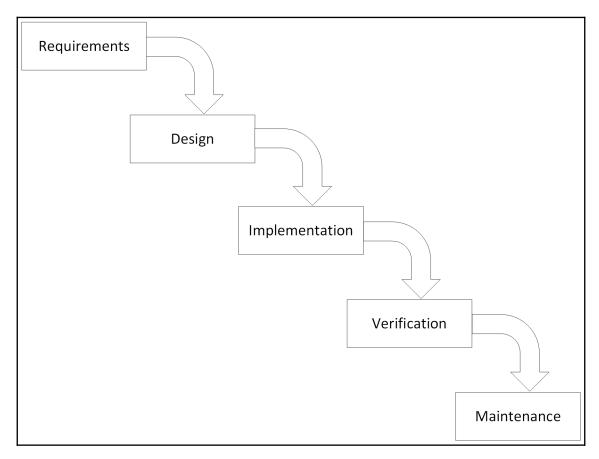
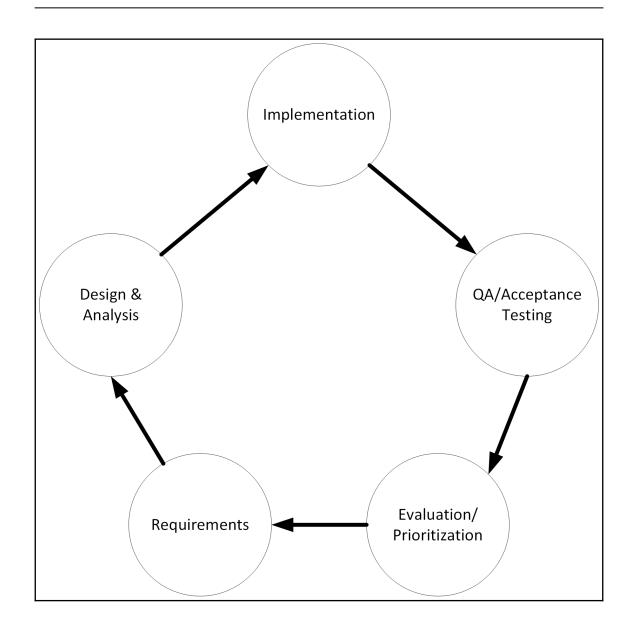
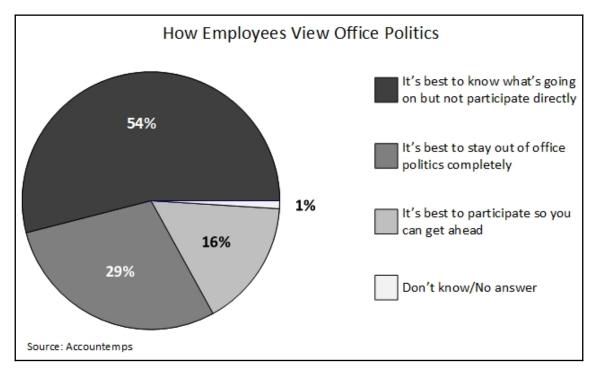
Chapter 1: The Meaning of Software Architecture

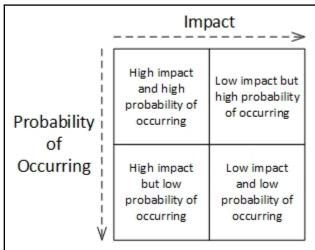
No images.

