Agile Architecture

🕐 Duration: 2 Days
🔤 Available Languages: English

Audience

Software Developers of Agile teams (Scrum, XP, DevOps etc.), especially principals, lead developers and architects; Software Craftsmen.

Goals

Learn what Architecture means in Agile software development.

Contents

- Agile Architecture Overview
    # Architecture in the Software Development Process
    # Typical Issues with Waterfall Architecture
    # Typical Issues with Agile Architecture
- Software Architecture Fundamentals
    # Coupling and Cohesion
    # How cohesion differs between BDUF and Agile
    # The Four Design Smells – Rigidity, Fragility, Immobility and Viscosity
    # The Two Values of Software
    # Horizontal / Technical Architecture vs Vertical / Domain Architecture
- Responsibilities of Software Architecture
    # How Software Architecture serves the Business and Product Owner, Requirements Engineers and Business Analysts
    # How Software Architecture serves the Test and Quality Assurance
    # How Software Architecture serves the Programmers and Development Team
    # Architecture in Software Teams
- The SOLID and Package Principles
    # SRP, OCP, LSP, ISP, DIP
    # REP, CCP, CRP, ADP, SDP, SAP
- Measuring quality aspects of Software Architecture
    # Dependency Matrix
    # Dependency Metrics / Distance from the Main Sequence
- Documenting Architecture
    # High-Level UML and SysML
- Design Patterns Overview
- How Architecture links to Source code
    # How Source Code makes Architectural Decisions
    # Programming Paradigms
    # Testing, TDD
    # Law of Demeter / Tell, Don't Ask
    # Domain-Specific Languages

- The Future of Software Architecture

Booking

Contact Siddhesh Nikude, +91-95-52572354, training@nelkinda.com