



## Technologies Ain't no Architectures

Previously established approaches, concepts and procedures have been partially revised or even jeopardized by the new Java Enterprise Edition. Too complicated here, too monolithic there, and hardly ever tested. New ways emerging with Spring, Hibernate, Maven and company - tools and technologies. But where is the architecture?

# Architecture

- Do you know your architecture?
  - Do you mean system architecture?
  - Do you mean software architecture?
  - Do you mean ...

# Somewhere, lost in a meeting...

**Question:** What is your architecture?

**Answer:** Well...

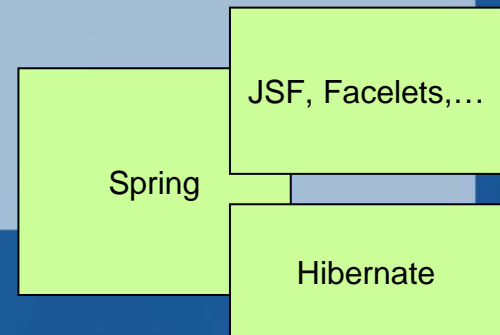
we use Java...

...

we use Spring, JSF and Hibernate...

...

Does this answer your question?



# Sorry...

- The real answer to the question was Jackrabbit.
- Does not make really better...

# Wikipedia: Architecture (disambiguation)

- Architecture is the art and science of design and structure.

# Wikipedia: Architecture (disambiguation)

- Architecture may also refer to:
  - Technical architecture, the technical definition of an engineered system
    - **Systems architecture**, the representation of an engineered system
    - **Computer architecture**, the systems architecture of a computer
    - **Information architecture**, the systems architecture for structuring the information flows in a knowledge-based system
    - **Software architecture**, the systems architecture of a software system
    - **Hardware architecture**, the systems architecture of a hardware system

# Wikipedia: Software architecture

- The software architecture of a program or computing system is the structure or structures of the system, which comprise software **components**, the externally visible properties of those components, and the **relationships** between them. The term also refers to **documentation** of a system's software architecture. Documenting software architecture facilitates communication between stakeholders, documents early decisions about high-level design, and allows reuse of design components and patterns between projects.

# Wikipedia: System architecture

- A system architecture or systems architecture is the conceptual design or set of **relations** between the **parts** of a **system**. There is no strict definition of which aspects constitutes a system architecture, and various organizations define it in different ways, including...



# So...

- Relationship
- System
- Components/ composing parts
- Structure
- Documentation
- Technologies???

**Well...**

**Technologies**

Ain't

no

Architecture!

**Well...**

Technologies

**Ain't**

no

Architecture!

**Well...**

Technologies

Ain't

**no**

Architecture!

**Well...**

Technologies

Ain't

no

**Architecture!**

**or**

- In other words ...

# Example given: the XML analogy

- The **Extensible Markup Language (XML)** is a general-purpose specification for **creating custom markup languages**. It is classified as an extensible language because it allows its users to define their own elements..

# XML meta language

You can do **anything** with XML!!!



XML is Fun





# XMI XML...

- It is not really extensible: it was designed to describe UML diagrams
  - Preferable not in a text editor...
- Definitively no fun
- Creativity?



# XMI XML

- no...
  - Creativity
  - No fun

# So where is the analogy?

- Technologies are meta languages
  - With (new) technologies you can do anything
  - Technologies are fun (well, at least new ones)
  - You can (must) be creative when applying new technologies
- The architecture is where it stops being fun...

# J two EE

- Architecture follows technology
- „One size fits all“
- „All in one“
  - Architecture
  - Programming model
  - Infrastructure / runtime
  - Technologies used



# J five EEEEE

- Architecture still follows technology
- Still „One size fits all“
- Still „All in one“
  - Architecture
  - Programming model
  - Infrastructure / runtime
  - Technologies used



# Ei-Jay-En-Gee [what?]

- EJNG: Enterprise Java Next Generation
  - DI/ IOC/ KIS(S)/ DRY/ POJOs
  - Lightweight container
  - Minimal invasive frameworks
  - Ajaxified web UIs
  - J2EE without EJB
  - Testing, continuous integration



# Ei-Jay-En-Gee is soooo coool

- Many cool technologies and cool frameworks
- Few restrictions
- Just do it
- Plenty room for new ideas, creativity, fun

# Ei-Jay-En-Gee in practice

- No technology line up
- Best practices restricted to layers
- No big picture, no architecture definitions



# Responsabiliy++

- Know and understand reference architectures
  - Why and Why nots
  - Dos and Donts
- Know your requirements
- Architecture must be
  - Viable, communicable, transferrable, placeable

Architectures should provide solutions to the presented problems, should not create new ones!

# Architectures must be documented

- 5 boxes in powerpoint looks good, but it not even close do something that could be called a documentation
- No one reads 500 pages in Word
- Wiki vs. Word?
  - Good: no structure restrictions, history, easy publishing, multi user
  - Bad: wild grown wiki spaces, old pages

# Common ingredients?

- Are there commons in reference architectures?
  - CBD
  - SOA
  - EDA
- Is performance an ingredient?

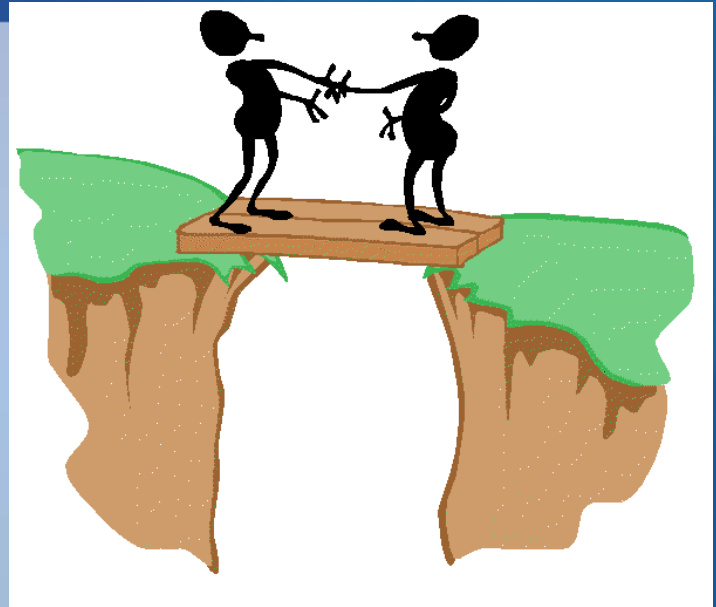
# Neutrality?

- Should technologies be neutral to technologies?
- How do we know which technologies will fit the architecture?



# Who fills the gap?

- The not knowing technologies architect?
- The not understanding the architecture developers?



# Dead end?

- Abstract architectures must be implemented (technology spike)
- Not a common skill for „plain vanilla“ software architect





# Software development two-dot-oh?

Project Danger!

It takes a lot less time  
and most people  
won't notice the  
difference until it's  
too late...

Source: <http://www.despair.com>



**MEDIOCRITY**

IT TAKES A LOT LESS TIME  
AND MOST PEOPLE WON'T NOTICE THE DIFFERENCE  
UNTIL IT'S TOO LATE.

# Super software architect needed

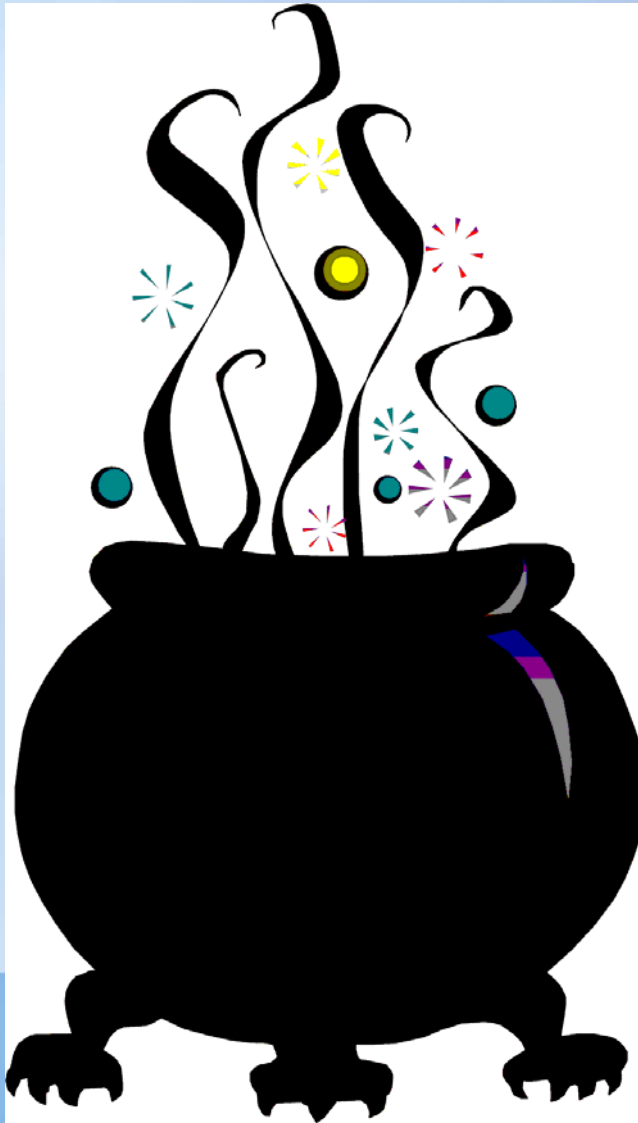
Finally, something to do!

- Define the architecture
- Line up technologies and concepts
- Define process
- Introduce tooling
- Execute coaching and training
- Inspire team and establish best practices



Image: [http://www.kotaku.com/gaming/new-superman-suit\\_lg.jpg](http://www.kotaku.com/gaming/new-superman-suit_lg.jpg)

# Brew my own architecture?



What ingredients  
do I need to brew  
my own  
architecture?

# Divide and conquer

- Components
- Layers
- Modules
- Aspects?

