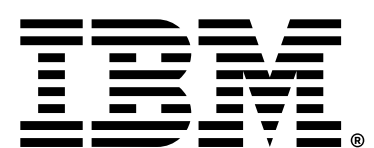


The difference
between style and
fashion is quality!
Was Armani und
andere uns über gute
Software Architektur
verraten!

Tobias Leicher
IT Architect and zChampion for Modernization



Fashion in den 80ern



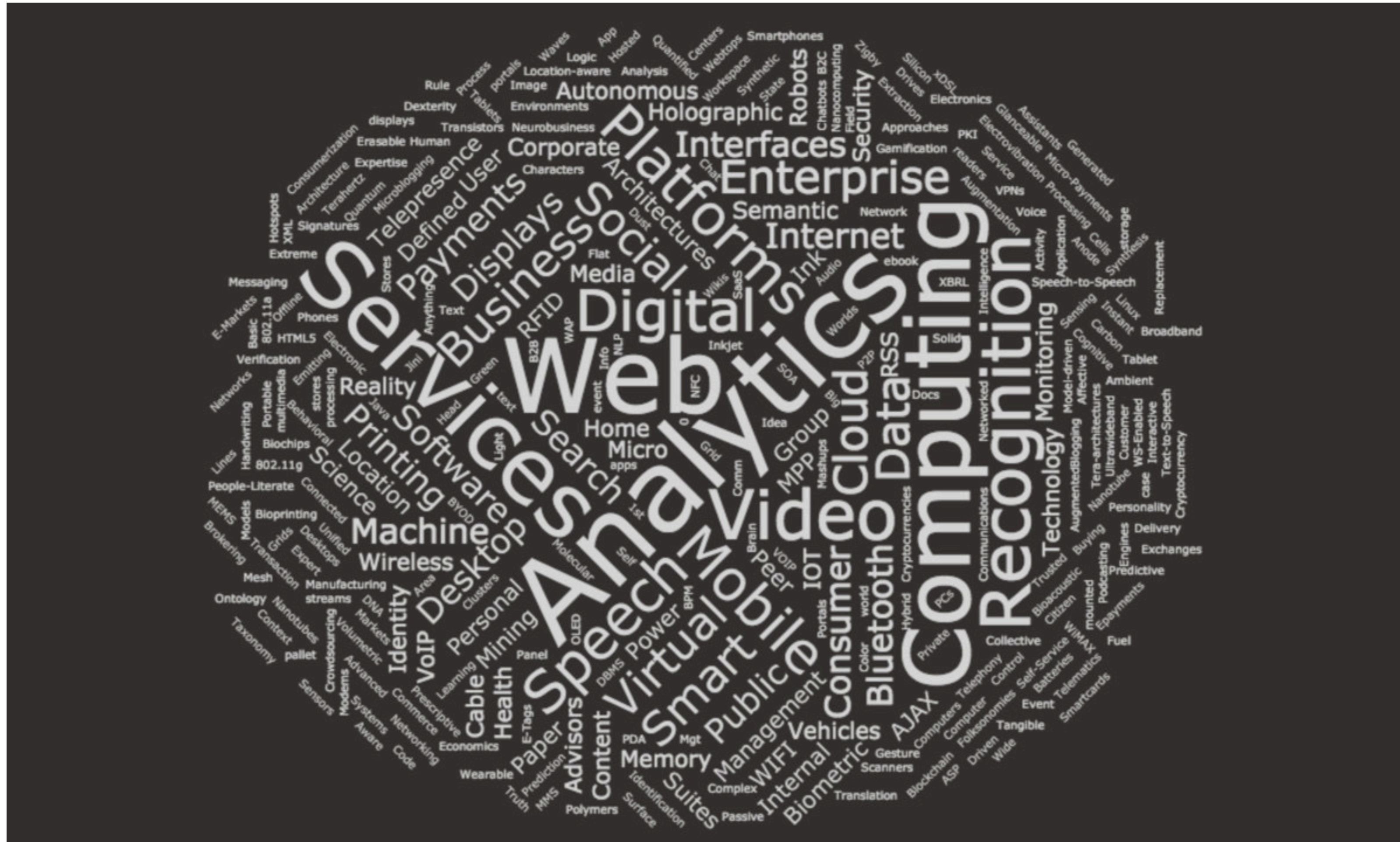
Style in den 80ern



Fashion fades, style is eternal



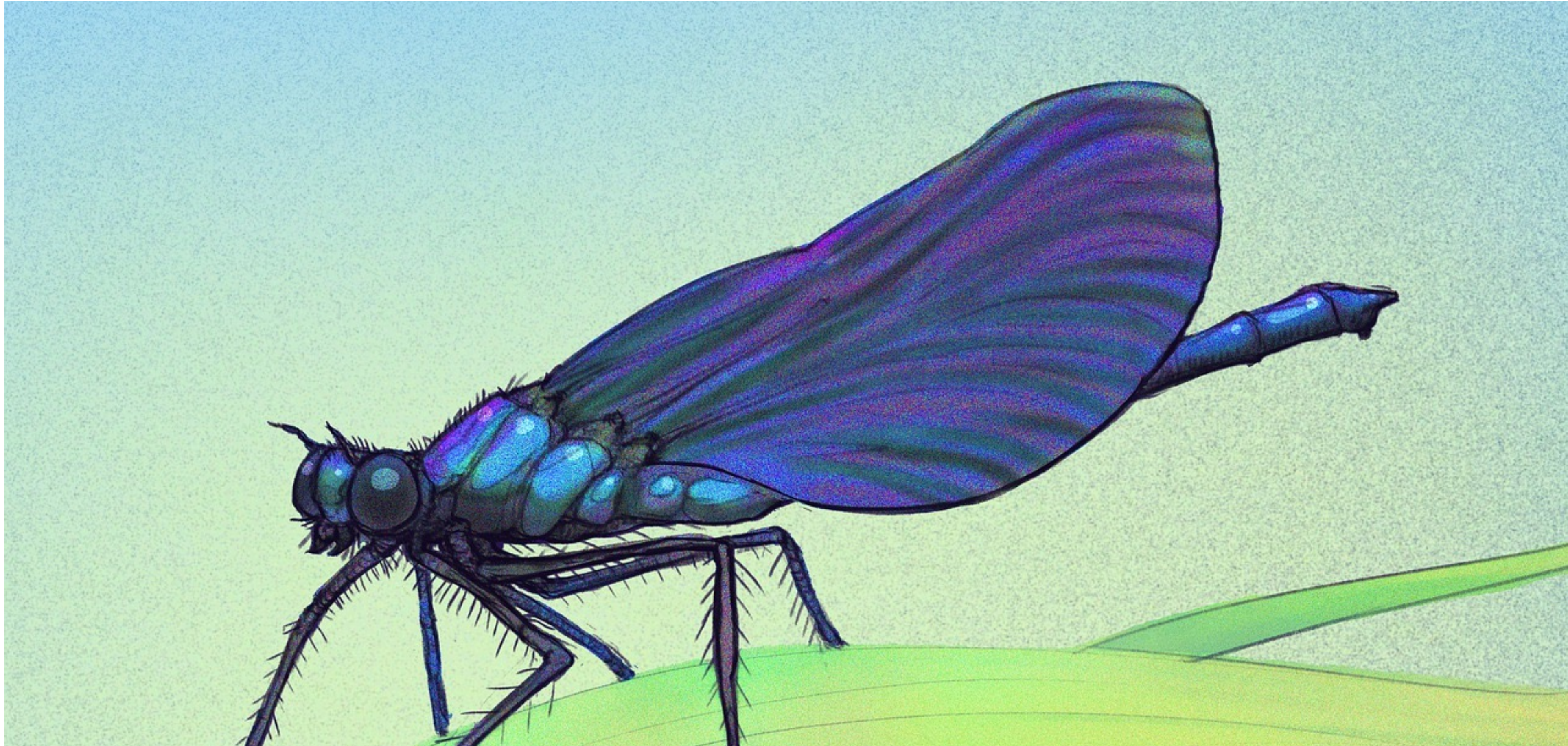
What about Fashion in IT?



We're terrible at making predictions.
Especially about the future.



An alarming number of technology trends are flashes in the pan.



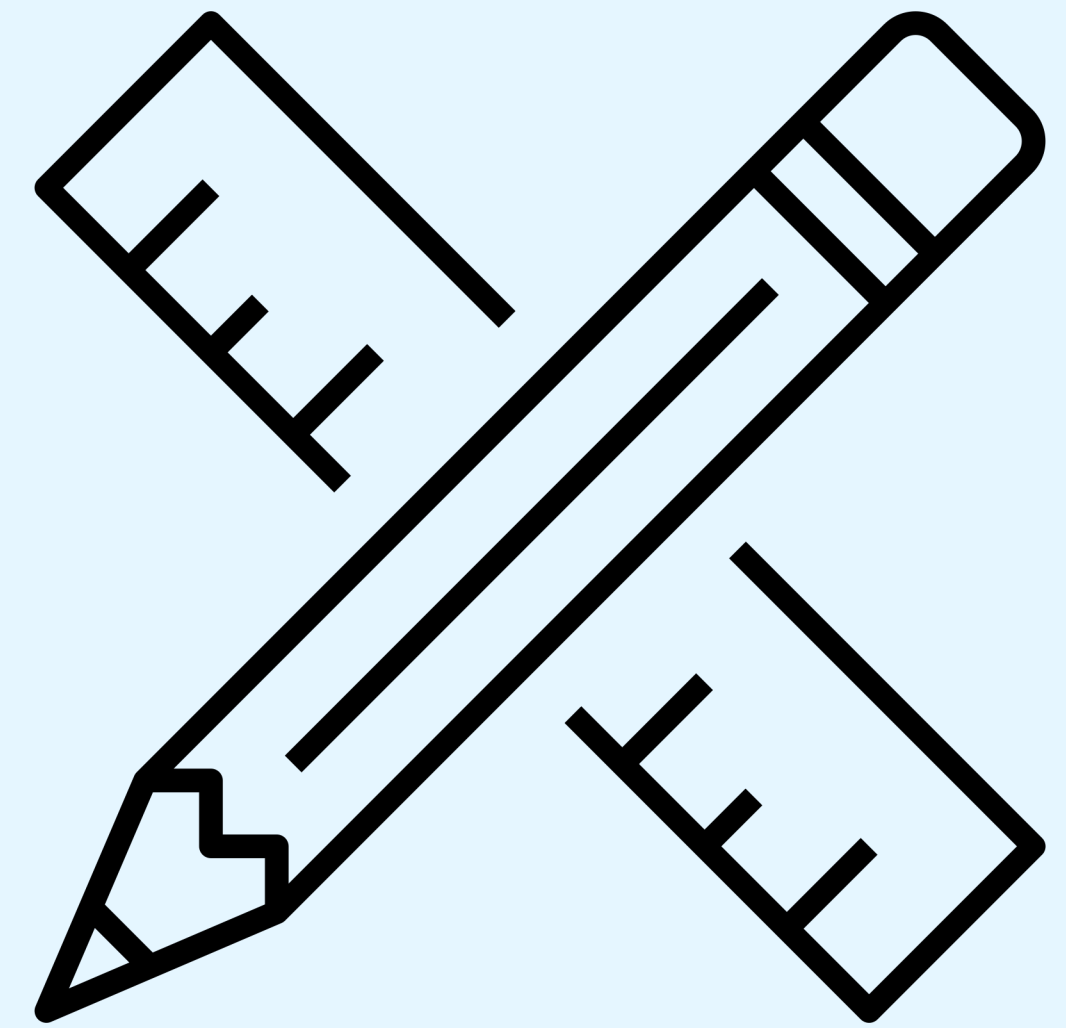
Lots of technologies just die. Period.



Some technologies keep receding into the future



What is good style in Application Architecture?



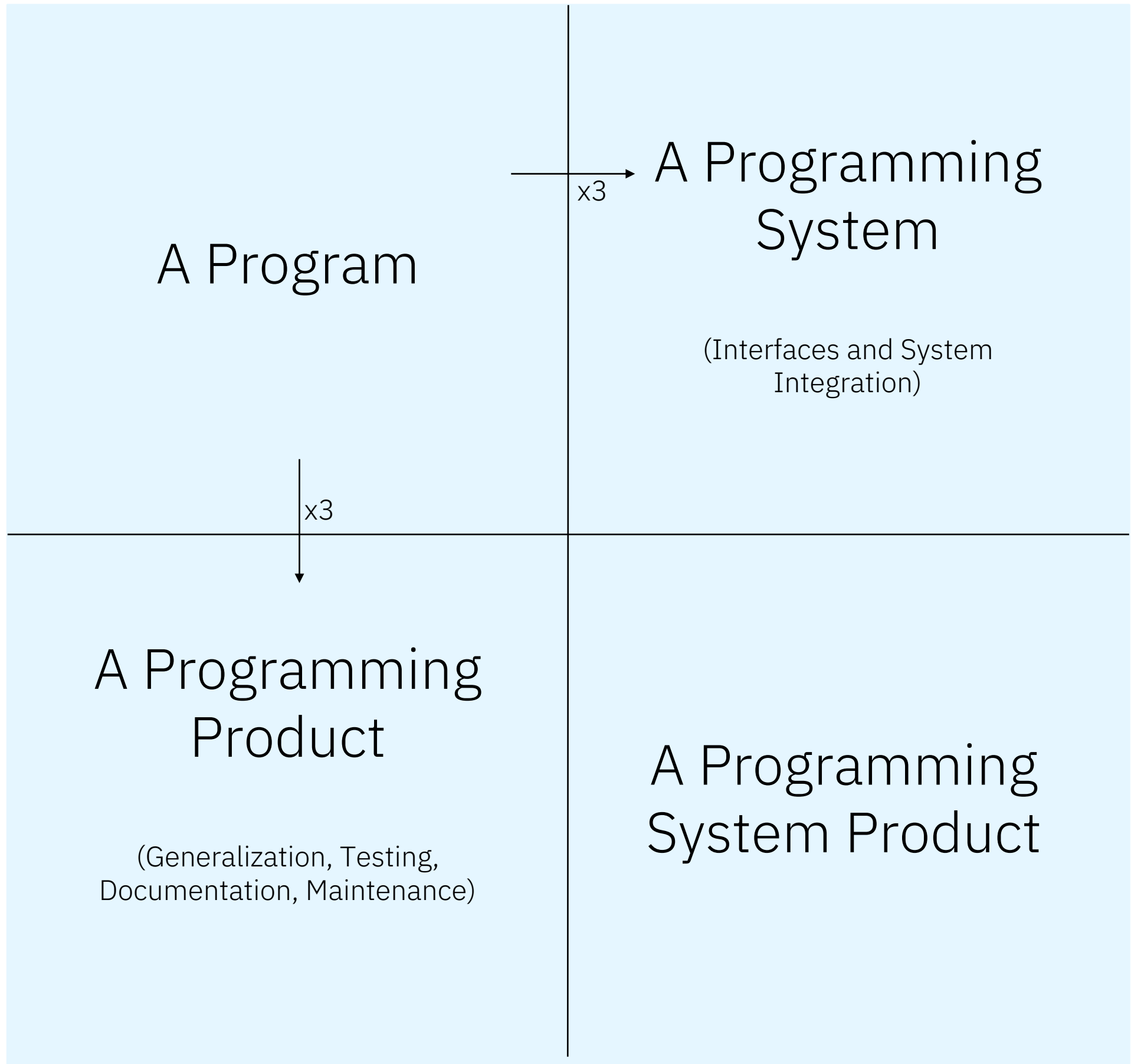
A more general Approach lend by the “real” Architects

Good architecture is a blend of functionality, aesthetics, sustainability, and emotional resonance:

- Functionality
- Aesthetics
- Sustainability
- Innovation
- Emotional and Cultural Impact
- User-Centric



