## The lost art of software modelling

Simon Brown



# Over the past decade, many teams have thrown away big design up front



Unfortunately, architectural thinking, documentation, diagramming and modelling were also often discarded



# Big design up front is dumb. Doing no design up front is even dumber.

**Dave Thomas** 

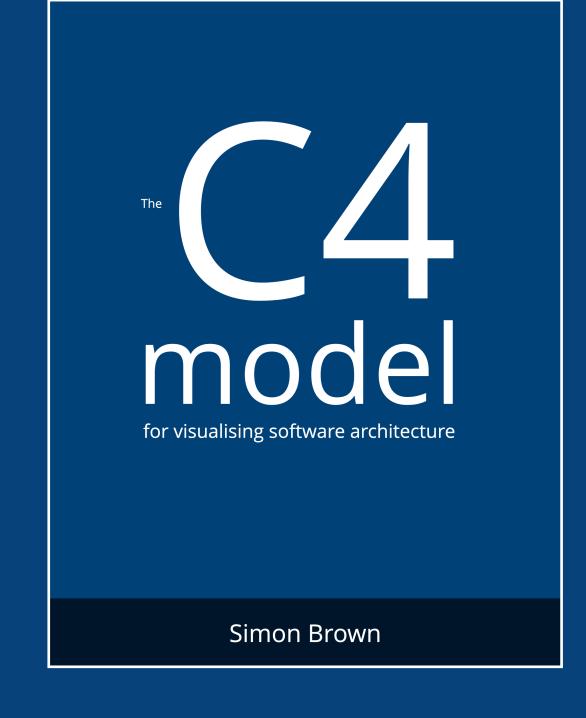
### Simon Brown

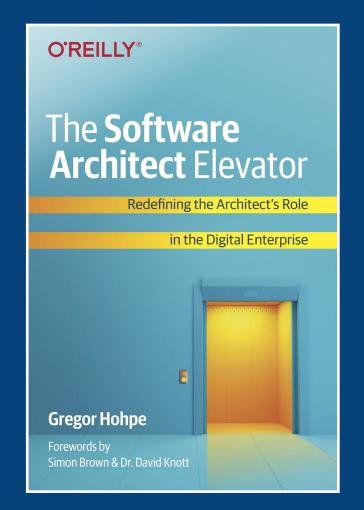
Independent consultant specialising in software architecture, plus the creator of the C4 model and Structurizr

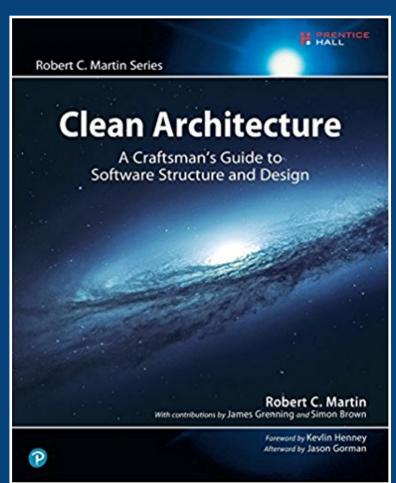
### @simonbrown

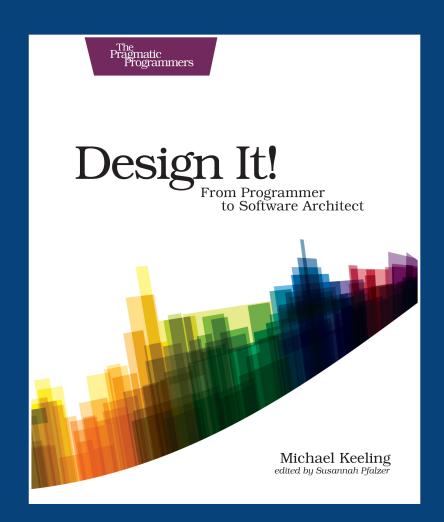
Software architecture developers

Simon Brown



















## Architecture meets agile

"we're about to start our agile transformation ... we need help making our architecture/design processes more agile"

VS

### Agile meets architecture

"we've been on our agile journey for X years ... our software lacks structure, we have no documentation, etc"

### Financial Risk System

### Context

A global investment bank based in London, New York and Singapore trades (buys and sells) financial products with other banks ("counterparties"). When share prices on the stock markets move up or down, the bank either makes money or loses it. At the end of the working day, the bank needs to gain a view of how much risk of losing money they are exposed to, by running some calculations on the data held about their trades. The bank has an existing Trade Data System (TDS) and Reference Data System (RDS) but needs a new Risk System.

### 1.1. Trade Data System

The Trade Data System maintains a store of all trades made by the bank. It is already configured to generate a filebased XML export of trade data to a network share at the close of business at 5pm in New York. The export includes the following information for every trade made by the bank:

Trade ID, Date, Current trade value in US dollars, Counterparty ID

### 1.2. Reference Data System

The Reference Data System stores all of the reference data needed by the bank. This includes information about counterparties (other banks). A file-based XML export is also generated to a network share at 5pm in New York, and it includes some basic information about each counterparty. A new reference data system is due for completion in the next 3 months, and the current system will eventually be decommissioned. The current data export includes:

Counterparty ID, Name, Address, etc...

### 2. Functional Requirements

- 1. Import trade data from the Trade Data System.
- 2. Import counterparty data from the Reference Data System.
- 3. Join the two sets of data together, enriching the trade data with information about the counterparty.
- 4. For each counterparty, calculate the risk that the bank is exposed to.
- 5. Generate a report that can be imported into Microsoft Excel containing the risk figures for all counterparties known by the bank.
- 6. Distribute the report to the business users before the start of the next trading day (9am) in Singapore.
- 7. Provide a way for a subset of the business users to configure and maintain the external parameters used by the risk calculations.



### 3. Non-functional Requirements

### a. Performance

• Risk reports must be generated before 9am the following business day in Singapore.

### b. Scalability

- The system must be able to cope with trade volumes for the next 5 years.
  - The Trade Data System export includes approximately 5000 trades now and it is anticipated that there will be slow but steady growth of 10 additional trades per day.
  - The Reference Data System export includes approximately 20,000 counterparties and growth will be negligible.
- There are 40-50 business users around the world that need access to the report.

### c. Availability

• Risk reports should be available to users 24x7, but a small amount of downtime (less than 30 minutes per day) can be tolerated.

### d. Failover

Manual failover is sufficient, provided that the availability targets can be met.

### e. Security

- This system must follow bank policy that states system access is restricted to authenticated and authorised
- Reports must only be distributed to authorised users.
- Only a subset of the authorised users are permitted to modify the parameters used in the risk calculations.
- Although desirable, there are no single sign-on requirements (e.g. integration with Active Directory, LDAP,
- All access to the system and reports will be within the confines of the bank's global network.

### f. Audit

- The following events must be recorded in the system audit logs:
- Report generation.
- Modification of risk calculation parameters.

### g. Fault Tolerance and Resilience

- The system should take appropriate steps to recover from an error if possible, but all errors should be
- Errors preventing a counterparty risk calculation being completed should be logged and the process should

### h. Internationalization and Localization

- All user interfaces will be presented in English only.
- All reports will be presented in English only.
- All trading values and risk figures will be presented in US dollars only.

### i. Monitoring and Management

- A Simple Network Management Protocol (SNMP) trap should be sent to the bank's Central Monitoring Service in the following circumstances:
  - When there is a fatal error with the system.
  - When reports have not been generated before 9am Singapore time.

### Data Retention and Archiving

Input files used in the risk calculation process must be retained for 1 year.

### k. Interoperability

• Interfaces with existing data systems should conform to and use existing data formats.



Design a software solution for the "Financial Risk System", and draw one or more architecture diagrams to describe your solution



UNIX BUX

TRANSPORT + LOGIC

JBOSS INSTANCE

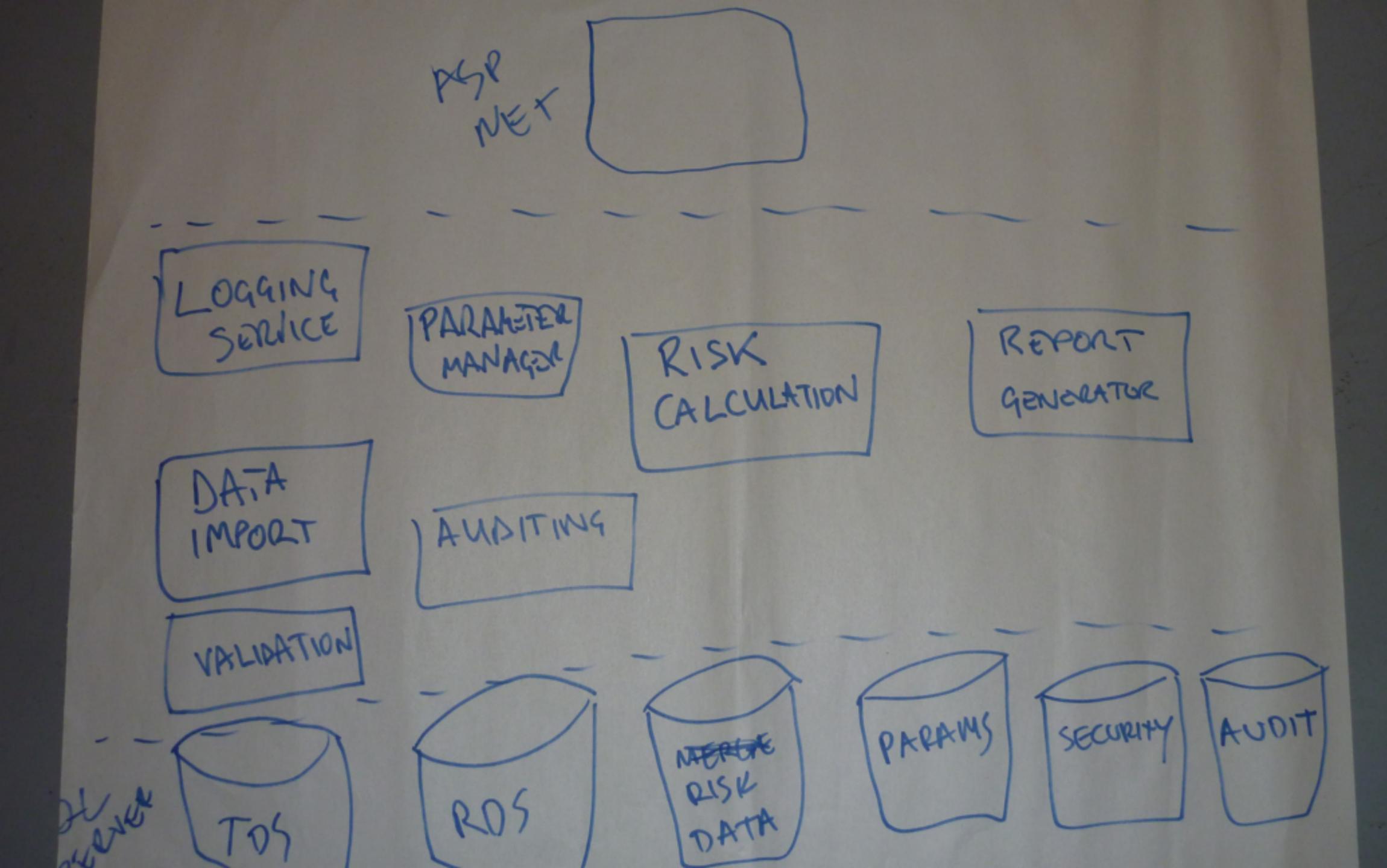
ERROR

JBOSS INSTANCE CWEB CONTAINER ONLY

WINDOWS BOX

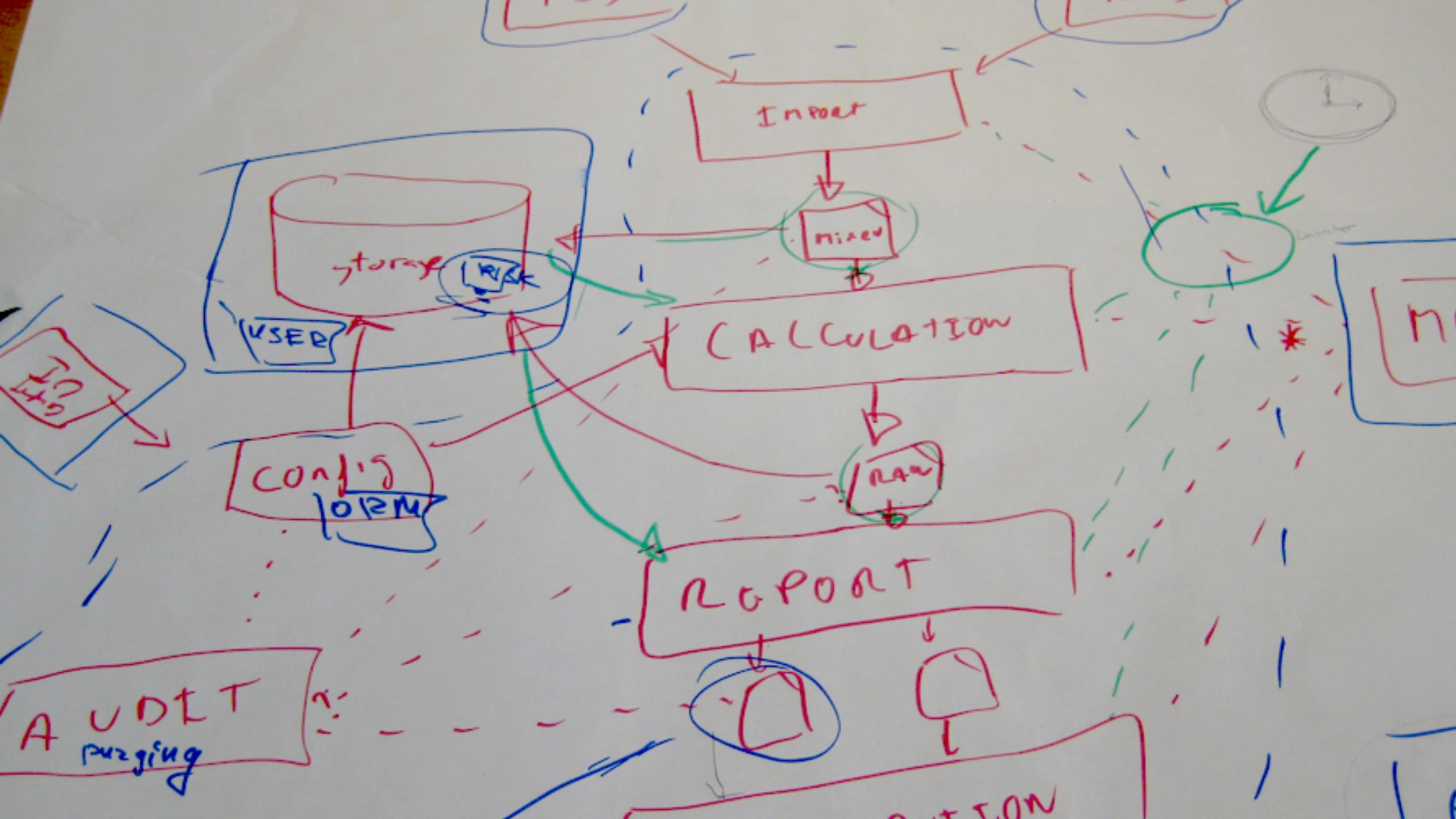
SERVER SERVER

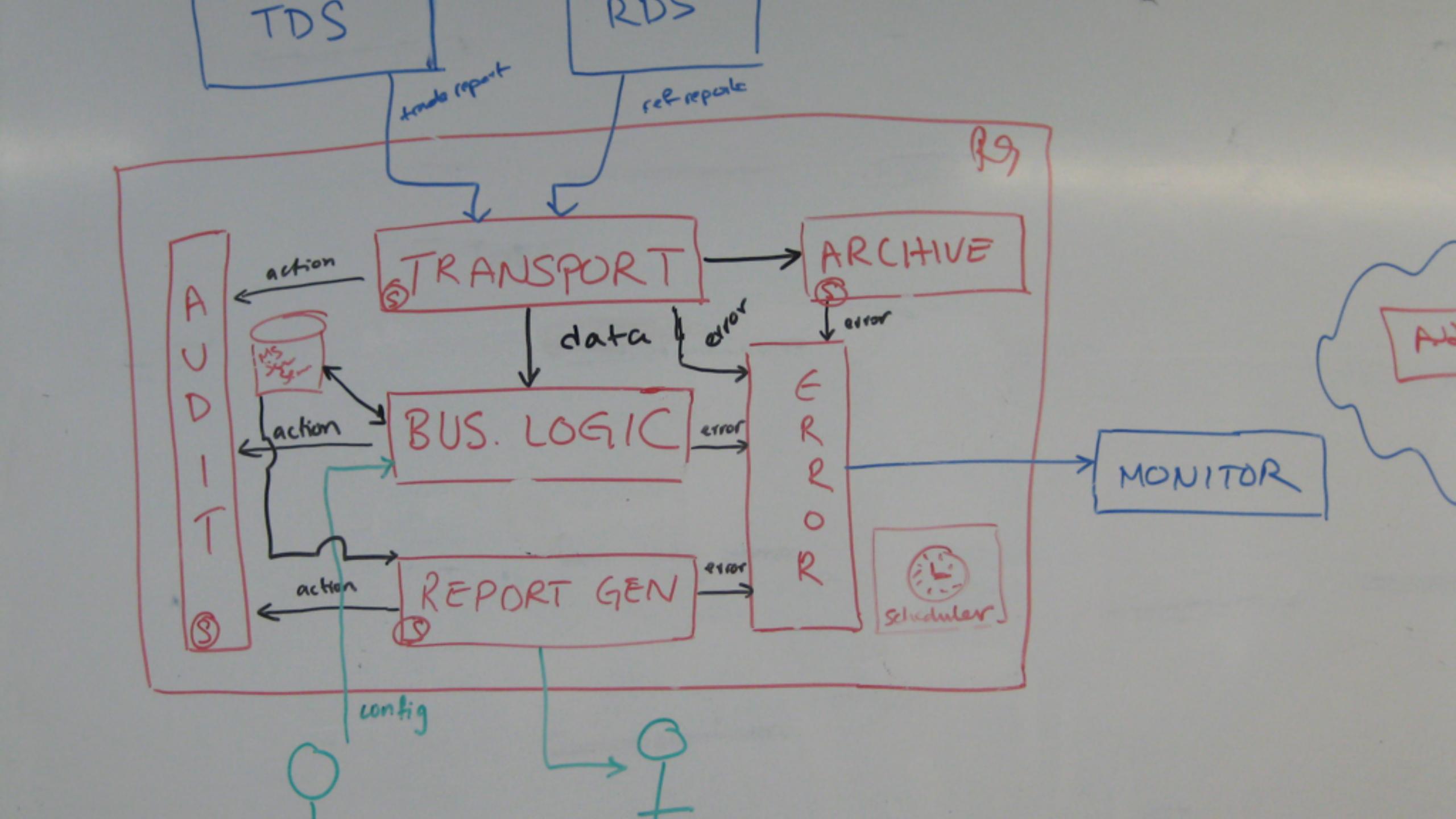
MS REPORTING SERVICE



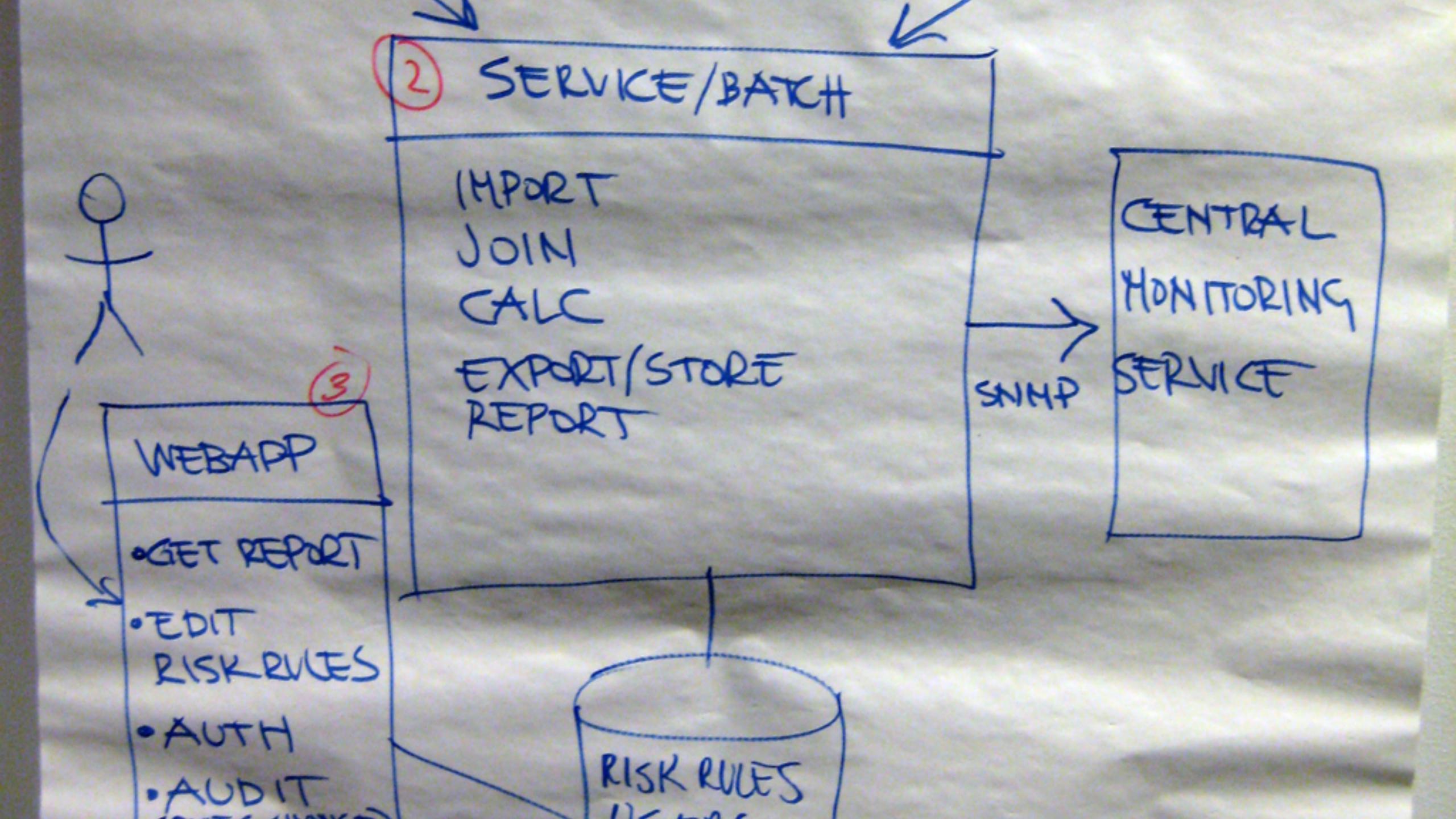
## FUNCTIONAL VIEW

Scheduler File Retriever Risk Parameter Risk Assesment Reference Configuration Processor Archiver





PARAMETER RISK MANAGEMENT CALCOLATION SECURITY MONITORING REPORT CREATION REPORT AUDIT

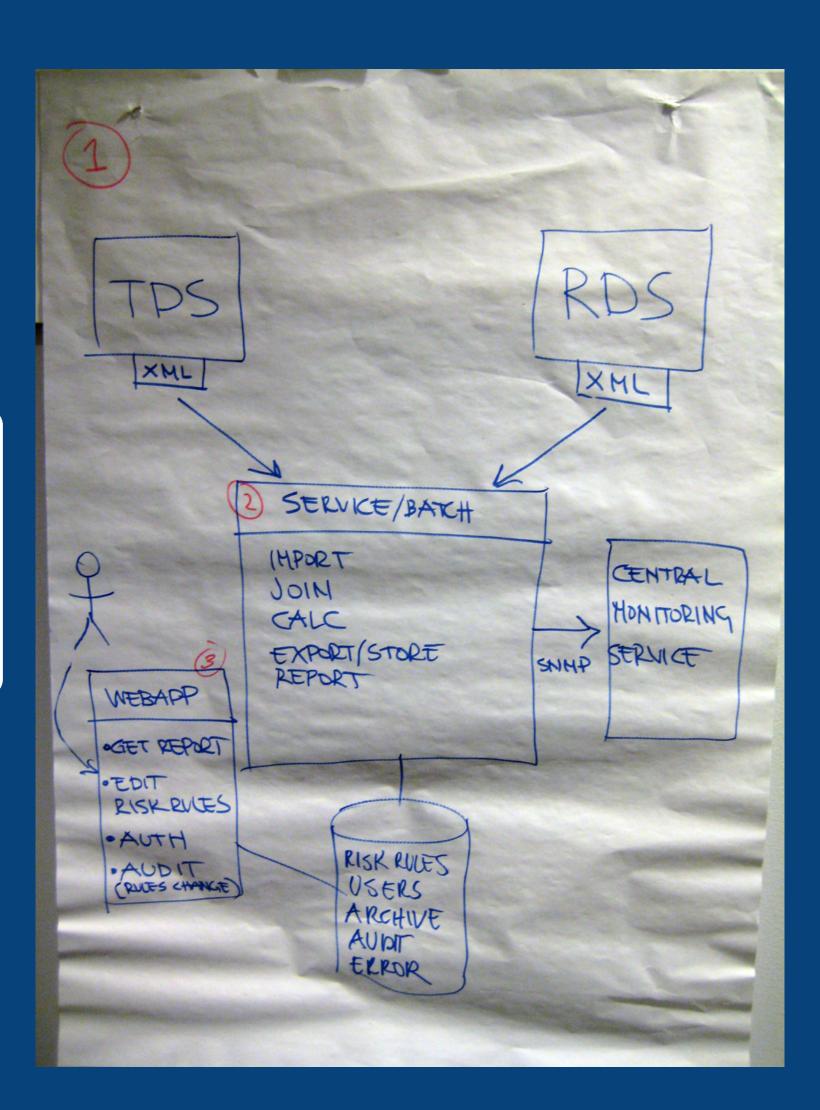


## The producer-consumer conflict of software architecture diagrams

I don't want to put technology choices on the diagrams...

Software design should be technology independent...