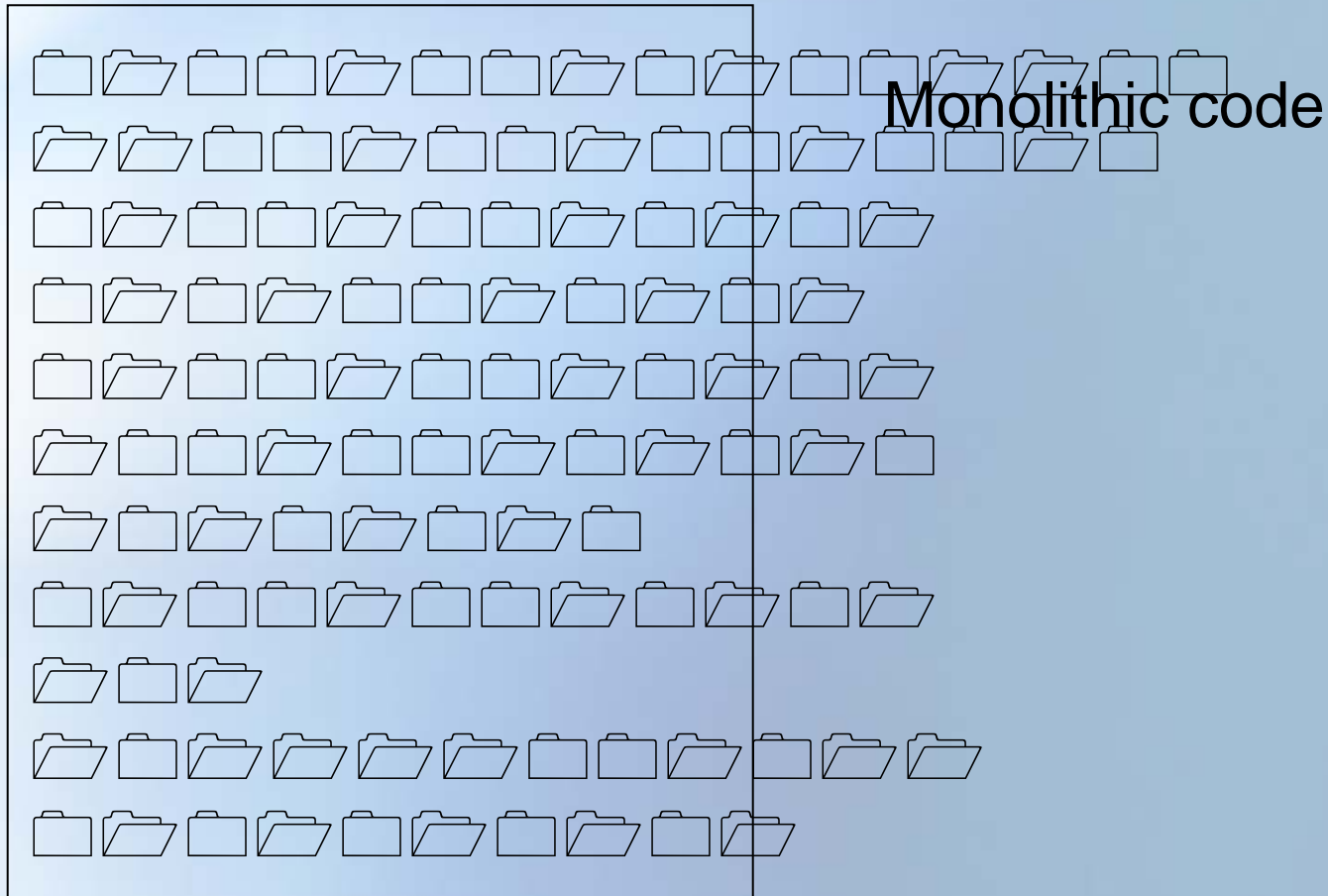




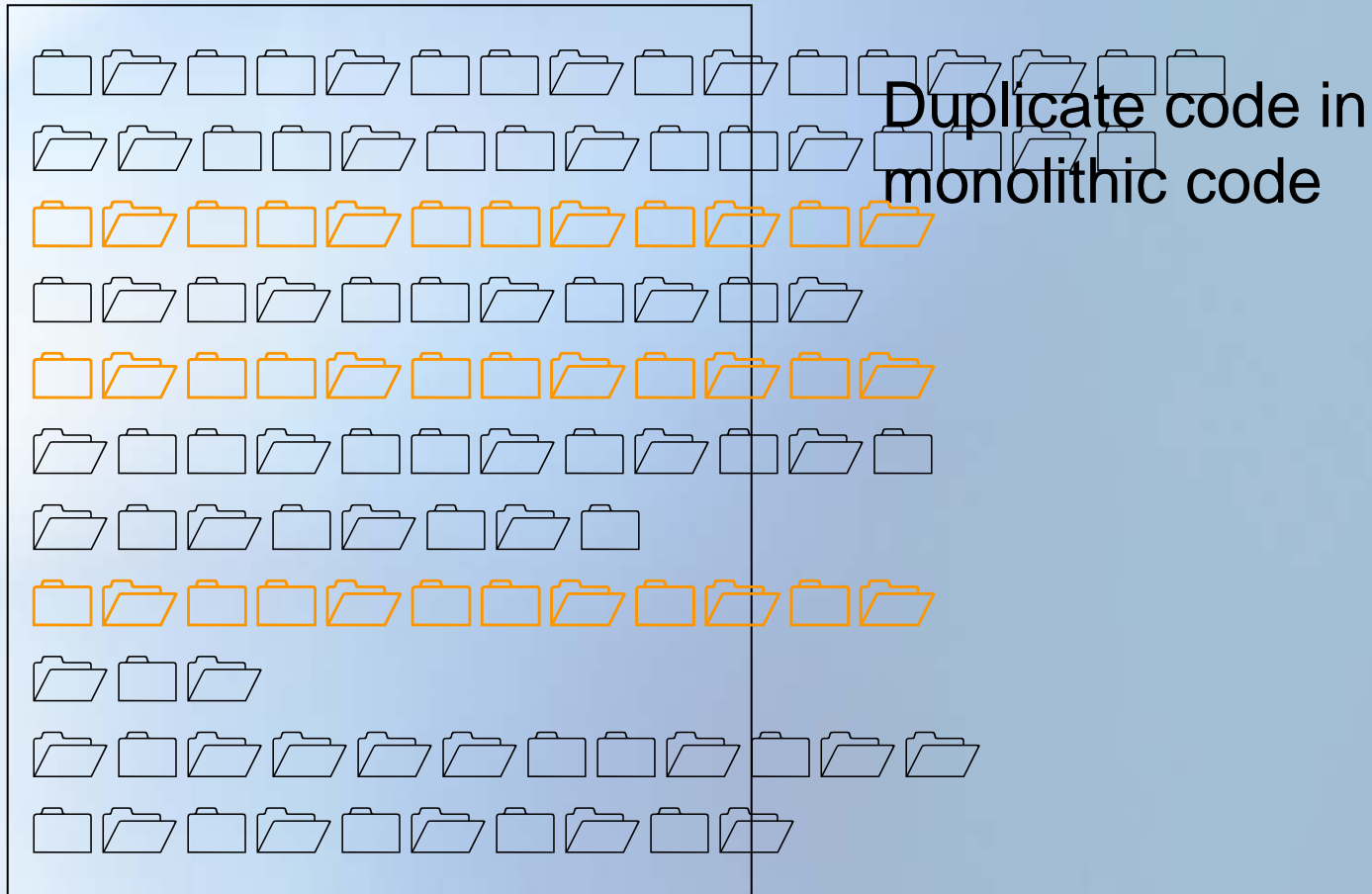
## **Components...**

What are components?

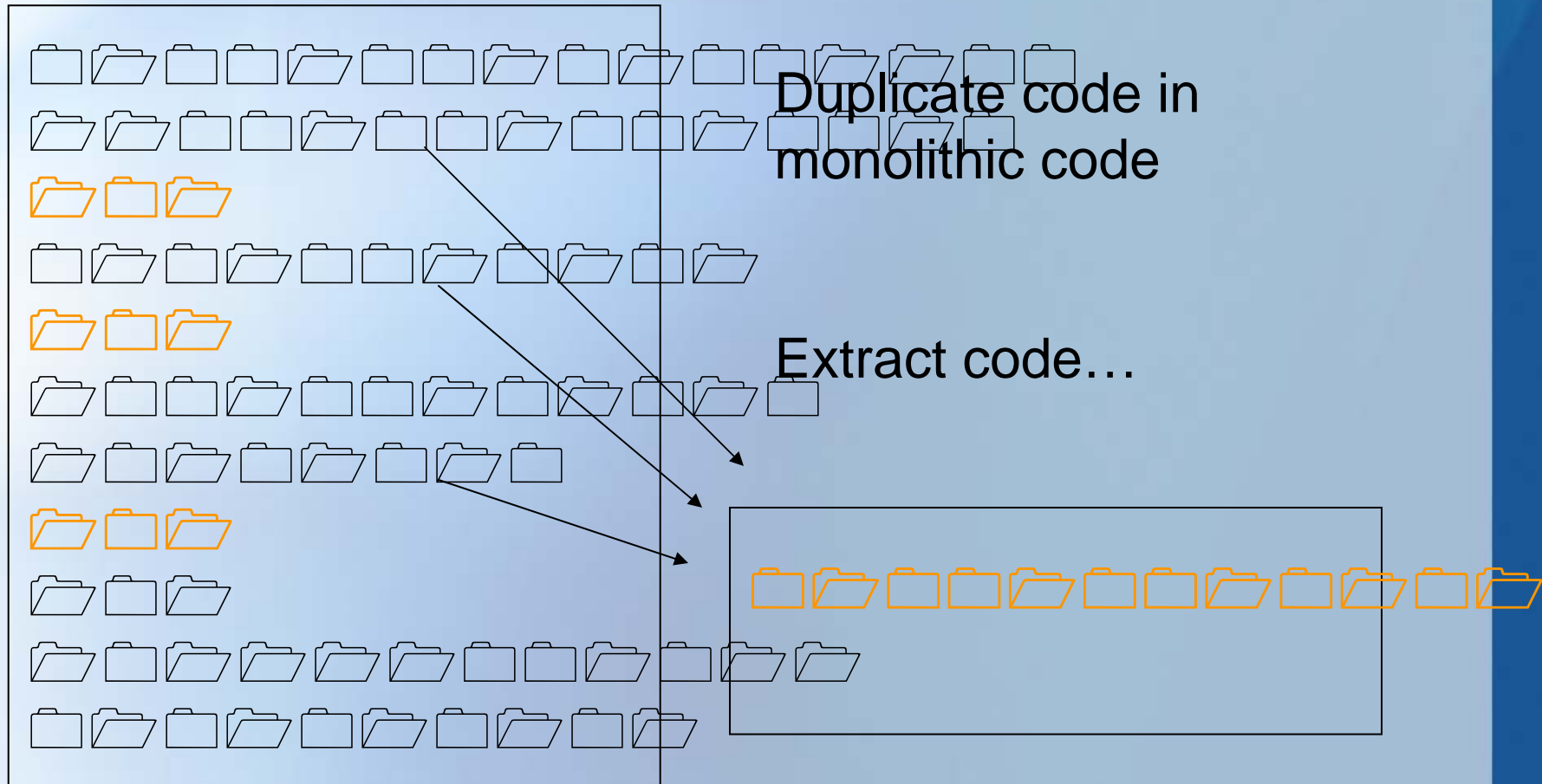
# Creating components...



# Creating components...

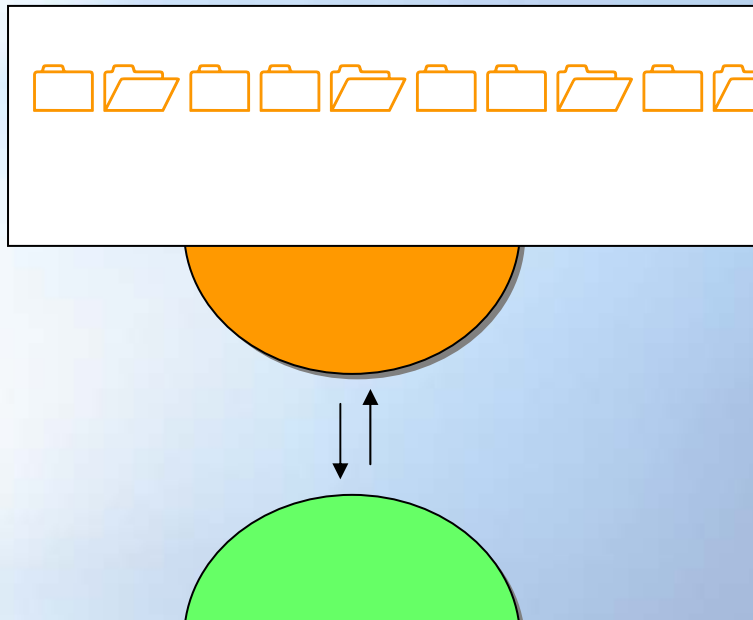


# Komponentenbildung...





# Runtime



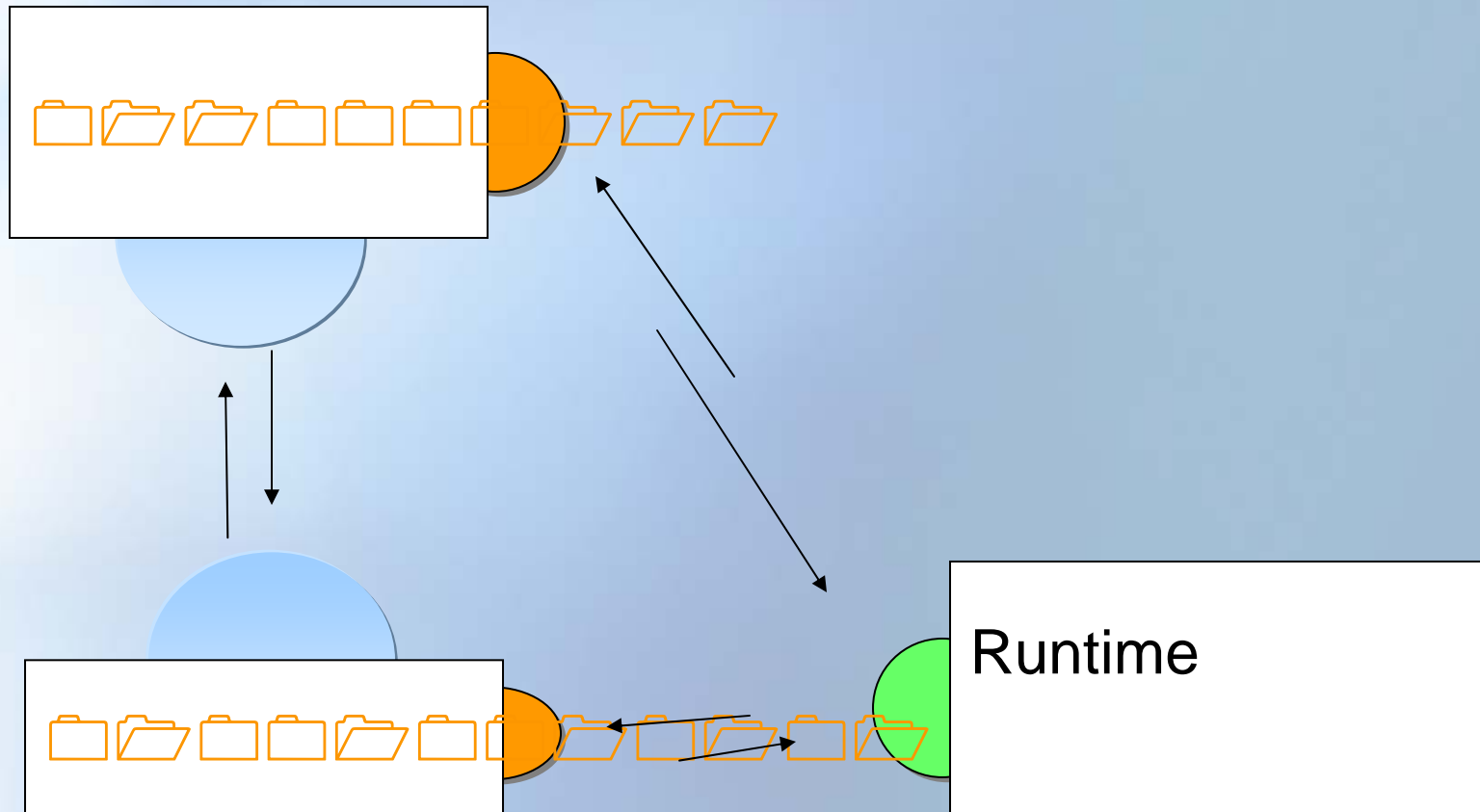
Evolution to a component:

Runtime provides common services and lifecycle management

Runtime

Common services, component lifecycle management

# Component based systems



# It's just the beginning...

- Does a component have state?
  - Activation/ passivation
- Complexity of lifecycle?
- Dependency
  - Mediation
  - Resolution
- Common services
- ...



