



PROFINIT  
new frontier group

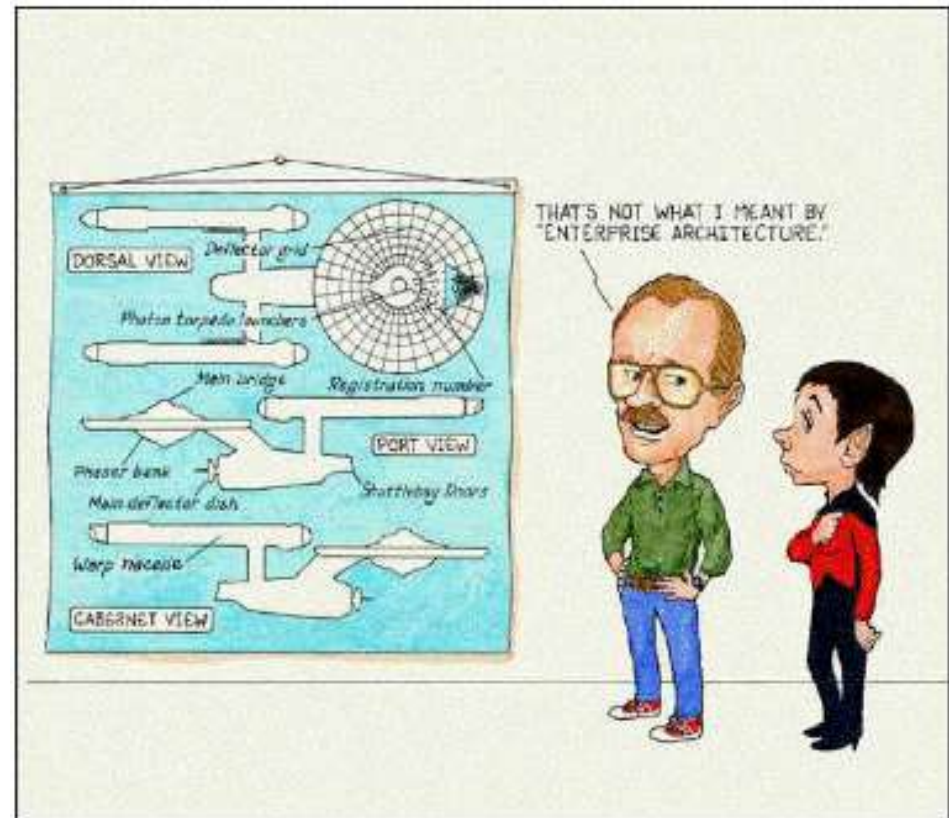
# Enterprise architektura

Richard Michalský

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<http://www.profinit.eu/cz/podpora-univerzit/univerzitni-vyuka>

- Co vše se skrývá pod pojmem enterprise architektura
- Proč se jí zabývat?
- Příklady ze života / návrhové vzory
  - Aplikační architektura
  - Integrovaná architektura
  - Buzzwords
- Co si z toho odnést?



# Definice pojmu Enterprise architektura

## MIT Center for Information Systems Research

- Enterprise architecture is the organizing logic for business processes and IT infrastructure reflecting the integration and standardization requirements of the firm's operating model.

## IFEAD (Institute for Enterprise Architecture Developments)

- Enterprise architecture is a complete expression of the enterprise; a master plan which “acts as a collaboration force” between aspects of business planning such as goals, visions, strategies and governance principles; aspects of business operations such as business terms, organization structures, processes and data; aspects of automation such as information systems and databases; and the enabling technological infrastructure of the business such as computers, operating systems and networks.



# Definice pojmu Enterprise architektura

## Architektura je ...

- Struktura (dekompozice)
- Dokumentace této struktury

## Enterprise architektura je ...

- Struktura „podniku“
- Dokumentace této struktury



„Architecture is about the **important** stuff. Whatever that is ...“

*Martin Fowler, Who needs an Architect ?*

# Základní koncepty Enterprise architektury

# Úrovně pohledu na Enterprise ...

**Business** Business procesy a  
aktivity používají ...

**Data**

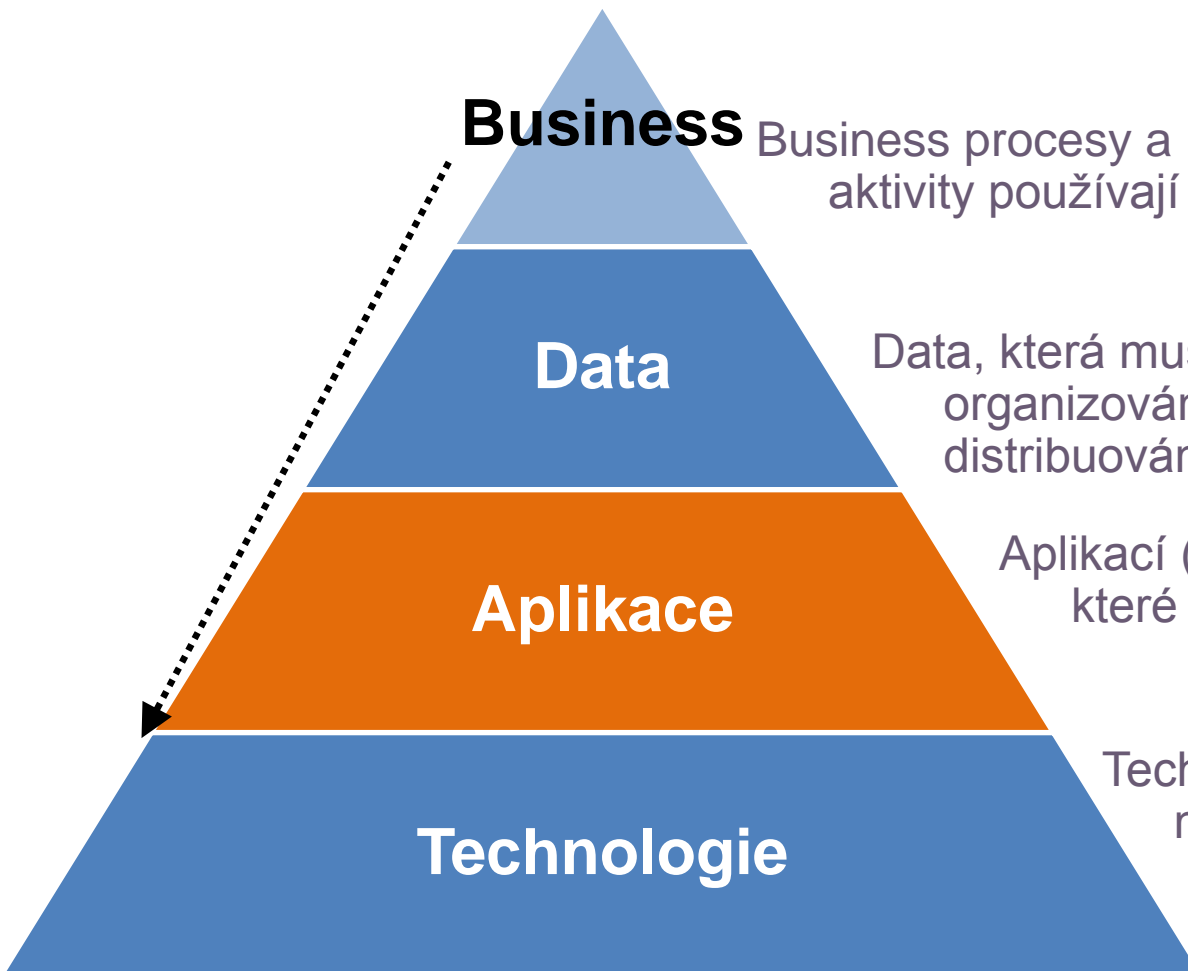
Data, která musí být shromážděna,  
organizována, chráněna a  
distribuována použitím ...

**Aplikace**

Aplikací (na zakázku, krabicové),  
které běží na ...

**Technologie**

Technologii, jako např. počítač  
nebo telefonní síť.



# Dokumentace architektury

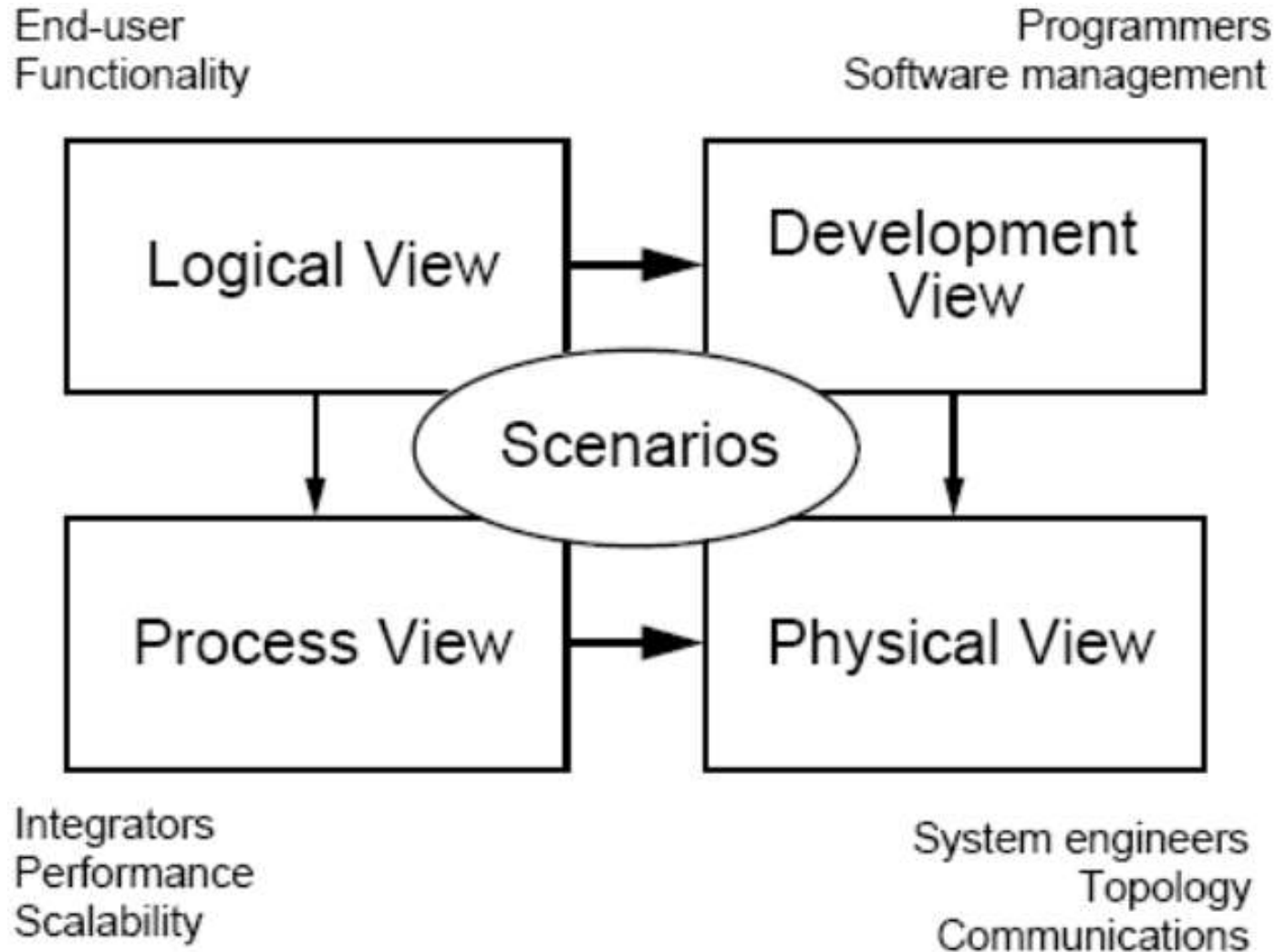


Figure 1 — The “4+1” view model





Proč se zabývat  
enterprise  
architekturou?

