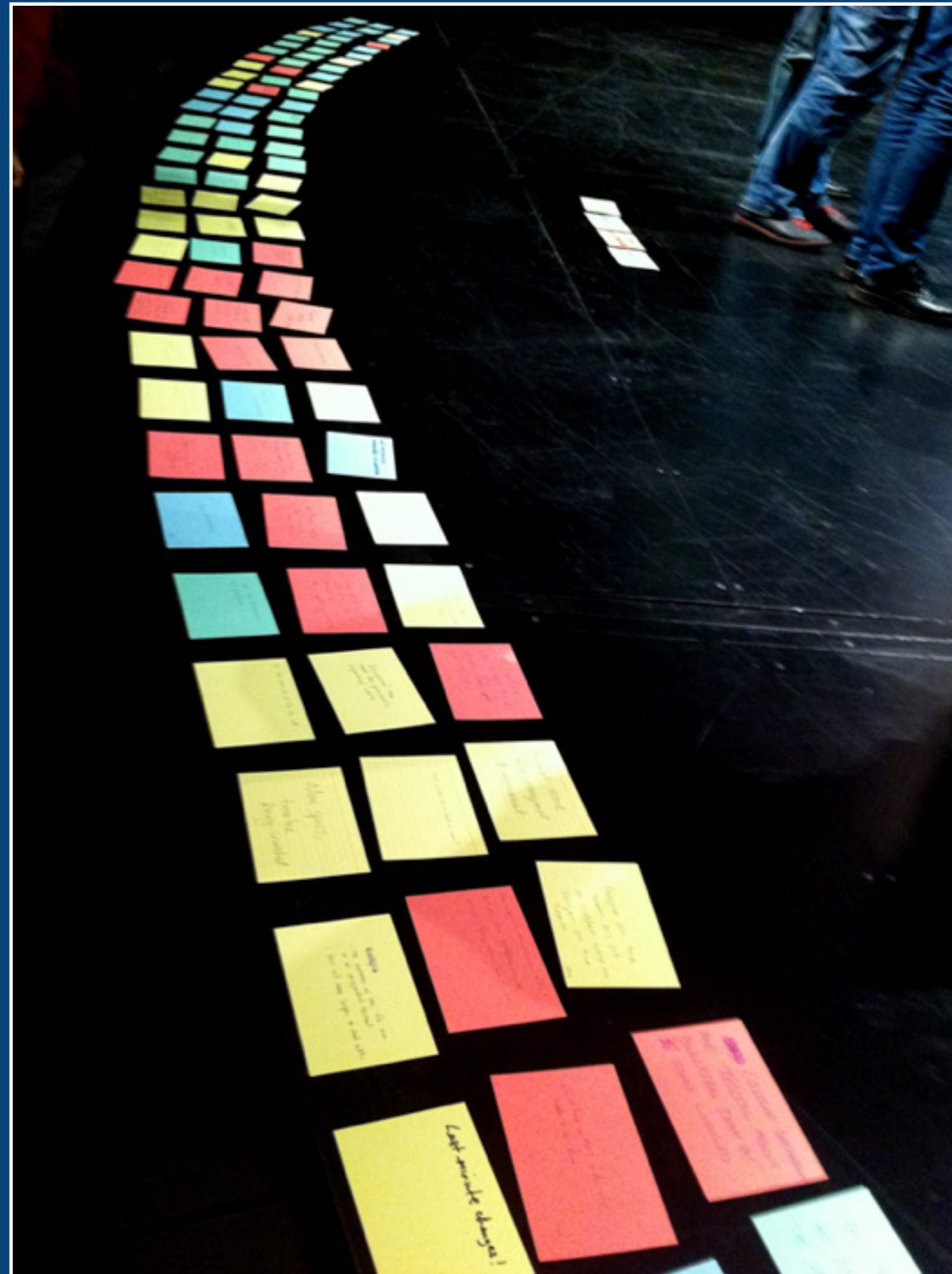
Did the “Financial Risk System”
exercise feel like
big design up front?