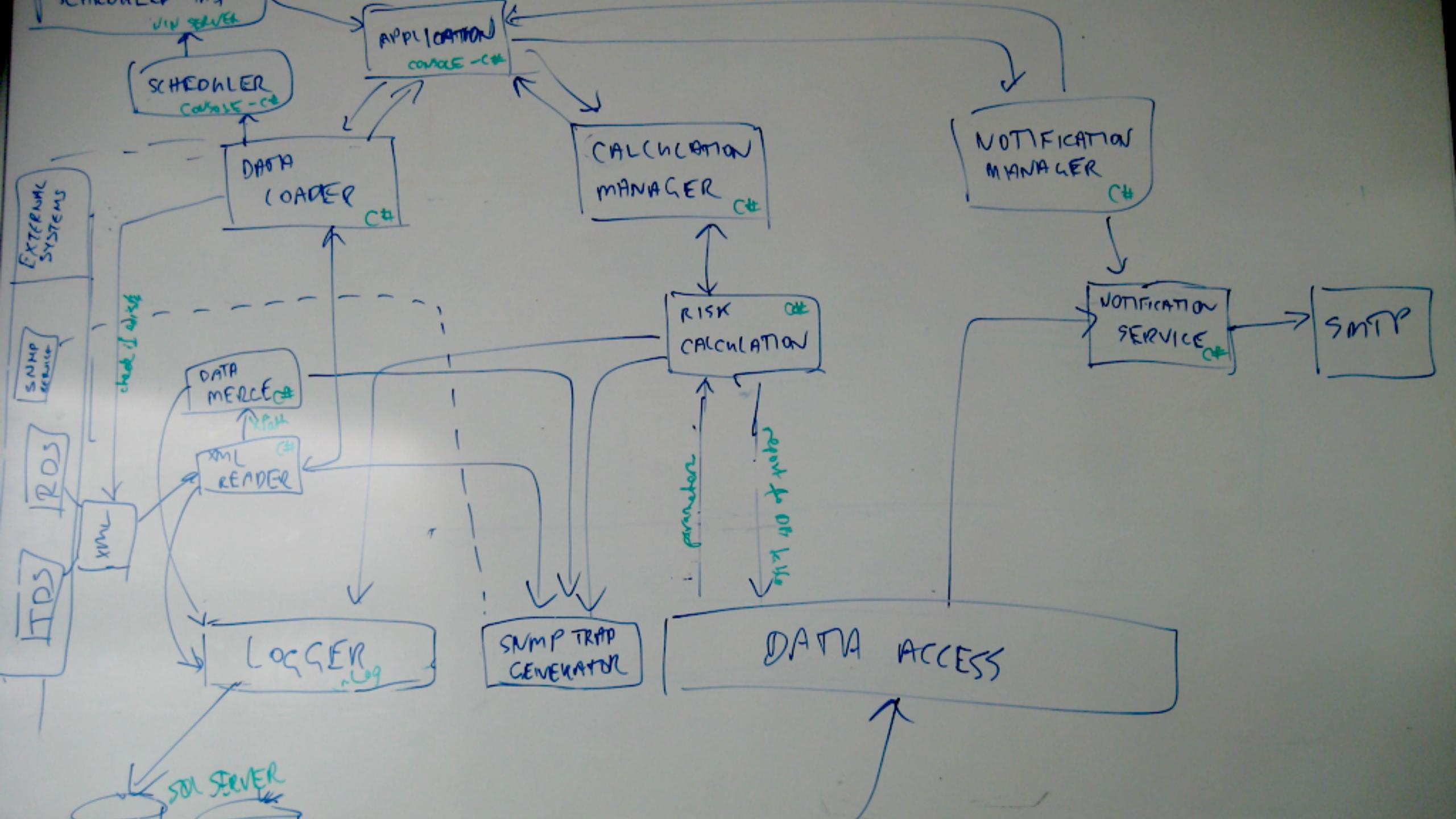


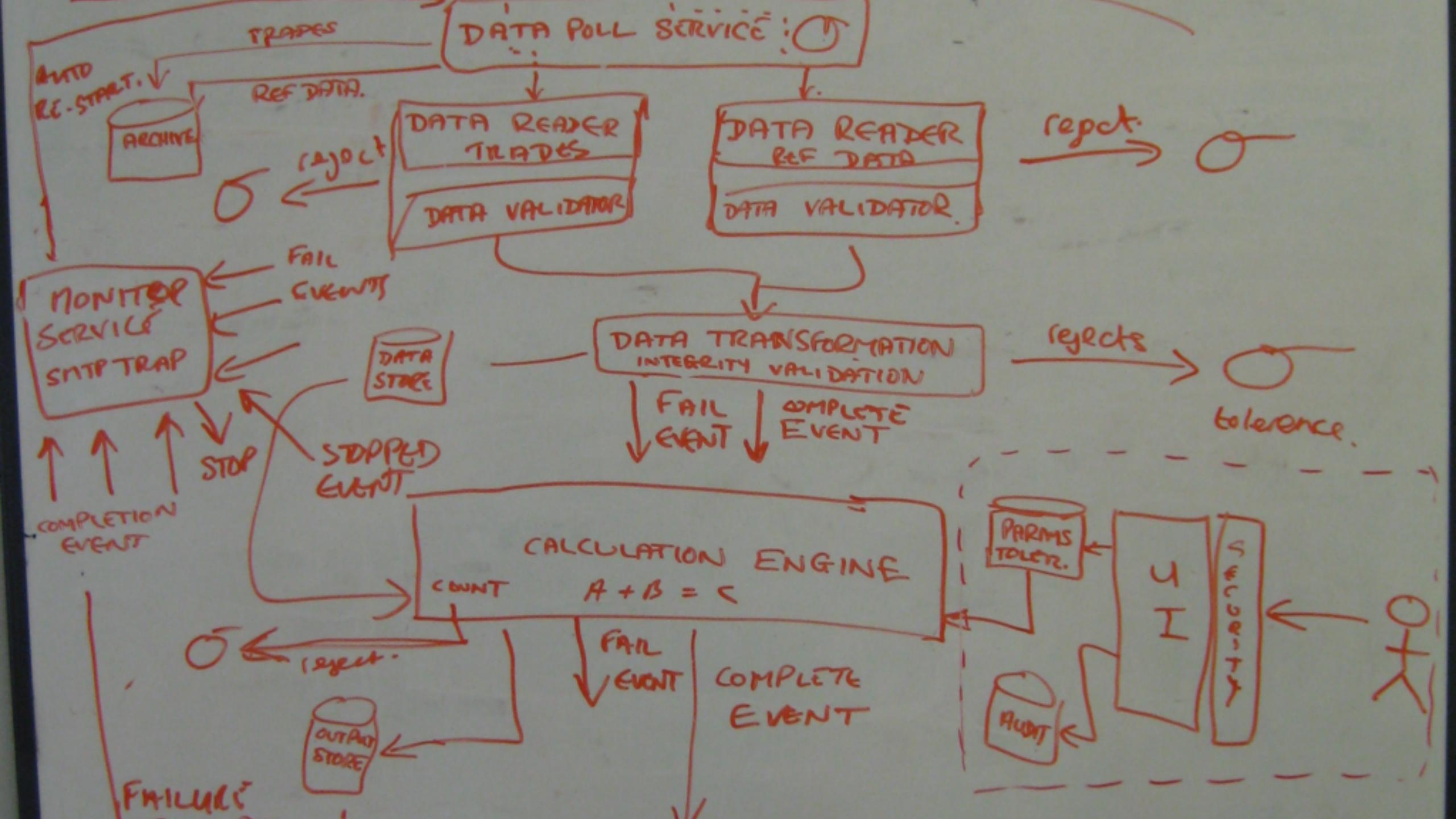


I wish these diagrams included technology choices...





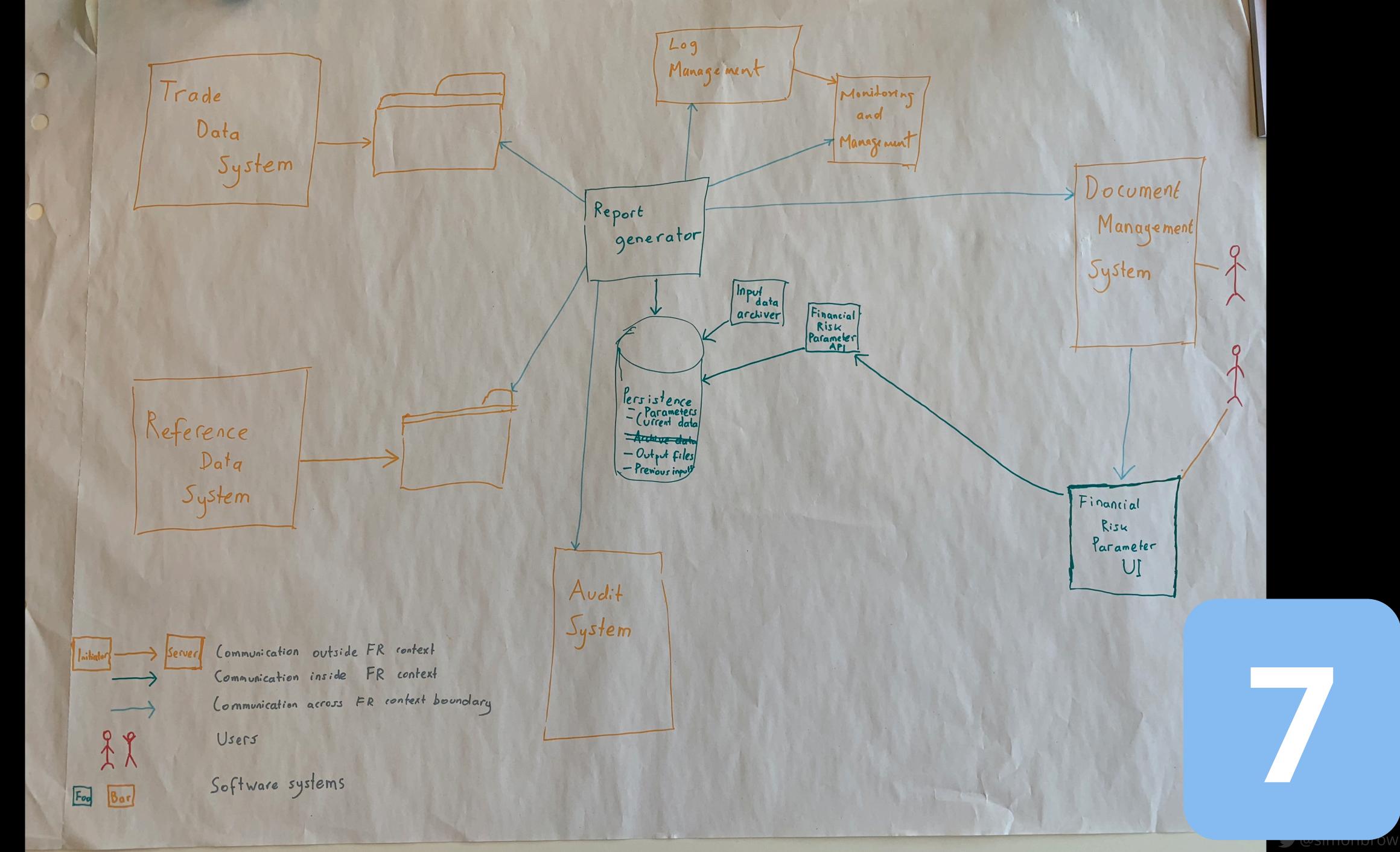


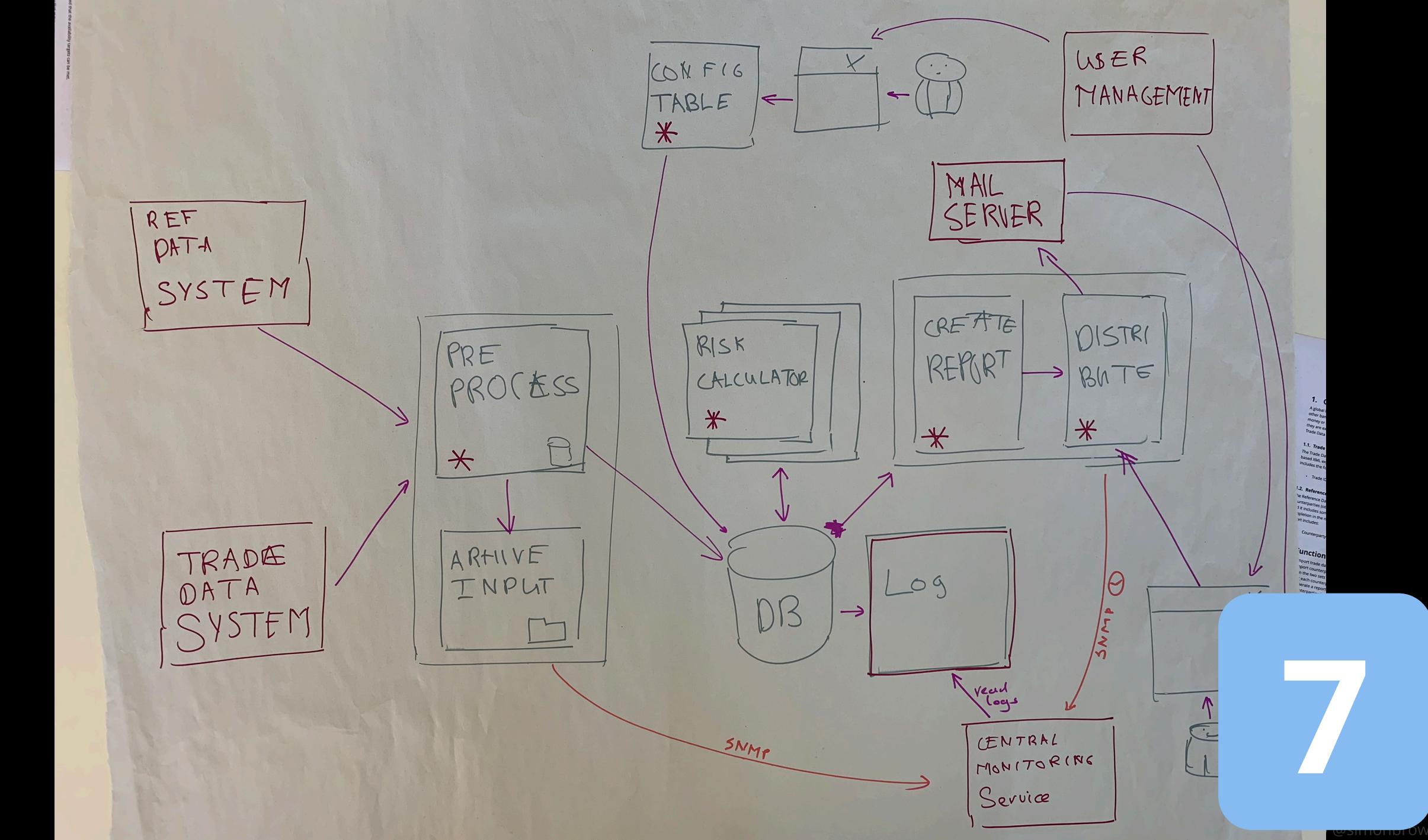


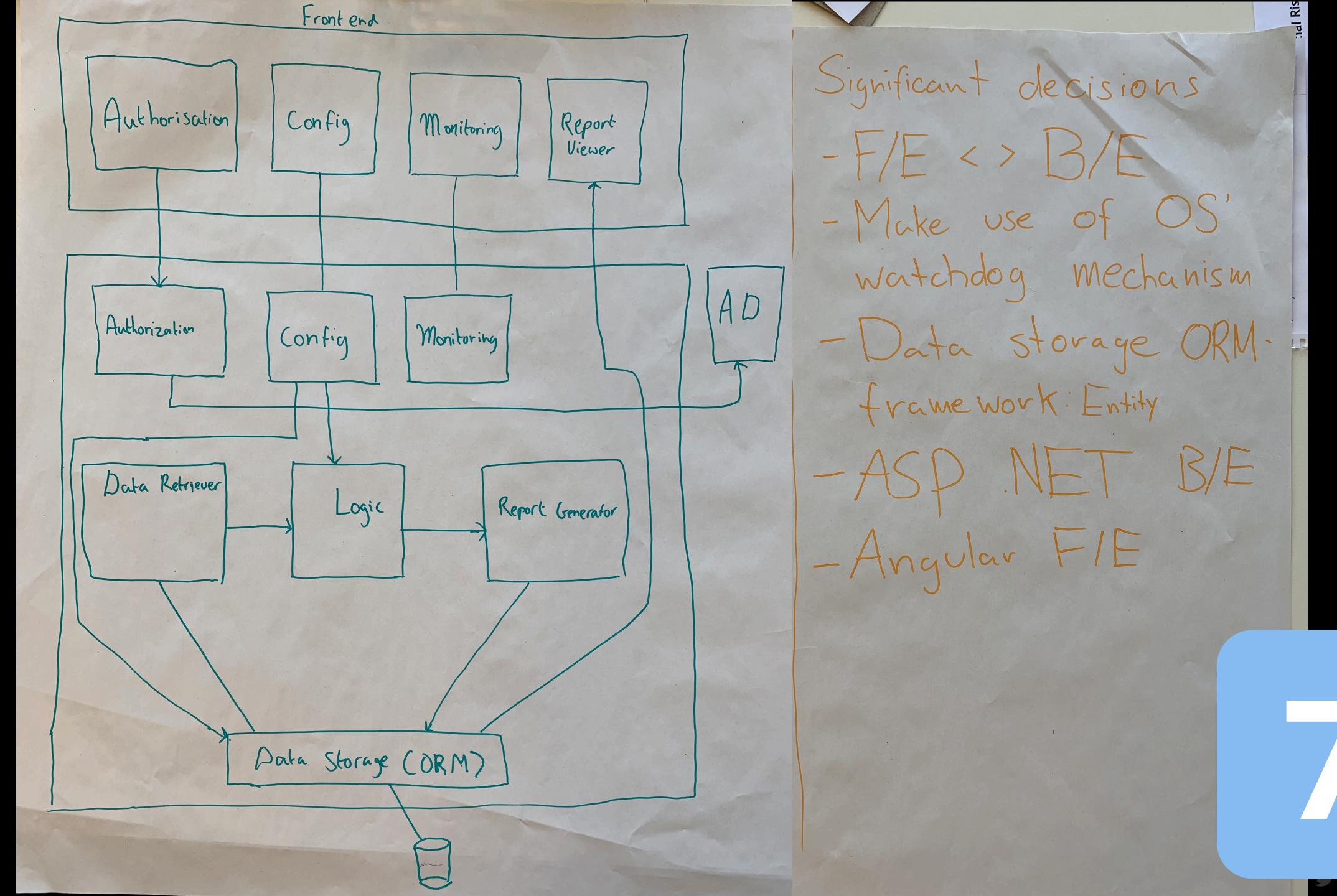
ENGINE APPSEMER RING REPORTING-1 SERVICE WEBSUER

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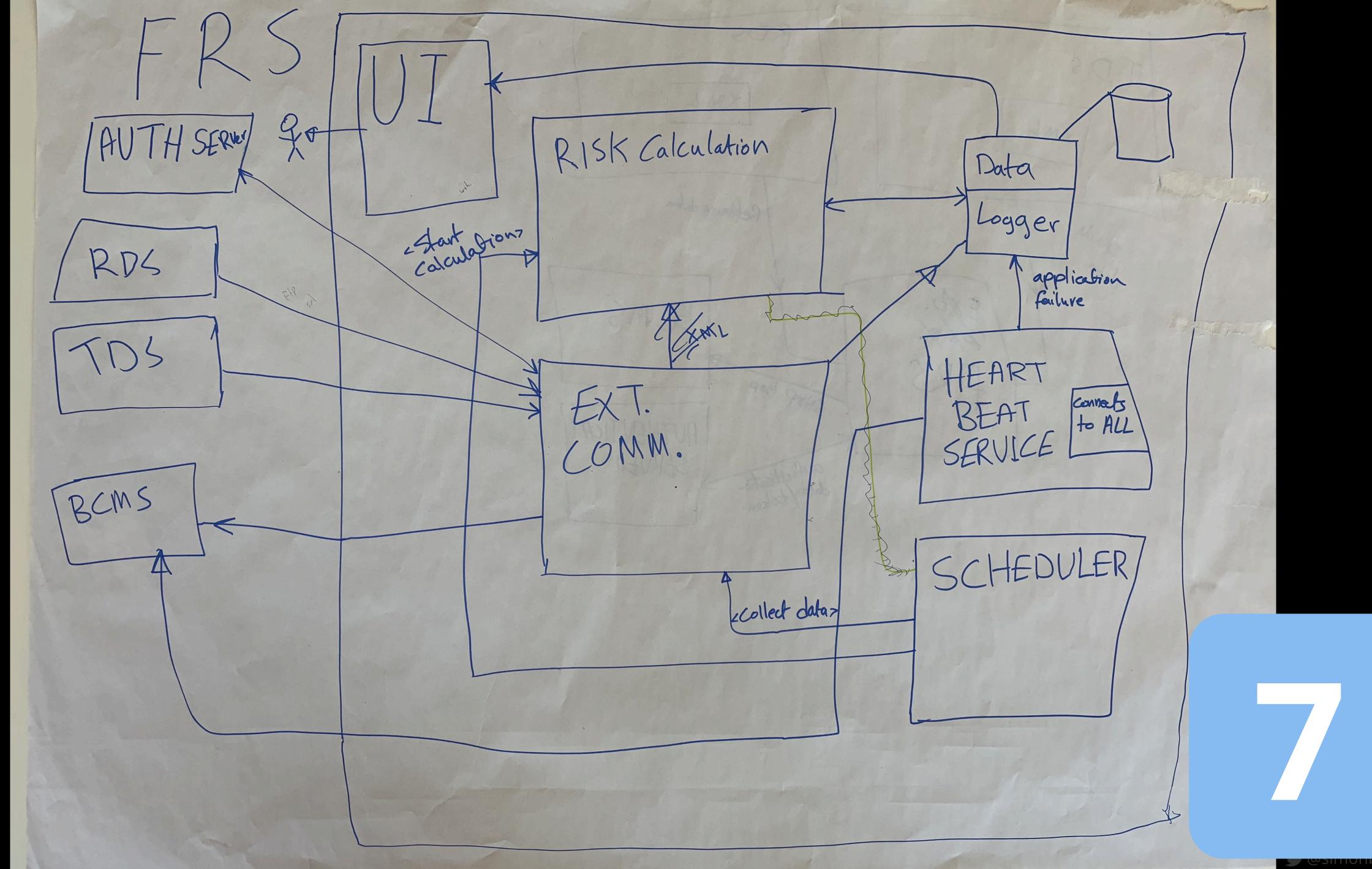
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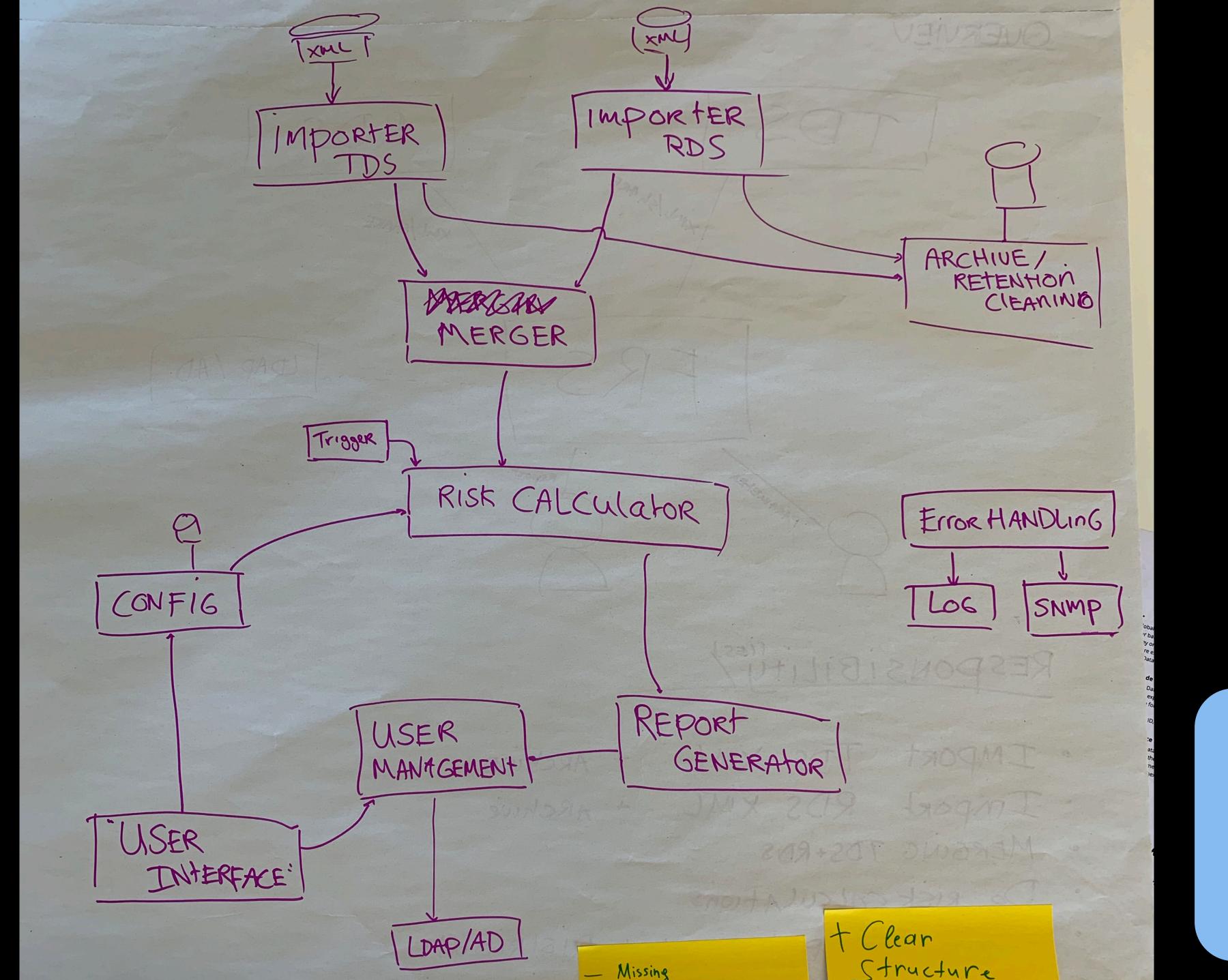




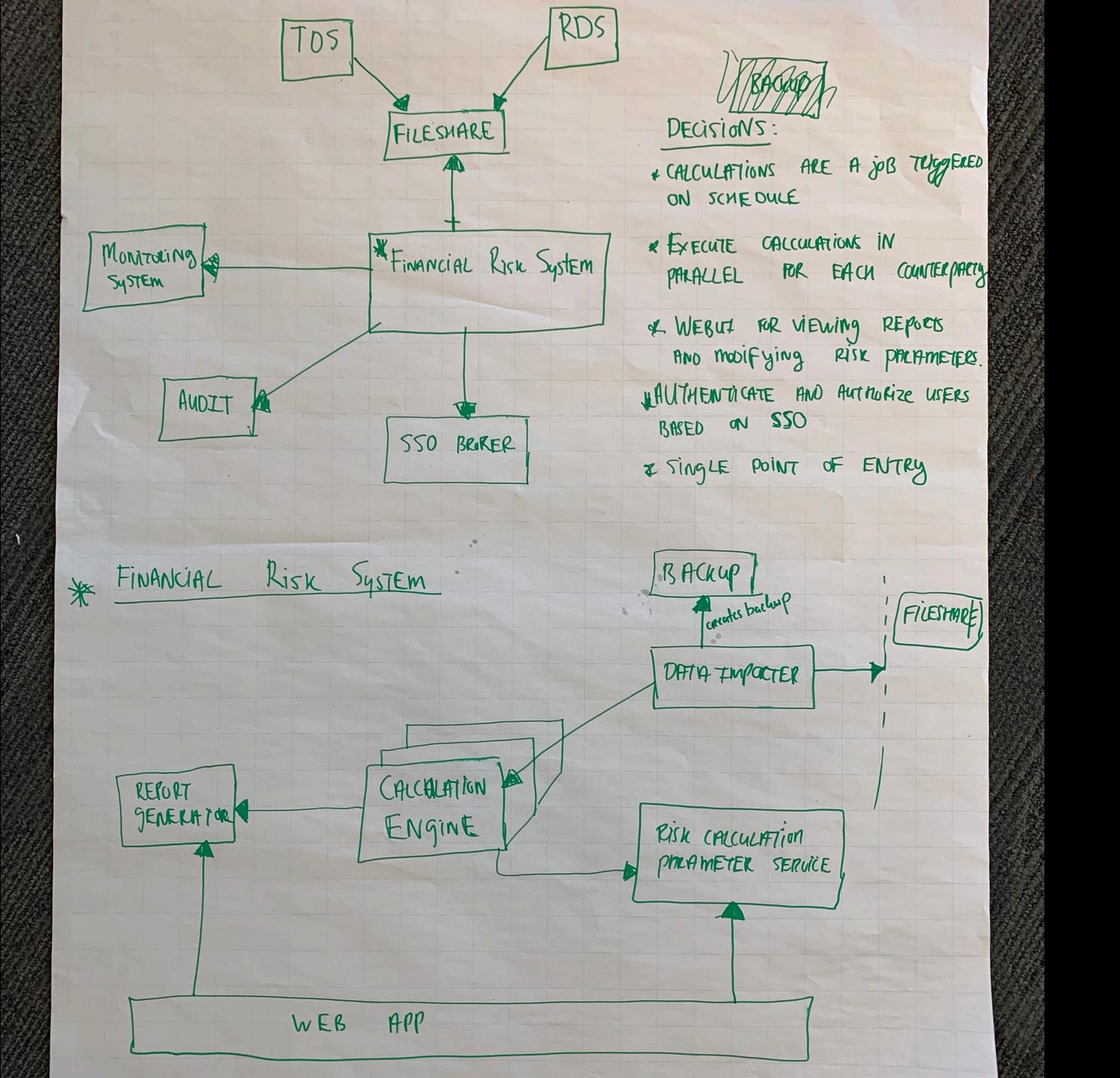


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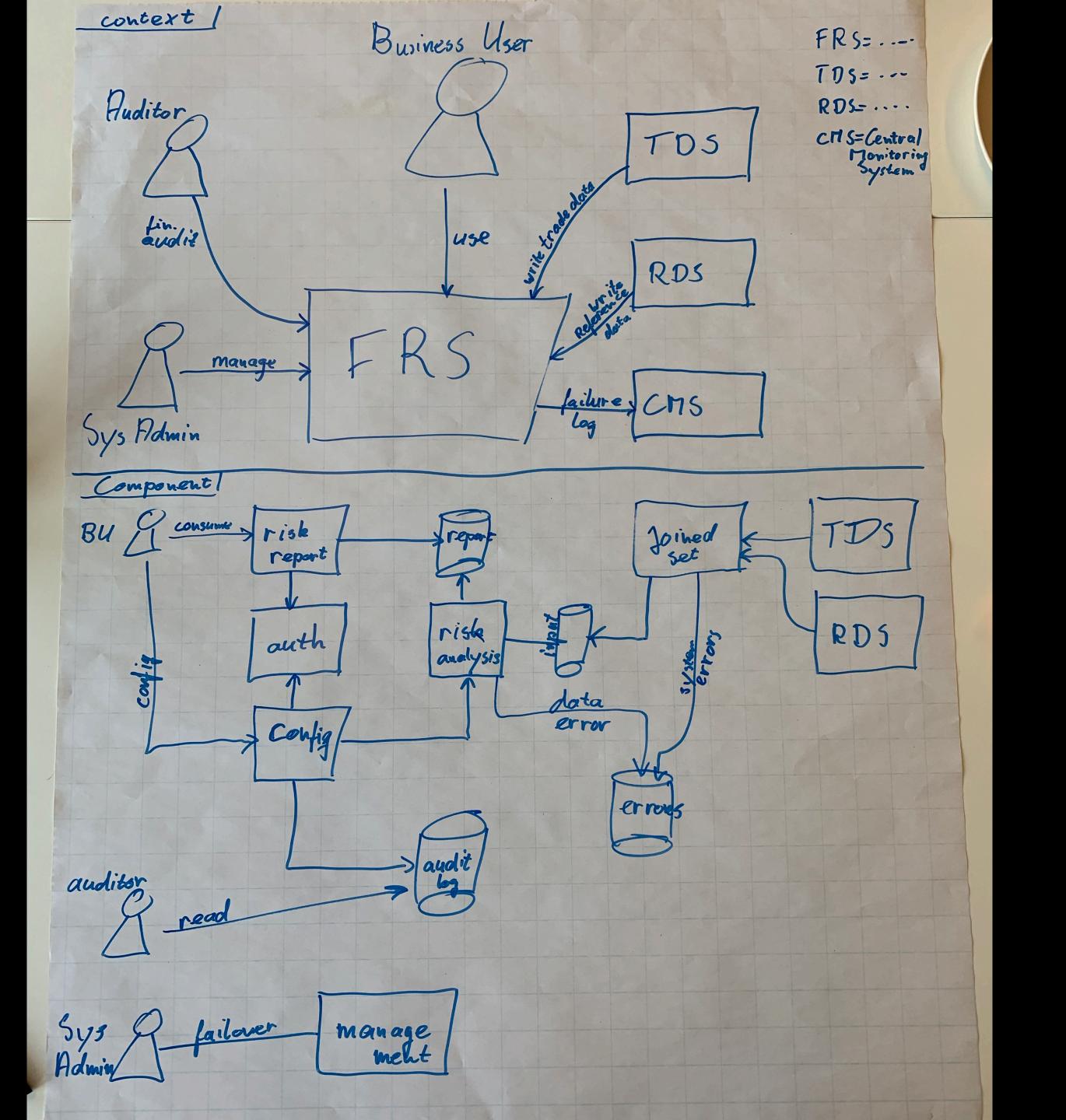




