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~~ESEM 2021: Software Architecture \u0026amp; Design Session~~ Getting the Basics - Software Architecture Introduction (part 1) Software Architectural Patterns: 3-tier, n-tier, SOA, Microservices Software Architectural Design | Automotive SPICE SWE.2 ~~Visualising software architecture with the C4 model - Simon Brown, Agile on the Beach 2019~~ How to Become a Great Software Architect | Eberhard Wolff | GOTO 2019 CS 411 Software Architecture Design Lecture 03 Five Things Every Developer Should Know about Software Architecture | Simon Brown | GOTO 2020 Books on System Design and System Design Interviews | System Architecture | Top 5 recommendations Becoming a Better Software Architect Software architecture diagrams System Architecture Patterns explained in short // Software Architectures Patterns by

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Mark Richards Top signs of an inexperienced programmer Systems
Design Interview Concepts (for software engineers / full-stack web)
How to learn to code (quickly and easily!) Moving from
Programmer to Software Architect Software Architecture Training |
Software Architecture Tutorial | Software Architecture Step by Step

Design Patterns in Plain English | Mosh Hamedani

Software Architecture | Architectural patterns | Architecture vs
Design pattern Role of Solution Architect in Software

Development, Compared with Enterprise and Software Architects

Architecture Interview Questions | Architecture Tutorial |

Architecture Interview Questions C#

WHO IS A SOLUTION ARCHITECT? ¶ Software Architecture -

One Tier, Two Tier, Three Tier ¶ N Tier Architecture ~~What is~~

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~~Software Architecture? (Monolithic vs. Layered vs. Microservice)~~

How to \"think\" (and design) like a Software Architect at Silicon Valley Code Camp 2019 Books on Software Architecture Software Design Patterns and Principles (quick overview) Fundamentals of Software Architecture □ Neal Ford and Mark Richards

Organization: A Tool for Software Architects □ Eberhard Wolff □

GOTO 2021 Software Architecture for Developers Part 2/2 □ Simon Brown \u0026amp; Stefan Tilkov □ GOTO 2021 ~~Software Architecture B Len 3rd~~

08 September, 2021 -- prpl Foundation , a community-driven consortium, dedicated to the harmonization of open-source network architecture, has announced the release of its prplMesh 2.0 software ...

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~~prpl Foundation releases prplMesh R2 open source software to
enhance whole home Wi-Fi coverage~~

If you consider their architecture though you come to a surprising ...
and a description of the hardware behind us, how about the
software? Using the RC2014 could not be simpler, given an FTDI
...

~~Review: The RC2014 Z80 Computer~~

And vision sensors capture photons coming through the lens to ... to
open-source software like Autoware, proprietary solutions from
Tesla, Waymo, and Daimler; and commercial platforms from
Nvidia, and ...

~~Sensor Fusion Challenges In Cars~~

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Honeywell will offer software development kits (SDKs) to enable its growing portfolio of IP cameras to integrate with other third-party video management systems (VMS). "Honeywell strongly supports ...

~~Honeywell Security CCTV Software~~

In the past, control programs (operating systems, database managers, etc.) and many applications were written in assembly language to maximize the machine's performance. Today, C/C++ is widely ...

~~assembly language~~

Since the color layout of the SuperCCD features the R, G and B pixels ... eye lens (which offers over a 180-degree viewing angle),

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two adapters, a tripod rotator, Ipix's IPIX Wizard 2.2 software ...

~~Comdex Fall '99 Highlights~~

DeCloud Services DeCloud's 4 main services includes GPU, CPU rental, outsourced storage, time-released data capsule and Software as ... brainchild of this DeCloud architecture, sees the future ...

~~DeCloud announces its platform, aiming to revolutionize the cloud computing landscape~~

This lens is a strong addition to the landscape, architecture or travel photographer □ but it also provides the vlogging creator and the EOS Webcam Utility software user the power to integrate ...

~~Canon Completes Another Chapter In The RF Lens Story~~

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~~Introduces Two New Budget Friendly Lenses For EOS R Full-Frame Mirrorless Users~~

So while Google also does yearly Android updates, the reality is that a lot of older Android smartphones don't get the new software ... Wide lens for impressive landscape and architecture shots ...

~~iPhone: 2021 Buyer's Guide~~

While we are thrilled to convene together to propel growth within CRE, COVID-19 remains a worldwide concern and Bisnow is committed to practicing safe protocols at our events. You can expect the ...

~~Bisnow 2021 SoCal Power Women~~

Intel's x86 architecture is the third to grace Apple's desktop

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computer ... In modern times it's the operating systems and software that have impeded ARM's progress, but that's beginning ...