Chapter 2: Software Architecture in an Organization

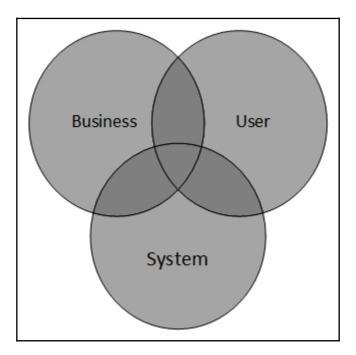


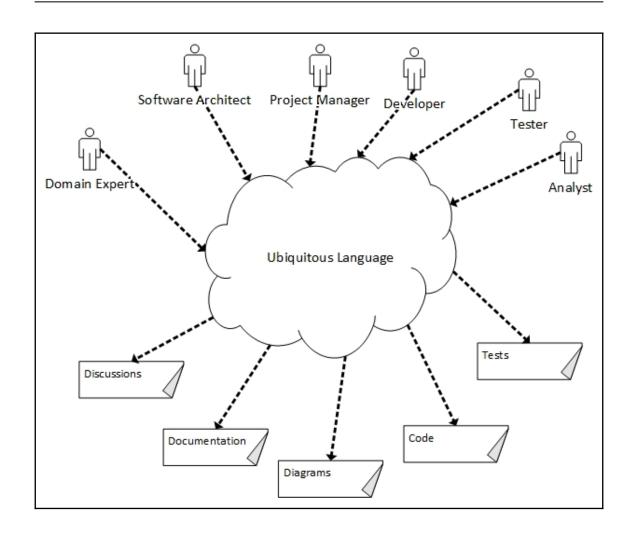


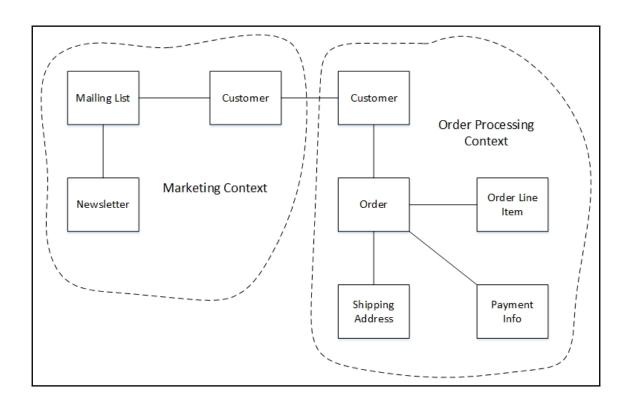




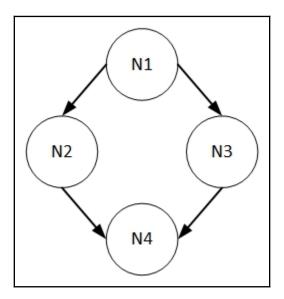
Chapter 3: Understanding the Domain

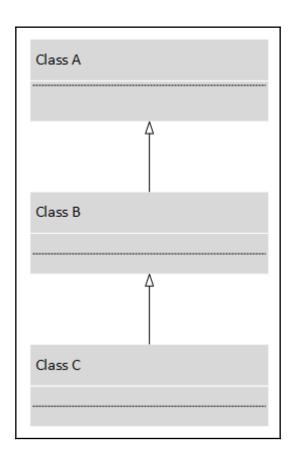




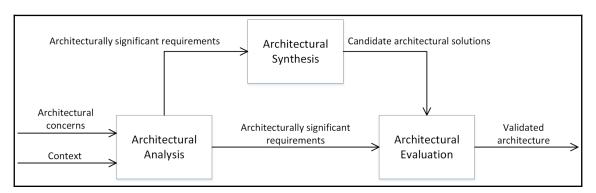


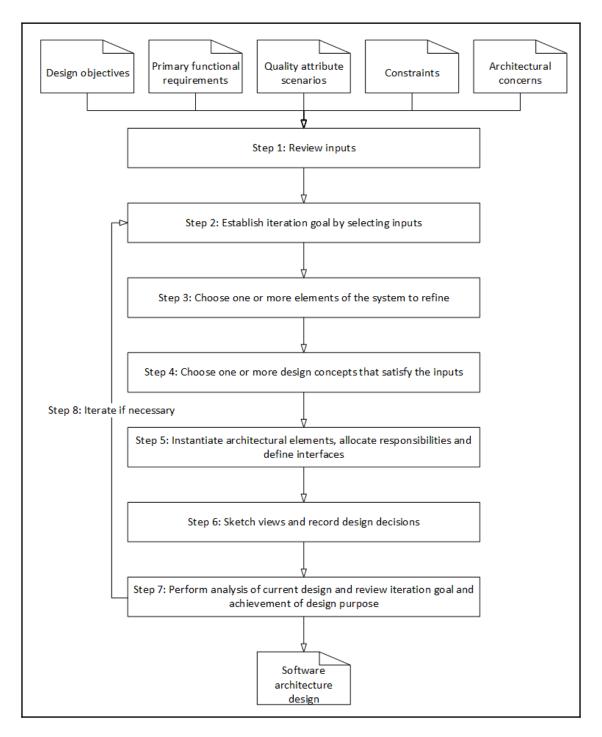
Chapter 4: Software Quality Attributes

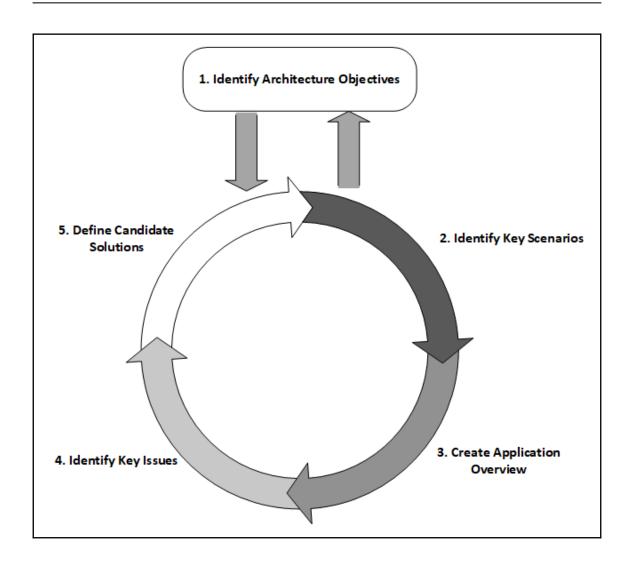


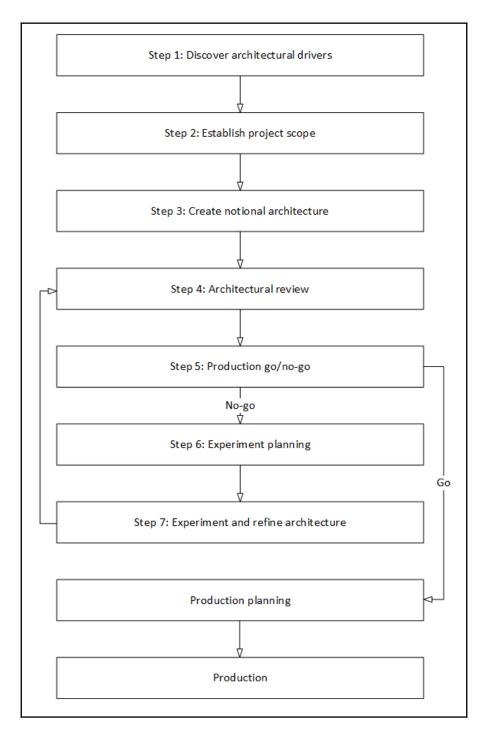


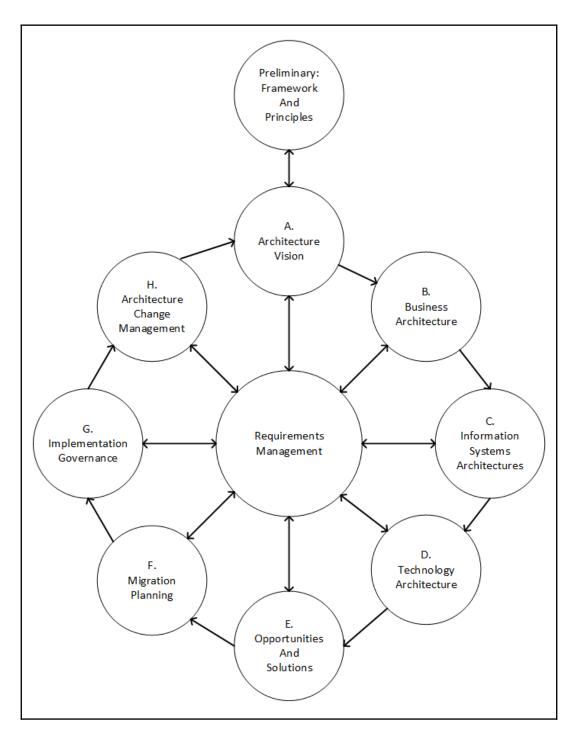
