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Johannes Siedersleben studierte
Mathematik und Informatik in
Karlsruhe und Grenoble. Er war
Chefarchitekt von sd&m, München,
und später der T-Systems. An der
Hochschule Rosenheim entwickelte er
den Studienschwerpunkt Software
Engineering. Er ist Herausgeber von
[Softwaretechnik] Praxiswissen für
Software-Ingenieure (Hanser, 2002)
und Autor von [Moderne
Softwarearchitektur] (dPunkt, 2004).

Prof. Dr. Johannes Siedersleben:
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Johannes Siedersleben: Moderne Software-Architektur. dpunkt Verlag, Heidelberg 2004, ISBN 3-89864-292-5. Gernot Starke: Effektive Software-Architekturen: Ein praktischer Leitfaden. 5. Auflage. Carl-Hanser-Verlag, München 2010, ISBN 978-3-446-41215-6. Gernot Starke, Peter Hruschka: "Software-Architektur kompakt", 2.

Softwarearchitektur [Wikipedia](#)
Software-Architektur konkret Das Buch Moderne Software-Architektur von Johannes Siedersleben ist eines der wenigen konkret umsetzbaren und eigenständigen Bücher über Software-Architektur in deutscher Sprache. Die Inhalte sind plastisch dargestellt und so beschrieben, dass sie direkt im Projektalltag verwendet werden können.

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Quasar steht für "Qualitäts-Software-Architektur" und fasst zusammen, was das Software-Haus sd&m in den letzten Jahren an Wissen über Software-Architektur gesammelt hat. Im Mittelpunkt von Quasar steht das Denken in Komponenten und Schnittstellen - nicht oberflächlich und unverbindlich, sondern glasklar und nachprüfbar: Was ist eine Komponente, was ist eine Schnittstelle, wie spezifiziert man Schnittstellen, wie behandelt man Fehler und Ausnahmen? Ein wesentliches Element von Quasar ist die Trennung von Anwendung und Technik: Wie baut man z.B. eine EJB-Anwendung, die vom verwendeten EJB-Server so wenig wie möglich abhängt? Die Darstellung ist durchweg nahe an der Implementierung; die zahlreichen Programmbeispiele sind

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Java. Das Buch richtet sich an alle, die verstehen wollen, wie man große Systeme aus Komponenten zusammensetzt.

Software architecture is an important factor for the success of any software project. In the context of systematic design and construction, solid software architecture ensures the fulfilment of quality requirements such as expandability, flexibility, performance, and time-to-market. Software architects reconcile customer requirements with the available technical options and the prevailing conditions and constraints. They ensure the creation of appropriate structures and smooth interaction of all system components. As team players, they work closely with software developers and other parties involved

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In the project. This book gives you all the basic know-how you need to begin designing scalable system software architectures. It goes into detail on all the most important terms and concepts and how they relate to other IT practices. Following on from the basics, it describes the techniques and methods required for the planning, documentation, and quality management of software architectures. It details the role, the tasks, and the work environment of a software architect, as well as looking at how the job itself is embedded in company and project structures. The book is designed for self-study and covers the curriculum for the Certified Professional for Software Architecture □ Foundation Level (CPSA-F) exam as defined by the International Software Architecture Qualification Board

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User Interfaces (UI) of applications, since about 2010, are usually implemented by dedicated frontend programs, following a Rich-Client architecture and are based on the Web technologies HTML, CSS and JavaScript. This approach provides great flexibility and power, but comes with an inherent great overall complexity of UIs, running on a continuously changing technology stack. This is because since over twenty years Web technologies still progress at an extremely high invention rate and unfortunately at the same time still regularly reinvent part of their self. This situation is harmless for small UIs, consisting of just a handful dialogs and having to last for just about one or two years. However,

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it becomes a major hurdle for large UIs, consisting of a few hundred dialogs and having to last for five or more years. This is especially the case for the complex UIs of industrial Business Information Systems. The main scientific contribution of this dissertation is the Hierarchical User Interface Component Architecture (HUICA), a scalable software architecture for Rich-Client based User Interfaces. It is primarily based on the important architecture principle Separation of Concerns (SoC), the derived idea of Hierarchical Composition, the invented design pattern Model-View-Controller/Component-Tree (MVC/CT) and the existing concepts Presentation Model and Data Binding.

The maintenance of long-living

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Software systems is an essential topic in today's software engineering practice and research. Software Architecture Restructuring is an important task to adjust these systems to current requirements and to keep them maintainable. Niels Streekmann introduces an approach to Software Architecture Restructuring that semi-automates this task by introducing graph clustering. The approach provides an iterative process that systematically incorporates human architectural knowledge for the improvement of the restructuring result. Thus, it supports the task of planning the transfer of an existing system to a target architecture and aims at reducing the required manual effort.

