

## 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

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