

Le Application Architecture Guide

Designed to appeal to visual thinkers, *25 Concepts in Modern Architecture* explores the fundamental ideas behind architectural design, through easy-to-follow sketches, drawings and succinct explanations. Twenty-five concepts – each of which are key to architectural design thinking – are accessibly explained by examining twenty-five different masterworks of modern architecture. For example, the concept of 'movement' in architectural design is explained through a close look at a Le Corbusier building; 'transparency' is examined in Philip Johnson's seminal Glass House; 'asymmetry' is understood through the work of Zaha Hadid – and so on, through twenty-five core concepts and twenty-five of the most significant buildings of the modern era. Taking a highly-visual approach, this simple yet visually-powerful guide is an essential companion in the design studio and to introductory courses in modern architecture, interior architecture, and interior design. Understanding these concepts will provide a key to demystifying the greatest works in modern architectural history, inspire new ways to think about new design projects, and reveal how drawing and sketching are used as tools for the visual analysis of architecture.

44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book *Microservices Patterns* teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's *POJOs in Action*, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices

Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically

improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books *Clean Code* and *The Clean Coder*, legendary software craftsman Robert C. Martin (“Uncle Bob”) reveals those rules and helps you apply them. Martin’s *Clean Architecture* doesn’t merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you’ve come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you’ll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what’s critically important and what’s merely a “detail” Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures *Clean Architecture* is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else’s designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

This is not a book for architects, but for all those that have suffered, consciously and unconsciously, from modern architecture and have wondered how it came about. This was largely due to one man, an architect called Le Corbusier. For some he was a genius, but the truth is he was a sham, a fake, a charlatan whose only gift was for self-publicity. He was the most influential architect of the second half of the twentieth century; his influence overwhelmed the architectural profession on a global scale, who swallowed his publicity whole, and still hold him in awe. For the rest of the world, the mere mortals, his influence was disastrous, as traditional buildings were destroyed and replaced by featureless boxes of varying sizes, imposing a dreariness hitherto unimagined. As usual, it was the poor who suffered most as they were herded into tower-blocks. These were often grouped into estates that ringed many towns and cities, which then degenerated into high-rise slums with all the well-known attendant social problems. This book exposes the myths that surround Le Corbusier, detailing the endless failures of his proposals and his projects. These were due to his profound dishonesty, both as a person and as an architect. His legacy was an architectural profession that believed, and still believe, they were designing buildings based on logic, functionality and honesty whereas they were doing the opposite.

Cloud applications have a unique set of characteristics. They run on commodity hardware, provide services to untrusted users, and deal with unpredictable workloads. These factors impose a range of problems that you, as a designer or developer, need to resolve. Your applications must be resilient so that they can recover from failures, secure to protect services from malicious attacks, and elastic in order to respond to an ever changing workload. This guide demonstrates design patterns that can help you to solve the problems you might encounter in many different areas of cloud application development. Each pattern discusses design considerations, and explains how you can implement it using the features of Windows Azure. The patterns are grouped into

categories: availability, data management, design and implementation, messaging, performance and scalability, resilience, management and monitoring, and security. You will also see more general guidance related to these areas of concern. It explains key concepts such as data consistency and asynchronous messaging. In addition, there is useful guidance and explanation of the key considerations for designing features such as data partitioning, telemetry, and hosting in multiple datacenters. These patterns and guidance can help you to improve the quality of applications and services you create, and make the development process more efficient. Enjoy!

Beschrijving van vijftientig open source applicaties.

Invitation to Vernacular Architecture: A Guide to the Study of Ordinary Buildings and Landscapes is a manual for exploring and interpreting vernacular architecture, the common buildings of particular regions and time periods. Thomas Carter and Elizabeth Collins Cromley provide a comprehensive introduction to the field. Rich with illustrations and written in a clear and jargon-free style, Invitation to Vernacular Architecture is an ideal text for courses in architecture, material culture studies, historic preservation, American studies, and history, and a useful guide for anyone interested in the built environment.

This title provides an entertaining look at the many regional styles of architecture in Spain, including such notable structures as Bilbao's Guggenheim and La Alhambra in Granada.

Microsoft Application Architecture Guide

An architectural guide to Sub-Saharan Africa.