# Layers

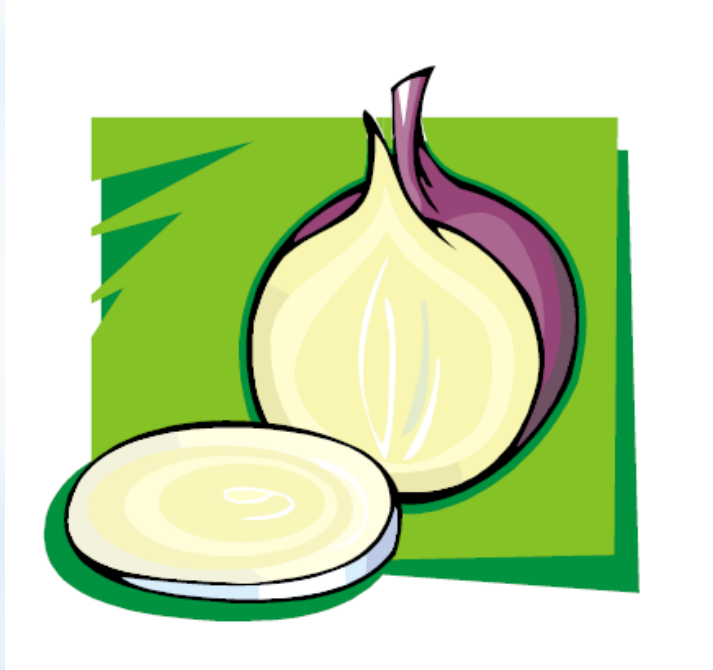
Layers in the system architecture

# It-What-Must-Not-Be-Named

The evil has many names. But there is evil that is so feared in the development world that it is considered dangerous even to speak its name. Most developers in the world refer to it as "You-Know-What" or „It-What-Must-Not-Be-Named" rather than saying its name aloud.



# Onion-software

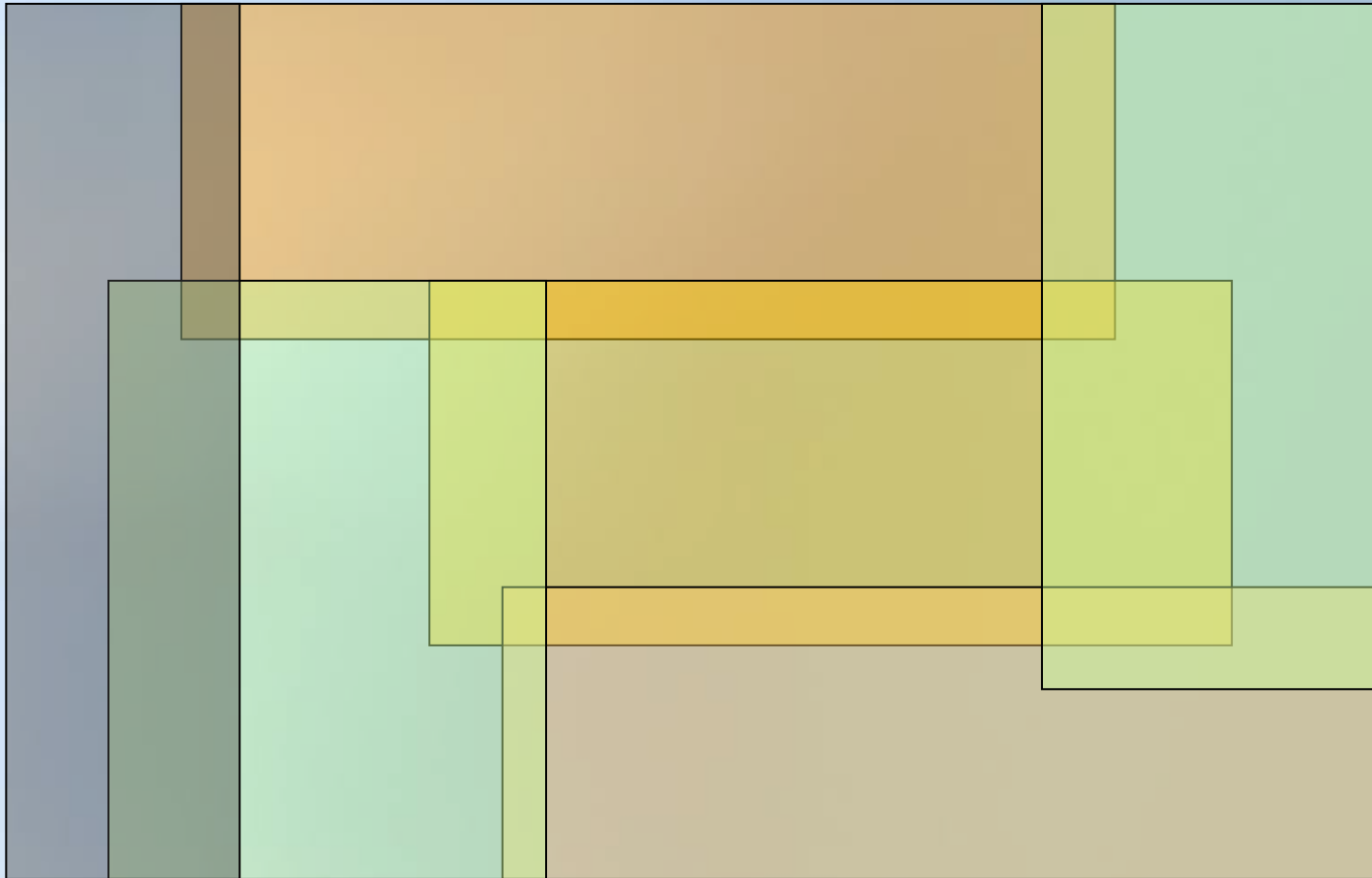


Presentation Layer

Business Logic Layer

Persistence Layer

# Layers in practice...



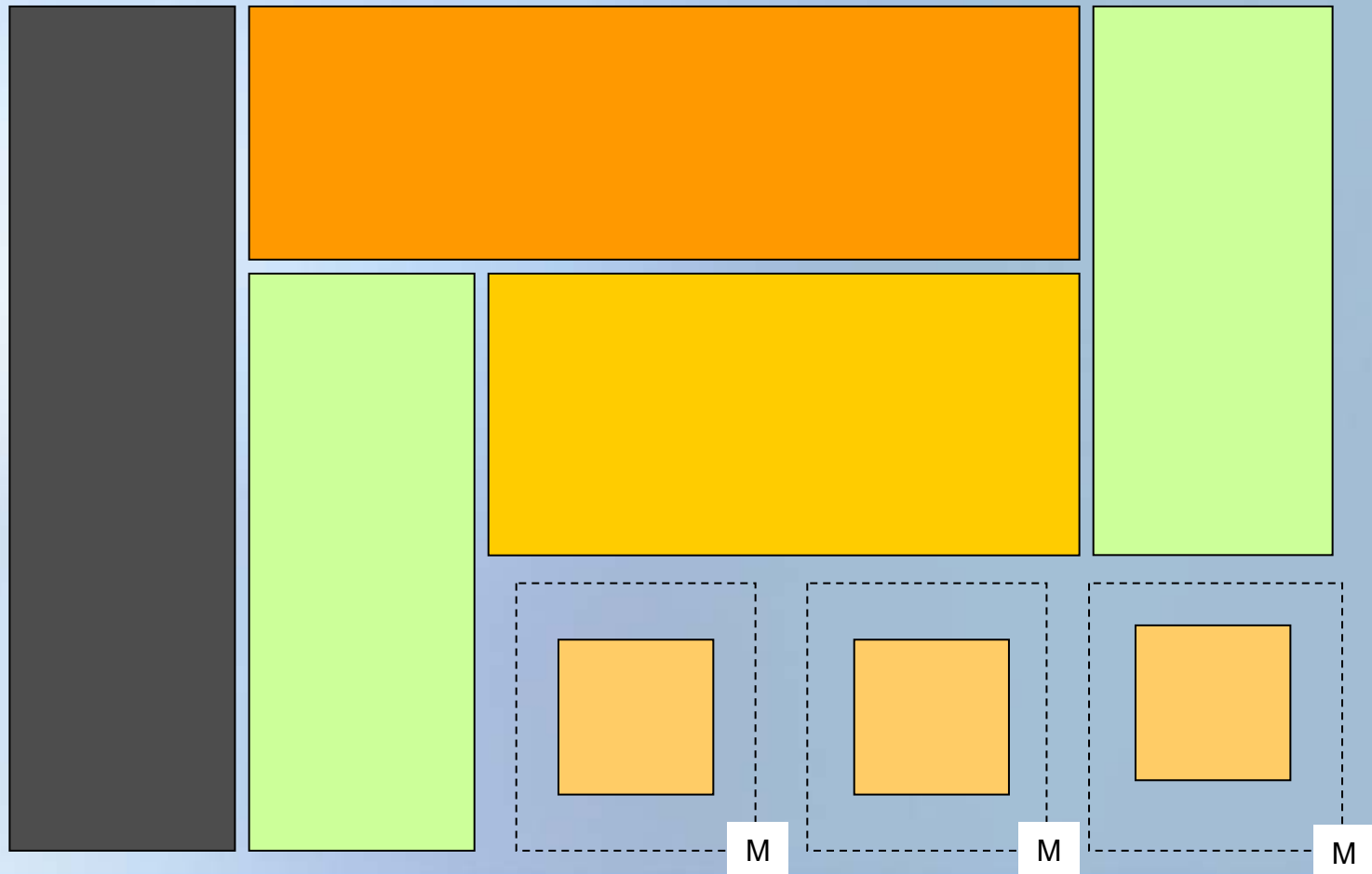


# Modules

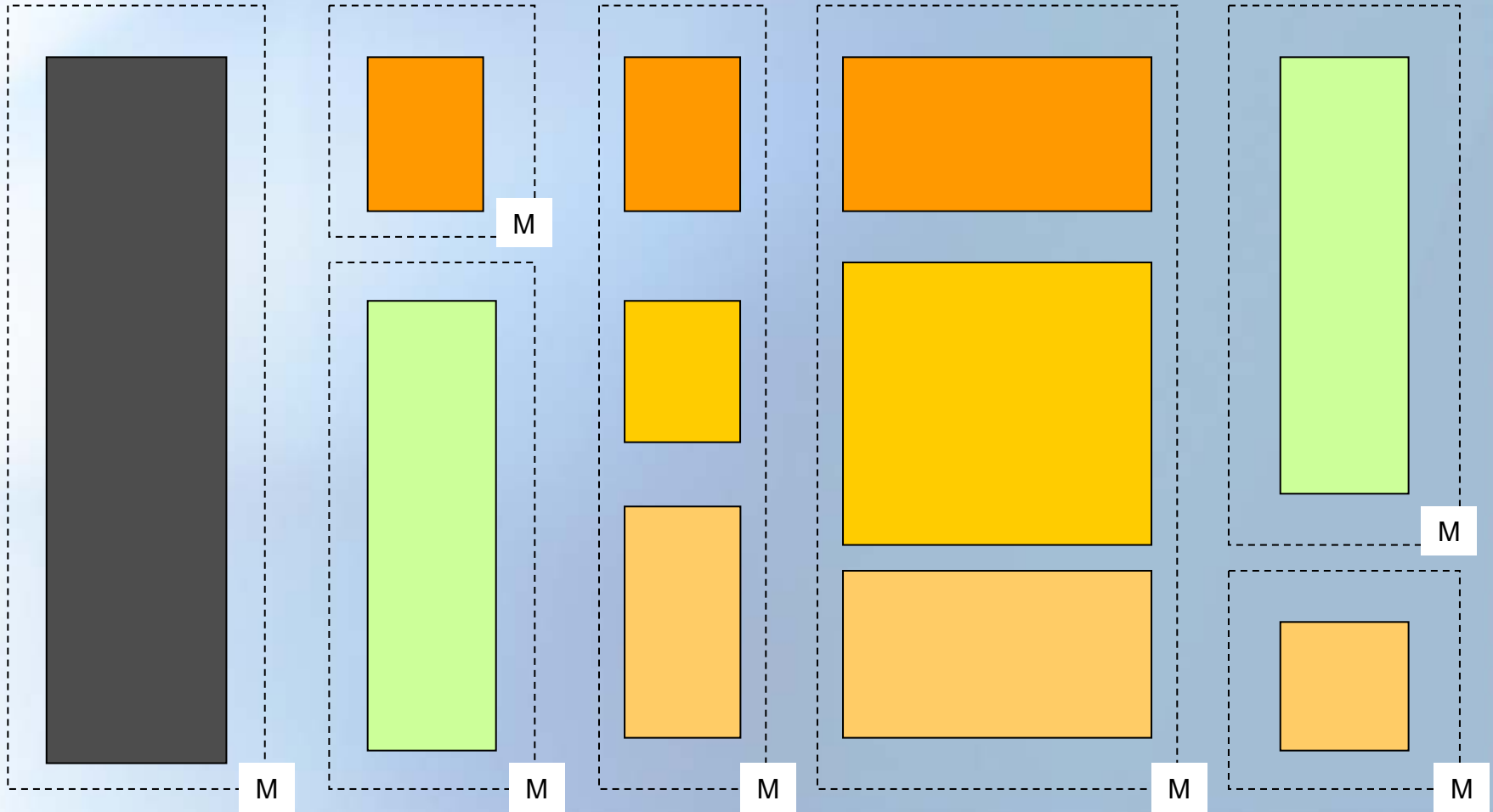
A module is a self-contained component of a system, which has a well-defined interface to the other components; something is modular if it includes or uses modules which can be interchanged as units without disassembly of the module. Design, manufacture, repair, etc. of the modules may be complex, but this is not relevant; once the module exists, it can easily be connected to or disconnected from the system.



