Application Architecture Guide

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Don Smith Community Liaison Microsoft patterns & practices

Microsoft

patterns & practices



Application users expectations boundaries goals

The

ARCHITE -STRUCTURE supports solution objectives ... in the simplest way possible









Objectives



Κ

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architecturally risk significant use cases revenue high impact

process

Y Scenarios



mobile

Application Overview

choices choices choices choices choices choices choices

Application Type

rich client

service



rich internet



Mobile



Rich lient











Application Overview more choices...

technologies

deployment constraints Architecture Style

whiteboard it

Quality Attributes (the "ilities")

interoperability maintainability manageability reliability scalability security testability usability

Key Issues

Crosscutting Concerns

security (authn/authz) caching configuration exception management logging validation

Candidate Solution It's ... to learn

time to build something





Just ne Thing

REST & SOAP

Follow-up Links

Application Architecture Guide

– <u>http://msdn.microsoft.com/en-us/library/dd673617.aspx</u>

p&p's site: <u>http://msdn.com/practices</u>
don's email: <u>don.smith@microsoft.com</u>
don's blog: <u>http://blogs.msdn.com/donsmith</u>



Appendix

The

Server Iconography







Commerce Server



Content Management Server (CMS)



Mobile Information Server (MIS)



Exchange Server



BizTalk



RTC Server



Host Integration Server (HIS)



Application Server



Server Running XML Web service





libraries



GXA



BizTalk Analysis



BizTalk Developer





BizTalk Analysis



BizTalk Developer



Template

Document

Кеу



Application





Database purple



Database green



Tools





User 2



User 3



User 4



User casual

User casual man







User business casual



User business man











Folder

Folders

Firewall

Commerce





CD



Connector



Message Bus network connection

Hardware Iconography



newer

XML Web Services Iconography





XML Web service

XML Web service and Binary Code



XML Web service (black and white)

Icons











Multi-Layer Switch



Router-Physical

Storage Array

Switch

Internet cloud



Pattern Book with CD



Pattern Book



Services



Service



Monitor



Biometric reader



Bridge



Camera

AB switchbox





Buildings



Factory red

Factory yellow



Factory blue

Enterprise blue

Enterprise red

Buildings





Building brick

Building blue



Building red



Building gold



Building teal



Building purple



Building white with tree



Building purple with tree



Building green with tree



Building blue with tree



Small business green



Small business purple



Small business sand



Small business rose



Small business yellow

Buildings



Manufacturer

green



Manufacturer blue



Manufacturer olive



Manufacturer tan



Manufacturer blue

Icons





Policy rukes

claim



Claim status



Xml



Claim form



Payment



Patient Data

2009软件模式与实践高峰论坛 Patterns & Practices Summit 2009

12.10 - 12.11,2009 中国·深圳
Build Better WPF & Silverlight applications using Prism v2

David Hill Principal Architect Microsoft patterns & practices

Client Application Challenges

- The Problem:
 - Client Applications can be Difficult!
 - How Do You Make The Application
 Dynamic, Customizable, Extensible, Testable?
- The Solution:
 - Break Application Into Modules
 - Manage Dependencies & Interactions
 - Re-assemble Application From Modules







What's In The Box?

- Prism Composite Client Application Guidance for WPF and Silverlight
 - Library
 - Reference Implementation
 - Documentation
 - Quick-Starts & How-To's
 - Community CodePlex
- Prism 1.0 WPF
 Released July 2008
- Prism 2.0 WPF & Silverlight
 Released Feb 2009
- Prism 4.0 WPF & Silverlight 4.0
 - Coming Soon!



Prism Core Concepts



Reference Implementation

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Prism Quick Start Templates

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Available From : http://blogs.msdn.com/dphill



demo

 StockTrader Reference Implementation

Quick Start Templates

What Are Modules?

- Unit Of Application Assembly
 - Collection of Related Components
 - Feature, Services, Views, Data Access
 - Slice & Dice: Mandatory, Optional, Role Specific
- Unit Of Development
 - Independent Development
 - Independent Testing
- Unit Of Deployment
 - Up-Front, Background or On-Demand



Finding & Loading Modules

- Module Discovery
 - Pluggable Catalogs
- Module Loading
 - Background or On-Demand

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Separated Presentation

- Common UI Patterns
 - Supervising Presenter
 - Presentation Model ("Model-View-ViewModel")
- Views:
 - Encapsulate UI & UI Logic
 - Minimal Code Behind
 - UI Designer Friendly
- Presenters:
 - Presentation Logic & State
 - Unit Testable
 - View Independent





Commands and Events

- Delegate Commands
 - Delegate Based Commanding Pattern
- Composite Commands
 - Multiple Handler Command Routing
- Event Aggregator
 - Loosely Coupled Pub/Sub Events









Separated Presentation

Commands

Multi-Targeting

- Deployment For User Experience
 - Desktop: In the Office, Full Functionality Offline Capable
 - RIA: Out of the Office, Functional Subset, Online Only









Multi-Targeting

- Library of Patterns for Client & RIA Applications
 - Modularity, Composition, Separated Presentation...
- Solid but Flexible Architectural Foundation
 - Promotes Re-use, Unit Testing, Independent Development
 - Supports Design-Time & Run-Time Extensibility
- Multi-Targeting
 - Promotes Re-use across WPF & Silverlight
 - Support Multi User Experience or Migration
- Code, Reference Implementation, Documentation & Quick-Starts Available on MSDN & CodePlex
- What's Next?
 - Next Release for WPF & Silverlight 4.0 Spring 2010
 - Send us feedback & ideas for Prism 4.0!



