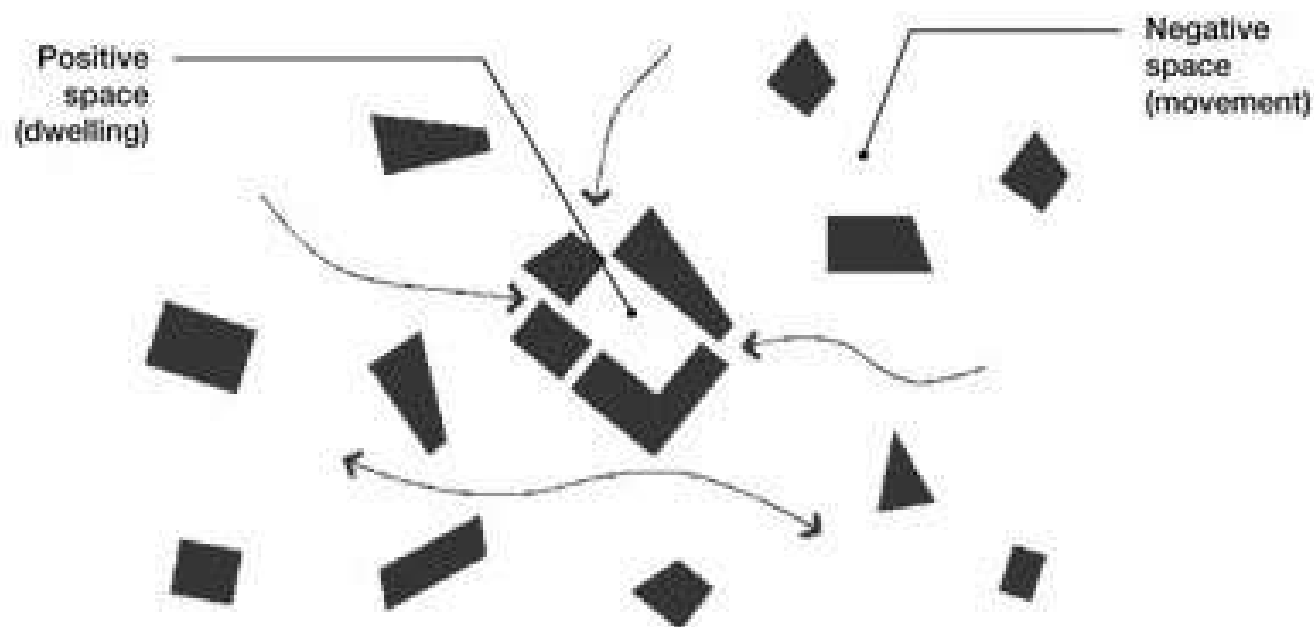


5. Spațiu pozitiv

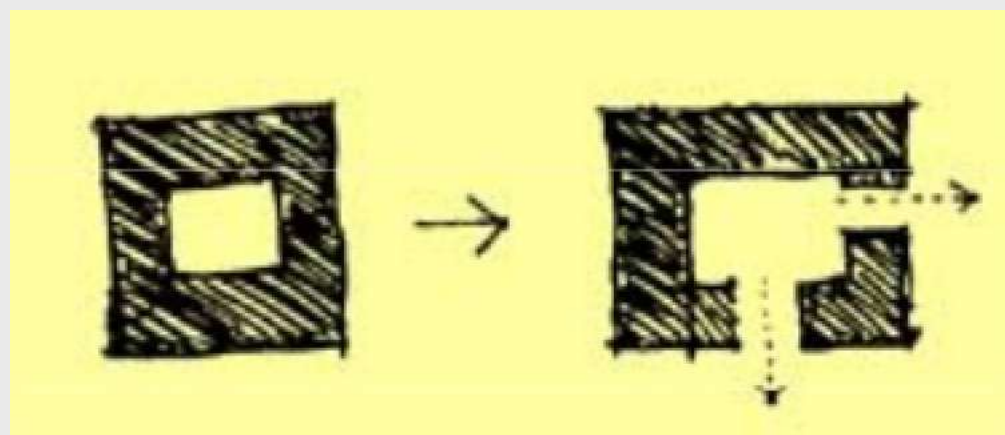
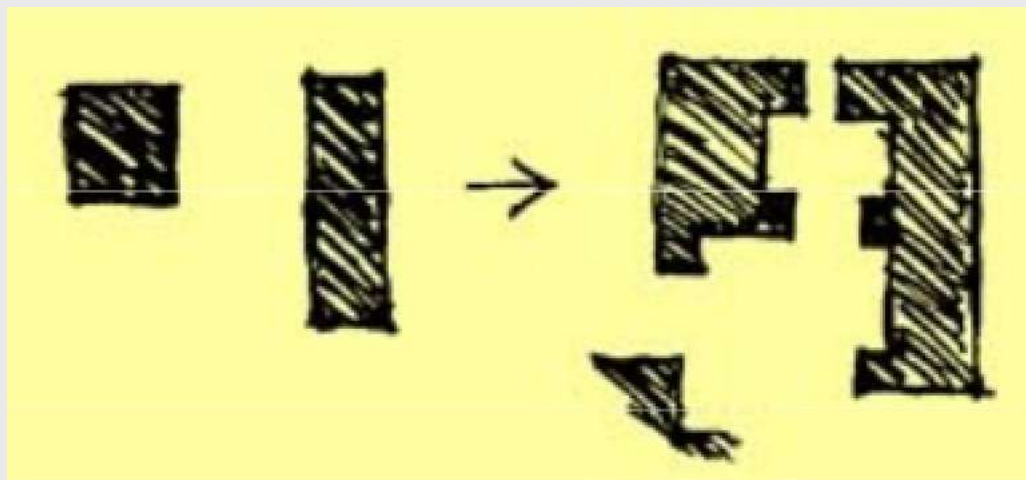