# Modules and layers, #1



# Modules and layers, #2





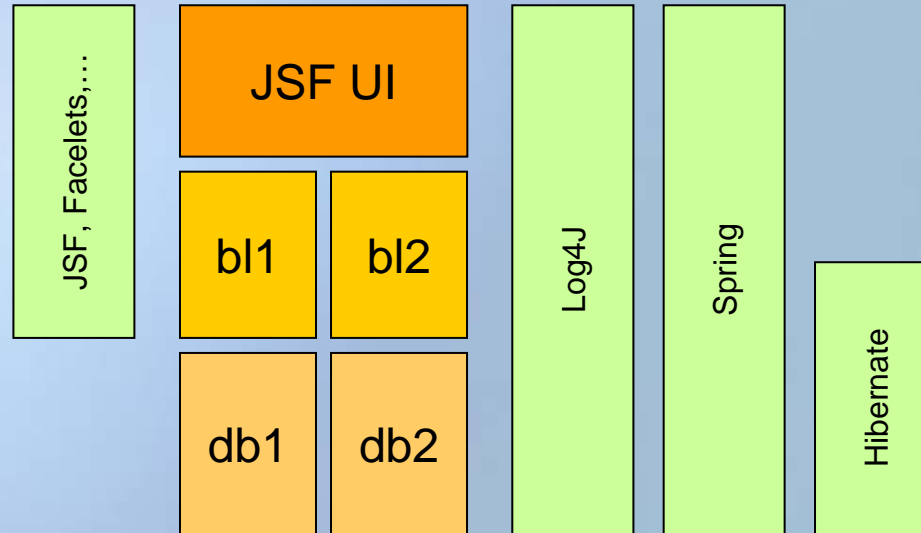
## **Chaos**

Only the true genius masters the chaos –  
Albert Einstein

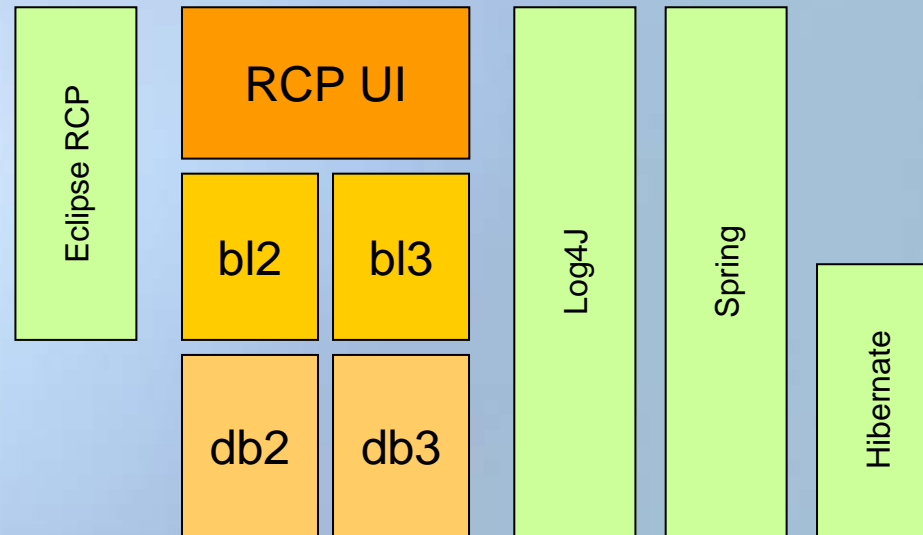
# A little example project...

- A „simple“ WebApp „A“
  - JSF/ Facelets UI
  - Business logic „bl1“ and „bl2“
  - Persistence „db1“ and „db2“
- A little more complex rich client „B“
  - RCP Client
  - Business logic „bl2“ and „bl3“
  - Persistence „db2“ and „db3“

# Simple outline – WebApp A



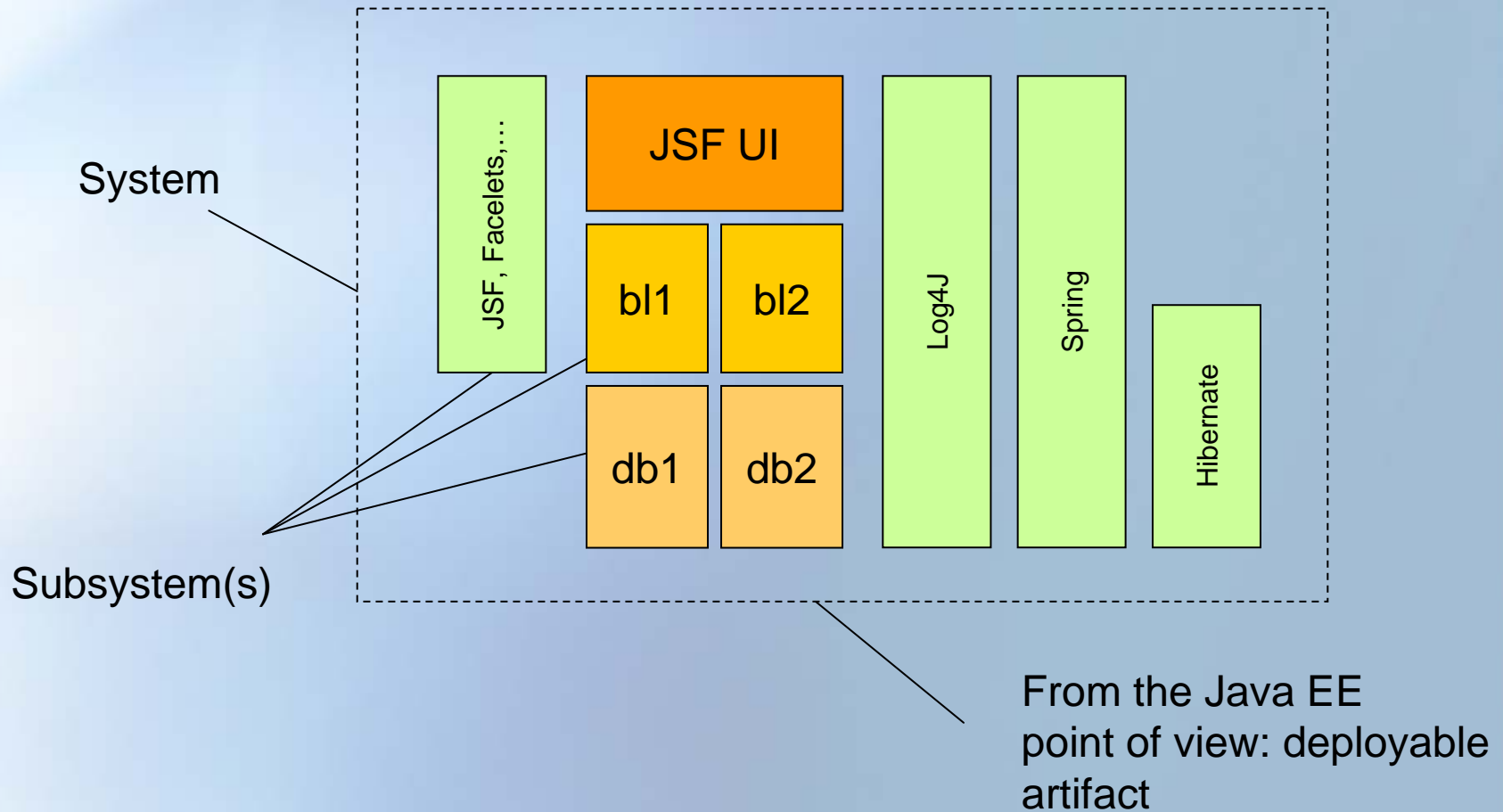
# Simple outline – Rich client B



# Would it hurt to know more?

- Too imprecise?
- Too few information?

# Web A: boundaries and names





# Naming the pieces

System,  
Subsystem,  
Module

Versions

Public vs.  
published  
interfaces

Communication



# Fine and coarse grained components

- System
- Subsystem
- Module
  - Smallest composing part
  - Will be to mapped
    - Maven artifacts
    - IDE project

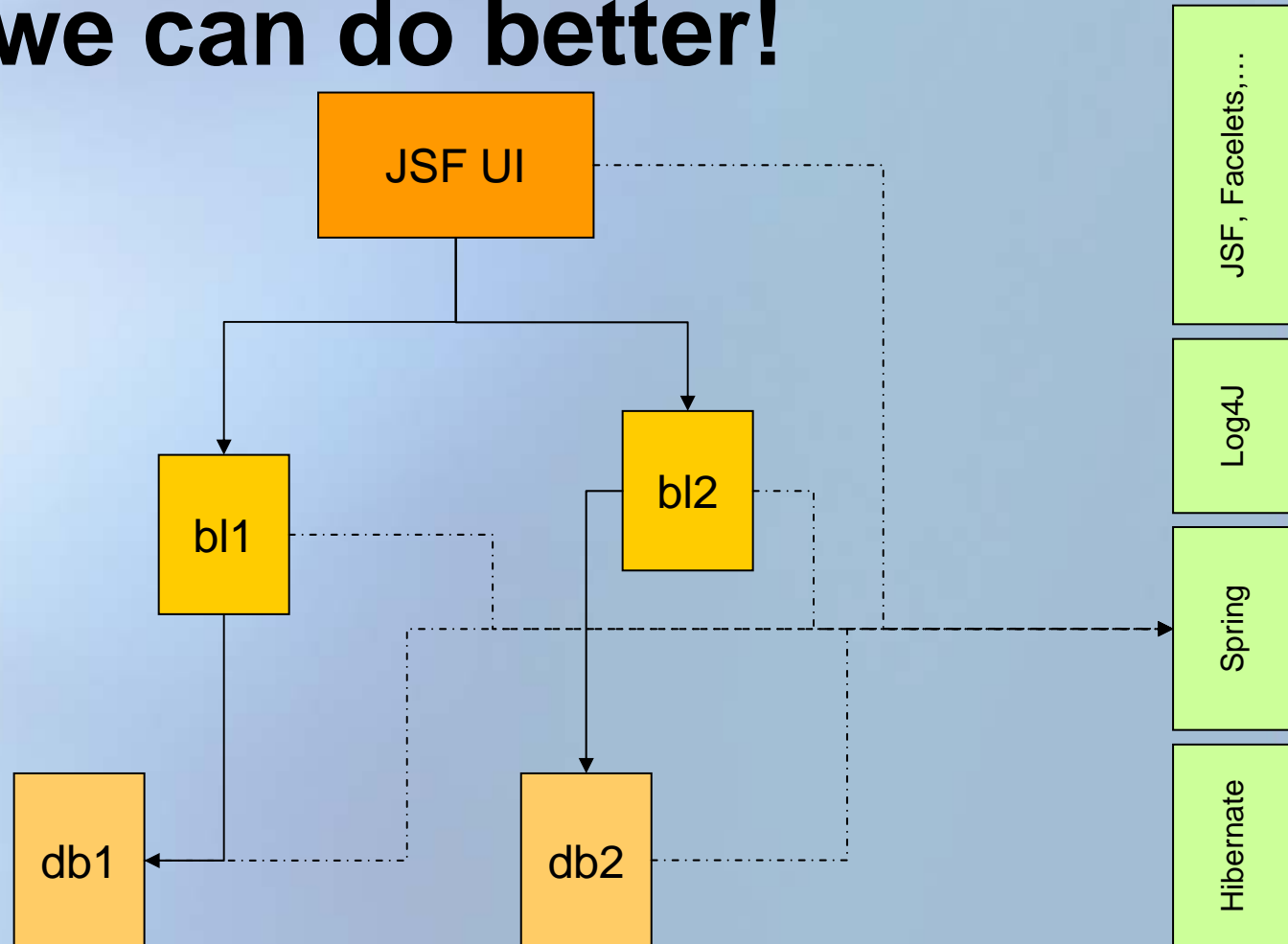
The term „component“ is used by many technologies. To avoid misinterpretation I do not use it here...