This book considers the post-68 French city as a prism through which to understand the contemporary world and France's specificity within it. The reader is invited to join in a series of exploratory strolls through texts, buildings, and neighborhoods, and thereby share in a process of discovery. Zeroing in on international architectural debates, a range of key Parisian exhibitions, and major urban design decisions in Paris, Montpellier, and Lille, Yaari unravels an often-acerbic French critique of both modern and postmodern positions on culture, technology, and the city. This critique—stemming from the competing claims of national identity, the ethics of architecture and display, and an anthropologically informed revision of prevailing views on the city—has sparked in France a passionate search for a third path, which the author proposes to term *après-moderne*. Breaking new ground in the field of French Studies through cultural analysis of the contemporary city, this study brings new insight to scholars and professionals in architecture and urbanism, and will interest all others for whom France and cities in general hold special appeal.

Over 300 buildings of the last 2000 years are presented.

Do you need to learn about cloud computing architecture with Microsoft's Azure quickly? Read this book! It gives you just enough info on the big picture and is filled with key terminology so that you can join the discussion on cloud architecture.

Berlin is not just the capital city and largest metropolis in Germany. It is also characterised by its most varying architectural landscape. The present architecture guide provides access to this structural spectrum. Three proven experts guide the reader

Explores the architectural treasures of the Southern-Central region of New York's Adirondack Park and places them in the context of Adirondack history and culture. The Adirondack Architecture Guide, Southern-Central Region provides a professional and insightful survey of the built environment of a unique area within New York's Adirondack Park. This book is the first field guide to the architecture of the Park, revealing the ordinary and the extraordinary, the remarkable buildings by prominent designers, as well as the hidden, unexpected gems few know exist. Based on more than seven thousand miles of fieldwork and years of research, the guide comprises more than seven hundred sites traversing the geographic range,

socioeconomic strata, and historical span of the region from the late 1700s to the present. Organized according to clearly marked travel routes and fourteen tours on the ground and on the water, it features detailed maps and coordinates for each site, along with many beautiful photographs. Also included are eleven companion essays drawing on the expertise of professionals, local historians, and Adirondack residents that delve into the what, where, and why people built in the Adirondacks. “In *The Adirondack Architecture Guide*, beloved landmarks share the pages with little-known architectural gems through a series of curated tours. Each one tracks the history and development of the Southern-Central Adirondacks through its fascinating buildings, bridges, and byways. From first-time visitors to longtime residents, readers will find it packed with information designed to make the most of a side trip lasting a few hours or a weekend of exploring. This is a must-have source to guide your travels in one of the most beautiful and historic parts of New York, the Adirondack Park.” — Jay A. DiLorenzo, President, Preservation League of New York State “This remarkable book presents architecture, broadly defined to include all man-made structures, as the key to understanding the history and culture of a vast National Historic Landmark. We are introduced to the sublime Chestertown Church of the Good Shepherd, the delightful Custard’s Last Stand, the earnest Wakely Mountain Fire Tower, and the grand aspirations of the Mary Persons House. A detailed picture of two hundred years in a region of romantic wilderness, industry, tourism, and everyday life emerges to offer a compelling vision of a unique place. This guide is not only for architecture buffs and explorers. It is a model of historical research that presents an unbiased picture of the rich diversity of a fascinating region.” — Frances Halsband, Kliment Halsband Architects

Summary SPA Design and Architecture teaches you the design and development skills you need to create SPAs. Includes an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The next step in the development of web-based software, single-page web applications deliver the sleekness and fluidity of a native desktop application in a browser. If you're ready to make the leap from traditional web applications to SPAs, but don't know where to begin, this book will get you going. About the Book SPA Design and Architecture teaches you the design and development skills you need to create SPAs. You'll start with an introduction to the SPA model and see how it builds on the standard approach using linked pages. The author guides you through the practical issues of building an SPA, including an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. What's Inside Working with modular JavaScript Understanding MV* frameworks Layout management Client-side task automation Testing SPAs About the Reader This book assumes you are a web developer and know JavaScript basics. About the Author Emmitt Scott is a senior software engineer and architect with experience building large-scale, web-based applications. Table of Contents PART 1 THE BASICS What is a single-page application? The role of MV* frameworks Modular JavaScript PART 2 CORE CONCEPTS Navigating the single page View composition and layout Inter-module interaction Communicating with the server Unit testing Client-side task automation APPENDIXES Employee directory example walk-through Review of the XMLHttpRequest API Chapter 7 server-side setup and summary Installing Node.js and Gulp.js Summary Cloud Native Patterns is your guide to developing strong applications that thrive in the dynamic, distributed, virtual world of the cloud. This book presents a mental model for cloud-native applications, along with the patterns, practices, and tooling that set them apart. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from

