The lost art of software architects



For every person on Twitter telling you that teams don't need software architects, and how technical leadership should be a shared responsibility...

just hire good people and trust them to do the right thing

...there's another on Reddit describing their absolute tire fire of a team that followed fashion, and has no technical leadership at all.





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Is it worth giving a hoot about code smell?

So I just started a new job a few months ago and it's increasingly becoming apparent to me the code base is about 6/10 in terms of overall quality. The whole thing is basically one big band-aid, years of bugfixes on top of bugfixes. Best practice is eschewed in favor of the 'easy and fast' solution - which is leading to major code stink, more bugs, and the code is just a mess and a pain in the ass to do anything in. State all over the place, everything needlessly tightly coupled. I'm sure you all have been there done that.

So mainly I'm wondering - is this sort of situation just a lost cause? I'm just a regular mid-level dev without much say in anything, and the people that made these decisions are senior to me by like 5 years. The part of me that takes pride in my work really wants to do and say something about this - but I don't want to become 'that guy' that always thinks he knows what's best, especially considering my relative lack of experience compared to my seniors. The alternative is to follow the established convention and write code that smells like hot trash in 2x the time it would take otherwise, with high chance of bugs and bullshit down the road.

What do?







r/ExperiencedDevs · Posted by u/lost__being 1 hour ago





How do teams handle the constant change in leadership

I actually am an inexperienced dev. But i see all the experienced folks in my team changing currently. Both our architect and tech lead left. Few other old folks also left. Our team is left with all people with 1-2 yoe and some newly hired folks with 5-10 yoe. My first question is - Is this common in our industry? I mean the Indian job market is blooming currently, people are being offered very high salaries on switching. But if it happens in all teams how do the teams cope with it? I have a feeling that the new folks would want to rewrite services now. We were already in the middle of creating a whole new product, doing POCs and stuff. I think some of these might be abandoned since the new leadership won't agree with what our old architect had thought. All in all should be worried that my team is heading in a bad direction?





r/ExperiencedDevs · Posted by u/AwkwardInstance0 4 days ago





How to cope with staff turnover with lots of microservices

We have about 800 microservices, some of them not touched for years, and never heard of by anyone still employed here - maybe written in a language e.g. Perl that nobody really knows well.

How is this kind of thing not a killer problem elsewhere? How do staff leaving not make their services hard to maintain?





r/ExperiencedDevs · Posted by u/phone_dilemma 5 days ago



How do I navigate a humongous codebase at my new job?

Joined a big tech company. I'm handed tasks/tickets to resolve bugs and enhancements. Following things have tripped me.

- 1. Individual files with 30k lines, huge classes of 10k lines, and huge functions.
- Nesting everywhere, nested conditionals, nested loops(5 levels), nested functions, and nested exception blocks (max is 4 levels of nesting),
- 3. Lot of circular dependencies between multiple files, we do some shenanigans to circumvent it.
- 4. A very important set of variables (around 400) all of which are in the global namespace.

They are all compressed into an executable (turning the code into an executable takes 30 mins), so each time I make changes I've to wait 30 mins for executables to run, which I've to test on a remote machine. Since it's an executable I'm not sure if I can attach some debugger to it. The only reason this codebase manages to work is due to tens of thousands of tests that take 10 to 12 hours to run. If it fails I'm stuck again.

Anyone who went through this? I've been working around 4 years and hence I guess my team expects I'd get by without too much handholding.

Thanks



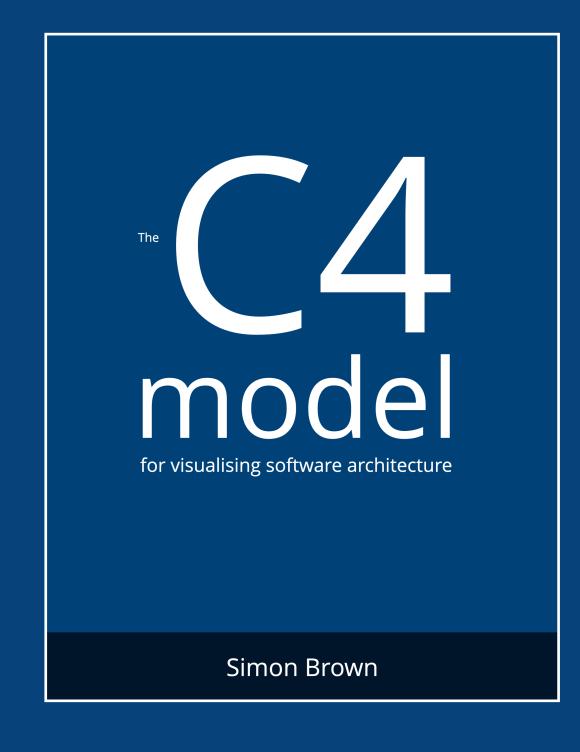
Simon Brown

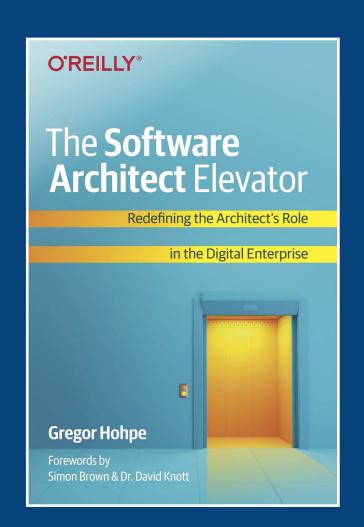
Independent consultant specialising in software architecture, plus the creator of the C4 model and Structurizr