Chapter 5: Designing Software Architectures



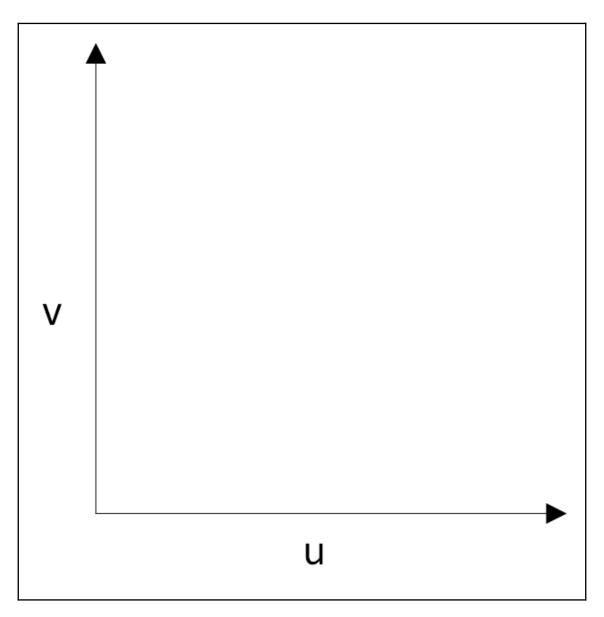


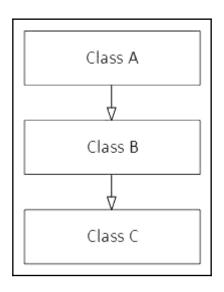


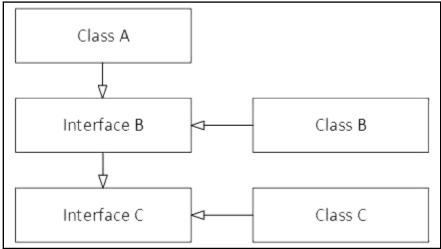


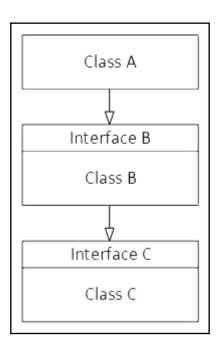


Chapter 6: Software Development Principles and Practices

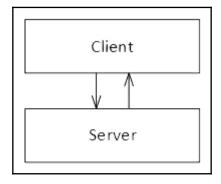


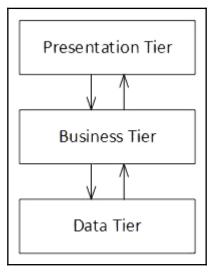


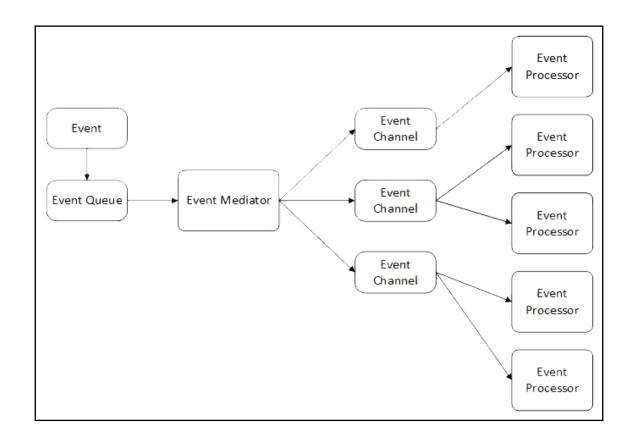


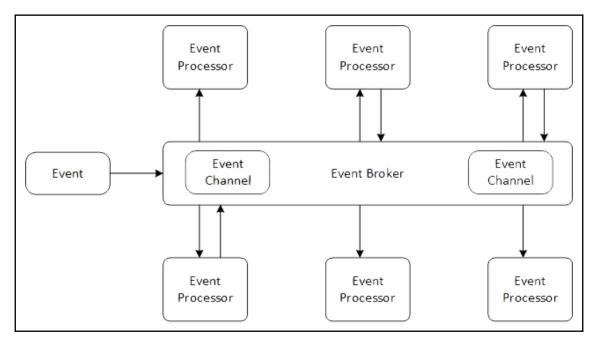


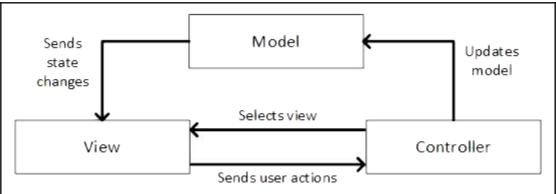
Chapter 7: Software Architecture Patterns

