

Designing the Enterprise

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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 Adapative 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

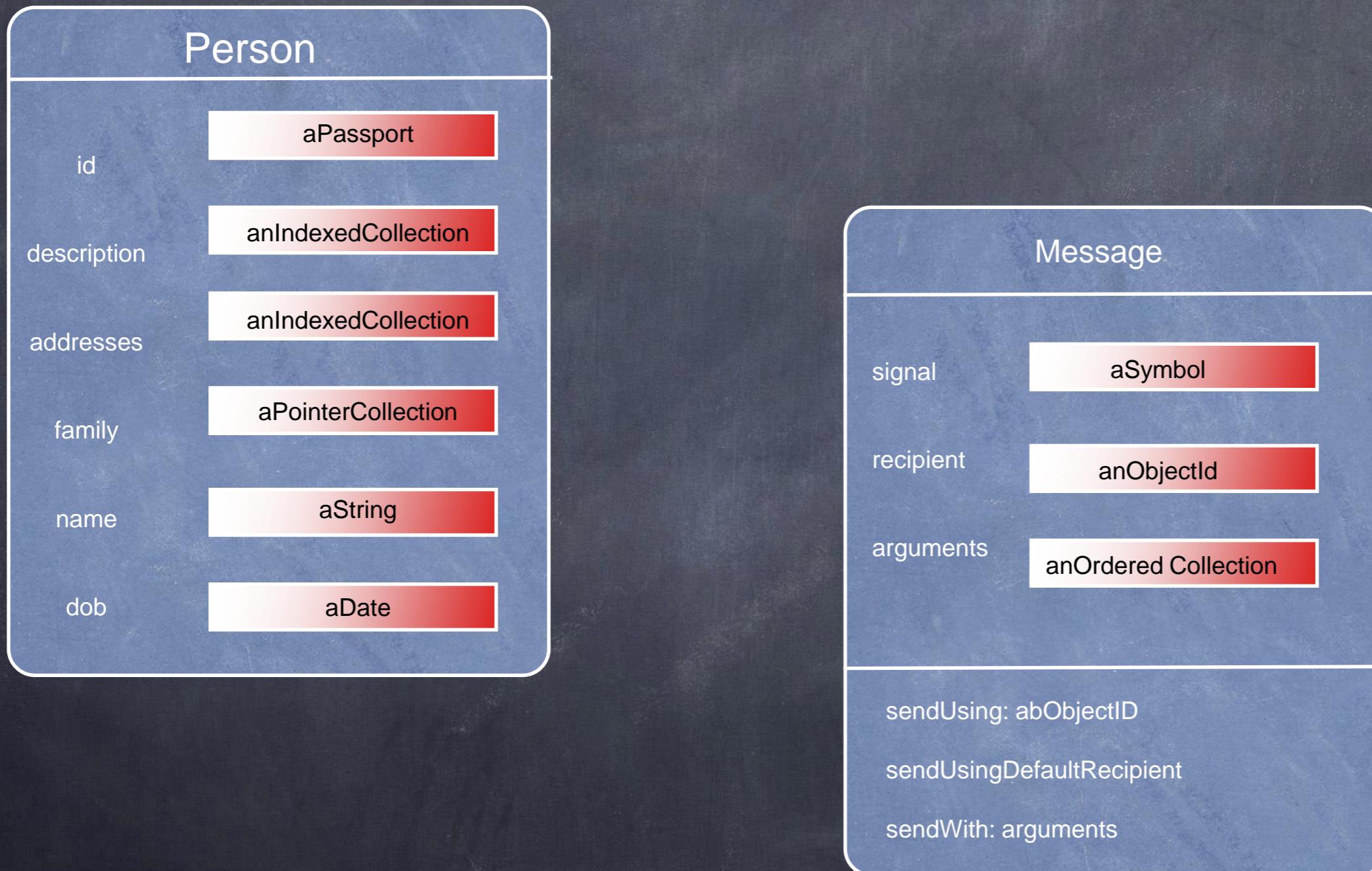
Responsibilities
Collaborators

Knowledge
Required

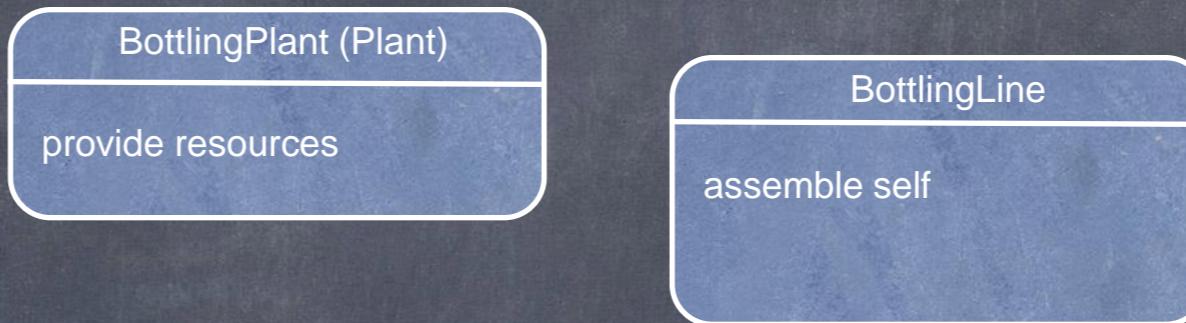
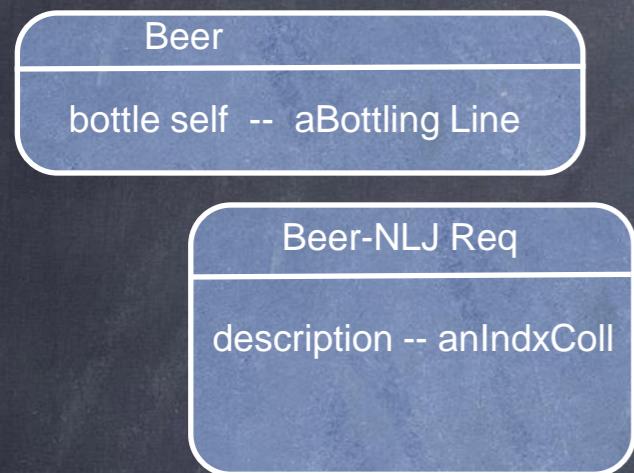
Message
Protocol

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