# Základní znaky Enterprise

- Veliké
- Složité
- Komplexní
- V čase se rychle mění



# Co architektura velkých systémů řeší?

- Odolnost k chybám
- Výkonnost
- Neustálé změny

**Věčný boj se složitostí!**

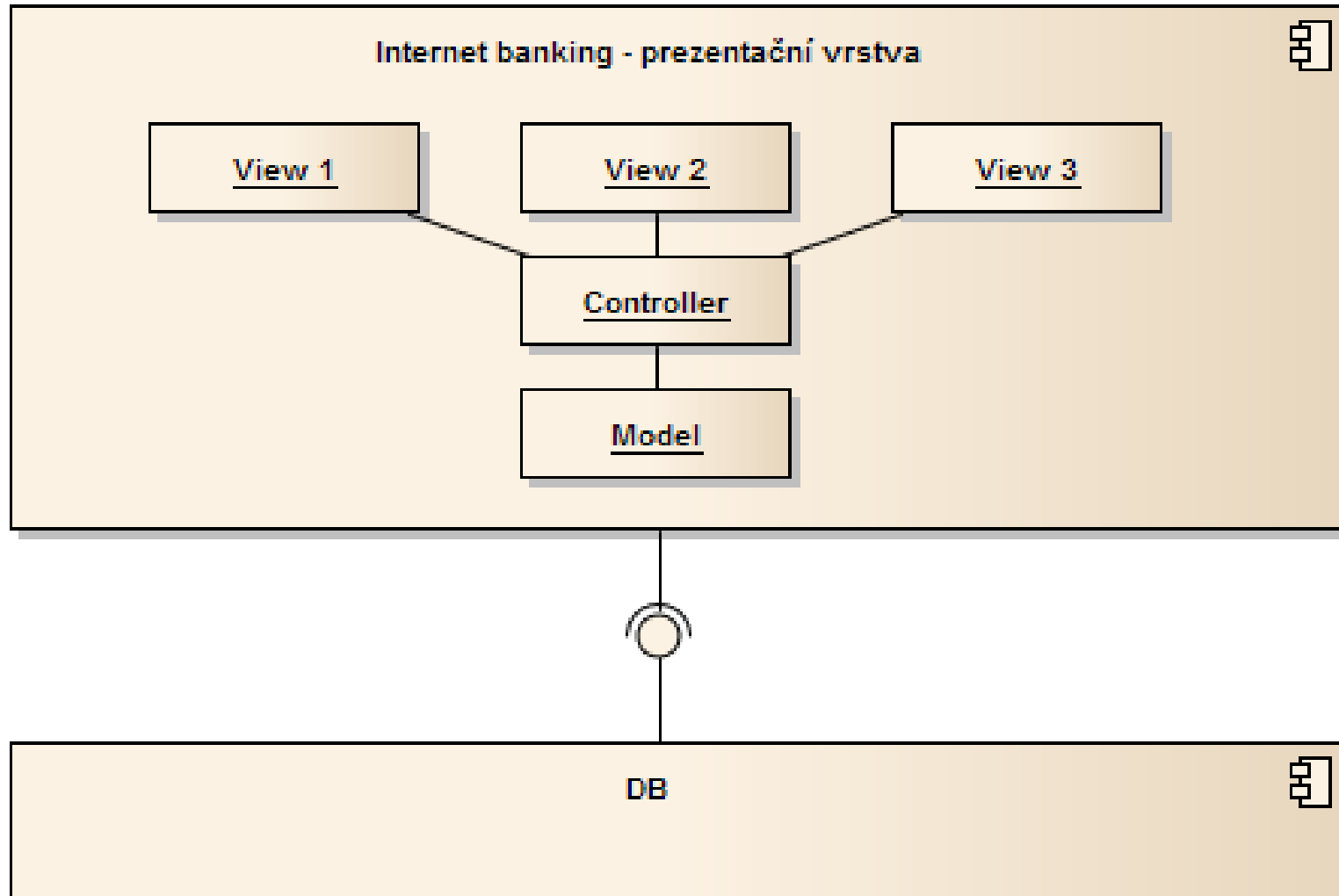




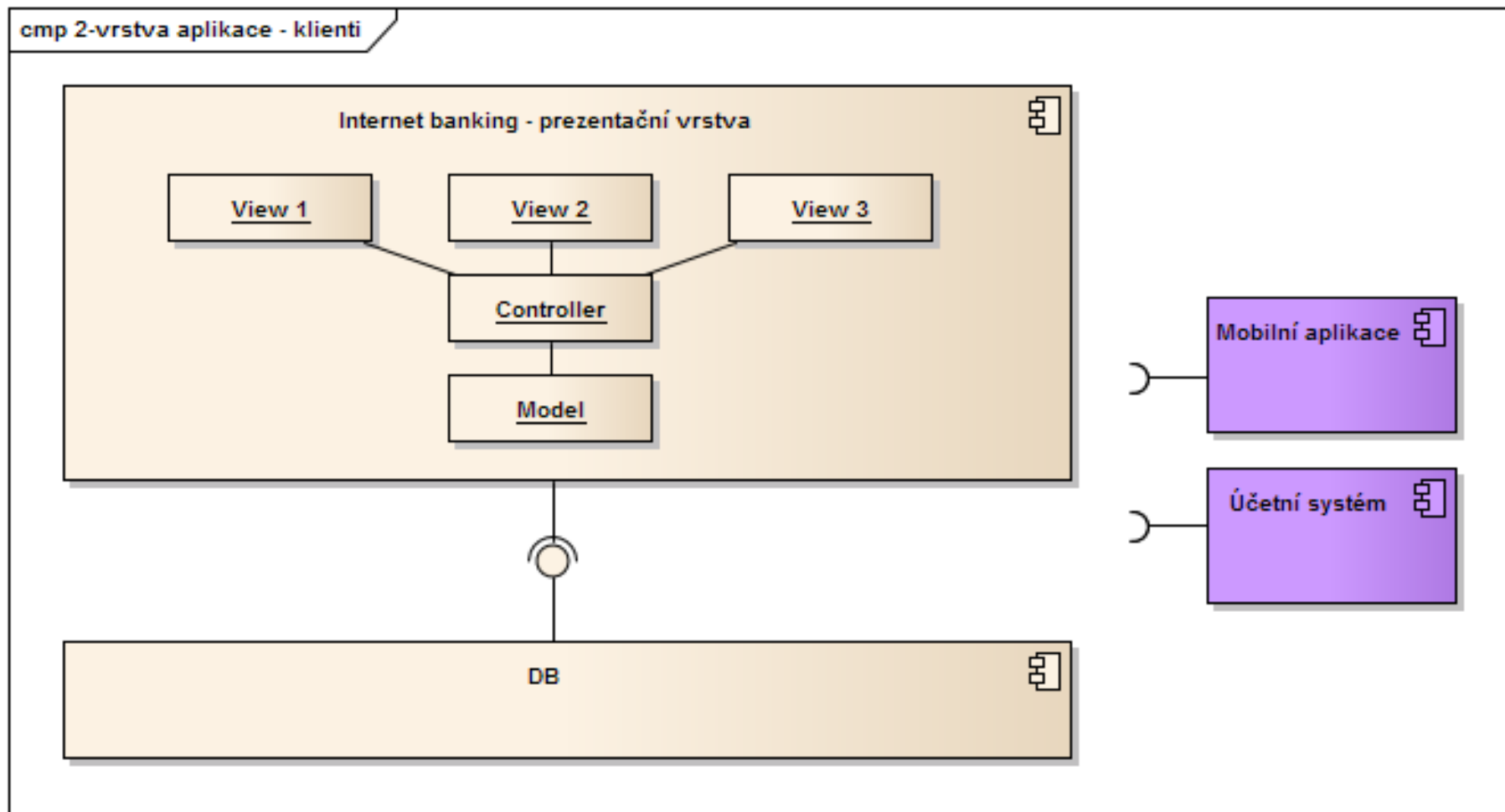
# Enterprise design patterns

# Jednoduchá aplikace

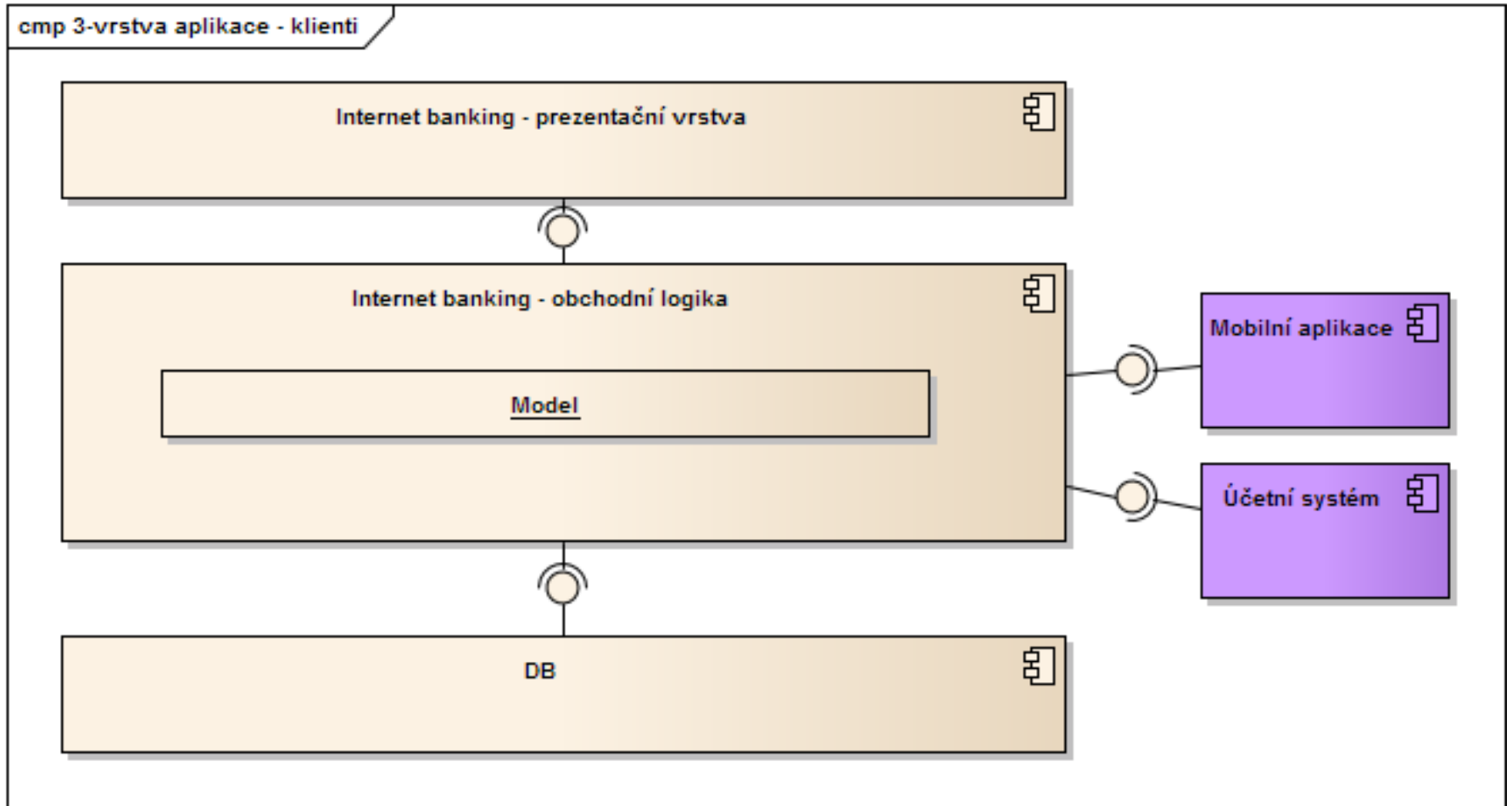
cmp 2-vrstva aplikace



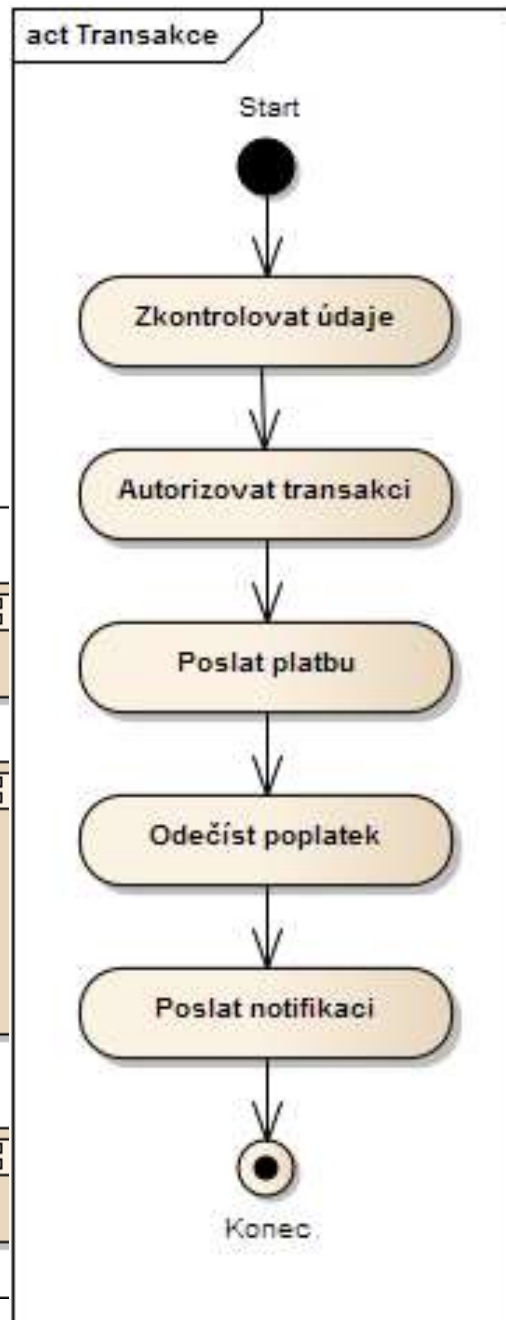
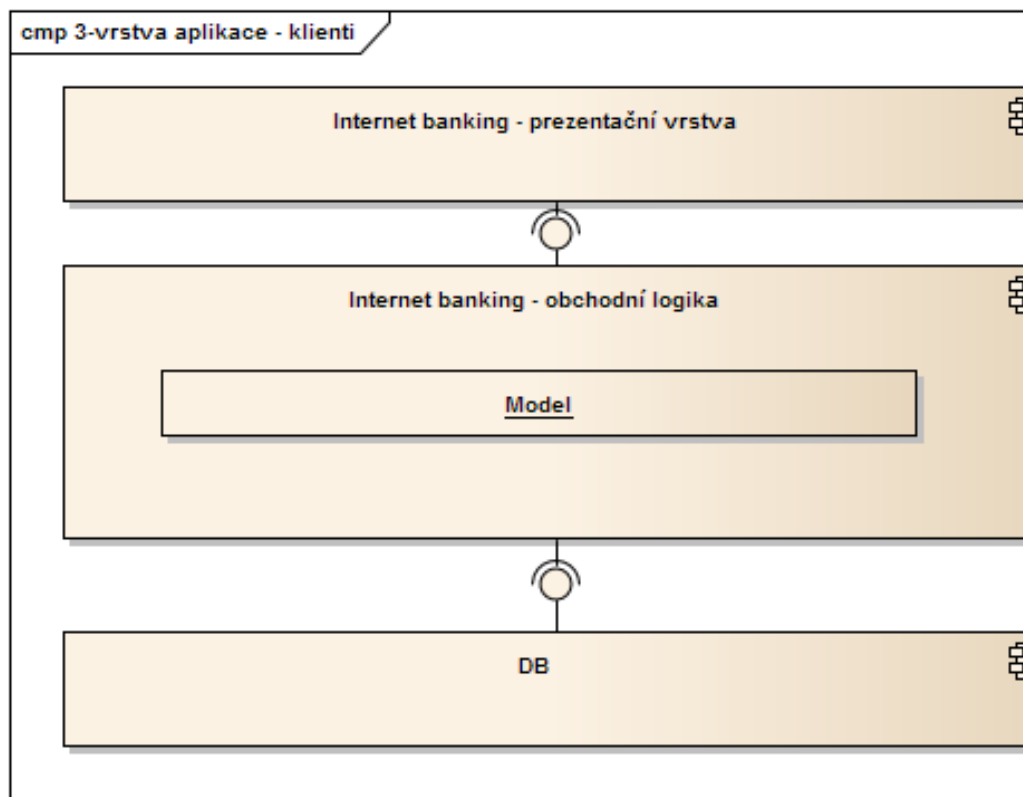
# Další klientské aplikace