Basic Idea by Fred Brooks

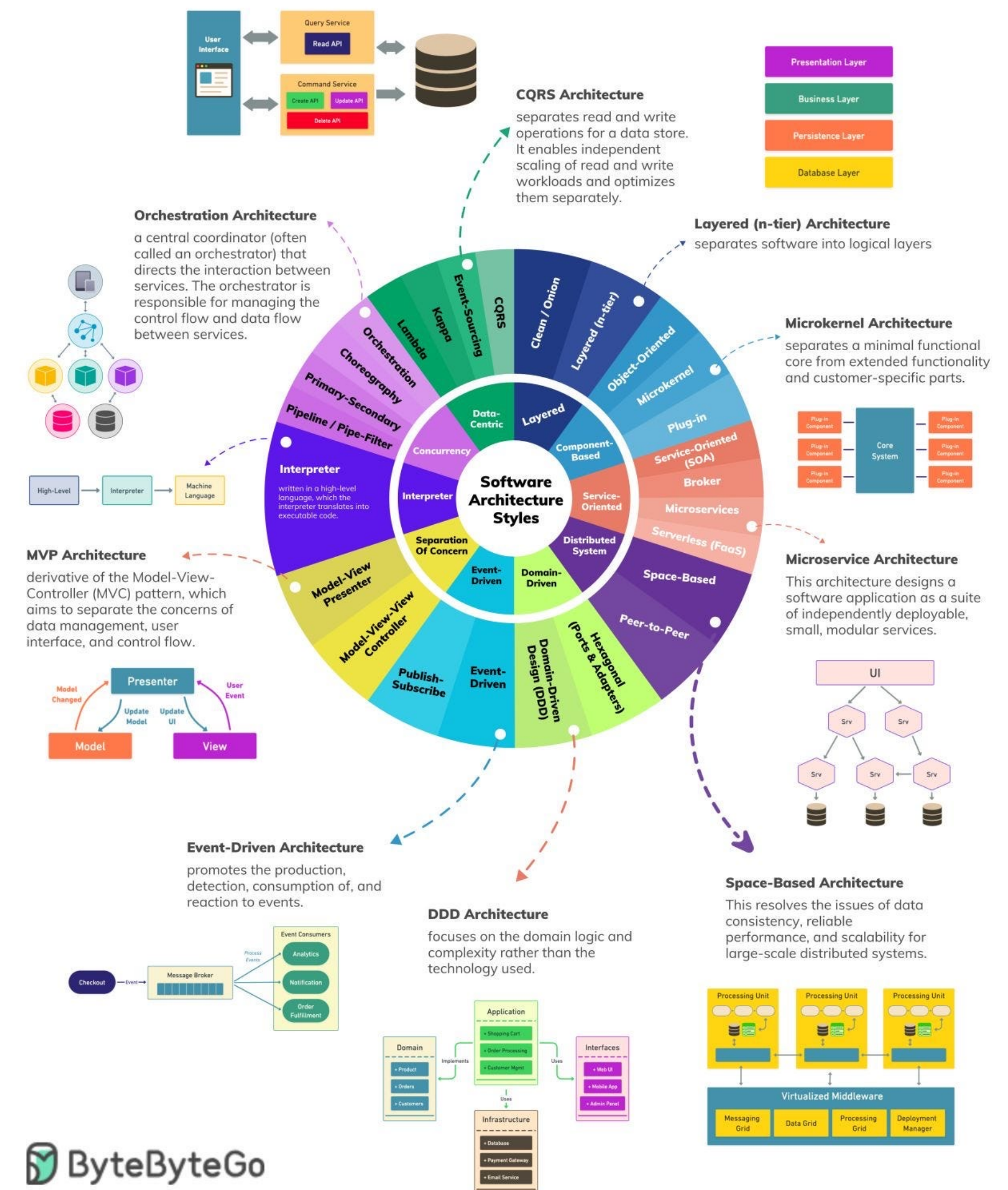


What are general criteria for Software Architecture:

Well-designed architecture is:

- **Maintainable:** It's easily adaptable to new features, evolving requirements, and scaling needs.
- **Flexible:** The architecture can accommodate changes and adjustments efficiently.
- **Scalable:** It can be scaled up or down as needed.
- **Reliable and Available:** The system can operate under predefined conditions and maintain high availability.

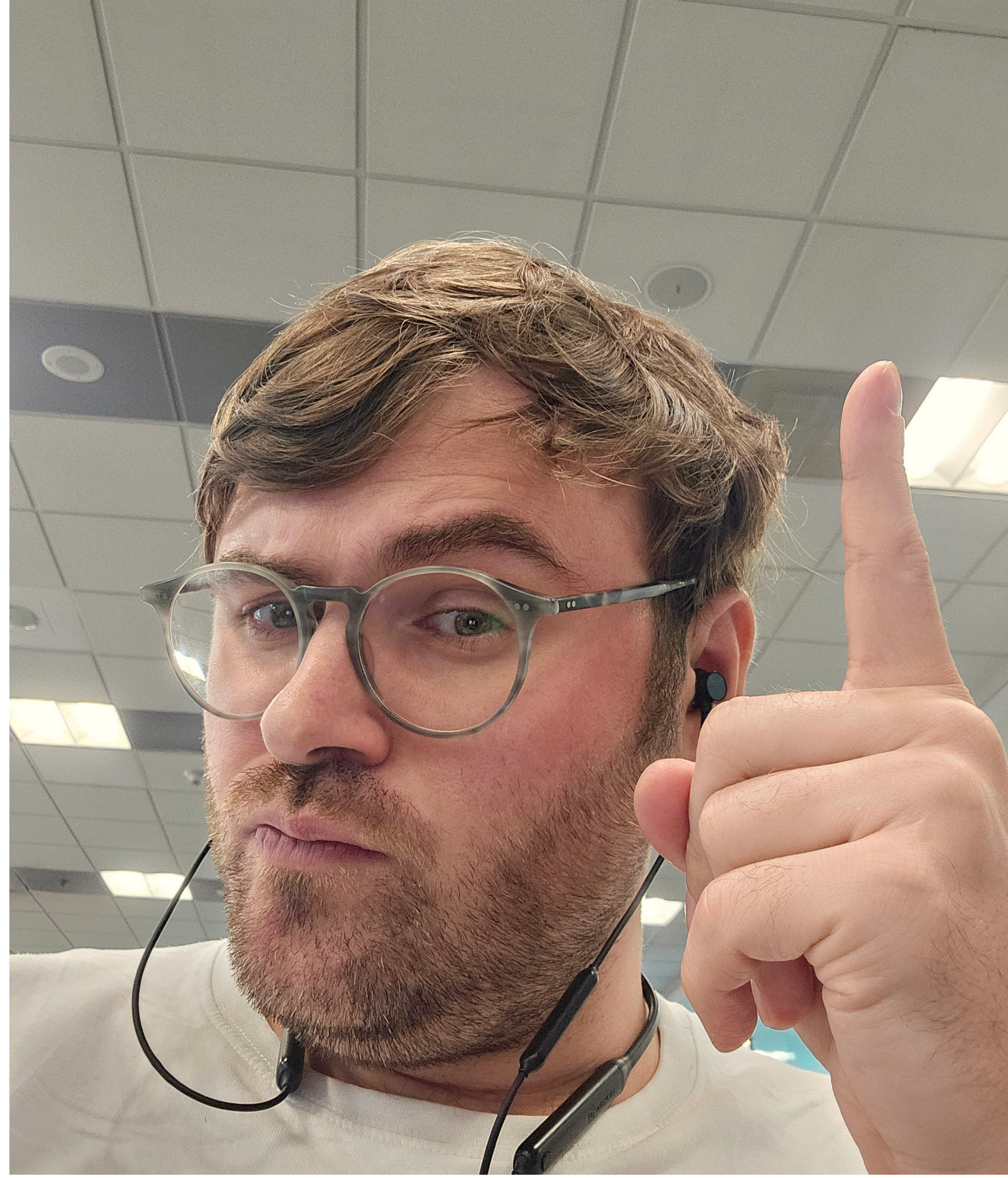
Software Architecture Styles



Can you
spot a
conflict?



Tobi's opinion:
We in IT mostly
do not care what
the best needed
solution is...





WHAT
IS HE
SAYING
?

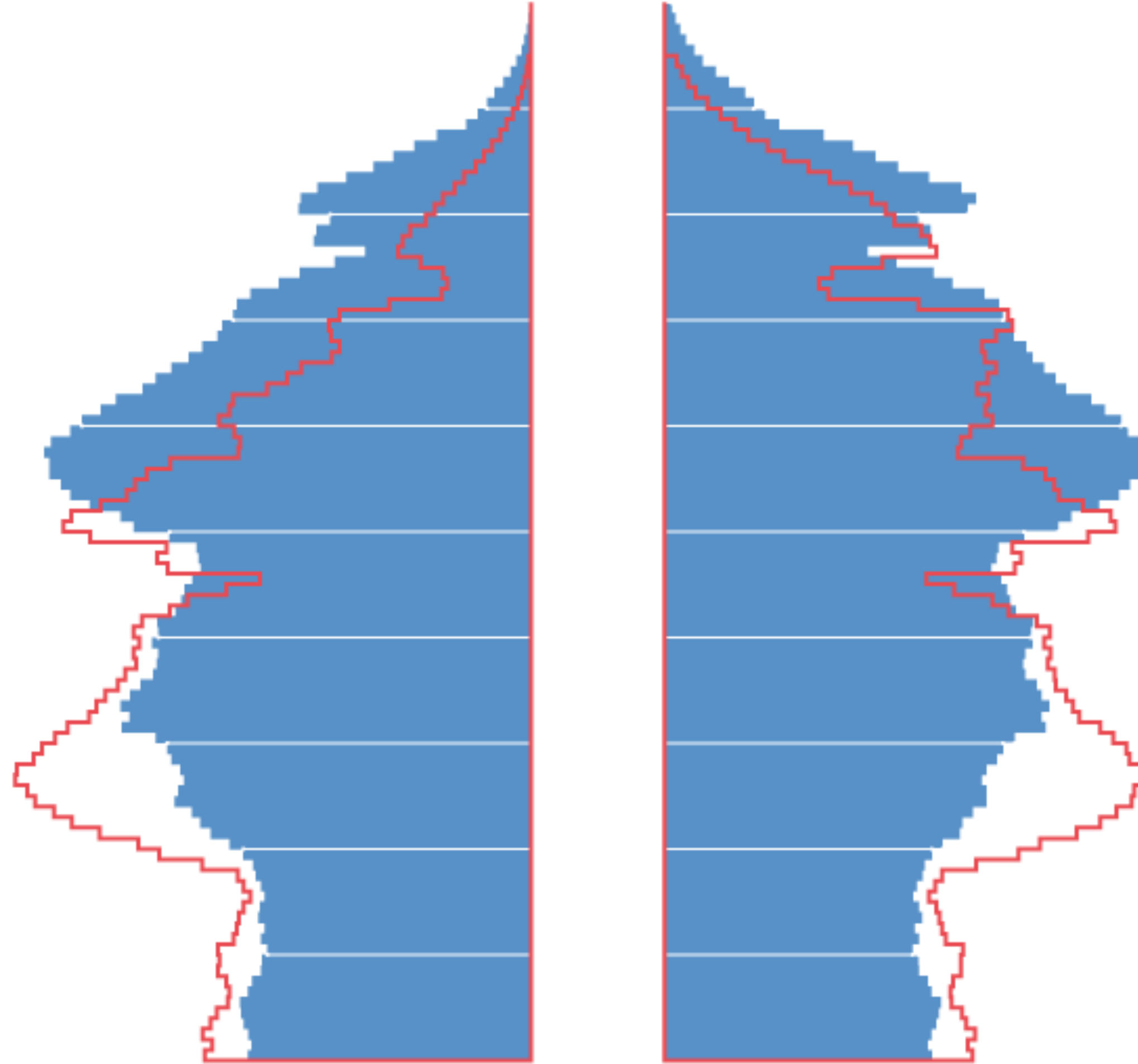
Developers
love to
play!



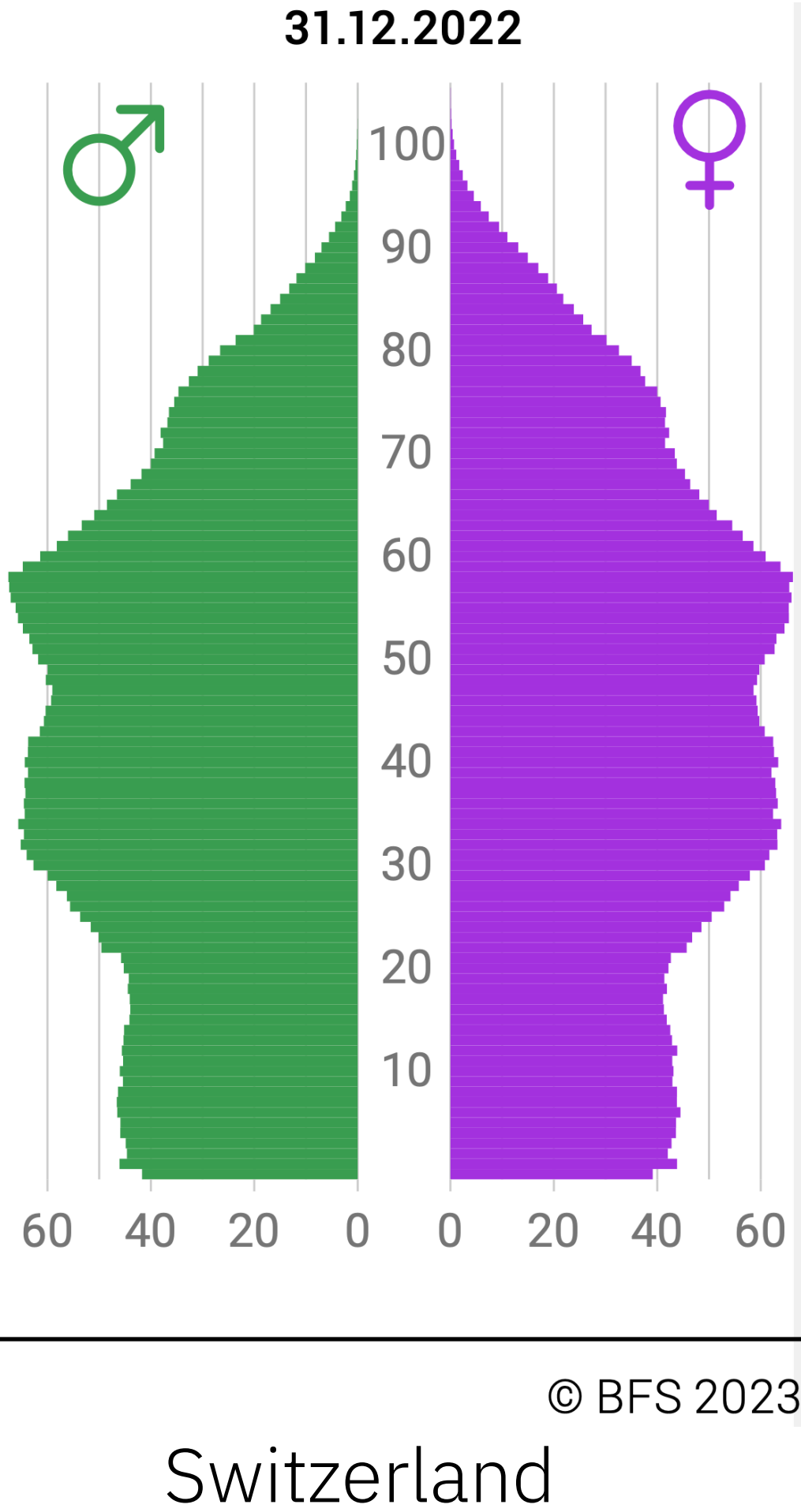
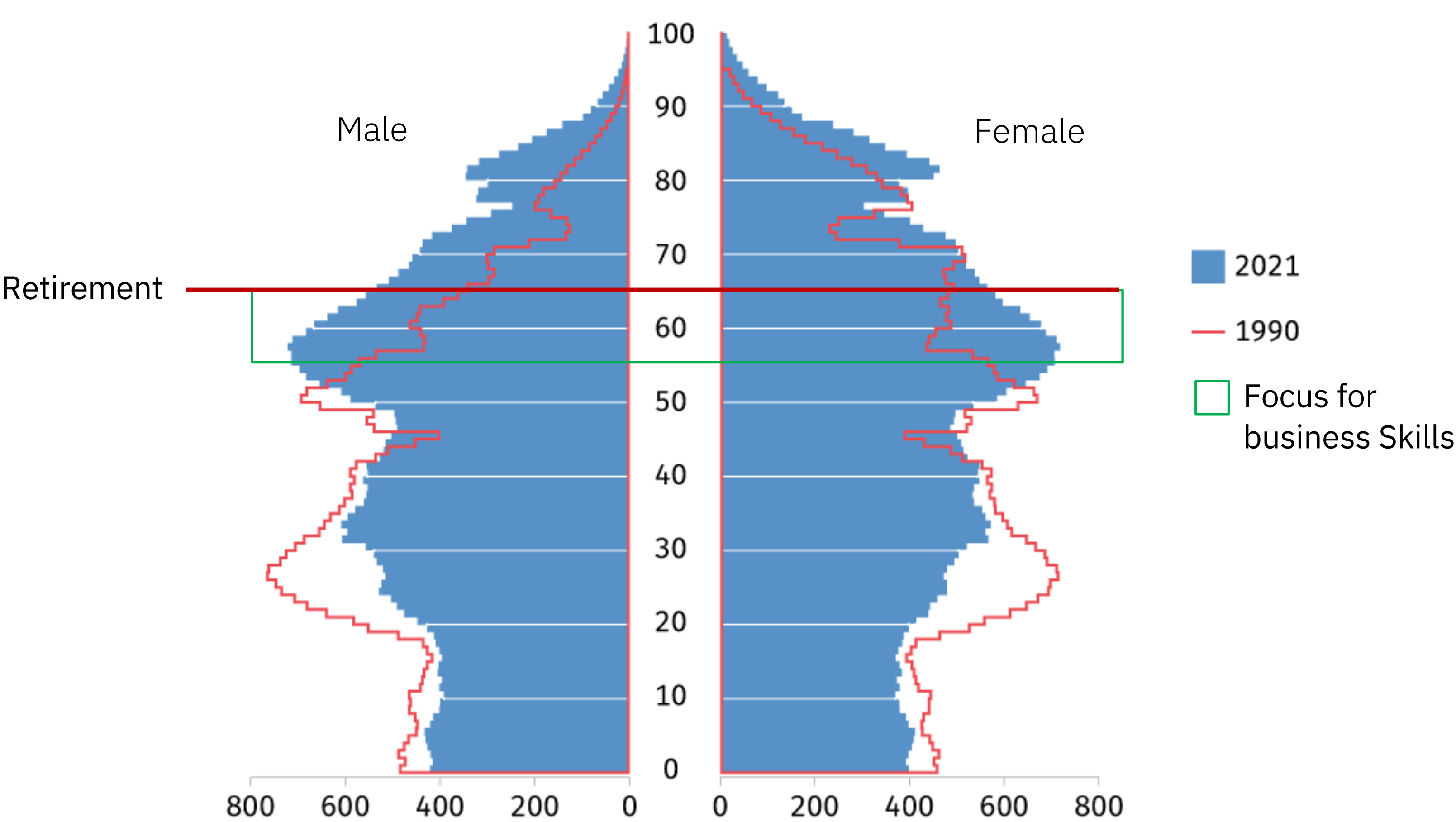