~~Ditching X86, Apple Starts An ARM Race~~

It's time to clear up some questions and concerns brought up by previous reviews. Make no mistake, the Nikon D610 is a professional level camera that can be picked up by hobbyists, working ...

~~About Nikon D610~~

The only device to date that has this software available is the Technolas ... paracentesis, capsulotomy, lens fragmentation (Figure 12) and limbal-relaxing incisions (Figure 13).

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~~Comparison of Commercially Available Femtosecond Lasers in Refractive Surgery~~

me lens for a hundred dollars more but without any filters or bag or cleaning kit.. Now as for the pictures it takes the macro feature is only 1/3rd so I was disappointed ... landscapes, architecture, ...

~~About Tamron 16-300mm~~

The camera features a sensor that's 15 percent larger than the one on its predecessor as well as a five-element, Apple-designed lens with an ... 64-bit desktop-class architecture for blazing ...

~~Apple introduces the iPhone 5s, launching September 20th starting at \$199~~

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Following Apple's big media event last week, this week saw users able to get their hands on much of the new hardware and software ... well as a 48-megapixel Wide lens for the rear camera system.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software

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system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of

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documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SySML

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The award-winning and highly influential *Software Architecture in Practice, Third Edition*, has been substantially revised to reflect the latest developments in the field. In a real-world setting, the book once again introduces the concepts and best practices of software architecture—how a software system is structured and how that system’s elements are meant to interact. Distinct from the details of implementation, algorithm, and data representation, an architecture holds the key to achieving system quality, is a reusable asset that can be applied to subsequent systems, and is crucial to a software organization’s business strategy. The authors have structured this edition around the concept of architecture influence cycles. Each cycle shows how architecture influences, and is influenced by, a particular context in which architecture plays a critical role. Contexts include technical environment, the life cycle of a project,

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an organization's business profile, and the architect's professional practices. The authors also have greatly expanded their treatment of quality attributes, which remain central to their architecture philosophy—with an entire chapter devoted to each attribute—and broadened their treatment of architectural patterns. If you design, develop, or manage large software systems (or plan to do so), you will find this book to be a valuable resource for getting up to speed on the state of the art. Totally new material covers Contexts of software architecture: technical, project, business, and professional Architecture competence: what this means both for individuals and organizations The origins of business goals and how this affects architecture Architecturally significant requirements, and how to determine them Architecture in the life cycle, including generate-and-test as a design philosophy; architecture conformance during

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implementation; architecture and testing; and architecture and agile development Architecture and current technologies, such as the cloud, social networks, and end-user devices

The First Complete Guide to DevOps for Software Architects
DevOps promises to accelerate the release of new software features and improve monitoring of systems in production, but its crucial implications for software architects and architecture are often ignored. In *DevOps: A Software Architect's Perspective*, three leading architects address these issues head-on. The authors review decisions software architects must make in order to achieve DevOps' goals and clarify how other DevOps participants are likely to impact the architect's work. They also provide the organizational, technical, and operational context needed to deploy DevOps more

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efficiently, and review DevOps' impact on each development phase. The authors address cross-cutting concerns that link multiple functions, offering practical insights into compliance, performance, reliability, repeatability, and security. This guide demonstrates the authors' ideas in action with three real-world case studies:

datacenter replication for business continuity, management of a continuous deployment pipeline, and migration to a microservice architecture. Comprehensive coverage includes

- Why DevOps can require major changes in both system architecture and IT roles
- How virtualization and the cloud can enable DevOps practices
- Integrating operations and its service lifecycle into DevOps
- Designing new systems to work well with DevOps practices
- Integrating DevOps with agile methods and TDD
- Handling failure detection, upgrade planning, and other key issues
- Managing

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consistency issues arising from DevOps
independent deployment models
Integrating security controls, roles, and audits into DevOps
Preparing a business plan for DevOps adoption, rollout, and measurement

Job titles like "Technical Architect" and "Chief Architect" nowadays abound in software industry, yet many people suspect that "architecture" is one of the most overused and least understood terms in professional software development. Gorton's book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical

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issues like middleware components and service-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICI integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

A complete, timely update to the classic work on capturing software

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architecture in writing □ □Updated to use UML 2.0 throughout, with a complete Java/SOA-based case study, and covers architecture documentation in agile/lightweight/spiral environments. □Covers goals, strategies, rules, and hands-on best practices, and provides proven templates for generating coherent documentation. □Foreword by Grady Booch. This book's first edition offered breakthrough, start-to-finish guidance for software architects who want to document their architectures in a way that others can understand and accurately implement. Already a classic - and still a best-seller - this book has now been thoroughly updated to reflect today's most important software trends. Both an overview and a hands-on guide, this book introduces the uses of software architecture documentation; provides rules for sound documentation; shows how to document both interfaces and behavior; and offers proven