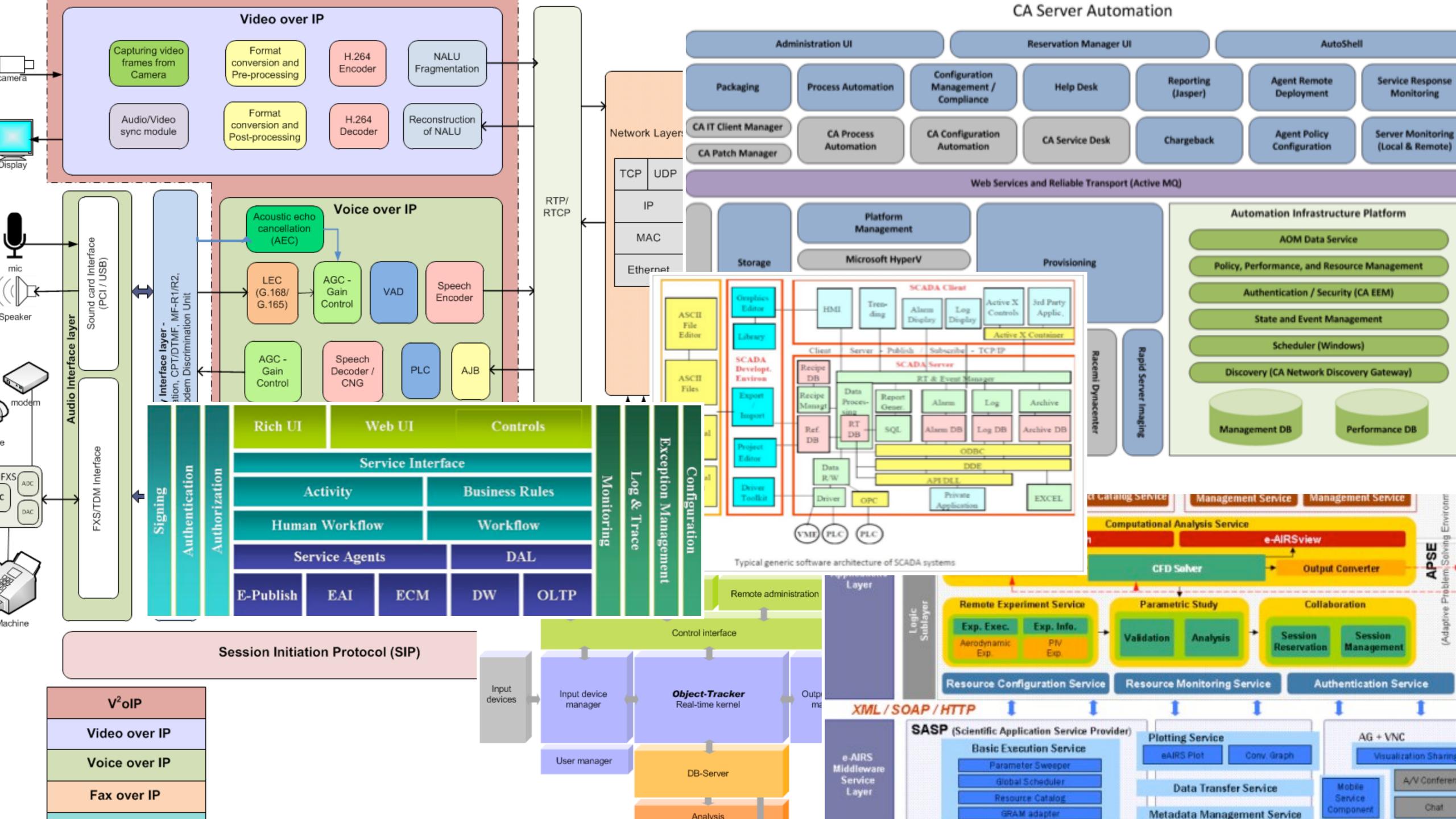
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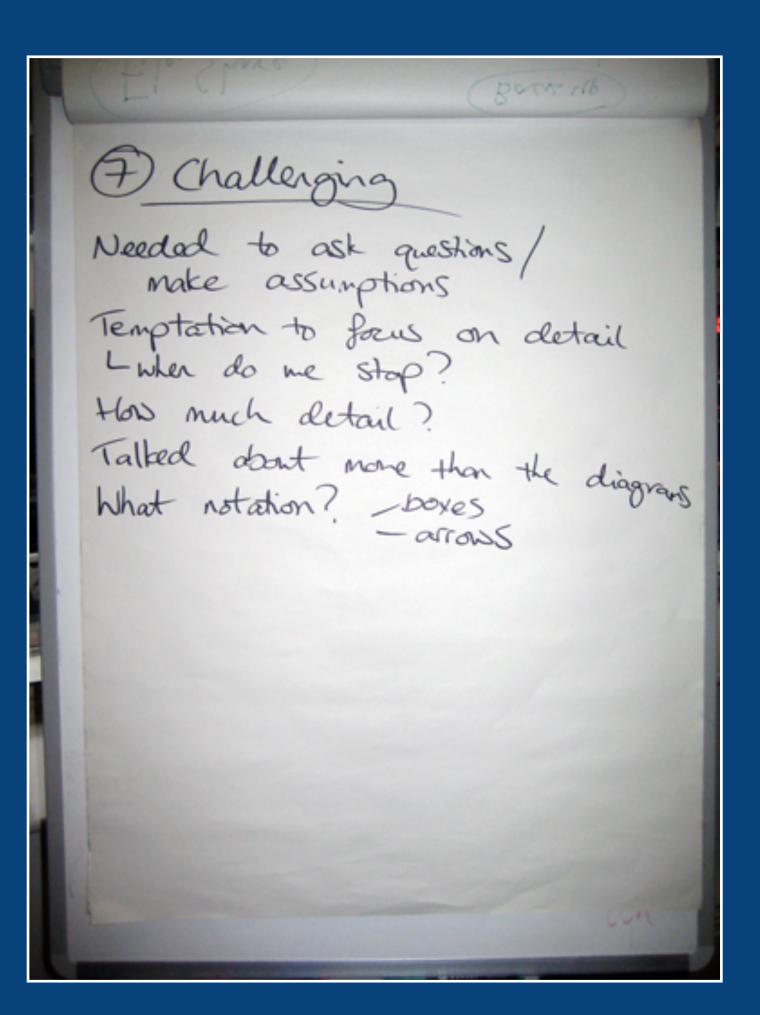


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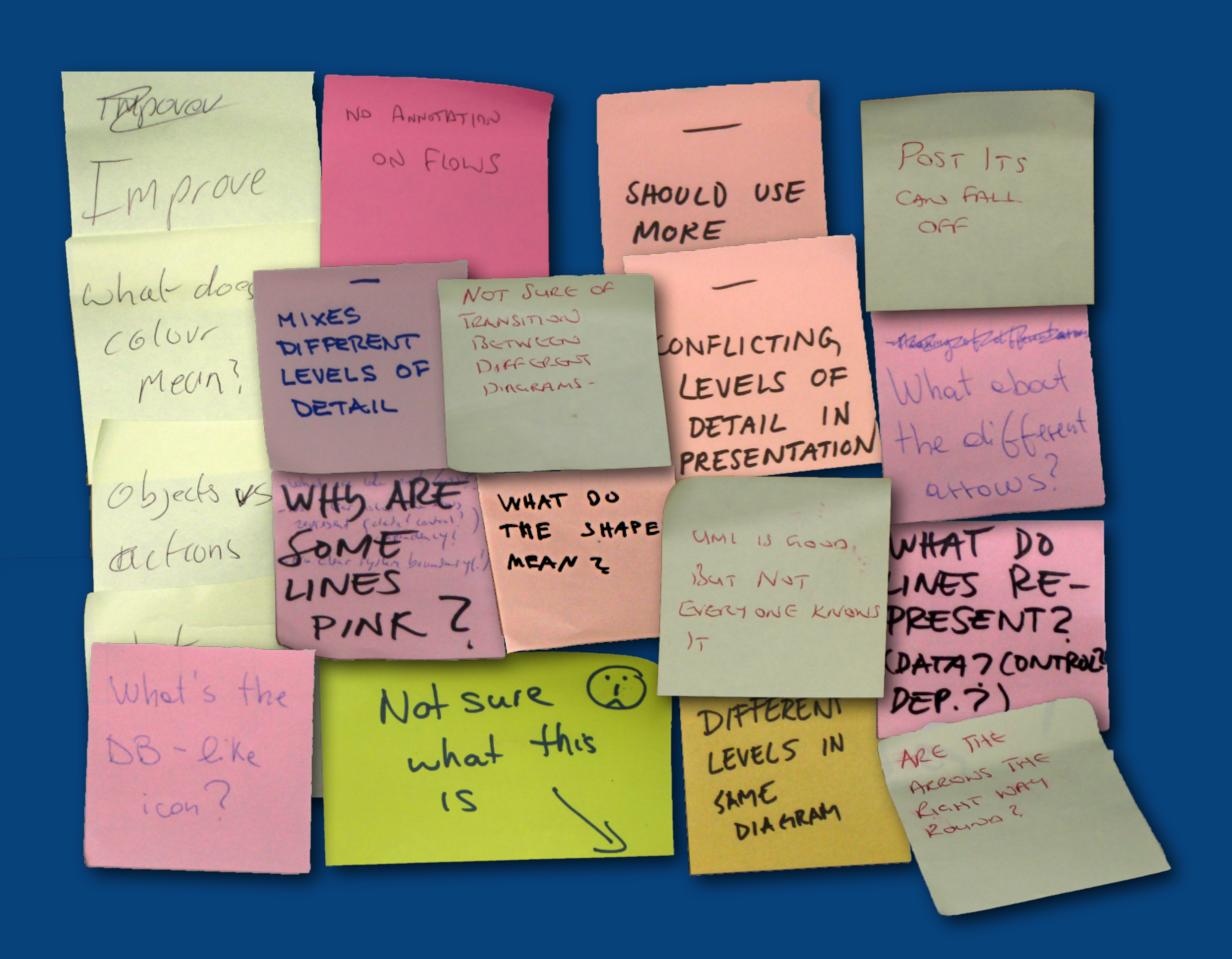


Challenging? Level of detail Lutere to stop different Who is the audience backgrands Implementation -easy to get bogged dan Type of diagrams Notation Documenting assumptions

Verifying our own assumptions
Expressing the solution
- communicating it is a clear way
- use of notation
- easy to mix levels of dostraction
- how much detail?



- What is this shape/symbol?
- What is this line/arrow?
- What do the colours mean?
- What level of abstraction is shown?
- Which diagram do we read first?



If you're going to use "boxes & lines", at least do so in a **structured way**, using a **self-describing notation** 

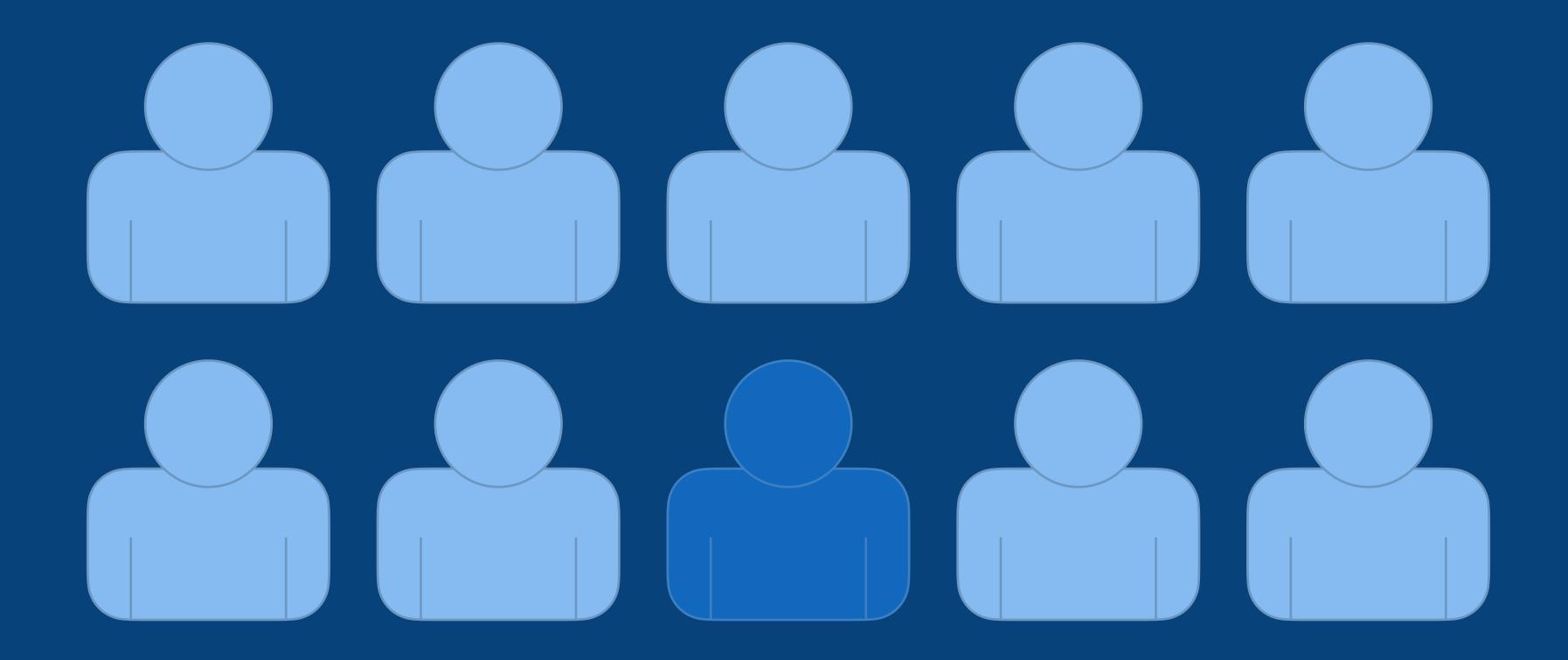
## Moving fast in the same direction as a team requires

## good communication



## 





In my experience, optimistically,

## 1 out of 10 people use UML





### 97 Ways to Sidestep UML

```
#2 "Not everybody else on the team knows it."
#3 "I'm the only person on the team who knows it."
             #36 "You'll be seen as old."
       #37 "You'll be seen as old-fashioned."
              #66 "The tooling sucks."
               #80 "It's too detailed."
      #81 "It's a very elaborate waste of time."
           #92 "It's not expected in agile."
       #97 "The value is in the conversation."
```

## If you're using UML, ArchiMate, SysML, BPML, DFDs, etc and it's working ... keep doing that!



Who are the stakeholders that you need to communicate software architecture to; what information do they need?





## There are many **different audiences** for diagrams and documentation, all with **different interests**

(software architects, software developers, operations and support staff, testers, Product Owners, project managers, Scrum Masters, users, management, business sponsors, potential customers, potential investors, ...)



# The primary use for diagrams and documentation is **communication** and **learning**



# Architecture represents the **significant decisions**, where significance is measured by **cost of change**.

**Grady Booch** 



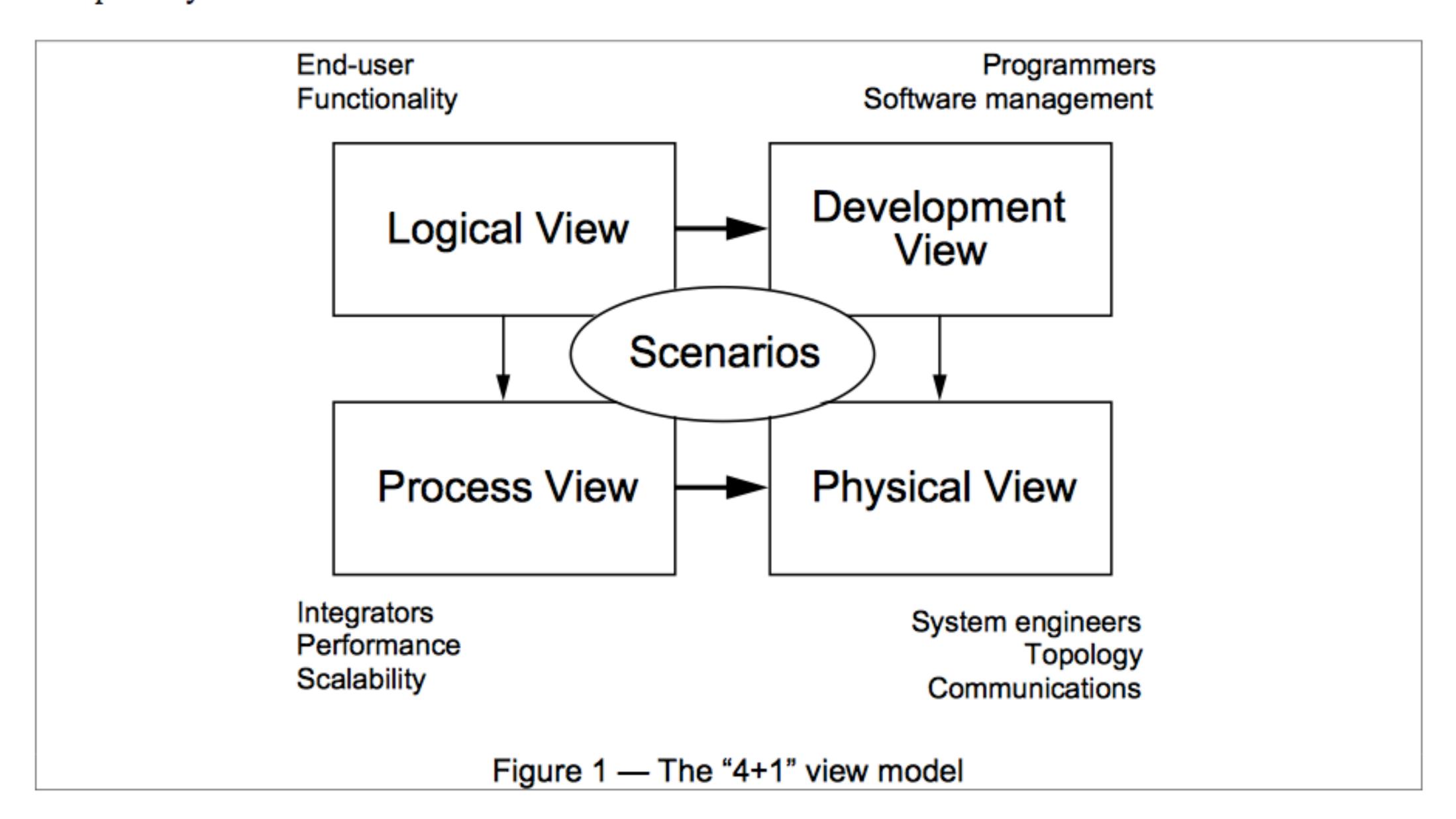
# To describe a software architecture, we use a model composed of multiple views or perspectives.

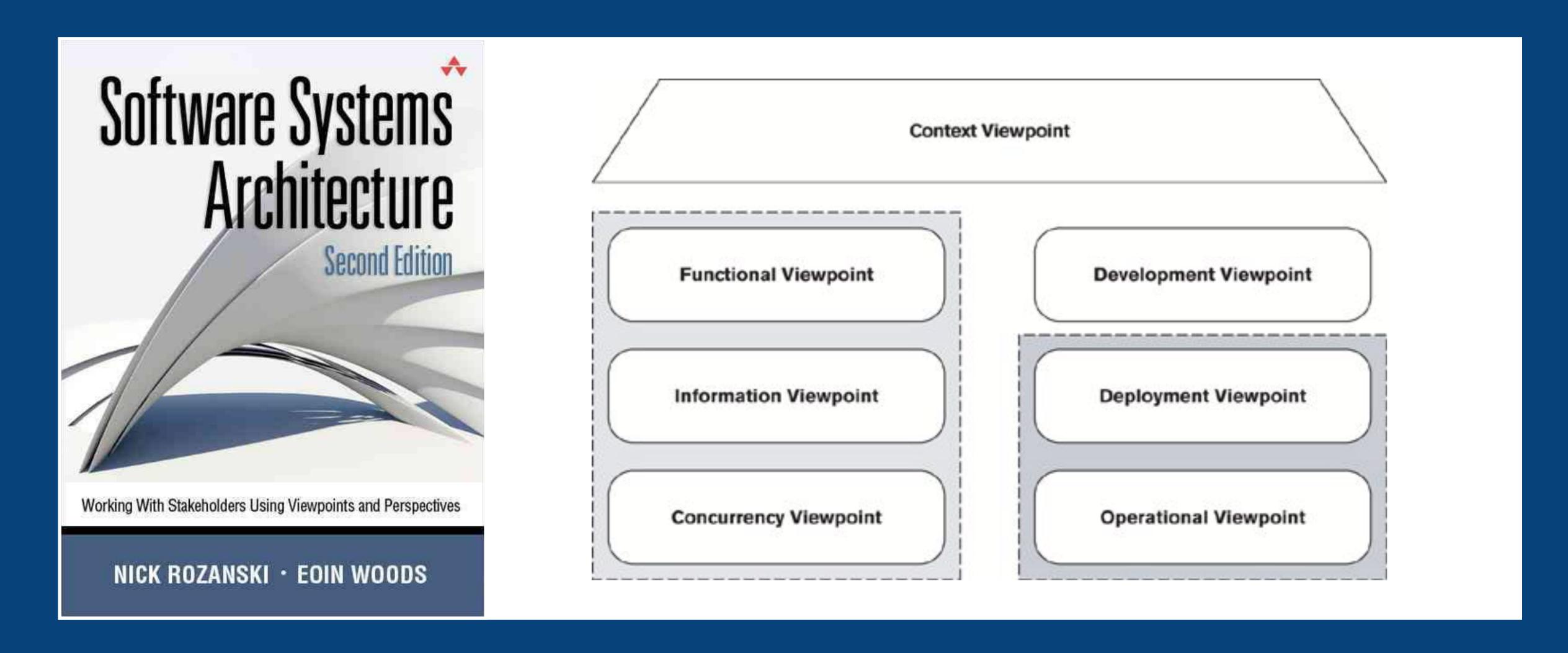
Architectural Blueprints - The "4+1" View Model of Software Architecture

Philippe Kruchten



The description of an architecture—the decisions made—can be organized around these four views, and then illustrated by a few selected *use cases*, or *scenarios* which become a fifth view. The architecture is in fact partially evolved from these scenarios as we will see later.





### "Viewpoints and Perspectives"

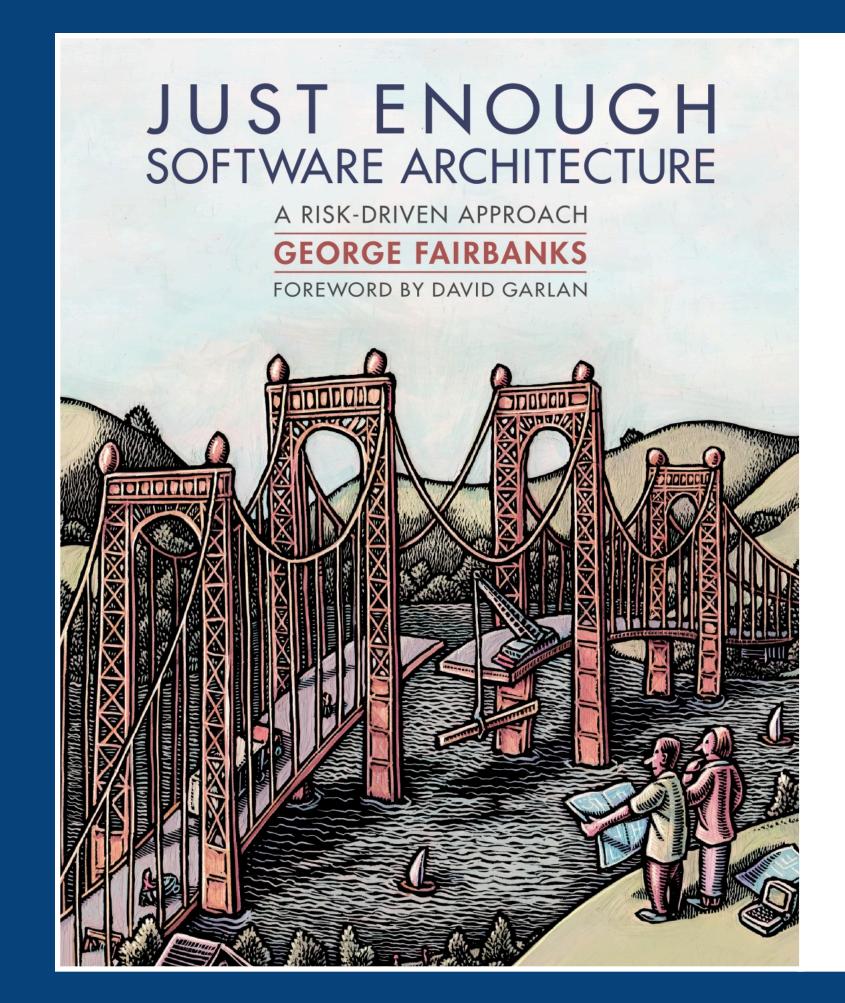


# Why is there a separation between the **logical** and **development** views?



# Our architecture diagrams don't match the code.





**Model-code gap.** Your architecture models and your source code will not show the same things. The difference between them is the *model-code gap*. Your architecture models include some abstract concepts, like components, that your programming language does not, but could. Beyond that, architecture models include intensional elements, like design decisions and constraints, that cannot be expressed in procedural source code at all.

Consequently, the relationship between the architecture model and source code is complicated. It is mostly a refinement relationship, where the extensional elements in the architecture model are refined into extensional elements in source code. This is shown in Figure 10.3. However, intensional elements are not refined into corresponding elements in source code.

Upon learning about the model-code gap, your first instinct may be to avoid it. But reflecting on the origins of the gap gives little hope of a general solution in the short term: architecture models help you reason about complexity and scale because they are abstract and intensional; source code executes on machines because it is concrete and extensional.

### "model-code gap"

#### Software Reflexion Models: Bridging the Gap between Source and High-Level Models\*

Gail C. Murphy and David Notkin

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#### Abstract

Software engineers often use high-level models (for instance, box and arrow sketches) to reason and communicate about an existing software system. One problem with high-level models is that they are almost always inaccurate with respect to the system's source code. We have developed an approach that helps an engineer use a high-level model of the structure of an existing software system as a lens through which to see a model of that system's source code. In particular, an engineer defines a high-level model and specifies how the model maps to the source. A tool then computes a software reflexion model that shows where the engineer's high-level model agrees with and where it differs from a model of the source.