So What?
Can't we
have fun at
work? What
is your
Problem
dude?

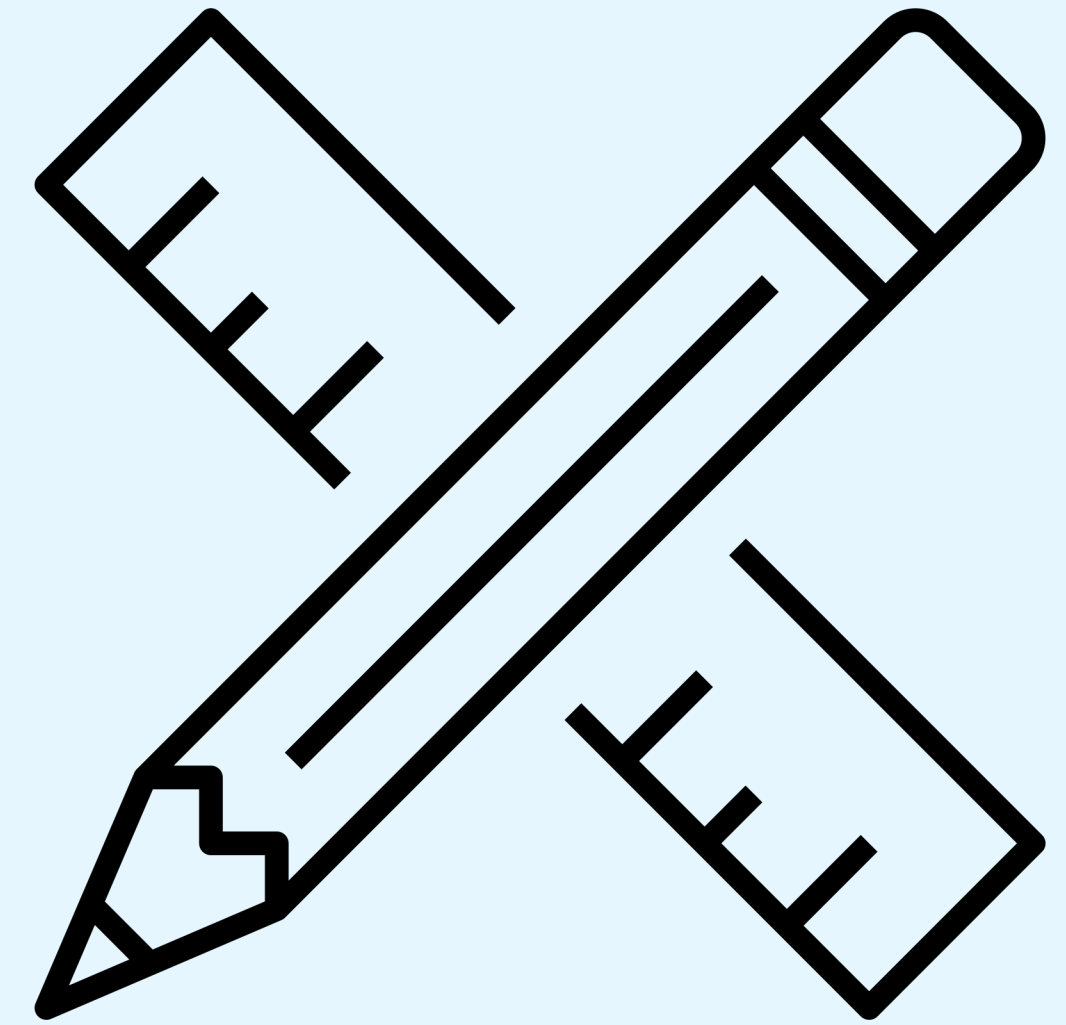
Was ist das?



The Age Distribution of the German Population 1990 and 2021



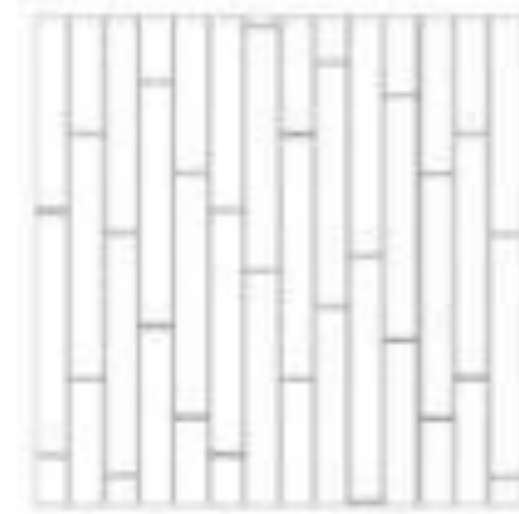
How to fix the issues we really have?



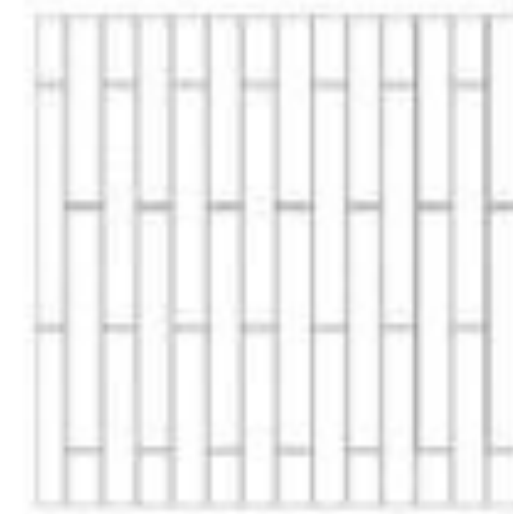
1. We can solve nearly
of our Problems with
the technology at hand



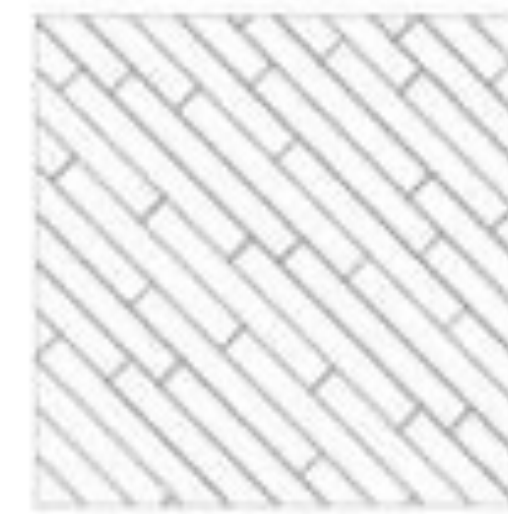
Crafting always used Patterns!



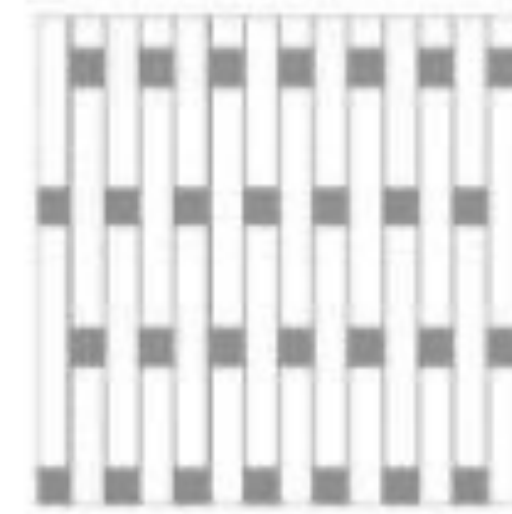
Schiffsboden
unregelmäßiger Verband



Schiffsboden
regelmäßiger Verband



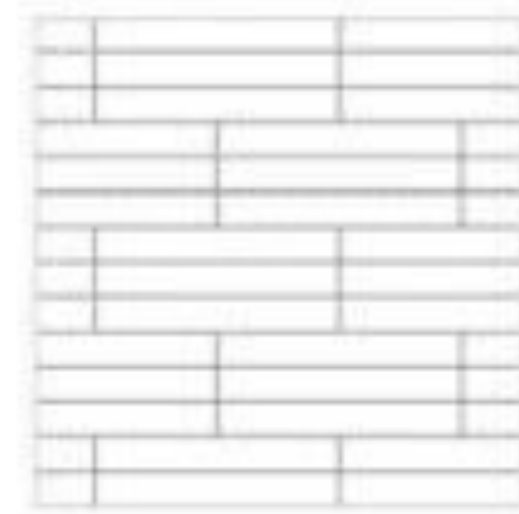
Diagonalverband



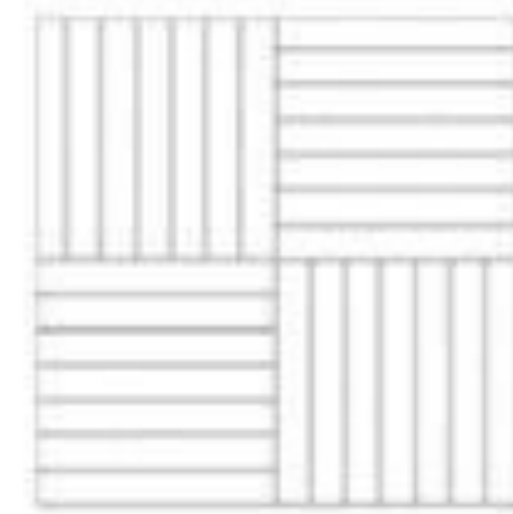
Regelmäßiger Verband
mit Würfel



Shipstyle



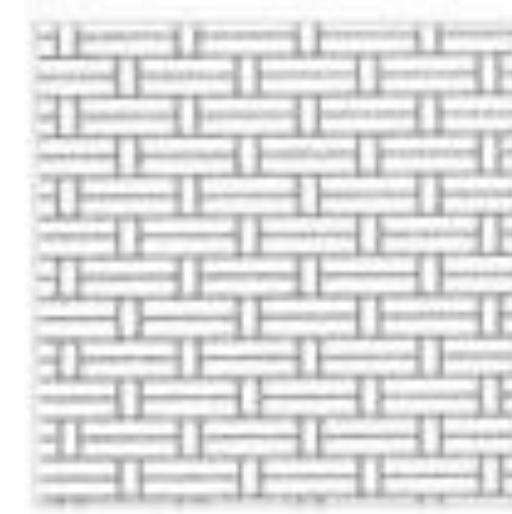
Regelmäßiger Verband
dreifach



Tafel



Leiter



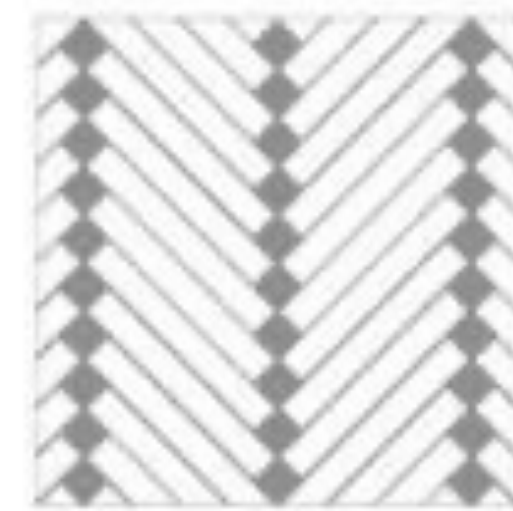
Altdeutscher Verband



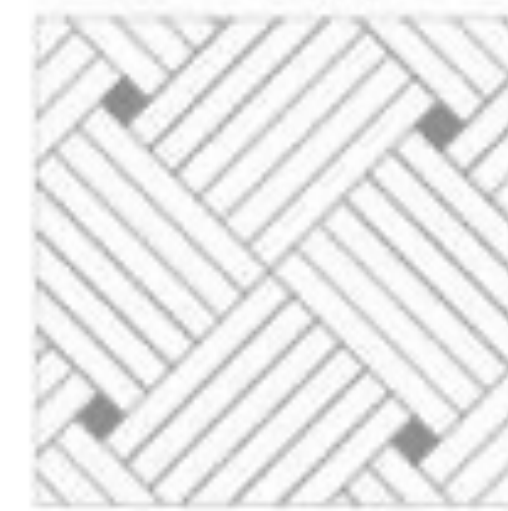
Altdeutscher Verband
diagonal



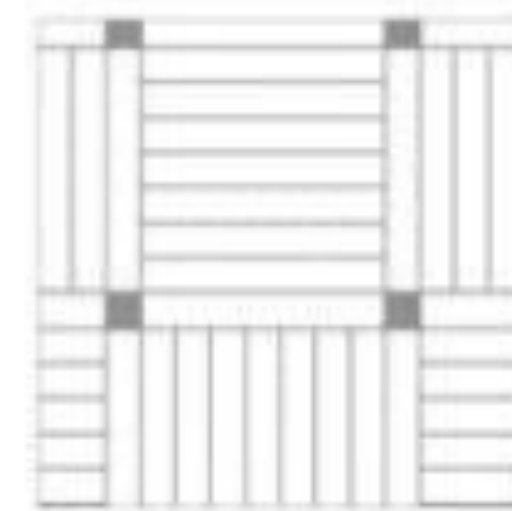
Fischgrät



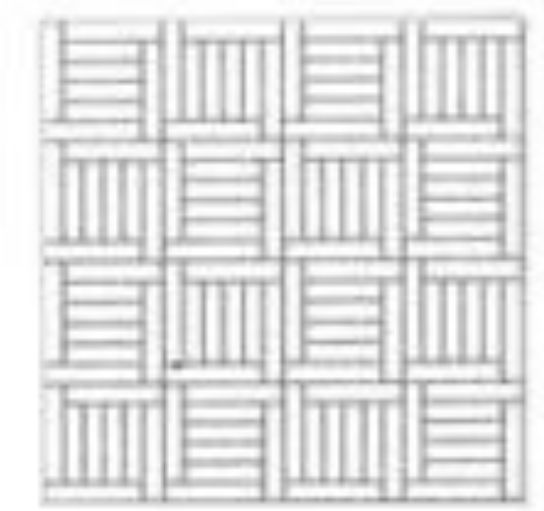
Fischgrät mit Würfel



Flechte mit Würfel



Tafel
mit Fries und Würfel



Kassette

The traditional (GoF) Patterns consist of Patterns that care about how to create Objects (**Creational Patterns**), how objects are composited and are in context with each other's (**Structural Patterns**) and finally how objects interact with each other's and how responsibilities are flowing amongst them. There are meanwhile a lot more patterns. Good Craftspeople know and apply them at any point

