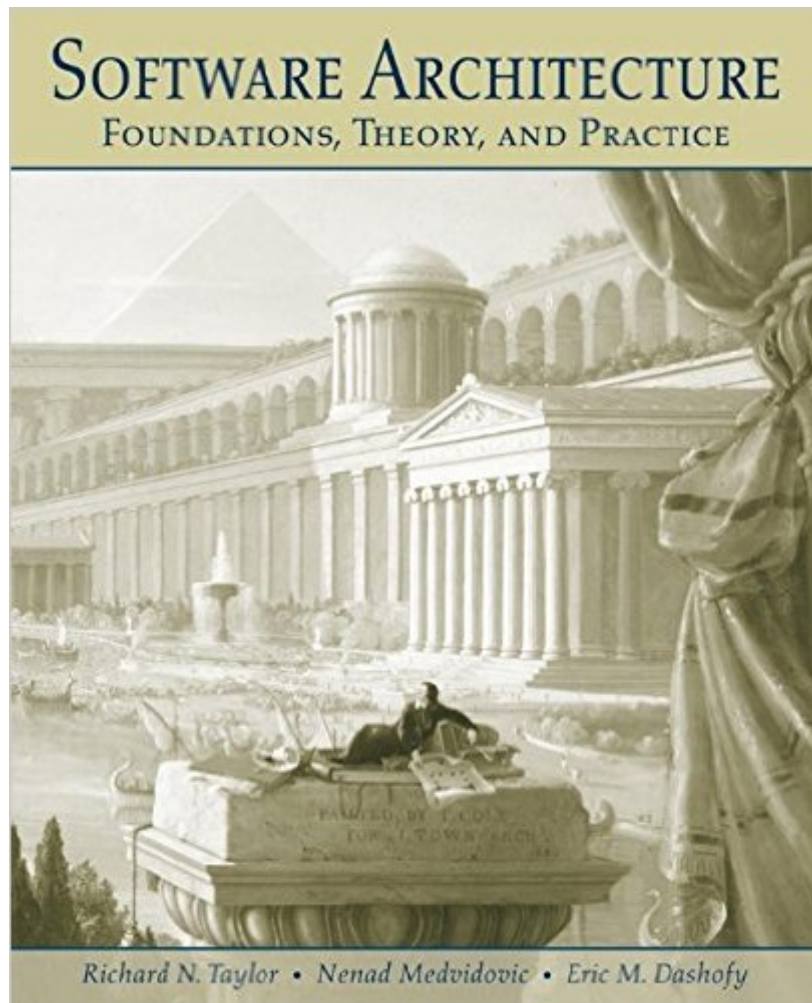


The book was found

# Software Architecture: Foundations, Theory, And Practice



## Synopsis

Software architecture is foundational to the development of large, practical software-intensive applications. This brand-new text covers all facets of software architecture and how it serves as the intellectual centerpiece of software development and evolution. Critically, this text focuses on supporting creation of real implemented systems. Hence the text details not only modeling techniques, but design, implementation, deployment, and system adaptation -- as well as a host of other topics -- putting the elements in context and comparing and contrasting them with one another. Rather than focusing on one method, notation, tool, or process, this new text/reference widely surveys software architecture techniques, enabling the instructor and practitioner to choose the right tool for the job at hand. Software Architecture is intended for upper-division undergraduate and graduate courses in software architecture, software design, component-based software engineering, and distributed systems; the text may also be used in introductory as well as advanced software engineering courses.

## Book Information

Hardcover: 750 pages

Publisher: Wiley; 1 edition (January 9, 2009)

Language: English

ISBN-10: 0470167742

ISBN-13: 978-0470167748

Product Dimensions: 7.3 x 1.3 x 9.3 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (14 customer reviews)

Best Sellers Rank: #293,948 in Books (See Top 100 in Books) #137 in [Books > Computers & Technology > Hardware & DIY > Design & Architecture](#) #322 in [Books > Textbooks > Computer Science > Software Design & Engineering](#) #746 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development](#)