The paper provides a formal characterization of reflexion models, discusses practical aspects of the approach, and relates experiences of applying the approach and tools to a number of different systems. The illustrative example used in the paper describes the application of reflexion models to NetBSD, an implementation of Unix comprised of 250,000 lines of C code. In only a few hours, an engineer computed several reflexion models that provided him with a useful, global overview of the structure of the NetBSD virtual memory subsystem. The approach has also been applied to aid in the understanding and experimental reengineering of the Microsoft Excel spreadsheet product.

SIGSOFT '95 Washington, D.C., USA ©1995 ACM 0-89791-716-2/95/0010...\$3.50 Kevin Sullivan

Dept. of Computer Science University of Virginia Charlottesville VA, USA 22903 sullivan@cs.virginia.edu

#### 1 Introduction

Software engineers often think about an existing software system in terms of high-level models. Box and arrow sketches of a system, for instance, are often found on engineers' whiteboards. Although these models are commonly used, reasoning about the system in terms of such models can be dangerous because the models are almost always inaccurate with respect to the system's source.

Current reverse engineering systems derive high-level models from the source code. These derived models are useful because they are, by their very nature, accurate representations of the source. Although accurate, the models created by these reverse engineering systems may differ from the models sketched by engineers; an example of this is reported by Wong et al. [WTMS95].

We have developed an approach, illustrated in Figure 1, that enables an engineer to produce sufficiently accurate high-level models in a different way. The engineer defines a high-level model of interest, extracts a source model (such as a call graph or an inheritance hierarchy) from the source code, and defines a declarative mapping between the two models. A software reflexion model is then computed to determine where the engineer's high-level model does and does not agree with the source model. An engineer interprets the reflexion model and, as necessary, modifies the input to iteratively compute additional reflexion models.

### 1 Introduction

Software engineers often think about an existing software system in terms of high-level models. Box and arrow sketches of a system, for instance, are often found on engineers' whiteboards. Although these models are commonly used, reasoning about the system in terms of such models can be dangerous because the models are almost always inaccurate with respect to the system's source.

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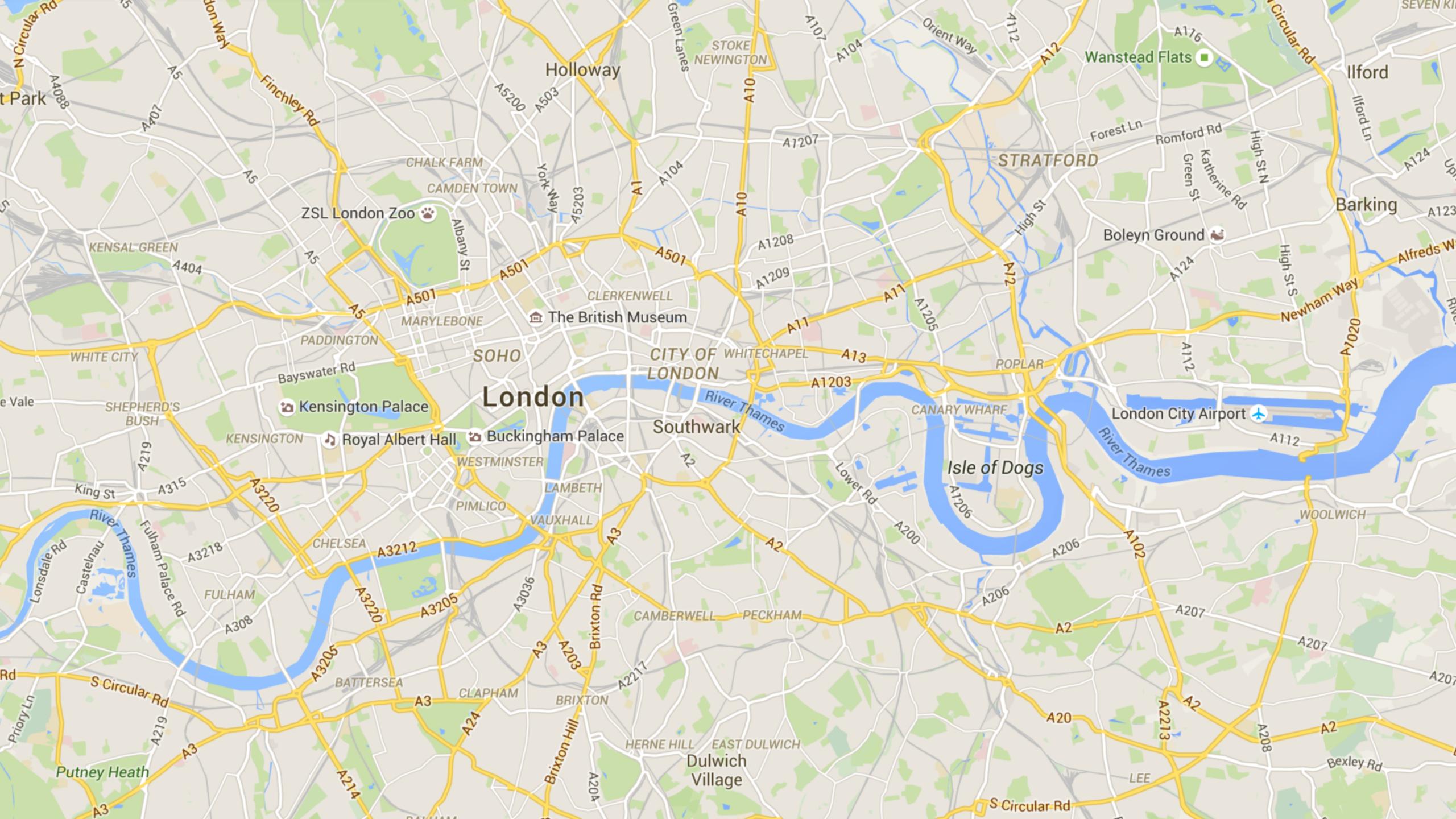
<sup>\*</sup>This research was funded in part by the NSF grant CCR-8858804 and a Canadian NSERC post-graduate scholarship.

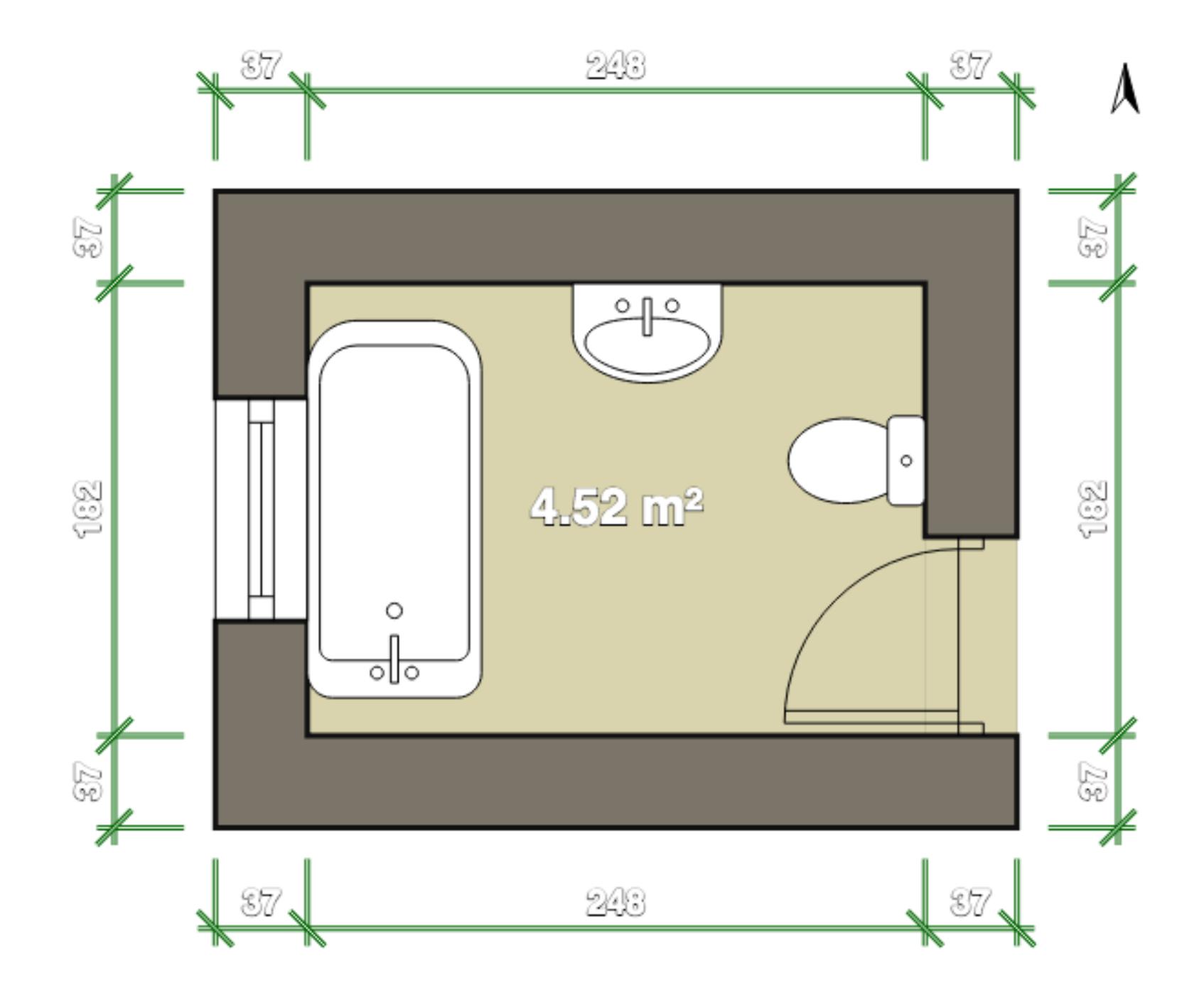
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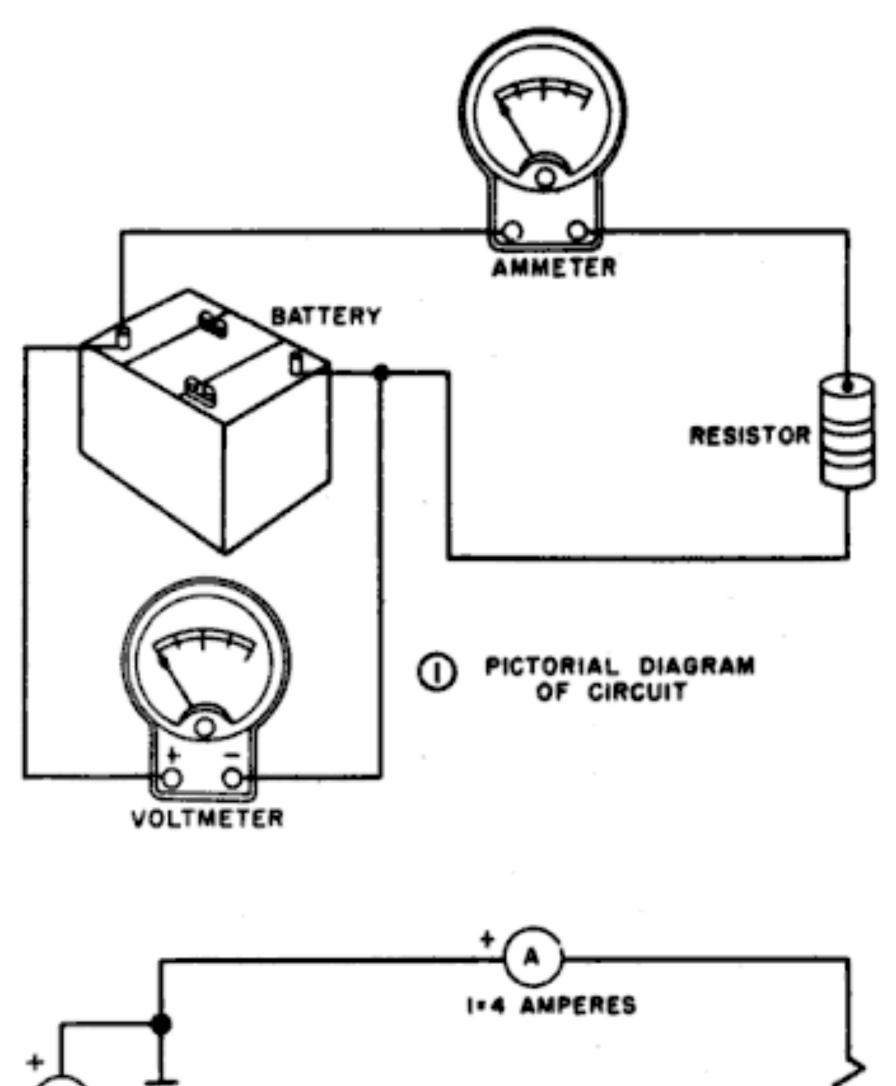
<sup>&</sup>lt;sup>1</sup>The old English spelling differentiates our use of "reflexion" from the field of reflective computing [Smi84].

## We lack a **common vocabulary** to describe software architecture









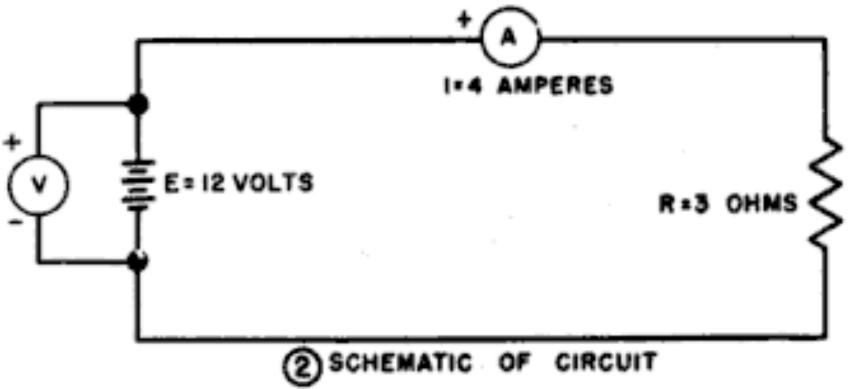
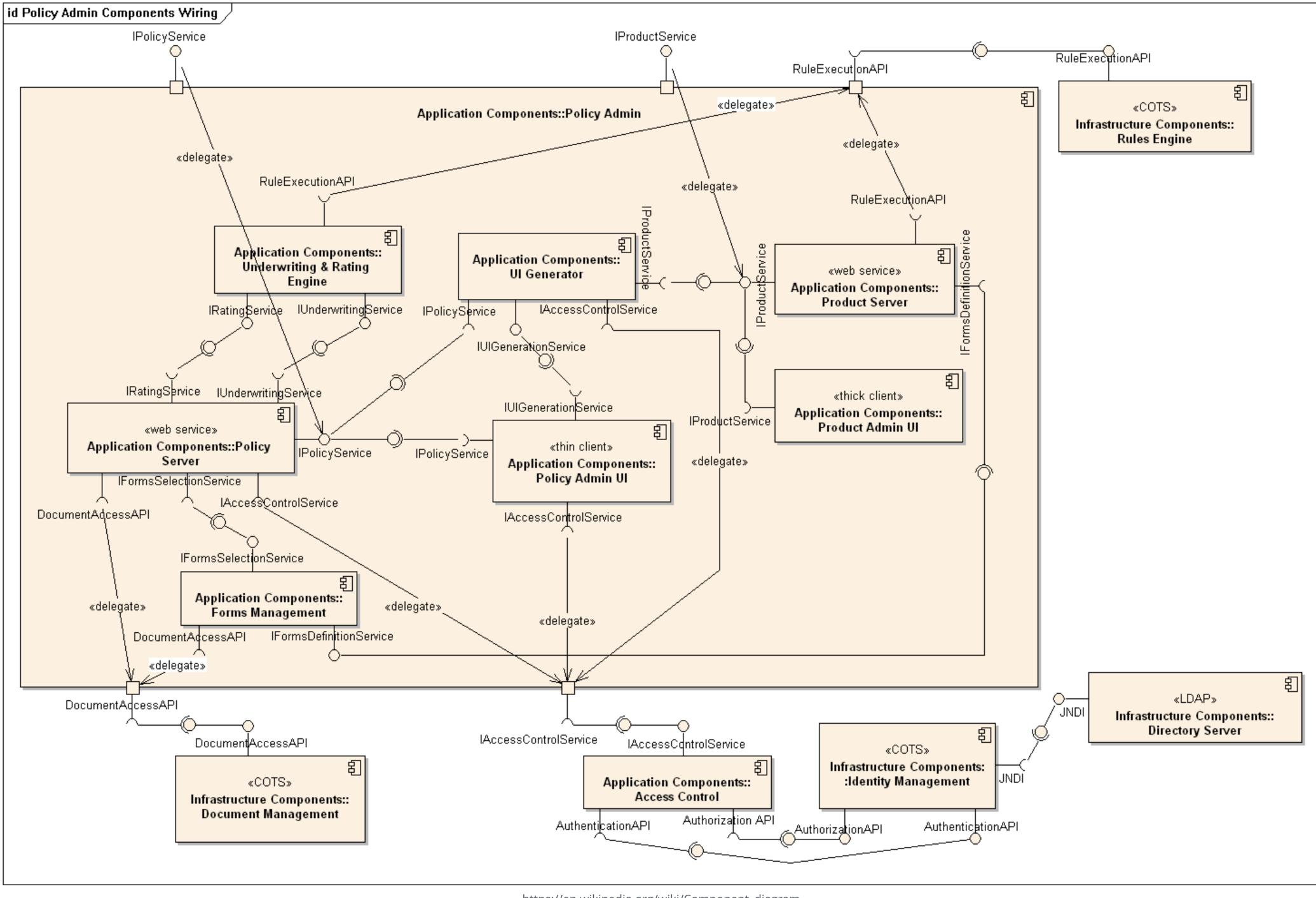


Figure 48. Diagram of a basic circuit.



### Software System

### Web Application

Logging Component



Relational Database



noun | com·po·nent | \kəm-ˈpō-nənt, ˈkäm-ˌ, käm-ˈ\

#### Simple Definition of COMPONENT

Popularity: Top 30% of words

: one of the parts of something (such as a system or mixture) : an important piece of something

Source: Merriam-Webster's Learner's Dictionary



# Ubiquitous language



### Would you code it that way?

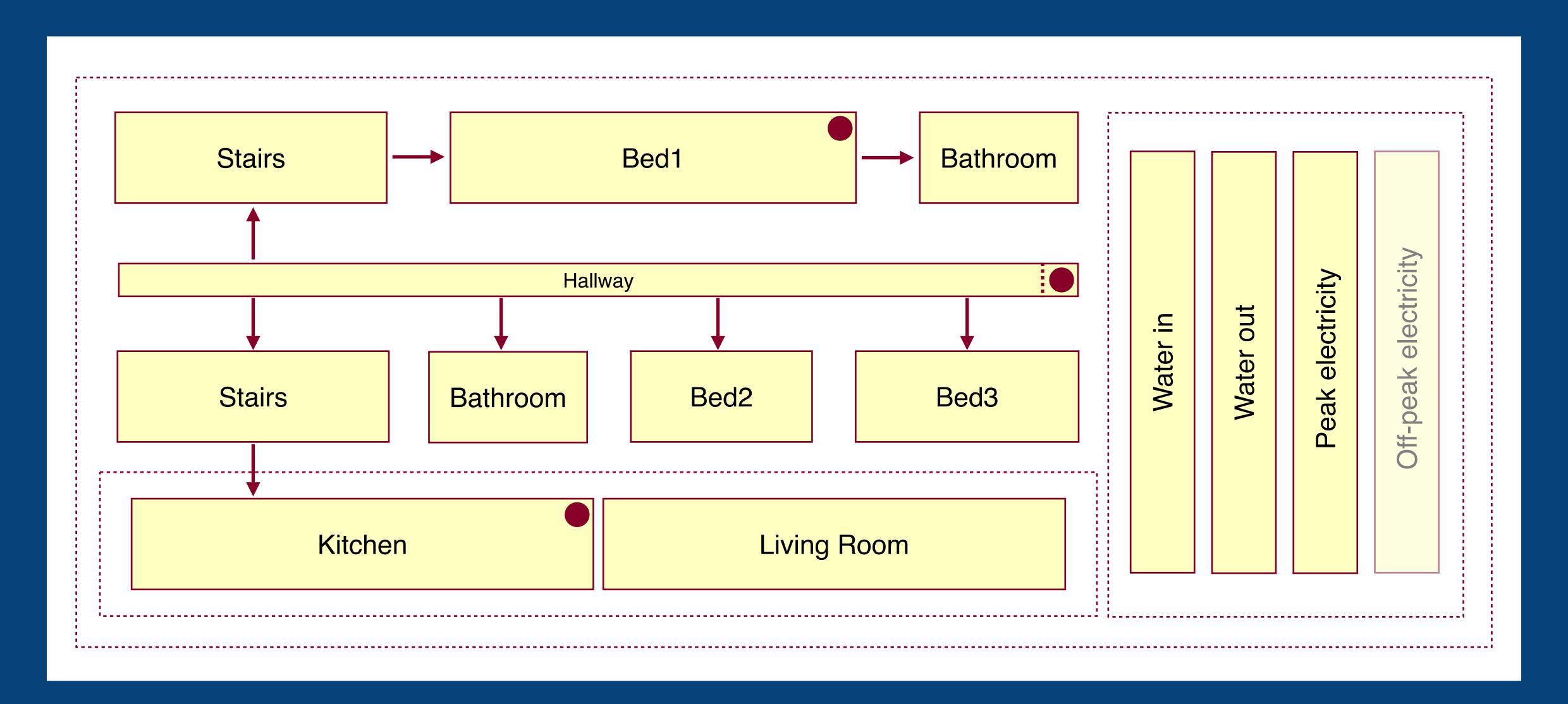
(ensure that your diagrams reflect your implementation intent)



# When drawing software architecture diagrams, think like a software developer



### If software developers created building architecture diagrams...



# A common set of abstractions is more important than a common notation



## Abstractions



### **Software System** Container (e.g. client-side web app, server-side web app, console application, mobile app, database schema, file system, object store, etc) Component Code

A **software system** is made up of one or more **containers** (applications and data stores), each of which contains one or more **components**, which in turn are implemented by one or more **code** elements (classes, interfaces, objects, functions, etc).



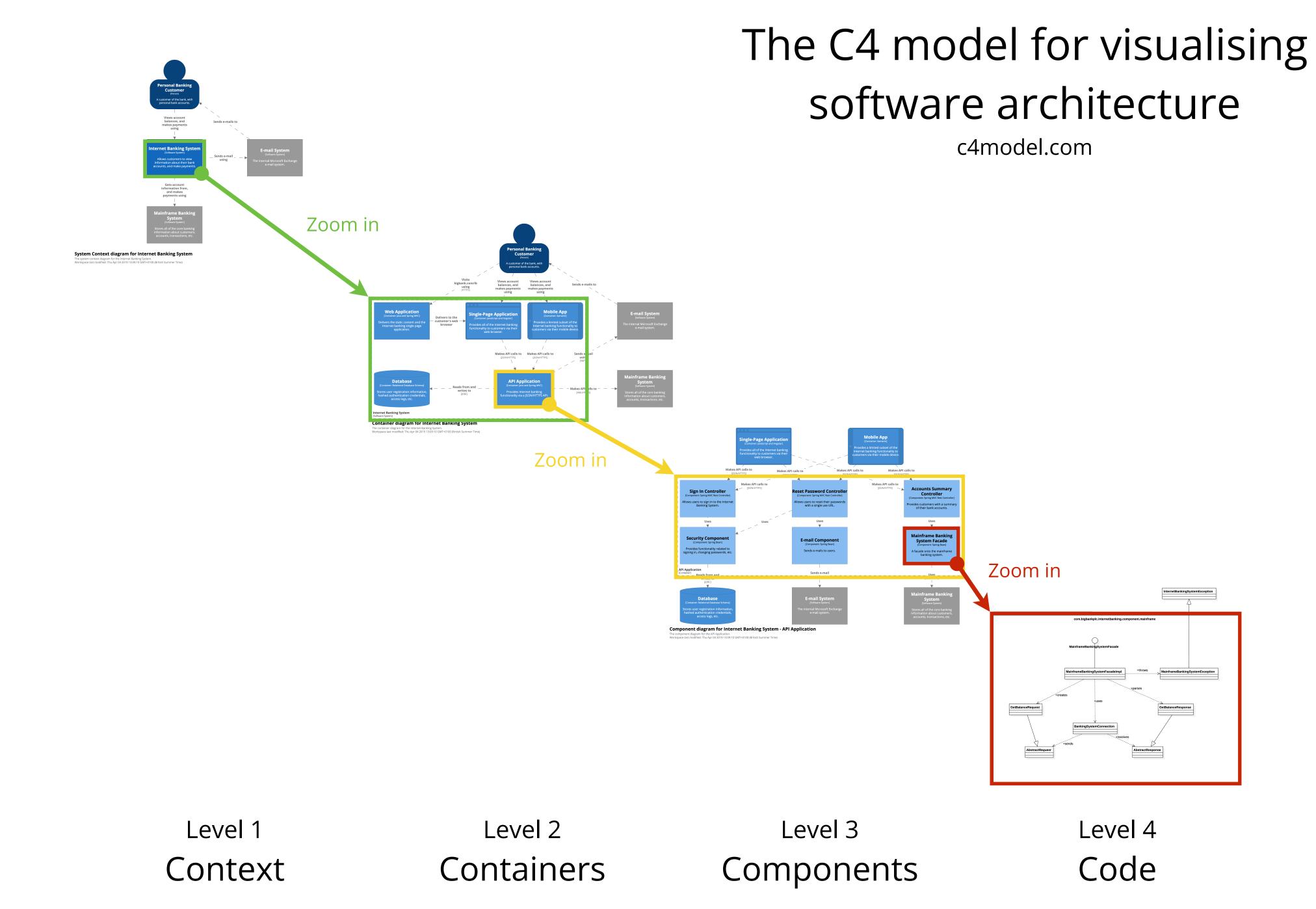
### Static structure diagrams



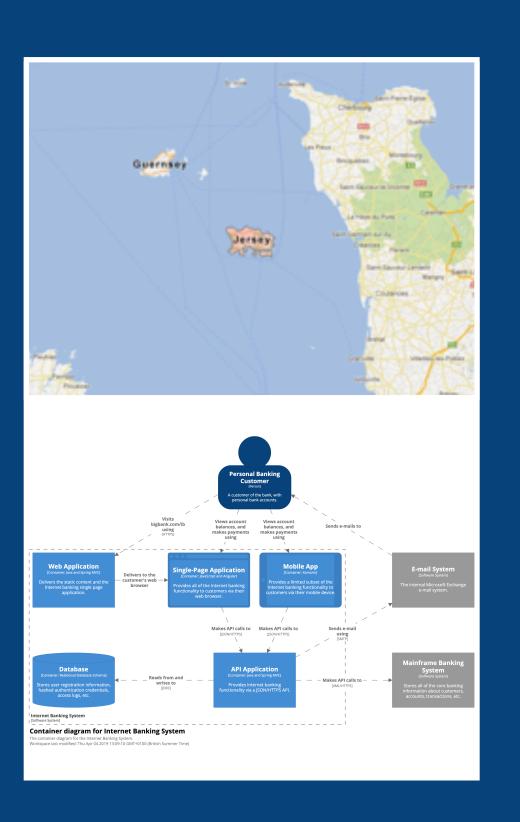


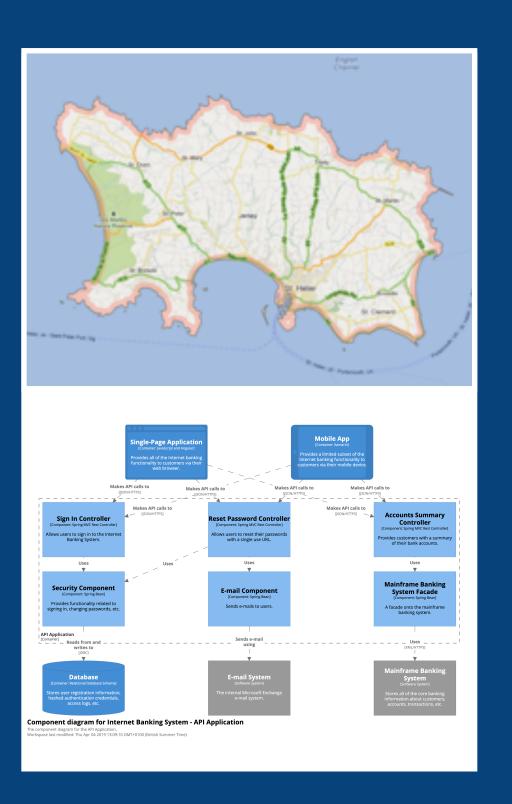
c4model.com

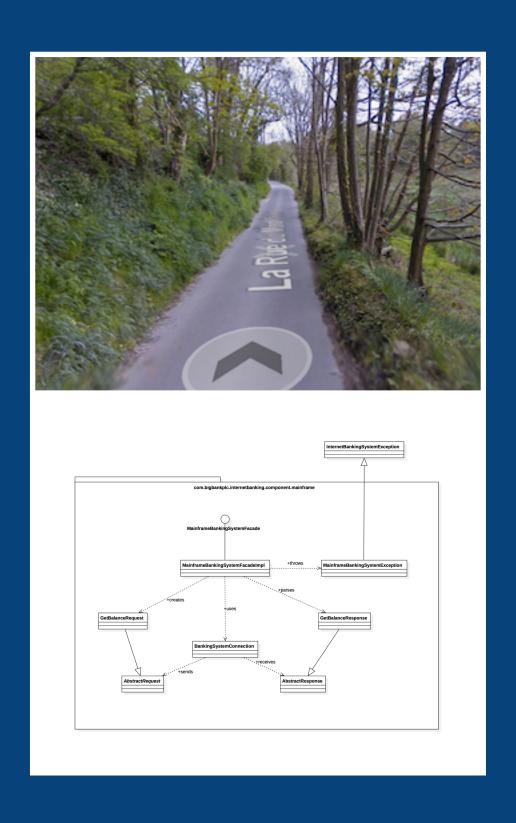












### Diagrams are maps

that help software developers navigate a large and/or complex codebase



### 1. System Context

The system plus users and system dependencies.