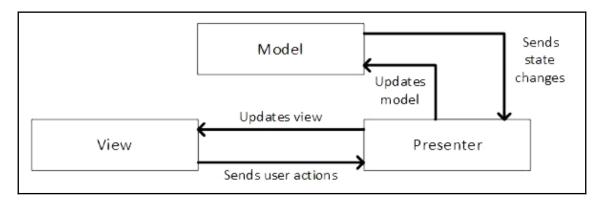


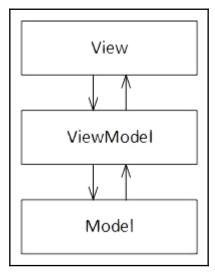


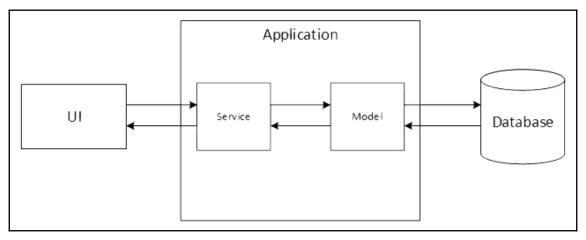


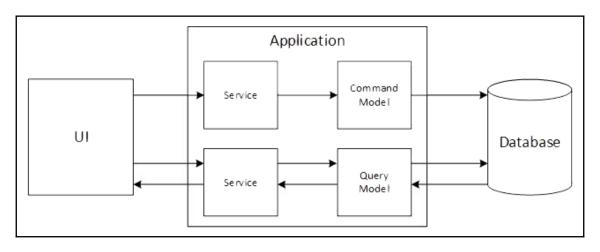


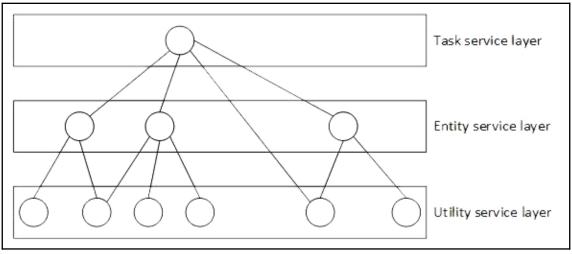




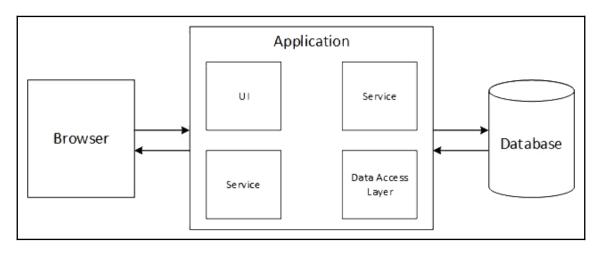


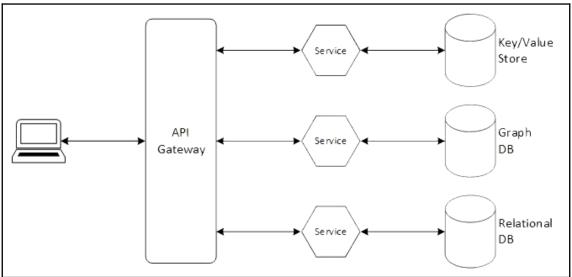


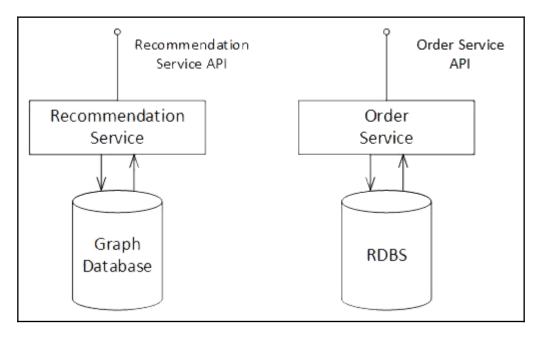


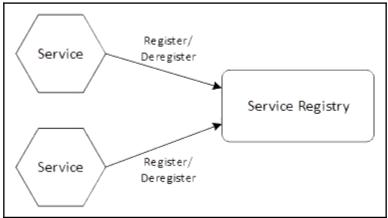


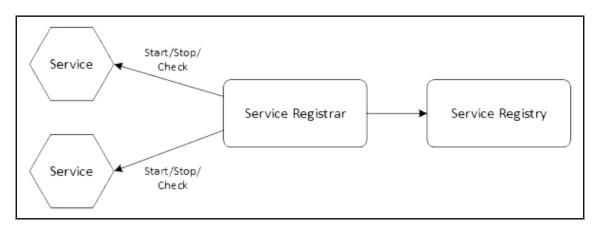
Chapter 8: Architecting Modern Applications

