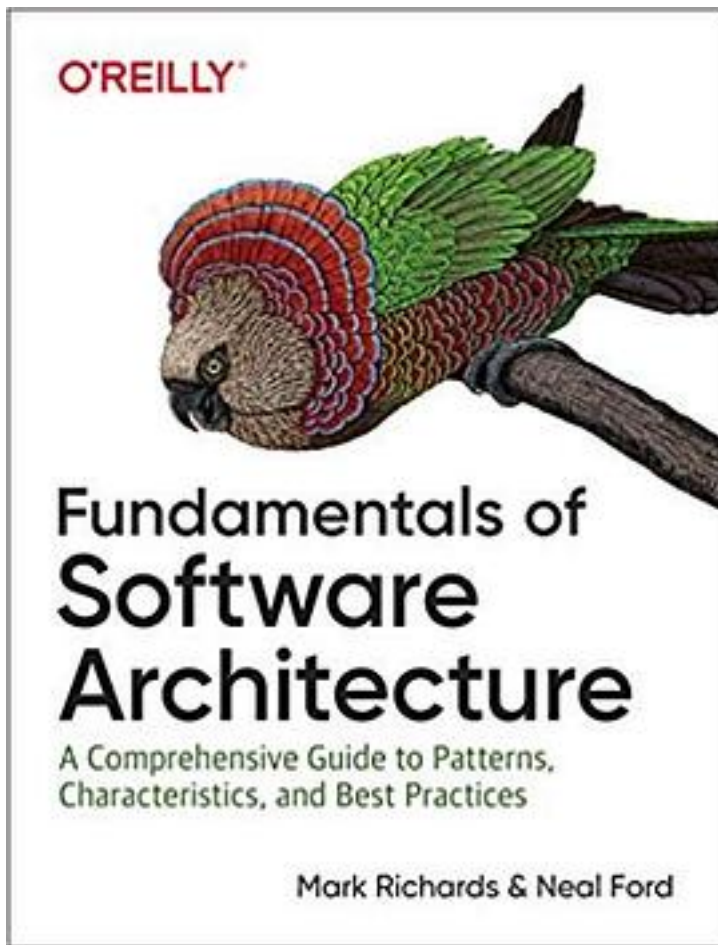


# Fundamentals of Software Architecture



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Although salary surveys worldwide regularly identify software architect as one of the top ten best jobs, no decent guides exist to help developers become architects. Until now. This practical guide provides the first comprehensive overview of software

architecture's many aspects. You'll examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics.

Authors Neal Ford and Mark Richards help you learn through examples in a variety of popular programming languages, such as Java, C#, JavaScript, and others. You'll focus on architecture principles with examples that apply across all technology stacks.

作者介绍:

Neal Ford is Director, Software Architect, and Meme Wrangler at ThoughtWorks, a global IT consultancy with an exclusive focus on end-to-end software development and delivery. Before joining ThoughtWorks, Neal was the Chief Technology Officer at The DSW Group, Ltd., a nationally recognized training and development firm.

Mark Richards is an experienced hands-on software architect involved in the architecture, design, and implementation of microservices architectures, service oriented architectures, and distributed systems in J2EE and other technologies.

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