THE 23 GANG OF FOUR DESIGN PATTERNS

C	Abstract Factory	S	Facade	S	Proxy
S	Adapter	C	Factory Method	B	Observer
S	Bridge	S	Flyweight	C	Singleton
C	Builder	B	Interpreter	B	State
B	Chain of Responsibility	B	Iterator	B	Strategy
B	Command	B	Mediator	B	Template Method
S	Composite	B	Memento	B	Visitor
S	Decorator	C	Prototype		

2. Less Fashion, more style and quality



Good code matters more than fancy frameworks or cool languages

```
void remove_list_entry(linked_list* entry)
{
    linked_list* prev = NULL;
    linked_list* walk = head;
    while (walk != entry) {
        prev = walk;
        walk = walk->next;
    }
    if (!prev) {
        head = entry->next;
    } else {
        prev->next = entry->next;
    }
}
```



```
void remove_list_entry(linked_list* entry) {
    // The "indirect" pointer points to the
    // *address* of the thing we'll update
    linked_list** indirect = &head;

    // Walk the list, looking for the thing that
    // points to the entry we want to remove
    while ((*indirect) != entry)
        indirect = &(*indirect)->next;

    // .. and just remove it
    *indirect = entry->next;
}
```

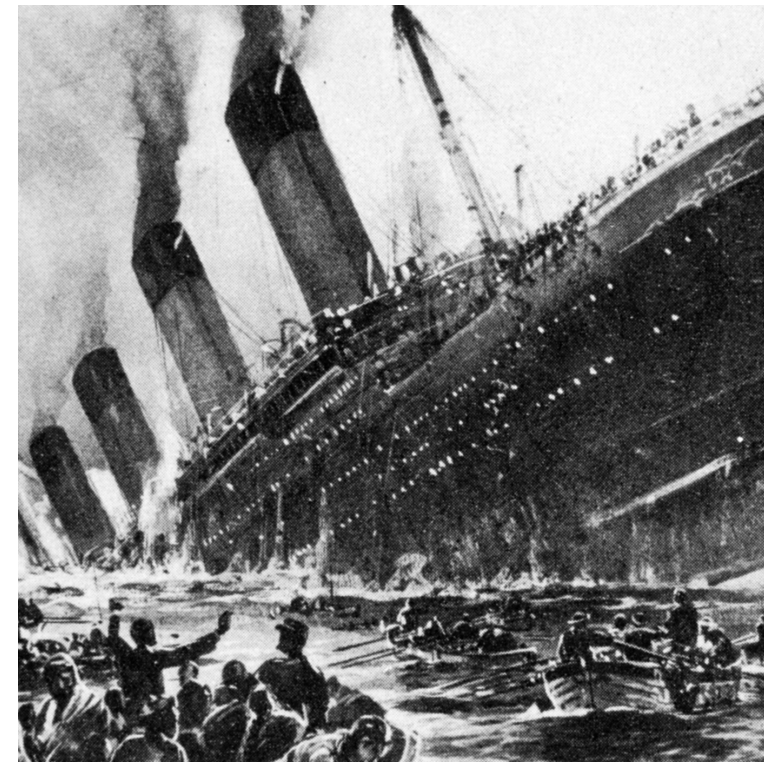

3. Less overengineering,
more good craftsmanship
ship!



What difference does it make if you are an engineer or a craftsman?



VS



Being a Craftsperson

Training: Craftspeople often acquire their skills through apprenticeships, vocational training, or on-the-job experience. Formal education is not always a requirement, and mastery is typically achieved through hands-on practice.

Skills: A craftsman typically possesses hands-on skills and expertise in a specific trade or craft, such as woodworking, metalworking, masonry, or other skilled manual labor. Craftsmen often work with traditional tools and techniques and focus on producing high-quality, often custom-made, products or services.

Scope: Craftspeople typically work on a smaller scale, producing tangible, often one-of-a-kind, objects or providing specialized services in their respective crafts. Their work is often artisanal and may involve a high level of attention to detail.

Being an Engineer

Training: Engineers typically have formal education, often with a bachelor's degree or higher in engineering or a related field. They also frequently undergo internships and gain practical experience during their education.

Skills: An engineer, on the other hand, is a professional who applies scientific and mathematical principles to design, develop, and optimize systems, structures, or products. Engineers work with advanced tools, software, and technology to create innovative solutions and often have a strong foundation in mathematics, physics, and engineering principles.

Scope: Engineers work on a broader scale, tackling complex projects that can range from designing bridges, electrical systems, and software applications to developing industrial processes or solving environmental problems. Their work often has a more significant impact on society and technology.

Lets follow some wise people



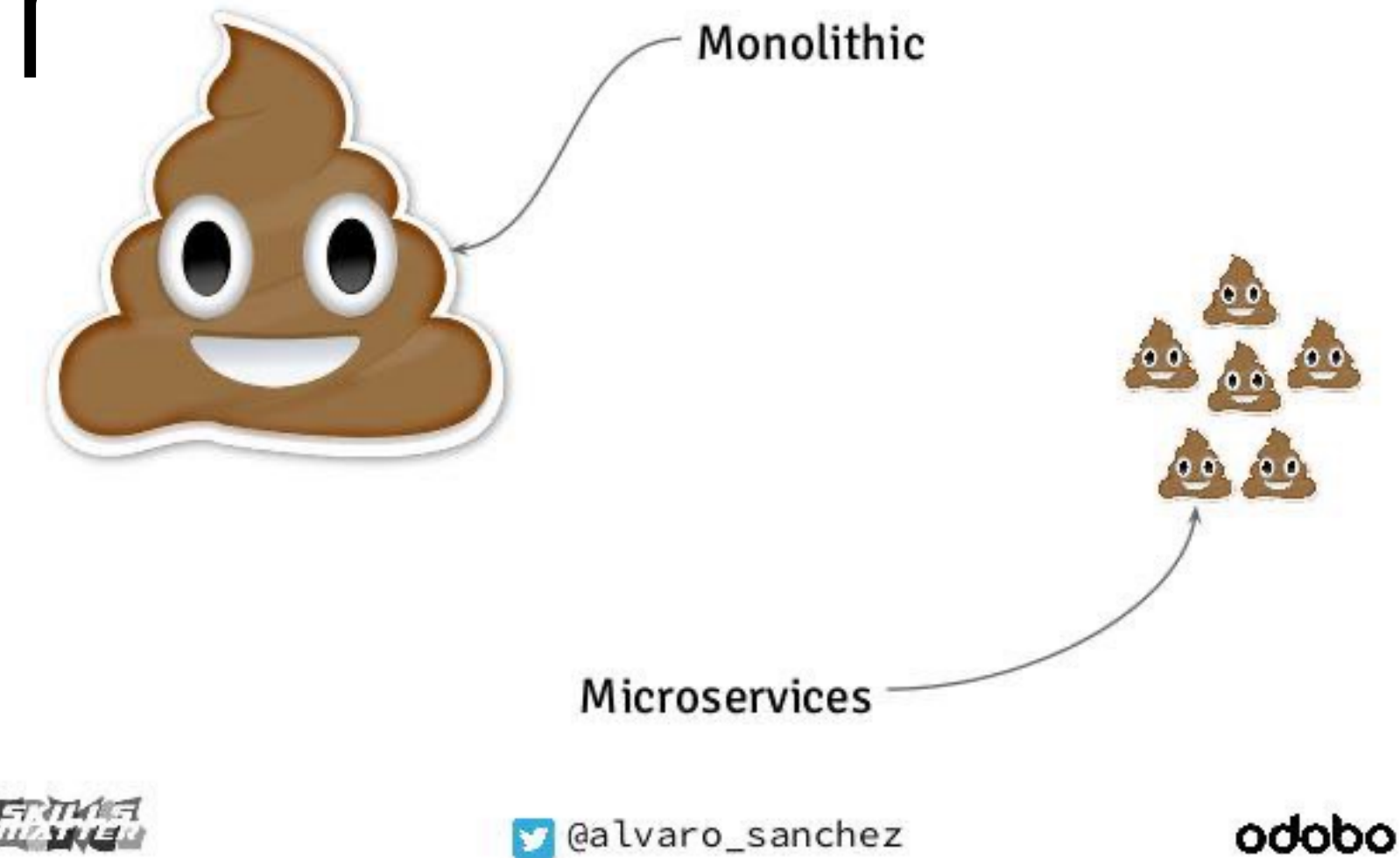
“The difference
between style
and fashion is
quality.”

- Giorgio Armani



Microservices are not the Answer

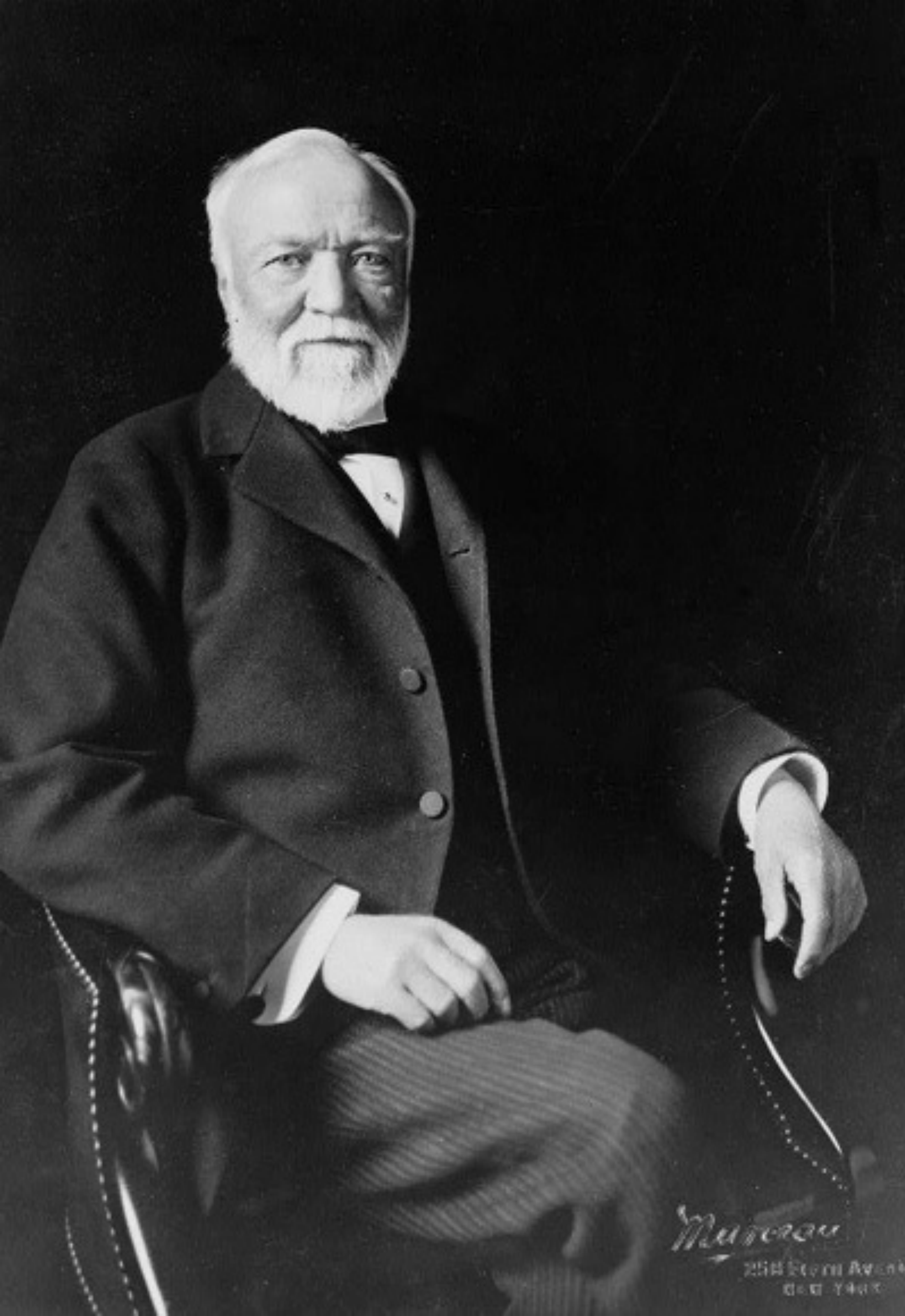
Monolithic vs Microservices



Video Streaming

Scaling up the Prime Video audio/video monitoring service and reducing costs by 90%

The move from a distributed microservices architecture to a monolith application helped achieve higher scale, resilience, and reduce costs.



“The surest foundation of a manufacturing concern is quality. After that, and a long way after, comes cost.”

- Andrew Carnegie

We need good Developers!

Be an Engineer, not a Frameworker

Time to level up.



John Raines · [Follow](#)

10 min read · Mar 7, 2022



2.9K



37



“The general tendency is to over-design the second system, using all the ideas and frills that were cautiously sidetracked on the first one.”