### 2. Containers

The overall shape of the architecture and technology choices.

### 3. Components

Logical components and their interactions within a container.

Overview first

Zoom & filter

4. Code (e.g. classes)

Component implementation details.

Details on demand



#### HOW STANDARDS PROLIFERATE: (SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)

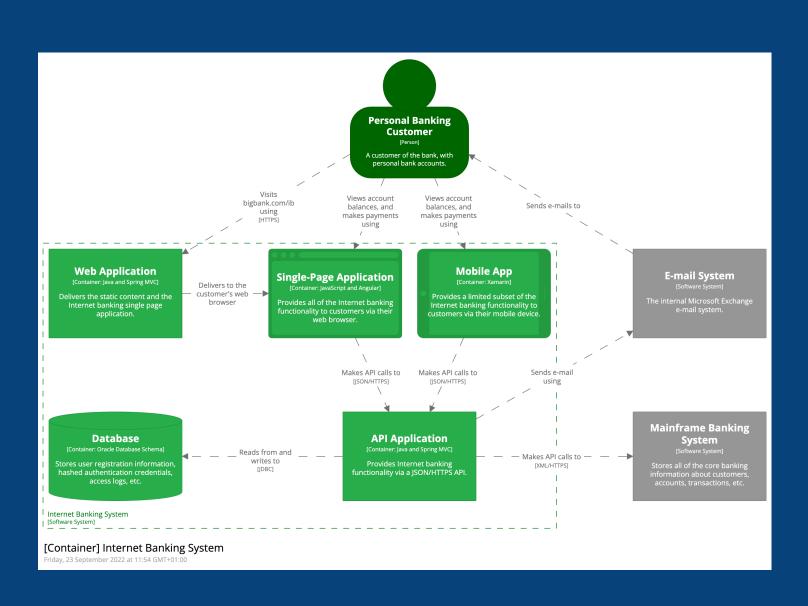
SITUATION: THERE ARE 14 COMPETING STANDARDS.

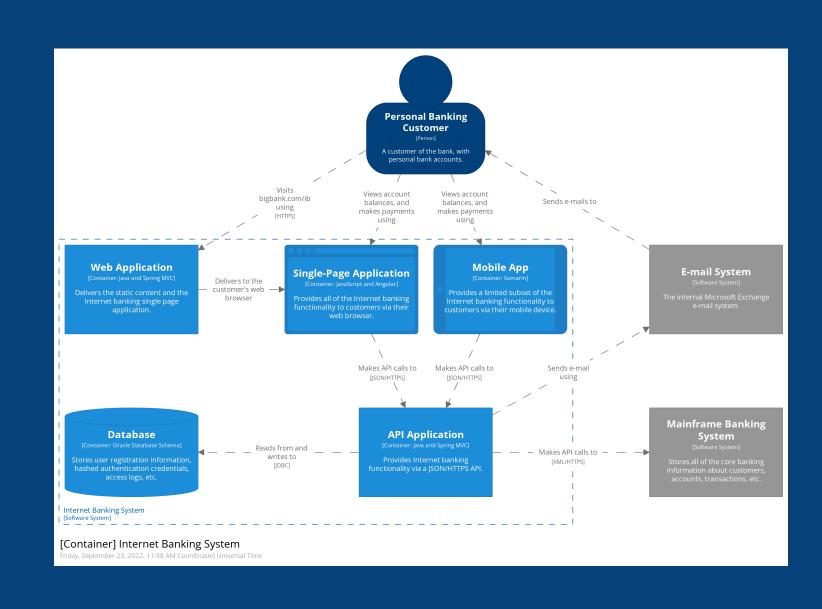


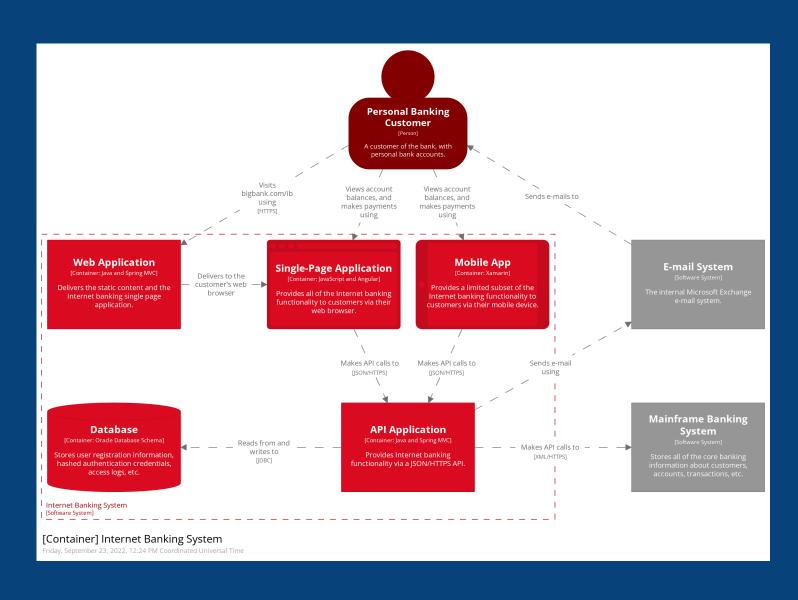
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SITUATION: THERE ARE 15 COMPETING STANDARDS.

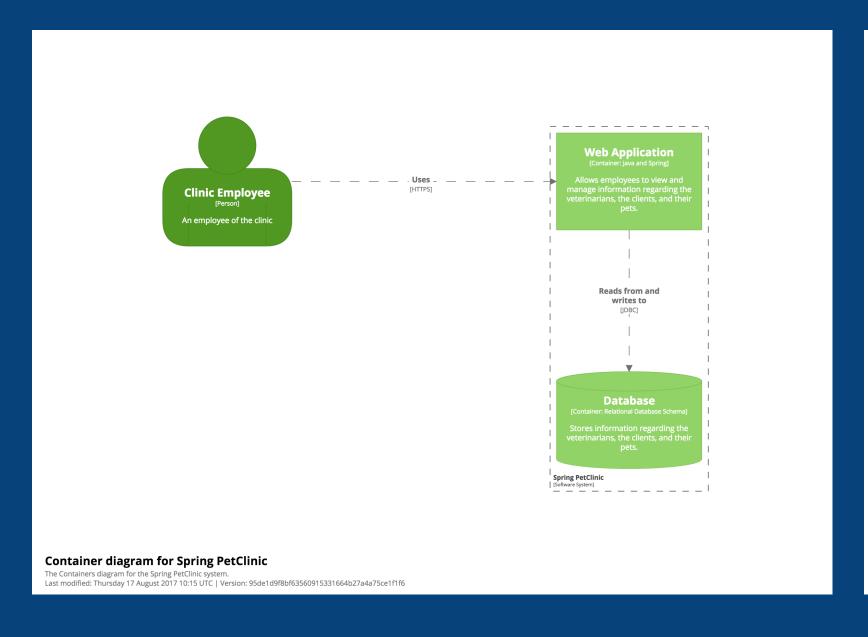
# The C4 model is notation independent

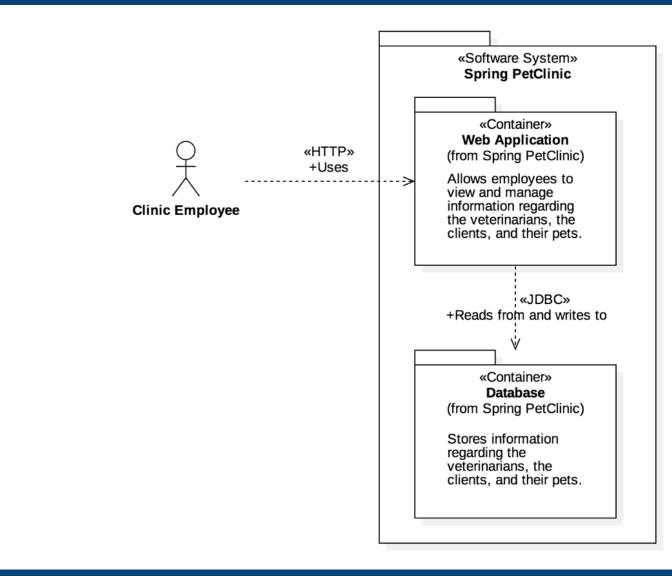


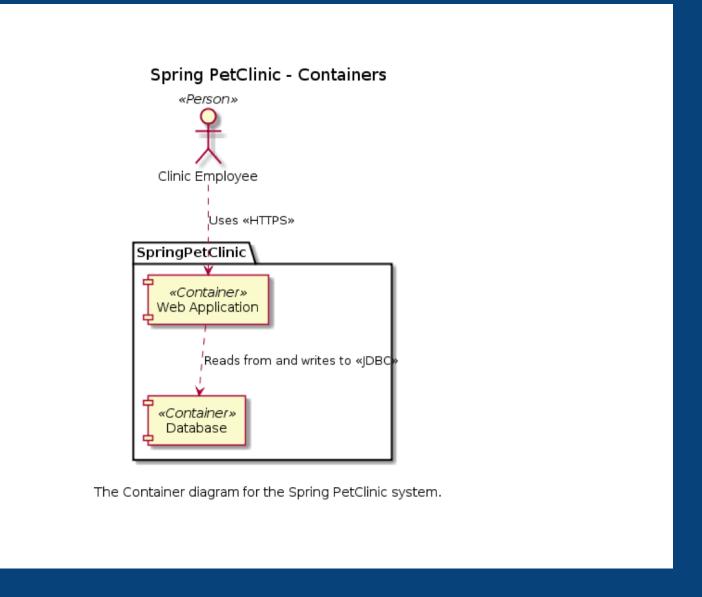




# The C4 model is notation independent







## Example

(Internet Banking System)



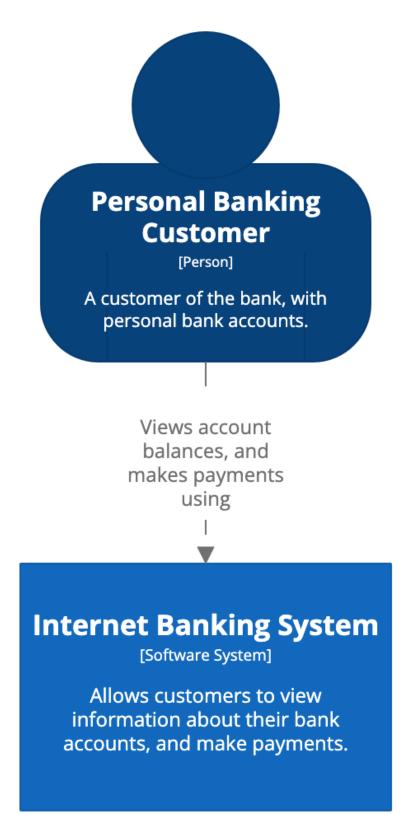
## Level 1 System Context diagram



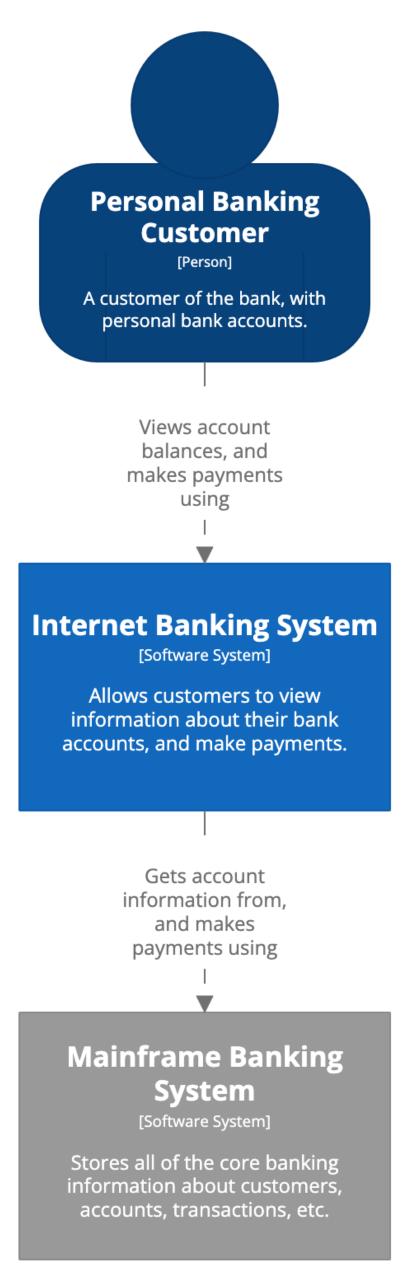
#### Internet Banking System

[Software System]

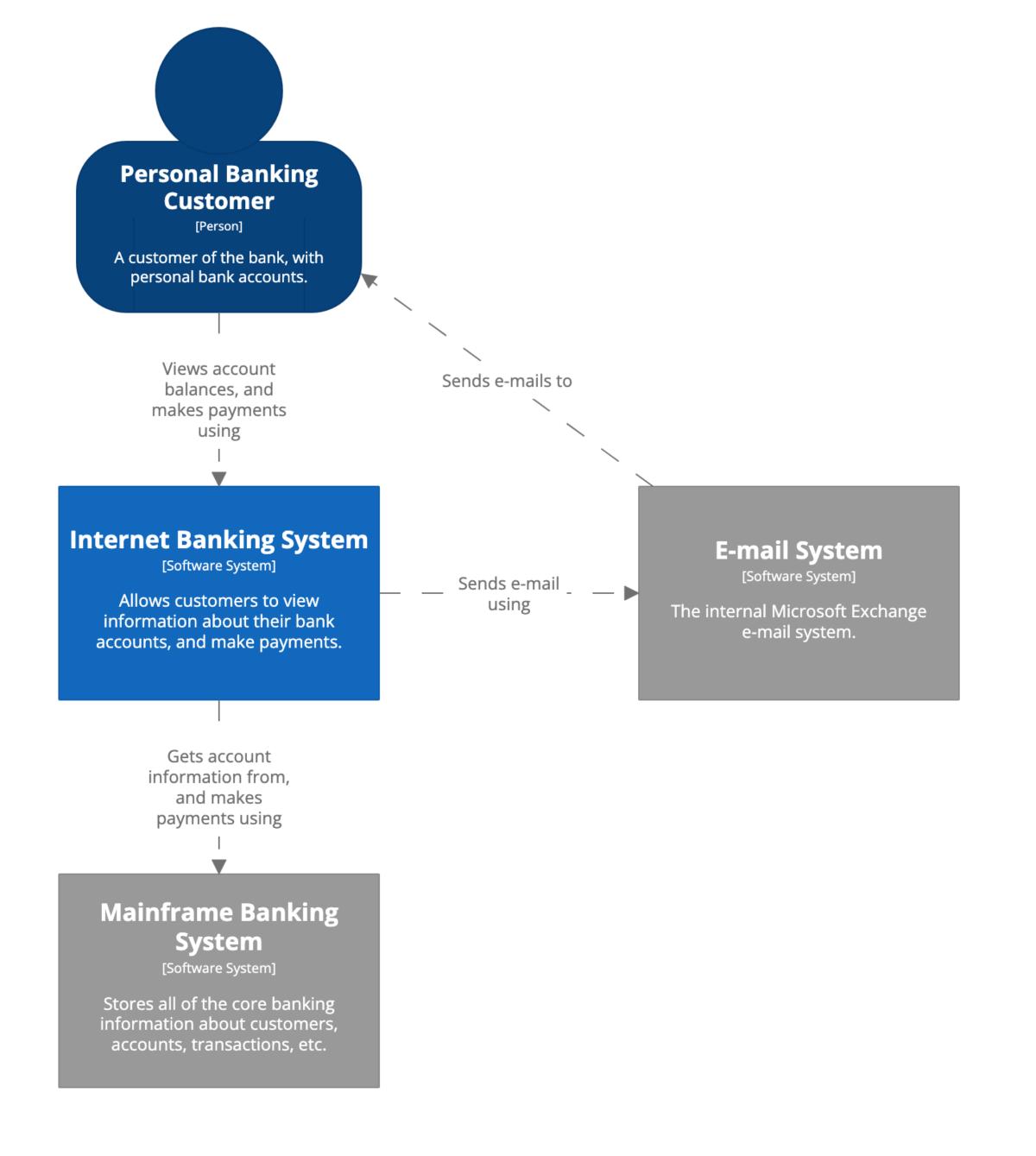
Allows customers to view information about their bank accounts, and make payments.



### [System Context] Internet Banking System



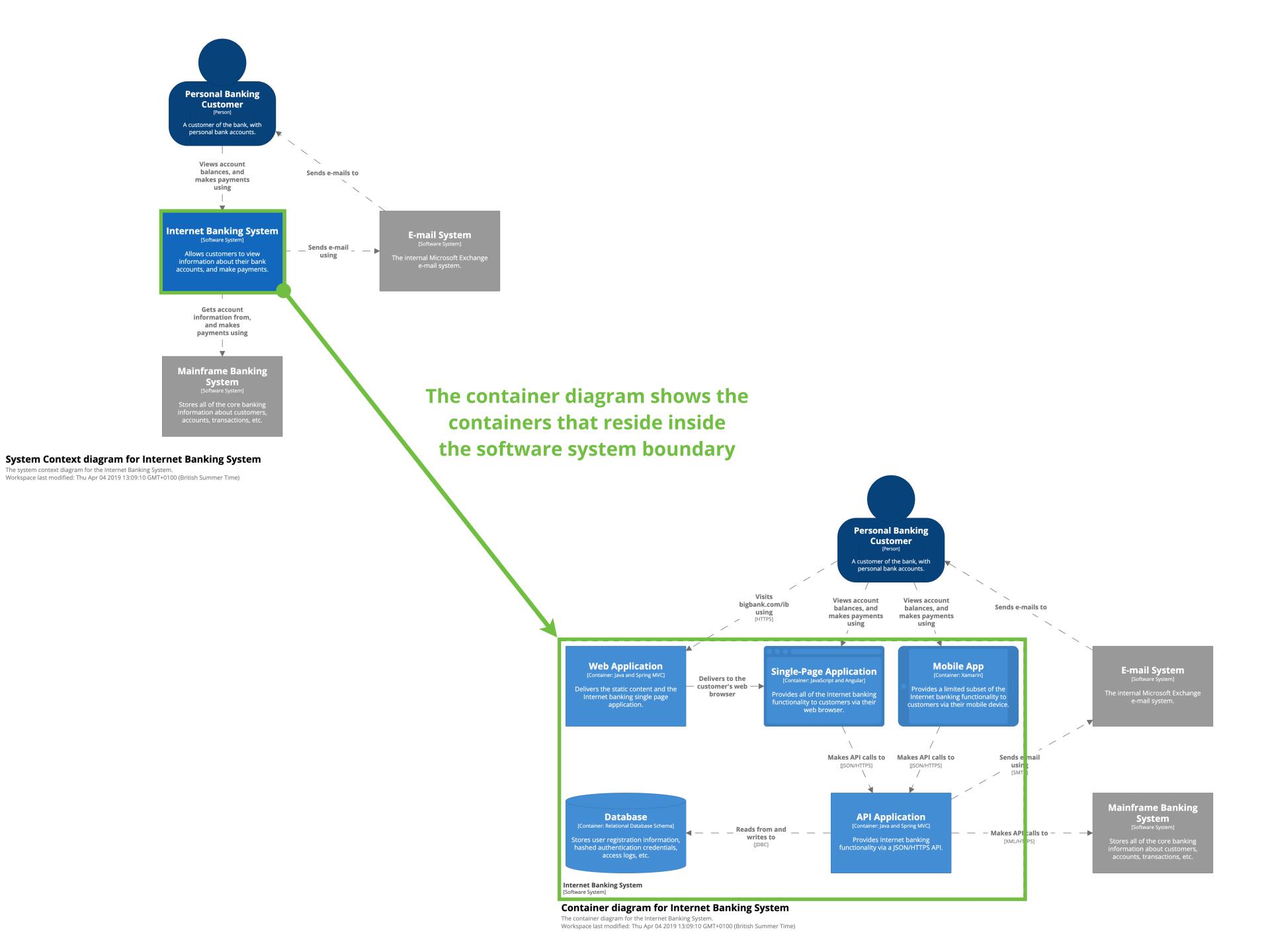
### [System Context] Internet Banking System



### [System Context] Internet Banking System

### Level 2 Container diagram







Sends e-mails to

### E-mail System

[Software System]

The internal Microsoft Exchange e-mail system.

### **Mainframe Banking** System

[Software System]

Stores all of the core banking information about customers,

Internet Banking System
[Software System]

[Container] Internet Banking System
The container diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time

### **Personal Banking** Customer

[Person]

A customer of the bank, with personal bank accounts.

Visits bigbank.com/ib using [HTTPS]

Sends e-mails to

### **Web Application**

[Container: Java and Spring MVC]

Delivers the static content and the Internet banking single page application.

### **E-mail System**

[Software System]

The internal Microsoft Exchange e-mail system.

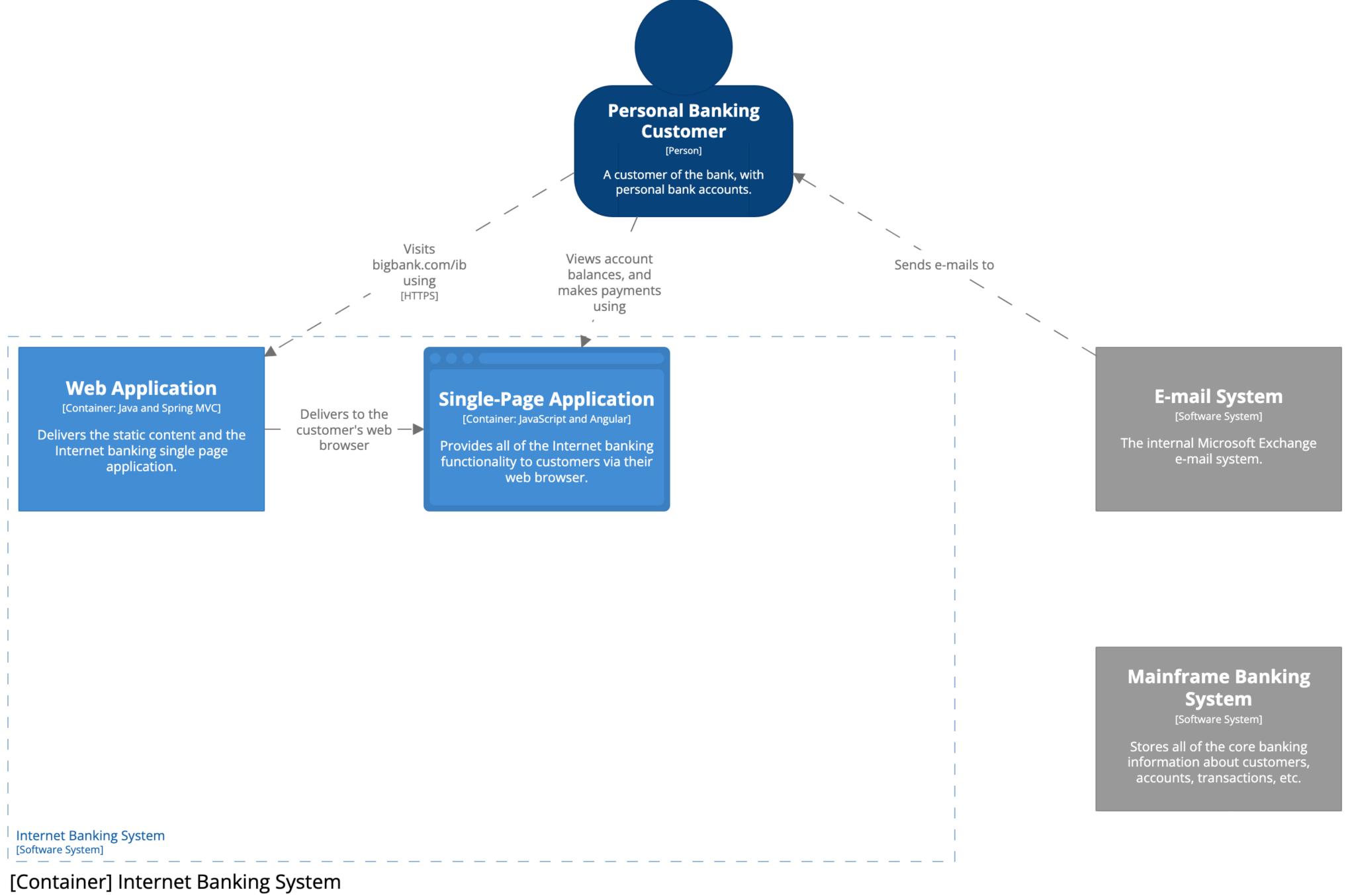
### **Mainframe Banking** System

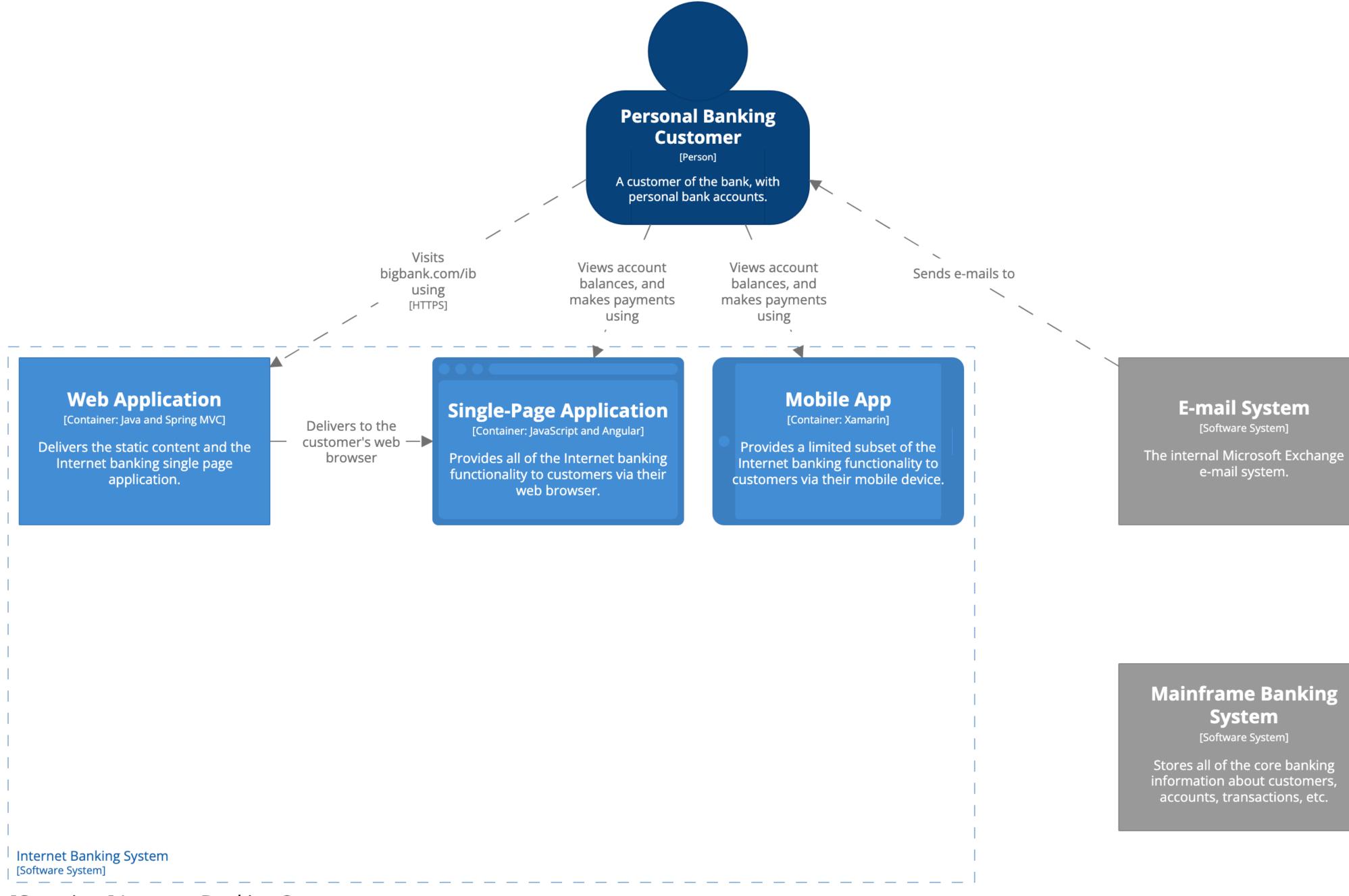
[Software System]