# Třívrstvá aplikace

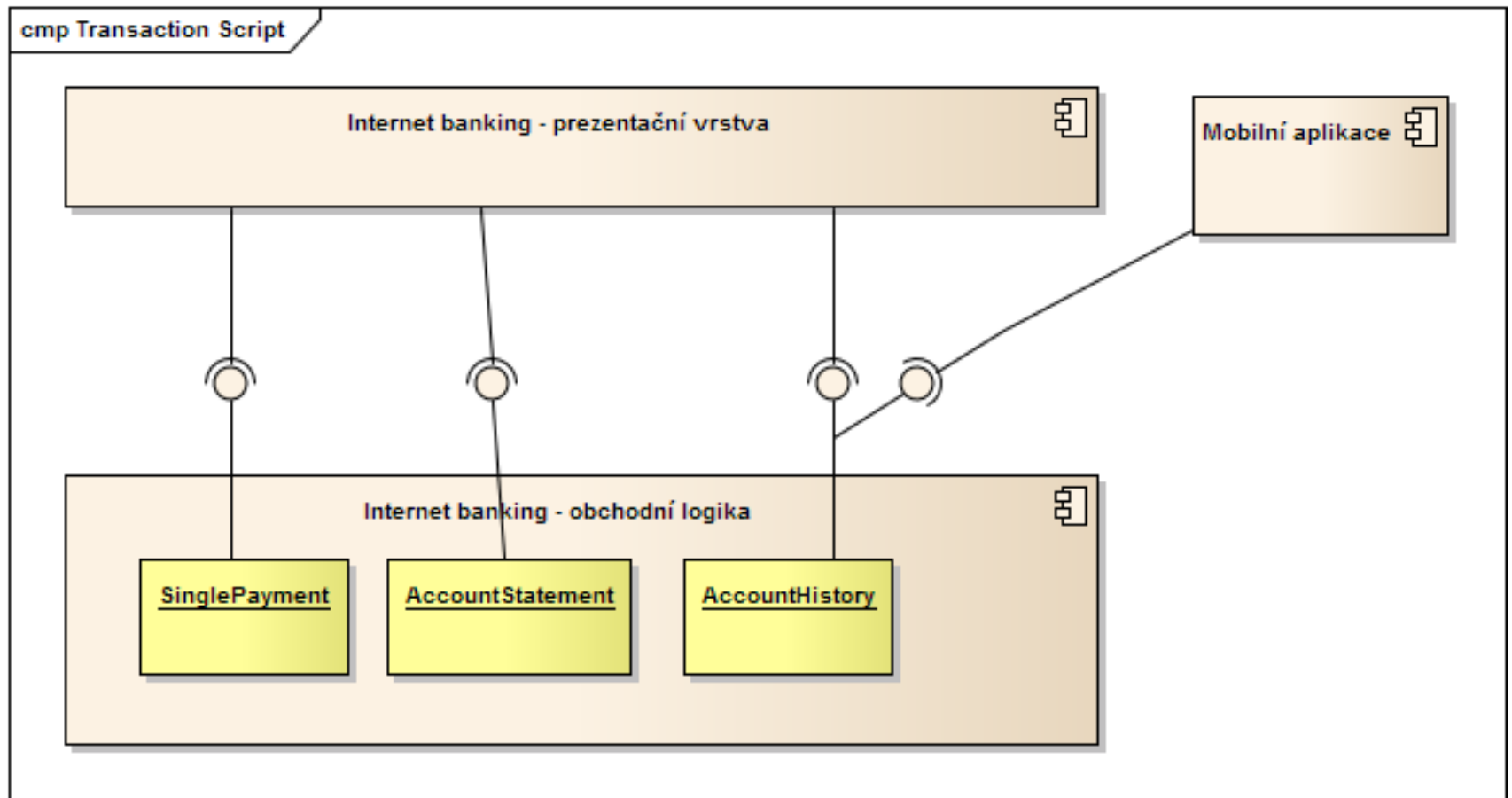


# Transakce

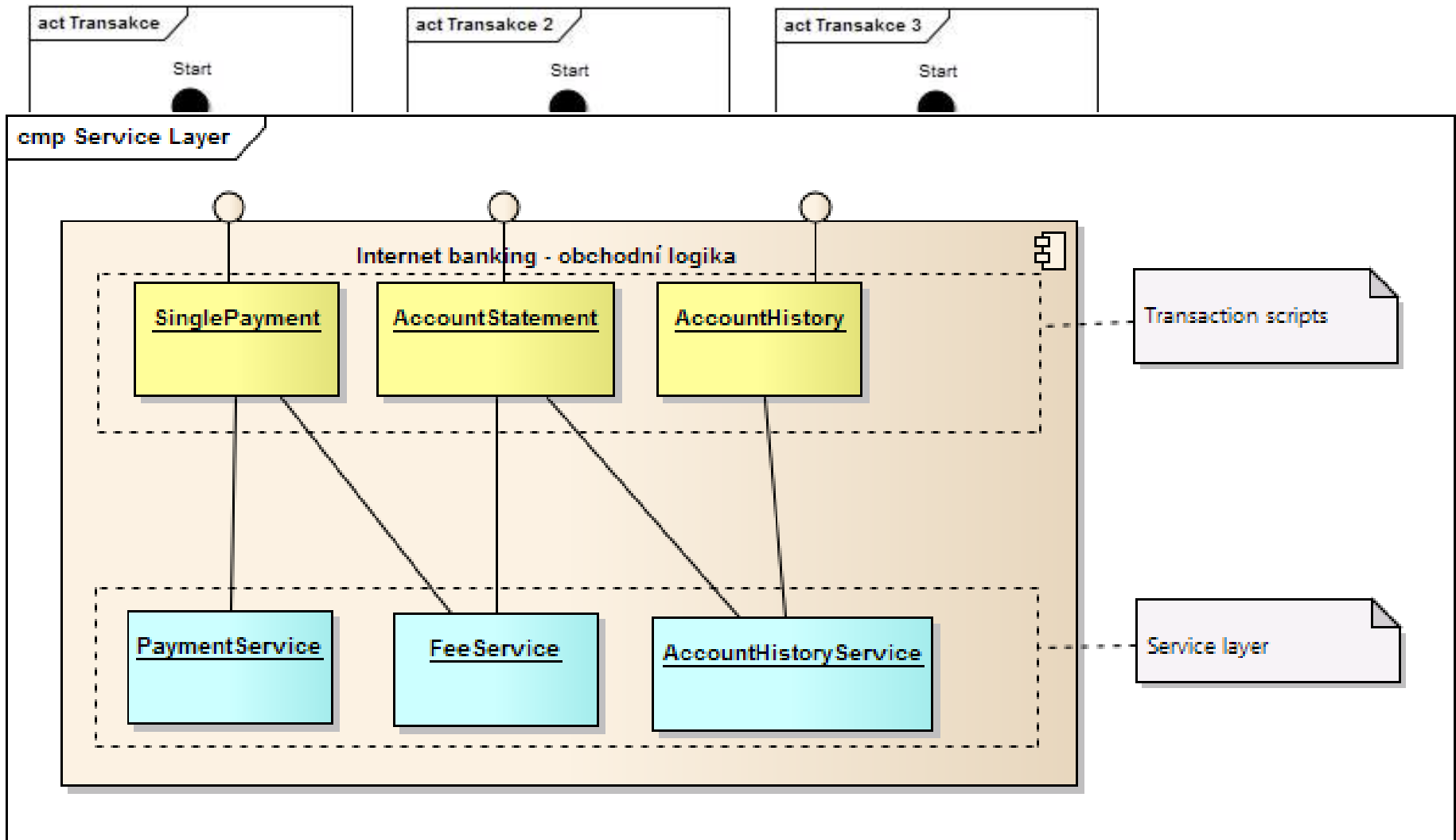




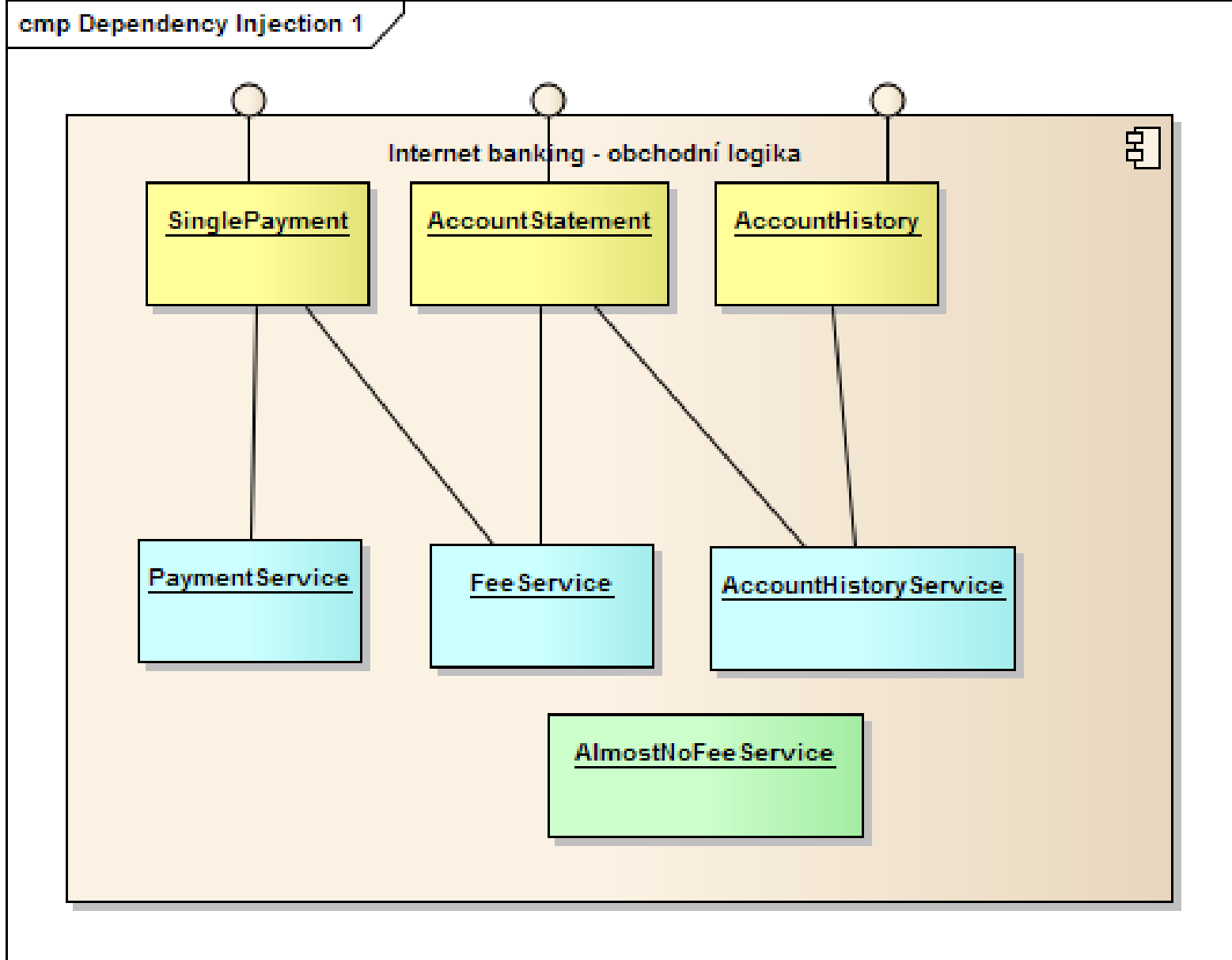
# Transaction Script



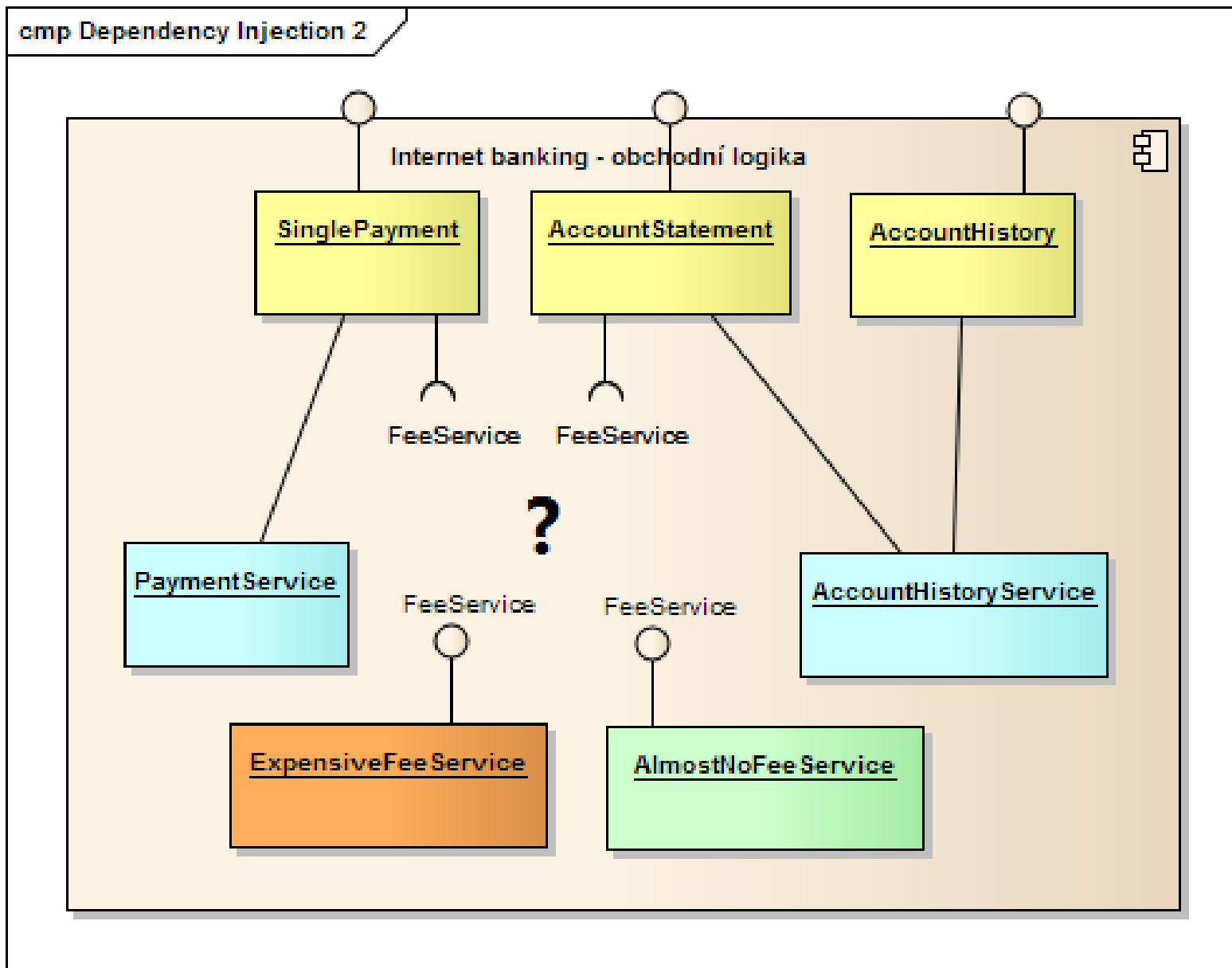
# Service Layer



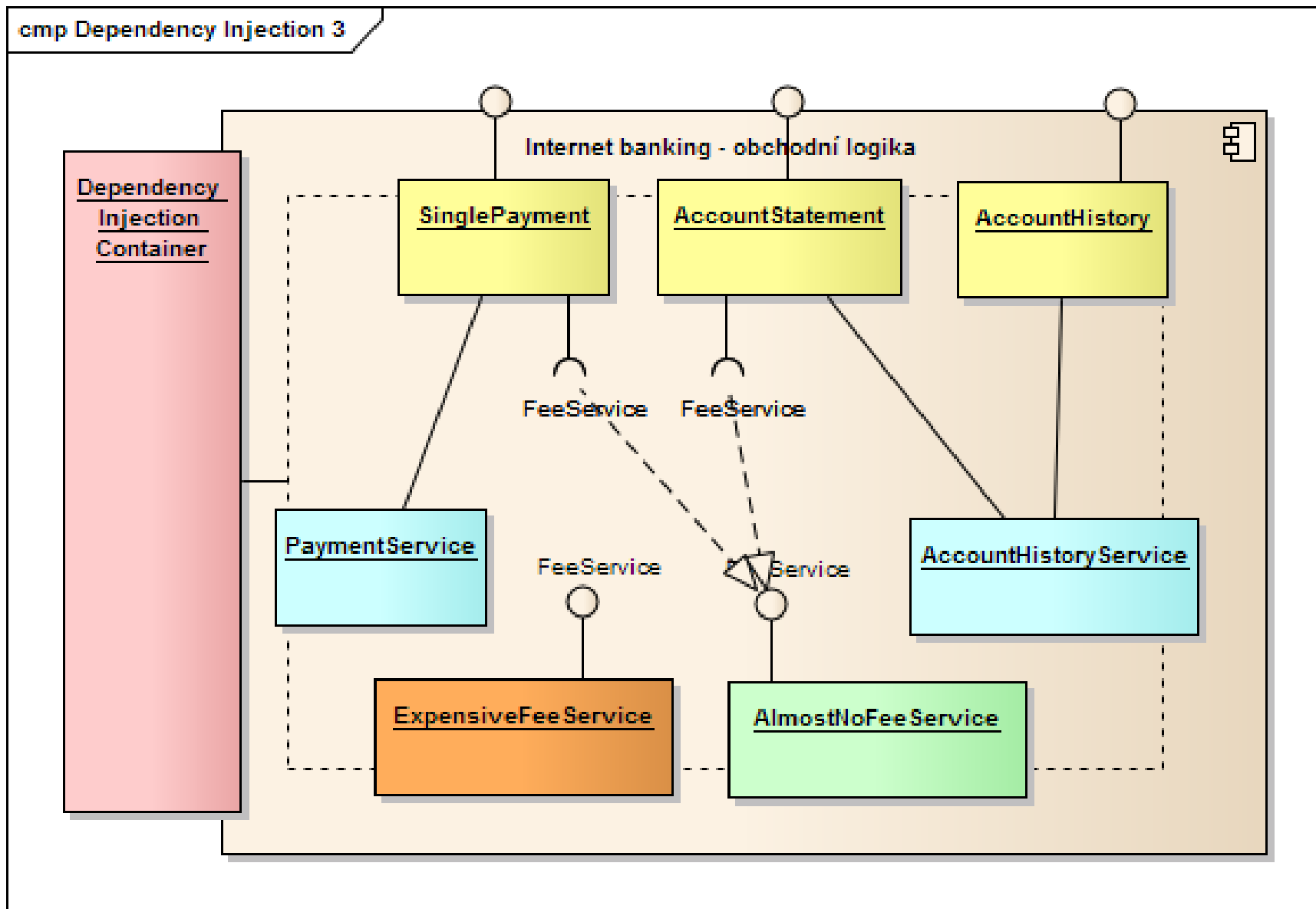
# Dependency Injection 1



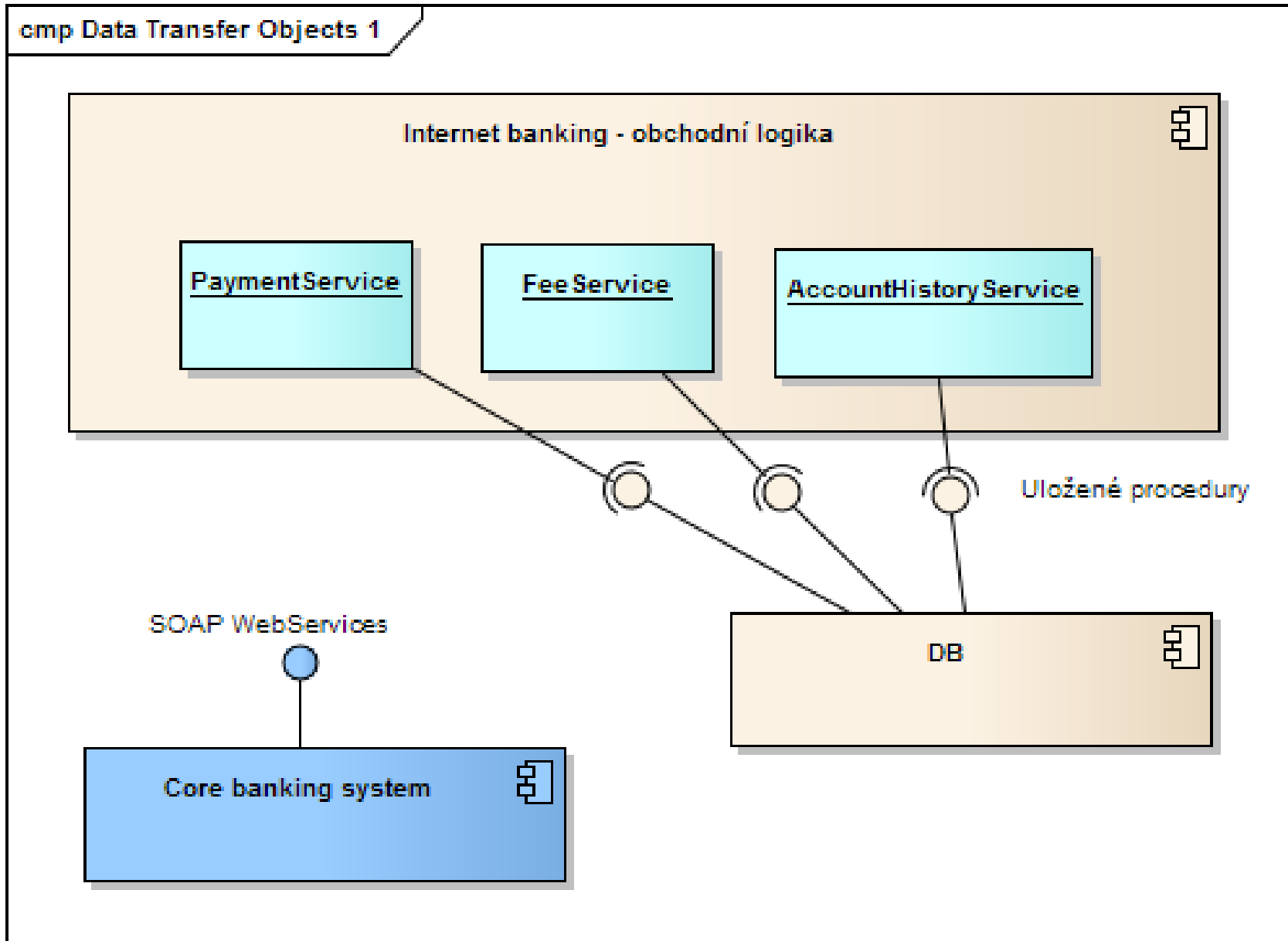
# Dependency Injection 2



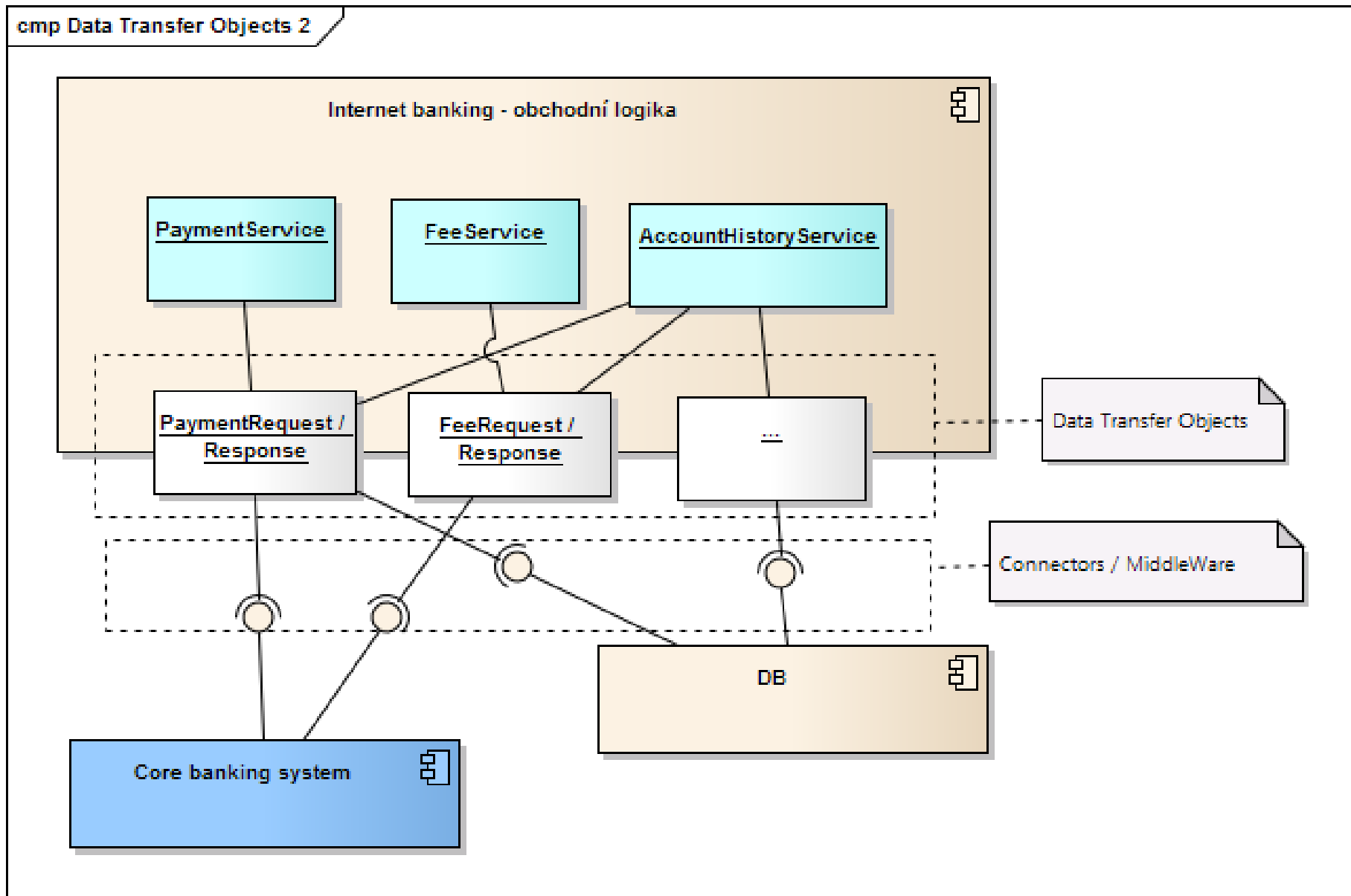
# Dependency Injection 3



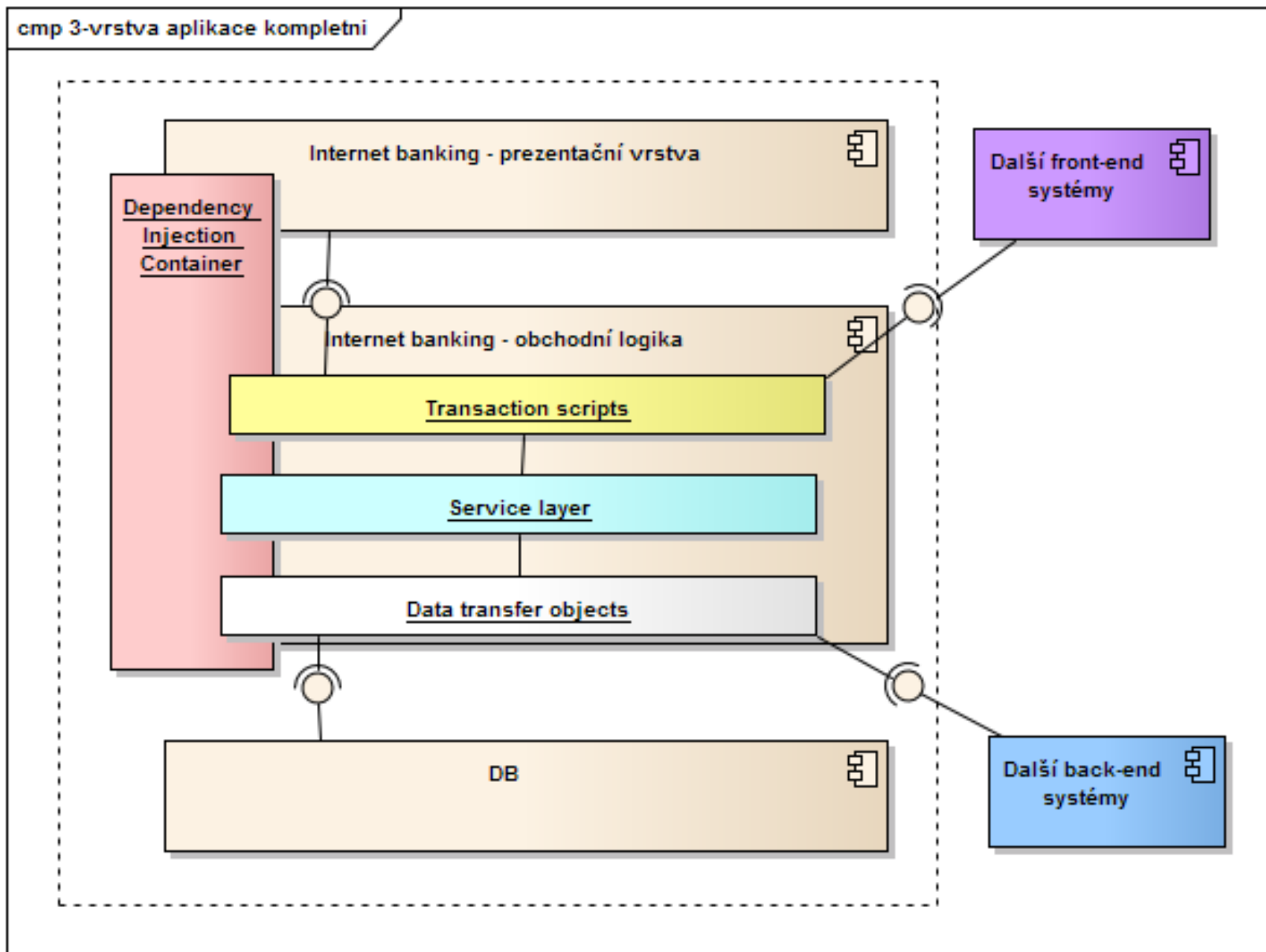
# Data Transfer Objects 1



# Data Transfer Objects 2



# Třivrstvá aplikace – implementační pohled

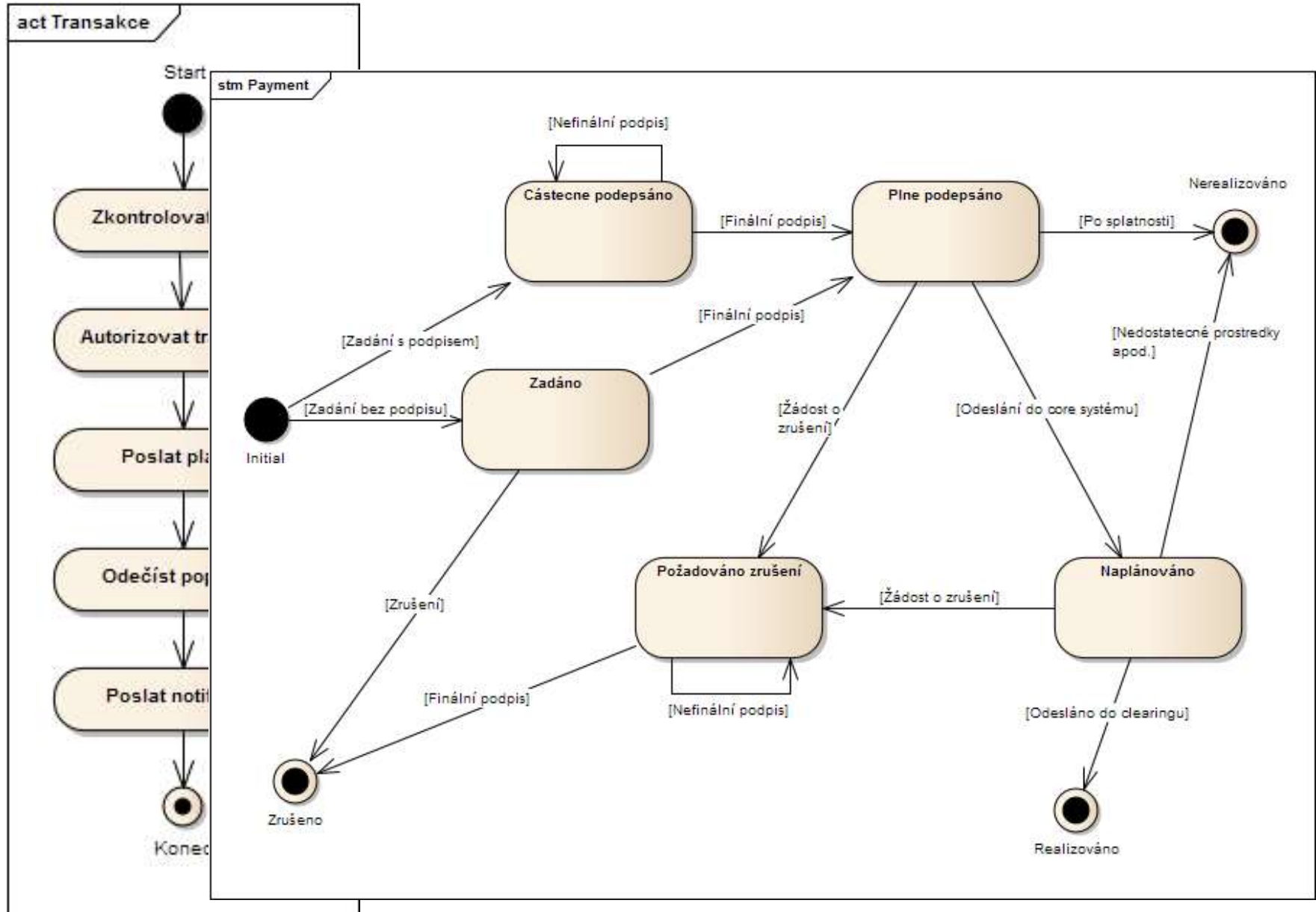




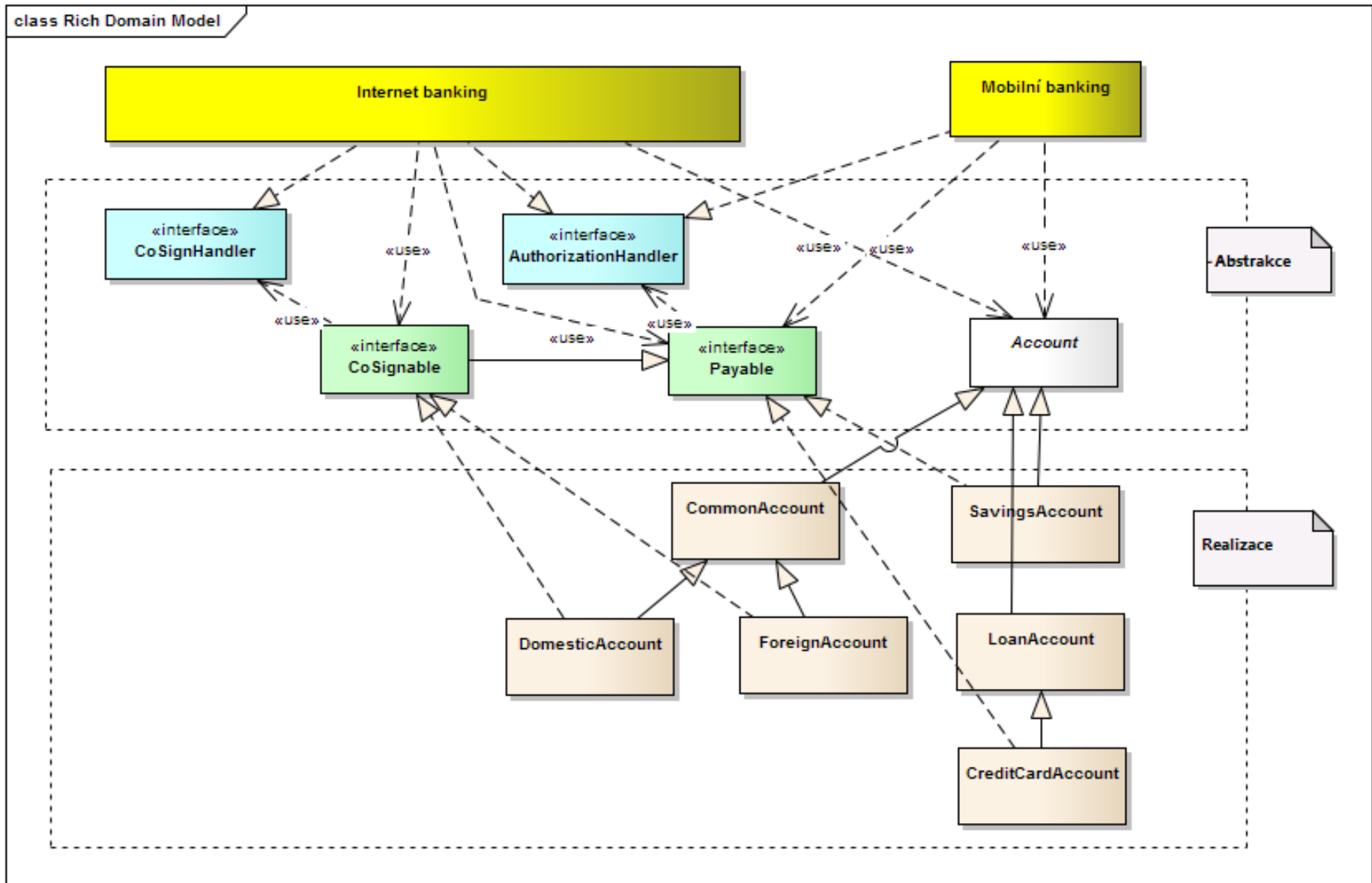