“All programmers are optimists”

- Fred P Brooks





1

How the customer explained it



2

How the project leader understood it



3

How the analyst designed it



4

How the programmer wrote it



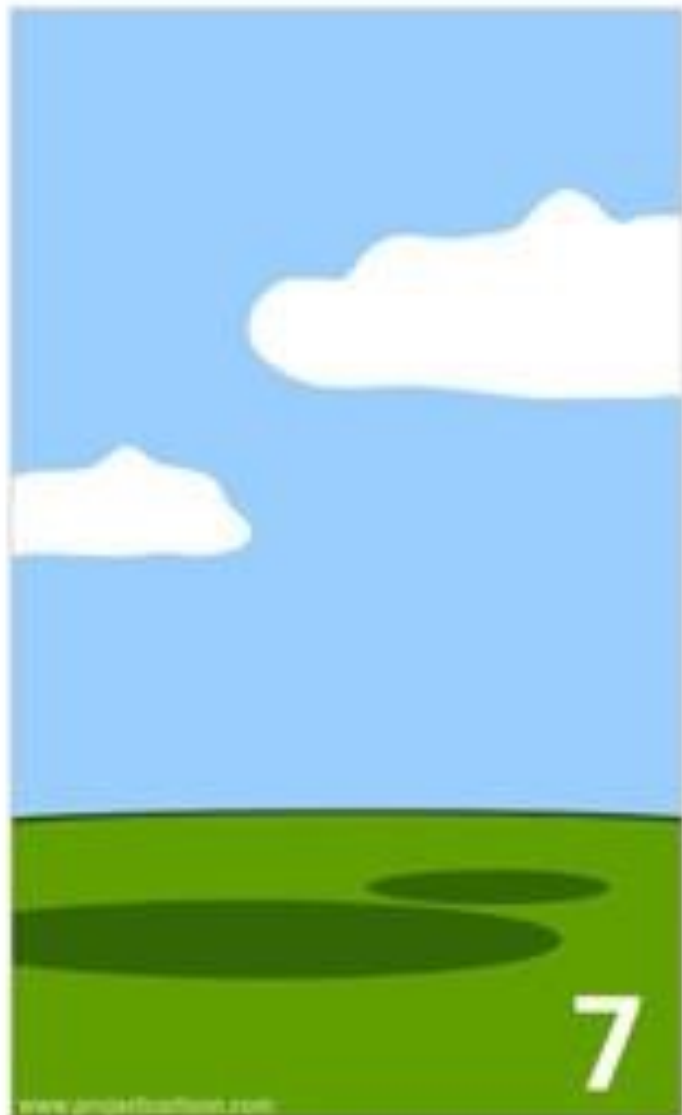
5

What the beta testers received



6

How the business consultant described it



7

How the project was documented



8

What operations installed



9

How the customer was billed



10

How it was supported



11

iSwing

What marketing advertised



12

What the customer really needed



“Computer Science is no more about computers than astronomy is about telescopes.”

- Edsger W. Dijkstra

Let's ask a real Expert in this, meet Steve, who started with the S/360 and still works on z16



“Did Development really change in the last centuries?”

“Of course the Development Tools and Deployment Processes, but wait actually Development did not change that much all.

The most important thing is to understand what it is you want the programm to do, the rest is pretty much straight forward”

“Nothing ever get thrown away, actually the only thing thrown away pretty frequently is Programming Languages”

“The computer
was born to
solve problems
that did not
exist before.”

- Bill Gates





“All parts should go together without forcing. You must remember that the parts you are reassembling were disassembled by you. Therefore, if you can’t get them together again, there must be a reason. By all means, do not use a hammer.”

- IBM Manual, 1925

A reference Architecture for state of the Art Core Applications

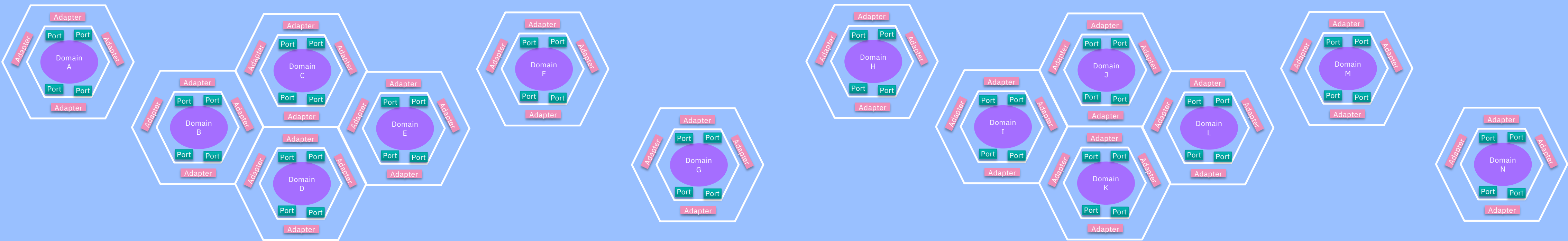
User
Exper-
ience

Customer Application

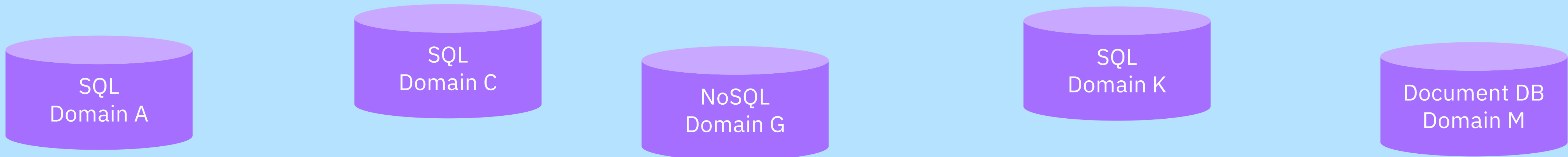
BackOffice Applications

Other Frontends

Applications



Data & AI



Platform

IBM z/OS

Redhat OCP

Cloud Native

Infrastructure / IBM Systems / Cloud

"Lügen erscheinen dem Verstand häufig viel einleuchtender und anziehender als die Wahrheit, weil der Lügner den großen Vorteil hat, im voraus zu wissen, was das Publikum zu hören wünscht."

- Hannah Arnedt



AWS
re:Invent

The world is **asynchronous**

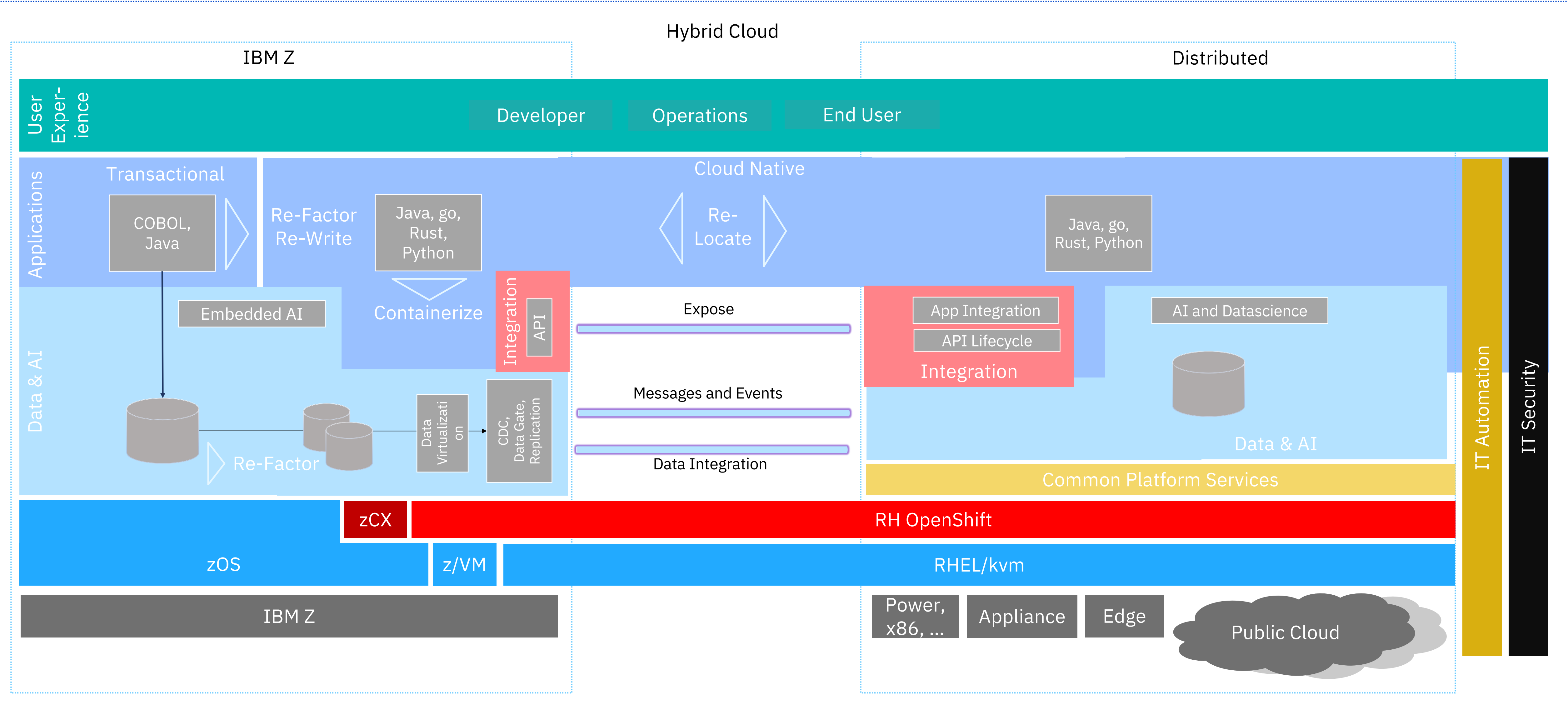




“The human
race builds too
many walls
and not
enough
bridges.”

- Frank Lloyd Wright

A reference Architecture for a hybrid Cloud Architecture including IBM zSystems

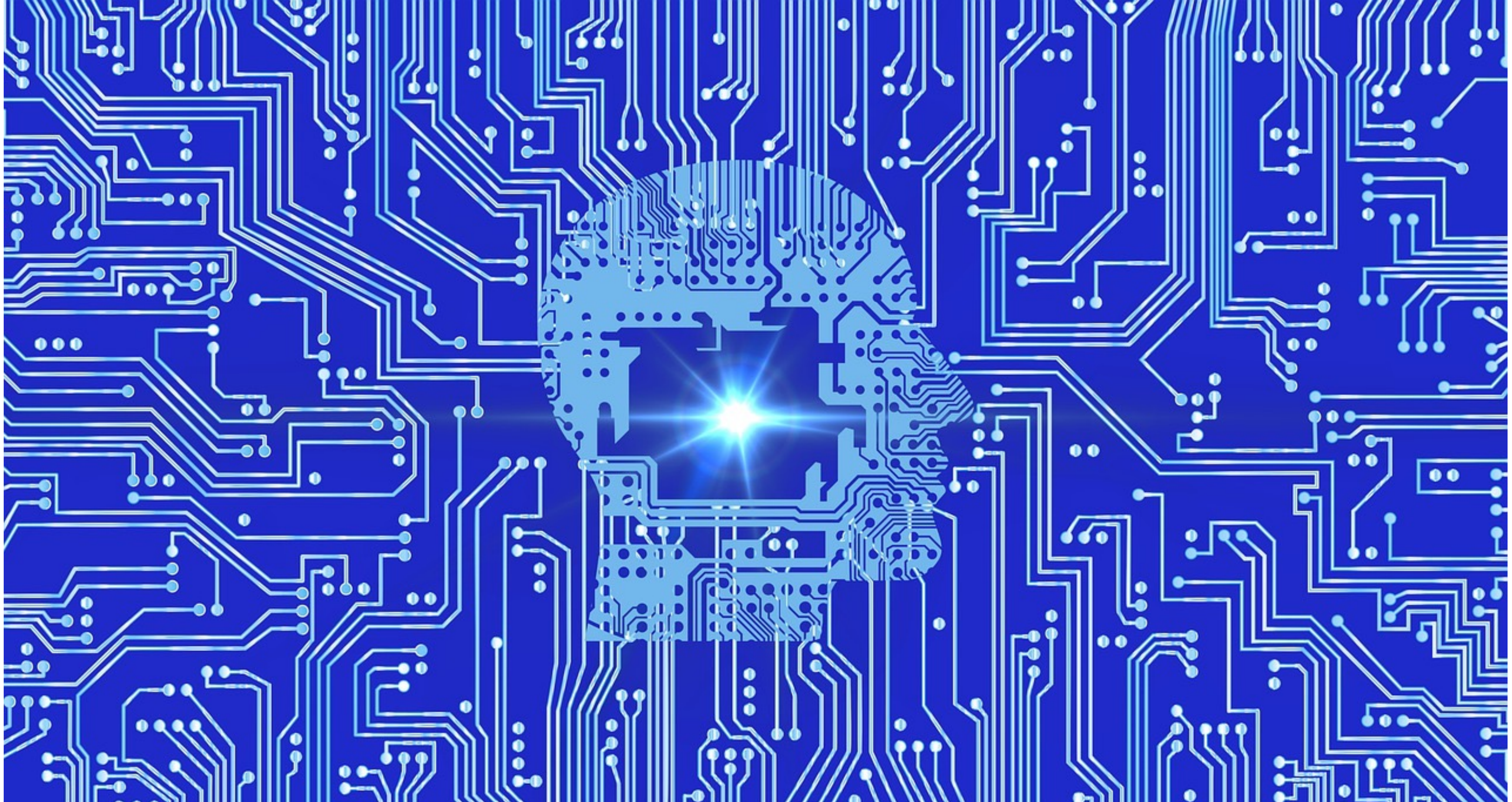


“Sometimes it seems as though each new step towards AI, rather than producing something which everyone agrees is real intelligence, merely reveals what real intelligence is not.”

- Douglas R. Hofstadter



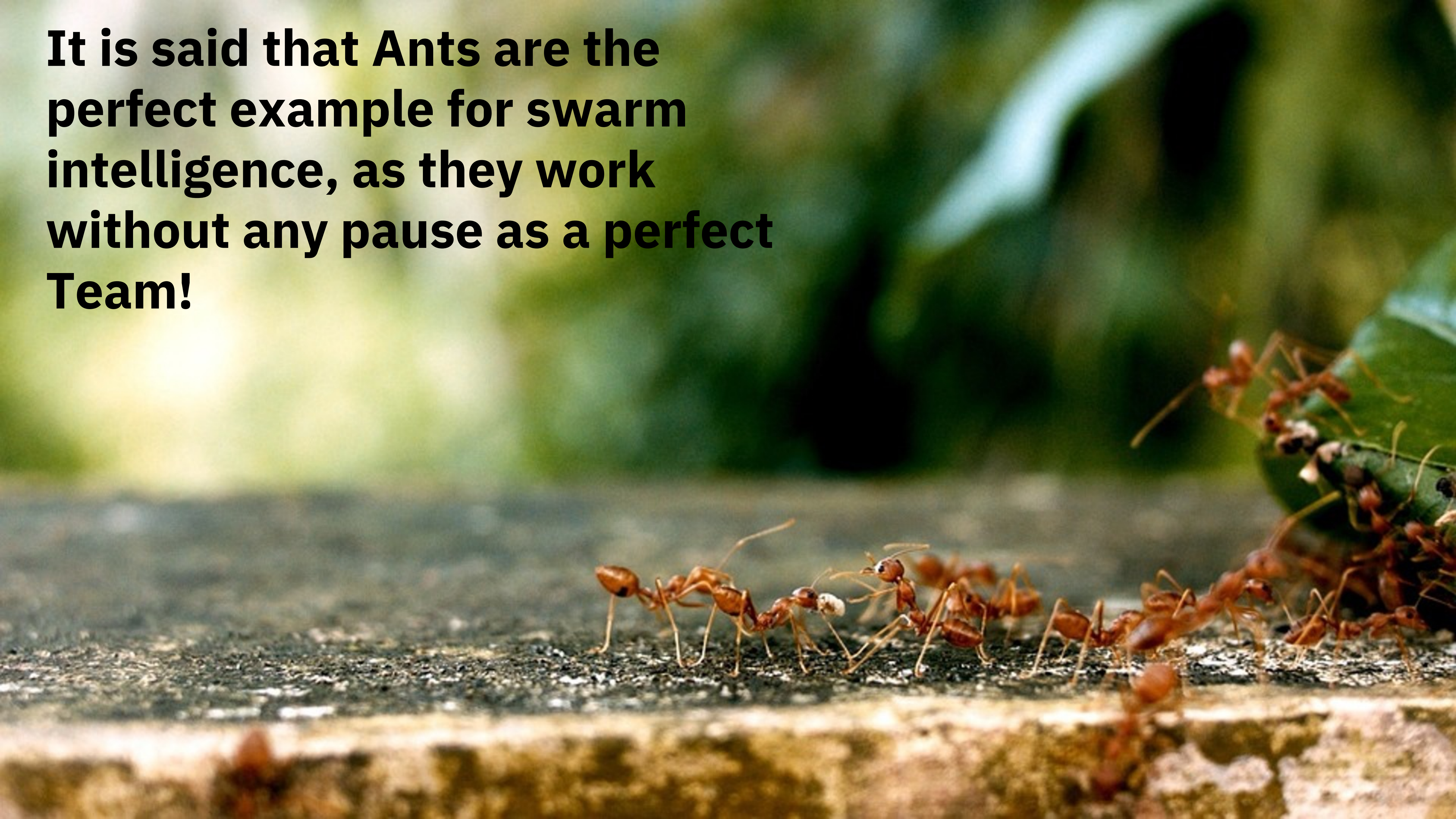
AI will not be the answer!



