



# Developing a Solution's IT Architecture

Work product creation using a "top down", requirements driven approach Separating concerns: organizing the requirements and design into distinct parts Incrementally developing business requirements and their IT solution













Defining and documenting the various aspects of the IT solution's requirements and design is achieved by using a set of **IT Architecture work products**, each focused on a specific view of the IT system

Separation of concerns







The IT architect uses three core work products to document the business requirements their IT System will support...







# The System Context is essential to capturing the scope of the project



# The System Context helps to:

- Clarify the environment in which the system has to operate
- Put bounds on the system
- Identify external interfaces (users or systems)





# System Context





andards

Reference

Architectures

Current IT

Environment

Architecture

Overview

Diagram

**IT Solution Design** 

Component

Model

Deployment

Units

Operational

Model



# The IT architect uses four core work products to document and communicate their IT system's design





Diagram" provides a

**"Architecture Overview** picture (not a model) of the whole IT system "on a page" as a means of communicating the salient points of the design. AODs are audience specific



"Operational Model" defines the organisation of the IT system across locations, documenting the placement of the solution's components onto nodes connected across the organisation, in order to achieve the solution's operational NFRs

Infrastructure Architect - Systems Engineering



Viability Analysis

Service Level

Char. Analysis

"Deployment Units" represent various

aspects of components, as a convenient

means of documenting their non functional requirements, as well as their placement

across the Operational Model











The Component Modeling technique consists of three steps...

Component Identification

- Partition into subsystems and components and assign responsibilities
- Review architectural patterns, reference architectures, and reusable assets
- Structure ensuring loose coupling, high cohesion, and so on
- Component Specification
- Specify interfaces
  - Specify operations and signatures
  - Specify pre- and post-conditions



- Identify products and packages
- Define implementation approach





# ...which are performed iteratively







# Each step is applied, to varying degrees, at different points in the delivery process







# The Component Model



- Bridge the gap between the requirements (the "what") and the solution (the "how")
- Visualize and help understand the system
- Specify the logical structure or behavior of the system
- Document decisions made
- Allow placement decisions to be made about where components will execute





# The Component Model is used as input into a number of activities



- Work Allocation
- Version Control
- Design Strategy
- Reuse
- Testing
- Project Management
- Product/Package Selection



# Component Modeling often involves placing components into layers

- Layering provides a logical partitioning of components into a number of sets (layers)
- Rules define relationships between layers
  - Strict: Components only depend on components in the same layer or the one below
  - Non-Strict: Components may depend on components in any lower layer
- Layering provides a way to restrict intercomponent dependencies
- Well-layered systems are more loosely coupled and therefore more easily maintained



| 🖶 Layer 1 |              |
|-----------|--------------|
| Layer2    | Increasing ( |
|           | generality   |
| Layer3    |              |





# An example of layered architecture

- The dialogue control layer handles user-system interactions and use case logic
- The business processing layer contains applicationspecific services that handle use case step logic and choreography
- The business services layer contains more general business components that may be used in several applications
- The middleware layer contains components such as interfaces to databases and platform-independent operating system services
- The system software layer contains components such as operating systems and databases







# In a Multi-Tier System, each Tier can be layered independently



Example that illustrates a three-tier, thin-client architecture where the client contains no process or business logic.

All business logic is on the middle, application server tier.

The database server just contains middleware (that is, the database and communication software).

All tiers contain system software (such as an operating system)





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**Application Architect - Software Engineering** 







# Interactions between functional and technical considerations













The Operational Model represents the system's "infrastructure architecture", using a variety of model elements

- The geographic structure of the locations and their borders, over which the IT system will be deployed and operated
- The placement of the system's nodes into these locations
- The deployment of the system's components across these nodes, using deployment units
- The connections between nodes
- The organisation of the system's elements into zones
- Sizing and other hardware specifications for all the computers, storage devices and network technologies





# Operational Model How do we decide where a system's components should go?

Let us consider a simple example: a "single component" system...

...Microsoft Word

Let us think about what we have to do, when "deploying" Word onto a very simple environment:



What is it we have to deploy? Where does "it" go? Let us sketch up some ideas...







# So, for our simple WORD example, we should first identify:

### (1) That the Word component has the following deployment units:

| DU   | Description               | Characteristics (e.g.)                            |            |
|--|---------------------------|---|------------|
| P1_WYSIWYG_Display   | Microsoft Word desktop UI | Minimum screen size:                              | 1024 x 768 |
| E1_Word  | Microsoft Word execution  | Required operating memory: 512 M                  |            |
|  |                           | Minimum CPU (equiv):                              | 1Ghz       |
| D1_User_Documents Word documents being edited by the users | Word documents being      | Typical document size:                            | 5 MB       |
|  | edited by the users       | Typical active documents:                         | 100        |
|  |                           | Some documents are critical to business operation |            |

### (2) There will be two locations

- **L\_Branch\_Office**, which represents where Word users work
- L\_Central\_site, which represents a IT services data centre

### (3) And two nodes

- N1\_Office\_Workstation, which represents a Microsoft Windows PC
- N2\_Central\_Server, which represents a Microsoft Windows Server





There are many ways of deploying a single component into a simple system...



Word, running on Citrix, with local data

Word, running on Citrix, with remote file serving





# Option 1 - a local installation, with all DUs on the Office workstation...



### But this approach has many systems management issues:

- Software updates becomes an issue: e.g. regular security patches issued by Software vendor
- Backup and recovery the responsibility of the end user
- Number of users and number of branches

### Reconsidering the placement decisions leads to...





### Option 4: using a pattern based on a server-side installation with data served remotely



### This is a much more manageable software update and data management regime.

### However...

- ...desktops may not have appropriate remote file server capability...
- ...not all end users may be able to easily access central servers...
- ...some workstations may be unable to support remote execution...







# Logical Operational Model









# **Physical Operational Model**





Summary

**IT** Architecture









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Application Architect - Software Engineering







# An Architecture Overview with Data Flow







An Architecture Overview showing the different tiers of a shopping system







Creating a solution architecture is an iterative process to ensure the project deals with difficulties very early in the lifecycle.

|   |                            | Phase<br>Deliverable                      | Phase A        | Phase B                       | Phase C  |  |
|---|----------------------------|---|----------------|-------------------------------|--|--|
|   |                            | Business<br>Requirements<br>Specification | Complete       | Change control                | Change control   |  |
|   |                            | IT Solution<br>Requirements<br>Analysis   |                | Complete                      | Bang!  |  |
|   |                            | IT Solution<br>Design                     |                |                               | Cd np te   |  |
| Phase<br>Deliverable                      | Solution Outline           | Macro Design                              | Micro Design   |                               |  |  |
| Business<br>Requirements<br>Specification | High Level,<br>qualitative | Complete                                  | Change control | Catch "<br>problen            | Catch "show-stopping<br>problems" early in the<br>project, enabling (if<br>necessary) the project to<br>be terminated at much<br>less cost |  |
| IT Solution<br>Requirements<br>Analysis   | Outline System             | IT scope fully<br>defined, key NFRs       | Complete       | projec<br>necessar<br>be term |  |  |
| IT Solution<br>Design                     | ide tift d                 | Outline solution defined                  | Complete       |                               |  |  |