This book constitutes the joint refereed

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proceedings of two colocated events: the First International Conference on the Quality of Software Architectures (QoSA 2005) and the Second International Workshop on Software Quality (SOQUA 2005) held in Erfurt, Germany, in September 2005. The 18 revised full papers presented were carefully reviewed and selected from 48 submissions. For QoSA 2005 only 12 papers - of the 31 submitted - were accepted for presentation; they are concerned with research and experiences that investigate the influence a specific software architecture has on software quality aspects. The papers are organized in topical sections on software architecture evaluation, formal approaches to model-driven QoS-handling, modelling QoS in software architectures, software architectures

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applied, architectural design for QoS, and model-driven software reliability estimation. The 6 papers accepted for SOQUA 2005 - from 17 submissions - mainly focus on quality assurance and on software testing. They are organized in topical sections on test case selection, model-based testing, unit testing, and performance testing.

This book constitutes the refereed proceedings of the First European Conference, Workshops on Model Driven Architecture - Foundations and Applications, ECMDA-FA 2005, held in Nuremberg, Germany in November 2005. The 24 revised full papers presented, 9 papers from the applications track and 15 from the foundations track, were carefully reviewed and selected from 82 submissions. The latest and most

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relevant information on model driven software engineering in the industrial and academic spheres is provided. The papers are organized in topical sections on MDA development processes, MDA for embedded and real-time systems, MDA and component-based software engineering, metamodelling, model transformation, and model synchronization and consistency.

A new, quantitative architecture simulation approach to software design that circumvents costly testing cycles by modeling quality of service in early design states. Too often, software designers lack an understanding of the effect of design decisions on such quality attributes as

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performance and reliability. This necessitates costly trial-and-error testing cycles, delaying or complicating rollout. This book presents a new, quantitative architecture simulation approach to software design, which allows software engineers to model quality of service in early design stages. It presents the first simulator for software architectures, Palladio, and shows students and professionals how to model reusable, parametrized components and configured, deployed systems in order to analyze service attributes. The text details the key concepts of Palladio's domain-specific modeling language for software architecture quality and presents the corresponding development stage. It describes how quality information can be used to calibrate architecture

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models from which detailed simulation models are automatically derived for quality predictions. Readers will learn how to approach systematically questions about scalability, hardware resources, and efficiency. The text features a running example to illustrate tasks and methods as well as three case studies from industry. Each chapter ends with exercises, suggestions for further reading, and "takeaways" that summarize the key points of the chapter. The simulator can be downloaded from a companion website, which offers additional material. The book can be used in graduate courses on software architecture, quality engineering, or performance engineering. It will also be an essential resource for software architects and software engineers and for practitioners who want to apply

Read Book Moderne Software Architektur Palladio in industrial settings.

Professional knowledge management is imperative for the success of enterprises. One decisive factor for the success of knowledge management projects is the coordination of elements such as corporate culture, enterprise organization, - man resource management, as well as information and communication technology. The proper alignment and balancing of these factors are currently little understood—especially the role of information technology, which is often - garded only as an implementation tool, though it can be a catalyst by making new knowledge management solutions possible. This conference brought together representatives from practical and research ?elds for discussing experiences, professional

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applications, and visions through presentations, workshops, tutorials, and an accompanying industry exhibition. The main focus of the conference was the realization of knowledge management strategies with the aid of innovative information technology solutions, such as intelligent access to organizational memories, or integration of business processes and knowledge management. Also of interest were holistic/integrative approaches to knowledge management that deal with issues raised by the integration of people, organizations, and information technology.

Dieses Buch erläutert, was IT-Architektur ist, ausgehend von einer betriebswirtschaftlichen Zielsetzung. Schrittweise werden ein

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praxiserprobtes Modell der IT-Architektur sowie die Änderungsdrücke und Spannungsfelder vorgestellt, mit denen die IT-Architektur konfrontiert wird. Danach wird eine Brücke zu den wichtigsten technischen Konzepten geschlagen, die zur Bewältigung der Komplexität unternehmensweiter IT-Landschaften wichtig sind. Es werden die bei einem IT-Architekten wünschenswerten Fähigkeiten erörtert und Lösungsansätze für mögliche Störungen bei der Umsetzung von Architekturvorhaben aufgezeigt. So kann z. B. der Aufbau von abteilungsübergreifenden Mechanismen durch Konkurrenzsituationen zwischen Abteilungsleitern ungemein erschwert werden. Als Auflöckerung werden unterschiedliche in der Praxis

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vorkommende Architekturkulturen verglichen. Schließlich wird ein Ansatz für die Organisation der IT-Architektur in einem Unternehmen vorgestellt. Dieses Buch richtet sich in erster Linie an Softwarearchitekten, erfahrene Softwareingenieure sowie an IT-Manager. Teile davon sind auch für Businessmanager und -analysten nützlich. Ein komplexes Netzwerk von Menschen, Computern und Wissensfragmenten - das ist die IT-Landschaft eines modernen Unternehmens. Wie man deren Architektur steuert, mit maximaler Effizienz als Ziel, ist das Thema dieses Buches, geschrieben von zwei sehr erfahrenen IT-Architekten und Managern. Was für ein faszinierendes Thema ...

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