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With this software architecture book, you'll follow a hands-on approach to learning various architectural methods that will help you develop and deliver high-quality products. You'll begin by understanding how to transform user requirements into architectural needs and exploring the differences between functional and non-functional requirements.

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Book Description Software architecture is the practice of implementing structures and systems that streamlines the software development process and improves the quality of the application. This book provides a hands-on approach to learning various architectural approaches that will help you develop and deliver high-quality products.

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Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go, and a case study to demonstrate architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns.

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With Hands-On Software Architecture with Golang, gain knowledge of architectural approaches on SOA and microservices for architectural decisions. Explore different architectural patterns for building distributed applications.

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Hands-On Software Architecture with Golang is for software developers, architects, and CTOs looking to use Go in their software architecture to build enterprise-grade applications. Programming knowledge of Golang is assumed. Table of Contents. Building Big with Go; Packaging Code; Design Patterns; Scaling Applications; Going Distributed; Messaging; Building APIs

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As a hands-on software architect, you have: Comprehensive and broad knowledge in building digital software products and their associated architectures A curious mind that is open to change – we want to continue learning all the time, and you should know your stuff and understand what you don't know

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Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go, and a case study to demonstrate architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns.

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Hands on Software Architect Experienced software professional confident, articulate, with an eye for detail and a constructive approach to problem solving. Work well under pressure both as an individual and as part of a team. Have used a diverse range of software technologies including Java, C++, C, Unix and J2EE.

Understand the principles of software architecture with coverage on SOA, distributed and messaging systems, and database modeling Key Features Gain knowledge of architectural approaches on SOA and microservices for architectural decisions Explore different architectural patterns for building distributed applications Migrate applications written in Java or Python to the Go language Book Description Building software requires careful planning and architectural considerations; Golang was developed with a fresh perspective on building next-generation applications on the cloud with distributed and concurrent computing concerns. Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go, and a case study to demonstrate architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns. As you make your way through the chapters, you'll explore the core objectives of architecture such as effectively managing complexity, scalability, and reliability of software systems. You'll also work through creating distributed systems and their communication before moving on to modeling and scaling of data. In the concluding chapters, you'll learn to deploy architectures and plan the migration of applications from other languages. By the end of this book, you will have gained insight into various design and architectural patterns, which will enable you to create robust, scalable architecture using Golang. What you will learn Understand architectural paradigms and deep dive into Microservices Design parallelism/concurrency patterns and learn object-oriented design patterns in Go Explore API-driven systems architecture with introduction to REST and GraphQL standards Build event-driven architectures and make your architectures anti-fragile Engineer scalability and learn how to migrate to Go from other languages Get to grips with deployment considerations with CICD pipeline, cloud deployments, and so on Build an end-to-end e-commerce (travel) application backend in Go Who this book is for Hands-On Software Architecture with Golang is for software developers, architects, and CTOs looking to use Go in their software architecture to build enterprise-grade applications. Programming knowledge of Golang is assumed.

Understand the principles of software architecture with coverage on SOA, distributed and messaging systems, and database modeling Key Features Gain knowledge of architectural approaches on SOA and microservices for architectural decisions Explore different architectural patterns for building distributed applications Migrate applications written in Java or Python to the Go language Book Description Building software requires careful planning and architectural considerations; Golang was developed with a fresh perspective on building next-generation applications on the cloud with distributed and concurrent computing concerns. Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go, and a case study to demonstrate architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns. As you make your way through the chapters, you'll explore the core objectives of architecture such as effectively managing complexity, scalability, and reliability of software systems. You'll also work through creating distributed systems and their communication before moving on to modeling and scaling of data. In the concluding chapters, you'll learn to deploy architectures and plan the migration of applications from other languages. By the end of this book, you will have gained insight into various design and architectural patterns, which will enable you to create robust, scalable architecture using Golang. What you will learn Understand architectural paradigms and deep dive into Microservices Design parallelism/concurrency patterns and learn object-oriented design patterns in Go Explore API-driven systems architecture with introduction to REST and GraphQL standards Build event-driven architectures and make your architectures anti-fragile Engineer scalability and learn how to migrate to Go from other languages Get to grips with deployment considerations with CICD pipeline, cloud deployments, and so on Build an end-to-end e-commerce (travel) application backend in Go Who this book is for Hands-On Software Architecture with Golang is for software developers, architects, and CTOs looking to use Go in their software architecture to build enterprise-grade applications. Programming knowledge of Golang is assumed.