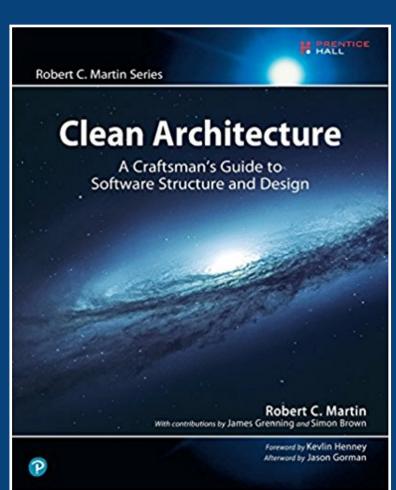
@simonbrown

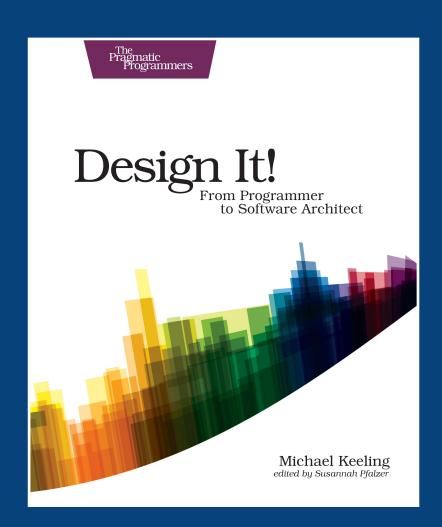
Software architecture developers

















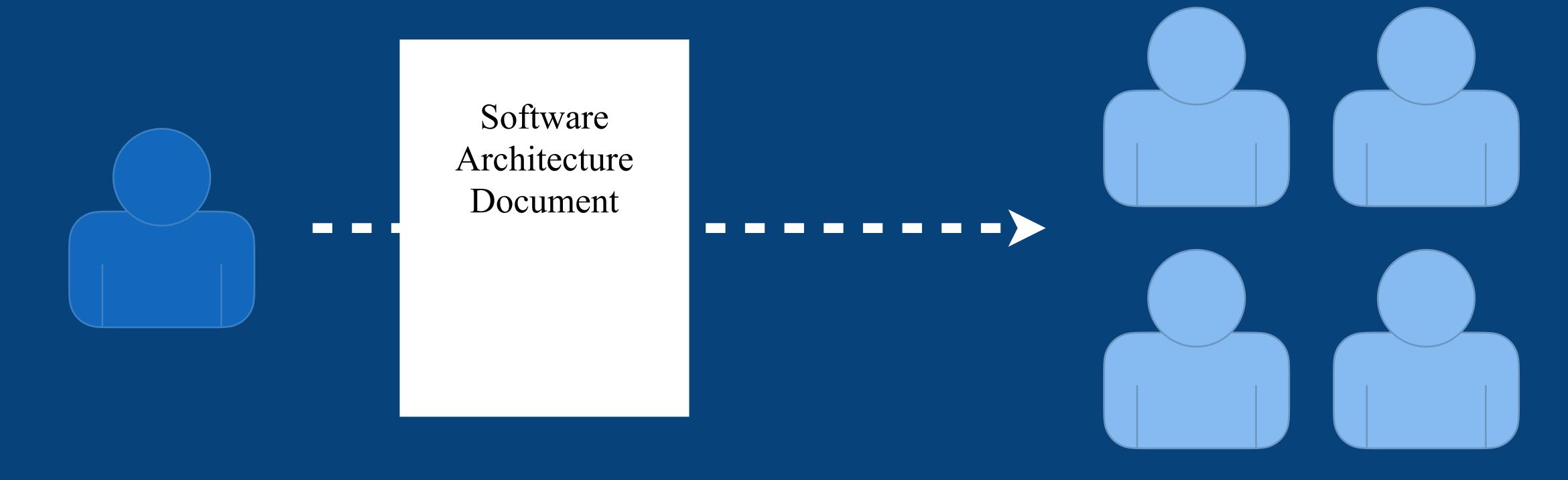




"Ivory tower architects" "Architecture astronauts"



Software development is not a relay sport





Aaas

Architecture as a Service



Software development teams don't need "architects"

