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Visualising software architecture with the C4 model - Simon Brown, Agile on the Beach 2019

Rethinking enterprise architecture for DevOps, agile, \u0026 cloud native organizations by Michael Cote *Lesson 49 - What is Enterprise Architecture? It's Time to Re-Think Enterprise Architecture*

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In the software fortress model, an enterprise architecture is viewed

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as a series of self-contained, mutually suspicious, marginally cooperating software fortresses interacting with each other through carefully crafted and meticulously managed treaty relationships.

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The vendor-independent software fortress model treats enterprise systems as a series of self-contained software fortresses. Each fortress makes its own choices as to While UML is very effective at modeling software systems, it is deficient in its ability to help practitioners understand how software systems interact -- this is where the software fortress model picks up.

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The software fortress model is an intuitive, simple, expressive approach that maps readily to existing technologies such as .NET and Java 2 Enterprise Edition (J2EE). This book is designed to meet an immediate need to define, clarify, and explain the basics of this new modeling methodology for large enterprise software architectures."Software Fortresses is your essential roadmap to all aspects of software fortresses.

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This book introduces a new approach for modeling large enterprise systems: the software fortress model. In the software fortress model, an enterprise architecture is viewed as a series of self-contained, mutually suspicious, marginally cooperating software fortresses interacting with each other through carefully crafted and meticulously managed treaty relationships.

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of software fortresses modeling enterprise architectures enterprise systems are often made up of a disparate bunch of applications driven by databases that are a series of disorganized data storage technologies the intention here is to capture dependencies on the software components of an

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This title introduces a new approach for modelling large enterprise systems: the software fortress model. In it, an enterprise architecture is viewed as a series of self-contained, mutually

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interacting with each other through carefully crafted and meticulously managed treaty relationships. The software fortress model is an intuitive, simple, expressive approach that maps readily to existing technologies such as .NET and Java 2 Enterprise Edition (J2EE). This book is designed to meet an immediate need to define, clarify, and explain the basics of this new modeling methodology for large enterprise software architectures. "Software Fortresses is your essential roadmap to all aspects of software fortresses. Key topics include: The fundamental concepts and terminology of software fortresses Documentation techniques, including Fortress Ally Responsibility Cards (based on Class Responsibility Cards) and Sequence Ally Diagrams (based on UML's Class Sequence Diagrams) The proper use of drawbridges to provide fortress interoperability The innovative software fortress model for enterprise security Correct design approaches to fortress walls, which keep intruders out, and to guards, which let allies in. The role of loosely coupled and tightly coupled transactions in a software fortress architecture Design and technology issues associated with the six major software fortress types This book is a must-read for all enterprise software professionals, whether you are a manager seeking to rein in run-away enterprise system complexity, an architect seeking to design interoperable, scalable, and highly secure systems, a consultant

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expected to give advice on how .NET and J2EE fit into the enterprise space, an implementer wanting to understand how your system relates to a larger enterprise architecture, or a business analyst needing to know that your system requirements will be translated into a successful software implementation. 0321166086B12202002

Dismantle the overwhelming complexity in your IT projects with strategies and real-world examples from a leading expert on enterprise architecture. This guide describes best practices for creating an efficient IT organization that consistently delivers on time, on budget, and in line with business needs. IT systems have become too complex—and too expensive. Complexity can create delays, cost overruns, and outcomes that do not meet business requirements. The resulting losses can impact your entire company. This guide demonstrates that, contrary to popular belief, complex problems demand simple solutions. The author believes that 50 percent of the complexity of a typical IT project can and should be eliminated—and he shows you how to do it. You'll learn a model for understanding complexity, the three tenets of complexity control, and how to apply specific techniques such as checking architectures for validity. Find out how the author's methodology could have saved a real-world IT project that went off track, and ways to implement his solutions in a

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variety of situations.

"This book provides a comprehensive assessment of the latest developments in Web services research, focusing on composing and coordinating Web services, XML security, and service oriented architecture, and presenting new and emerging research in the Web services discipline"--Provided by publisher.

Software Requirements: Encapsulation, Quality, and Reuse describes how to make requirements easy to change by using encapsulation. It introduces the Freedom methodology that shows how to encapsulate requirements thereby promoting reuse and quality. Encapsulating requirements reduces software life cycle costs by making requirements and the code that

This book constitutes the refereed proceedings of the Second International Working Conference on Component Deployment, CD 2004, held in Edinburgh, UK in May 2004. The 16 revised full papers presented were carefully reviewed and selected from 34 submissions. The papers address all relevant issues on component deployment, once a software component has been developed, in particular component customization, component systems configuration, component

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integration, component activation, component de-activation, and de-commissioning.