Aplikační  
architektura  
na **steroidech**

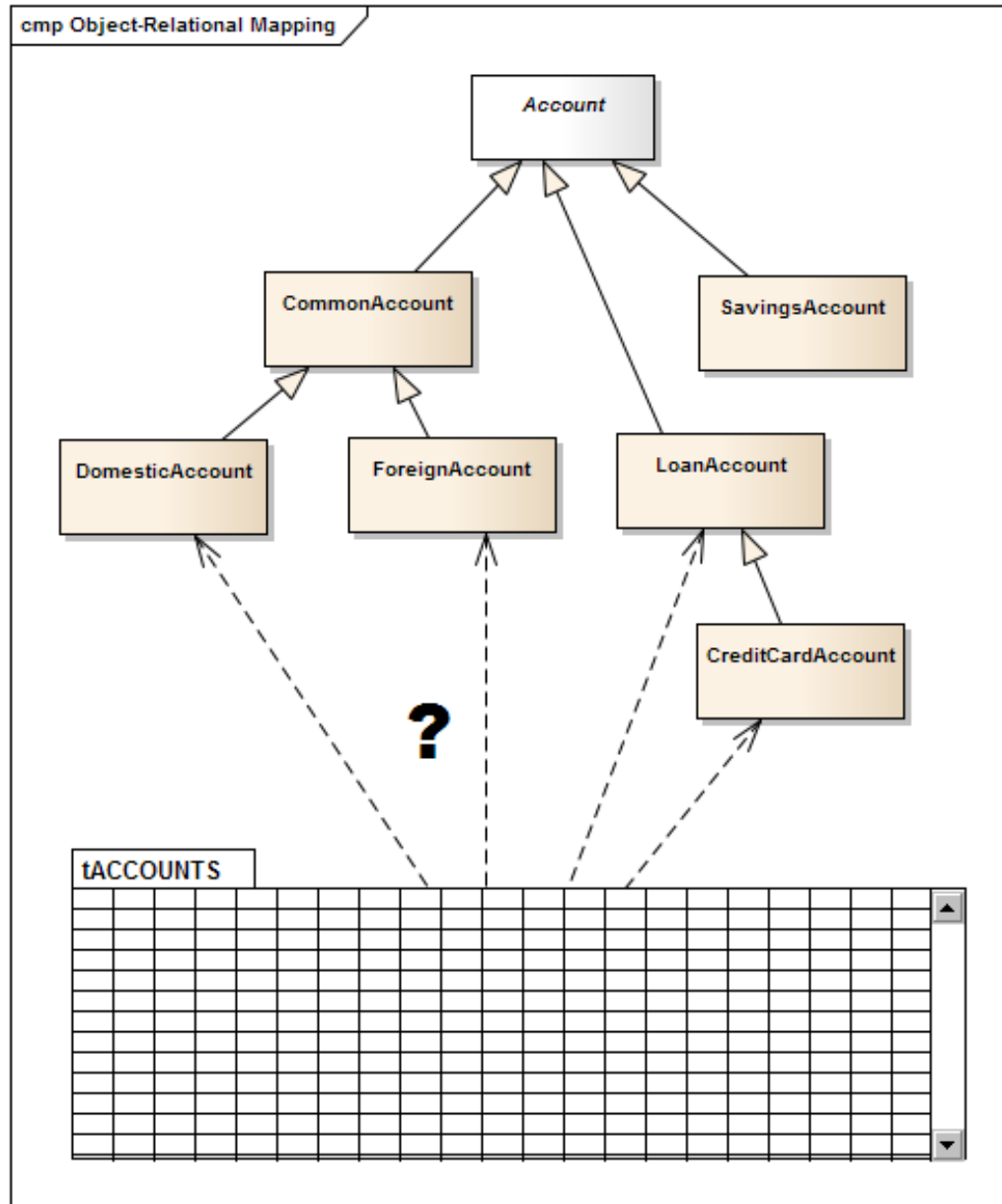
# Procedurální programování



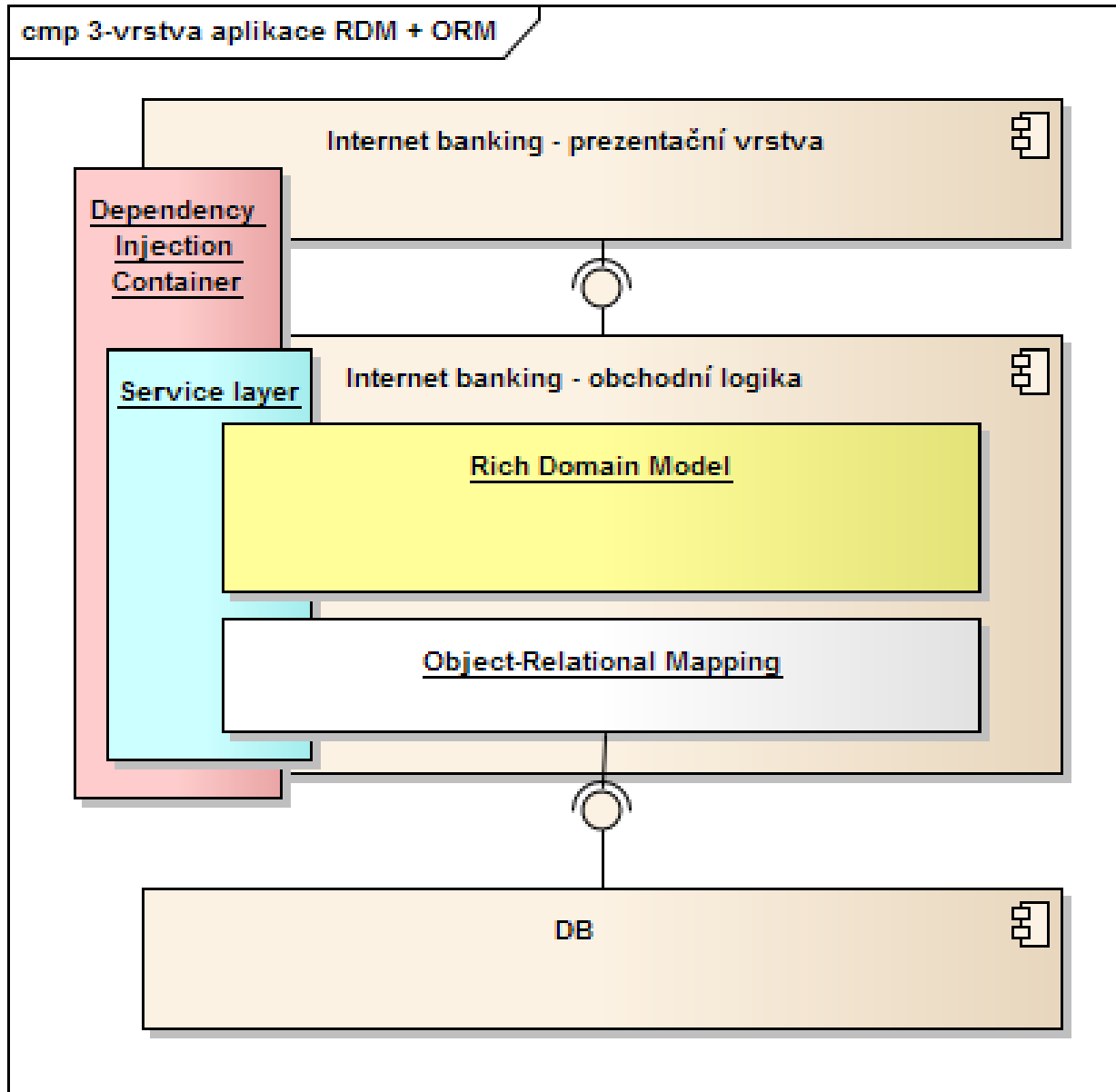
# Rich Domain Model



# Object – Relational Mapping (ORM)



# „Dnešní“ aplikace (kolem r. 2009)

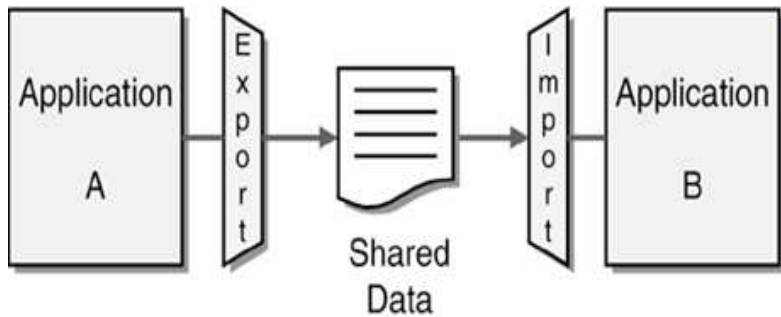




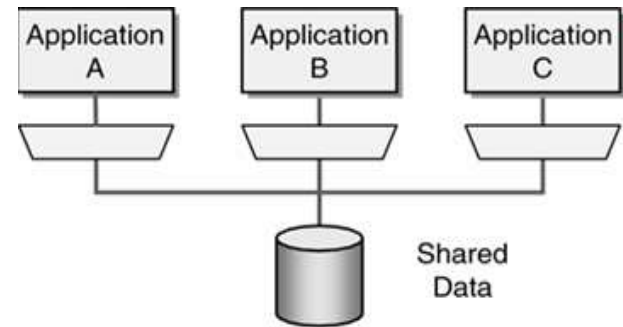
# Integrace

- Velmi zajímavé a časté téma prakticky u každého většího projektu
- Často spojené s tematikou enterprise architektury
- Často velmi netechnologické (procesy, entity)
- Uživí se zde mnoho buzzwords (EAI, SOA, MOM, ...)
- Obvykle velmi problematické (odpovědnost a peníze chybí, neochota, ...)