1. Is that what we're going to **build**?



2. Is it going to work?

Teams need to explicitly
manage technical risk



Problems with new technology

An example timeline from "Beyond Retrospectives"

Linda Rising, GOTO Aarhus 2011

**Identify and mitigate
your highest priority risks**

Probability

Impact

	Low 1	Medium 2	High 3
Low 1	1	2	3
Medium 2	2	4	6
High 3	3	6	9

The software architecture role
should own the technical risks

Architecturally significant?

costly to change | complicated | new

Like estimates,
risks are subjective

"Everybody knows the problem: We need to be more innovative. Now we've got the solution: *Gamestorming*. This smart, fun, hands-on book will energize your brain and mobilize your creativity—and do it using stuff you already have in your supply closet!"

—Daniel H. Pink, author of *Drive* and *A Whole New Mind*

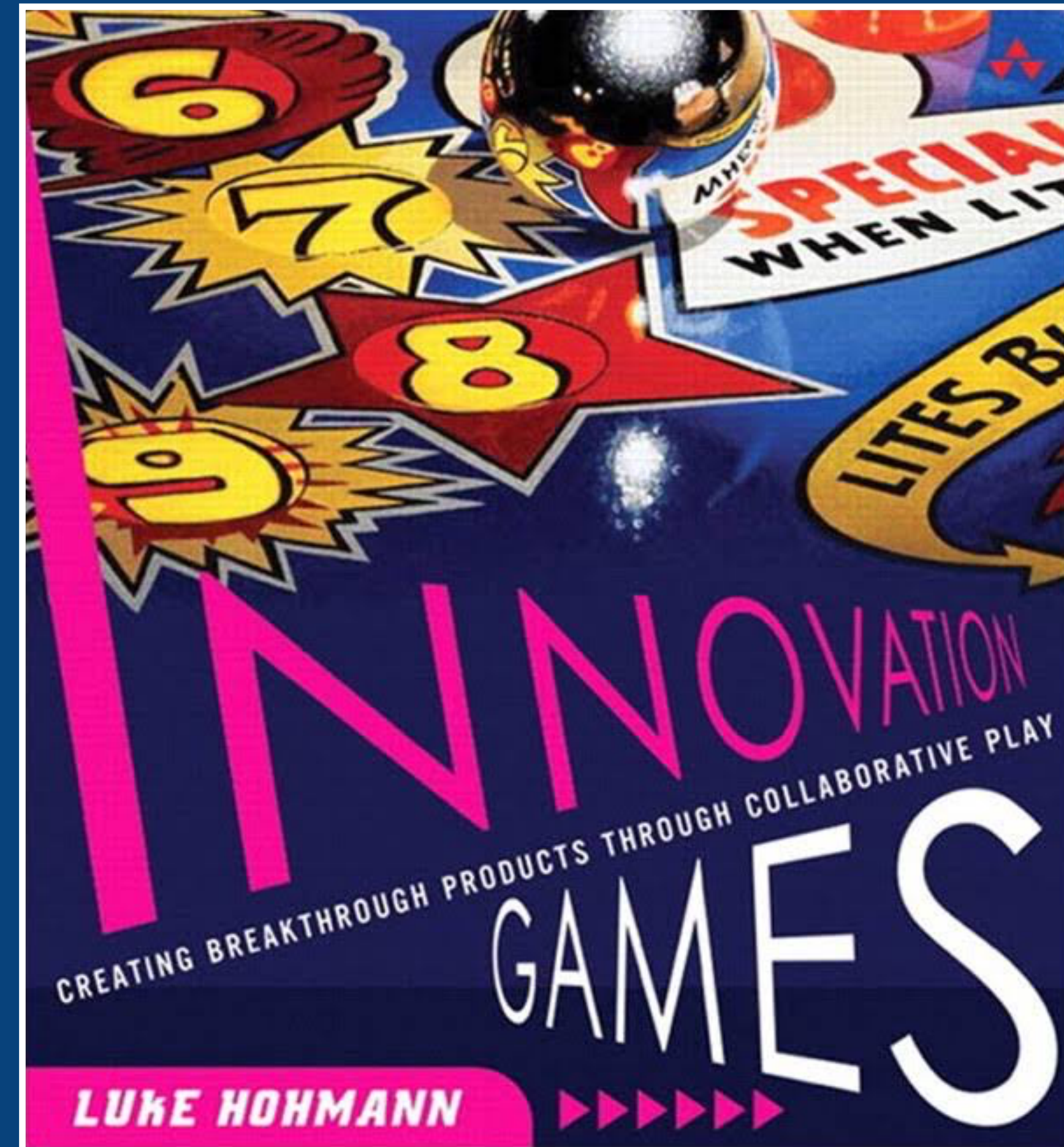
Gamestorming

A Playbook for Innovators,
Rulebreakers, and Changemakers

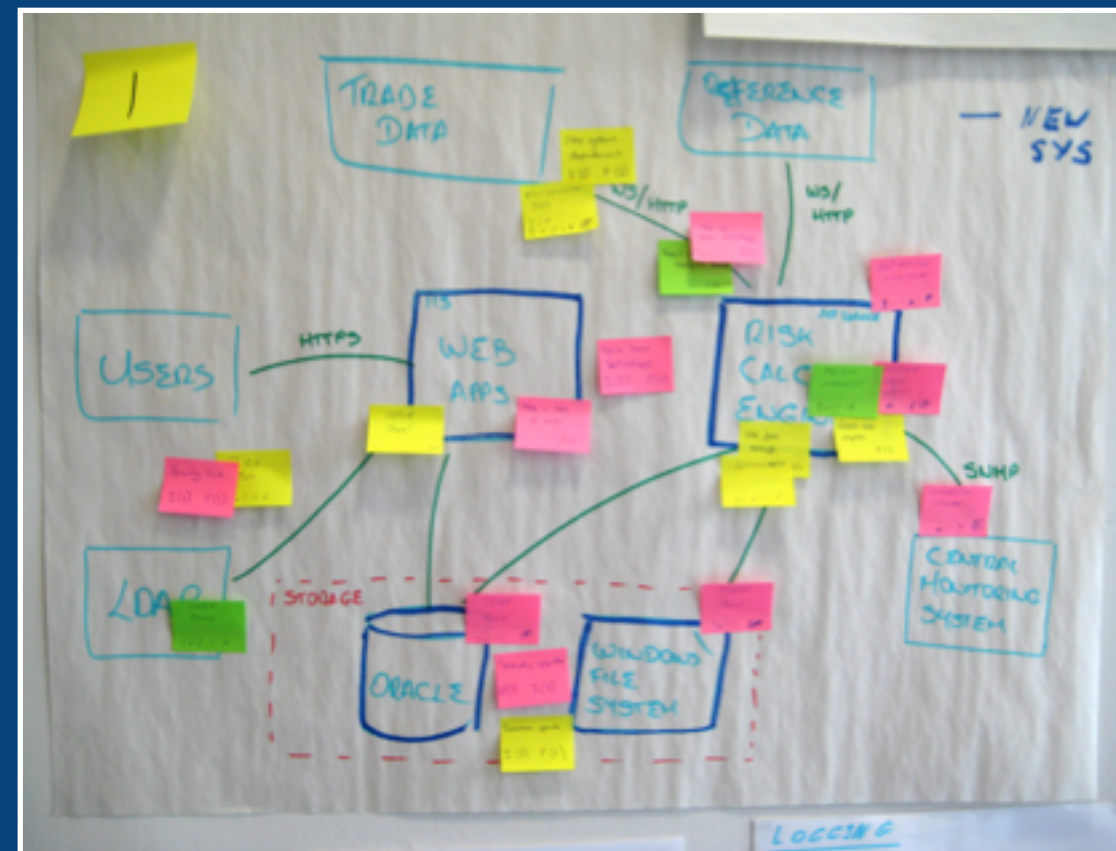
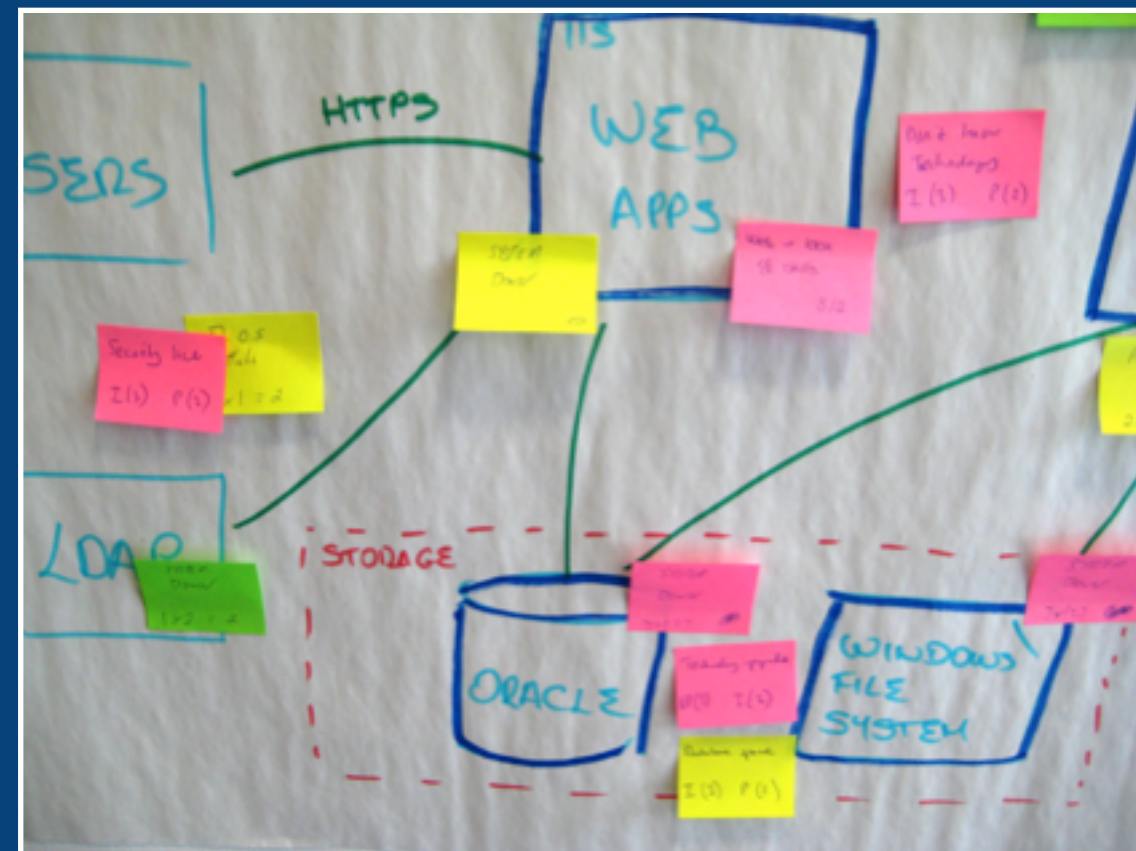