Manning Publications. About the Technology Cloud platforms promise the holy grail: near-zero downtime, infinite scalability, short feedback cycles, fault-tolerance, and cost control. But how do you get there? By applying cloudnative designs, developers can build resilient, easily adaptable, web-scale distributed applications that handle massive user traffic and data loads. Learn these fundamental patterns and practices, and you'll be ready to thrive in the dynamic, distributed, virtual world of the cloud. About the Book With 25 years of experience under her belt, Cornelia Davis teaches you the practices and patterns that set cloud-native applications apart. With realistic examples and expert advice for working with apps, data, services, routing, and more, she shows you how to design and build software that functions beautifully on modern cloud platforms. As you read, you will start to appreciate that cloud-native computing is more about the how and why rather than the where. What's inside The lifecycle of cloud-native apps Cloud-scale configuration management Zero downtime upgrades, versioned services, and parallel deploys Service discovery and dynamic routing Managing interactions between services, including retries and circuit breakers About the Reader Requires basic software design skills and an ability to read Java or a similar language. About the Author Cornelia Davis is Vice President of Technology at Pivotal Software. A teacher at heart, she's spent the last 25 years making good software and great software developers. Table of Contents PART 1 - THE CLOUD-NATIVE CONTEXT You keep using that word: Defining "cloud-native" Running cloud-native applications in production The platform for cloud-native software PART 2 - CLOUD-NATIVE PATTERNS Event-driven microservices: It's not just request/response App redundancy: Scale-out and statelessness Application configuration: Not just environment variables The application lifecycle: Accounting for constant change Accessing apps: Services, routing, and service discovery Interaction redundancy: Retries and other control loops Fronting services: Circuit breakers and API gateways Troubleshooting: Finding the needle in the haystack Cloud-native data: Breaking the data monolith

Published in 1923, *Toward an Architecture* had an immediate impact on architects throughout Europe and remains a foundational text for students and professionals. This edition includes a new translation of the original text, a scholarly introduction, and background notes that illuminate the text and illustrations.

Architecture and Politics in Republican Rome is the first book to explore the intersection between Roman Republican building practices and politics (c.509–44 BCE). At the start of the period, architectural commissions were carefully controlled by the political system; by the end, buildings were so widely exploited and so rhetorically powerful that Cassius Dio cited abuse of visual culture among the reasons that propelled Julius Caesar's colleagues to murder him in order to safeguard the Republic. In an engaging and wide-ranging text, Penelope J. E. Davies traces the journey between these two points, as politicians developed strategies to manoeuvre within the system's constraints. She also explores the urban development and image of Rome, setting out formal aspects of different types of architecture and technological advances such as the mastery of concrete. Elucidating a rich corpus of buildings that have been poorly understood, Davies demonstrates that Republican architecture was much more than a formal precursor to that of imperial Rome.

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design

ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include

- Dividing an enterprise application into layers
- The major approaches to organizing business logic
- An in-depth treatment of mapping between objects and relational databases
- Using Model-View-Controller to organize a Web presentation
- Handling concurrency for data that spans multiple transactions
- Designing distributed object interfaces

"Ce Guide de Poche se base sur TOGAF® Version 9.2 Entreprise Edition et il fait autorité en la matière car il en reprend des éléments de documentation. En introduisant de manière concise TOGAF®, sa lecture ne nécessite pas d'avoir des connaissances préalables sur l'architecture d'entreprise. Ce livre vous est principalement destiné si vous êtes un professionnel concerné par l'architecture: architecte d'entreprise, architecte métiers, architecte des systèmes d'information, architecte des données, architecte systèmes, architecte solutions ou dirigeant cherchant une première introduction à TOGAF®. Ce guide de Poche fournit les éléments suivants: • une présentation générale de TOGAF®; • une introduction à la Méthode de Développement d'Architecture; • une introduction aux notions de Cadre de Contenu d'Architecture et de Continuum d'Entreprise; • une introduction au Cadre de Capacité d'Architecture, permettant de créer et de mettre en oeuvre une fonction d'architecture au sein d'une entreprise. Avec plus de 30.000 praticiens certifiés dans le monde, TOGAF® est le cadre d'Architecture d'Entreprise le plus répandu dans les entreprises. Il s'appuie sur une approche itérative de transformation de l'entreprise qui couvre: • le cycle de vie complet des architectures produites, de la vision à la maintenance, en s'attachant à livrer aux acteurs concernés la valeur métier et les qualités attendues; • et le développement continu de la capacité à faire de l'Architecture d'Entreprise. TOGAF® a pour objectifs d'améliorer l'agilité et la performance de l'entreprise, de permettre l'innovation et l'émergence de nouveaux business models, de maîtriser la transformation de l'entreprise. TOGAF® est un standard de The Open Group et il a bénéficié de la mise en commun et de la coordination des bonnes pratiques de plusieurs centaines d'entreprises des domaines IT et industriels. "