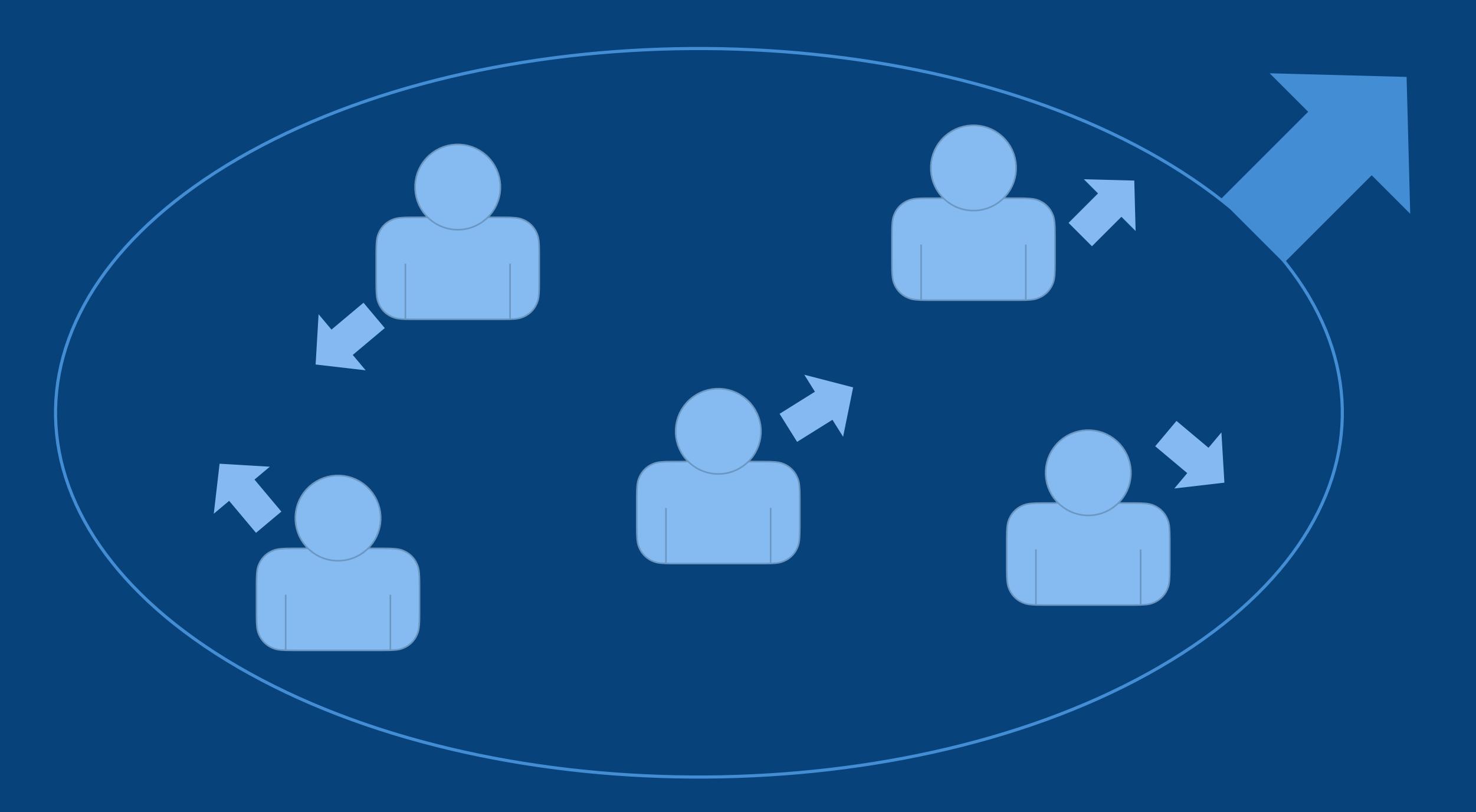


Software development teams do need technical leadership



Every team needs technical leadership

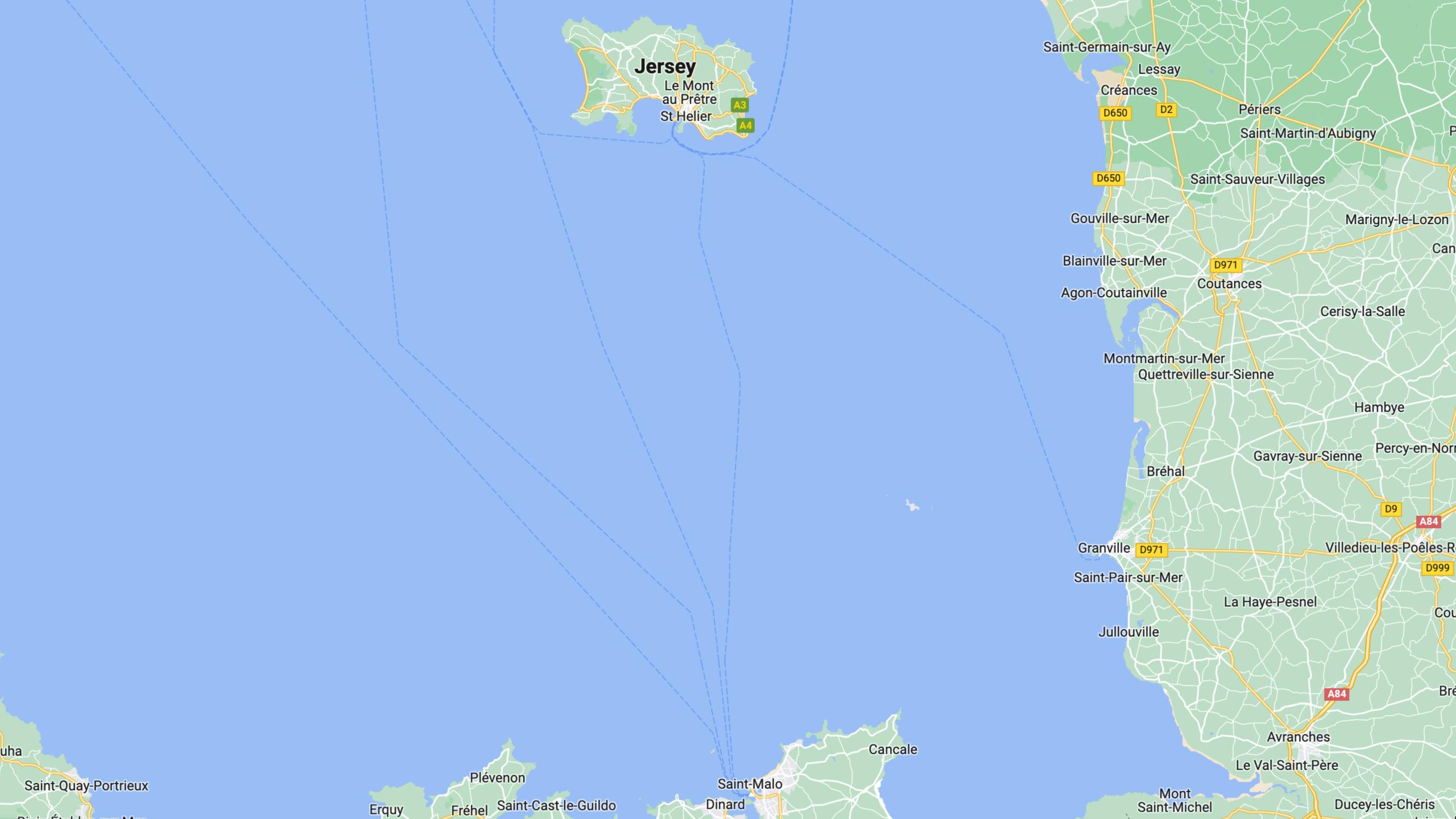




you're hiring the wrong people

Continuous technical leadership





Everybody should be an architect

With collective code ownership, everybody is an architect



Everybody is an architect ... except when they're not





"everybody is responsible for architecture"

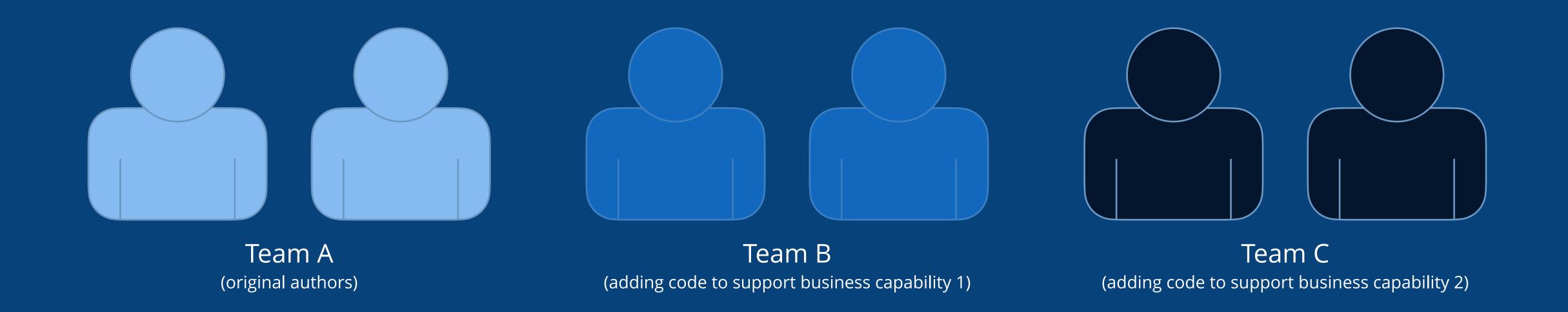
everybody being responsible for architecture





Does everybody have the skills and motivation to collaborate on the technical leadership role?





Service X

Who is providing technical leadership?



[insert name]

(software architects, solution architects, tech leads, principal engineers, etc)



What about hierarchies of architects and central architecture groups?



The people performing the technical leadership role have responsibility for the technical success of the project/product



What happens if there's a lack of technical leadership?