O'REILLY®

Dave Gray
Sunni Brown
James Macanufo



Visual and collaborative “games”



Risk-storming

A visual and collaborative technique for identifying risk

Threat modelling

(STRIDE, LINDDUN, Attack Trees, etc)

Base your architecture on
requirements, travel light
and prove your architecture
with concrete experiments.

Agile Architecture: Strategies for Scaling Agile Development

Scott Ambler

Concrete experiment

Proof of concept, prototype, spike, tracer, vertical slice, walking skeleton, executable reference architecture, ...

Just enough up front design to create
firm and sufficient foundations

How much up front design
should you do?



97 Strategies to Avoid
Up Front Design

O RLY?

Vera Gile

#52

“I’m good with
maybe a day
for a one-year
effort.”

Up front design is an iterative and incremental process; stop when:



You understand the significant architectural drivers (requirements, quality attributes, constraints).



You understand the context and scope of what you're building.



You understand the significant design decisions (i.e. technology, modularity, etc).

You have a way to communicate your technical vision to other people.



You are confident that your design satisfies the key architectural drivers.



You have identified, and are comfortable with, the risks associated with building the software.



Techniques: Workshops, interviews, Event Storming, Impact Mapping, domain modelling, OOAD, CRC, DDD, architecture reviews, ATAM, architecture dry runs, Risk-storming, concrete experiments, C4 model, ADRs, etc.

How long?

Hours, days or weeks ... not months or years



Some Design Up Front
+ Evolutionary Design

Some up front design to create a
starting point and direction
for further **evolutionary design**

Estimates?

Adopt an agile mindset

Choose a starting point and continuously improve
to discover what works for you

Thank you!

Simon Brown