A college "quad" is usually the preferred space on a campus for social interaction and hanging out.

5. Spațiu pozitiv

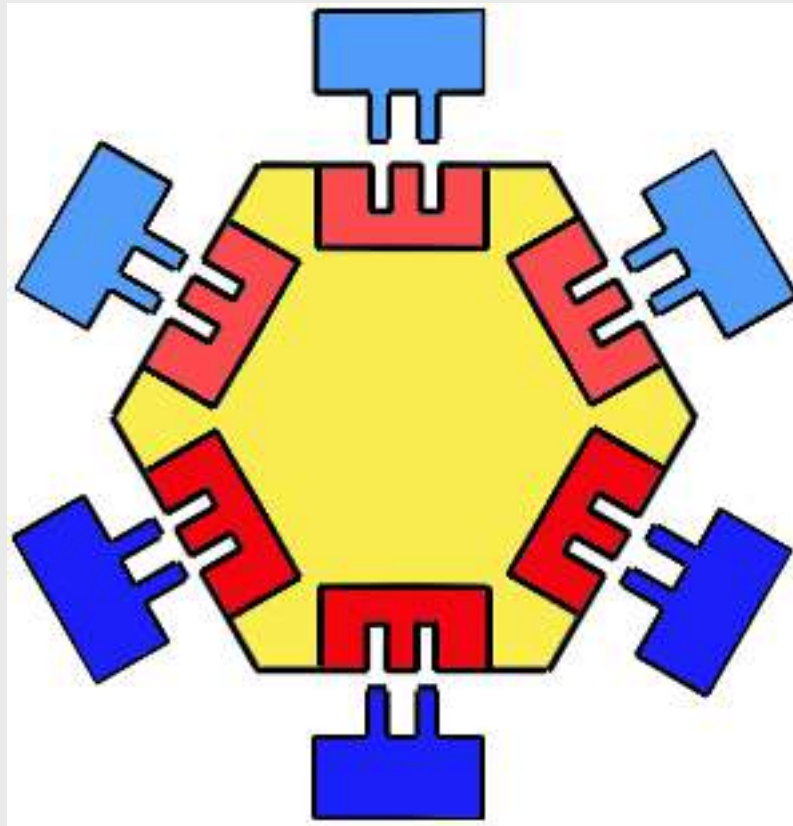


5. Spațiu pozitiv



5. Spațiu pozitiv

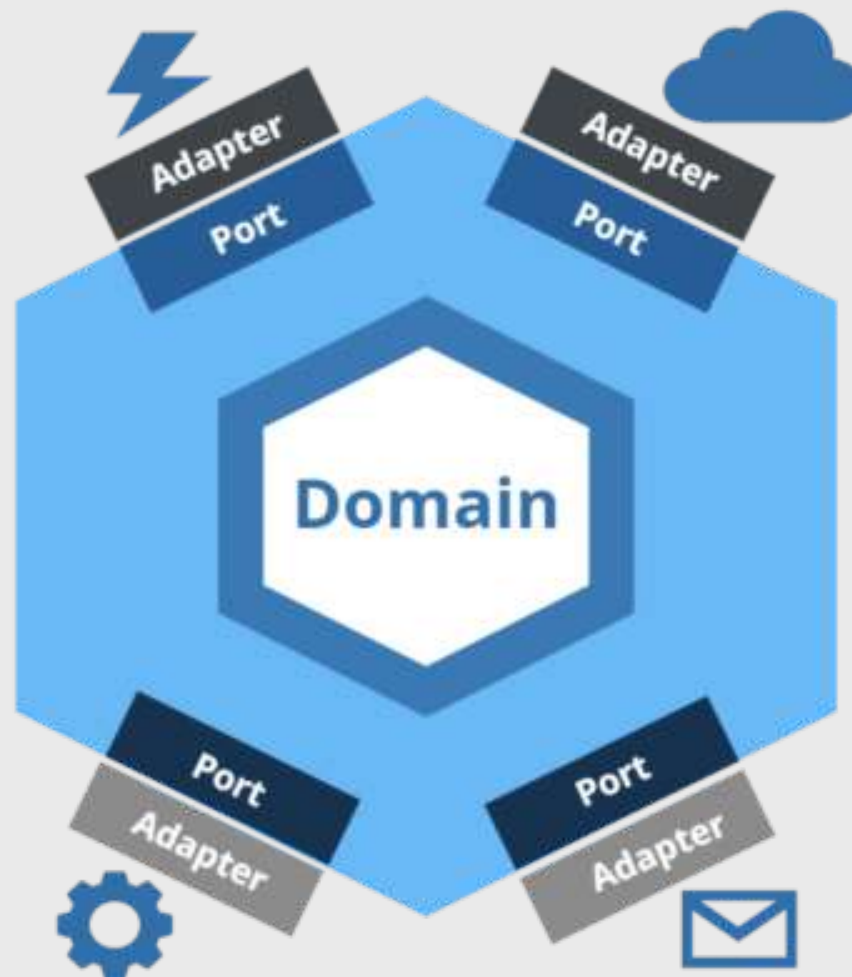