Chaos

Big ball of mud, spaghetti code, inconsistent approaches to solving the same problems, quality attributes are ignored, deployment problems, maintenance issues, etc

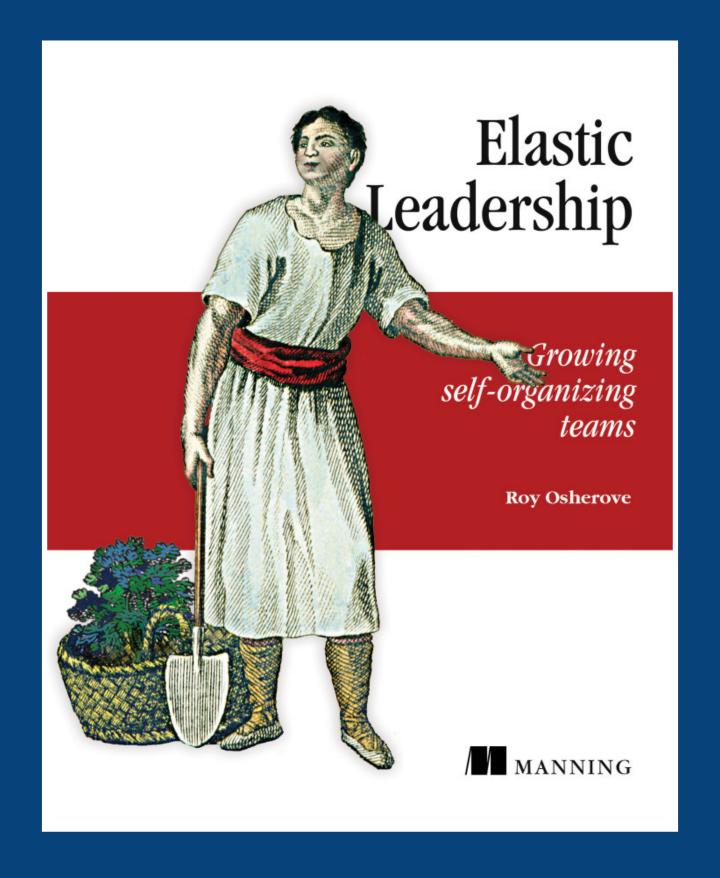


Introducing control? Avoiding chaos?



How much control do you need?





Different types of teams need different leadership styles



Pair architecting



What should the technical leadership role include?



Managing architectural drivers

Requirements

(use cases, user stories, features, etc)



Requirement "a thing that is needed or wanted"

(this includes experiments and hypotheses too)



Quality attributes

(also known as non-functional requirements, cross-cutting concerns, service-level agreements, etc)



Understand how to **capture**, **refine** and **challenge** quality attributes



Software lives in the real world, and the real world has

constraints



Typical constraints include time and budget, technology, people and skills, politics, etc



Principles A colocted by the top

are selected by the team



Development principles include coding conventions, naming guidelines, testing approaches, review practices, etc