# Web A: we can do better!

## *Dependencies!*

Between modules

Between modules  
and required  
technologies



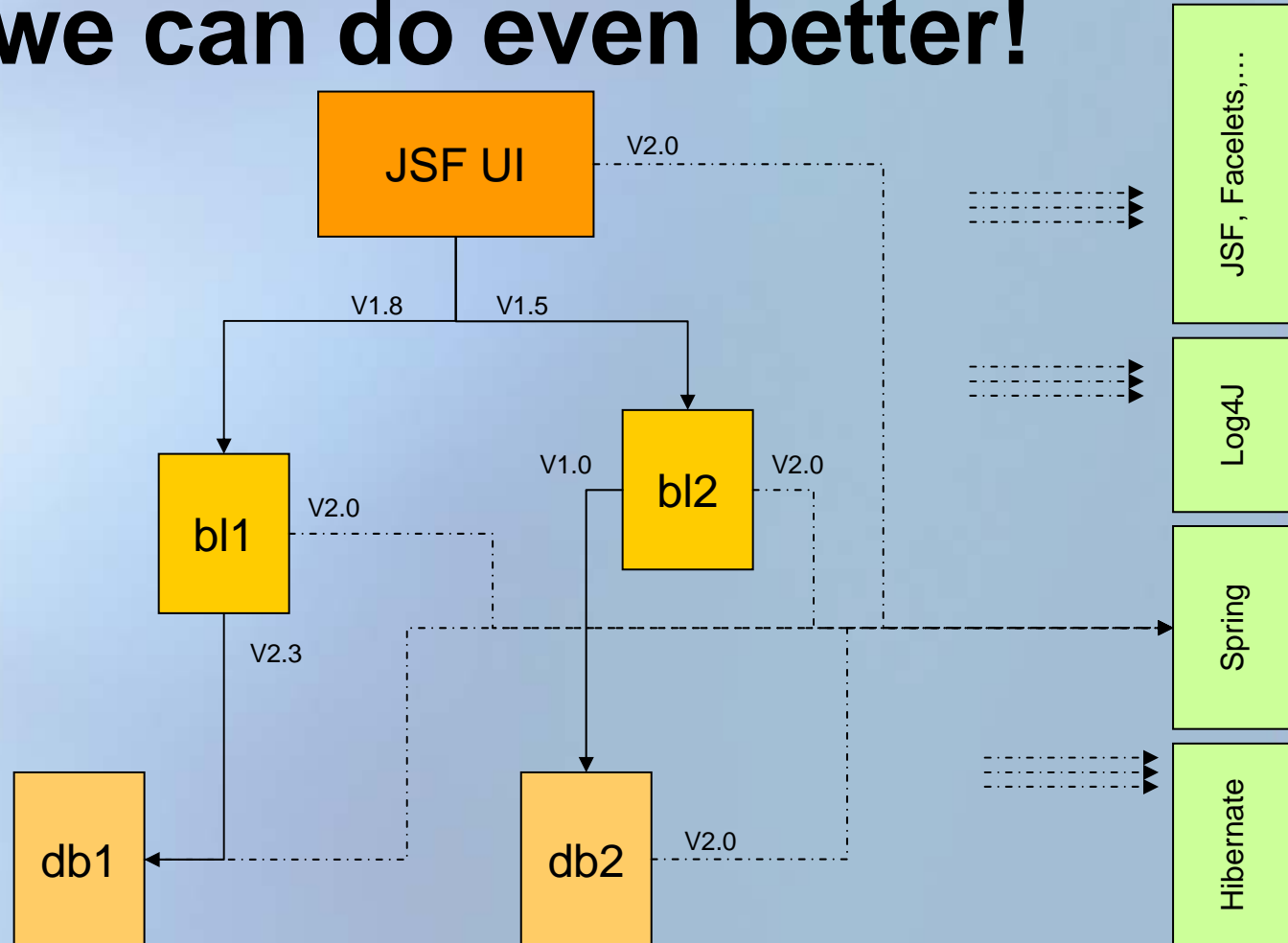
# Web A: we can do even better!

## *Dependencies!*

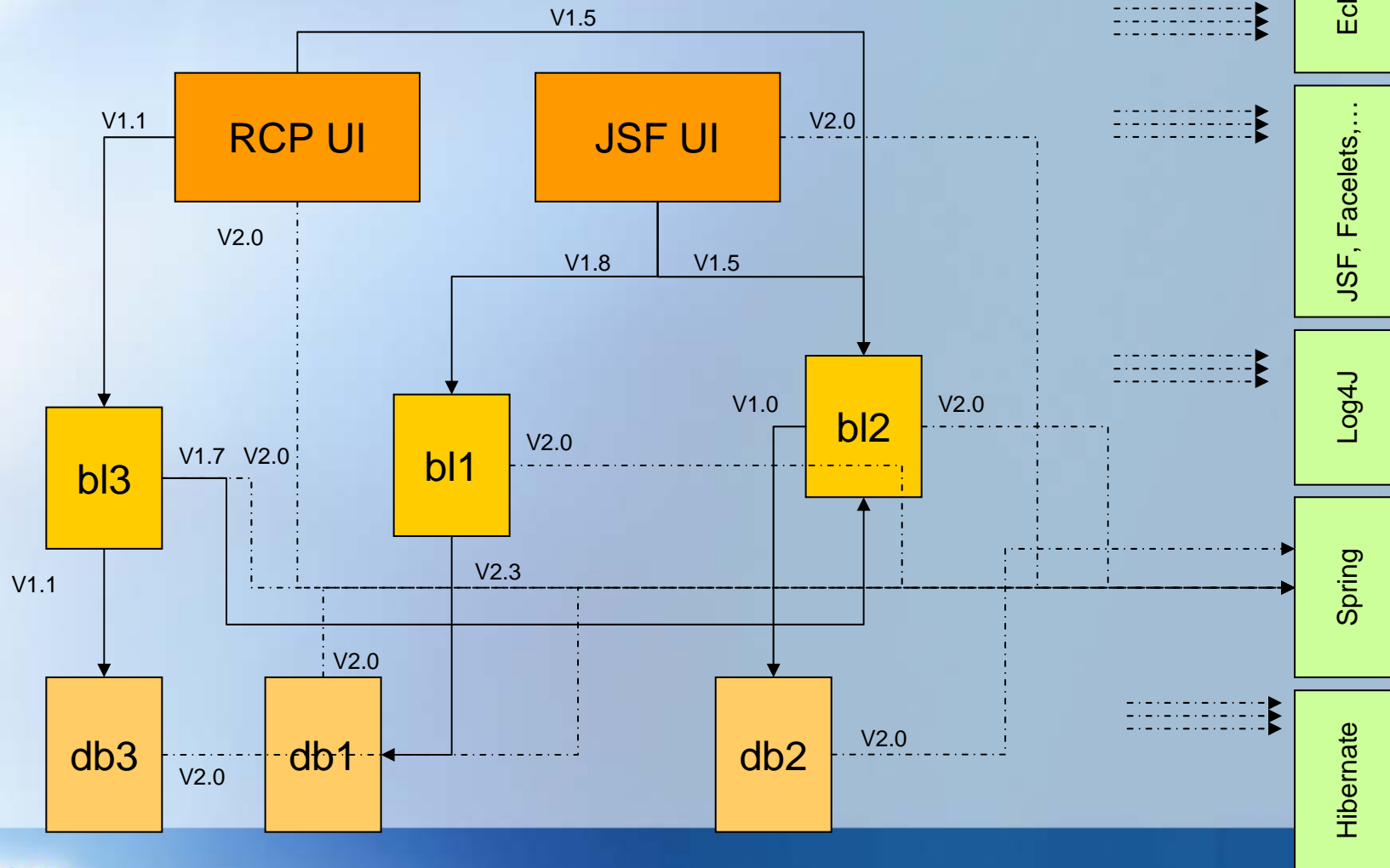
Between modules

Between modules  
and required  
technologies

## **Versions!!!**



# Apps A & B – looks good... ;-)

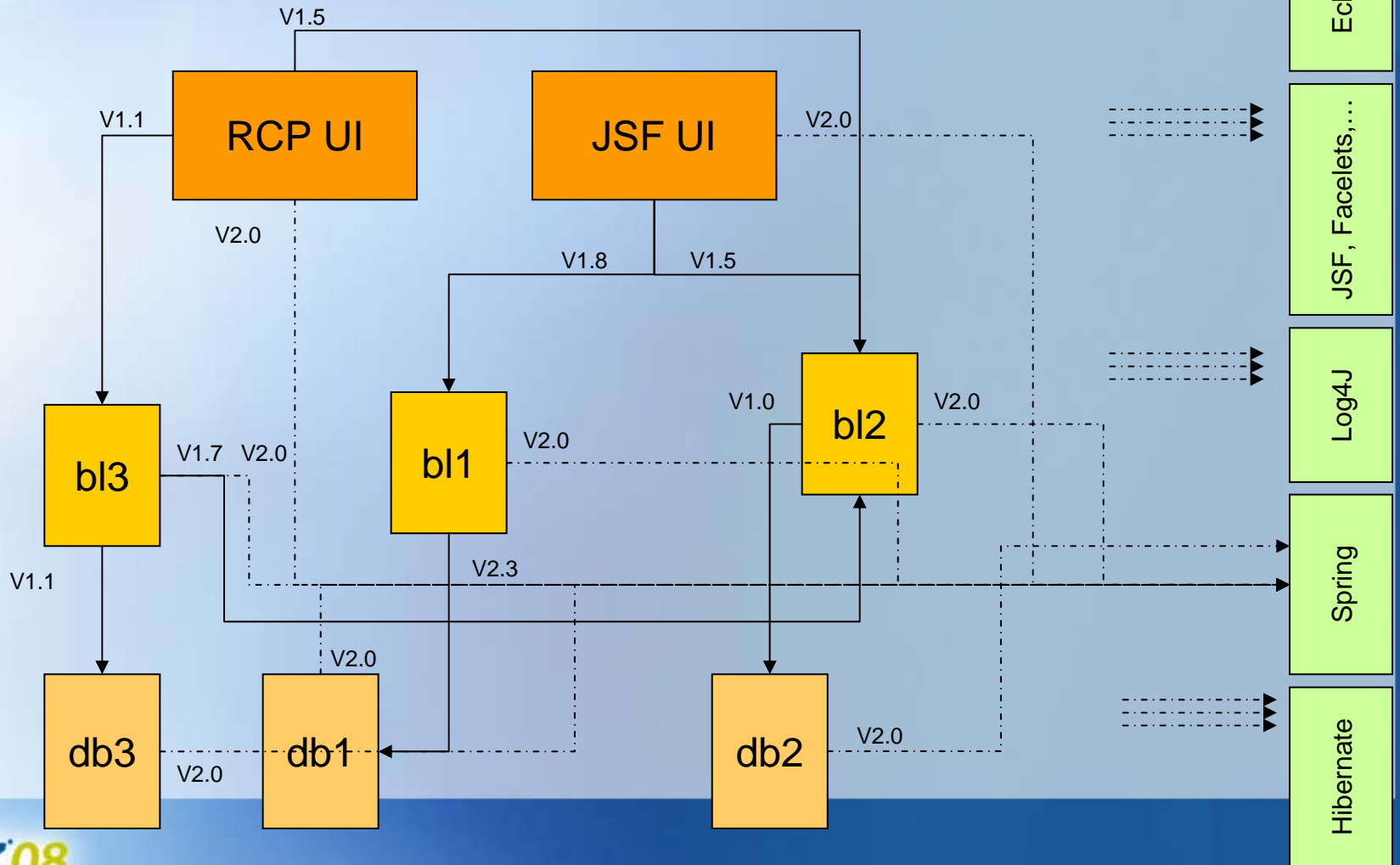


# Would it hurt do have even more?

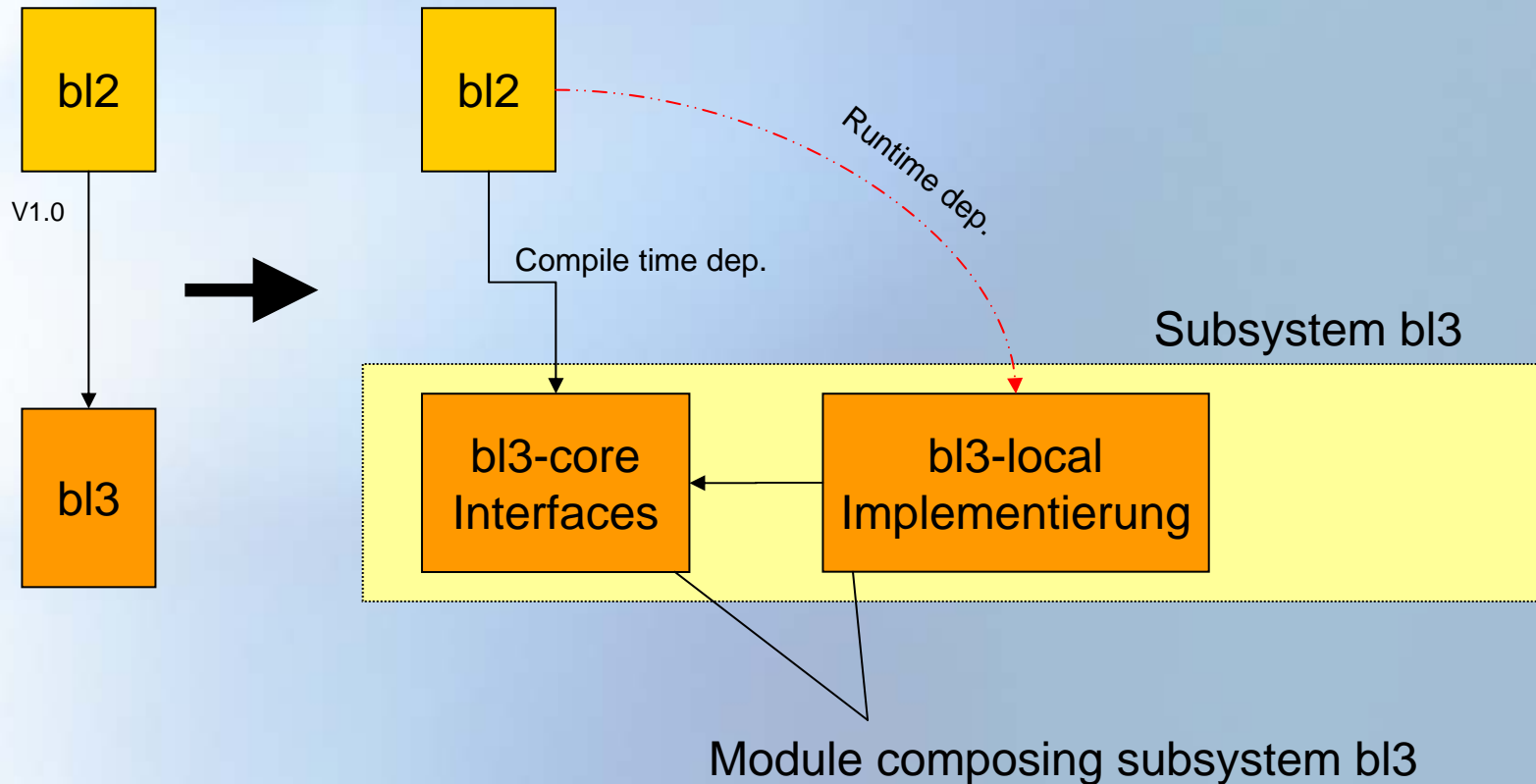
- YES!
- But...
- Still too imprecise?
- Still too few information?