Arhitectura hexagonală



6. Forme bune



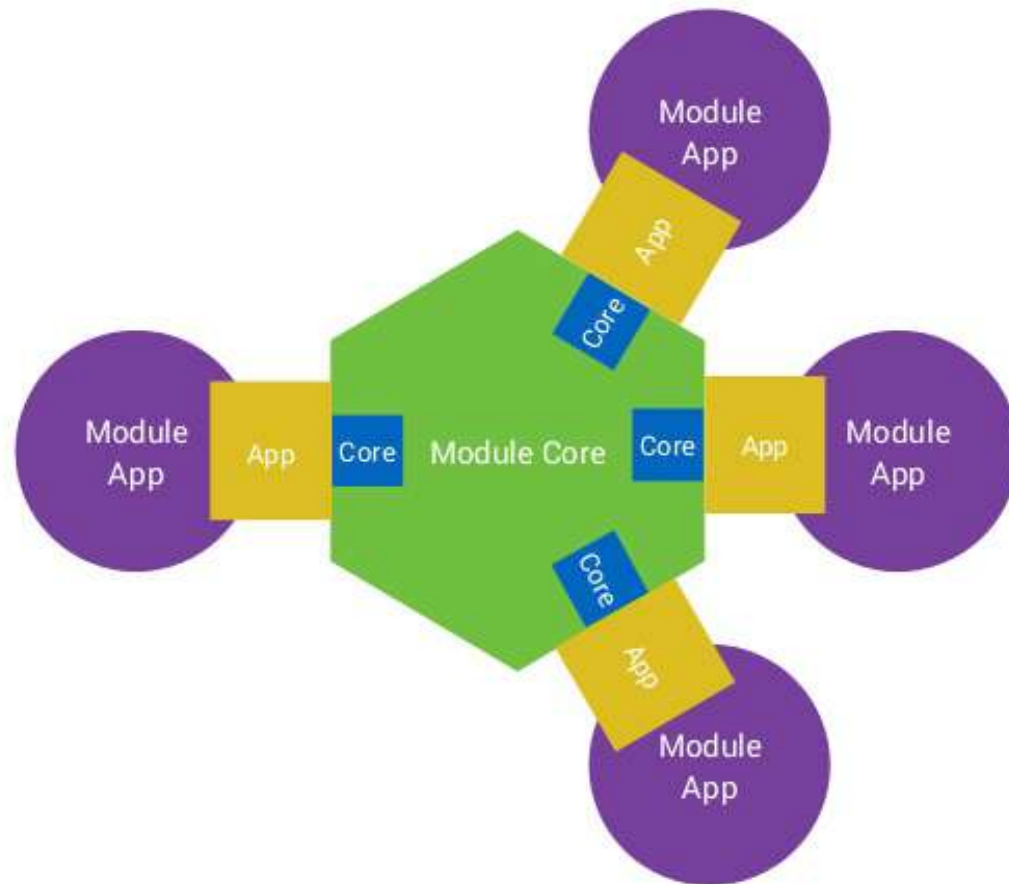
6. Forme bune



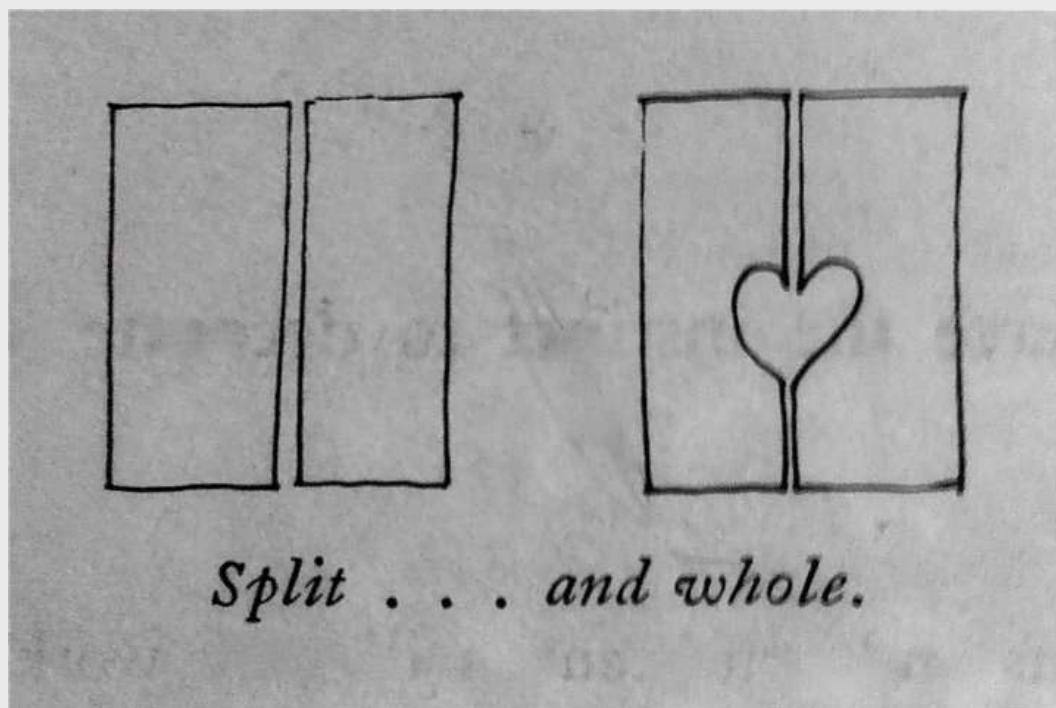
7. Simetrii locale



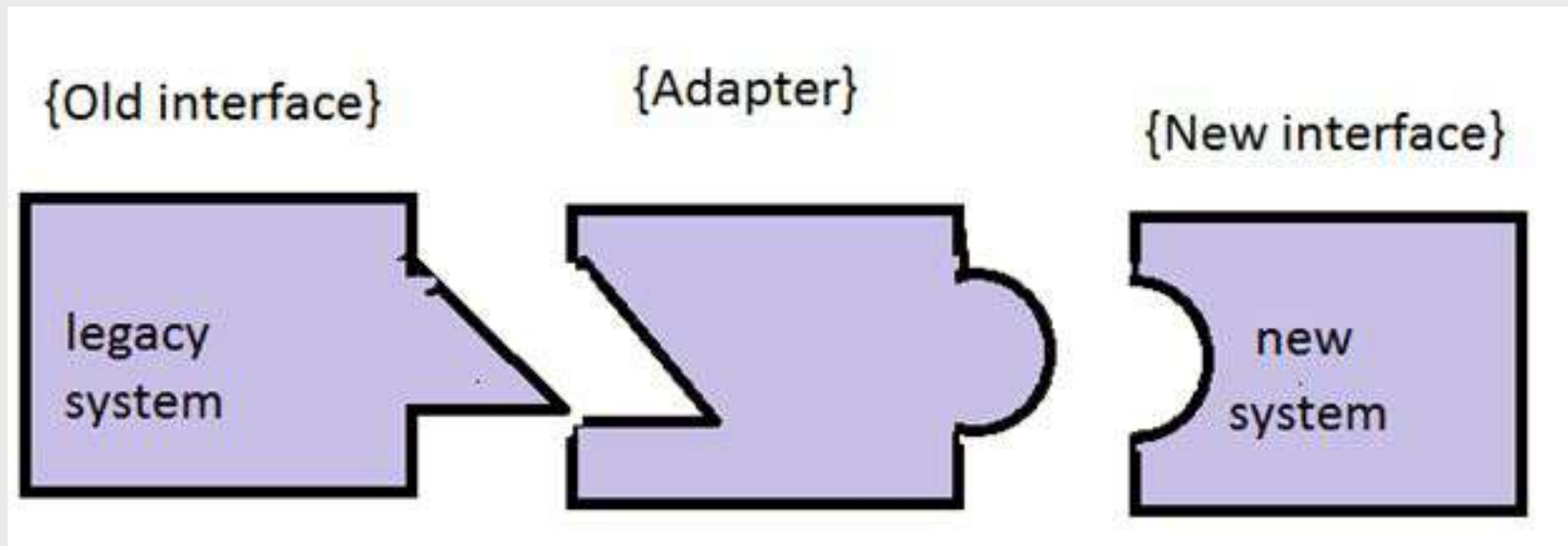
7. Simetrii locale