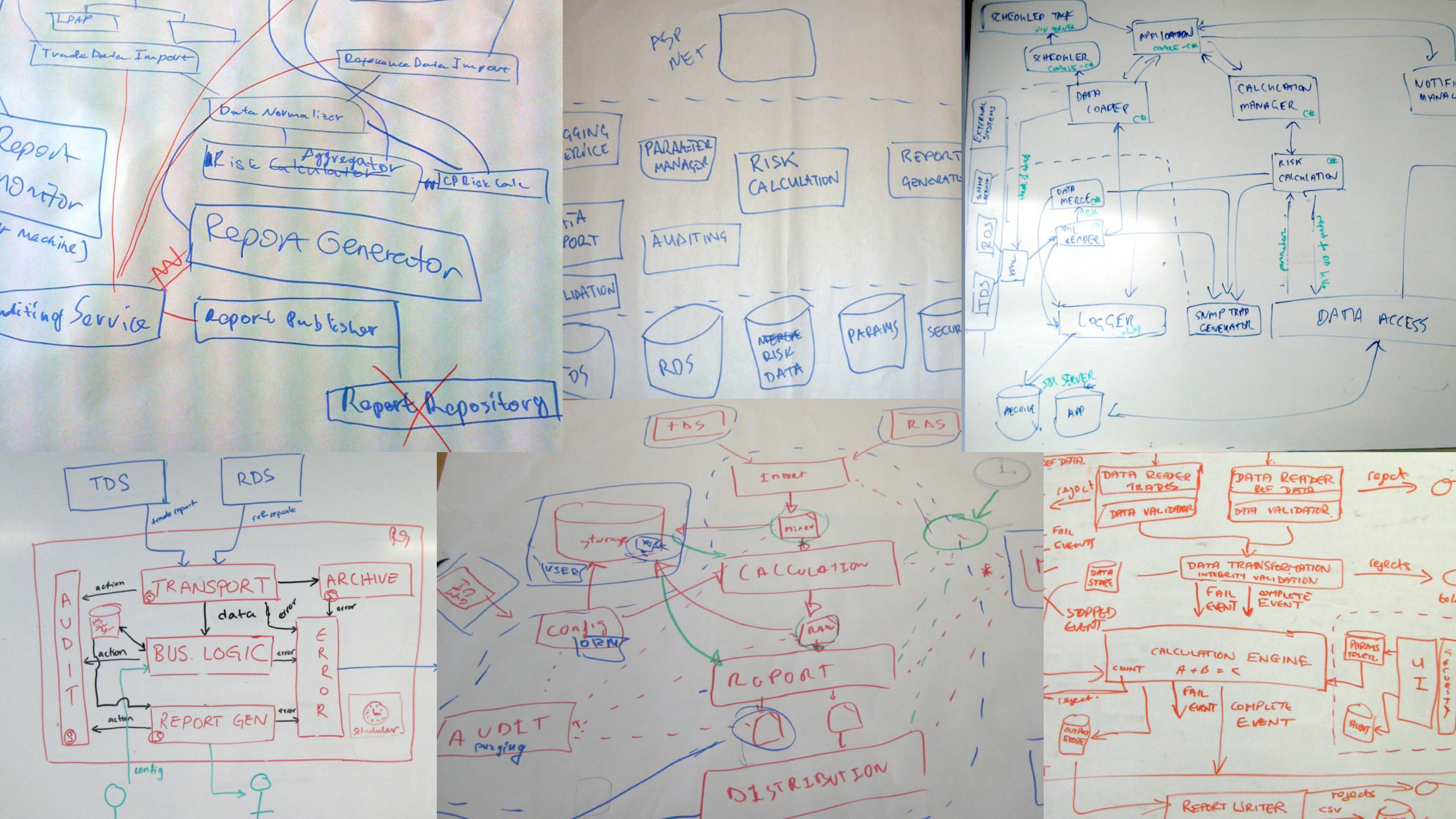


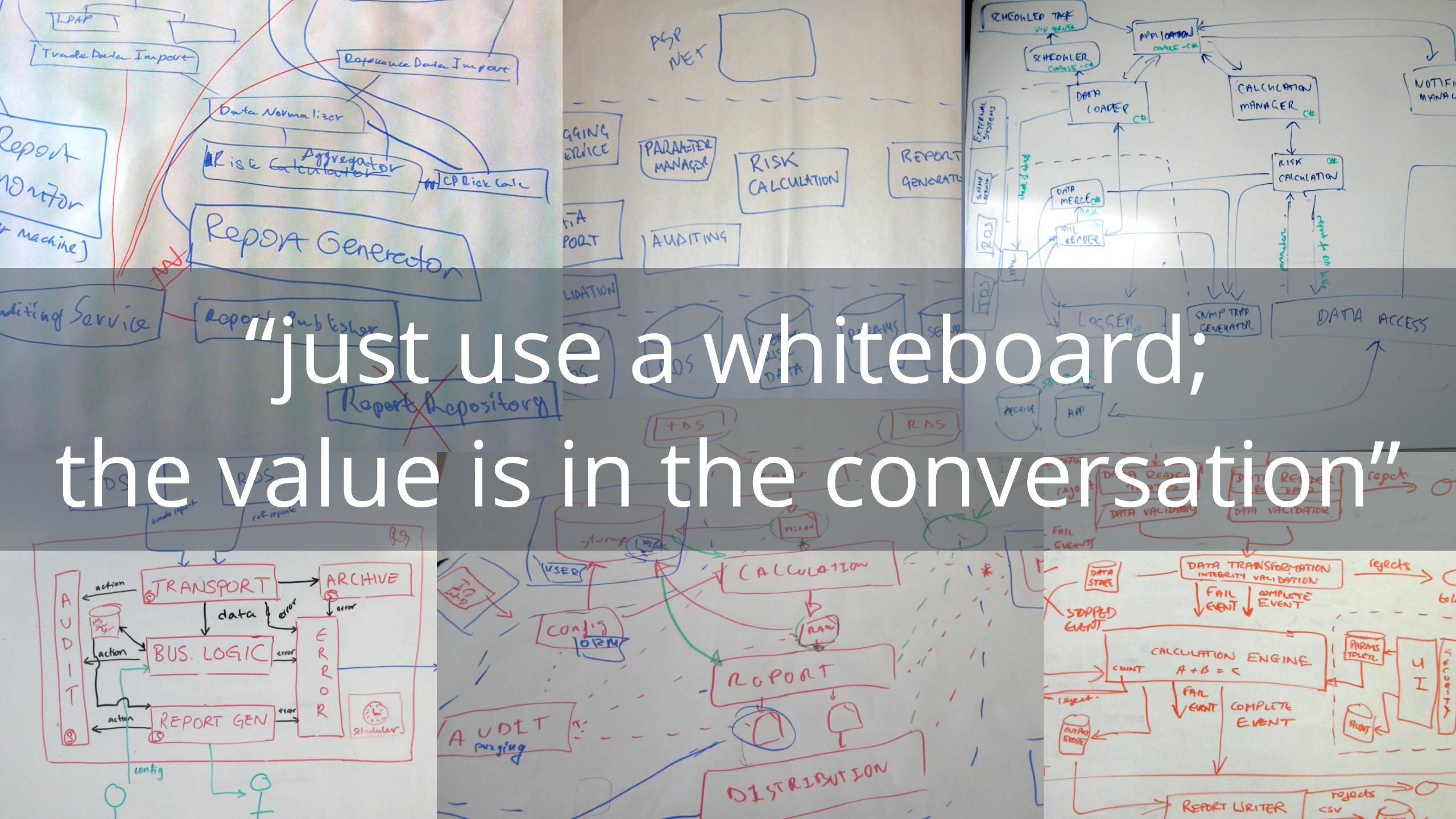
Architecture and design principles typically relate to modularity or crosscutting concerns

(architectural layering, separation of concerns, stateless vs stateful, rich vs anaemic domain, security, error handling, logging, etc)



Creating and communicating the team's technical vision





"the value is in the conversation" only works if you're having the right conversations



"What does that arrow mean?"

"Why are some boxes red?"

"Is that a Java application?"

"Is that a monolithic application, or a collection of microservices?"

"How do the users get their reports?"



Yes

"What protocol are your two Java applications using to communicate with each other?"

