

Table of Contents (the summary)

	Intro	xix
1	Software Architecture Demystified: <i>Let's Get Started!</i>	1
2	Architectural Characteristics: <i>Know Your Capabilities</i>	41
3	The Two Laws of Software Architecture: <i>Everything's a Trade-Off</i>	81
4	Logical Components: <i>The Building Blocks</i>	123
5	Architectural Styles: <i>Categorization and Philosophies</i>	167
6	Layered Architecture: <i>Separating Concerns</i>	185
7	Modular Monoliths: <i>Driven by the Domain</i>	215
8	Microkernel Architecture: <i>Crafting Customizations</i>	247
9	Do It Yourself: <i>The TripEZ Travel App</i>	277
10	Microservices Architecture: <i>Bit by Bit</i>	303
11	Event-Driven Architecture: <i>Asynchronous Adventures</i>	349
12	Do It Yourself: <i>Testing Your Knowledge</i>	403
13	Appendix: Leftovers: <i>The Top Six Topics We Didn't Cover</i>	427
	Index	441

Table of Contents (the real thing)

Intro

Because software architecture is hard, your brain will trick you into thinking you can't learn it. Your brain's thinking, "Better to focus on more important things, like what to eat for lunch and whether pigs have wings." The good news is that you CAN trick your brain into thinking software architecture is an important skill to learn, and in this chapter we're going to show you just how to do that.

Who is this book for?	xxii
We know what you're thinking	xxiii
We know what your <i>brain</i> is thinking	xxiii
Metacognition: Thinking about thinking	xxv
Here's what WE did	xxvi
Here's what YOU can do to bend your brain into submission	xxvii
Read me	xxviii
Do it yourself chapters	xxx
The technical review team	xxxi
Joint acknowledgments	xxxii
Individual acknowledgments	xxxiii