

# Designing the Enterprise

QCon - November 2009  
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# Schedule



# Agile IT / Agile Enterprise

- Respond to changes in the enterprise
- Respond to changes in itself
- Emphasize People
- Grounded in Design



# Were We Went Wrong

- Formalism
- Metaphor Abuse (Physics Envy)
- Dualism
- Technology Lock-in



# There is a Way

- Monism
- Object Design
- Thick Description - Theory
- System Design
- E-I-I (agile)
- Craft
- Living Adaptive Systems Design



# Object Metaphor

*“Along the philosophical fringes of science we may find reasons to question basic conceptual structures and to grope for ways to refashion them. Old idioms are bound to fail us here, and only metaphor can begin to limn the new order.”*

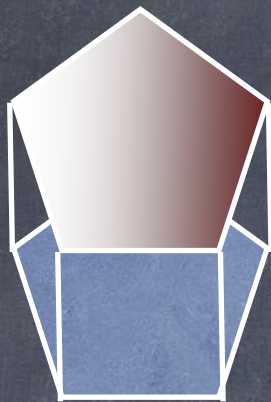
Objects are People!

The object is a unit of decomposition - not a programming construct. The object is a focus of responsibility assignment and the means for optimizing responsibility distribution across a community of interacting objects.

Anthropomorphization and personification are essential techniques for thinking about object interactions and collaboration among objects.



# Object Design



Class Name  
Description  
Stereotype

Responsibilities  
Collaborators

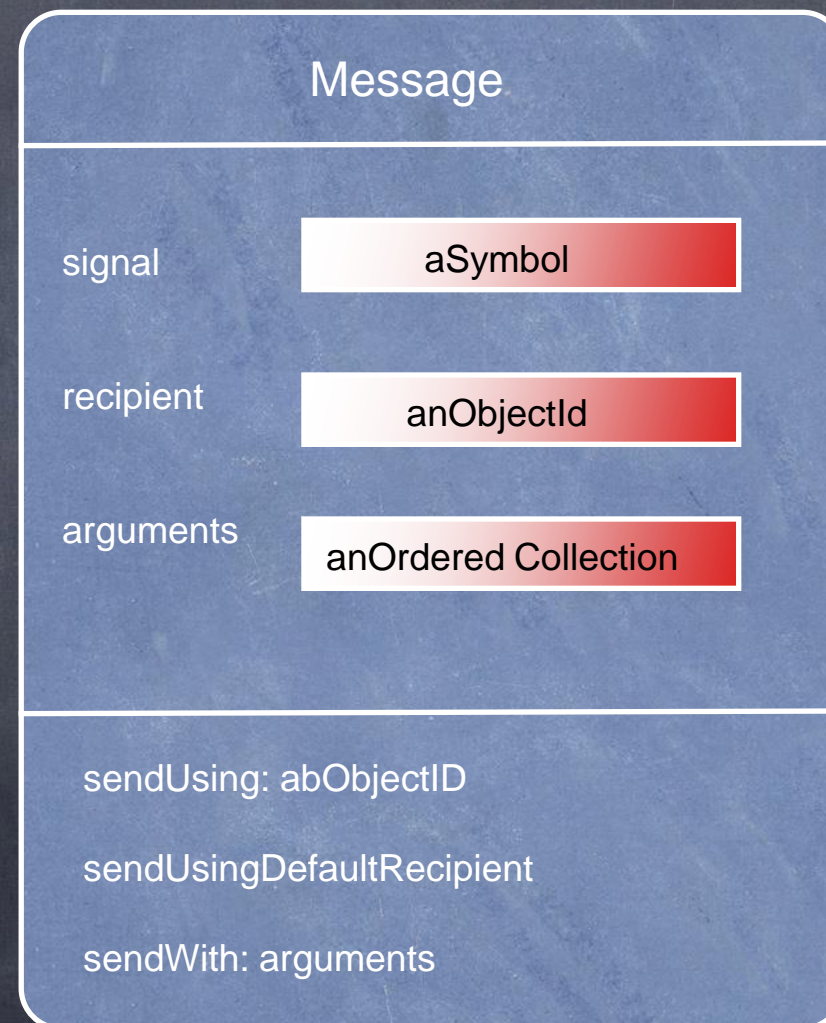
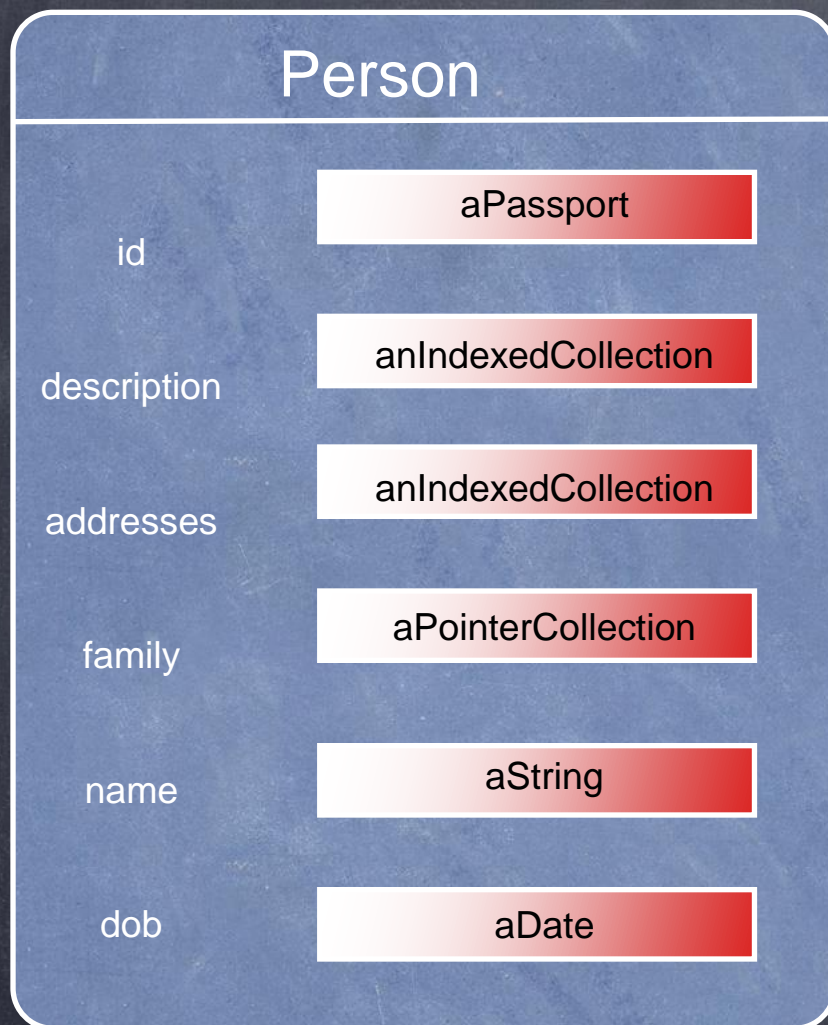
Knowledge  
Required