8. Conexiuni profunde și ambiguitate



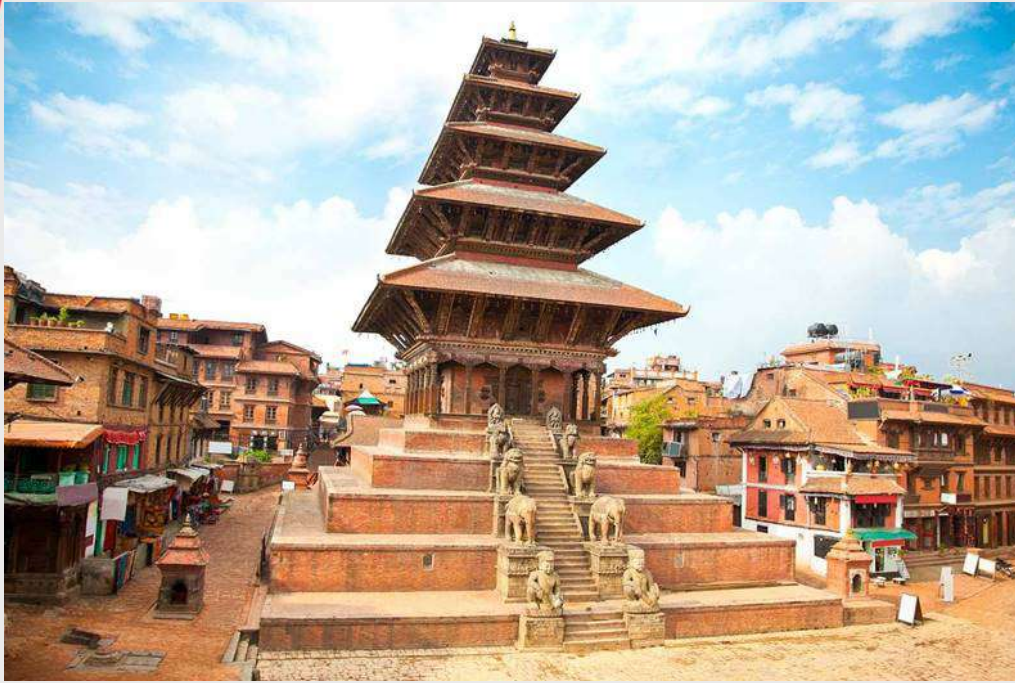
8. Conexiuni profunde și ambiguitate



9. Contrast



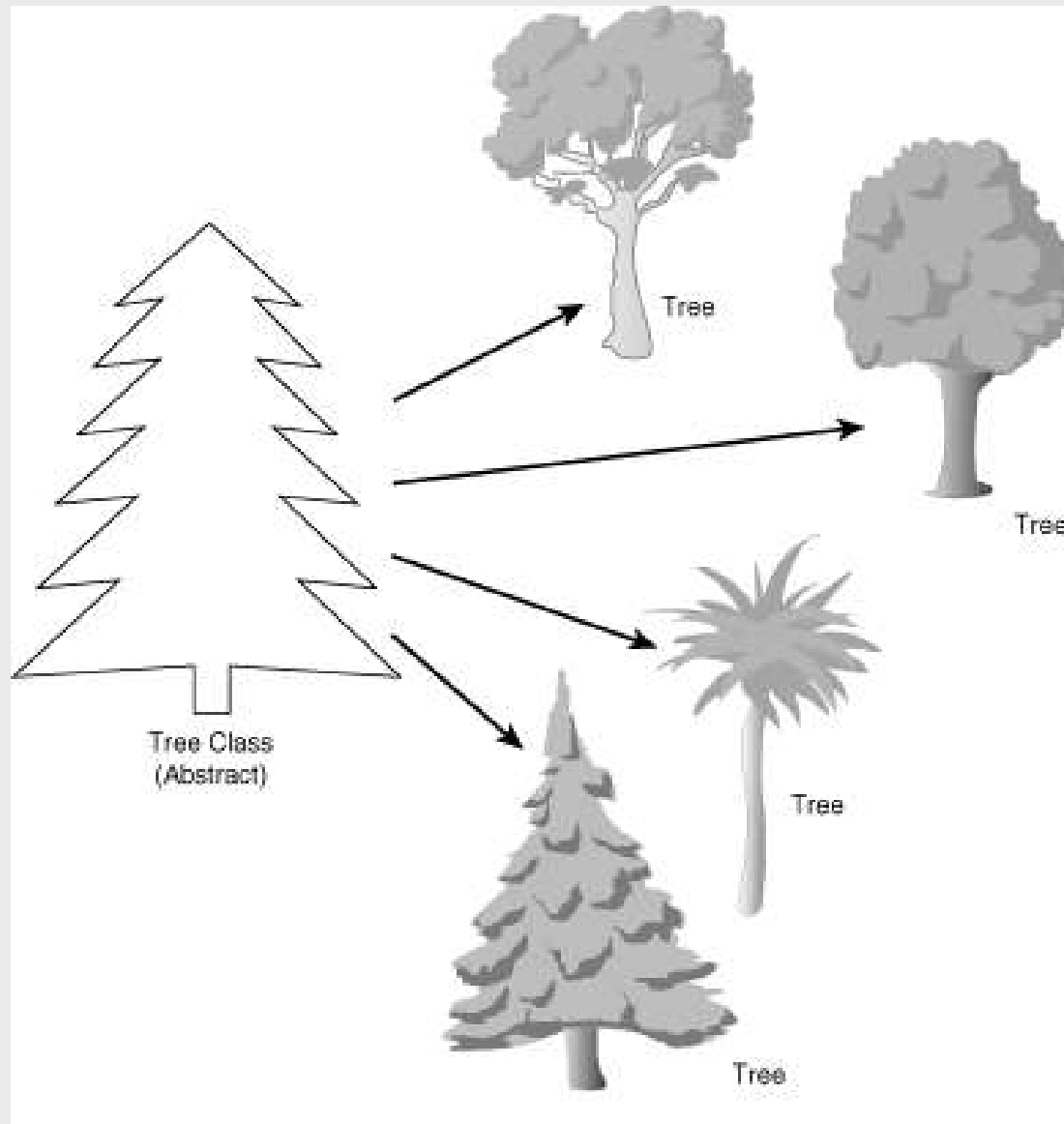
10. Variație gradată



11. Imperfecțiuni mici - unicitate