Common
sense is
not so
common!



It is said that Ants are the perfect example for swarm intelligence, as they work without any pause as a perfect Team!



Only 2.6% of the Ants work together, a quarter does nothing and half of the ants sit at home doing nothing...

*Daniel Charbonneau and Anna Dornhaus,
Behavioural Ecology and Sociobiology (Bd.
69, S. 1459, 2015)*



**Ever noticed, that meetings
have strange dynamics?**



There is a high chance that we sometimes act more stupid as a Swarm!



The Mainframe — A new Hope

*A long time ago, in a galaxy far, far away....
It was a period of archaic computing.
Different Computer Architectures broke
Customers Applications all the Time.*

*Because of a big investment of Tom Watson
Jr, Son of the founder of IBM, a new Hope
arise for all the users in the world. The
information about this new Architecture
was strong enough to save the world of
chaotic programming.*

*So a lot of IBM staff went on and tried to
save the people and restore freedom to the
galaxy...*



IBM SYSTEM/360

Now one new computer fills all your data processing needs

You can easily increase the size of SYSTEM/360 when your business grows or you want to add new applications.

You don't have to revise most of your programs. You don't have to switch to new input and output devices.

Any program that works on the smallest configuration can work on the largest.

Same goes for the programming systems. The simplest operating system, the simplest language translator or object program can work on any SYSTEM/360.

Same goes for input and output devices. Any printer, tape, storage unit, reader or terminal that works in a small configuration works in a larger one. You choose what you need now. You add new components when you need them.

This is true from the smallest configuration to the largest configuration.

SYSTEM/360 solves today's problems. And it expands to solve tomorrow's problems, too.

It cuts today's costs....and it will also cut tomorrow's. There's never been a system quite like it.

IBM
DATA PROCESSING

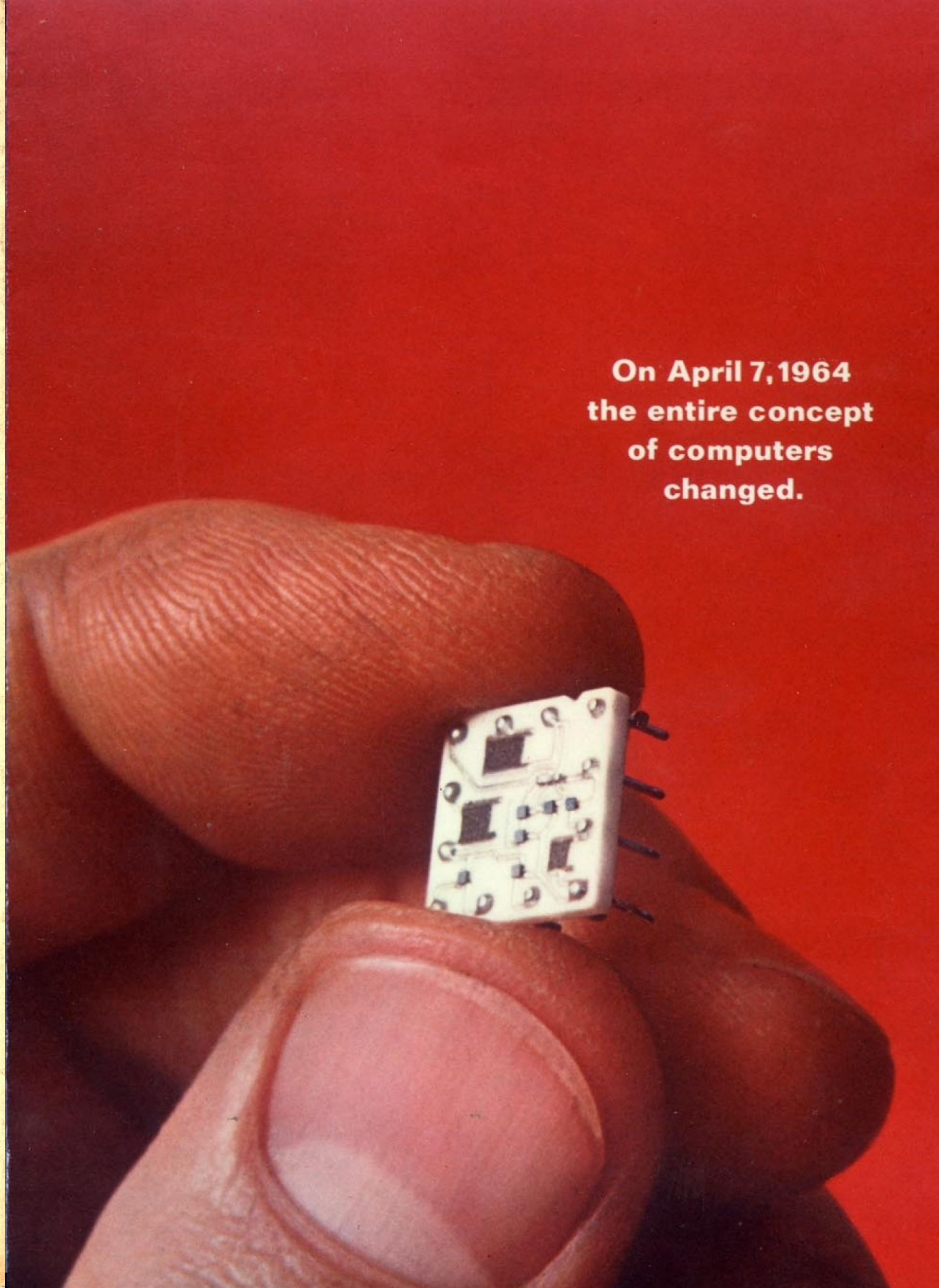


Litho in U.S.A. 520-0958

On April 7, 1964
the entire concept
of computers
changed.

IBM'S \$5 BILLION GAMBLE

Thomas Watson Jr. believed that if you made computers smaller, cheaper, and more powerful, all businesses would adopt them. To achieve this vision, he bet the company and greenlighted the \$5 billion IBM 360 project.



Die Designkriterien für IBM Z





Reliability

Availability



Serviceability





Security

Compatibility



The Empire Strikes Back

It is a dark time for centralized computing. Although the dark of the chaotic computer architectures was fought a new complexity has arisen and have driven the Host forces from their base and pursued them across the world.

Still running the most critical systems the Mainframers hide in the dark and still run without any issues and nearly zero down time.

The distributed world caught up in many places and even the host was also enhancing the capabilities it has, a lot of people did think the mainframe was dead and the PC folks were shocked by the fact the Mainframe is their father.





Complexity rose

CeBIT

H A N N O V E R
13. - 20. 3. 2002

Wir stellen aus:
Halle 1, Stand 8a2

**Vor dreißig Jahren lag sie
voll im Trend.**

Genau wie Ihr Mainframe.

GeBIT
HANNOVER
- 20. 3. 2002
Hallen aus:
Halle 1, Stand 8a2

Vor dreißig Jahren lag sie
vollständig am Ende.
Geben Sie Ihr Mainframe.

Where is SUN today?

Return of the Mainframe

The young Generation working with System Z starts to form a rebellion against the masses of distributed servers in their datacenters. Even the newest weapons of the distributed world are meanwhile adapted by the Mainframe forces.

To fight against the still attacking distributed forces, the mainframe rebellion is sending Java and Linux into the battelfield to have the same weapons on both sides.

In the end, the Mainframe is still the central dataprocessing engine in the galaxy and it even proved that new workload can run cheap and highly available on the platform.

IBM Z und LinuxONE in Deutschland, Österreich & Schweiz

Essentieller Markt mit innovativen Kunden für die Weiterentwicklung von IBM Z

150+

Kunden in Deutschland,
Österreich und Schweiz

20+

Business Partner

unterstützen diese Kunden
mit z/OS, VM, VSE, Linux

50+

Software Hersteller entwickeln
Lösungen für IBM Z & LinuxONE

Durch enge Zusammenarbeit mit IBM Labors liefern DACH Kunden einen signifikanten Beitrag zur Roadmap von IBM Z (z.B. zBLC, Design Councils, Sponsor Users...

Starke Mainframe **Community** durch **IBM Events** (zSymposium, Zeit für Z, zPremier, Think,...), **GSE** und **Ökosystem** Veranstaltungen

Innovative Lösungen auf IBM Z, LinuxONE und HyperProtect Services in IBM Cloud

IBM Labors in Böblingen und Rueschlikon

Fokus auf Skills

- 3 Hauptschulungspartner
- Young Talent Community
- Kooperation mit 20+ Universitäten
- Academic Mainframe Consortium
- European Mainframe Academy