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's

many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Design scalable and high-performance enterprise applications using the latest features of C# 8 and .NET Core 3 Key Features Become a software architect capable of creating modular apps for specific business needs Design high-performance software systems using the latest features of C# 8 and .NET Core 3 Solve scalability problems in web apps using enterprise architectural patterns Book Description Software architecture is the practice of implementing structures and systems that streamline the software development process and improve the quality of an app. With this software architecture book, you'll follow a hands-on approach to learning various architectural methods that will help you develop and deliver high-quality products. You'll begin by understanding how to transform user requirements into architectural needs and exploring the differences between functional and non-functional requirements. Next, you'll explore how to carefully choose a cloud solution for your infrastructure, along with covering dos and don'ts that will help you manage your app in a cloud-based environment. Later chapters will cover techniques and processes such as DevOps, microservices, and continuous integration, along with providing insights into implementing them using Microsoft technologies such as ASP.NET Core, the Entity Framework, Cosmos DB, and Azure DevOps. You will also learn about testing frameworks and automation tools that will help you through the development process. Finally, you'll discover design patterns and various software approaches that will allow you to solve common problems faced during development. By the end of this book, you'll be able to develop and deliver highly scalable enterprise-ready apps that meet customers' business needs. What you will learn Overcome real-world architectural challenges and solve design consideration issues Apply architectural approaches like Layered Architecture, service-oriented architecture (SOA), and microservices Learn to use tools like containers, Docker, and Kubernetes to manage microservices Get up to speed with Azure Cosmos DB for delivering multi-continental solutions Learn how to program and maintain Azure Functions using C# Understand when to use test-driven development (TDD) as an approach for software development Write automated functional test cases for your projects Who this book is for This book is for engineers and senior developers aspiring to become architects or looking to build enterprise applications with the .NET Stack. Experience with C# and .NET is required to understand this book.

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key Features Explore ways to make your software flexible, extensible, and adaptable Learn new concepts that you can easily blend with your own software development style Develop the mindset of building maintainable solutions instead of taking shortcuts Book Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get Your Hands Dirty on Clean Architecture starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn Identify potential shortcomings of using a layered architecture Apply methods to enforce architecture boundaries Find out how potential shortcuts can affect the software architecture Produce arguments for when to use which style of architecture Structure your code according to the architecture Apply various types of tests that will cover each element of the architecture Who this book is for This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained.

Architect and design highly scalable, robust, clean, and highly performant applications in Python About This Book Identify design issues and make the necessary adjustments to achieve improved performance Understand practical architectural quality attributes from the perspective of a practicing engineer and architect using Python Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Who This Book Is For This book is for experienced Python developers who are aspiring to become the architects of enterprise-grade applications or software architects who would like to leverage Python to create effective blueprints of applications. What You Will Learn Build programs with the right architectural attributes Use Enterprise Architectural Patterns to solve scalable problems on the Web Understand design patterns from a Python perspective Optimize the performance testing tools in Python Deploy code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as incorporating DevOps, Continuous Integration, and more to make your application robust. You will understand when and when not to use object orientation in your applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new domains such as the Cloud. This book will help you understand the ins and outs of Python so that you can make those critical design decisions that not just live up to but also surpass the

expectations of your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect.