11. Imperfecțiuni mici - unicitate



12. Ecouri



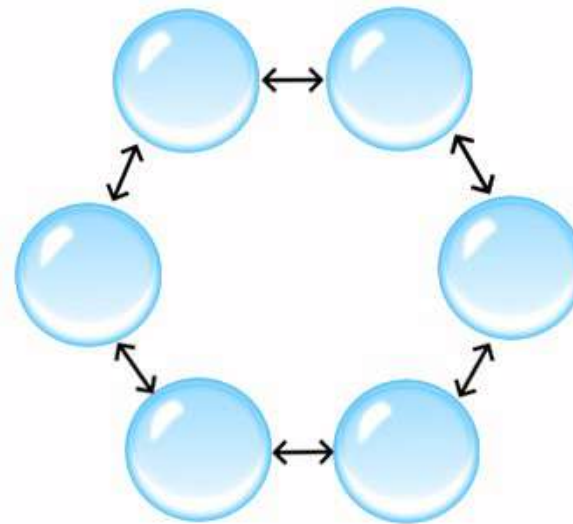
13. Spațiu vid



13. Spațiu vid



Tight Coupling

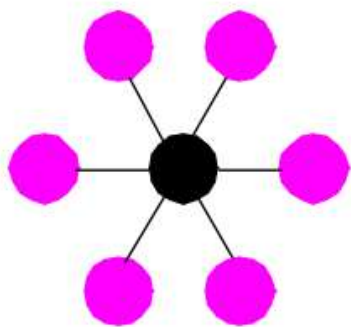


Loose Coupling