**5 Gründe warum
IBM Z eine Plattform
mit Zukunft ist!**



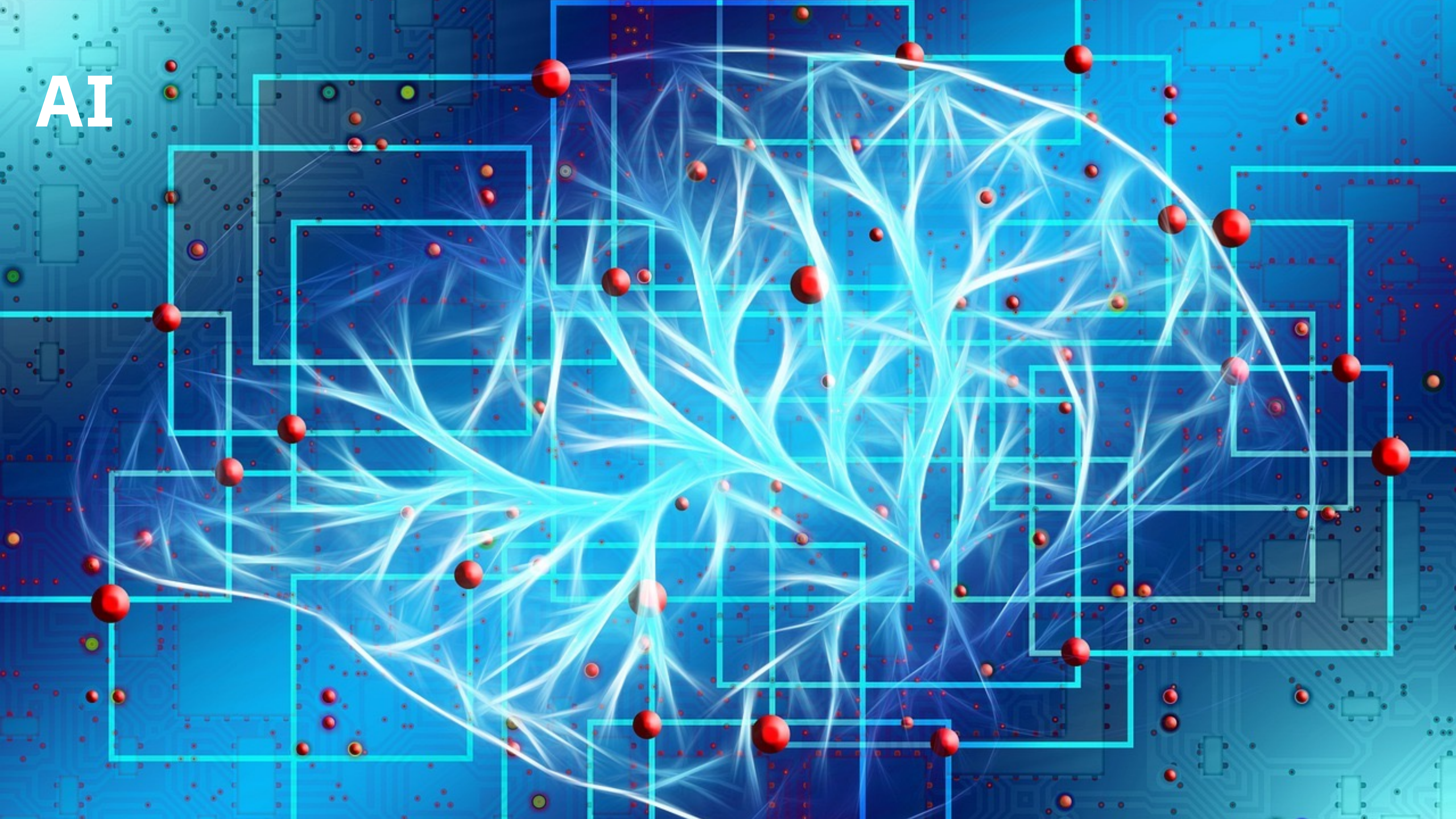
Nachhaltigkeit mit IBM Z



Highest SLAs



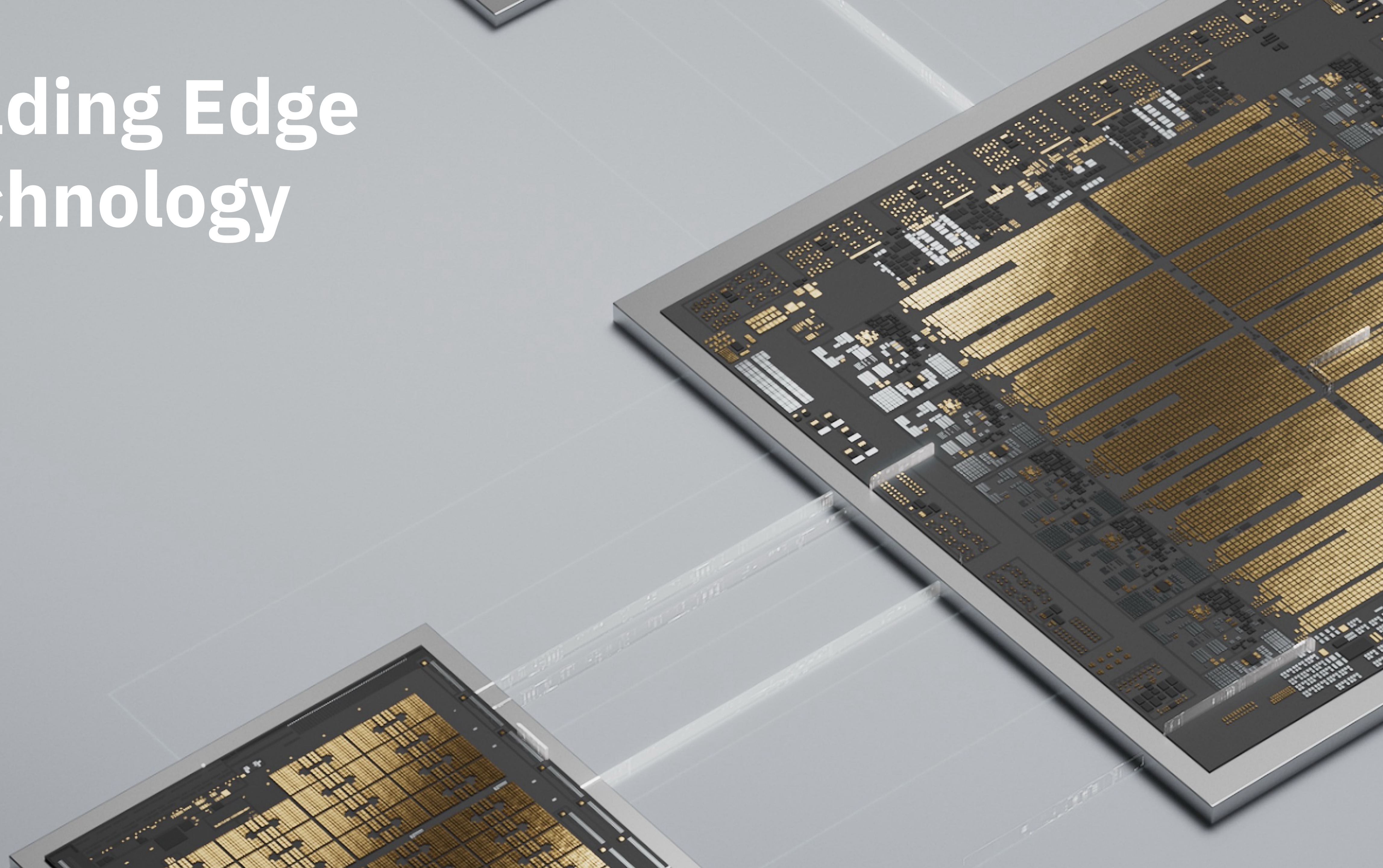
AI



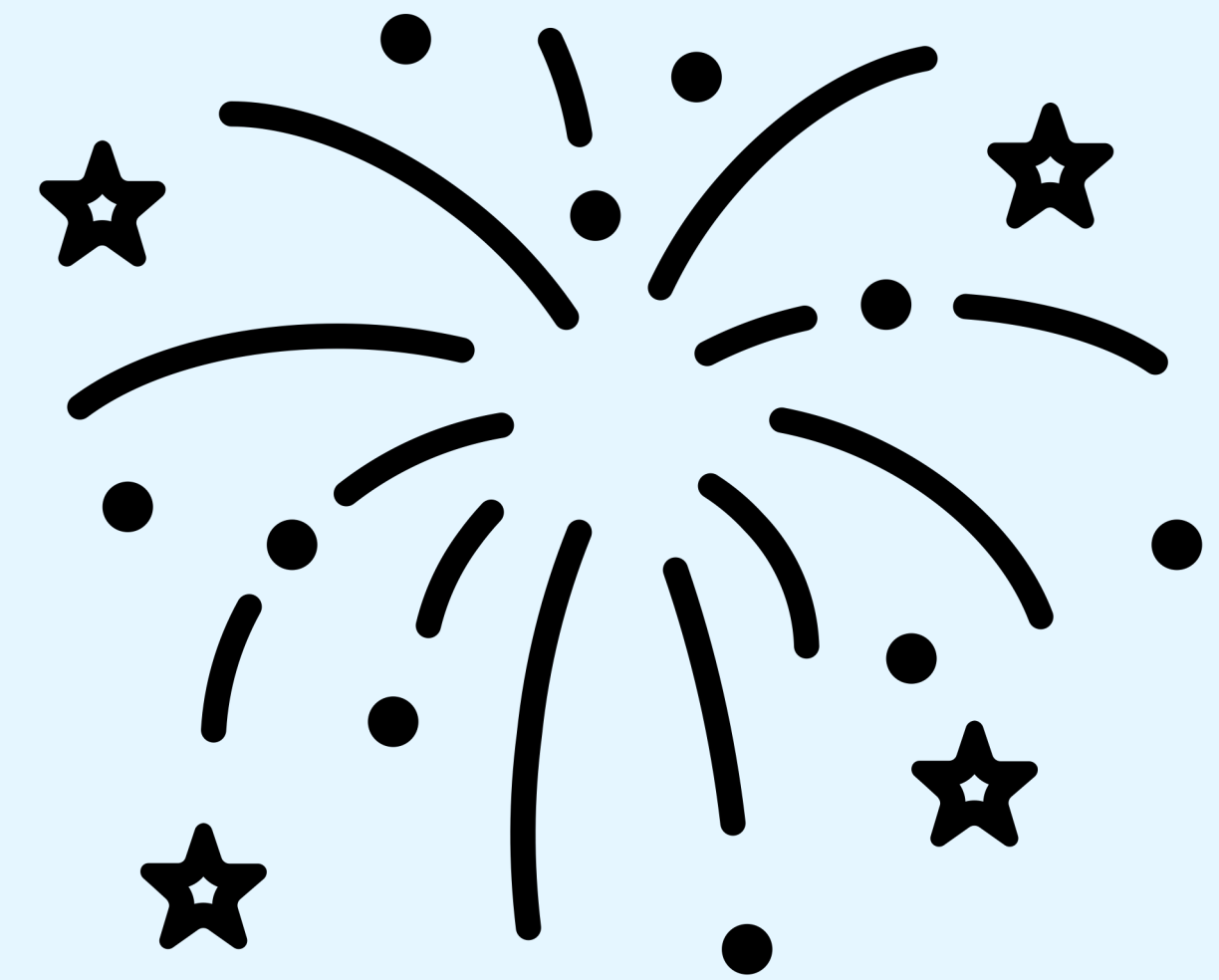
Cyber Security



Leading Edge Technology



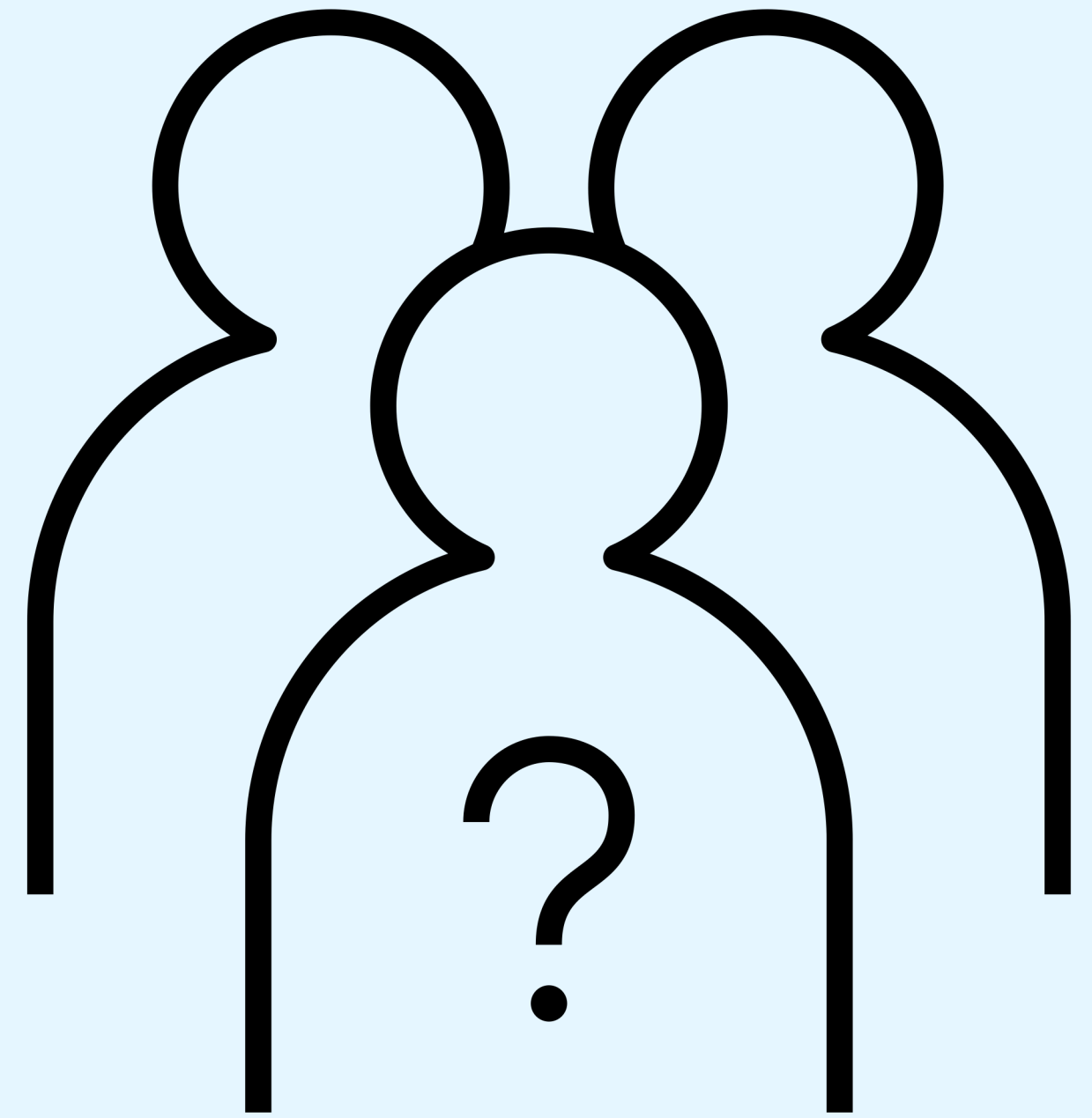
**Also ist
alles gut?**



The image features a white background. On the left side, there is a dense, chaotic pile of string in four colors: red, green, blue, and yellow. From this pile, four single, straight lines of the same colors extend horizontally across the right side of the image. The lines are arranged vertically in the same order as the colors in the pile: blue at the top, followed by green, yellow, and red at the bottom.