# Where do I need more?

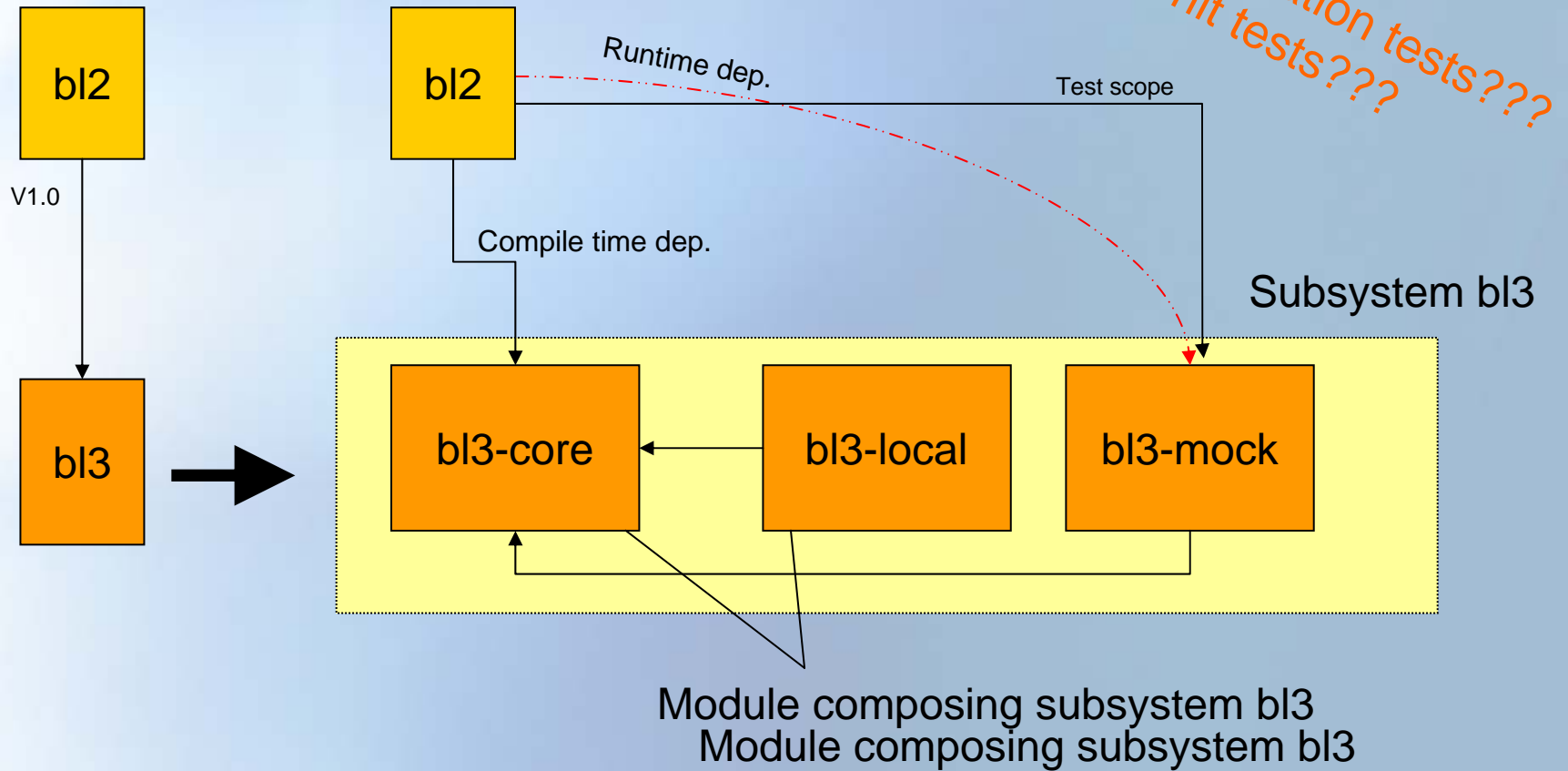


# Contract first?

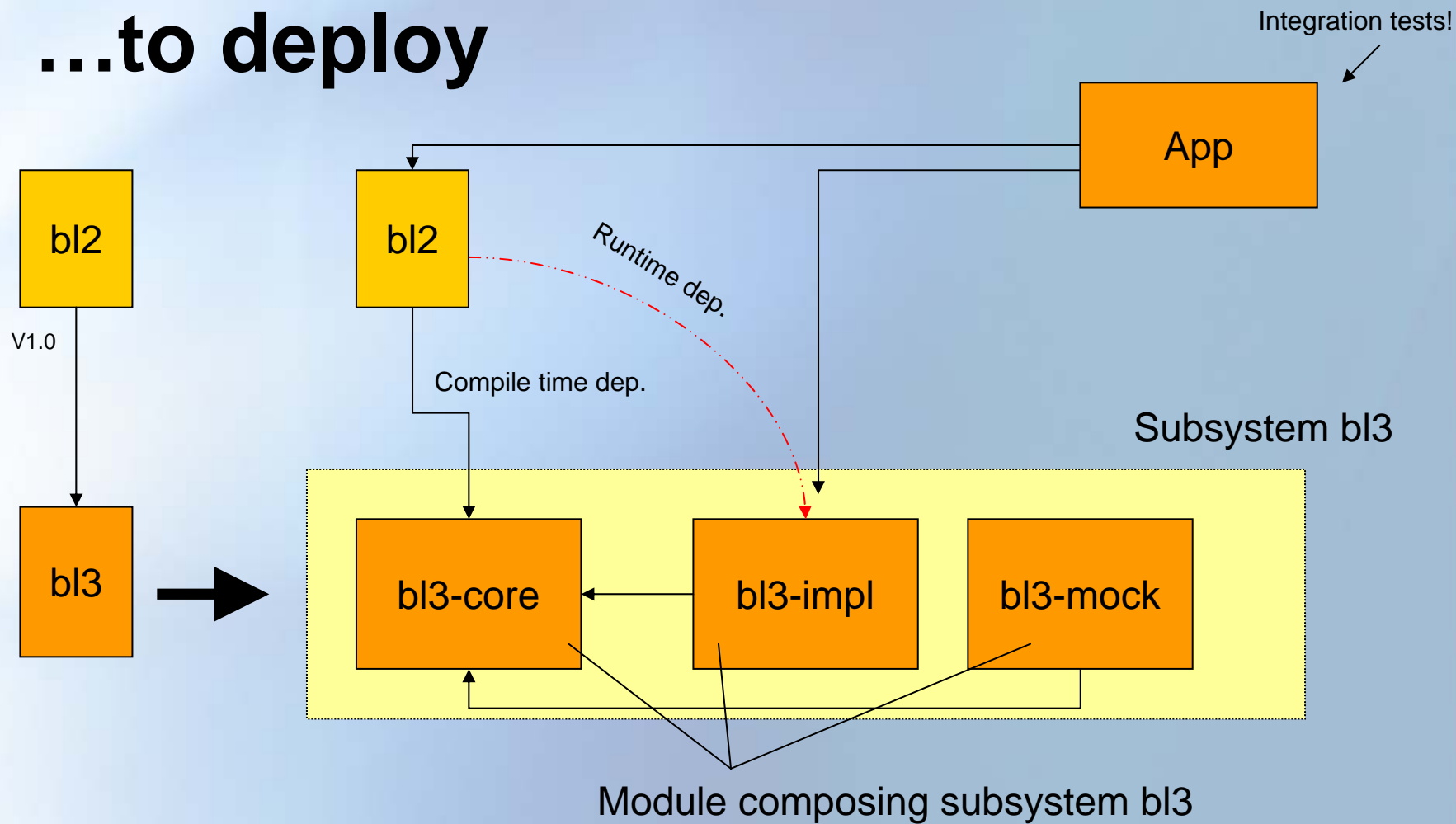




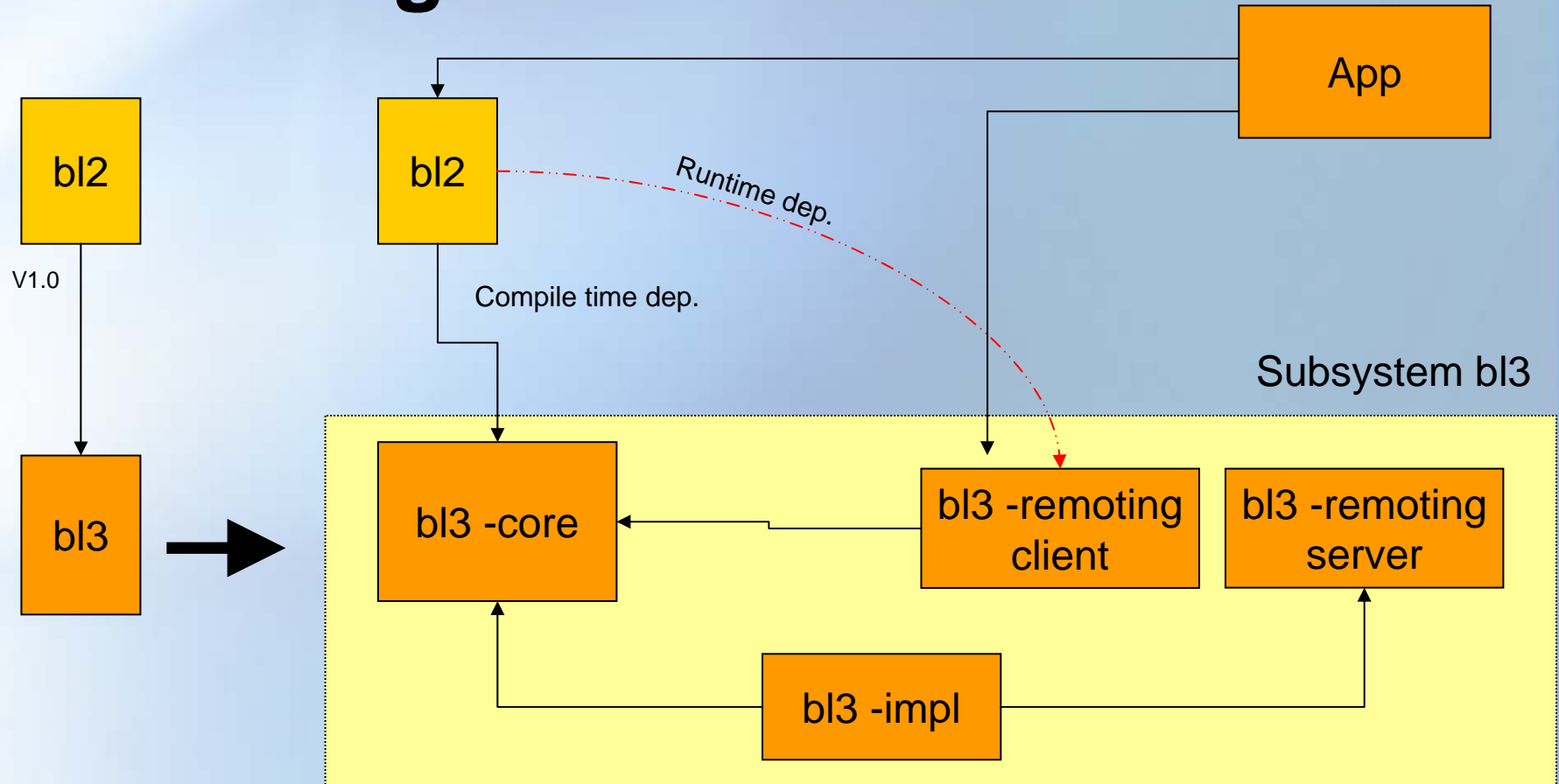
# To test...