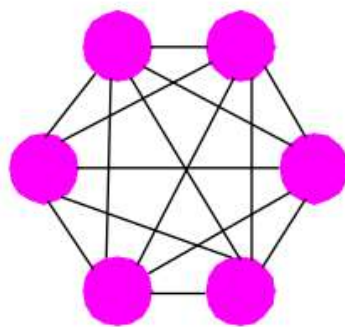
14. Simplitate și calm interior



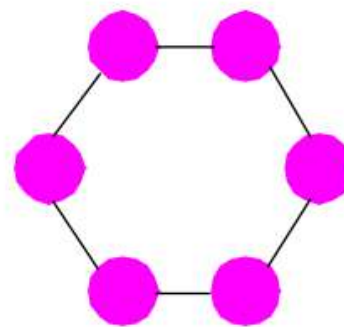
14. Simplitate și calm interior



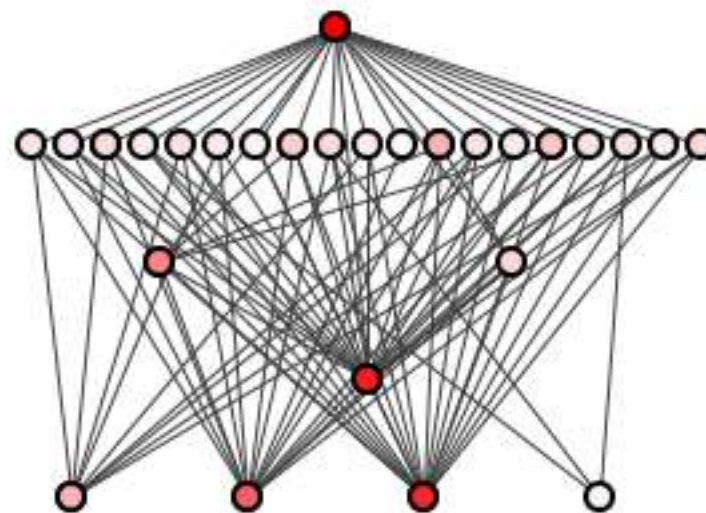
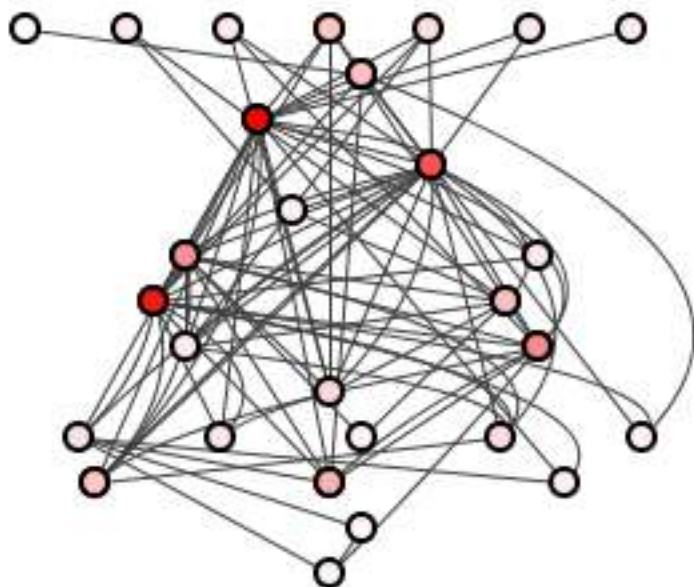
(A)



(B)