## Customer Reviews

Software Architecture: Foundations, Theory, and Practice is a landmark text that will become an essential introduction to the discipline of software systems architecture. If you are a student, tester, manager, methodologist, developer, or simply an architect, and want a holistic understanding of what real software architects think software architecture is and why it matters, this is the place to start. I bought this after Roy Fielding (of REST and HTTP fame) mentioned it on the rest-discuss

mailing list. Roy is one of the industry's top architects, and I wasn't disappointed. The book is timely - architecture is coming to be accepted as an important activity, especially for distributed, and large scale systems. What many people don't realize is that drawing pictures, writing documents no-one reads, meta-modeling, and pontificating on "concerns" are not software architecture. Software architecture is about introducing constraints via principled, objective design to achieve particular system properties. Architecture is difficult and exhausting work, but done well can offer immense value to users and stakeholders. This book, along with Rozanski and Woods' "Software Systems Architecture: Working With Stakeholders Using Viewpoints and Perspectives" makes that explicit. The book is unapologetic about software architecture's standing in the industry. SAFTAP positions architecture as the primary design activity for software - not development, not requirements analysis, not testing, not methodology, but architecture. That will make for interesting debate.

The book is by far the most textbookiest (new word?) books I have bought on Software Architecture. That is a good thing. It means that Software Architecture is becoming main stream enough that it is now offered as a college course topic along with other software engineering topics. Enough so that books are being written in a format intended solely for that purpose. This book does a great job of covering a wide range of topics. It goes deep enough into each one of them to give the reader a great foundational understanding. At first I was a little leery of their use of the ArchStudio tool suite, but the further I got in the book and the more I used the tool I could see the value it has in the architecture process. The tool really brings to light the connections between system components and forces a component based design. One of my favorite chapters is the Connectors chapter. The way they visually present their variation dimensions is really cool. I don't know quite how to explain it, but the book has a unique presentation that I haven't seen in other architecture books. I am not referring to how the material is arranged. I am referring to the material presented. I like it. It seems to bring to light all the topics in software architecture that are important, but they are explained in a unique enough way that it doesn't feel like your learning the same thing you learned in the last software architecture book. I read every book that comes out on the topic of software architecture for two reasons. The hope of learning something new, and to remind myself of all the things I have to keep in the forefront of my thinking, kind of a mental exercise. This book makes it easy to get my mental exercise.

[Download to continue reading...](#)

Software Architecture: Foundations, Theory, and Practice Foundations of Set Theory (Studies in

Logic and the Foundations of Mathematics) Contesting the Subject: Essays in the Postmodern  
Theory and Practice of Biographical Criticism (The Theory and Practice of Biography a)  
Foundations for Teaching English Language Learners: Research, Theory, Policy, and Practice  
Chinese Architecture and Metaphor: Song Culture in the Yingzao Fashi Building Manual (Spatial  
Habitus: Making and Meaning in Asia's Architecture) Foundations of Analog and Digital Electronic  
Circuits (The Morgan Kaufmann Series in Computer Architecture and Design) Rendering in  
SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior  
Design Computer Architecture, Fifth Edition: A Quantitative Approach (The Morgan Kaufmann  
Series in Computer Architecture and Design) Computer Architecture: A Quantitative Approach (The  
Morgan Kaufmann Series in Computer Architecture and Design) Mansilla Y Tunon: Recent Work  
(2G: International Architecture Review S.) (2G: International Architecture Review Series) (Spanish  
and English Edition) Computer Organization and Design, Fourth Edition: The Hardware/Software  
Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer  
Organization and Design, Third Edition: The Hardware/Software Interface, Third Edition (The  
Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and  
Design: The Hardware Software Interface: ARM Edition (The Morgan Kaufmann Series in Computer  
Architecture and Design) Software Architecture And Design Illuminated (Jones and Bartlett  
Illuminated (Paperback)) ARM System Developer's Guide: Designing and Optimizing System  
Software (The Morgan Kaufmann Series in Computer Architecture and Design) Enterprise Software  
Procurement: Tools and Techniques for Successful Software Procurement and Business Process  
Reengineering for Municipal Executives and Managers Study Guide for Foundations of  
Maternal-Newborn and Women's Health Nursing, 6e (Murray, Study Guide for Foundations of  
Maternal-Newborn & Women's Health Nursing) Material Strategies: Innovative Applications in  
Architecture (Architecture Briefs) The Architecture of Computer Hardware, Systems Software, and  
Networking: An Information Technology Approach The Architecture of Computer Hardware and  
System Software: An Information Technology Approach, 5th Edition

[Dmca](#)