Stores all of the core banking information about customers,

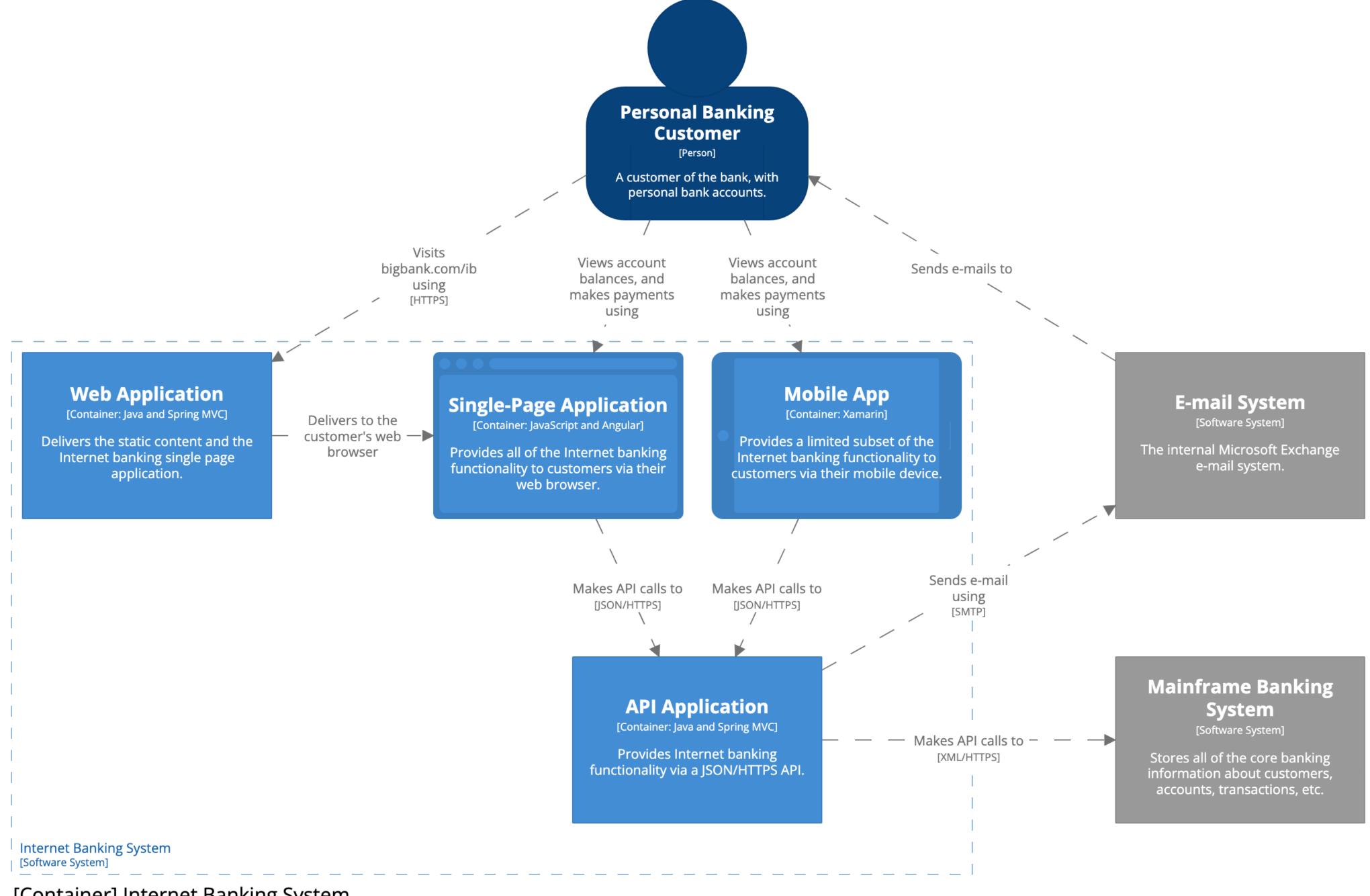
Internet Banking System
[Software System]

[Container] Internet Banking System
The container diagram for the Internet Banking System.
Monday, 27 February 2023 at 15:36 Greenwich Mean Time

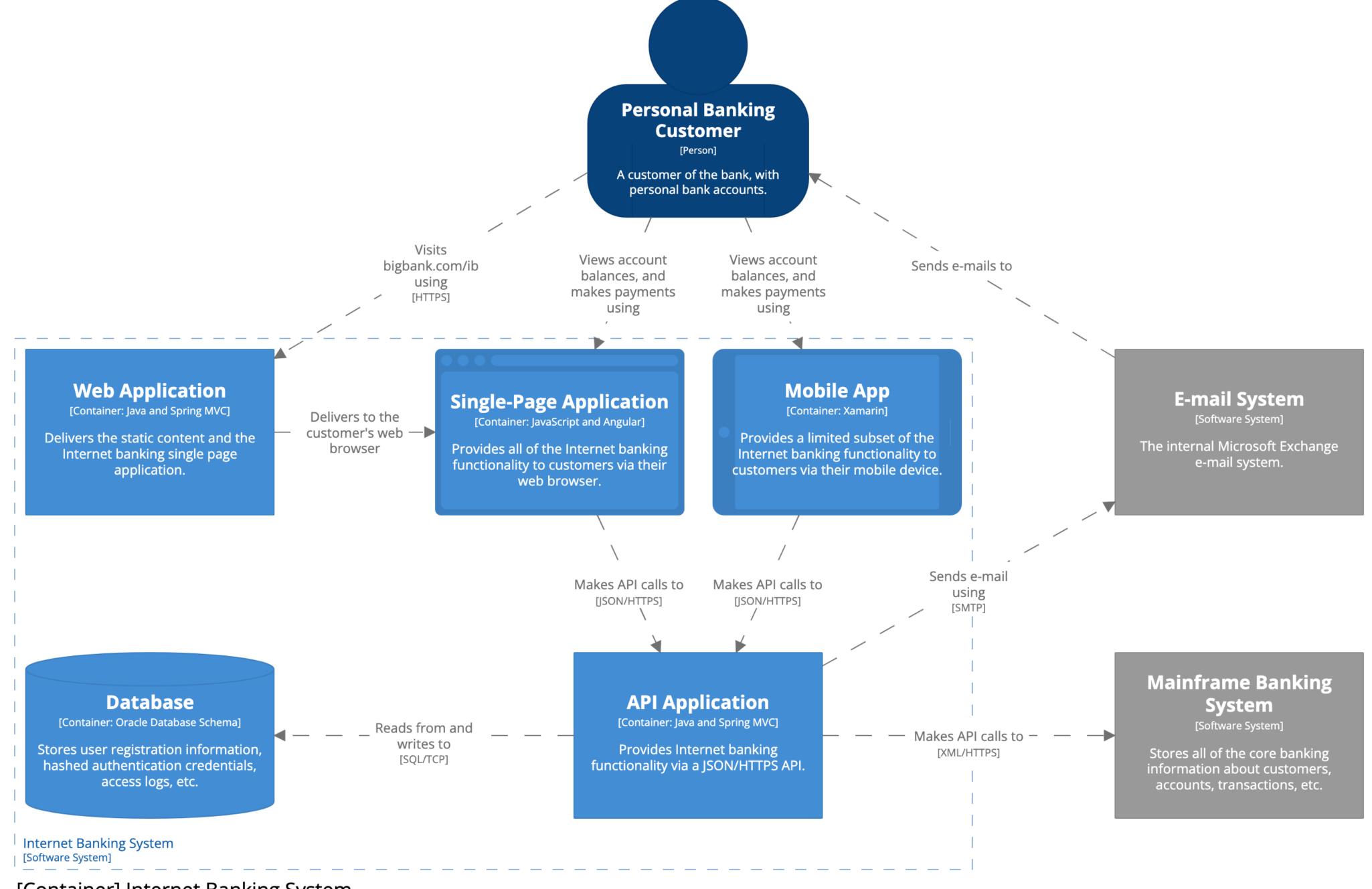




### [Container] Internet Banking System



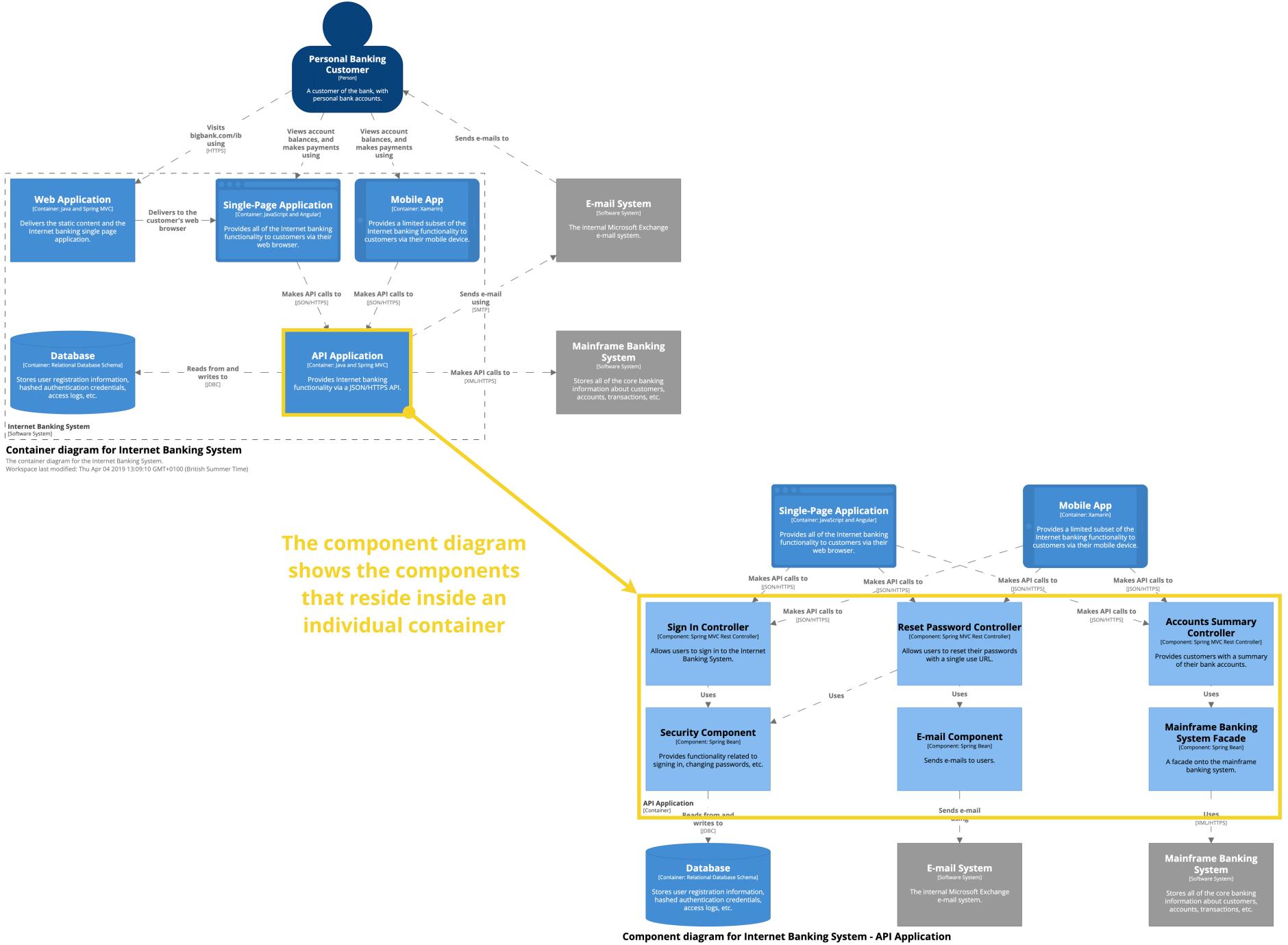
### [Container] Internet Banking System



### [Container] Internet Banking System

### Level 3 Component diagram





The component diagram for Internet Banking System - API Application

The component diagram for the API Application.

Workspace last modified: Thu Apr 04 2019 13:09:10 GMT+0100 (British Summer Time)

### **Single-Page Application**

[Container: JavaScript and Angular]

Provides all of the Internet banking functionality to customers via their web browser.

### **Mobile App**

[Container: Xamarin]

Provides a limited subset of the Internet banking functionality to customers via their mobile device.

API Application [Container]

### **Database**

[Container: Oracle Database Schema]

Stores user registration information, hashed authentication credentials, access logs, etc.

### E-mail System

[Software System]

The internal Microsoft Exchange e-mail system.

### Mainframe Banking System

[Software System]

Stores all of the core banking information about customers, accounts, transactions, etc.

### [Component] Internet Banking System - API Application

The component diagram for the API Application.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time

### **Single-Page Application**

[Container: JavaScript and Angular]

Provides all of the Internet banking functionality to customers via their web browser.

Makes API calls to [JSON/HTTPS]

Makes API calls to

[JSON/HTTPS]

### **Mobile App**

[Container: Xamarin]

Provides a limited subset of the Internet banking functionality to customers via their mobile device.

### **Sign In Controller**

[Component: Spring MVC Rest Controller]

Allows users to sign in to the Internet Banking System.

Uses

### **Security Component**

[Component: Spring Bean]

Provides functionality related to signing in, changing passwords, etc.

API Application [Container]

Reads from and writes to [SQL/TCP]

### **Database**

[Container: Oracle Database Schema]

Stores user registration information, hashed authentication credentials, access logs, etc.

### **E-mail System**

[Software System]

The internal Microsoft Exchange e-mail system.

### Mainframe Banking System

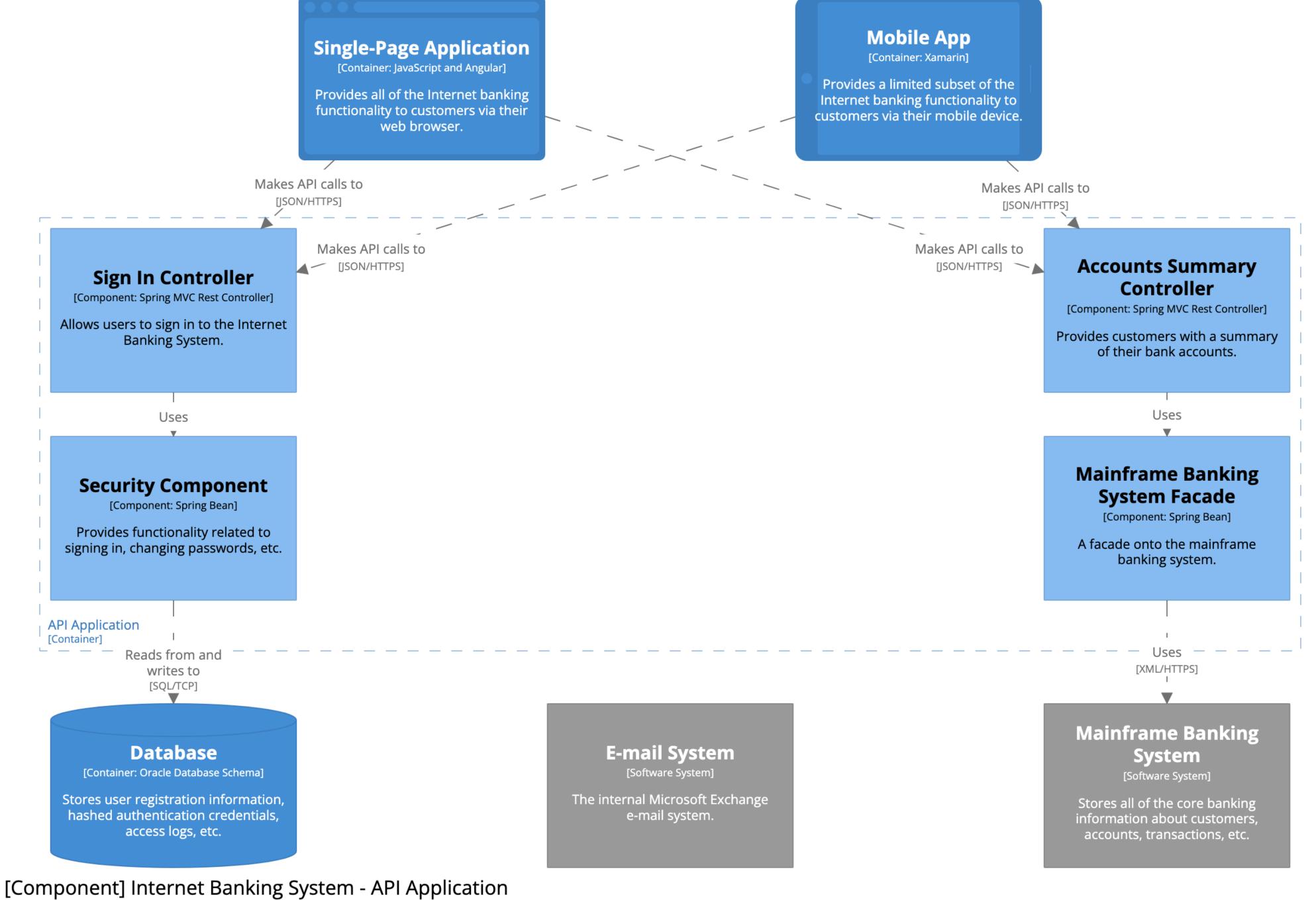
[Software System]

Stores all of the core banking information about customers, accounts, transactions, etc.

### [Component] Internet Banking System - API Application

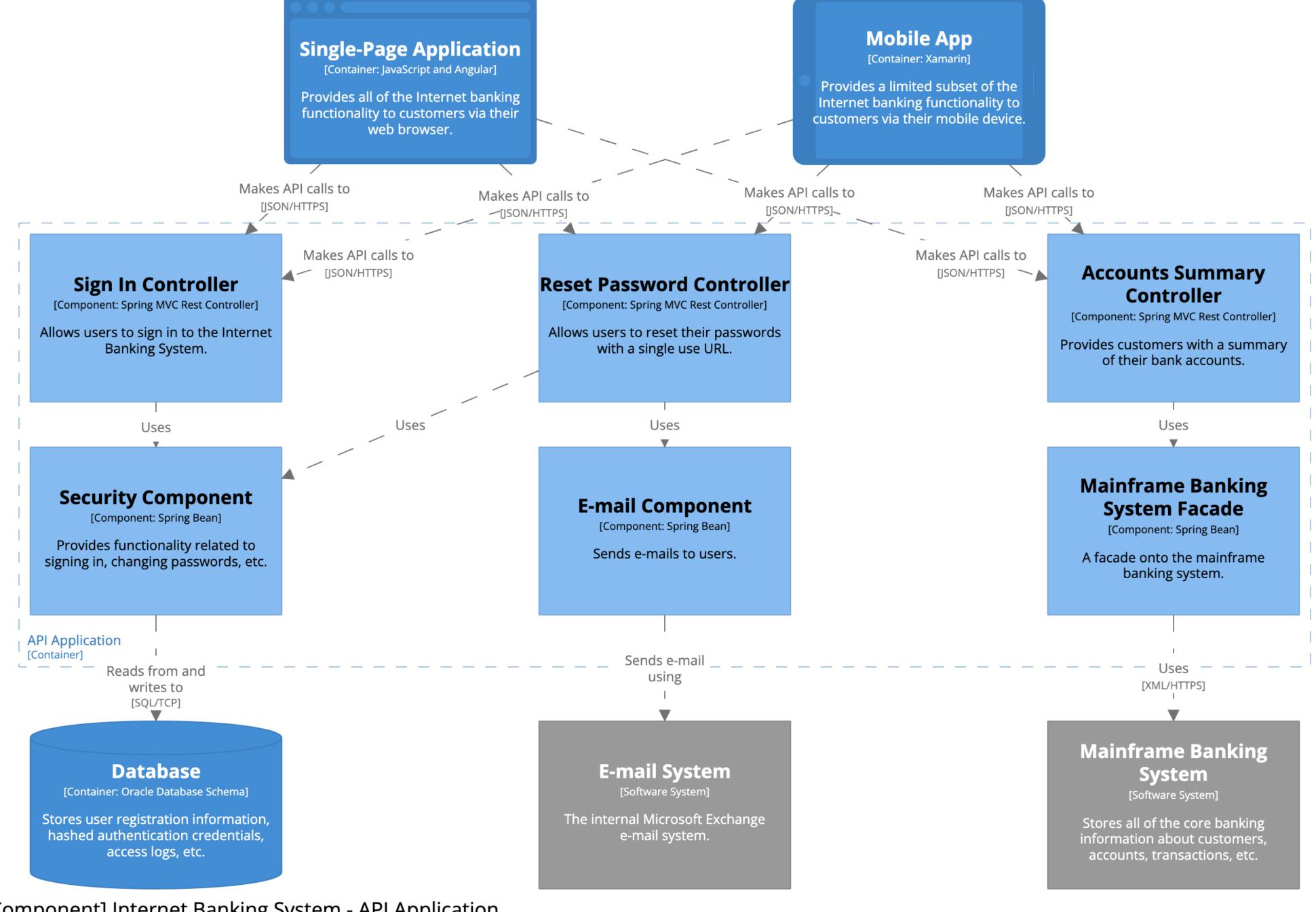
The component diagram for the API Application.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time



The component diagram for the API Application.

Monday, 27 February 2023 at 15:36 Greenwich Mean Time

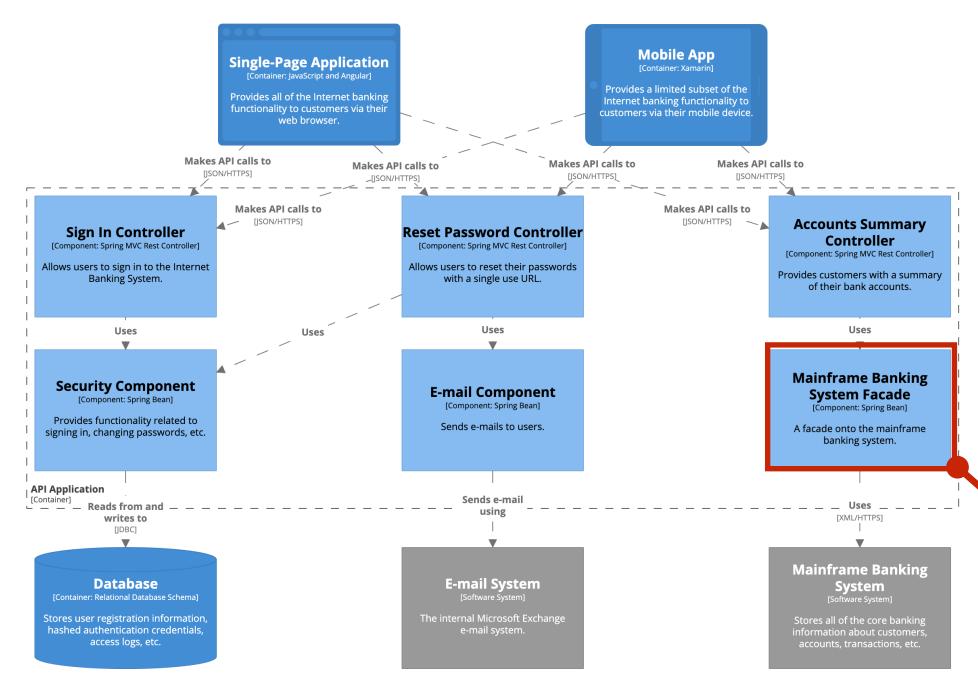


[Component] Internet Banking System - API Application

The component diagram for the API Application. Monday, 27 February 2023 at 15:36 Greenwich Mean Time

### Level 4 Code diagram

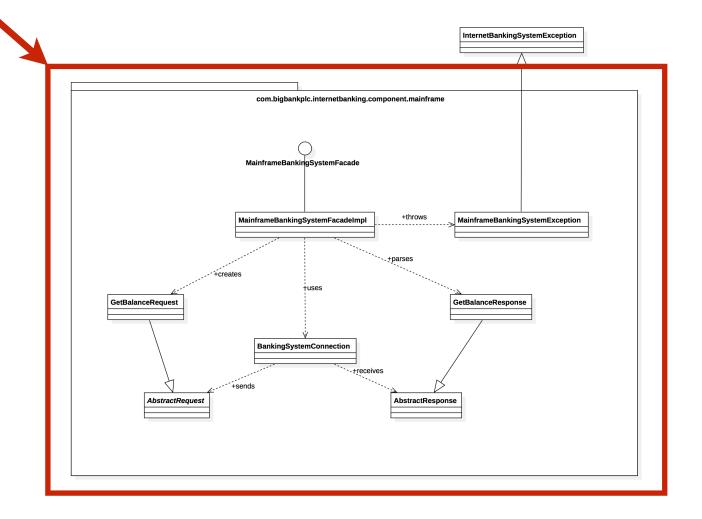


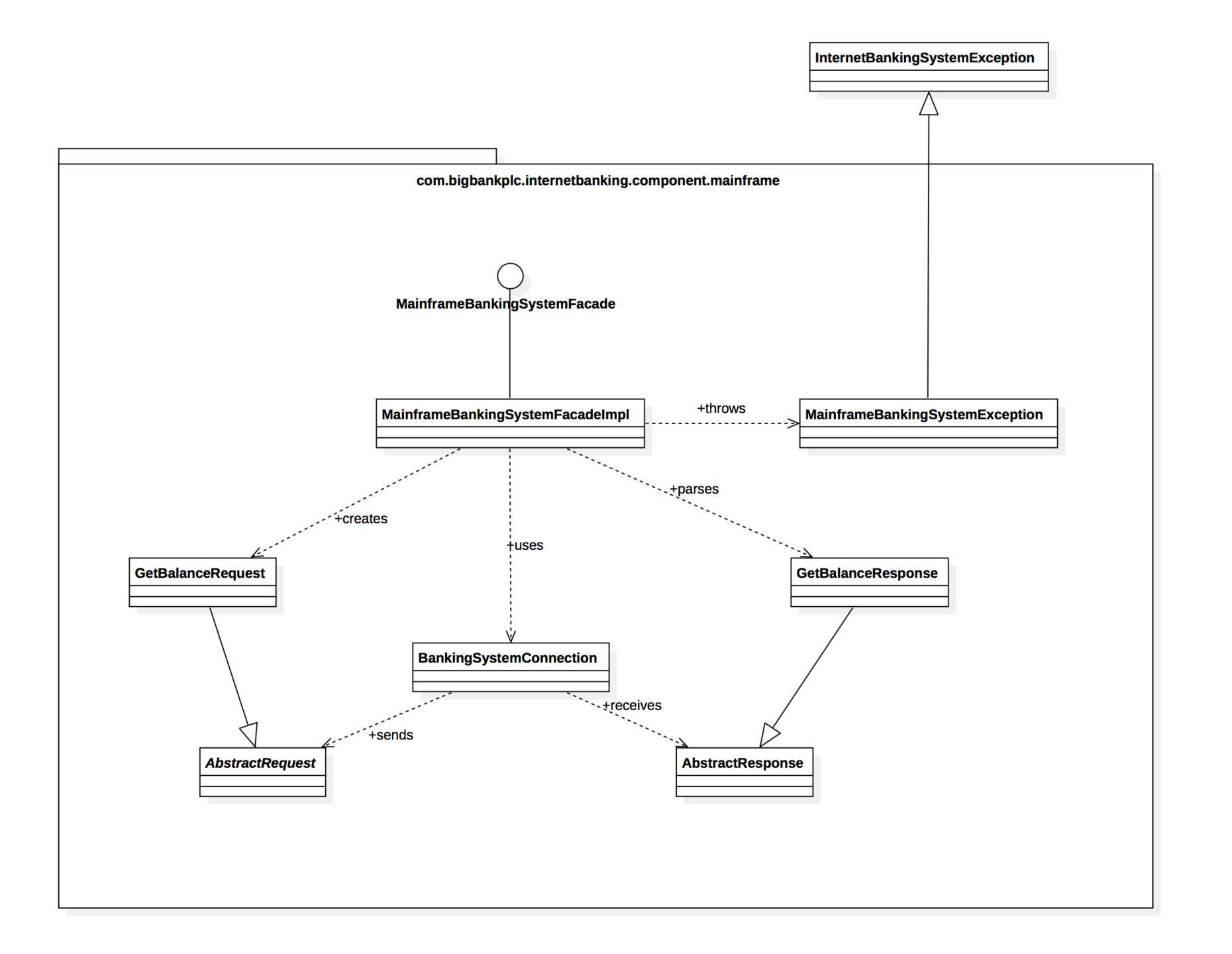


Component diagram for Internet Banking System - API Application

The component diagram for the API Application.
Workspace last modified: Thu Apr 04 2019 13:09:10 GMT+0100 (British Summer Time)