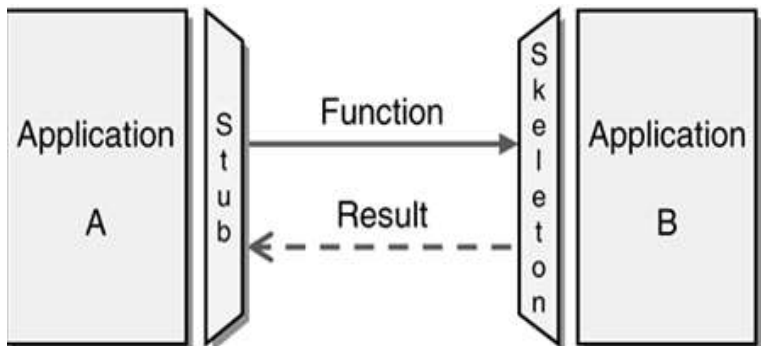
## File transfer



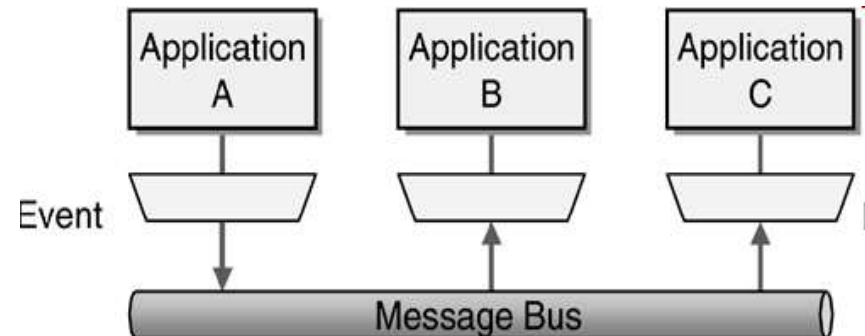
## Shared database



## Remote procedure call

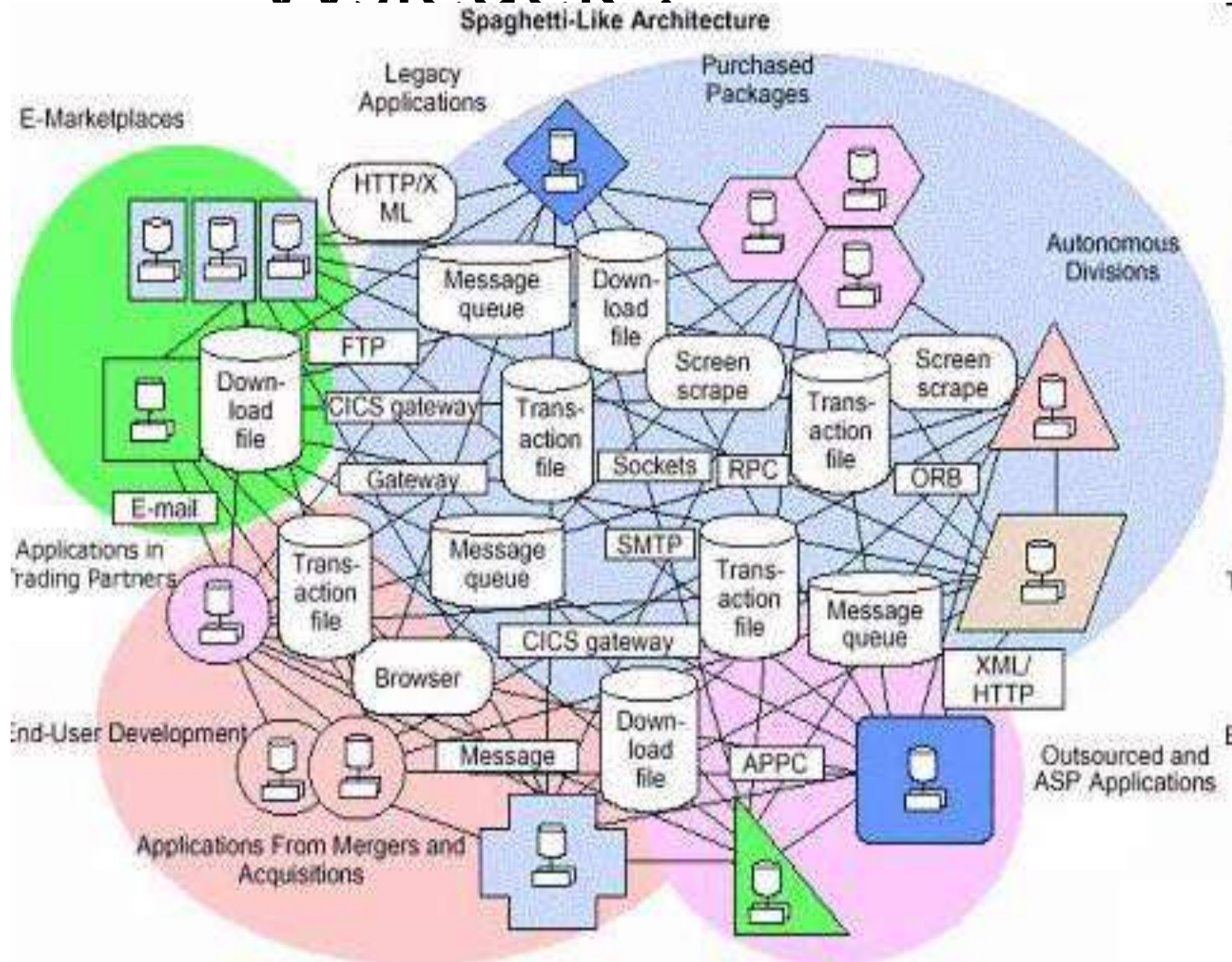


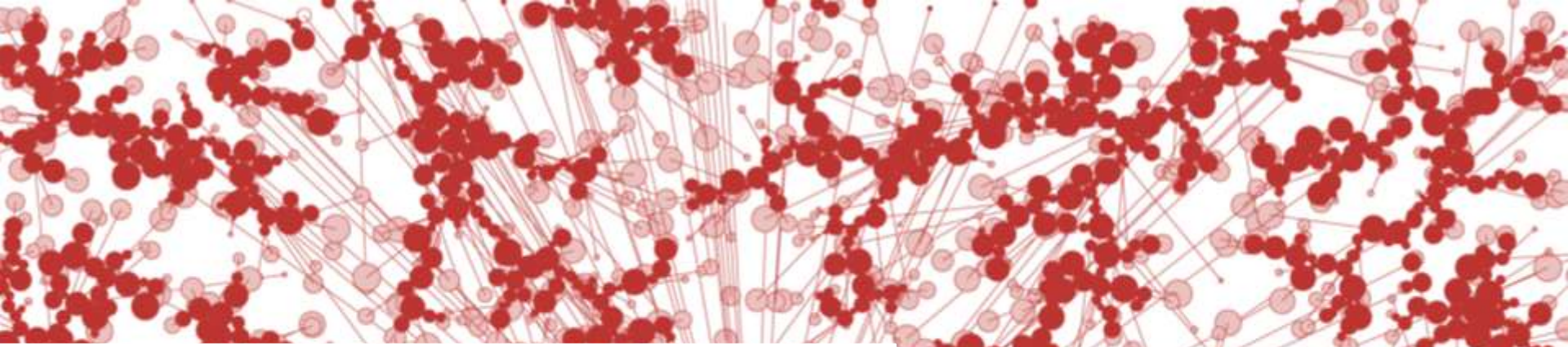
## Messaging



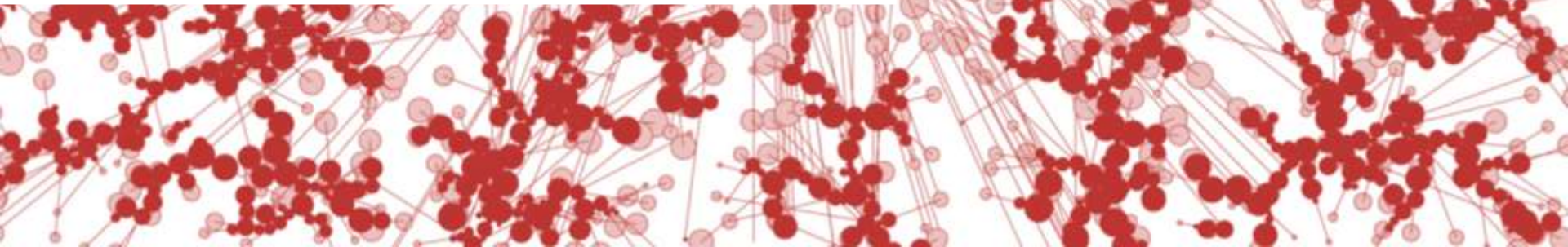
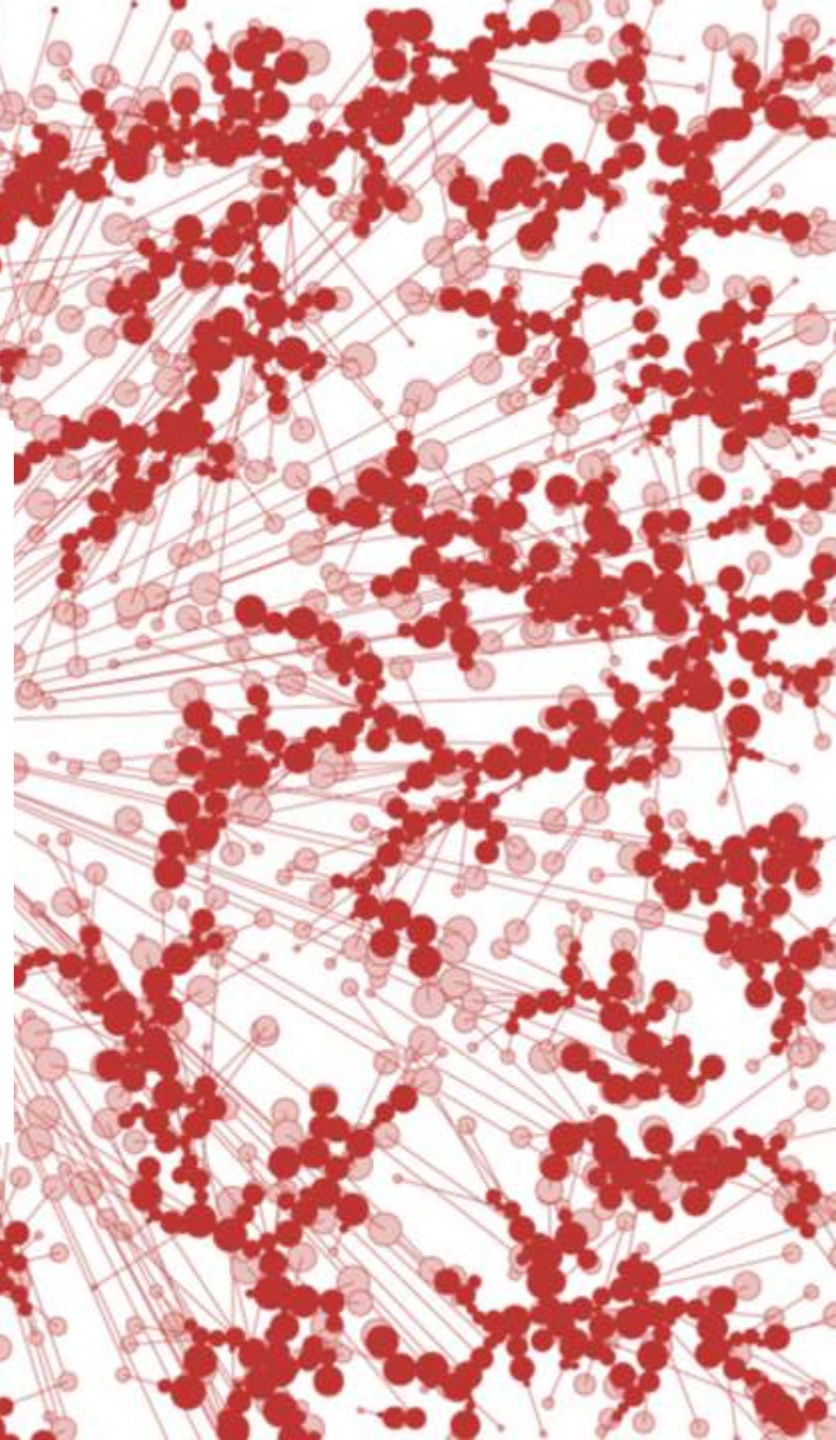


