

## Fundamentals of Reusable Architecture

<b>Objectives</b> <ul style="list-style-type: none"> <li>• Introduce history and context of reuse</li> <li>• Discuss reuse best practices</li> <li>• Discuss reusable assets</li> <li>• Discuss consumption and production of reusable assets by projects</li> <li>• Discuss organization-level reuse roles and responsibilities</li> <li>• Discuss how to establish an effective reuse practice</li> </ul>		<b>Description</b> <i>Fundamentals of Reusable Architecture</i> provides experienced practitioners the basics in how to create, use, and manage reusable assets at both the project- and organization-level. A reusable asset is a formal collection of artifacts (compiled code, design specifications, requirements, etc) that are shared by more than one project and/or product. The course begins with an overview of reuse including reviewing the business problems that reuse is intended to resolve, existing reuse standards and best practices. The course continues with a discussion around what exactly is an asset, where are they found, what makes them reusable, and who manages them. Students then review how reuse affects individual projects such as understanding reuse activities and how to plan for reuse. The course introduces students to roles and responsibilities required at the organization-level to sustain reuse across projects. The course concludes with a discussion of how to establish an effective reuse practice in an organization through new roles (such as an asset librarian), asset management tools, and integration with other lifecycles such as strategic planning, architecture governance, and solution delivery.	
		<b>Course Outline (Modules and Topics)</b>	
		<ul style="list-style-type: none"> <li>• Reuse Overview               <ul style="list-style-type: none"> <li>• Technology and business background</li> <li>• Business problem</li> <li>• Industry standards (UML, RAS, WSDL)</li> <li>• Best practices</li> </ul> </li> <li>• Reusable Assets               <ul style="list-style-type: none"> <li>• What is an asset?</li> <li>• Where do you find them?</li> <li>• What makes them reusable?</li> <li>• How do you reuse them?</li> <li>• Who manages them?</li> </ul> </li> <li>• Project Reuse               <ul style="list-style-type: none"> <li>• Reuse investment</li> <li>• Planning for reuse</li> <li>• Reuse activities</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Organization Reuse               <ul style="list-style-type: none"> <li>• Asset library</li> <li>• Asset governance</li> <li>• Asset management</li> <li>• Asset-based planning</li> </ul> </li> <li>• Establish Reuse Practice               <ul style="list-style-type: none"> <li>• Asset librarian</li> <li>• Asset repositories and tools</li> <li>• Integration with strategic planning, architecture governance, and solution delivery</li> </ul> </li> <li>• Practice deployment strategies</li> </ul>
<b>Duration</b> 1 day	<b>Course #</b> 01-0202	<b>Prerequisites</b> <ul style="list-style-type: none"> <li>• Object-Oriented Analysis and Design with UML course</li> <li>• Experience practicing or involving architecture on projects</li> </ul>	<b>In partnership with</b>
<b>Audience</b> <ul style="list-style-type: none"> <li>• Enterprise architect</li> <li>• Business architect</li> <li>• Data architect</li> <li>• Application architect</li> <li>• Technology architect</li> <li>• Software architect</li> <li>• IT manager</li> <li>• Project manager</li> </ul>		<b>Continuing education</b> <ul style="list-style-type: none"> <li>• Model Driven Architecture Fundamentals</li> <li>• Modeling Service-Oriented Architecture</li> </ul> <b>Classroom requirements</b> <ul style="list-style-type: none"> <li>• None</li> </ul>	

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