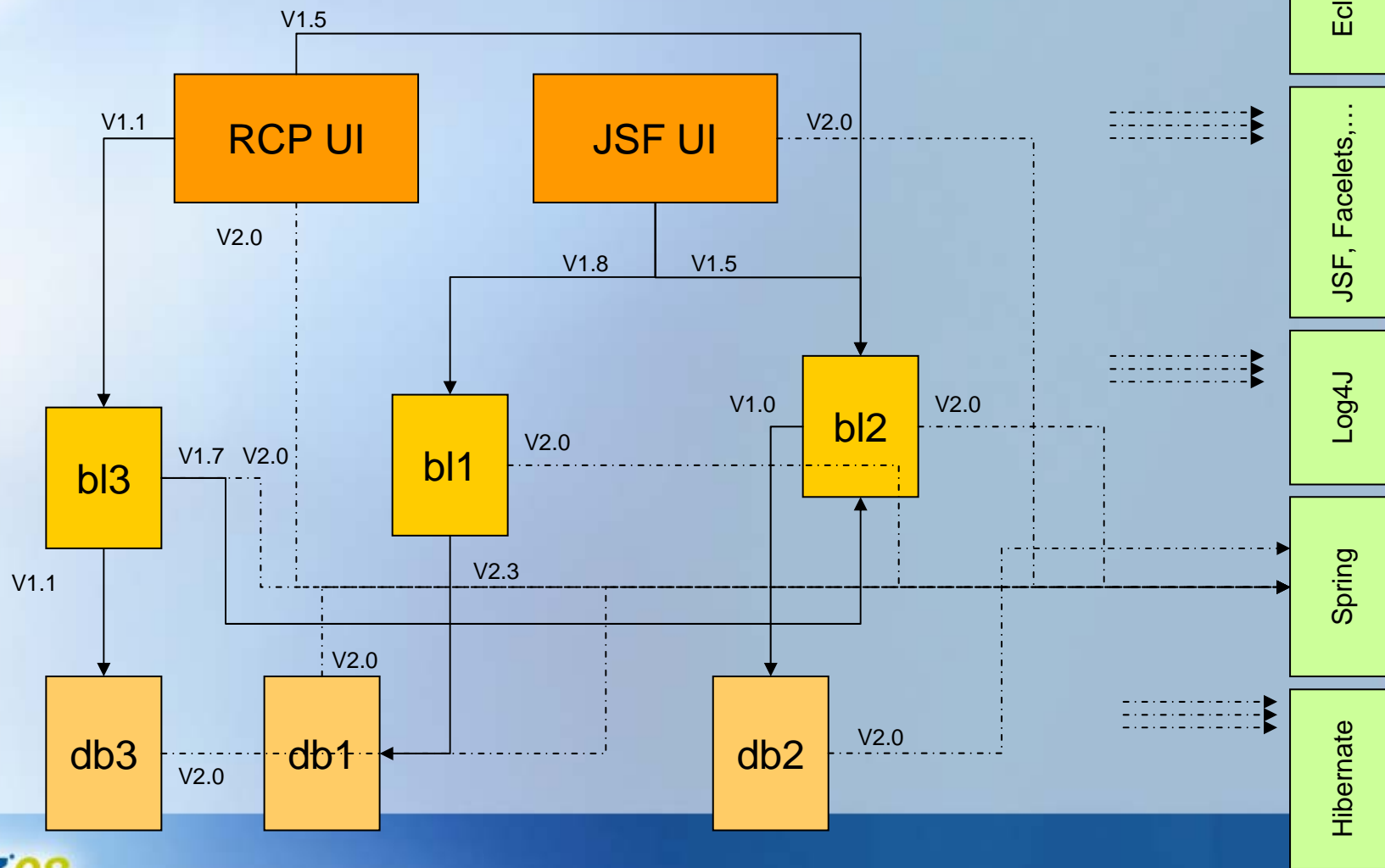
# ...to deploy



# Remoting?



# Does it hurt now?





# Kinder-Eggs

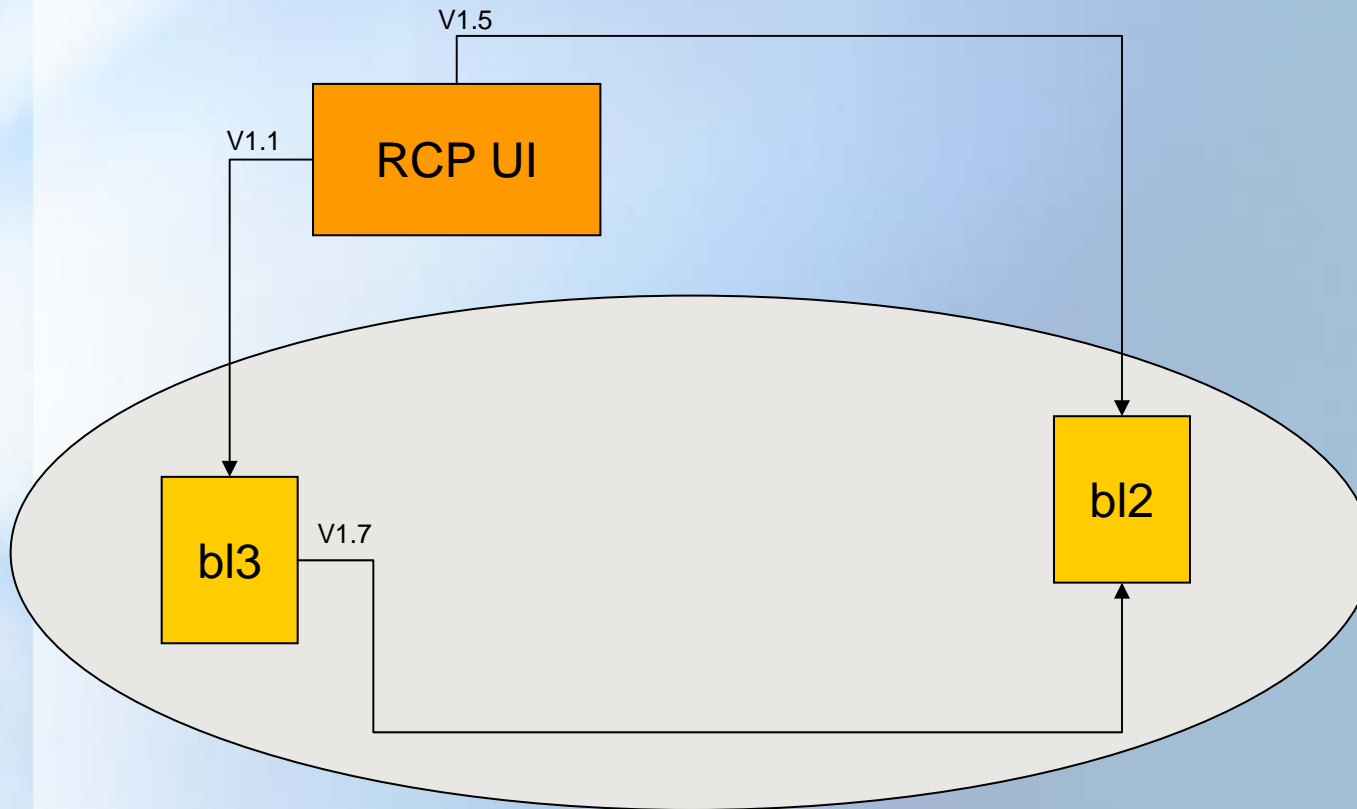
Excitement

Play

Fun



# Transitive dependencies



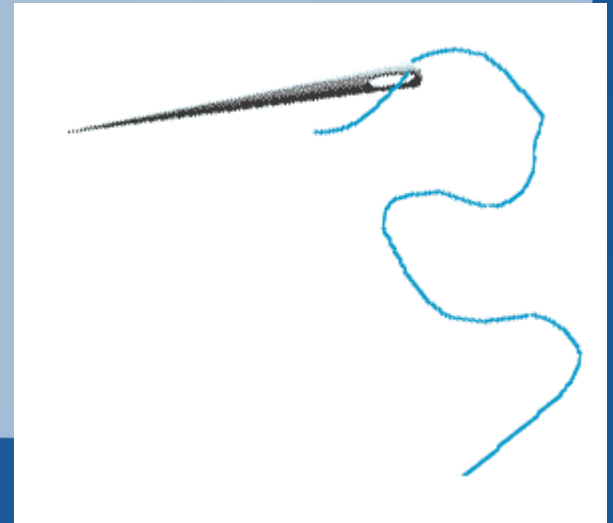
Version conflicts  
needs to be  
solved by soft  
„**version ranges**“  
and  
„**dependency  
mediation**“

# Cyclic dependencies



# Weave all aspects into a solution

- Compile time dependency management
  - OSS, large community: Maven?
- Runtime dependency management
  - OSS, rock solid: Spring?





# Compile time dependencies managed by Maven?

*„Maven is a software project management and comprehension tool. Based on the concept of a project object model (POM), Maven can manage a project's build, reporting and documentation from a central piece of information.“*

```
<project>
  (...)
  <dependencies>

    <dependency>
      <groupId>persistence-subsystems</groupId>
      <artifactId>db2-core</artifactId>
      <version>2.0</version>
      <scope>compile</scope>
    </dependency>

    <dependency>
      <groupId>persistence-subsystems</groupId>
      <artifactId>db2-mock</artifactId>
      <version>2.0</version>
      <scope>test</scope>
    </dependency>
  (...)
</project>
```

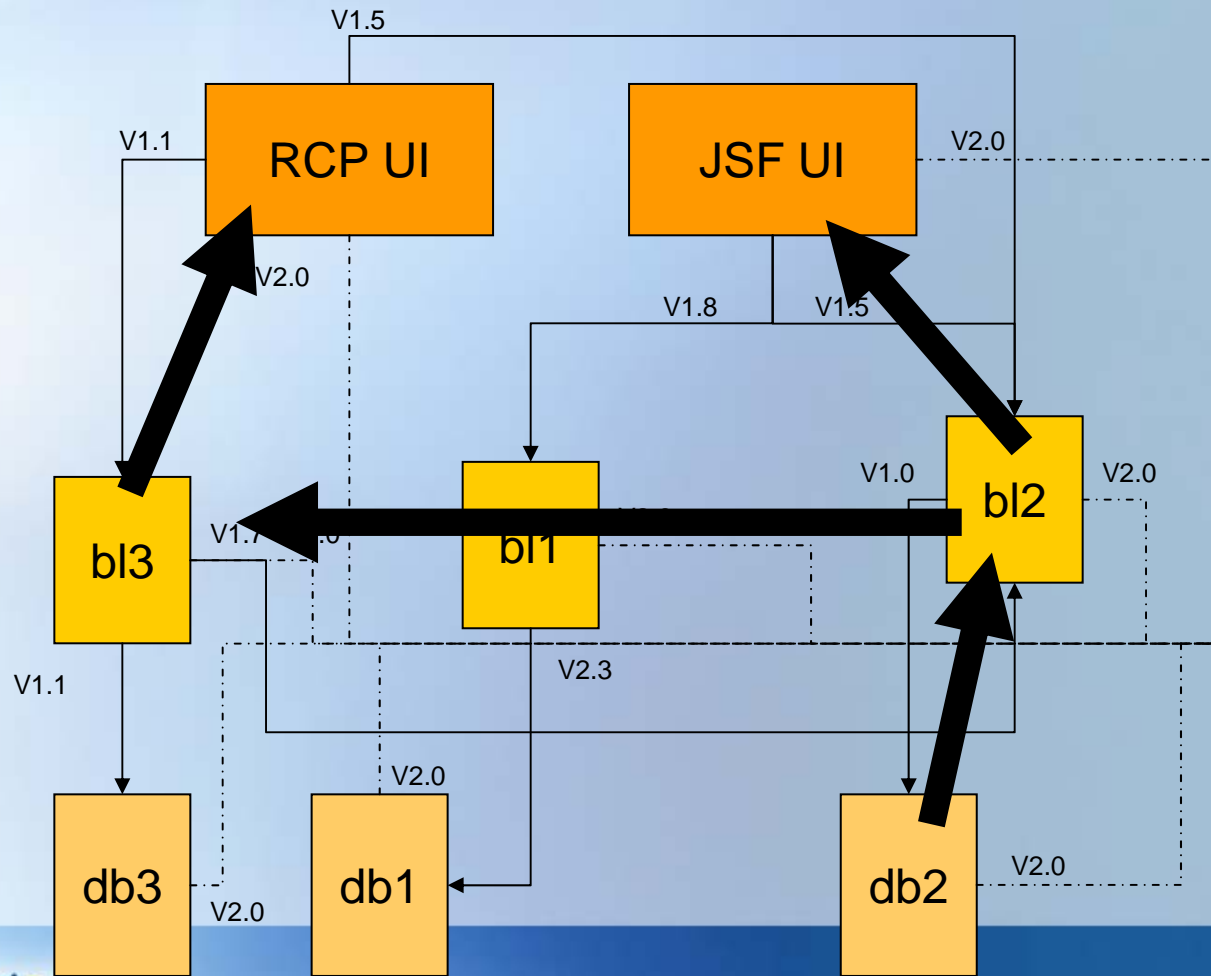
# Build manager?

- Don't do it manually!
  - Cruise Control
  - Continuum
  - Hudson
  - **Bamboo**
  - Pulse
  - ...



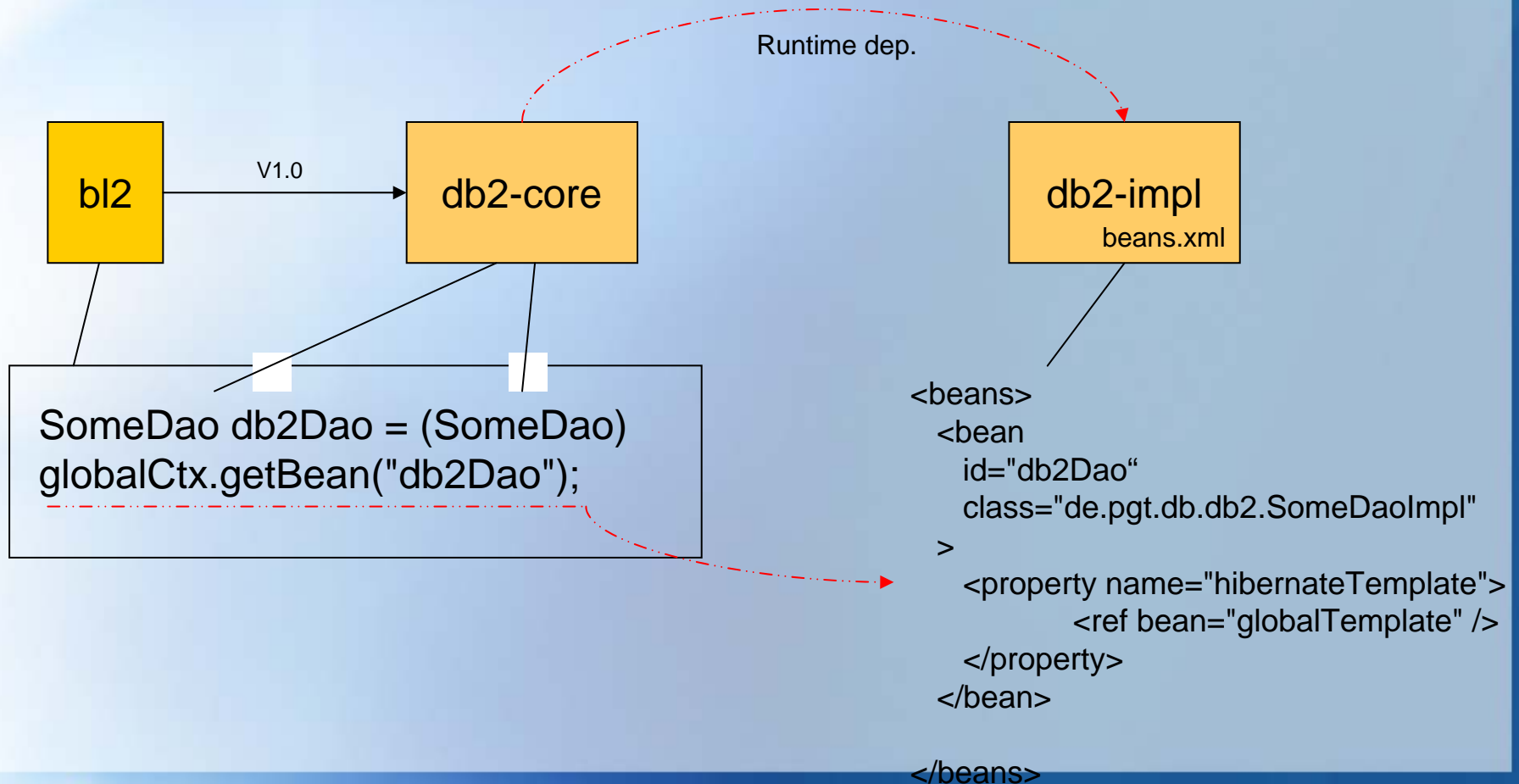
<http://damagecontrol.codehaus.org/Continuous+Integration+Server+Feature+Matrix>

