Architectural Design of Distributed Business Systems

Trygve Reenskaug
Mogul.com Norway

This tutorial focuses on issues that are critical for the success of distributed systems development:

- Who are the users (actors)?
- What are their goals (use cases)?
- What are their processes?
- What are the system components?
- What are their responsibilities?
- How do they collaborate?

The tutorial is based on a mixture of lectures and active attendee participation.

Audience
The intended audience is senior programmers, information architects and managers who are interested in distributed systems architecture and development. Participants should be familiar with basic object oriented concepts.

Benefits

- Learn critical steps for creating distributed systems architectures
- Learn about useful techniques for the different steps
- Learn how to model systems architectures with UML collaborations

Trygve Reenskaug has 40 years experience in developing industrial strength software products combined with software engineering research. He has extensive presentation experience including keynotes and other talks as well as many conference tutorials. His firsts include structured programming and data base oriented architectures in the early sixties; object oriented applications and collaboration modeling in the early seventies; experimental Model-View-Controller, the world's first reusable object oriented framework, in 1979; and the premier book on collaboration modeling in 1995. He was a member of the UML Core Team, and is currently involved with the revision of the Collaboration part of UML. He is also engaged in creating methods and tools for the development of distributed information systems.