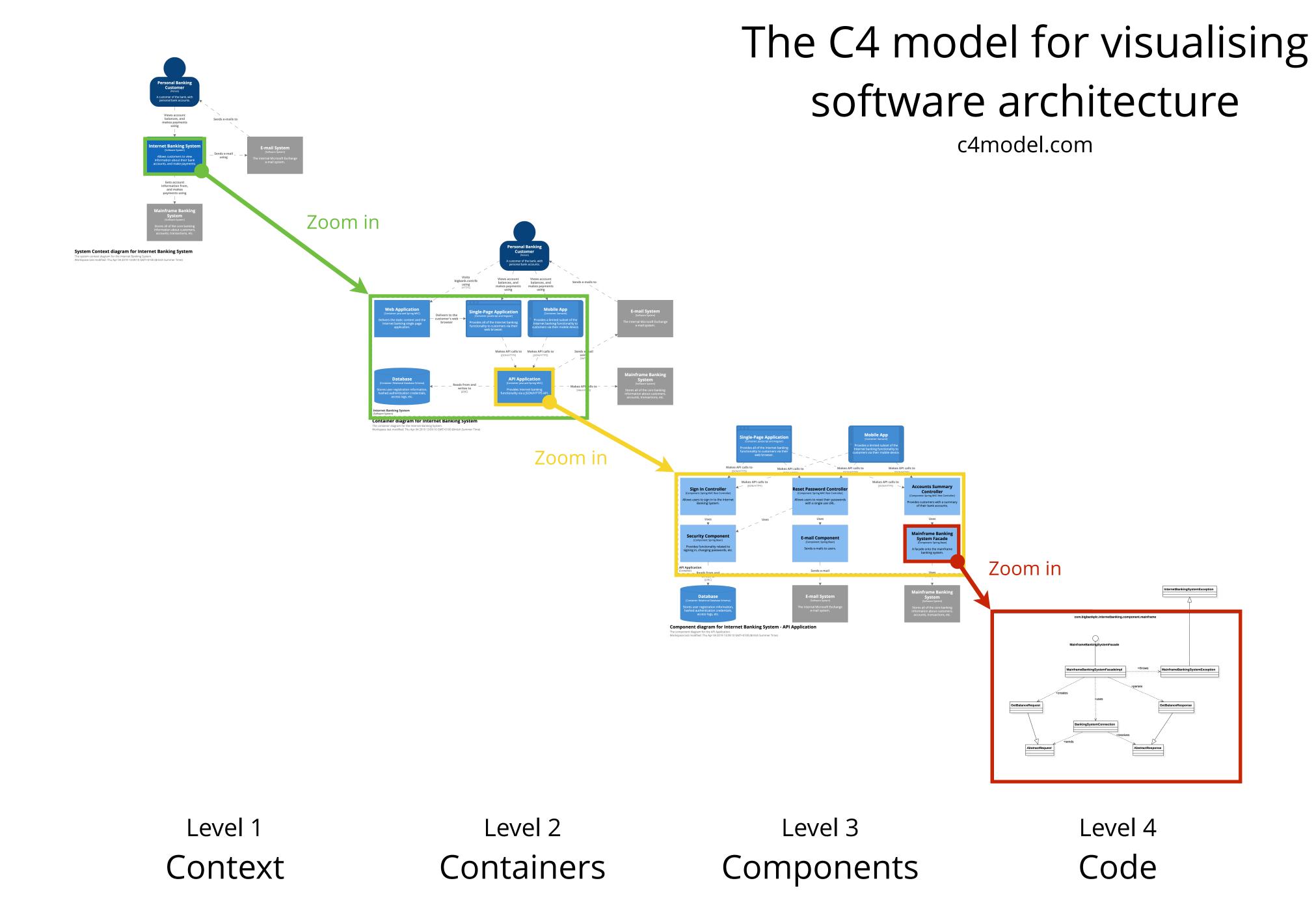
"Why do you have two separate C# applications instead of one?"

"Why are you using MongoDB?"

"Why are you using MySQL when our standard is Oracle?"

"Should we really build new applications with .NET Framework rather than .NET Core?"