**We need to work on
our application
landscape!**

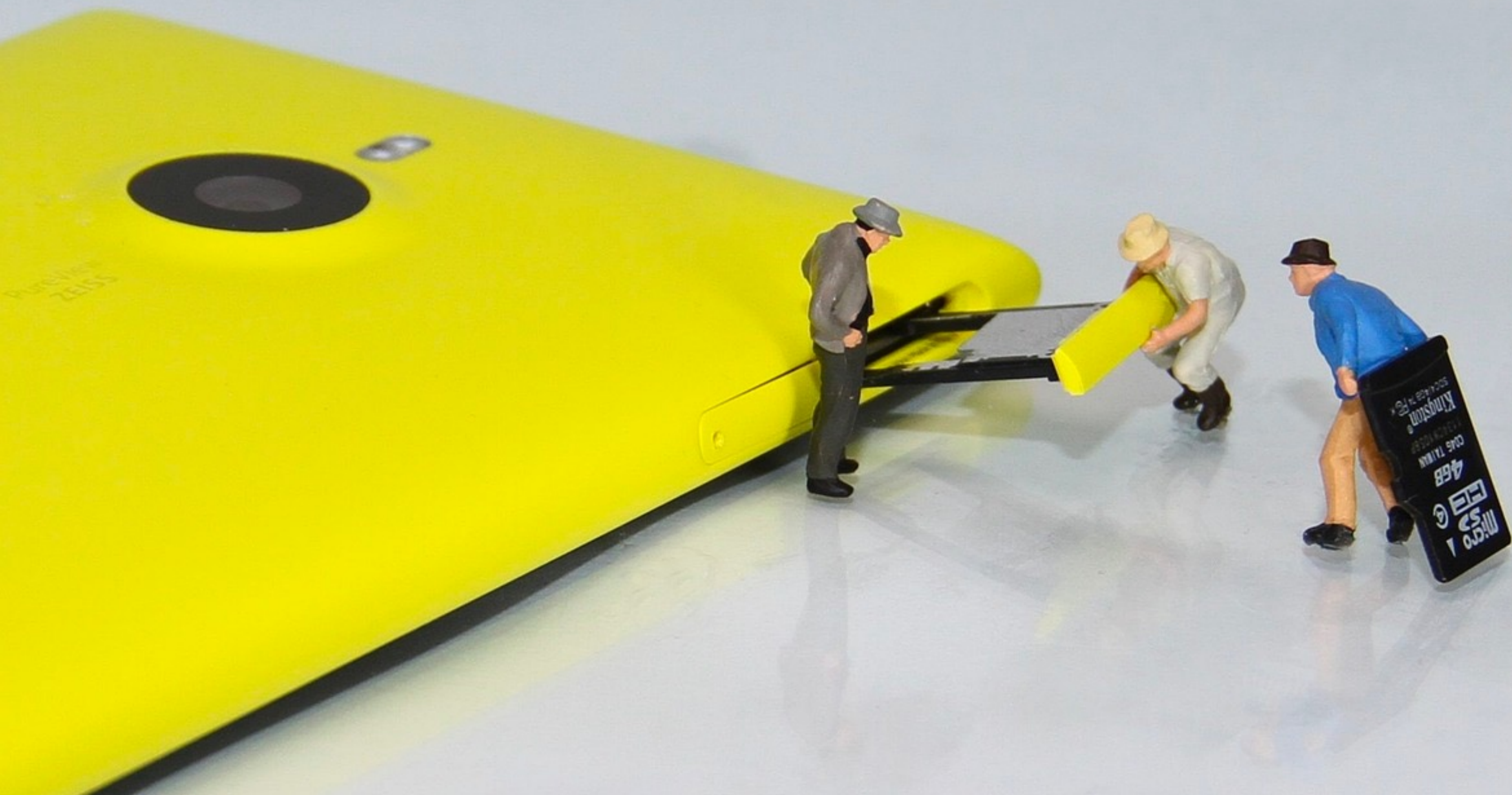
**So what are
reasons to
act?**



The business is changing



Technical Debt



Security
is at risk



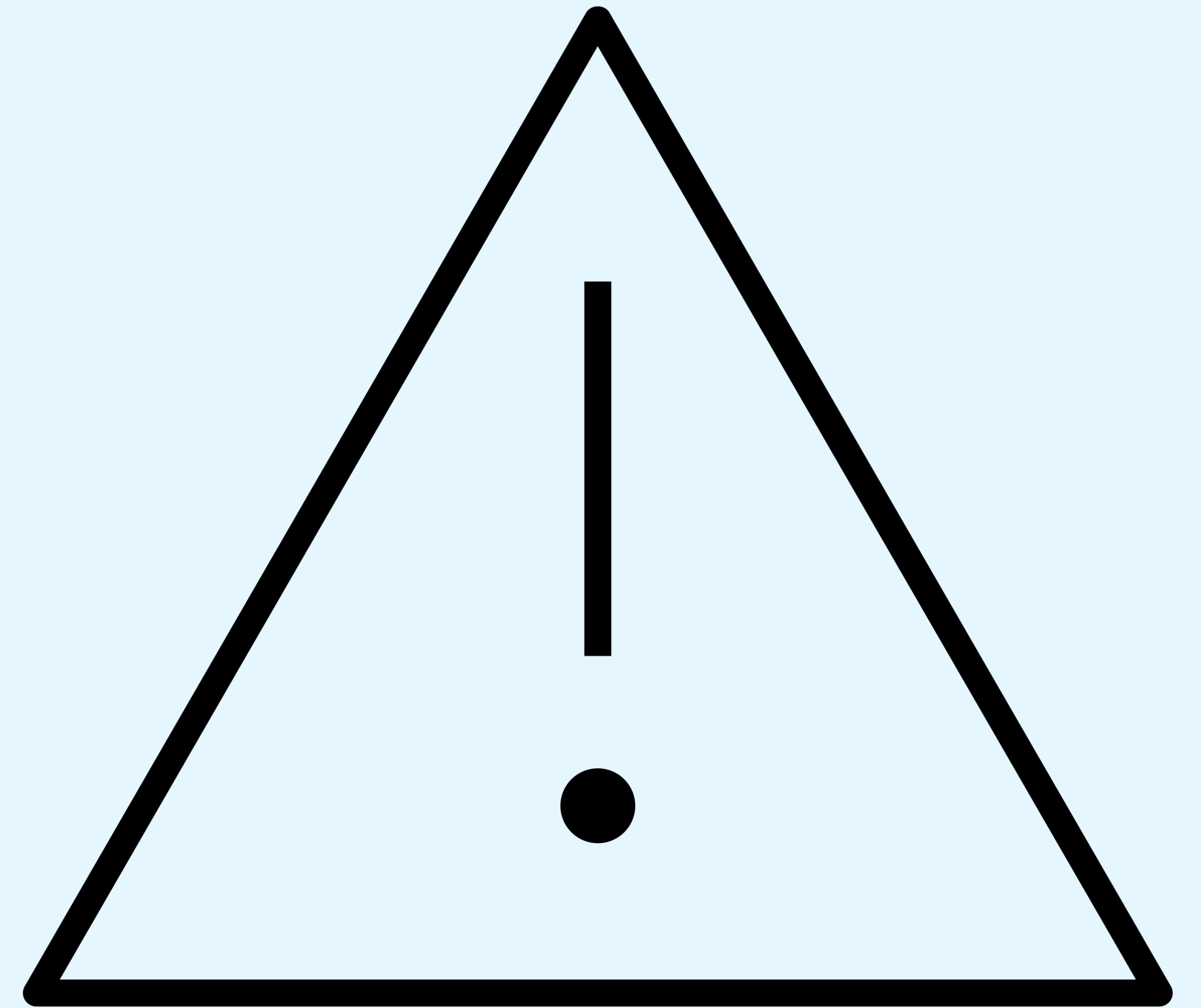


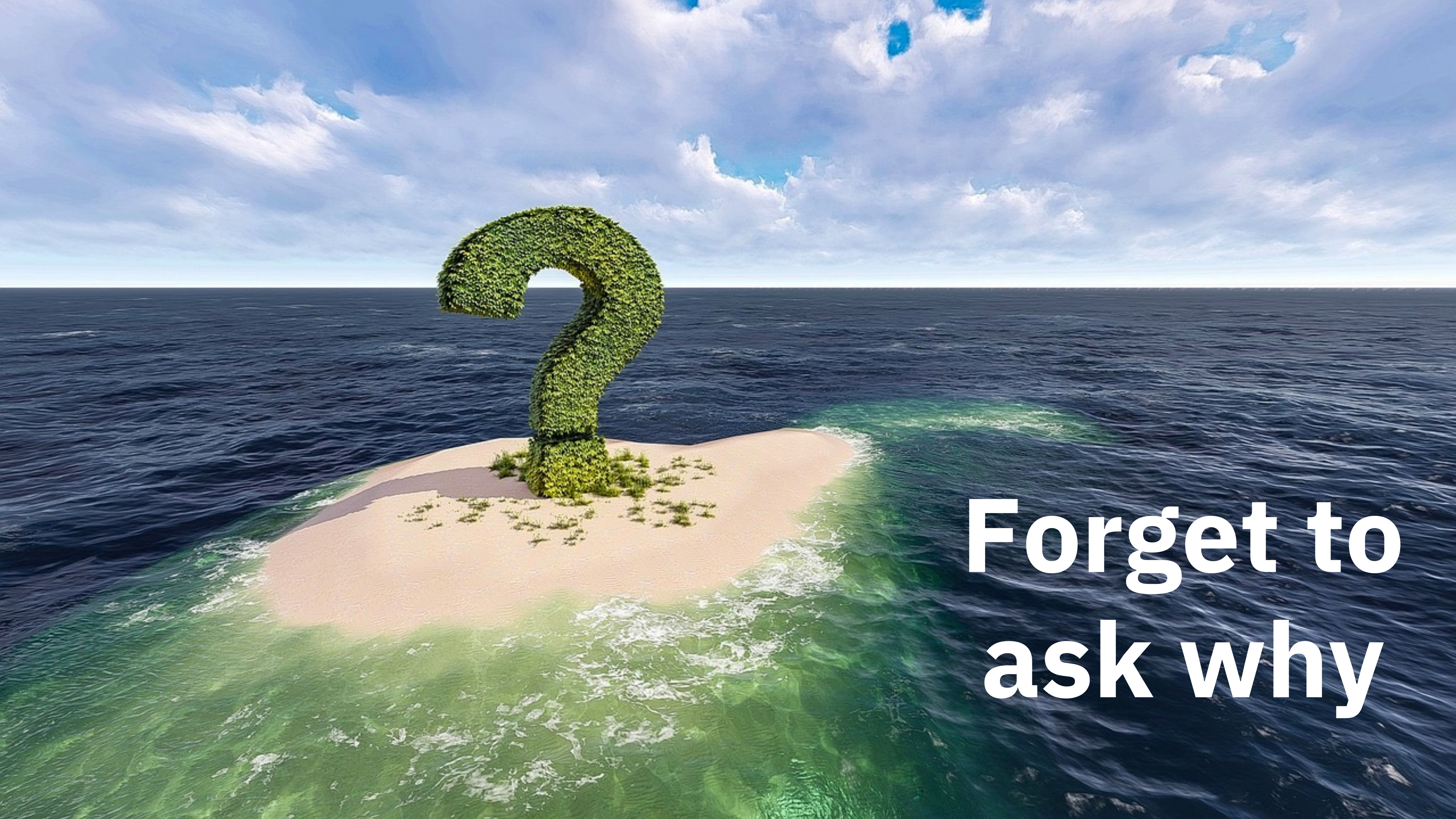
**Missing
Skill**

Cost



**Anti-
Patterns
to avoid**





**Forget to
ask why**

**Believe
in Magic
or silver
Bullets**



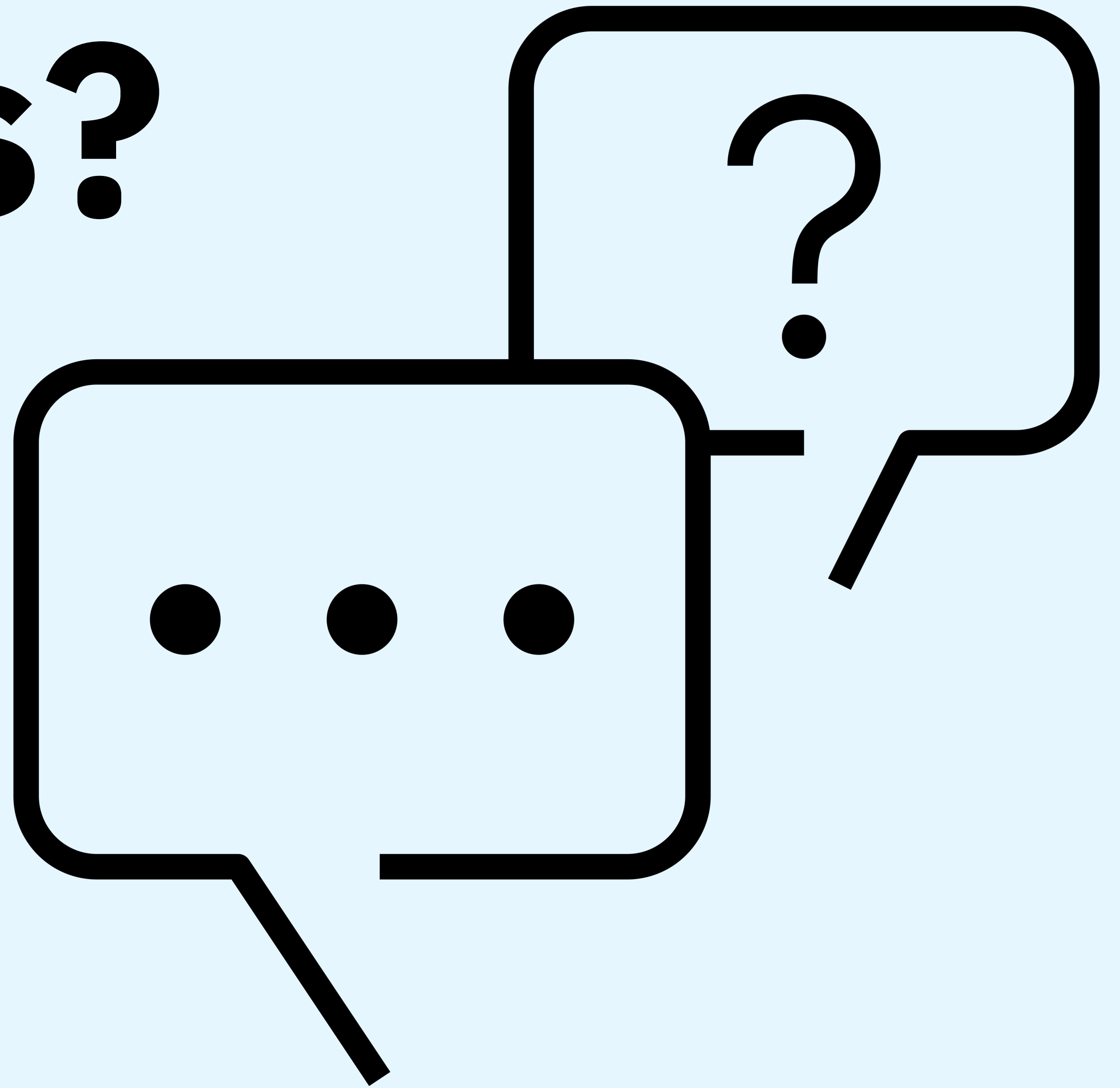
It's
Old



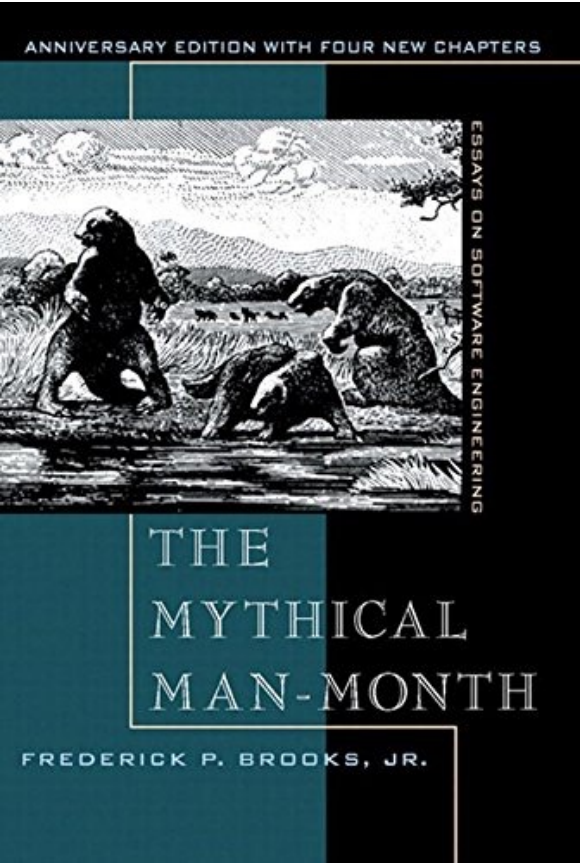


**Follow
the
Mainstream**

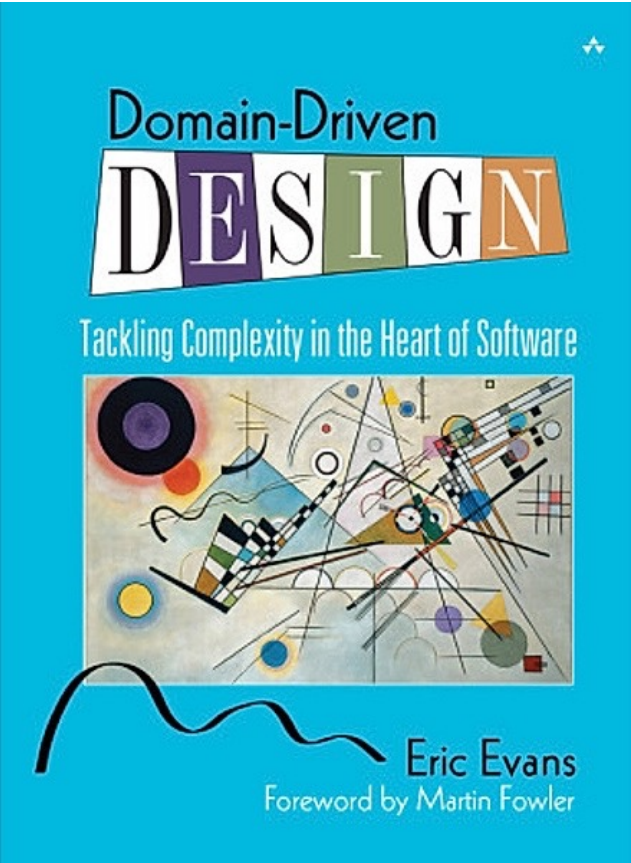
Questions?



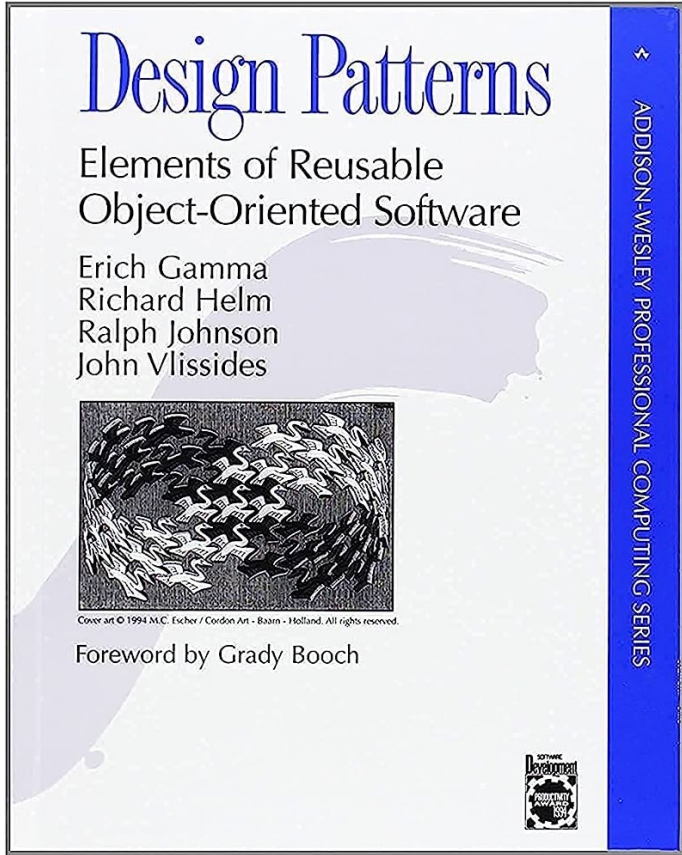
Tobi's Reading Recommendations



Learn how we did not made progress and do better!



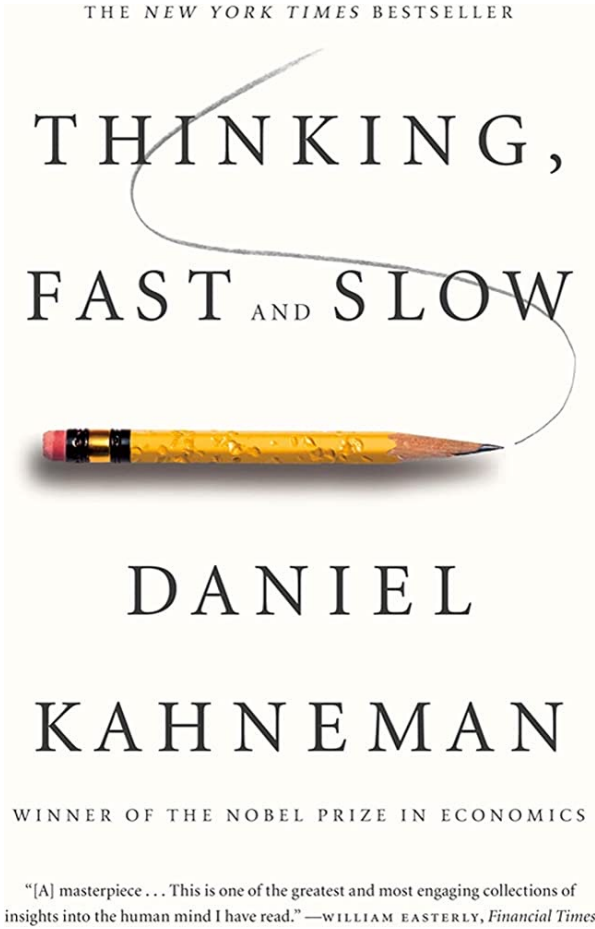
Learn how to do good SW Design and why domains matter!



Patterns are still a crucial way to good design choices



If you like to learn but find the GOF Book boring!



Don't let your mind fool you :)



A classic everyone should have read

With you today



Tobias Leicher

Principal IT Architect and
zChampion for Modernization

tobias.leicher@de.ibm.com

+49 151 – 15 16 24 89