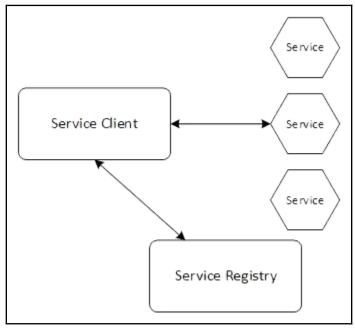


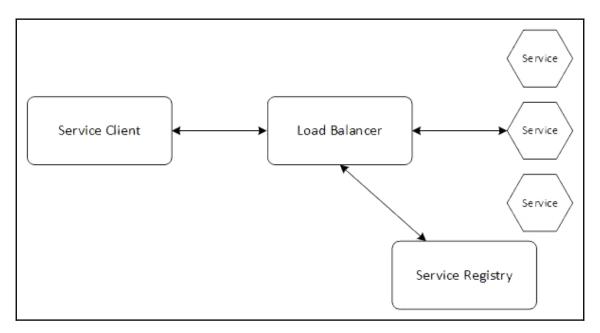


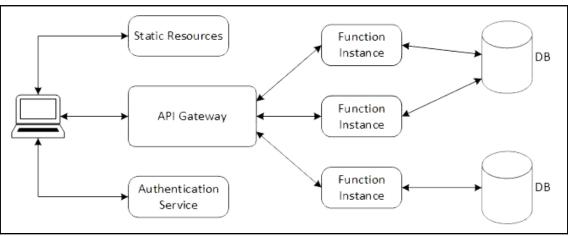


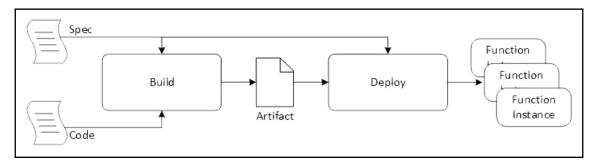


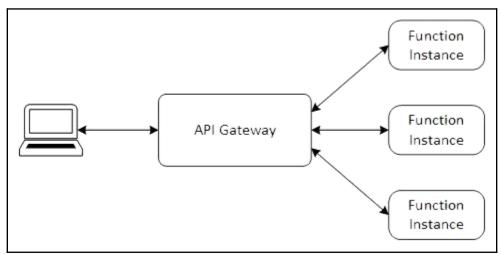


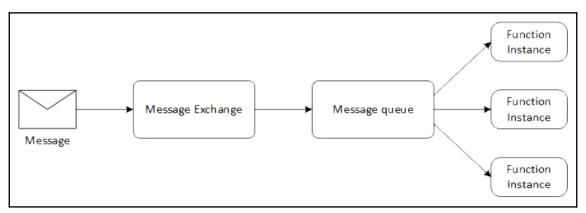


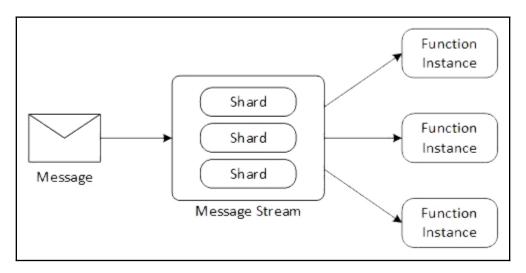


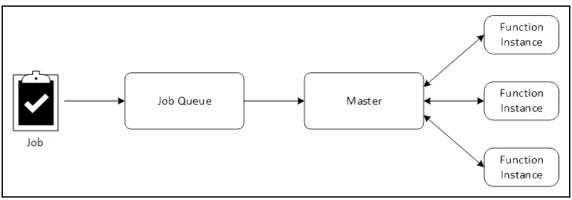


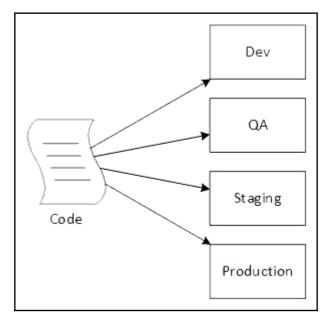


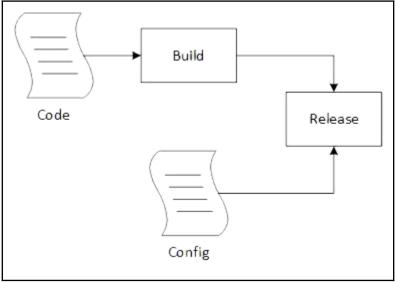




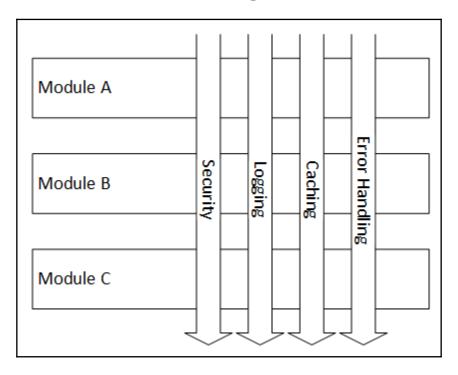


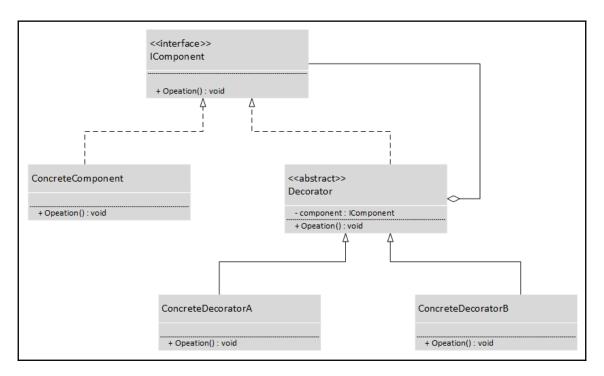


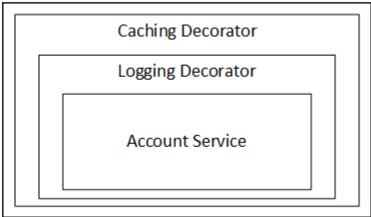




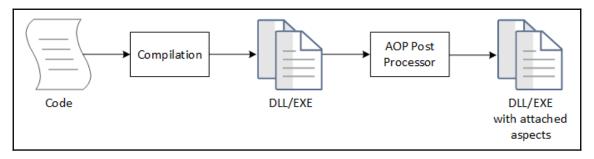
Chapter 9: Cross-Cutting Concerns

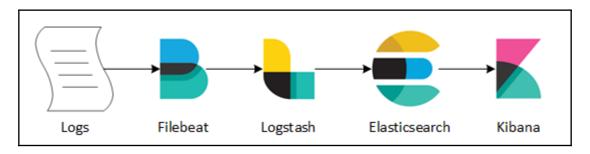


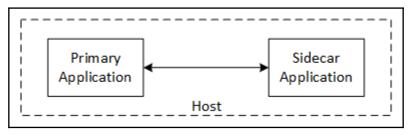




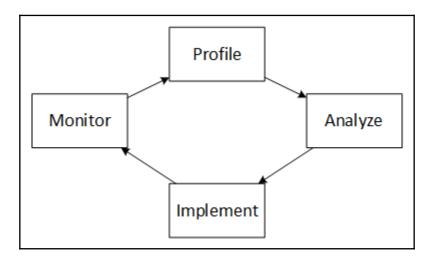
```
public class Employee : IEmployee
                                                                  public class LoggingAspect
   // Core data members
                                                                      // Logging data members
   public void SomeMethod1()
                                                                      public void BeforeAdvice()
       // Core concern logic
                                                                         // Logging - BEFORE
                                             Weaving
   public void SomeMethod2()
                                                                      public void AfterAdvice()
       // Core concern logic
                                                                         // Logging - AFTER
}
                                 public class Employee : IEmployee
                                    // Core data members
                                    // Logging data members
                                    public void SomeMethod1()
                                        // Logging - BEFORE
                                        // Core concern logic
                                        // Logging - AFTER
                                    public void SomeMethod2()
                                         // Logging - BEFORE
                                        // Core concern logic
                                        // Logging - AFTER
                                    }
```

