Software Architecture: Foundations, Theory, and Practice

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Software architecture is foundational to the development of large, practical software-intensive applications. This brand-new text covers all facets of software architecture and how it serves as the intellectual centerpiece of software development and evolution. Critically, this text focuses on supporting creation of real implemented systems. Hence the text details not only modeling techniques, but design, implementation, deployment, and system adaptation -- as well as a host of other topics -- putting the elements in context and comparing and contrasting them with one another. Rather than focusing on one method, notation, tool, or process, this new text/reference widely surveys software architecture techniques, enabling the instructor and practitioner to choose the right tool for the job at hand. Software Architecture is intended for upper-division undergraduate and graduate courses in software architecture, software design, component-based software engineering, and distributed systems; the text may also be used in introductory as well as advanced software engineering courses.

Software Architecture: Foundations, Theory, and Practice Details

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Mohammed Morab says

Hope i can find what i am looking for in this book

Rojin Rg says

jkk

Horia says

This is a nice read for someone entering the software architecture domain. However, I would not recommend it as a reference book for a software architect without serious development experience for the following reasons:

- it tends to be a little to abstract (for a 700+ pages book I would expect to have at least an example for every concept)
- the "further reading" sections seem to be presenting the sources of the chapter (instead of giving useful/actual references to articles that would expand on the presented subjects)
- there's a compatibility matrix in the connectors chapter and it doesn't make any sense just by reading the text rendering it unusable
- some chapters are unconvincing (chapters about implementation or about security come to mind)
- sometimes it goes into detail to the code level and sometimes it stays at a very abstract (unpractical) level when making a point
- most of the times the recommendations/suggestions/guidelines are common sense (which is good in my opinion), but they are explained in too much detail which makes the reading boring.
- and another one... the assumption of the book is that you use sw architecture for big applications. And the examples are based on Lunar Lander? I doubt that one can explain every strength/weakness of architectural styles based on just that.
- and by the way... is the C2 style even used in practice???

Eugene Hlyzov says

Great theory book about software architecture. It would be fair to exclude "Practice" from the title though.

Jennie says

I think this was the first textbook that I ever had to read entirely through for class. Lots of theory.

Alex Ott says

Tedious book about architecture-related details, but not about how to create great architectures... Nothing new for experienced software developer...