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templates for generating coherent documentation. This edition's extensive updates include:

- The use of UML 2.0 throughout.
- A new case study based on Java and SOA.
- Coverage of architectures generated via agile, lightweight, and spiral methods.
- Updates for consistency with SEI's growing portfolio of architecture courses.
- Clearer terminology and explanations throughout.
- Coverage of frameworks such as TOGAF, DODAF, and FEAF.
- Coverage of documentation tools such as wikis and Lattix DSMs.
- New techniques for documenting variability across product lines.
- Best practices for reviewing and validating documentation.
- Comparisons of 'Views and Beyond' vs '4+1' approaches.
- Improved alignment with the IEEE-471 standard.

This book continues to stand alone in helping architects document their architectures so they will actually be implemented as intended.

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Designing Software Architectures will teach you how to design any software architecture in a systematic, predictable, repeatable, and cost-effective way. This book introduces a practical methodology for architecture design that any professional software engineer can use, provides structured methods supported by reusable chunks of design knowledge, and includes rich case studies that demonstrate how to use the methods. Using realistic examples, you'll master the powerful new version of the proven Attribute-Driven Design (ADD) 3.0 method and will learn how to use it to address key drivers, including quality attributes, such as modifiability, usability, and availability, along with functional requirements and architectural concerns. Drawing on their extensive experience, Humberto Cervantes and Rick Kazman guide you through crafting

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practical designs that support the full software life cycle, from requirements to maintenance and evolution. You'll learn how to successfully integrate design in your organizational context, and how to design systems that will be built with agile methods.

Comprehensive coverage includes Understanding what architecture design involves, and where it fits in the full software development life cycle

Mastering core design concepts, principles, and processes

Understanding how to perform the steps of the ADD method

Scaling design and analysis up or down, including design for pre-sale processes or lightweight architecture reviews

Recognizing and optimizing critical relationships between analysis and design

Utilizing proven, reusable design primitives and adapting them to specific problems and contexts

Solving design problems in new domains, such as cloud, mobile, or big data

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Continuous Architecture provides a broad architectural perspective for continuous delivery, and describes a new architectural approach that supports and enables it. As the pace of innovation and software releases increases, IT departments are tasked to deliver value quickly and inexpensively to their business partners. With a focus on getting software into end-users hands faster, the ultimate goal of daily software updates is in sight to allow teams to ensure that they can release every change to the system simply and efficiently. This book presents an architectural approach to support modern application delivery methods and provide a broader architectural perspective, taking architectural concerns into account when deploying agile or continuous delivery approaches. The authors explain how to solve the challenges of implementing continuous

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delivery at the project and enterprise level, and the impact on IT processes including application testing, software deployment and software architecture. Covering the application of enterprise and software architecture concepts to the Agile and Continuous Delivery models Explains how to create an architecture that can evolve with applications Incorporates techniques including refactoring, architectural analysis, testing, and feedback-driven development Provides insight into incorporating modern software development when structuring teams and organizations

Knowledge Architectures reviews traditional approaches to managing information and explains why they need to adapt to support 21st-century information management and discovery. Exploring the rapidly changing environment in which information is

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being managed and accessed, the book considers how to use knowledge architectures, the basic structures and designs that underlie all of the parts of an effective information system, to best advantage. Drawing on 40 years of work with a variety of organizations, Bedford explains that failure to understand the structure behind any given system can be the difference between an effective solution and a significant and costly failure.

Demonstrating that the information user environment has shifted significantly in the past 20 years, the book explains that end users now expect designs and behaviors that are much closer to the way they think, work, and act. Acknowledging how important it is that those responsible for developing an information or knowledge management system understand knowledge structures, the book goes beyond a traditional library science perspective and uses case

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studies to help translate the abstract and theoretical to the practical and concrete. Explaining the structures in a simple and intuitive way and providing examples that clearly illustrate the challenges faced by a range of different organizations, Knowledge Architectures is essential reading for those studying and working in library and information science, data science, systems development, database design, and search system architecture and engineering.

This book covers everything you need to master the iSAQB® Certified Professional for Software Architecture - Foundation Level (CPSA-F) certification. This internationally renowned education and certification schema defines various learning path for practical software architects. This book concentrates on the foundation level examination. It explains and clarifies all 40+ learning goals of the

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CPSA-F© curriculum. In addition, you find step-by-step preparation guide for the examination. Please beware: This book is not meant as a replacement for existing software architecture books and courses, but strongly focusses on explaining and clarifying the iSAQB CPSA-F foundation.

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