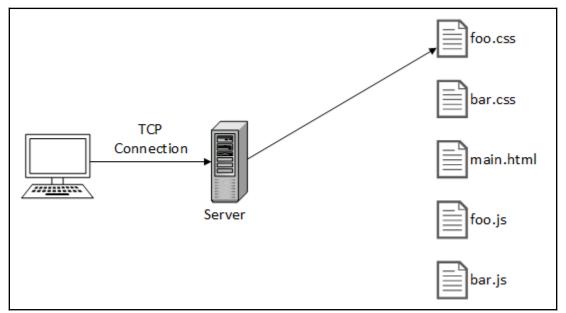


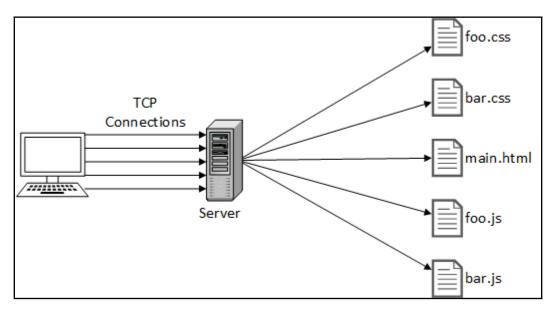


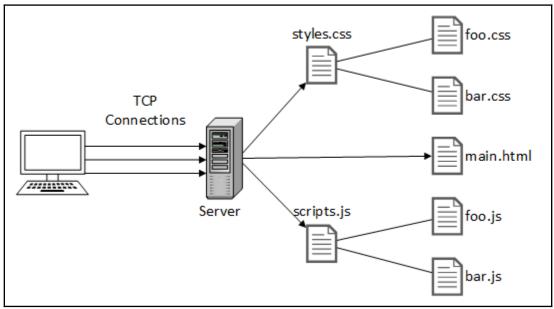


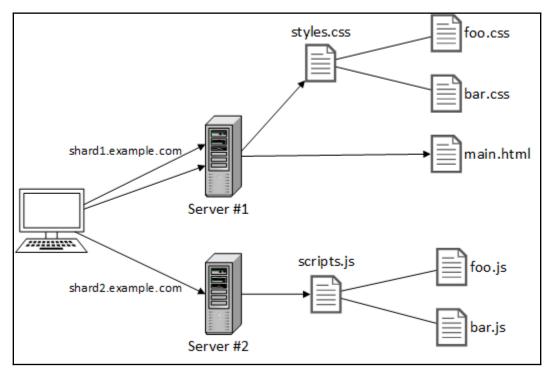
Chapter 10: Performance Considerations

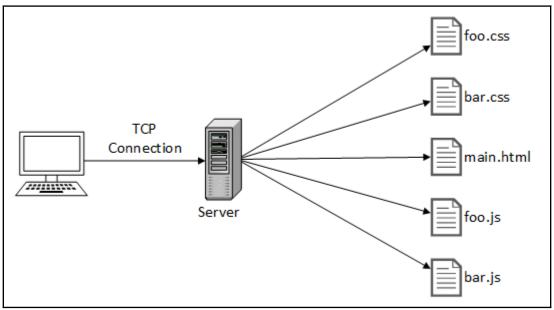




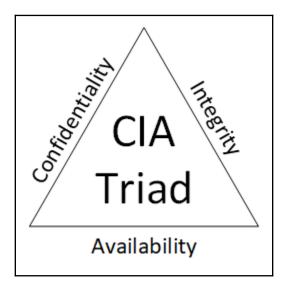




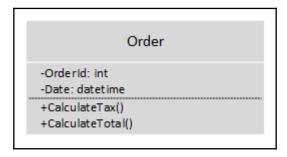


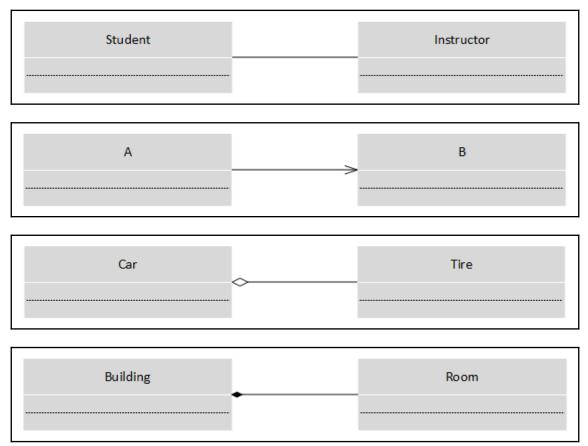


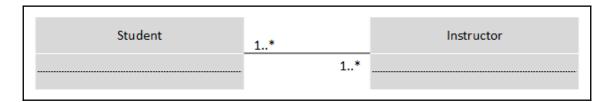
Chapter 11: Security Considerations

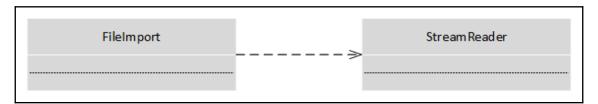


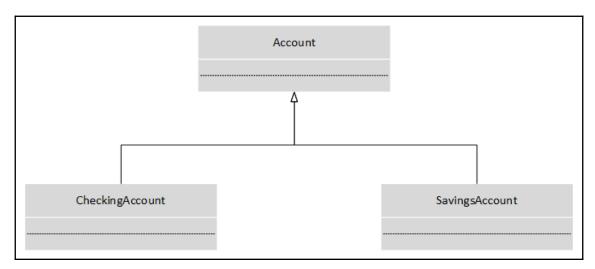
Chapter 12: Documenting and Reviewing Software Architectures