# 4 jednoduché koncepty ! A výsledek ?

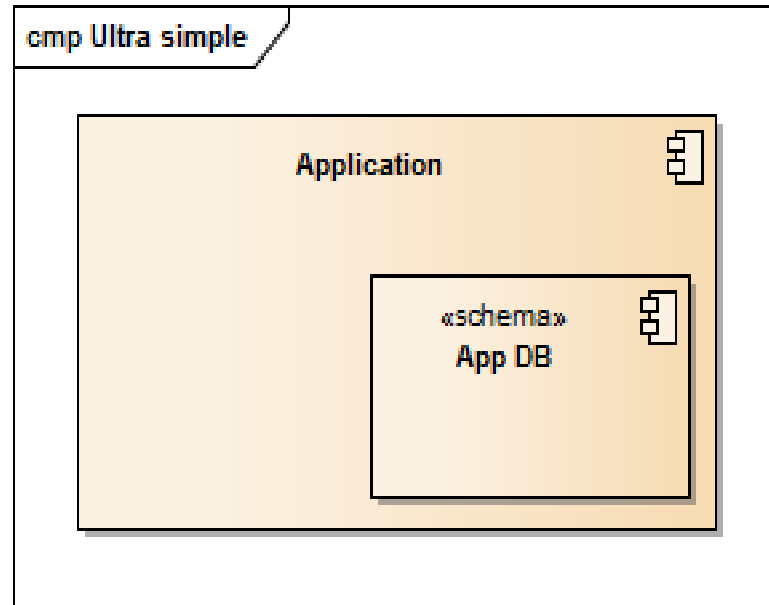




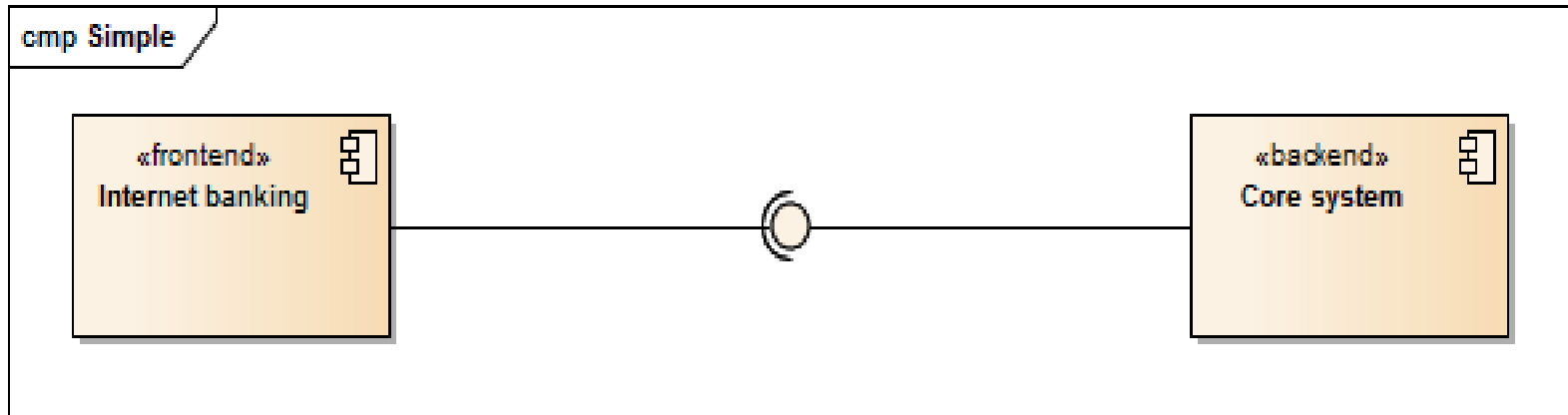
# Integration Patterns



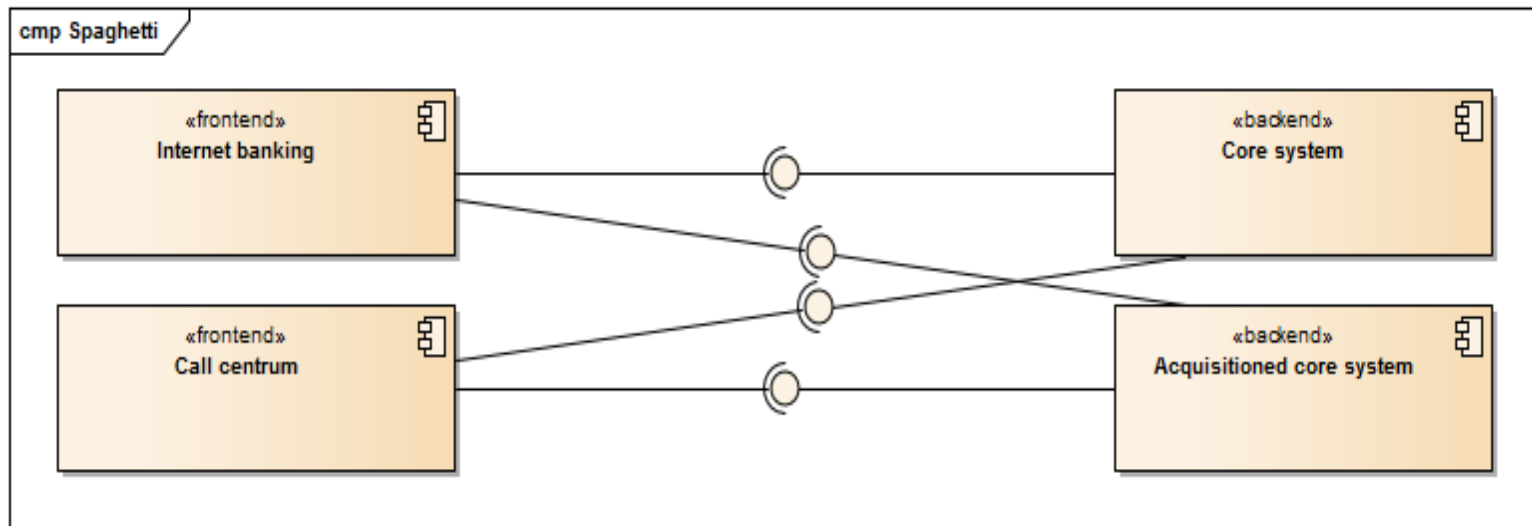
# Jednoduchá aplikace



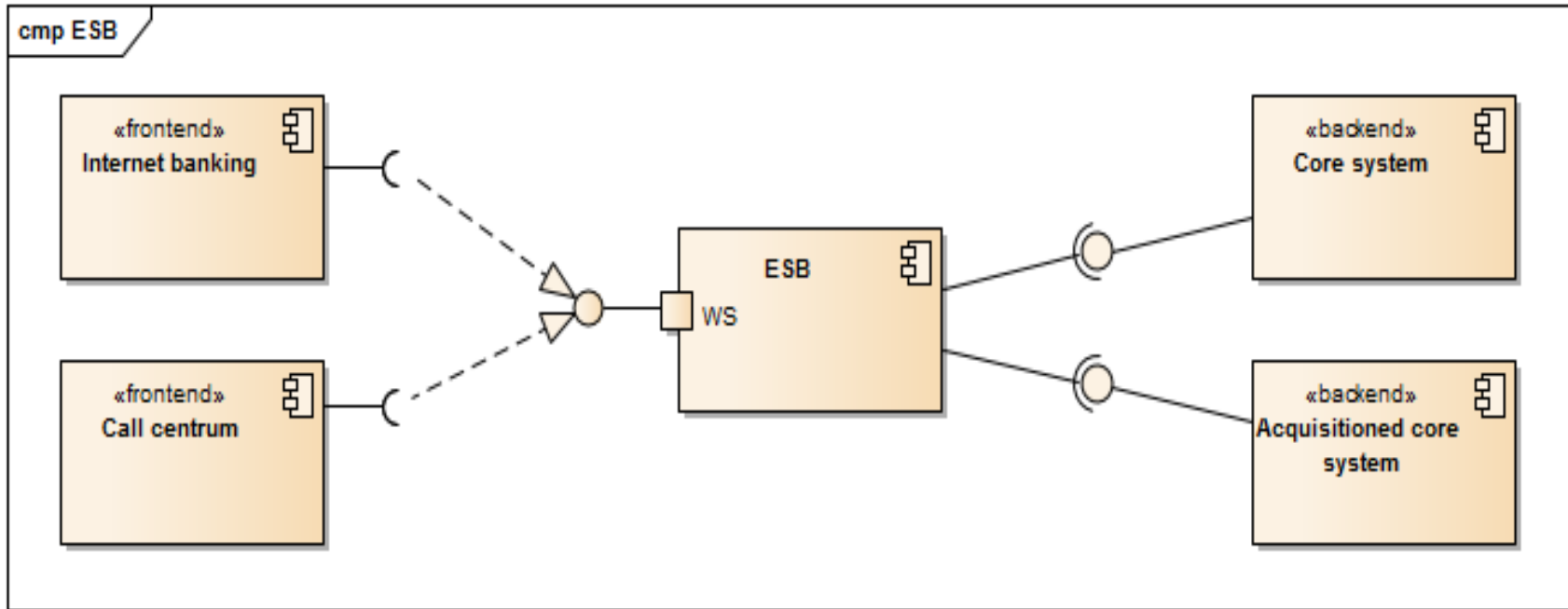
# Rozdělení frontend/backend



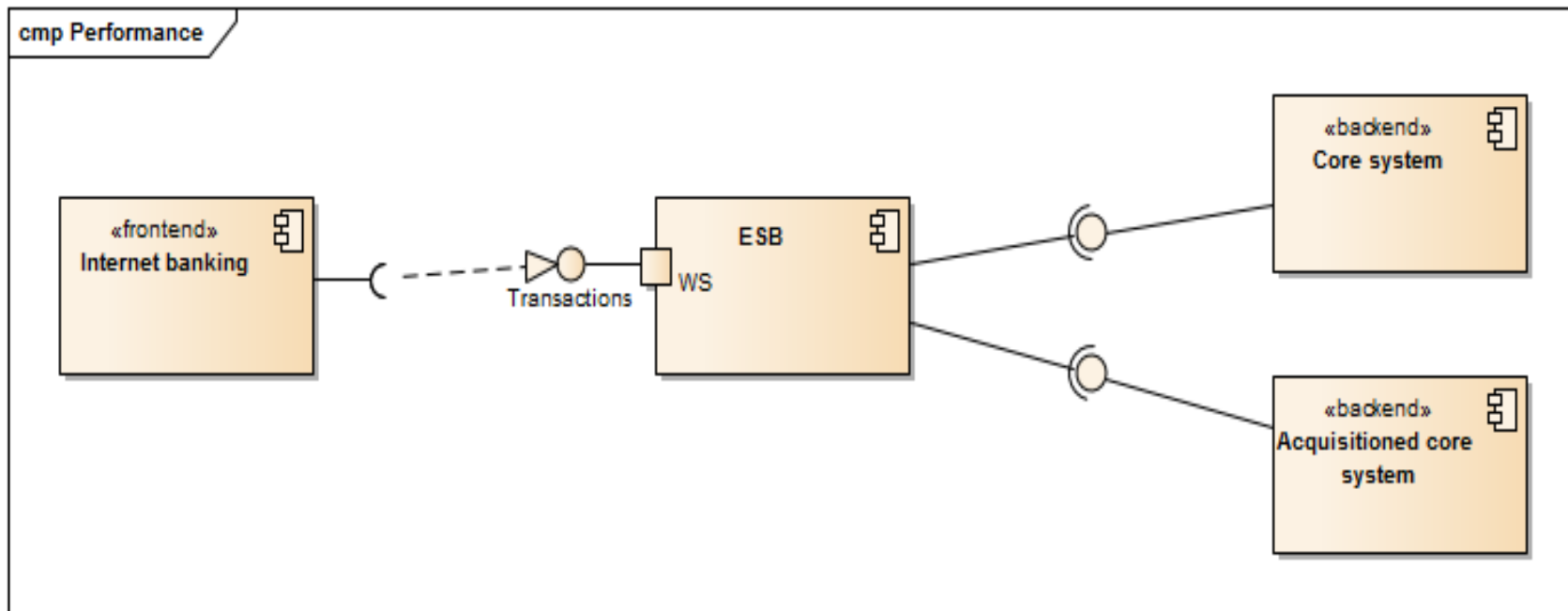
# Situace se komplikuje



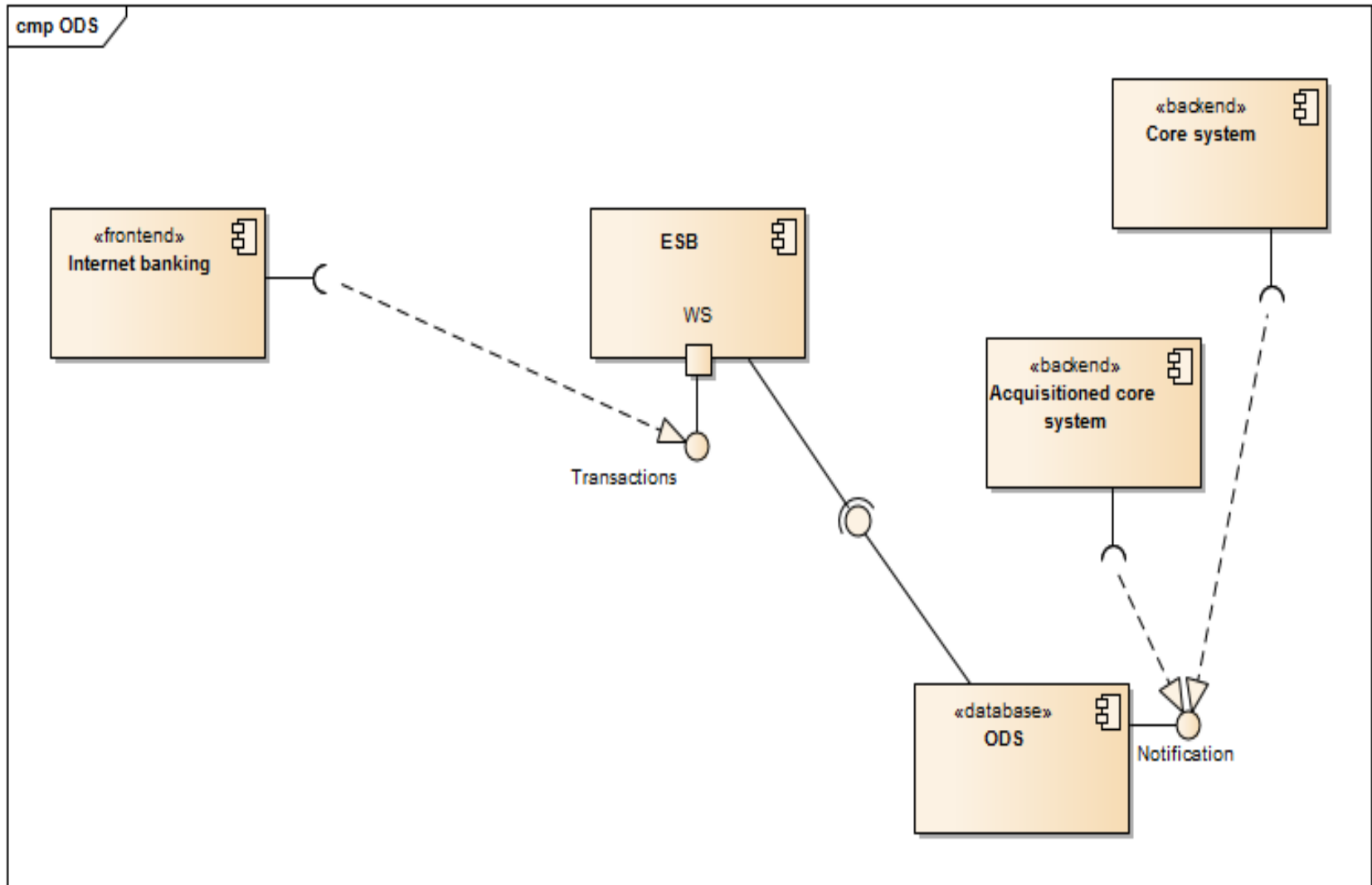
# Service Oriented Architecture



# Výkon?

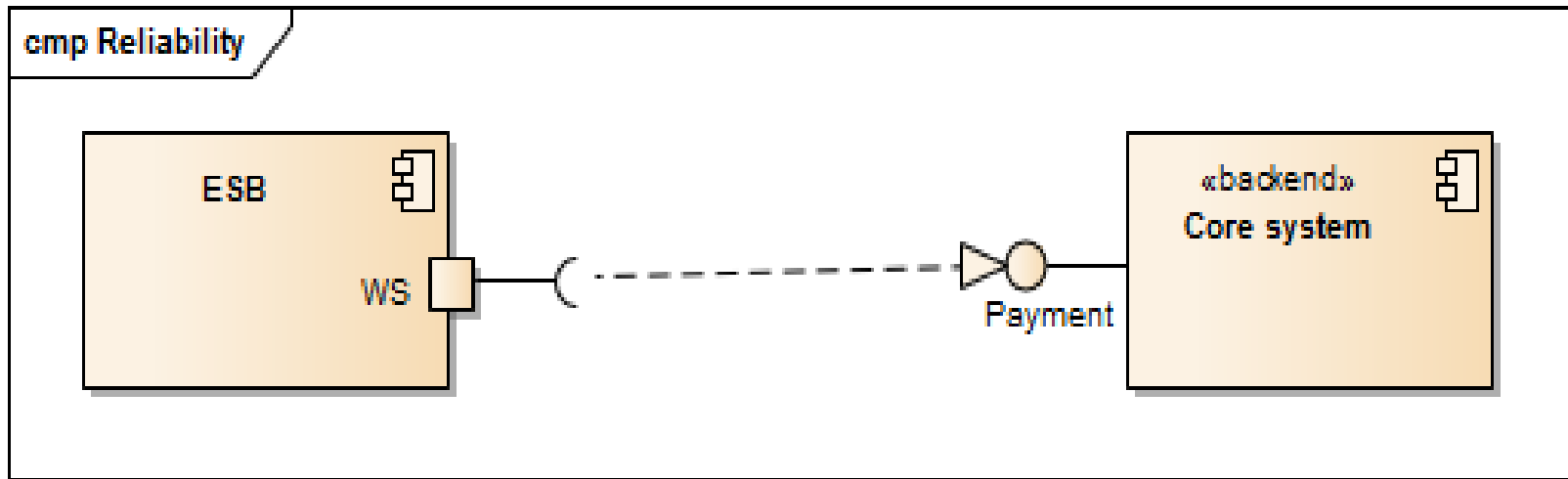


# Online Data Store

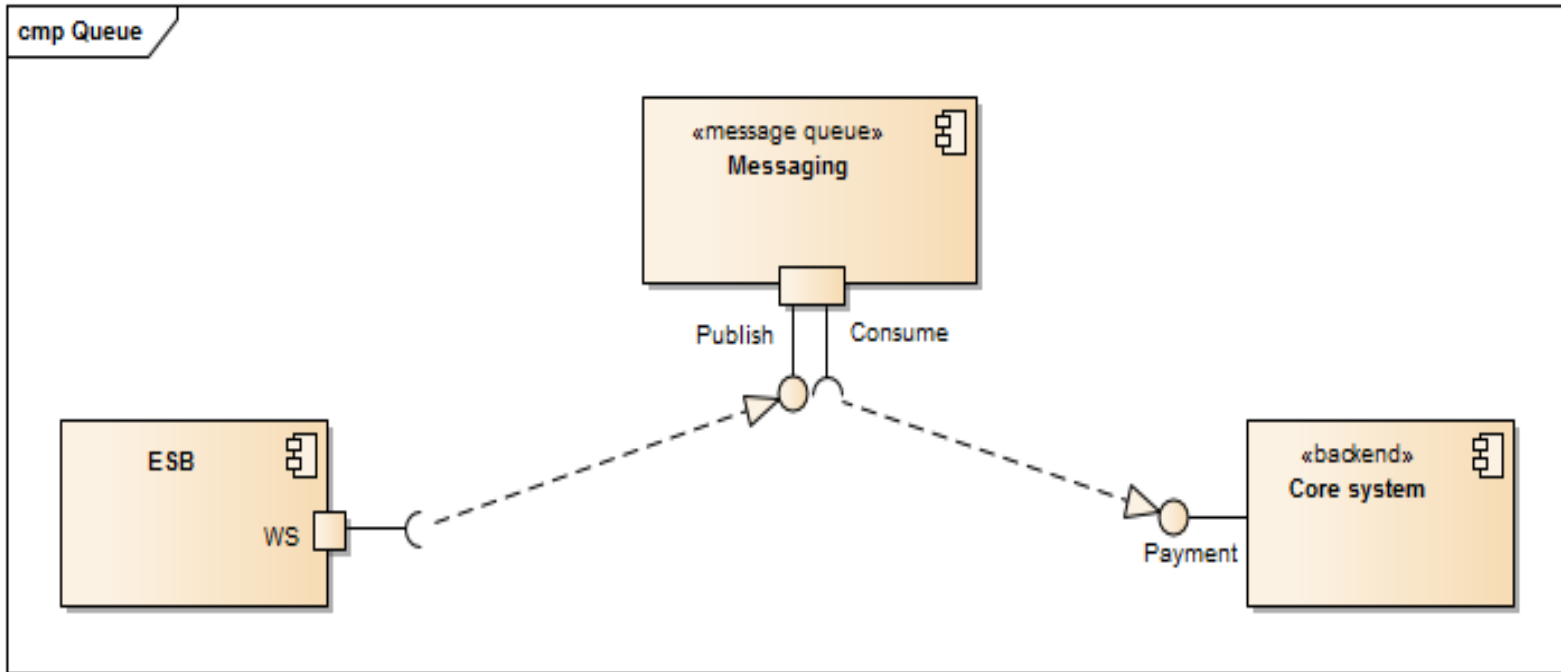




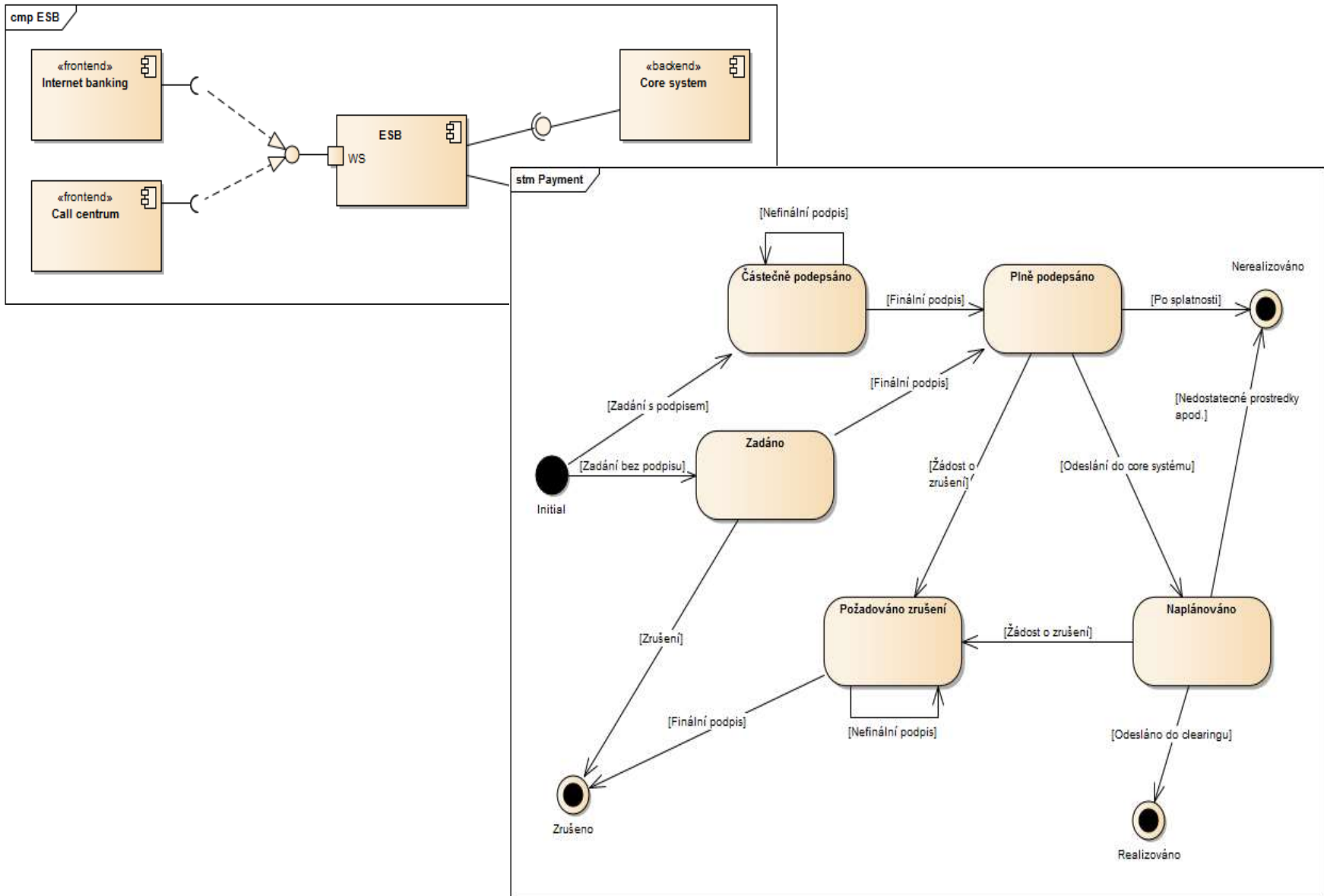
# Spolehlivost?



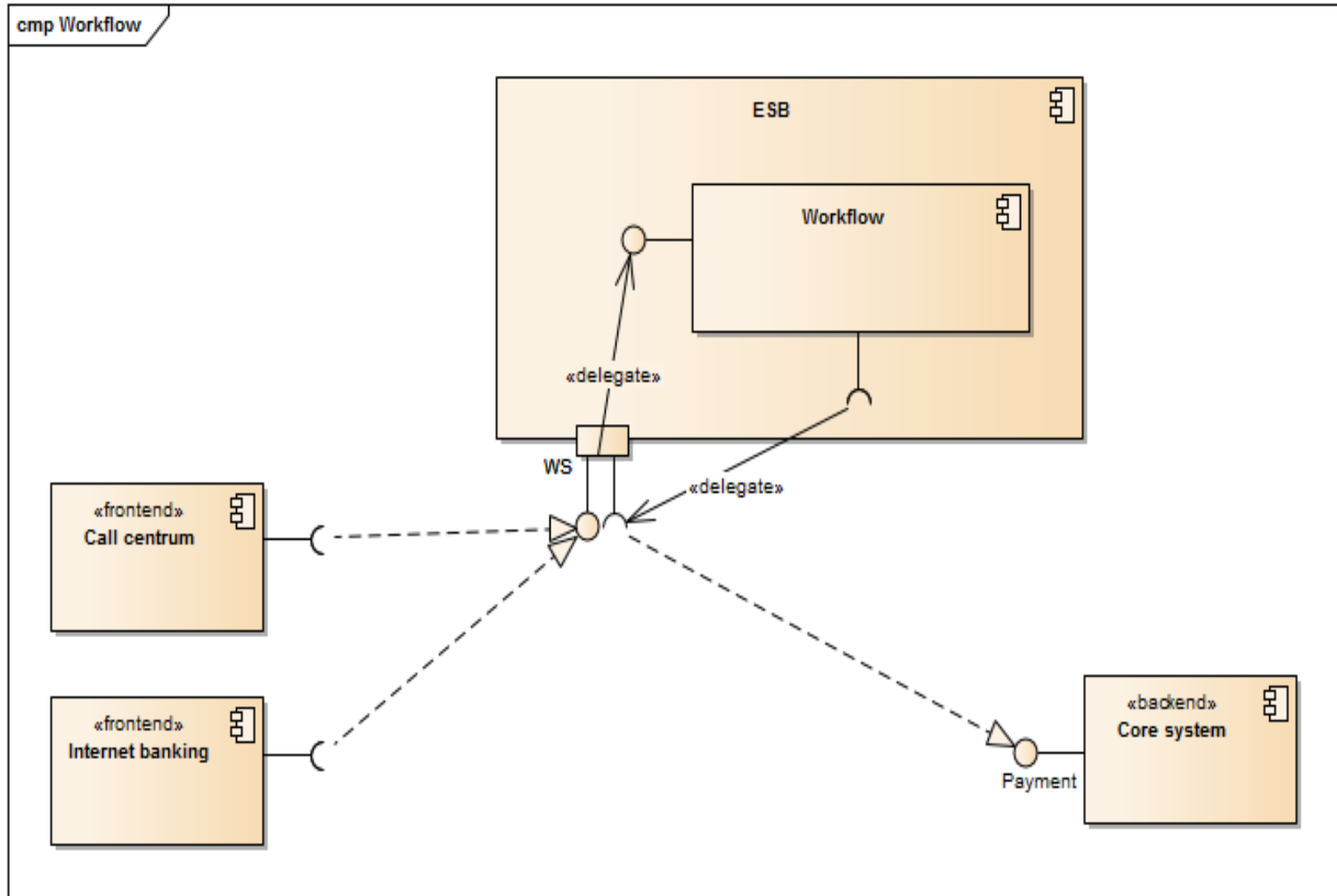
# Message Queue



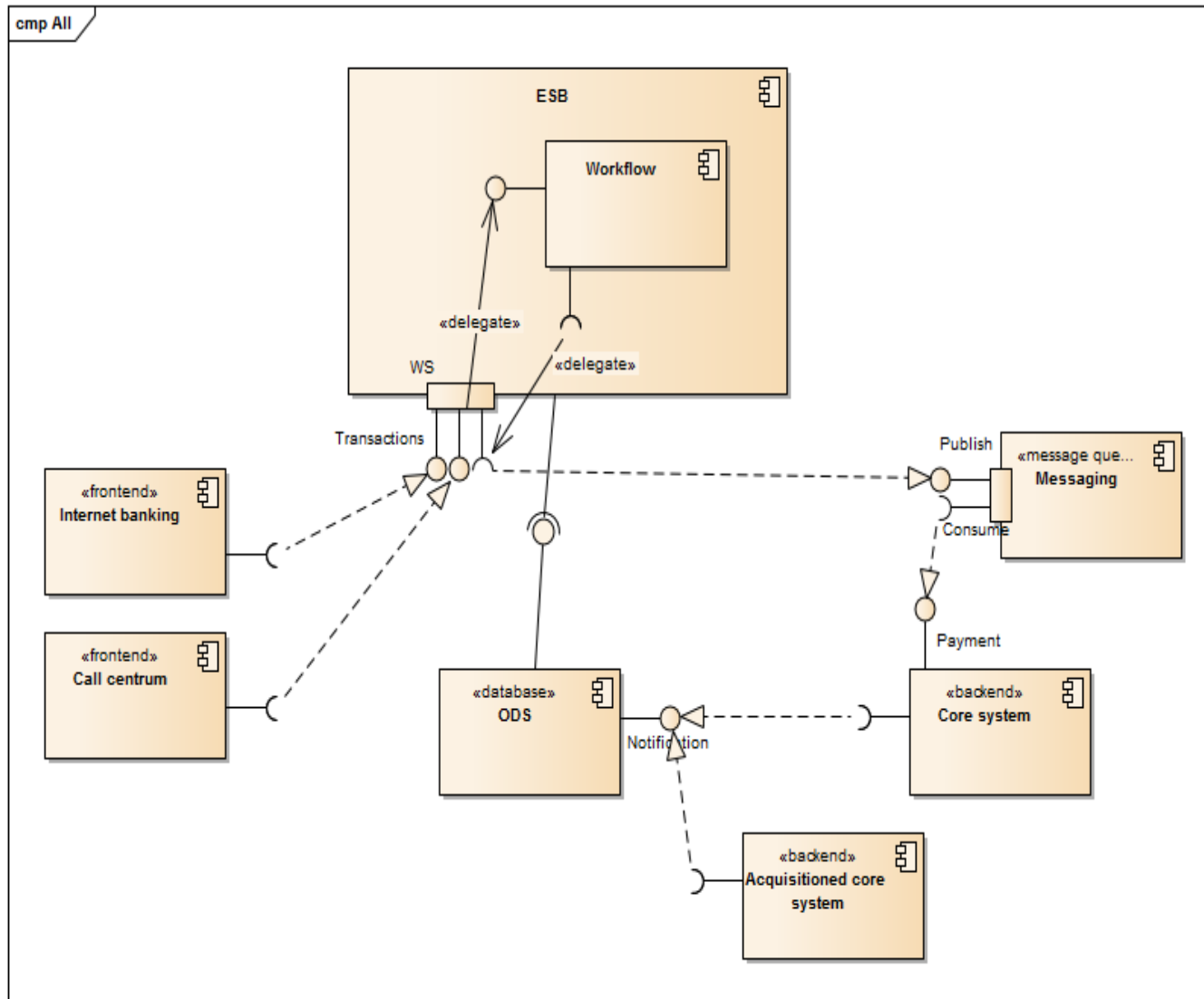
# Přehlednost?