Don't engineer by coincidence-design it like you mean it! Filled with practical techniques, Design It! is the perfect introduction to software architecture for programmers who are ready to grow their design skills. Lead your team as a software architect, ask the right stakeholders the right questions, explore design options, and help your team implement a system that promotes the right -ilities. Share your design decisions, facilitate collaborative design workshops that are fast, effective, and fun-and develop more awesome software! With dozens of design methods, examples, and practical know-how, Design It! shows you how to become a software architect. Walk through the core concepts every architect must know, discover how to apply them, and learn a variety of skills that will make you a better programmer, leader, and designer. Uncover the big ideas behind software architecture and gain confidence working on projects big and small. Plan, design, implement, and evaluate software architectures and collaborate with your team, stakeholders, and other architects. Identify the right stakeholders and understand their needs, dig for architecturally significant requirements, write amazing quality attribute scenarios, and make confident decisions. Choose technologies based on their architectural impact, facilitate architecture-centric design workshops, and evaluate architectures using lightweight, effective methods. Write lean architecture descriptions people love to read. Run an architecture design studio, implement the architecture you've designed, and grow your team's architectural knowledge. Good design requires good communication. Talk about your software architecture with stakeholders using whiteboards, documents, and code, and apply architecture-focused design methods in your day-to-day practice. Hands-on exercises, real-world scenarios, and practical team-based decision-making tools will get everyone on board and give you the experience you need to become a confident software architect.

A comprehensive guide to exploring software architecture concepts and implementing best practices Key Features Enhance your skills to grow your career as a software architect Design efficient software architectures using patterns and best practices Learn how software architecture relates to an organization as well as software development methodology Book Description The Software Architect's Handbook is a comprehensive guide to help developers, architects, and senior programmers advance their career in the software architecture domain. This book takes you through all the important concepts, right from design principles to different considerations at various stages of your career in software architecture. The book begins by covering the fundamentals, benefits, and purpose of software architecture. You will discover how software architecture relates to an organization, followed by identifying its significant quality attributes. Once you have covered the basics, you will explore design patterns, best practices, and paradigms for efficient software development. The book discusses which factors you need to consider for performance and security enhancements. You will learn to write documentation for your architectures and make appropriate decisions when considering DevOps. In addition to this, you will explore how to design legacy applications before understanding how to create software architectures that evolve as the market, business requirements, frameworks, tools, and best practices change over time. By the end of this book, you will not only have studied software architecture concepts but also built the soft skills necessary to grow in this field. What you will learn Design software architectures using patterns and best practices Explore the different considerations for designing software architecture Discover what it takes to continuously improve as a software architect Create loosely coupled systems that can support change Understand DevOps and how it affects software architecture Integrate, refactor, and re-architect legacy applications Who this book is for The Software Architect's Handbook is for you if you are a software architect, chief technical officer (CTO), or senior developer looking to gain a firm grasp of software architecture.

Discover how different software architectural models can help you solve problems, and learn best practices for the software development cycle Key Features Learn concepts related to software architecture and embrace them using the latest features of Spring 5 Discover architectural models and learn when to apply them Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Book Description Spring 5 and its ecosystem can be used to build robust architectures effectively. Software architecture is the underlying piece that helps us accomplish our business goals whilst supporting the features that a product demands. This book explains in detail how to choose the right architecture and apply best practices during your software development cycle to avoid technical debt and support every business requirement. Choosing the right architecture model to support your business requirements is one of the key decisions you need to take when a new product is being created from scratch or is being refactored to support new business demands. This book gives you insights into the most common architectural models and guides you when and where they can be used. During this journey, you'll see cutting-edge technologies surrounding the Spring products, and understand how to use agile techniques such as DevOps and continuous delivery to take your software to production effectively. By the end of this book, you'll not only know the ins and outs of Spring, but also be able to make critical design decisions that surpass your clients' expectations. What you will learn Understand the key principles of software architecture Uncover the most common architectural models available Analyze scenarios where an architecture model should be used Implement agile techniques to take your software to production Secure the products you are working on Master tricks that will help you build high-performant applications Use cutting-edge technologies to build products Who this book is for If you're an experienced Spring developer aspiring to become an architect of enterprise-grade applications, this book is for you. It's also ideal for software architects who want to leverage Spring to create effective application blueprints.

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