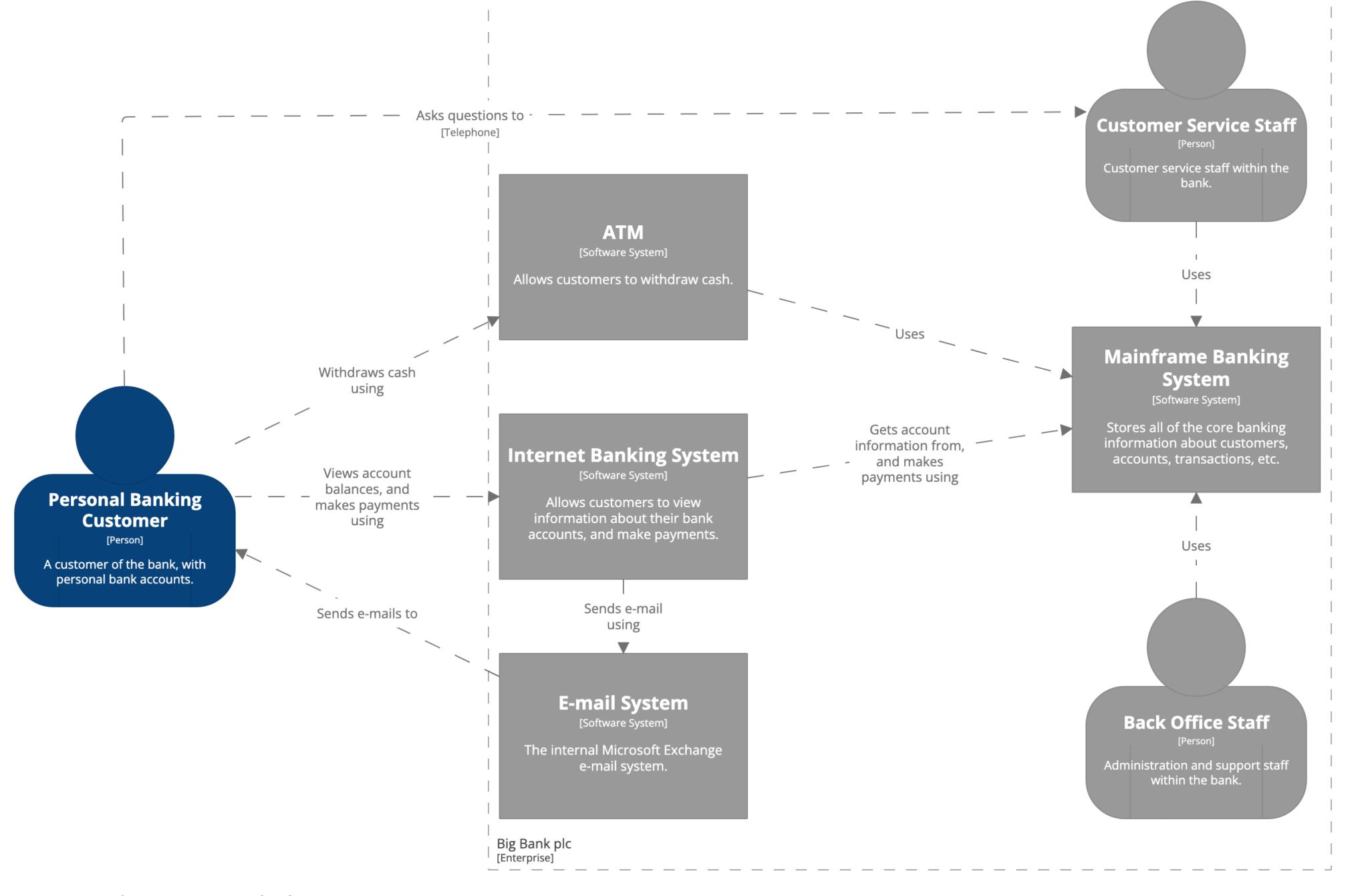
The code level diagram shows the code elements that make up a component



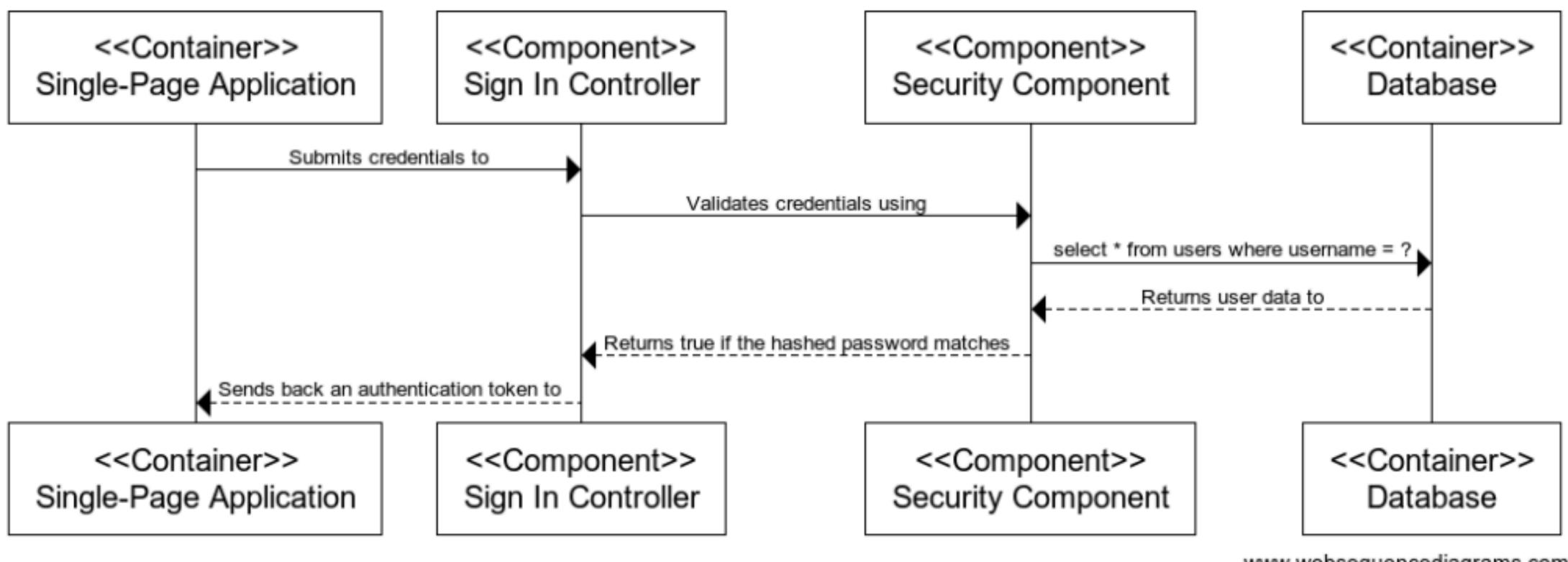


### Other diagram types...

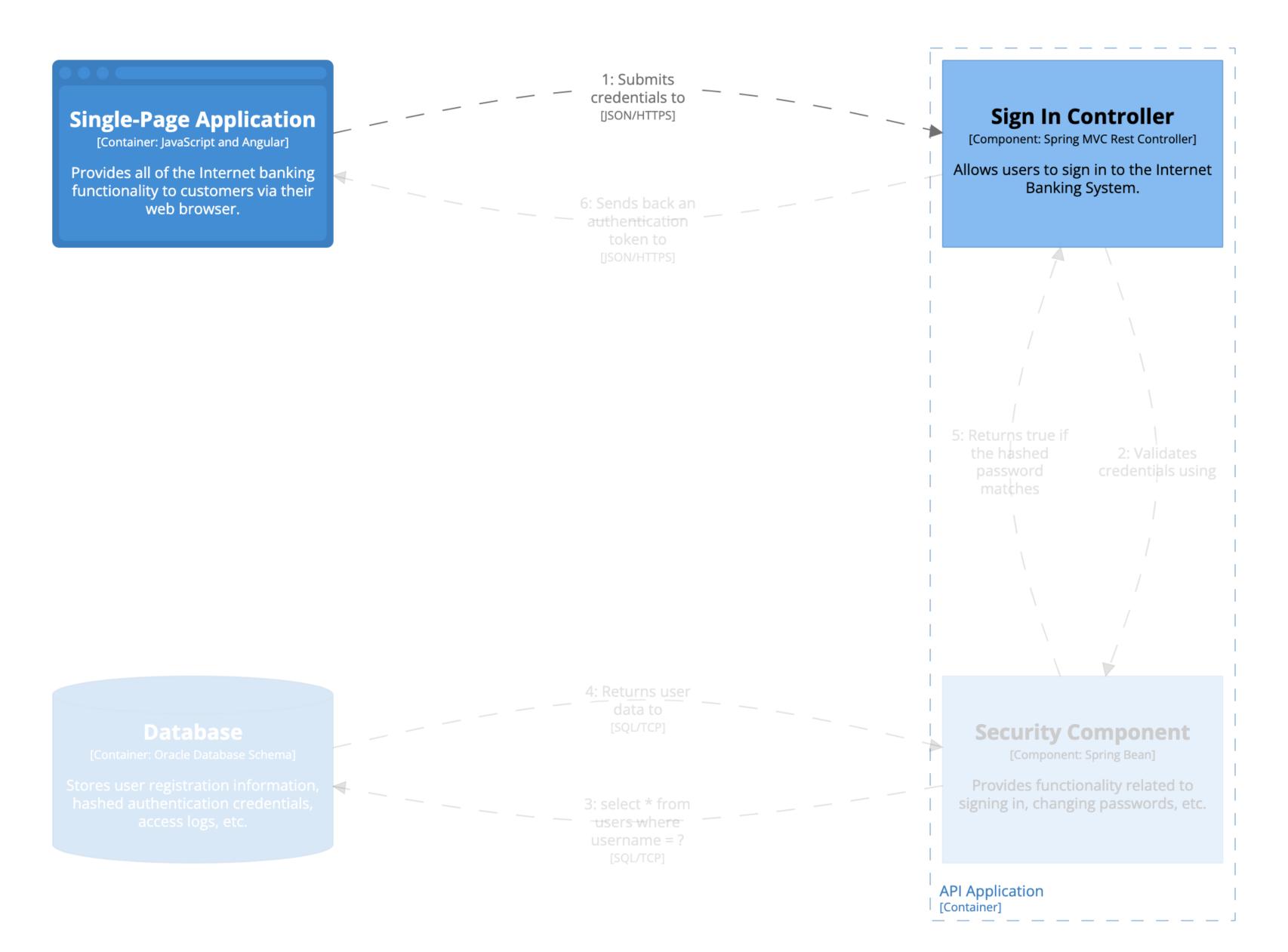




### API Application - Dynamic - SignIn

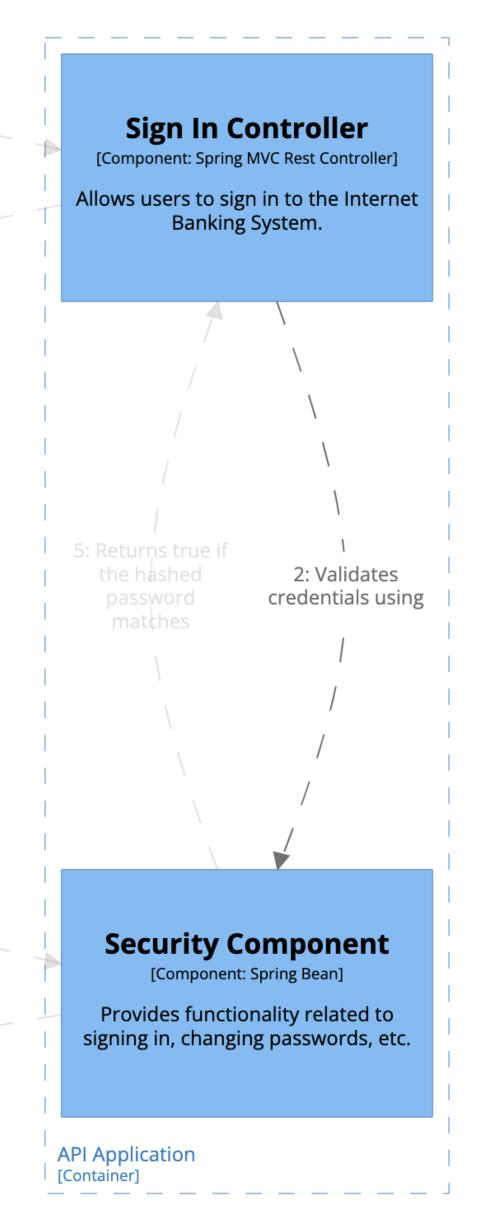


www.websequencediagrams.com



### [Dynamic] Internet Banking System - API Application

# Single-Page Application [Container: JavaScript and Angular] Provides all of the Internet banking functionality to customers via their web browser.



### Database

tainer: Oracle Database Schemal

Stores user registration information, hashed authentication credentials, access logs, etc.

4: Returns user data to

1: Submits

authentication

3: select \* from users where username = ?

### [Dynamic] Internet Banking System - API Application

### 1: Submits **Database** [Container: Oracle Database Schema]

3: select \* from

users where username = ? [SQL/TCP]

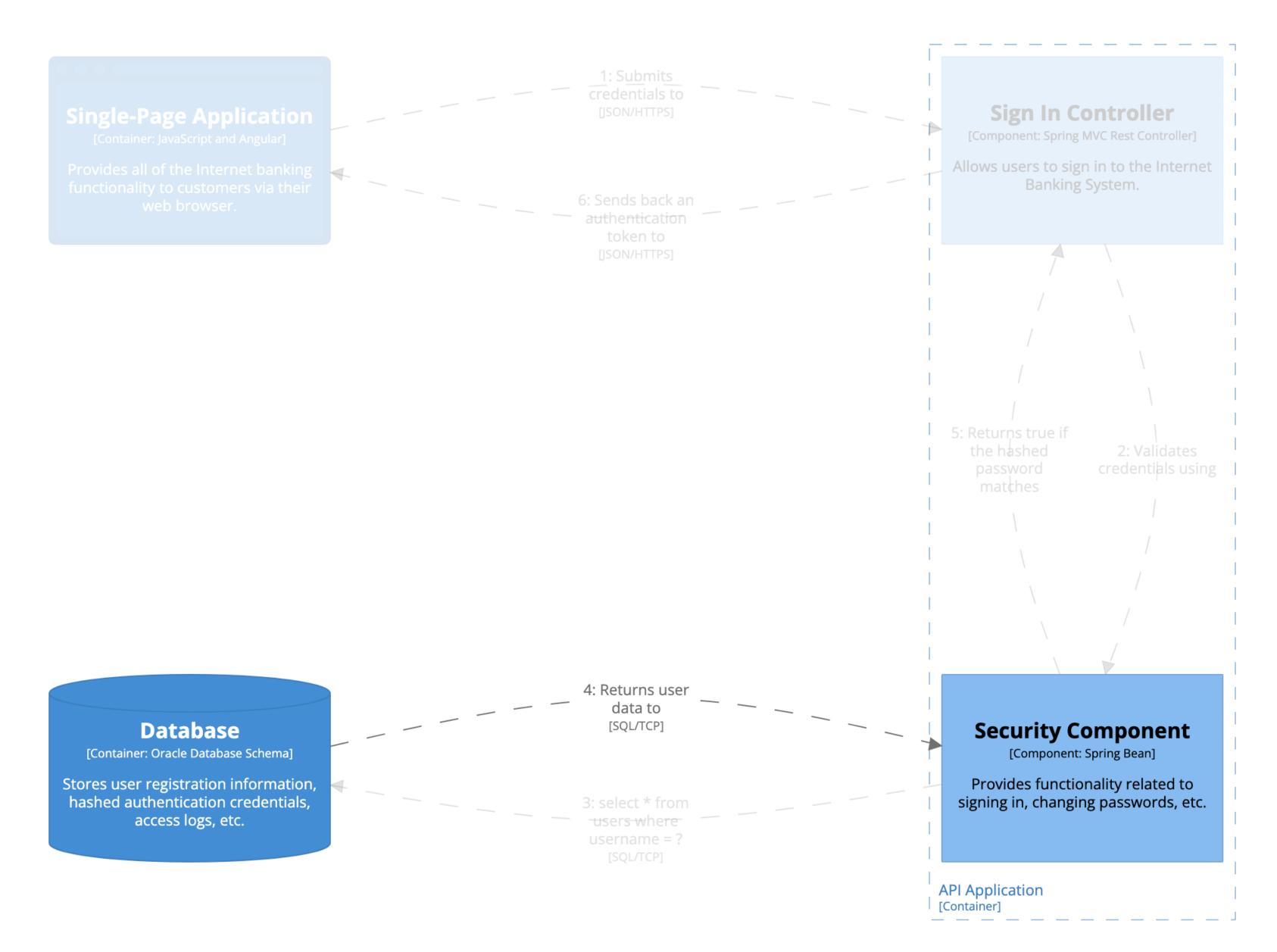
### Sign In Controller [Component: Spring MVC Rest Controller] Allows users to sign in to the Internet Banking System. credentials using **Security Component** [Component: Spring Bean] Provides functionality related to signing in, changing passwords, etc. API Application [Container]

### [Dynamic] Internet Banking System - API Application

Stores user registration information,

hashed authentication credentials,

access logs, etc.



### [Dynamic] Internet Banking System - API Application

# Single-Page Application [Container: JavaScript and Angular] Provides all of the Internet banking functionality to customers via their web browser.

[JSON/HTTPS]
6: Sends back an

authentication

1: Submits

### Database

tainer: Oracle Database Schemal

Stores user registration information hashed authentication credentials, access logs, etc.

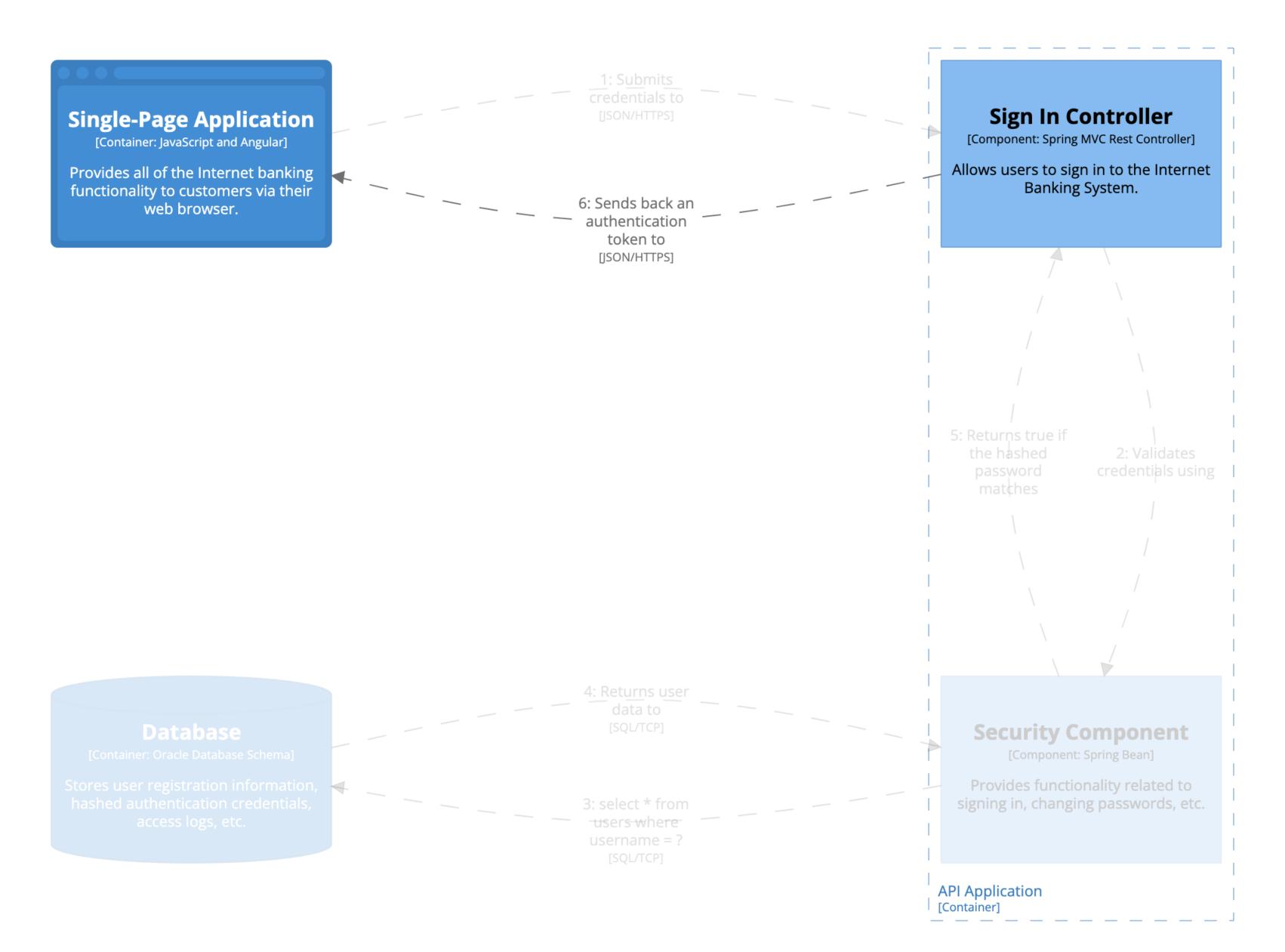
- 4: Returns user data to
- 3: select \* from username = ?

  [SQL/TCP]

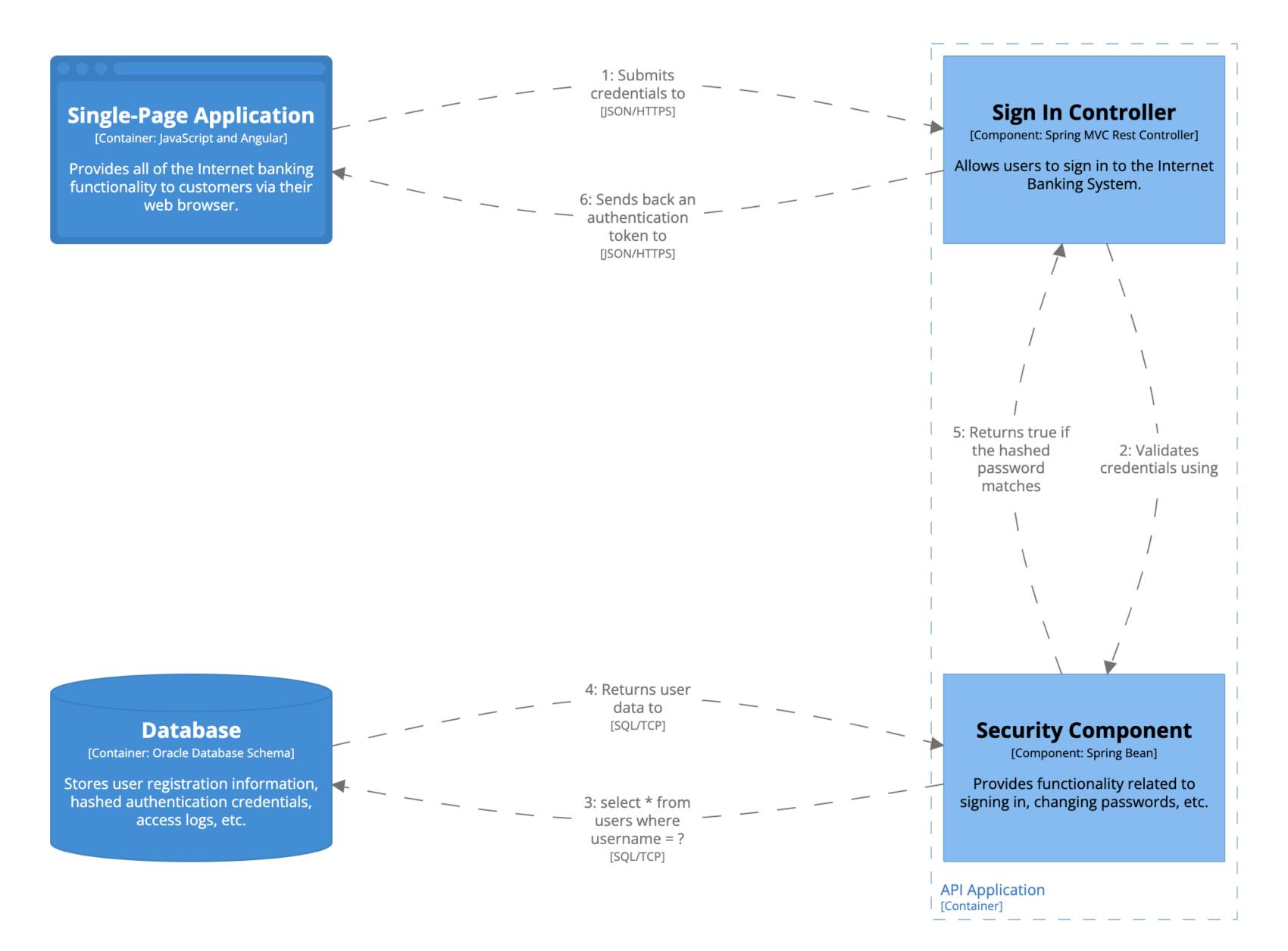
### Sign In Controller [Component: Spring MVC Rest Controller] Allows users to sign in to the Internet Banking System. 5: Returns true if the hashed password matches **Security Component** [Component: Spring Bean] Provides functionality related to signing in, changing passwords, etc.