Richer diagrams lead to better communication, making it easier to scale teams

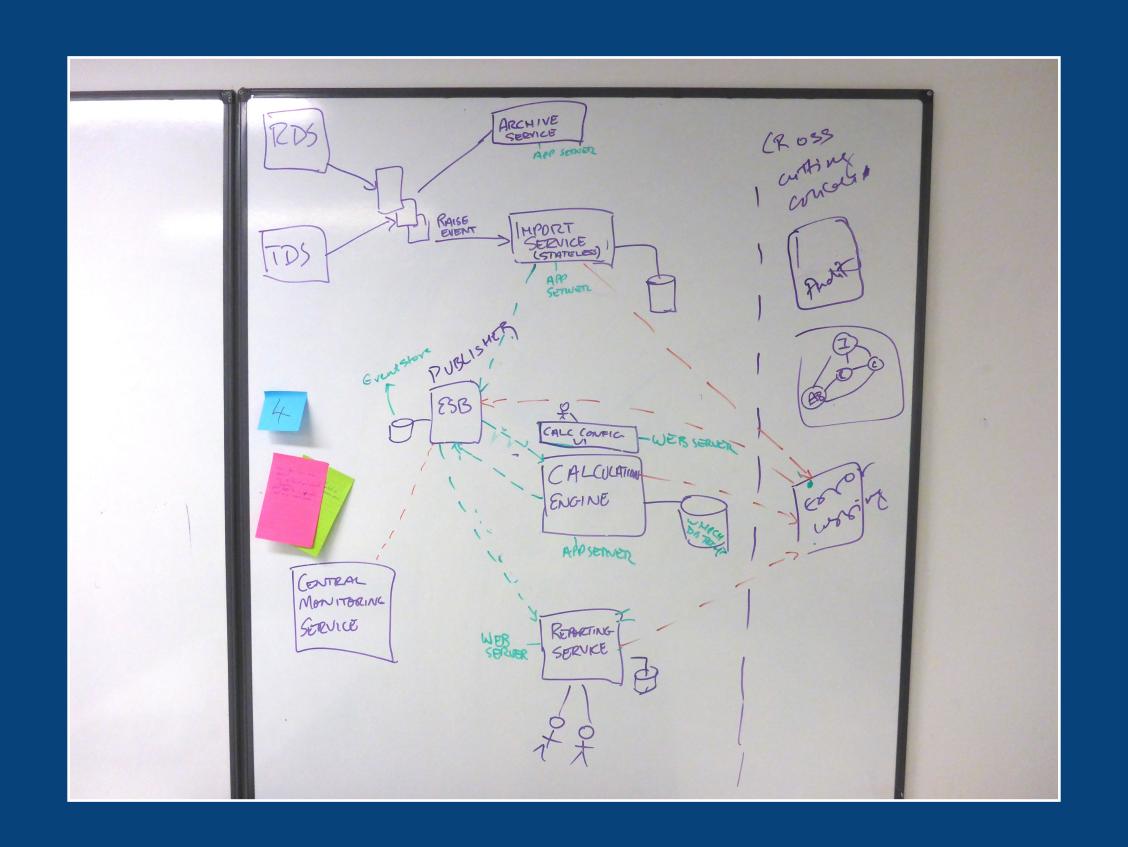


Richer diagrams lead to richer design discussions



Managing technical risks

1. Is that what we're going to build?

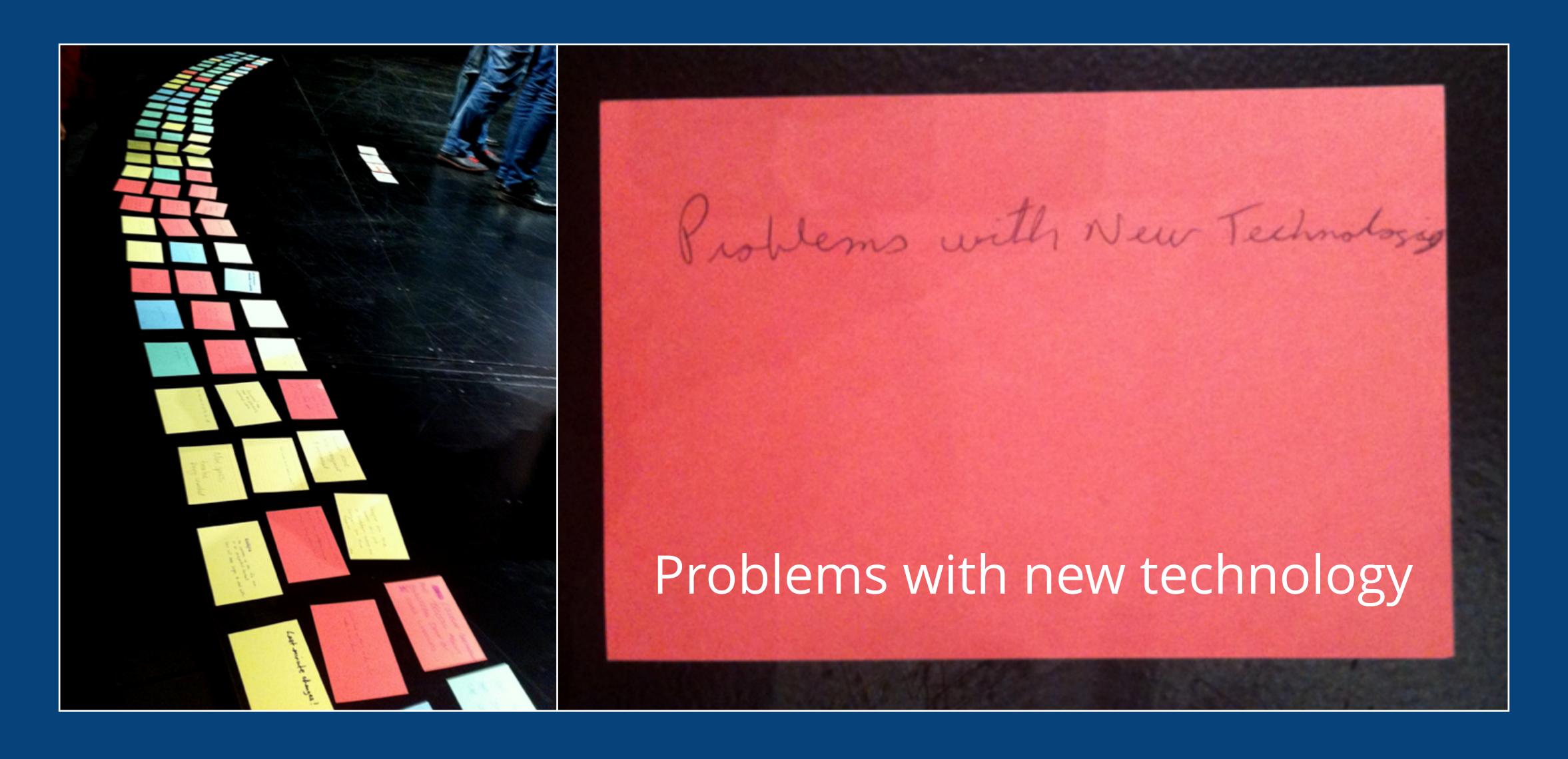


2. Is it going to work?



Teams need to explicitly manage technical risk





An example timeline from "Beyond Retrospectives" Linda Rising, GOTO Aarhus 2011

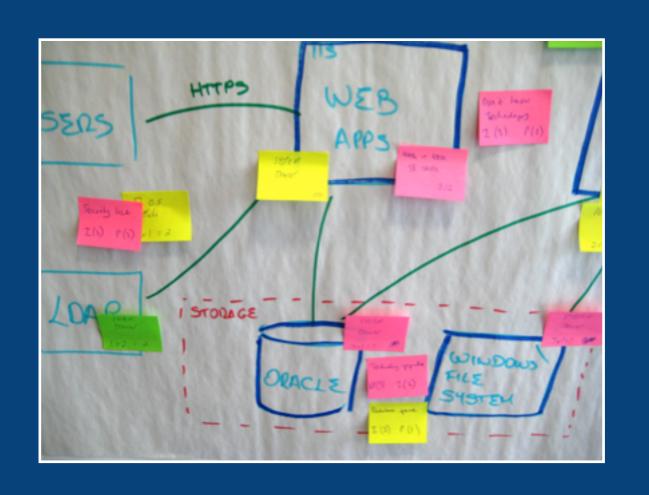


Identify and mitigate your highest priority risks



Probability

	Low 1	Medium 2	High 3
Low 1	1	2	3
Medium 2	2	4	6
High 3	3	6	9







Risk-storming

A visual and collaborative technique for identifying risk



Threat modelling

(STRIDE, LINDDUN, Attack Trees, etc)



The person/people performing the technical leadership role should own the technical risks



Assuring technical quality and conformance to the vision

Are team members writing code that helps the quality attributes, rather than hindering them?



Are team members following the principles we agreed upon?



The technical leadership role is about the "big picture" and, sometimes, this means stepping away from the code

Should software architects write code?



Production code, prototypes, frameworks, foundations, code reviews, experimenting, etc