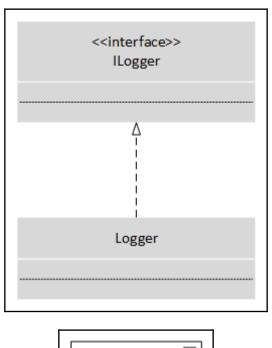


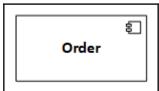


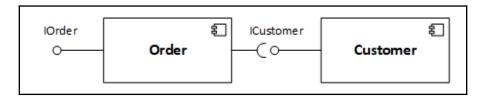


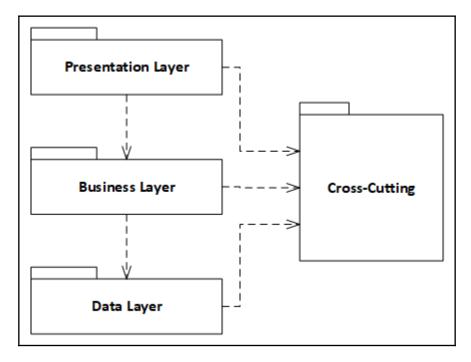


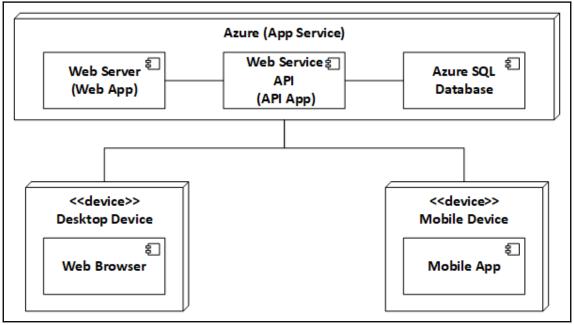


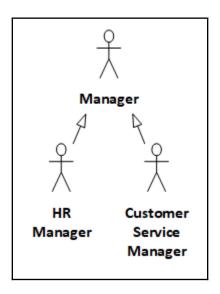


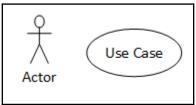


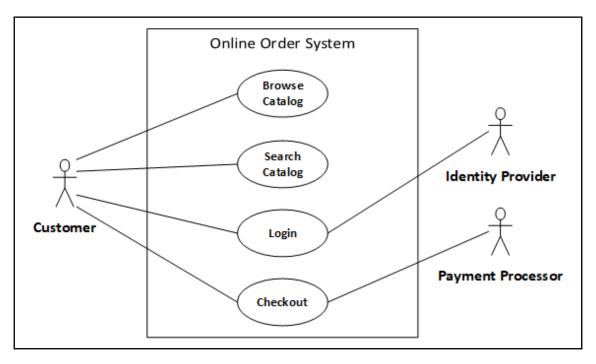


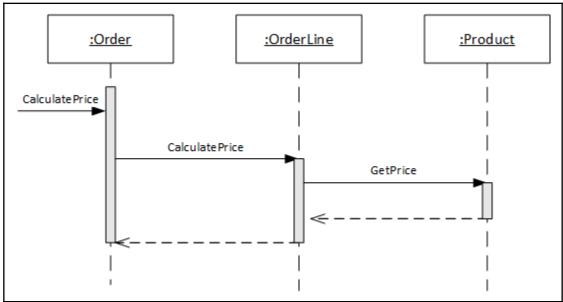


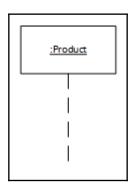


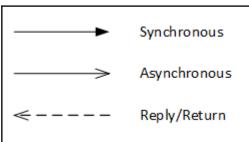


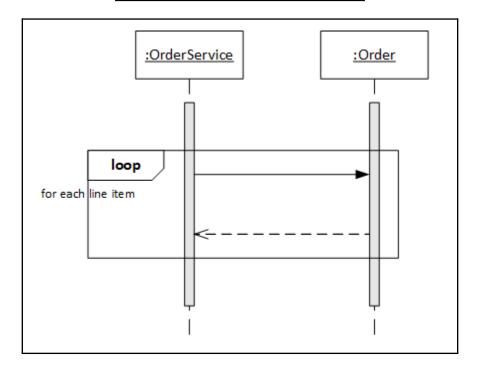


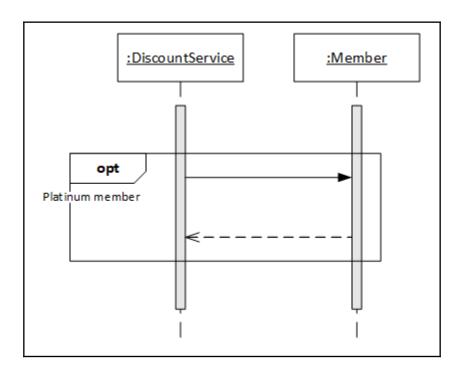


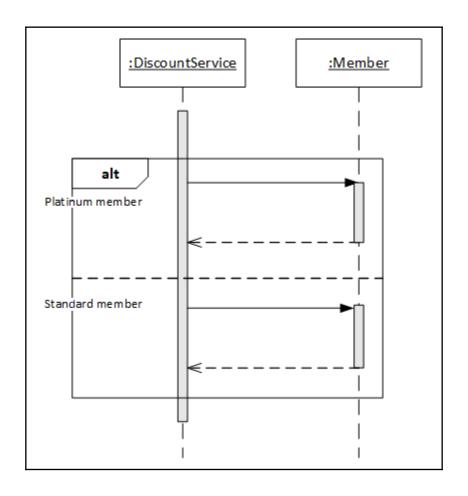


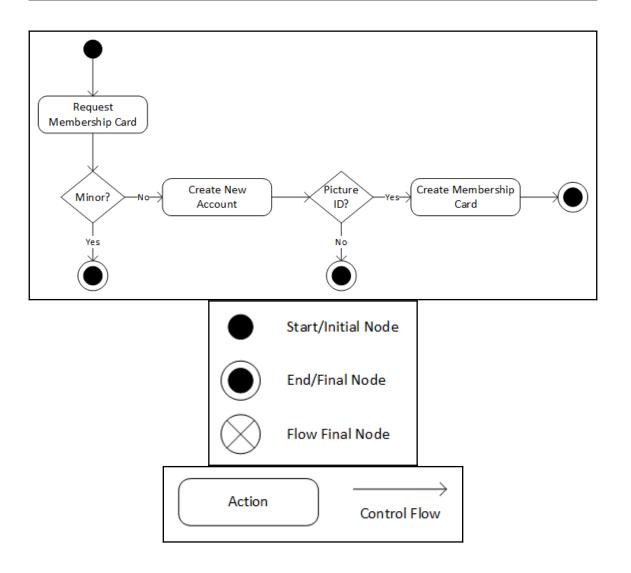


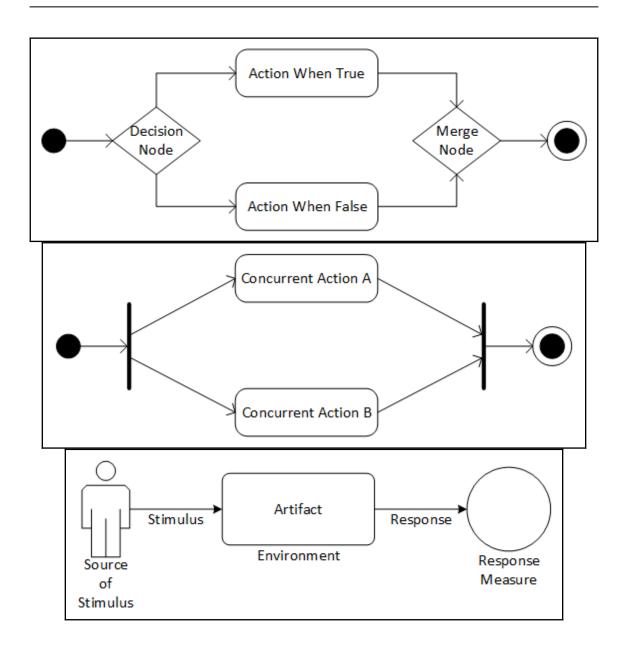




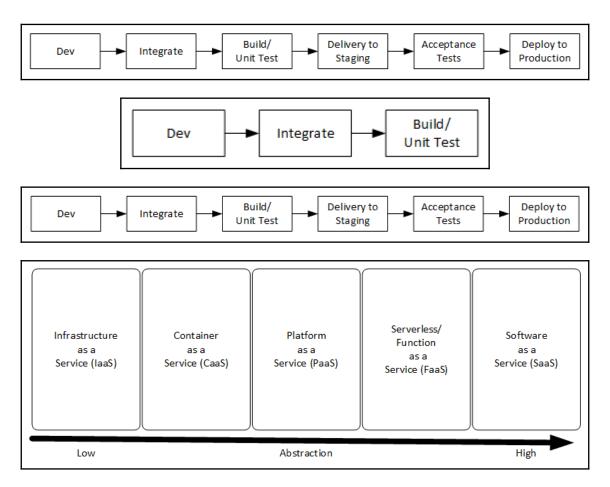








Chapter 13: DevOps and Software Architecture



| App 1 | App 2 | App 3 | | | | |
|------------------------|-----------|-----------|-----|------------------|-----------|-----------|
| Bins/Libs | Bins/Libs | Bins/Libs | | | | |
| Guest OS | Guest OS | Guest OS | | App 1 | App 2 | Арр 3 |
| | | | | Bins/Libs | Bins/Libs | Bins/Libs |
| Hypervisor | | |) (| Container Engine | | |
| Host OS | | |) (| Host OS | | |
| Infrastructure | | | | Infrastructure | | |
| Virtual Machines (VMs) | | | , | Containers | | |

Chapter 14: Architecting Legacy Applications

Chapter 15: The Soft Skills of Software Architects

Chapter 16: Evolutionary Architecture

Chapter 17: Becoming a Better Software Architect