# Byznys proces workflow



# Kam jsme se to proboha dostali?





Ukázky z praxe



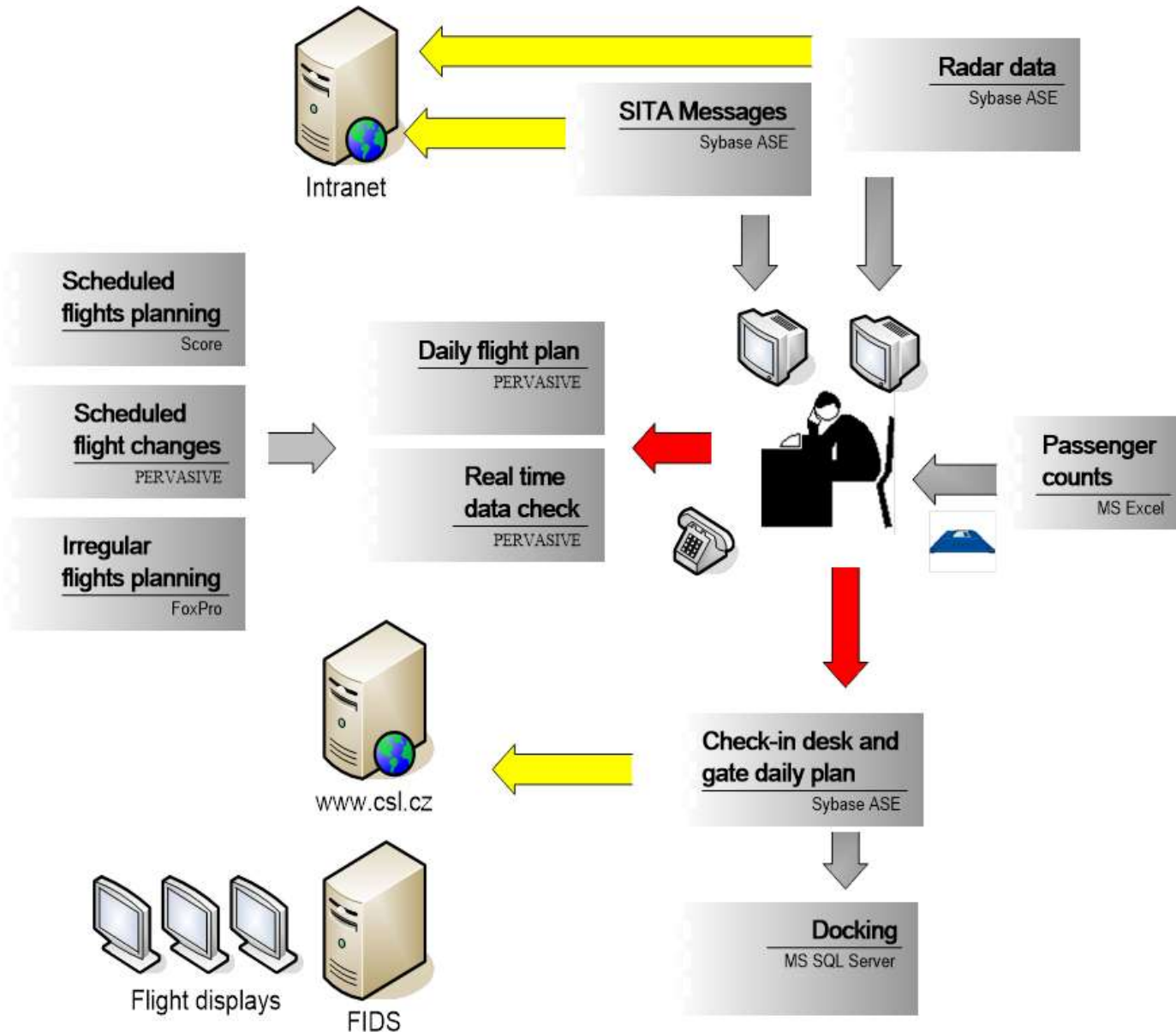
**Letiště Praha**

# Letiště v roce 2001

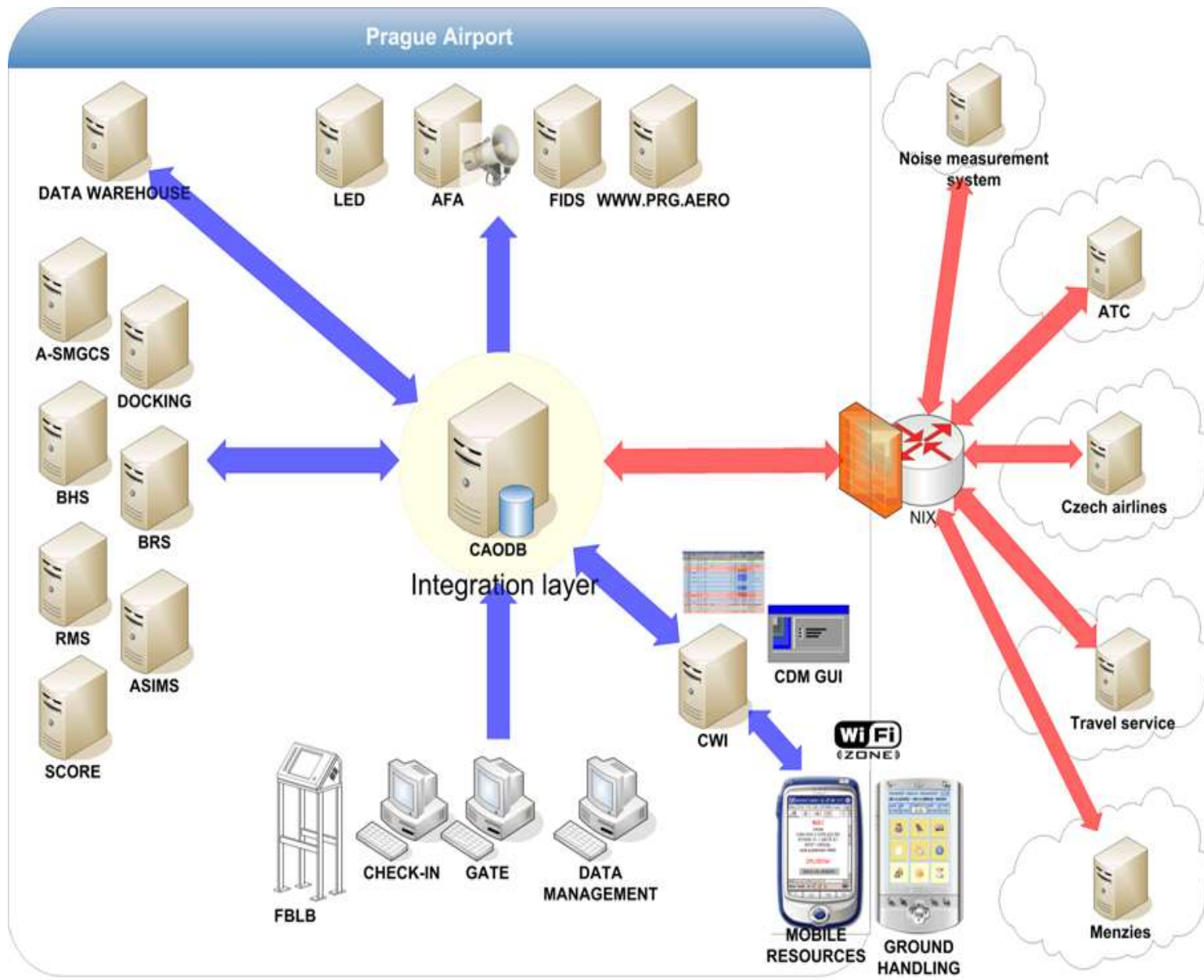
- Požadavky
  - „Dát do pořádku“ datové toky v podniku
  - Navrhnout novou architekturu sdílení dat o letech
  - Snížit rozsah ruční práce
- Řešení
  - Centrální operační databáze
  - Unifikace integračních mechanismů



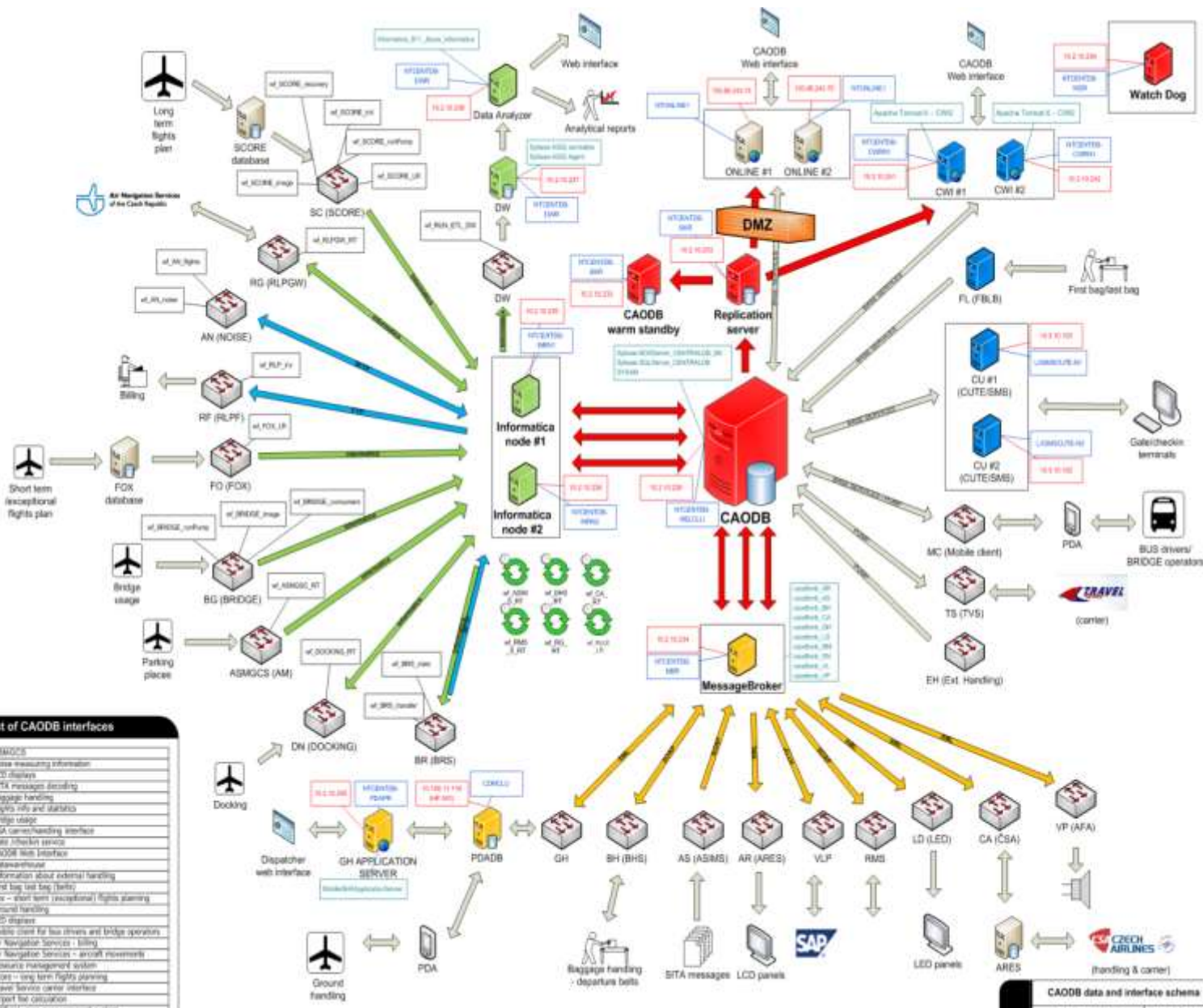
# Výchozí stav – 2002



# Plynulý rozvoj – 2009



# Aktuální stav – 2012

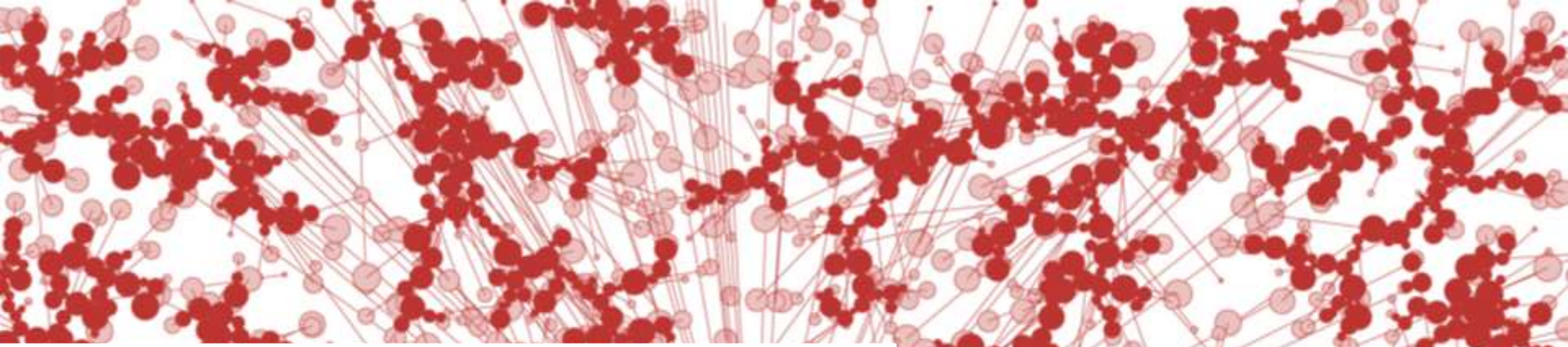


List of CAODB interfaces

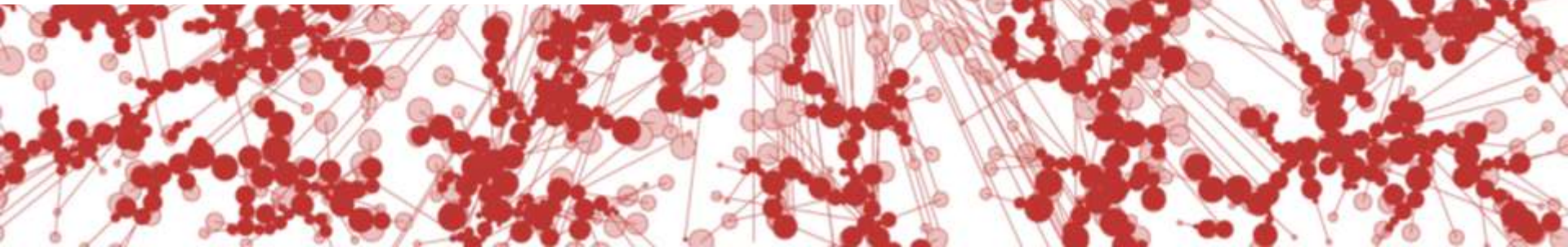
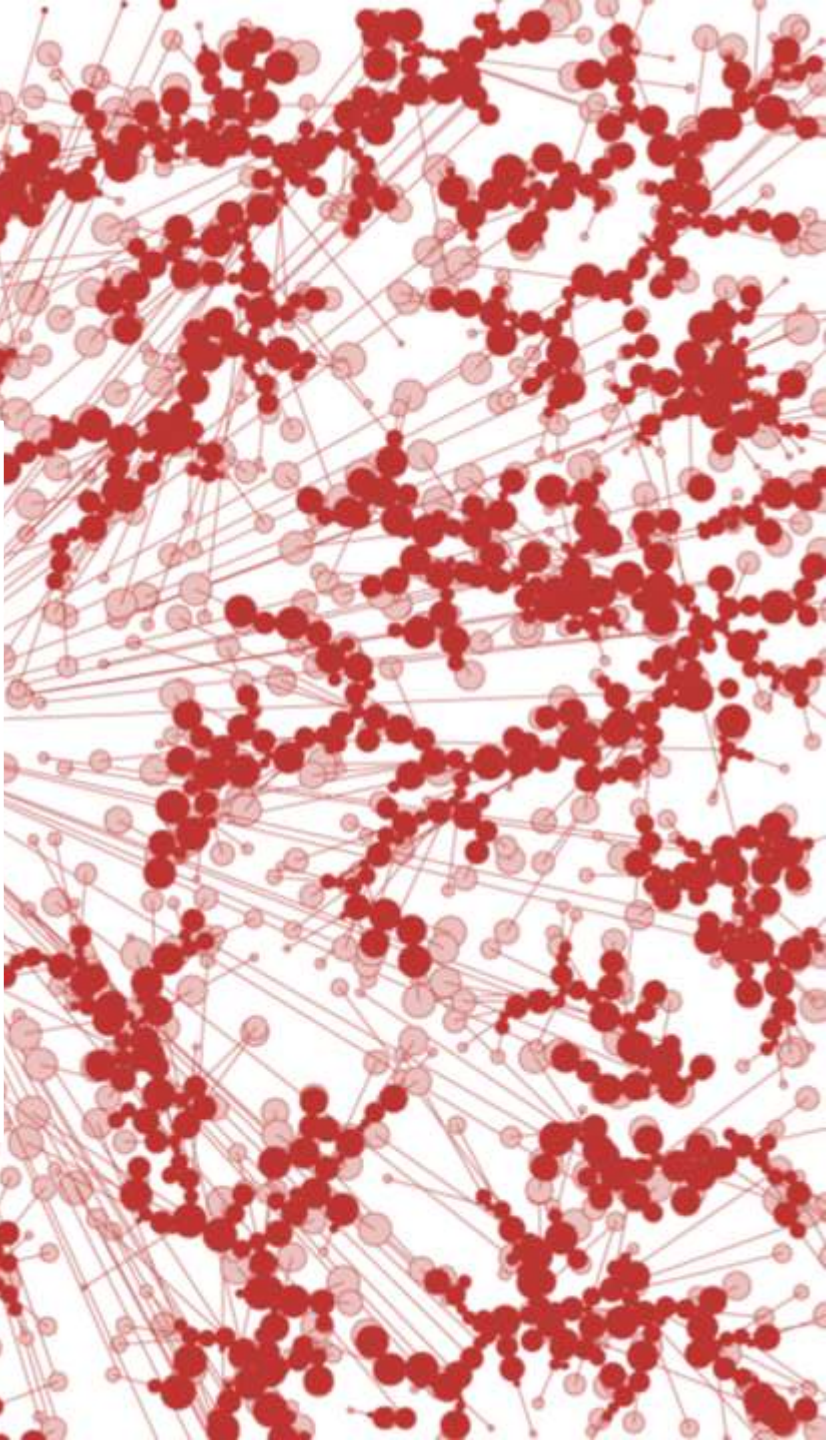
AM	ASMGCS
AN	Noise measuring information
AS	LED displays
BH	ITM message handling
BH	Baggage handling
BR	Priority info and statistics
BG	Bridge usage
CA	CSA control/handling interface
CU	Sale checking system
CWI	CAODB Web interface
DW	Customer/airline
EH	Information about external handling
FL	First bag/last bag (bags)
FO	Fox – short term (exceptional) flight planning
GH	Ground handling
LD	LED display
MC	Mobile client for bus drivers and bridge operators
RF	For Navigation Services - Billing
RG	For Navigation Services - arrival movements
RM	Resource management system
SC	Score – long term flight planning
TS	Travel Service center interface
VLP	report file calculation
VP	Airfield voice announcement system

# Letiště Praha

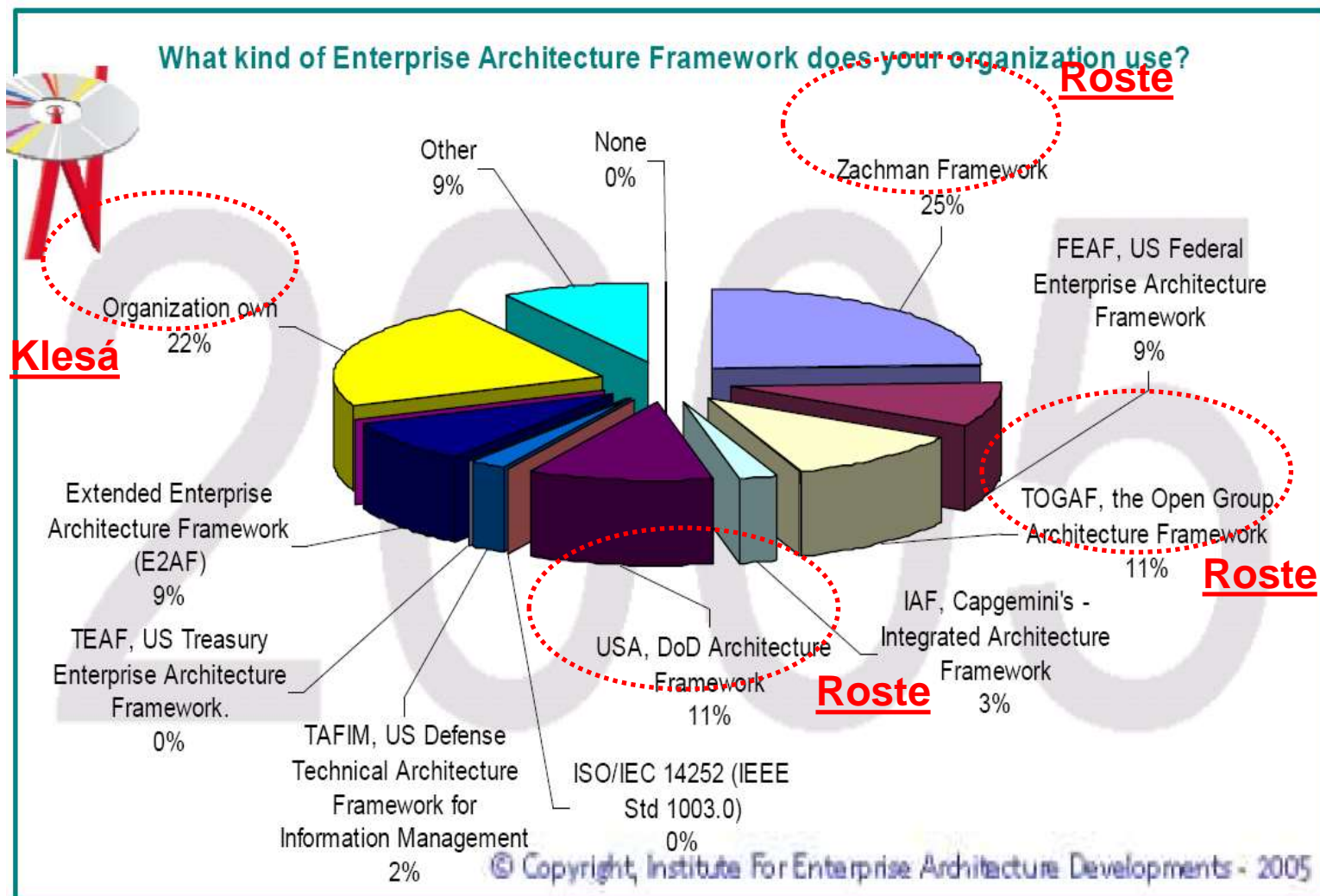
- Změny pouze na úrovni IT
- Architektura umožnila rychlé propojení s dalšími systémy
  - Hlasové zprávy
  - Informační panely
  - Uživatelské systémy (CWI)
  - Datový sklad
  - CDM
- Modularita umožňuje snadné nahrazení morálně zastaralých komponent bez nutnosti měnit ostatní komponenty