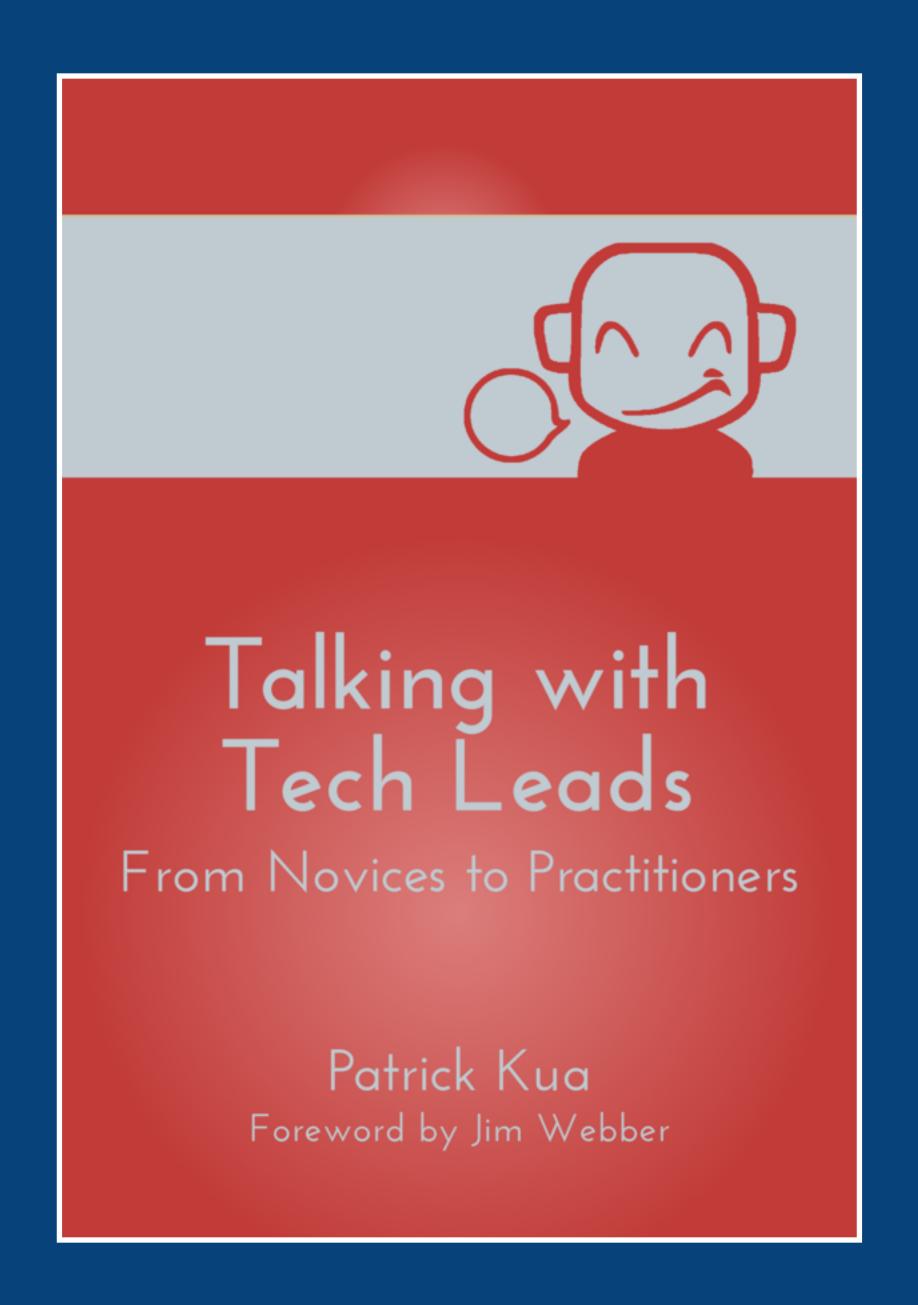
It's easier to lead a team of developers if you are a developer

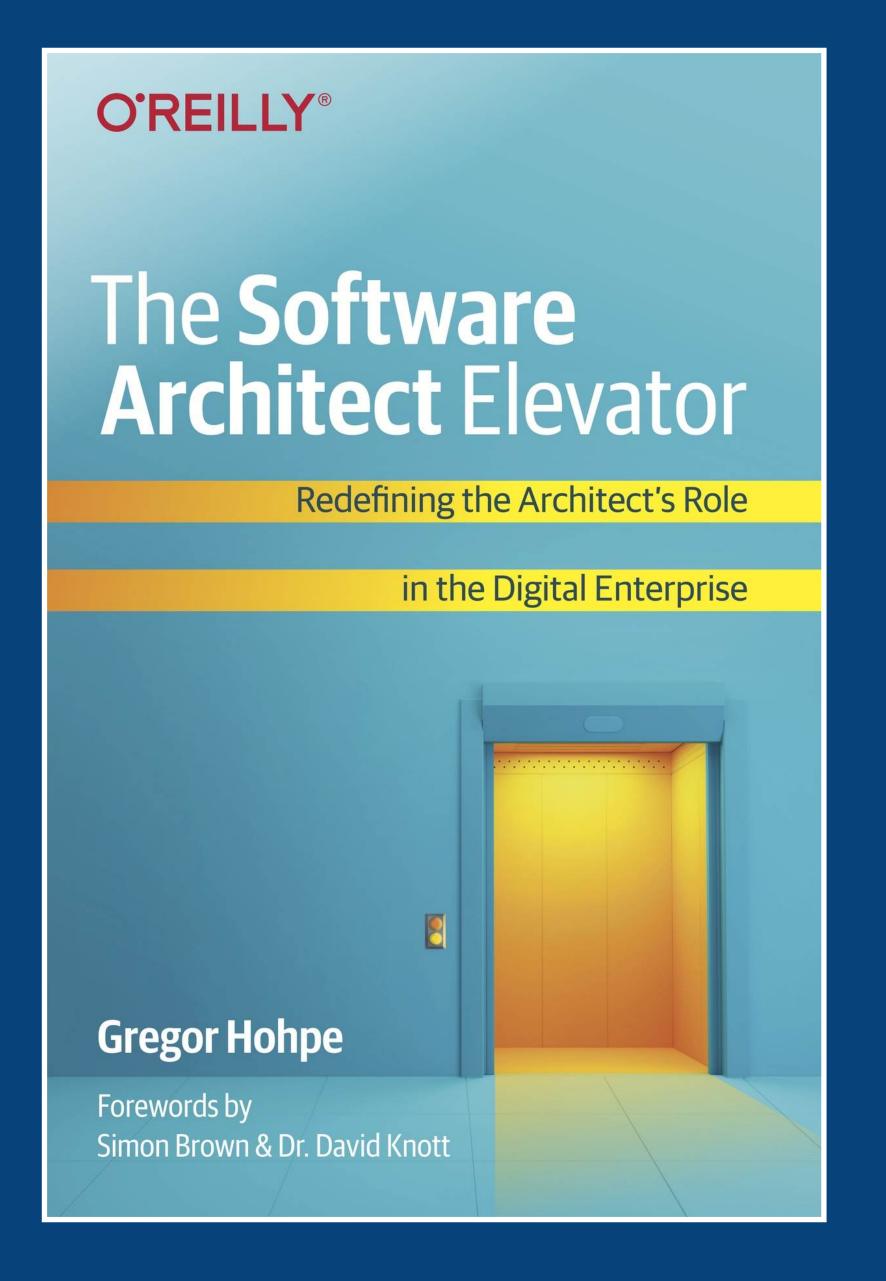


"Soft" skills

(leadership, communication, presentation, influencing, negotiation, collaboration, coaching and mentoring, motivation, facilitation, political, etc)







Reinventing the wheel ... again

From "software architects" to...

"Full-stack engineers"

(technical specialists are an anti-pattern, and full-stack engineers lets teams deliver features faster)



"DevOps"

(but developers and infrastructure/operations are not collaborating well enough)



"DevSecOps"

(cloud is hard, so perhaps you want to also talk to us security experts)



"DevTestSecOps"

(why is the test team being excluded from the conversation?)

"DevTestDocSecOps"

(why does nobody write documentation these days?)

DevEntArchSecTestDocProductBizOps

(hey, don't forget about us too!)



Collaborate or fail



Thank you!