With over 250,000 apps to choose from in Apple's App Store, you can make your iPhone or iPod Touch do just about anything you can imagine -- and almost certainly a few things you would never think of. While it's not hard to find apps, it is frustratingly difficult to find the the best ones. That's where this new edition of Best iPhone Apps comes in. New York Times technology columnist J.D. Biersdorfer has stress-tested hundreds of the App Store's mini-programs and hand-picked more than 200 standouts to help you get work done, play games, stay connected with friends, explore a new city, get in shape, and more. With your device, you can use your time more efficiently with genius productivity apps, or fritter it away with deliriously fun games. Play the part of a local with brilliant travel apps, or stick close to home with apps for errands, movie times, and events. Get yourself in shape with fitness programs, or take a break and find the best restaurants in town. No matter how you want to use your iPhone or iPod Touch, Best iPhone Apps helps you unlock your glossy gadget's potential. Discover great apps

to help you: Get work done Connect with friends Play games Juggle documents Explore what's nearby Get in shape Travel the world Find new music Dine out Manage your money ...and much more!

This lively text provides a candid inquiry into the contemporary means by which architects get work and (for better or worse) become famous. In response to the reciprocal relationship between publicity and everyday architectural practice, this book examines the mechanisms by which architects seek publicity and manage to establish themselves and their work ahead of their colleagues. Through the essays of specialist contributors, this book enables the reader to understand the complex relationship between what they see as the built environment and the unwritten stories behind how it came about. * Internationally known architects bring an insider's view of the profession to life * Shows architects how to establish a strong reputation in one of the most competitive professional fields * Links themes of contemporary culture to key architectural issues

Describes ways to incorporate domain modeling into software development.

The Le Corbusier Guide has been a favourite of architects since it was first published over 10 years ago. This edition has been completely updated and features photographs, plans, and precise descriptions of Le Corbusier's great architectural edifices. It includes a complete index and introduction, making it the perfect reference for the scholar, student, or tourist.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

ForewordBy Diego Vega (Program Manager, Microsoft Corp., Redmond, Seattle, U.S.)By the time we released the first version of Entity Framework we were constantly getting feedback from the DDD Community about things that were missing in EF. The main issues were blockers for practicing DDD with EF, such as lack of Persistence Ignorance support, difficulties of testability and high friction in some areas of the API. Members of the DDD Community and the EF team spent considerable time discussing and cross-educating each other these subjects and on the true potential of EF. This had a strong influence in the second version of the EF, called EF 4.0, and the improvements that later crystallized in EF 4.1, which included massive improvements intended to address many of those concerns. EF is still going to evolve to improve the experience and to make it easier to fall into what many like to call the "Pit of Success" of software development. But in EF 4 we already reached an important turning point: When customers pick EF for using it in their applications, they often come to us to ask for best practices, e.g. how to implement things with less and more maintainable code. Many of these customers now learn about concepts like Persistence Ignorance and Testability for the first time in our forums, blogs and conference talks! Therefore we are always looking for ways to disseminate this information. This book is a necessary and great attempt to distill the existing body of best practices for doing DDD with EF. I hope it will be very useful for those customers in need of such kind of guidance. Like EF, I hope this book will also evolve over time to accommodate new knowledge and scenarios. I am looking forward to seeing the impact of this initial work, as well as other things coming from the authors in the future. Target audience of the Guide This guide is targeted to the people involved in the entire lifecycle of software products or corporate applications with custom development. Specially, the following roles are applicable:

Software Architect Lead Developer and Developer

Get the definitive guide on designing applications on the Microsoft application platform—straight from the Microsoft patterns & practices team. Learn how to choose the most appropriate architecture and the best implementation technologies that the Microsoft application platform offers applications developers. Get critical design recommendations and guidelines organized by application type—from Web, mobile, and rich Internet applications to Office Business Applications. You™ also get links to additional technical resources that can help with your application development.