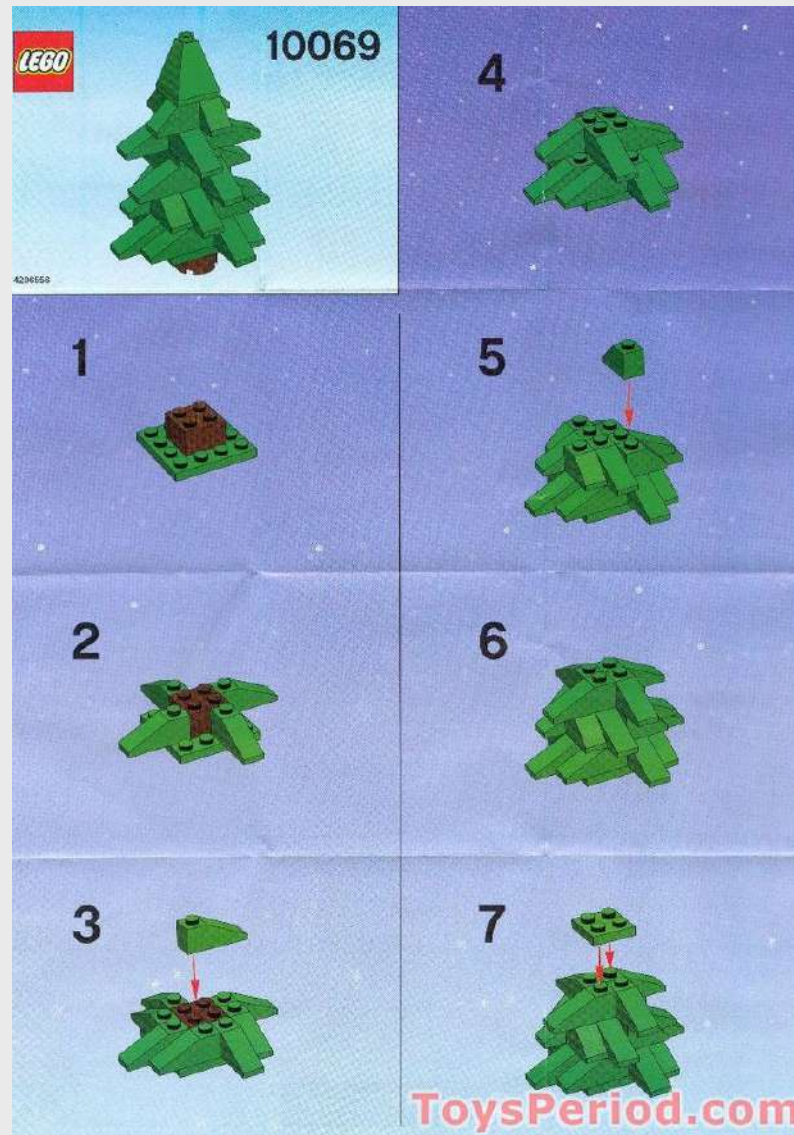
(C)