Další oblasti,  
buzzwords

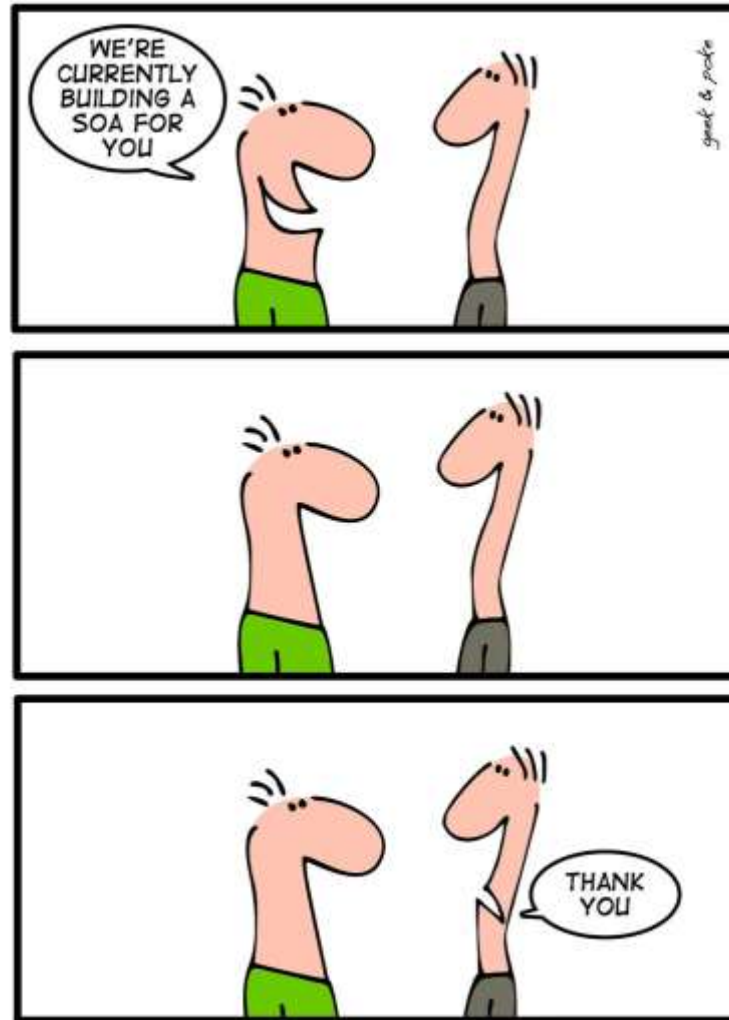


# Frameworks pro Enterprise architekturu



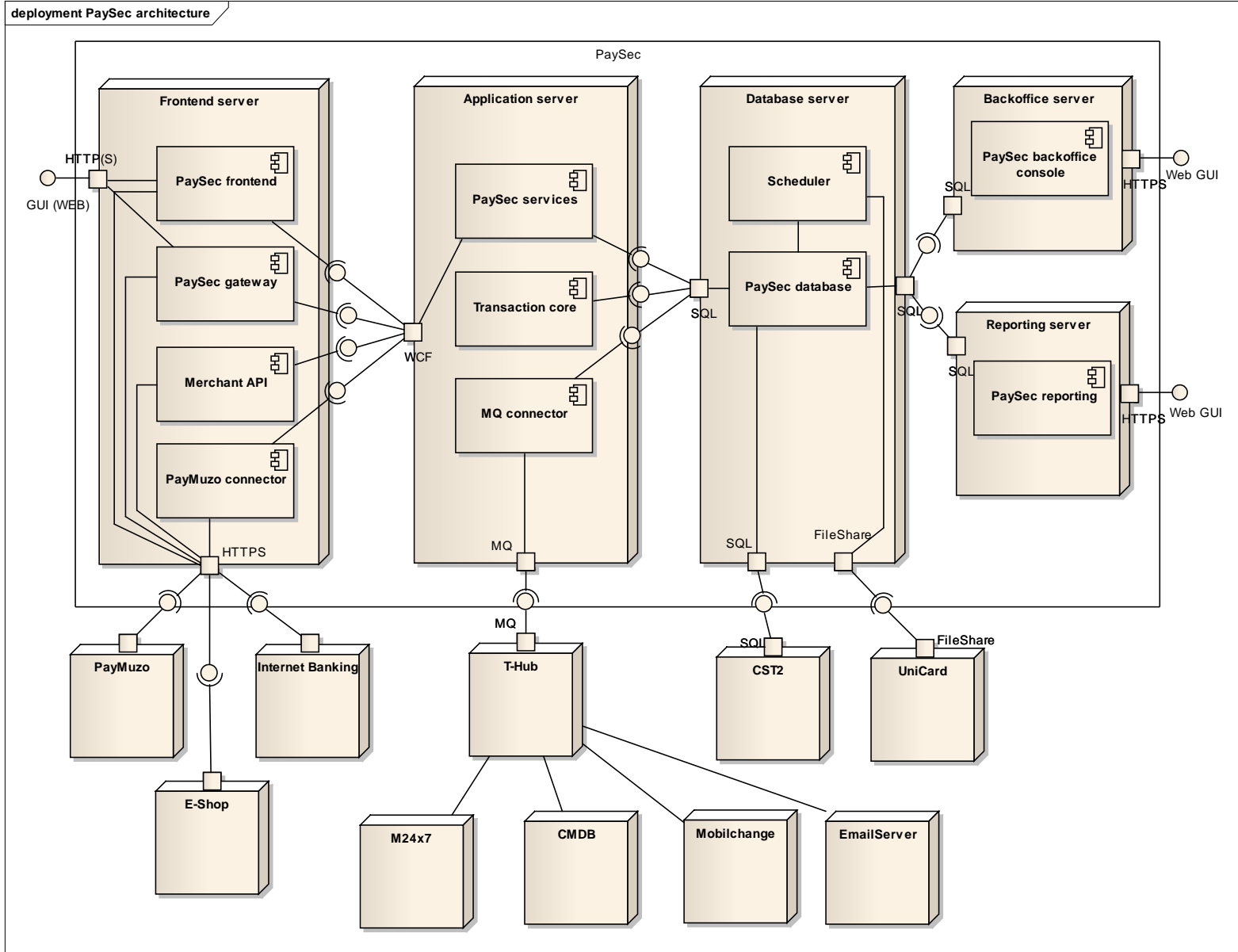
	WHAT	HOW	WHERE	WHO	WHEN	WHY
	DATA	FUNCTION	NETWORK	PEOPLE	TIME	MOTIVATION
<b>SCOPE</b> {contextual}	List of Things Important to the Business  Entity = Class of Business Thing	List of Processes the Business Performs  Process = Class of Business Process	List of Locations in Which the Business Operates  Node = Major Business Location	List of Organizations Important to the Business  People = Major Organizational Unit	List of Events/Cycles Significant to the Business  Time = Major Business Event/Cycle	List of Business Goals/Strategies  Ends/Means = Major Business Goal/Strategy
Planner						
<b>BUSINESS MODEL</b> {conceptual}	e.g., Semantic Model  Entity = Business Entity Relationship = Business Relationship	e.g., Business Process Model  Process = Business Process I/O = Business Resources	e.g., Business Logistics System  Node = Business Location Link = Business Linkage	e.g., Work Flow Model  People = Organization Unit Work = Work Product	e.g., Master Schedule  Time = Business Event Cycle = Business Cycle	e.g., Business Plan  End = Business Objective Means = Business Strategy
Owner						
<b>SYSTEM MODEL</b> {logical}	e.g., Logical Data Model  Entity = Data Entity Relationship = Data Relationship	e.g., Application Architecture  Process = Application Function I/O = User Views	e.g., Distributed System Architecture  Node = I/S Function (Processor, Storage, etc.) Link = Line Characteristics	e.g., Human Interface Architecture  People = Role Work = Deliverable	e.g., Processing Structure  Time = System Event Cycle = Processing Cycle	e.g., Business Rule Model  End = Structural Assertion Means = Action Assertion
Designer						
<b>TECHNOLOGY MODEL</b> {physical}	e.g., Physical Data Model  Entity = Segment/Table/etc. Relationship = Pointer/Key/etc.	e.g., System Design  Process = Computer Function I/O = Data Elements/Sets	e.g., Technology Architecture  Node = Hdw/System Software Link = Line Specifications	e.g., Presentation Architecture  People = User Work = Screen Formats	e.g., Control Structure  Time = Execute Cycle = Component Cycle	e.g., Rule Design  End = Condition Means = Action
Builder						
<b>DETAILED REPRESENTATIONS</b> {out-of-context}	e.g., Data Definition  Entity = Field Relationship = Address	e.g., Program  Process = Language Statement I/O = Control Block	e.g., Network Architecture  Node = Address Link = Protocol	e.g., Security Architecture  People = Identity Work = Job	e.g., Timing Definition  Time = Interrupt Cycle = Machine Cycle	e.g., Rule Specification  End = Sub-condition Means = Step
Subcontractor						
<b>FUNCTIONING ENTERPRISE</b>	e.g.: DATA	e.g.: FUNCTION	e.g.: NETWORK	e.g.: ORGANIZATION	e.g.: SCHEDULE	e.g.: STRATEGY

# Service Oriented Architecture (SOA)





# Fyzická struktura

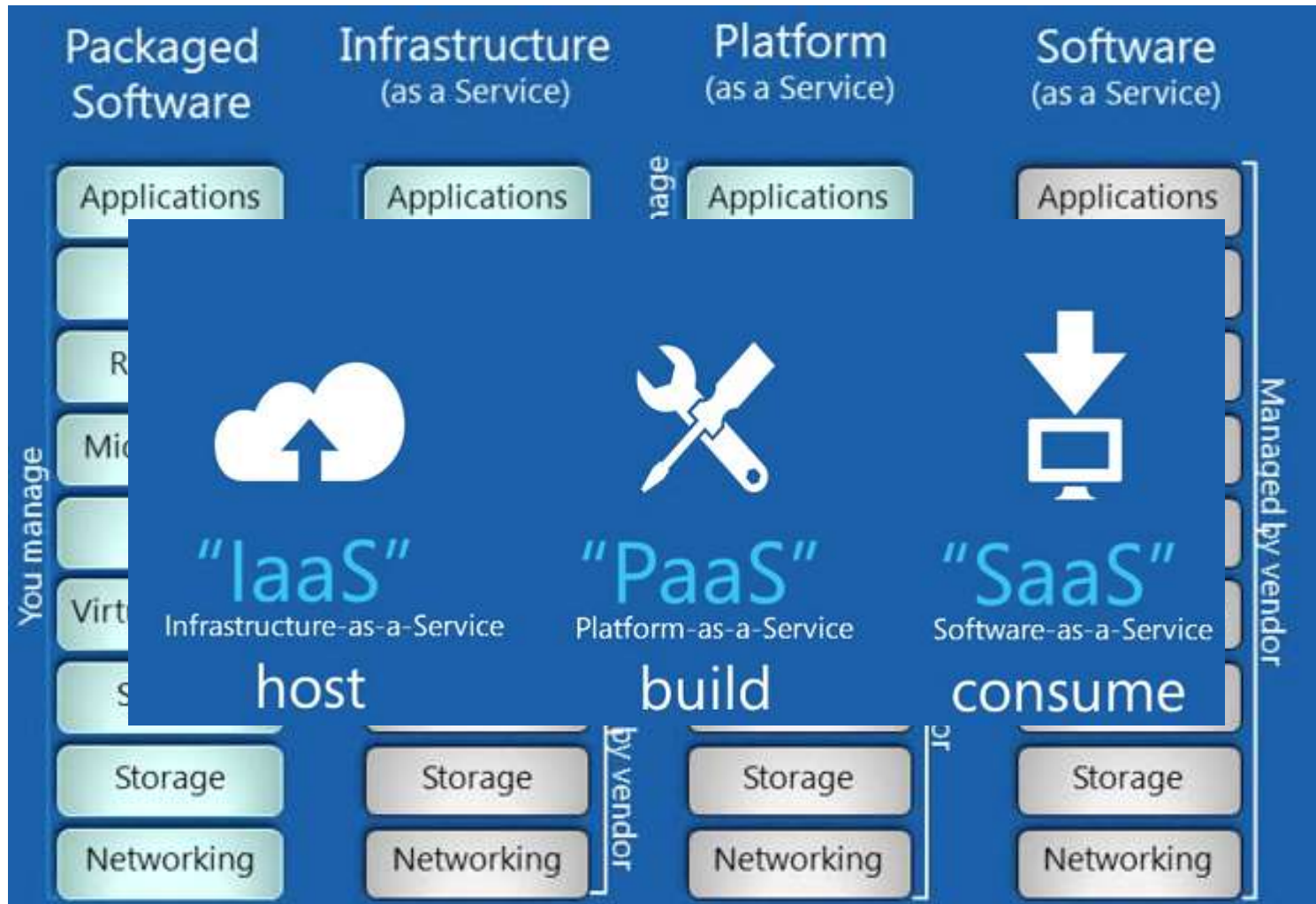


# Cloud?

- Princip, v čem spočívá?
- Čím je to (ne)zajímavé pro firmy, čím pro dodavatele?
- Jak souvisí s pojmy **SAAS**, **PAAS** a **IAAS**
  - Kdo provozuje infrastrukturu?
  - Kdo zajišťuje platformu (*social application platforms, raw compute platforms, web application platforms, business application platform*)?
  - Kdo píše aplikační kód?



# IaaS, PaaS, SaaS





# Literatura

# Literatura

## Materiály SWENG - Arch design

### ČLÁNKY

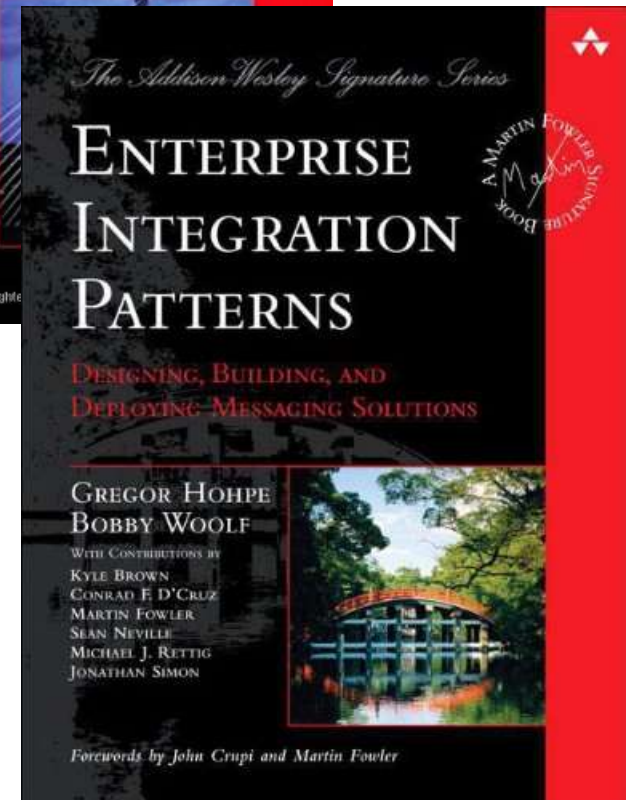
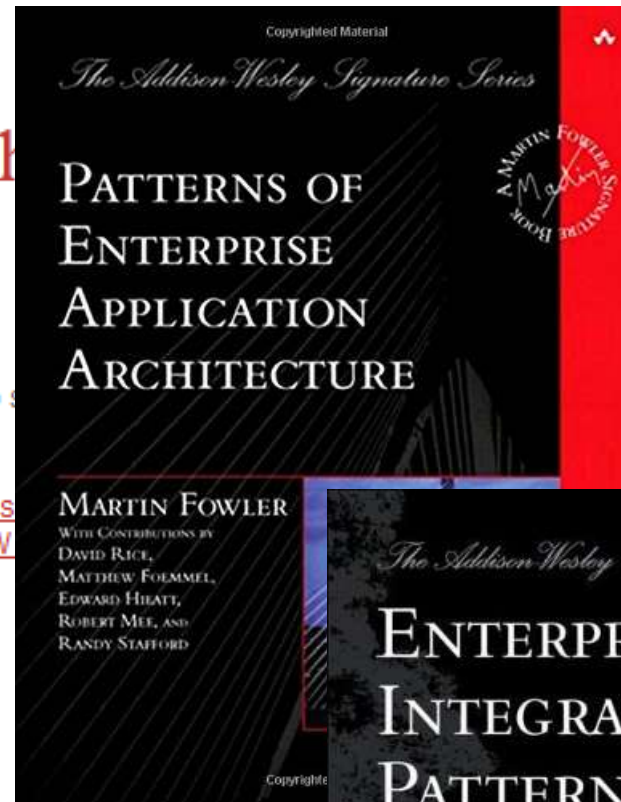
- ▶ [Softwarová architektura - nezúžený, klasický, úvod do s](#)
- ▶ [An Introduction to Software Architecture](#)
- ▶ [On the Definition of Software System Architecture](#)
- ▶ [On the Criteria To Be Used in Decomposing Systems](#)
- ▶ [Architectural Blueprints - The "4+1" View Model of SW](#)  
způsob a formu dokumentace architektury systému
- ▶ [Who Needs an Architect?](#)
- ▶ [A Rational Design Process: How and Why to Fake It](#)

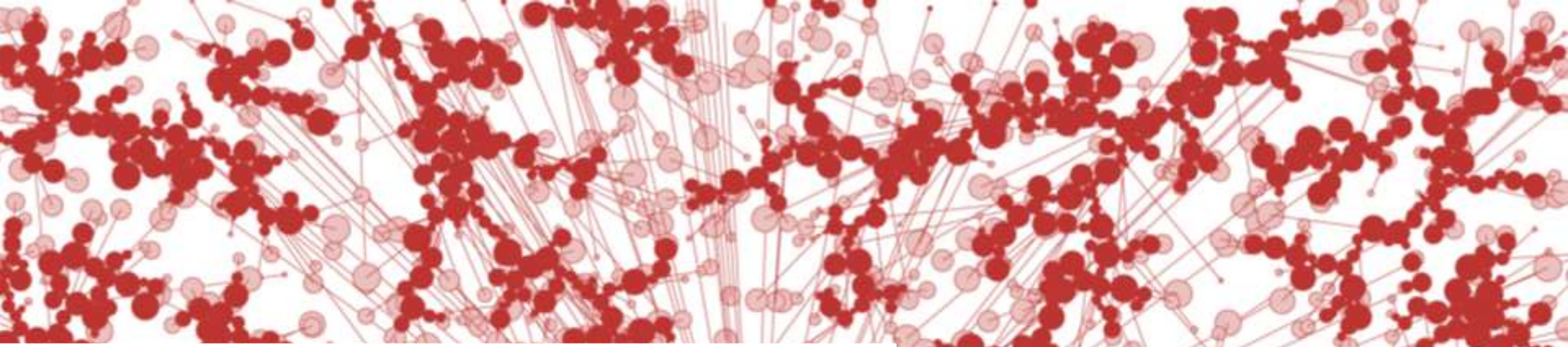
### CHECKLISTS

- ▶ [CxCheck\\_SwArchitecture.txt](#)
- ▶ [CxCheck\\_HighLevelDesign.txt](#)
- ▶ [CxCheck\\_HighQualityModules.txt](#)

### TEMPLATES

- ▶ [SwDesignSpec.doc](#)
- ▶ [MIL-STD-498\\_InterfaceReqsSpecification.doc](#)
- ▶ [MIL-STD-498\\_InterfaceDesignDescription.doc](#)
- ▶ [MIL-STD-498\\_SwDesignDescription.doc](#)
- ▶ [MIL-STD-498\\_SysSubsysSpecification.doc](#)
- ▶ [MIL-STD-498\\_SysSubsysDesignDescription.doc](#)





Děkuji za  
pozornost