# Build dependencies - other ones!



- Eclipse Deps
- JSF, Facelets, ...
- Log4J
- Spring
- Hibernate

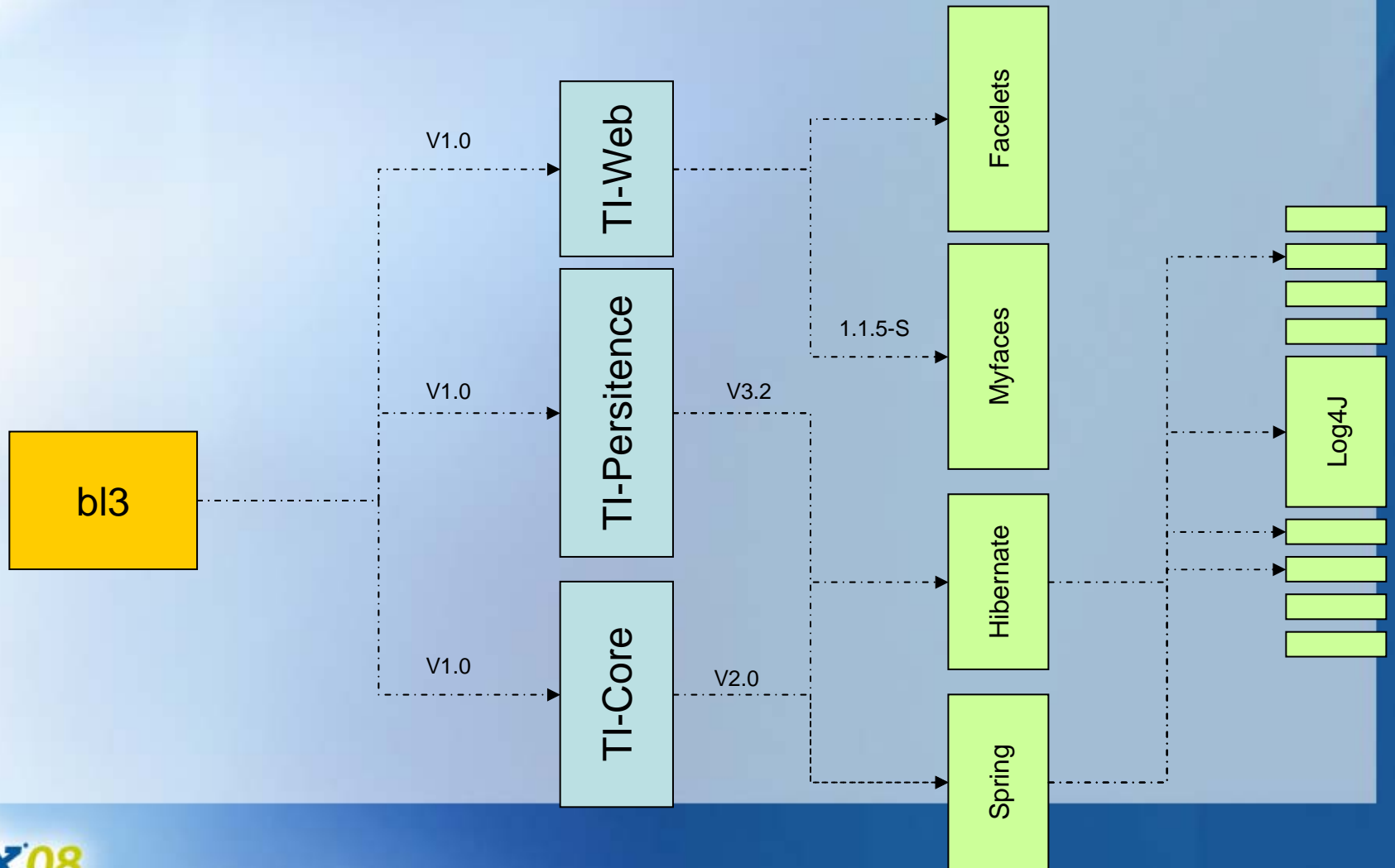
# Runtime dependencies management with Spring?



# Name patterns

- Classifying modules by name patterns
- e.g.:
  - TI : technical infrastructure module
  - BL: business logic module
  - AA: application assembly module

# Hiding complexity



# ti-\* modules

- ti-core
  - Spring Framework
  - Bootstrapping
- ti-hibernate
  - Hibernate
  - Generic DAO services (CRUD)
- ti-jsf
  - JSF, Facelets

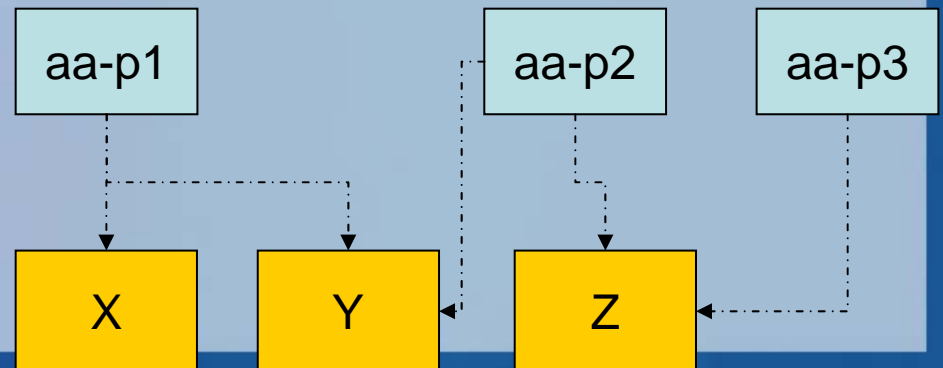
# bl-\* modules

- bl-usermanagement
- bl-calendar
- bl-timetracking
- ...



# aa-\* modules

- Aggregate modules
- - Coarse grained subsystems
  - Deployable artefacts



# After all, looks good...

- *"There must be a hitch somewhere"*
- Where is the hitch here?



# Problem

Most technologies jeopardize any trial to create modularized architectures, no matter how simple or complex the modularization was designed....

Java will make modularization a first class citizen with the upcoming superpackages and dynamic modules.

OSGI solutions do have the same problems.

They all solve modularization, but they do not make technologies module aware.

# Cool technologies

- Might be quite uncool when we try to create modules...
- We have many many component models, none of them introduce modularization concepts
- Health-Drinks can become Poison-Drinks

# What next?

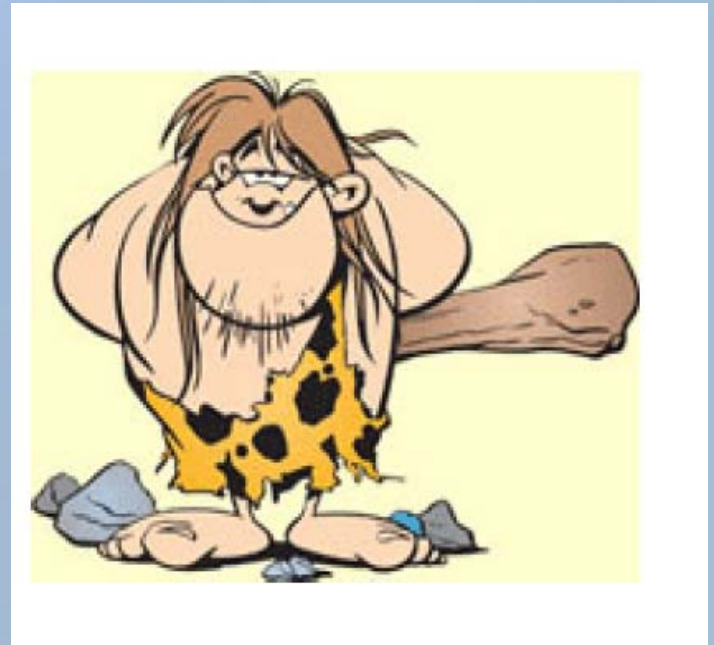
First think

Then take action!



# Don't solve problems with brute force

- Don't try to solve everything with build tools



# Antidote: <http://antidoto.sf.net>

- **Antidoto** is a java technology mashup enabling modularization for Java enterprise technologies such as Spring and Hibernate. Modern java technologies are component based, but lack modularization capabilities. Here is where the poisoning is happening and where **Antidoto** jumps in. To enable modularization, **Antidoto** defines a simple module metamodel, where a system represents the whole and subsystems are the composing parts. As such **Antidoto** defines a coarse grained component model. We prefer subsystem over component as the latter term is being used by many frameworks to describe fine grained components. By providing building blocks for modular architectures, **Antidoto** forms a thin modularization layer ontop of well known Java technologies.

# Example from Antidoto: logging

- Log4J
  - Single configuration file
    - Different configuration domains
      - Configure appenders and layout
      - Configure categories and levels
    - Difficult if application server already uses Log4J (e.g. jBoss)



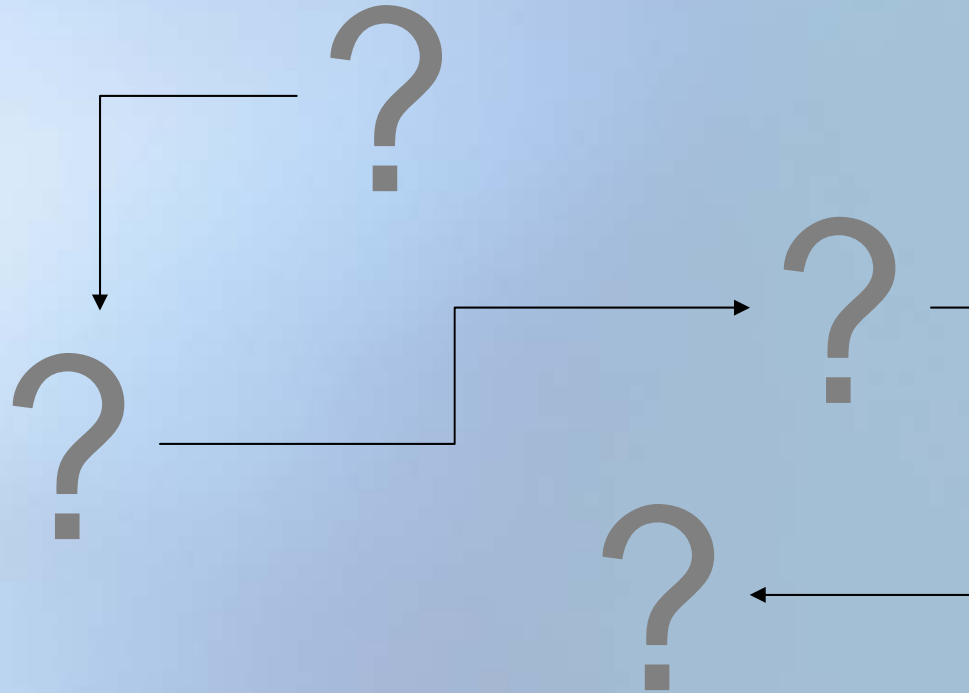
# Solutions

- JBoss (or any other runtime already using log4j)
  - Add config elements for each application to JBoss config
  - Don't let the apps configure log4j (last wins)
- Merge fragments during buildtime
- Use the Log4J API at runtime

# Using Spring custom namespaces

```
<?xml version="1.0" encoding="utf-8"?>
<beans xmlns="http://www.springframework.org/schema/beans"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:tiCore="http://antidoto.sf.net/subsystem/ti-core"
  xsi:schemaLocation=" http://www.springframework.org/schema/beans
  http://www.springframework.org/schema/beans/spring-beans-2.0.xsd
  http://antidoto.sf.net/subsystem/ti-core http://antidoto.sf.net/xsd/ti-core.xsd
  ">
  <tiCore:logger
    category="org.springframework" loglevel="DEBUG" />
  <tiCore:logger
    category="de.pgt.ti.core" loglevel="DEBUG" />
  <tiCore:logger
    category="some.test.category" loglevel="ERROR" />
</beans>
```

# Time for questions?



# Thank you!

- Papick G. Taboada
  - Technology Scout
  - Software Architect

- Presentation material and more here:  
<http://adminsight.de>