Message  
Protocol

Event  
Notifications

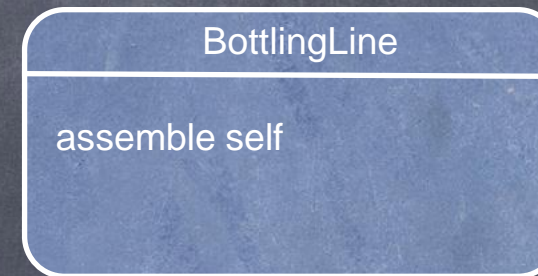
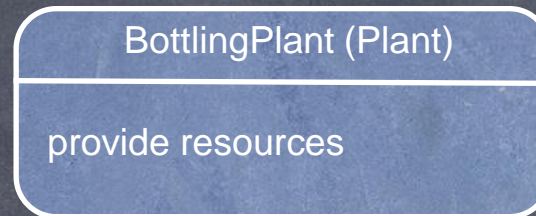
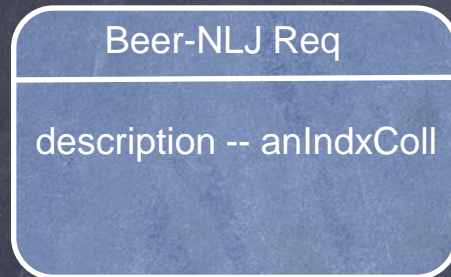
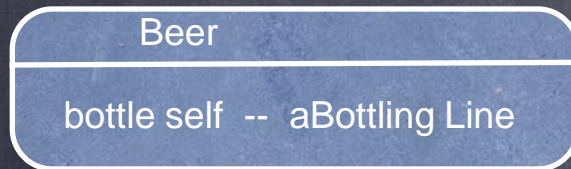


# Everything an Object I





# Everything an Object II



```
reportToConsumer
thePlant sendOne:
    (thePlant containerSupplyMatch: (description at:containerType)
to:
    (thePlant vatMatch: (description at: brewBatch#).
aVat dispense: (description at: volume).
(thePlant bottlingLineFor: (description type)) do:
    [step: step perform].
^ bottledCartonedLabeledSelf
```





# Exercise One - Identify the Objects

Example

Objects in a Story

Example

Problem Statement / Exercise Parameters



# Exercise One - Review

Answer Handout



# Systems Design

- view as a network
- static relationships
- dynamic relationships - interactions - client-server
- dynamic reconfiguration



# Exercise Two



# Exercise Two - Organize the Objects into an Operational Brewery

Stories as Tasks

Example

Example

Problem Statement / Exercise Parameters



# Exercise Two - Review

Answer Handout



# Design I



# Design II



# Exercise Three - Identify the Objects

Example

Objects in a Story

Example

Problem Statement / Exercise Parameters



# Exercise Three - Review

Answer Handout



# Recap