What does it take to develop an enterprise application with Rails? Enterprise Rails introduces several time-tested software engineering principles to prepare you for the challenge of building a high-performance, scalable website with global reach. You'll learn how to design a solid architecture that ties the many parts of an enterprise website together, including the database, your servers and clients, and other services as well. Many Rails developers think that planning for scale is unnecessary. But there's nothing worse than an application that fails because it can't handle sudden success. Throughout this book, you'll work on an example enterprise project to learn first-hand what's involved in architecting serious web applications. With this book, you will:

- Tour an ideal enterprise systems layout: how Rails fits in, and which elements don't rely on Rails
- Learn to structure a Rails 2.0 application for complex websites
- Discover how plugins can support reusable code and improve application clarity
- Build a solid data model -- a fortress -- that protects your data from corruption
- Base an ActiveRecord model on a database view, and build support for multiple table inheritance
- Explore service-oriented architecture and web services with XML-RPC

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and REST See how caching can be a dependable way to improve performance Building for scale requires more work up front, but you'll have a flexible website that can be extended easily when your needs change. Enterprise Rails teaches you how to architect scalable Rails applications from the ground up. "Enterprise Rails is indispensable for anyone planning to build enterprise web services. It's one thing to get your service off the ground with a framework like Rails, but quite another to construct a system that will hold up at enterprise scale. The secret is to make good architectural choices from the beginning. Chak shows you how to make those choices. Ignore his advice at your peril."-- Hal Abelson, Prof. of Computer Science and Engineering, MIT

One of America's foremost contemporary composers, professor of music at the University of California, Roger Sessions here discusses the musical experience of the composer, the performer, the listener. He believes this experience to be shared, on in which all three participants play vital roles, and in this book he speaks especially to the listener. Mr. Sessions finds that the artist-public relationships has been shifted to that of producer and consumer in big business. But his reply to his own question about a threat to the future of music is both a challenge and an expression of hope. A

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fascinating little book that will be read with pleasure by people at all levels of musical education. Originally published in 1950. The Princeton Legacy Library uses the latest print-on-demand technology to again make available previously out-of-print books from the distinguished backlist of Princeton University Press. These editions preserve the original texts of these important books while presenting them in durable paperback and hardcover editions. The goal of the Princeton Legacy Library is to vastly increase access to the rich scholarly heritage found in the thousands of books published by Princeton University Press since its founding in 1905.

"... an engaging book that will empower readers in both large and small software development and engineering organizations to build security into their products. ... Readers are armed with firm solutions for the fight against cyber threats." –Dr. Dena Haritos Tsamitis, Carnegie Mellon University "... a must read for security specialists, software developers and software engineers. ... should be part of every security professional's library." –Dr. Larry Ponemon, Ponemon Institute "... the definitive how-to guide for software security professionals. Dr. Ransome, Anmol Misra, and Brook Schoenfield deftly outline the procedures and policies needed to integrate real security into the software development process. ...A

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must-have for anyone on the front lines of the Cyber War ..." –Cedric Leighton, Colonel, USAF (Ret.), Cedric Leighton Associates "Dr. Ransome, Anmol Misra, and Brook Schoenfield give you a magic formula in this book - the methodology and process to build security into the entire software development life cycle so that the software is secured at the source! " –Eric S. Yuan, Zoom Video Communications

There is much publicity regarding network security, but the real cyber Achilles' heel is insecure software. Millions of software vulnerabilities create a cyber house of cards, in which we conduct our digital lives. In response, security people build ever more elaborate cyber fortresses to protect this vulnerable software. Despite their efforts, cyber fortifications consistently fail to protect our digital treasures. Why? The security industry has failed to engage fully with the creative, innovative people who write software. Core Software Security expounds developer-centric software security, a holistic process to engage creativity for security. As long as software is developed by humans, it requires the human element to fix it. Developer-centric security is not only feasible but also cost effective and operationally relevant. The methodology builds security into software development, which lies at the heart of our cyber infrastructure. Whatever development method is employed, software must be secured at the source. Book Highlights: Supplies a

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practitioner's view of the SDL Considers Agile as a security enabler
Covers the privacy elements in an SDL Outlines a holistic business-savvy SDL framework that includes people, process, and technology
Highlights the key success factors, deliverables, and metrics for each phase of the SDL Examines cost efficiencies, optimized performance, and organizational structure of a developer-centric software security program and PSIRT Includes a chapter by noted security architect Brook Schoenfield who shares his insights and experiences in applying the book's SDL framework View the authors' website at <http://www.androidinsecurity.com/>

Wisdom's Way is a clear and well-organized primer to the I Ching, as seen through a Christian lens. The I Ching is a three thousand year old book of Asian wisdom that has been revered by millions of people, but until now has been inaccessible to most Christians. Wisdom's Way gives a solid understanding of how to query, read, and interpret the I Ching archetypes, as well as an understanding of the history of the I Ching, the biblical basis for the I Ching, and how the I Ching fits into contemporary Christian theology. The step-by-step directions are admirably organized and the scripturally grounded interpretations of each of the sixty-four archetypes will be illuminating and easy to understand for Western audiences. However, Wisdom's Way is more than

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just a practical manual. It uses personal stories to show the reader how the I Ching has helped others gain insight into their problems and can help them as well. It successfully draws a parallel between the Myers-Briggs typology and the I Ching, and describes Carl Jung's lifelong fascination with the I Ching as a tool for exploring what he called the collective unconscious. Most important, Wisdom's Way makes the I Ching relatable to Western readers by using elegant language and phrasing that echo scripture without ever losing sight of clarity. Wisdom's Way brings together for the first time two of the greatest Wisdom books ever written: the I Ching and The Bible. These two books are strongly synergistic. The Bible describes the loving relationship God so desperately wants with us. The I Ching gives us the communication tools we need to surrender ourselves more fully into that relationship.

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals:

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program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. Part II covers ELM from different angles. Part III positions ELM relative to other design approaches.

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