2009

2010

- What's Coming in Prism 4.0?
 - Silverlight 4.0 and WPF 4.0 Support
 - More ViewModel Pattern Guidance
 - Managed Extensibility Framework (MEF) Support
 - Guidance For Out of Browser Applications
 - ???

Where Can You Find It?

- www.microsoft.com/prism
- www.codeplex.com/prism





12.10-12.11,2009 中国•深圳

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Making your life easier with Enterprise Library

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Don Smith Community Liaison Microsoft patterns & practices

Microsoft

patterns & practices

Motivation

Customers want to:

- → leverage **proven practices**
- > drive productivity up, improve economics
- → more effectively jump-start junior developers
- → achieve consistency & compliance
- → drive quality: maintainability
- Arive quality: mature code components

EntLib is this, in actionable form

Documentation (PDF, HTML, CHM)

Pluggable Binaries

Box

Quickstarts

Acceptance Tests

Source Code **Unit Tests**

Out of the BOX

Vecant's patterns & practices

Zen and the Art of Managing Crosscutting Concerns in Enterprise Software Development Enterprise Library 5.0 Developer Notes

REV

1abr 22, 2009

Community extensions

net

Development Series

Len Fenster

carry's experities and experience on the development (sam have put here in a unique position in trach development here to most effectively use Enterprise Library' —From the Foreword by Tom Hollander: product meaging patients & practices. Microsoft Corporation

Effective Use of Microsoft

Building Blocks for Creating Enterprise Applications and Services

Enterprise Library

videos demos

FAQs

Dev Guides

Hands-on Labs

Industry Books



Apress

Conceptual Architecture Functional blocks -----> Common Infrastructure Data Logging Instrumen-Config Access tation Λ Exception Caching Handling **Structural/wiring blocks** Unity Cryptography Security Policy Validation Injection

Consistency

Blocks are written with and used in common patterns Design

Extensibility

Pluggable extension points

Ease of use

Configuration tool, tons of documentation, simple interfaces, hands-on labs, webcasts

Dals

Integration Work well together or separately

Dependency Injection

- The Hollywood principle
- Decouples dependencies
- Improving testability
- Dependency injection container will...
 - figure out which constructor to call
 - figure out which objects need to be created to pass to the constructor



- create the actual objects passed as constructor parameters
- map interfaces to concrete implementations
- ... and it's recursive!
- Unity is one such container



-> demo

Logging Application Block

/ patterns & practices

Logging Application Block

- Provides a simple model for logging events

 Strongly typed, extensible log schema
- Built on top of System. Diagnostics
- Configuration driven you decide what messages are logged where at runtime
- Use any .NET TraceListener, including supplied formatter-aware listeners:
 - EventLog, Database, Flat File, Rolling Flat File, MSMQ, E-mail, WMI, XML or create your own
- Tracer class lets you time key activities and correlate any enclosed events

-> demo

Exception Handling Application Block



Exception Handling Application Block

- Provides simple mechanism that allows you to consistently deal with exceptions throughout your application
- Define "Exception Policies" which link an exception to an action, e.g.
 - Exceptions of type ApplicationException should be logged
 - Exceptions of type SqlClientException should be caught and wrapped with an exception of type DataLayerException and re-thrown
 - Exceptions of type SecurityException should caught and replaced with an AccessDeniedException which will be thrown
- Actions provided include
 - Logging
 - Wrapping one exception with another
 - Replacing one exception with an other
 - Map to WCF Fault Contract

-> demo

Data Access Application Block



Data Access Application Block

- Provides simplified access to the most often used features of ADO.NET with applied proven practices
- Improve Consistency
 - Write code that works against multiple database brands
 - Integrate with System.Transactions functionality
- Improve ease of use
 - Easily call a stored procedure with one line of code
 - Easily consume results from a sproc call
 - Let the block manage the lifetime of database connections
 - Work with database connection strings stored in configuration or specified in code
- NOT an Object Relational Mapper (O/RM) like EF

LINQ Style Result Processing

• Basic idea:

- Instead of a DataReader, get back an IEnumerable<T>
- LINQ to Objects
- Introducing Accessors
 - Provide a higher level abstraction that combines input mapping, output mapping, and result set management into a single object
- Accessors can be easily injected

Summary

- You cannot afford not to reuse
- Enterprise Library is a mature free set of pluggable components
- A-la-carte approach
- DI-style development for the win!
- Focus on testability
- Engage with us!
- Hands-on labs are a good start
- Happy coding!

Resources

- Released versions and related resources:
 msdn.microsoft.com/entlib
- Pre-releases for version 5.0:
 - entlib.codeplex.com
 - unity.codeplex.com
- Community sites:
 - entlib.codeplex.com
 - entlibcontrib.codeplex.com
- patterns & practices home page
 - msdn.microsoft.com/practices
- Grigori's blog:
 - blogs.msdn.com/agile/
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