API Application [Container]

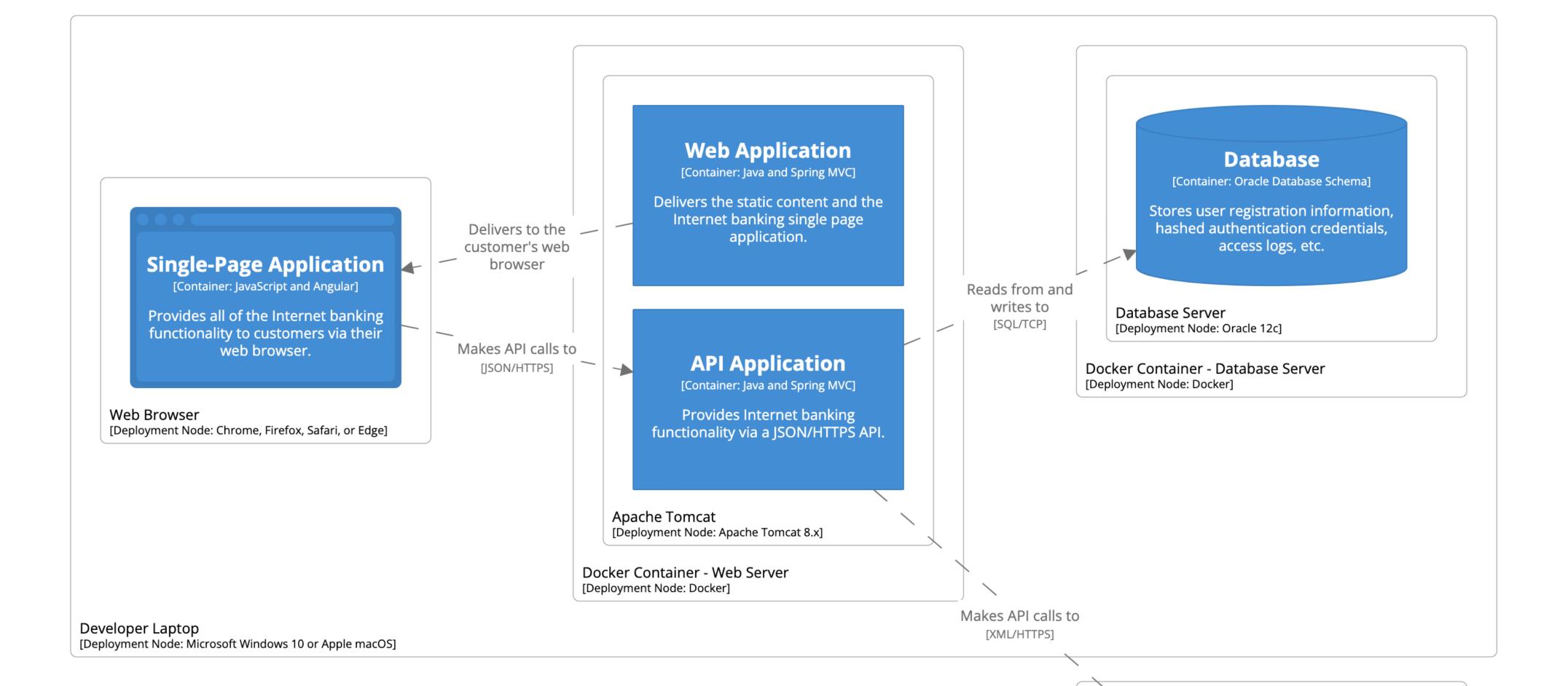
### [Dynamic] Internet Banking System - API Application

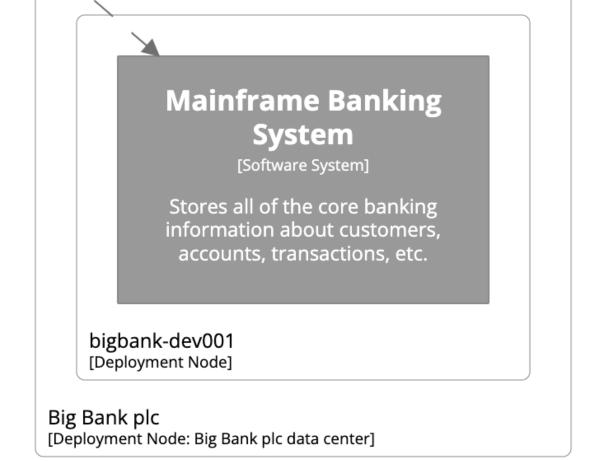


### [Dynamic] Internet Banking System - API Application



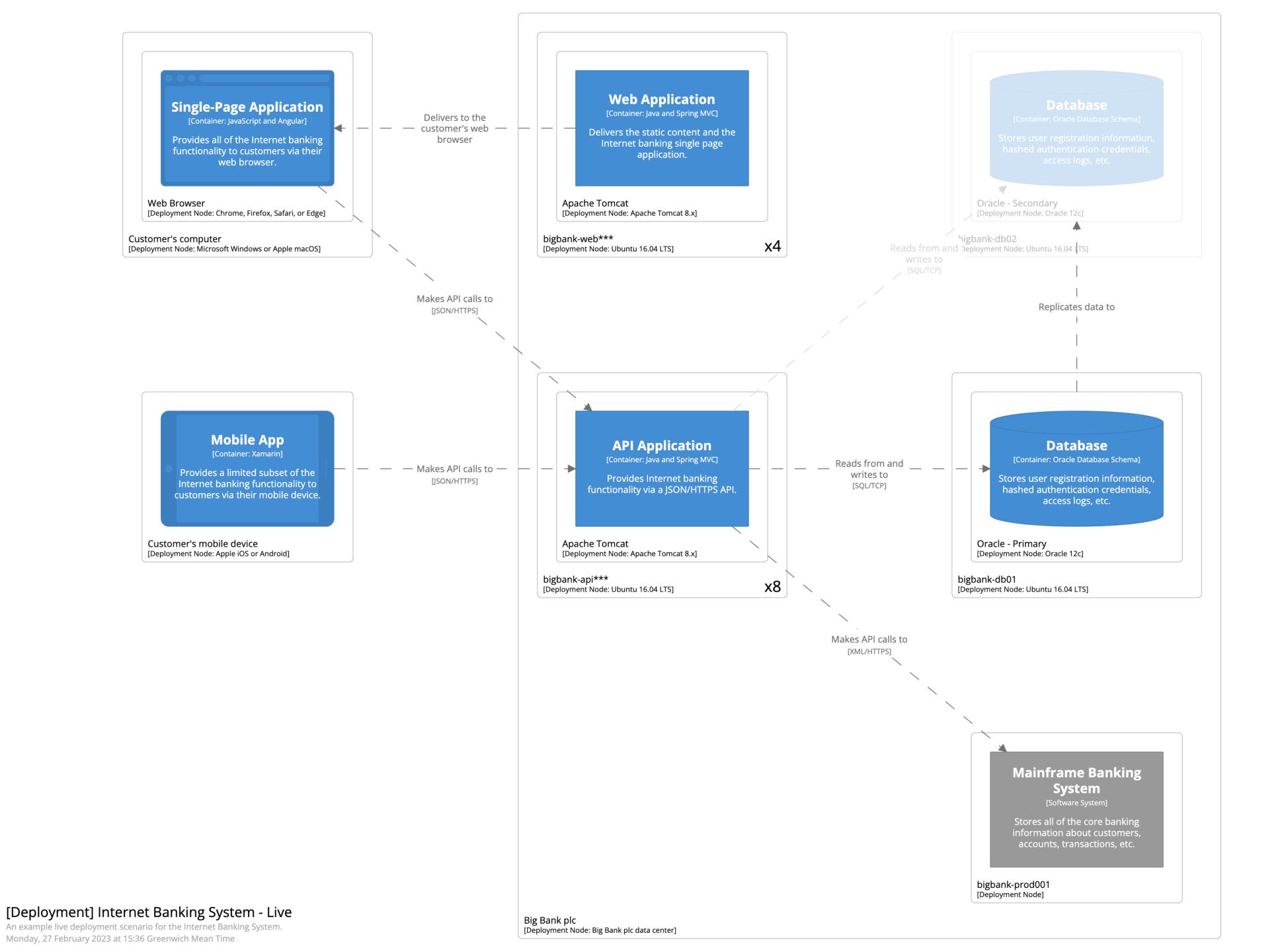
### [Dynamic] Internet Banking System - API Application

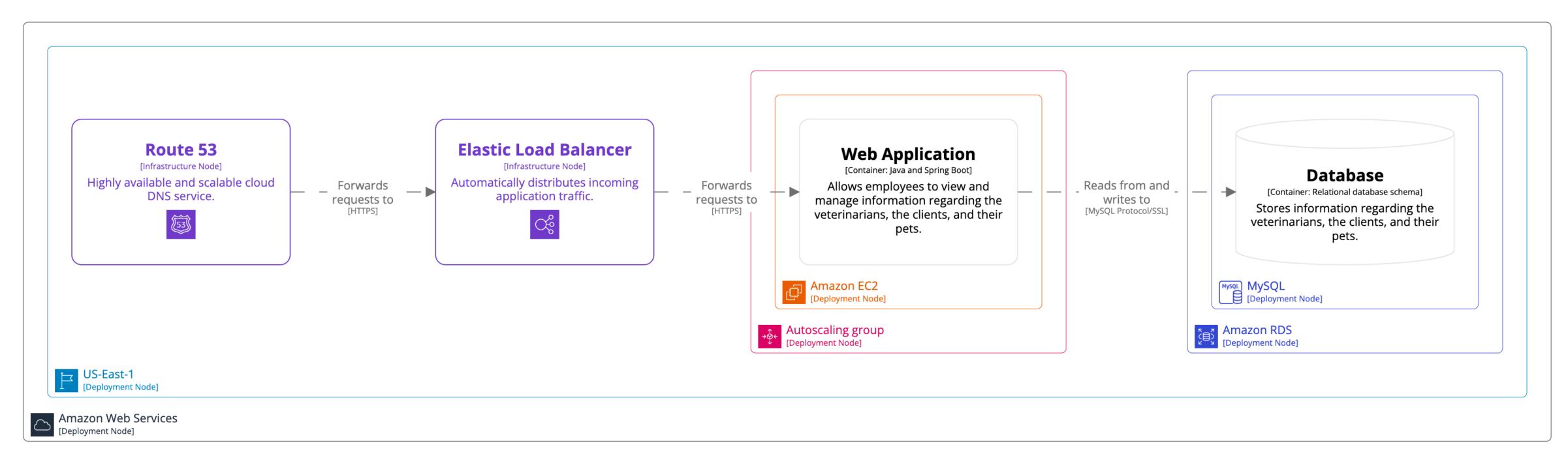




### [Deployment] Internet Banking System - Development

An example development deployment scenario for the Internet Banking System. Monday, 27 February 2023 at 15:36 Greenwich Mean Time





### [Deployment] Spring PetClinic - Live

Sunday, 5 March 2023 at 09:41 Greenwich Mean Time



Amazon Web Services -Route 53



Container, Application

Container, Database

Amazon Web Services Auto Scaling

Amazon Web Services -Cloud



Amazon Web Services -



Amazon Web Services - RDS

Amazon Web Services - RDS MySQL instance



Amazon Web Services -Region



## The lost art of software modelling?

### Most teams use general purpose diagramming tools

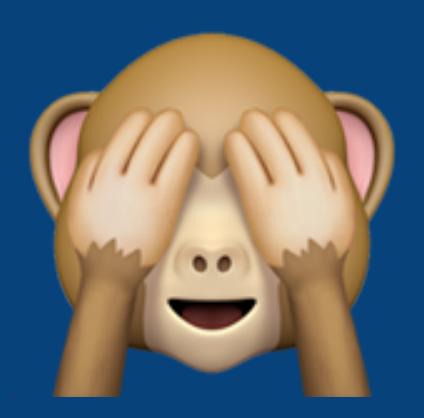
(Visio, diagrams.net, Lucidchart, Gliffy, etc)



### How can we avoid copy-pasting elements across diagrams?



## Stop using Visio!



### Structurizr DSL

An open source, text-based domain specific language (DSL), to create software architecture diagrams based upon the C4 model





```
workspace "Nig Bank plc" "This is an example workspace to illustrate the key features of Structurist, via the DDD, hased around a fictional online banking system." {

modes "more " person "Personal banking Customer" A customer of the bank, with personal bank accounts."

enterprise "Miss gamin plc" |

modes "A person "Person "Back Office Staff" "Administration and support staff within the bank." "Bank Staff" |

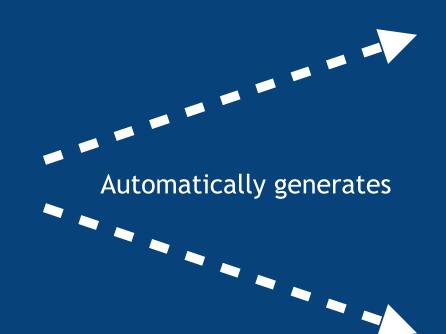
backefice " person "Back Office Staff" "Administration and support staff within the bank." Bank Staff |

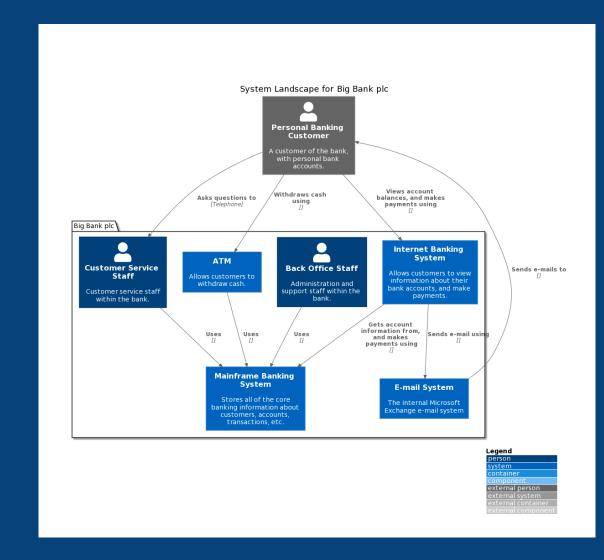
mainframe - soffceaseystem "Nath" "Allows customers of "Staff and the cree banking information about customers, accounts, transactions, etc." "Existing System" atm * soffceaseystem "Nath" "Allows customers to within the bank." "Staffing System" "Existing System" "A personal customers to within the bank accounts, and make payments." |

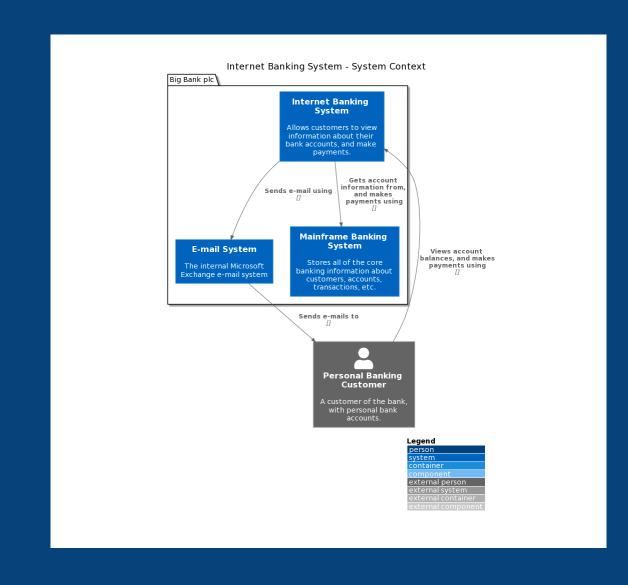
internetBankingsystem - soffwaresystem "Internet Banking System "Allows customers to view information about their bank accounts, and make payments." |

singlePapaRphilation "container "Miss Application" "Provides all of the Internet Banking functionality to customers via their meb browser." |

workship of the software of the software banking functionality via a Staffwrite Staff "Sow and Spring More application" container "All Application" Provides Internet Banking page application." "You and Spring More application" container "All Application" Provides Internet Banking page application." "You and Spring More accounts and the software accounts believe the staff of the Internet Banking page application." "You and Spring More accounts and the software accounts believe the staff of the Internet Banking page application." "You and Spring More accounts and the software ac
```





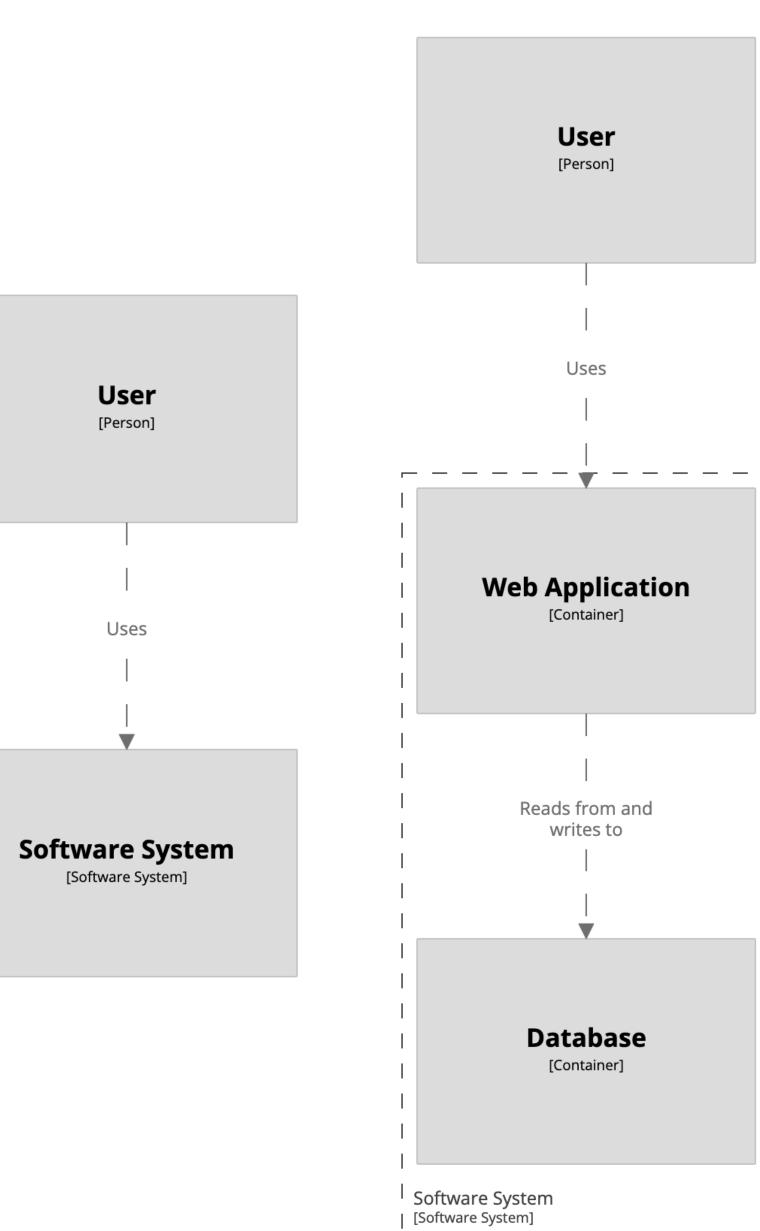


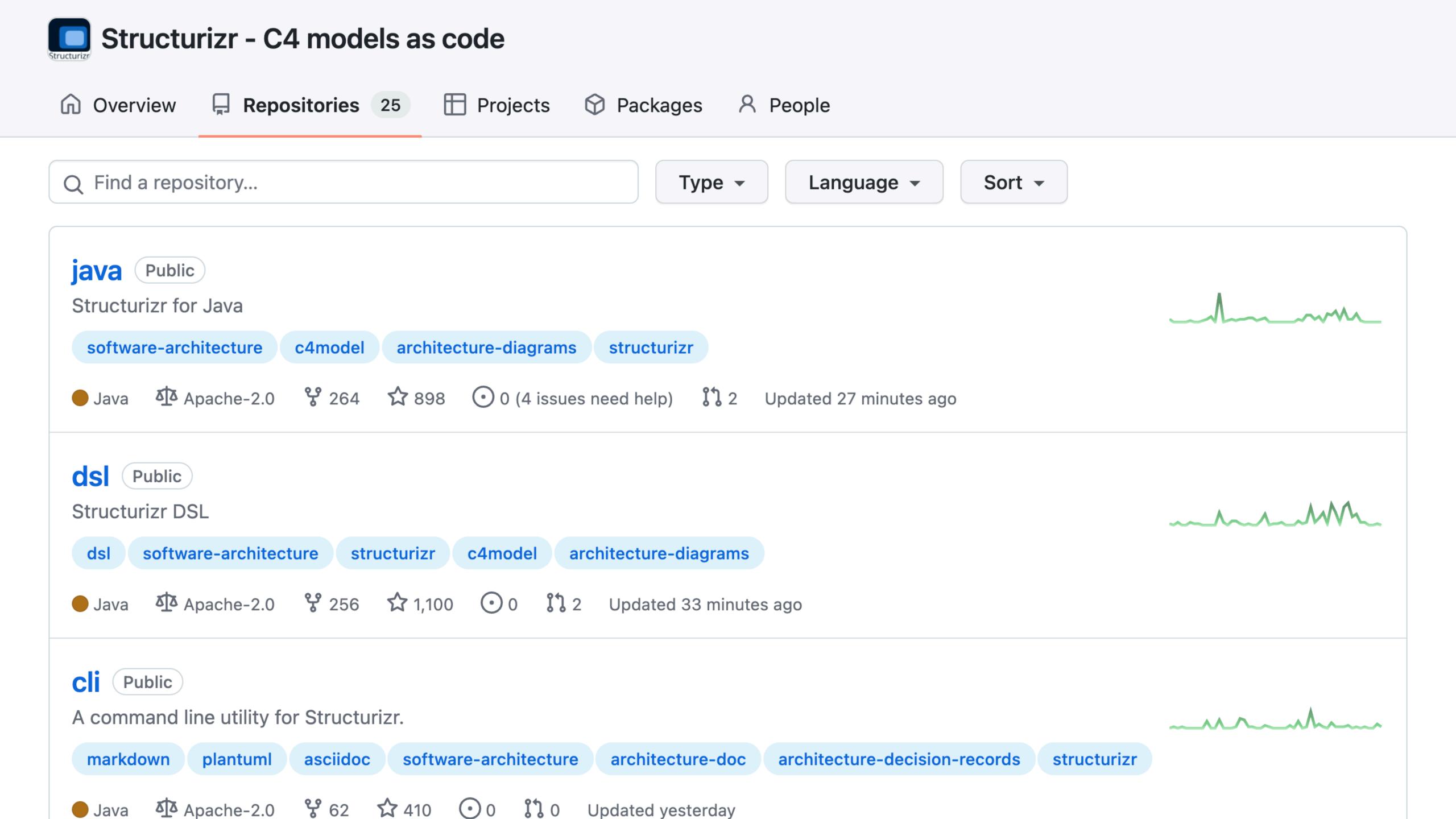
#### Diagrams as code 2.0

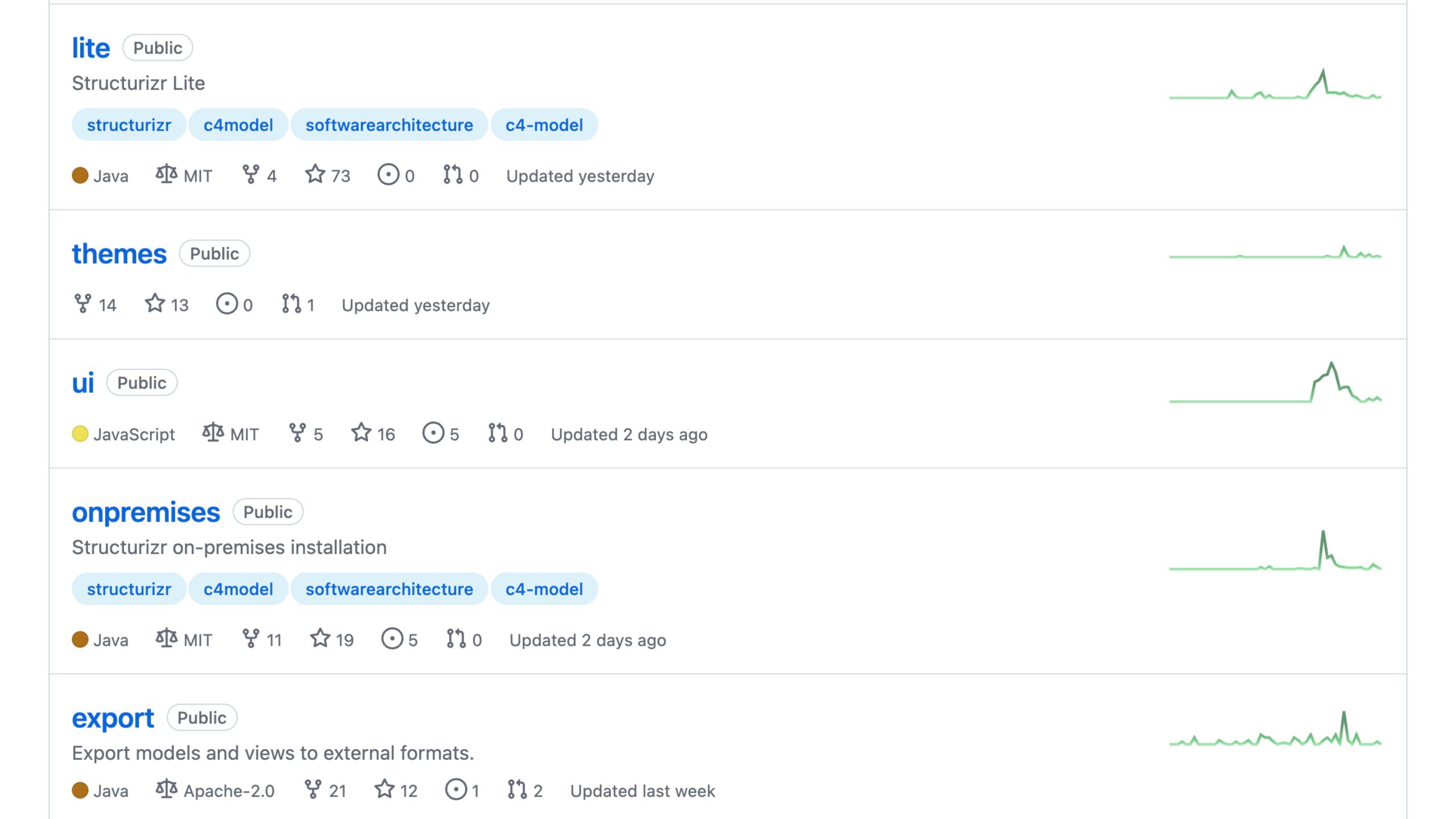
You create and maintain a single model, and the tool generates multiple diagrams, automatically keeping them all in sync whenever you change the model

```
workspace {
    model {
         user = person "User"
         softwareSystem = softwareSystem "Software System"
         user -> softwareSystem "Uses"
                                                                         User
                                                                         [Person]
    views {
         systemContext softwareSystem {
              include *
              autoLayout
                                                                      Software System
                                                                        [Software System]
```

```
workspace {
    model {
        user = person "User"
        softwareSystem = softwareSystem "Software System" {
            webapp = container "Web Application"
            database = container "Database"
        user -> webapp "Uses"
        webapp -> database "Reads from and writes to"
    views
        systemContext softwareSystem {
            include *
            autoLayout
        container softwareSystem {
            include *
            autolayout
```

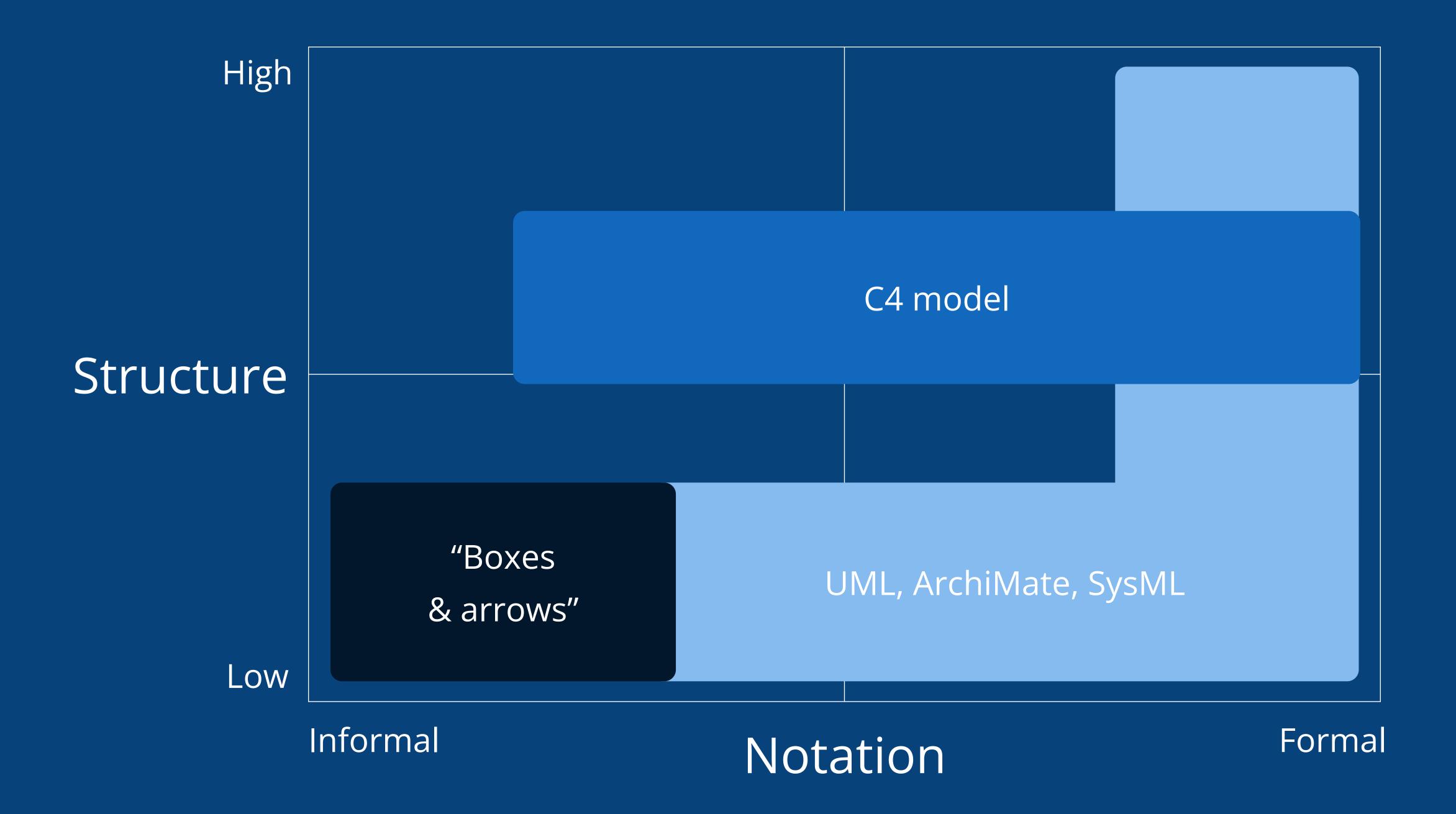






# Do you have any empirical evidence for any of this?

I've run software architecture workshops in 30+ countries for 10,000+ people across most industry sectors



### Summary

# Abstractions first, notation second

Ensure that your team has a ubiquitous language to describe software architecture



### The C4 model is...

### A set of hierarchical abstractions

(software systems, containers, components, and code)

### A set of hierarchical diagrams

(system context, containers, components, and code)

Notation independent

Tooling independent

### Thank you!

Simon Brown