A guide book for architects, covering 101 buildings in Paris, from Romanesque to 20th century. It is fully illustrated with maps, plans, sections and photographs, and updated to include buildings from the 1980s.

Modeling Enterprise Architecture with TOGAF explains everything you need to know to effectively model enterprise architecture with The Open Group Architecture Framework (TOGAF), the leading EA standard. This solution-focused reference presents key techniques and illustrative examples to help you model enterprise architecture. This book describes the TOGAF standard and its structure, from the architecture transformation method to governance, and presents enterprise architecture modeling practices with plenty of examples of TOGAF deliverables in the context of a case study. Although widespread and growing quickly, enterprise architecture is delicate to manage across all its dimensions. Focusing on the architecture transformation method, TOGAF provides a wide framework, which covers the repository, governance, and a set of recognized best practices. The examples featured in this book were realized using the open source Modelio tool, which includes extensions for TOGAF. Includes intuitive summaries of the complex TOGAF standard to let you effectively model enterprise architecture Uses practical examples to illustrate ways to adapt TOGAF to the needs of your enterprise Provides model examples with Modelio, a free modeling tool, letting you exercise TOGAF modeling immediately using a dedicated tool Combines existing modeling standards with TOGAF

Containing over 6,000 entries from Aalto to Zwinger and written in a clear and concise style, this authoritative dictionary covers architectural history in detail, from ancient times to the present day. It also includes concise biographies of hundreds of architects from history (excluding living persons), from Sir Francis Bacon and Imhotep to Liang Ssu-ch'eng and Francis Inigo Thomas. The text is complemented by over 260 beautiful and meticulous line drawings, labelled cross-sections, and diagrams. These include precise drawings of typical building features, making it easy for readers to identify particular period styles. This third edition of The Oxford Dictionary of Architecture has been extensively revised and expanded, with over 900 new entries including hundreds of definitions of garden and landscape terms such as Baroque garden, floral clock, hortus conclusus, and Zen garden-design. Each entry is followed by a mini-bibliography, with suggestions for further reading. The full bibliography to the first edition (previously only available online) has also been fully updated and expanded, and incorporated into this new edition. This is an essential work of reference for anyone with an interest in architectural and garden history. With clear descriptions providing in-depth analysis, it is invaluable for students, professional architects, art historians, and anyone interested in architecture and garden design, and provides a fascinating wealth of information for the general reader.

Improving Business Agility with EDA Going beyond SOA, enterprises can gain even greater agility by implementing event-driven architectures (EDAs) that automatically detect and react to significant business events. However, EDA planning and deployment is complex, and even experienced SOA architects and developers need expert guidance. In Event-Driven Architecture, four leading IT innovators present both the theory of EDA and practical, step-by-

step guidance to implementing it successfully. The authors first establish a thorough and workable definition of EDA and explore how EDA can help solve many of today's most difficult business and IT challenges. You'll learn how EDAs work, what they can do today, and what they might be able to do as they mature. You'll learn how to determine whether an EDA approach makes sense in your environment and how to overcome the difficult interoperability and integration issues associated with successful deployment. Finally, the authors present chapter-length case studies demonstrating how both full and partial EDA implementations can deliver exceptional business value. Coverage includes How SOA and Web services can power event-driven architectures The role of SOA infrastructure, governance, and security in EDA environments EDA core components: event consumers and producers, message backbones, Web service transport, and more EDA patterns, including simple event processing, event stream processing, and complex event processing Designing flexible stateless events that can respond to unpredictable customers, suppliers, and business partners Addressing technical and business challenges such as project management and communication EDA at work: real-world applications across multiple verticals Hugh Taylor is a social software evangelist for IBM Lotus Software. He coauthored *Understanding Enterprise SOA* and has written extensively on Web services and SOA. He holds an MBA from Harvard Business School. Angela Yochem is an executive in a multinational technology company and is a recognized thought leader in architecture and large-scale technology management. Les Phillips, VP, enterprise architecture, at SunTrust Banks Inc., is responsible for defining the strategic and business IT foundation for many areas of the enterprise. Frank Martinez, EVP, product strategy, at SOA Software, is a recognized expert on distributed, enterprise application, and infrastructure platforms. He has served as senior operating executive for several venture-backed firms and helped build Intershop Communications into a multibillion-dollar public company.

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