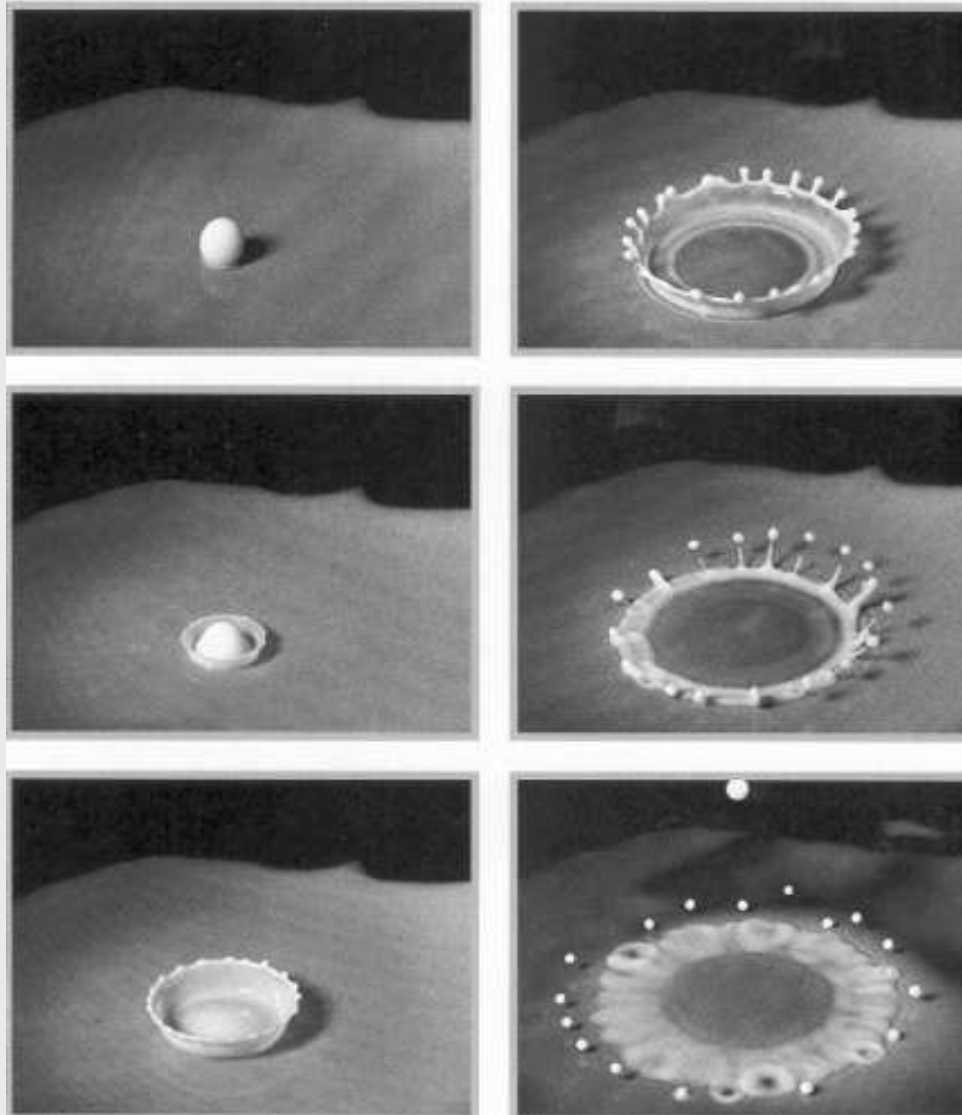
15. Inseparabilitate



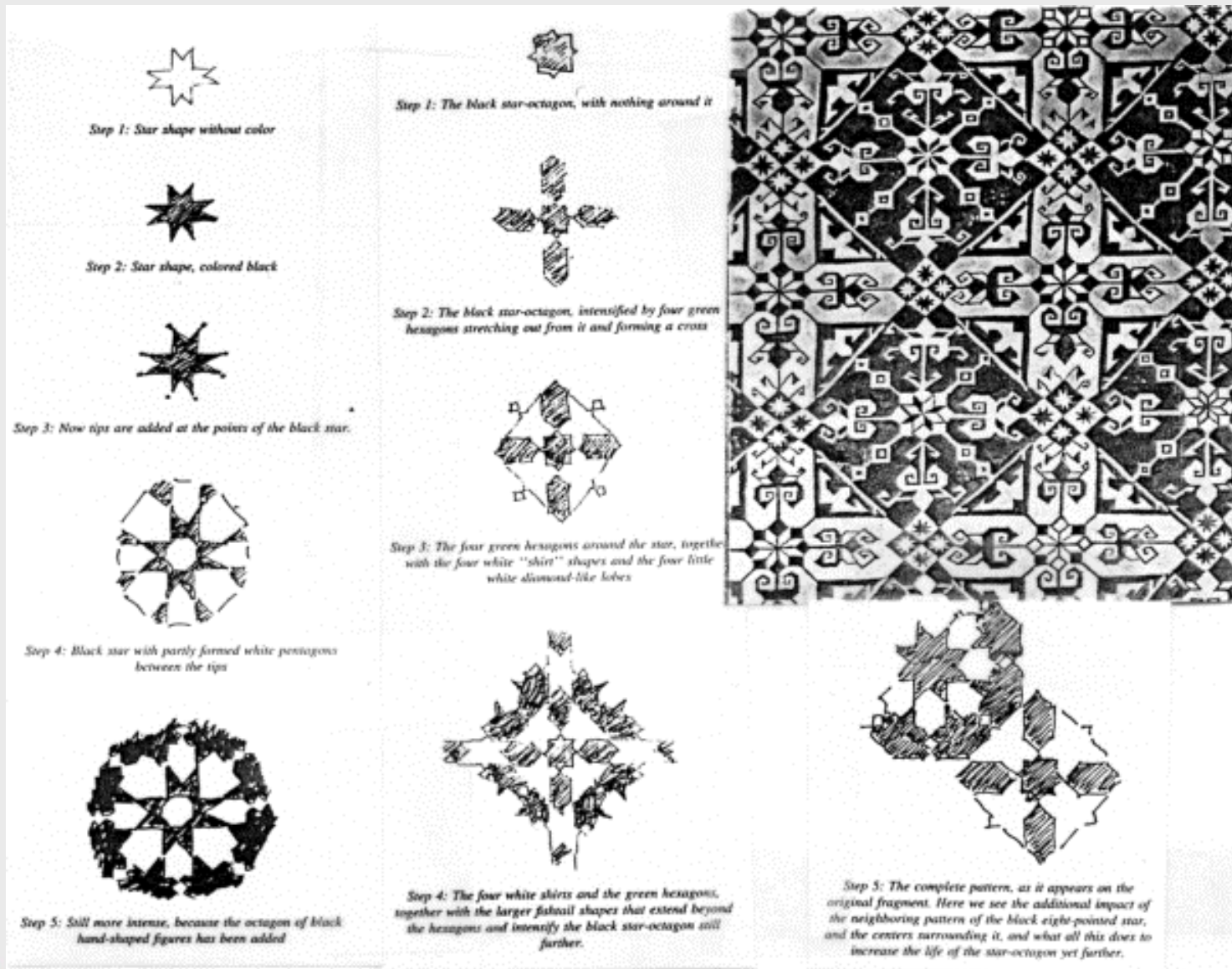
Procese compoziționale



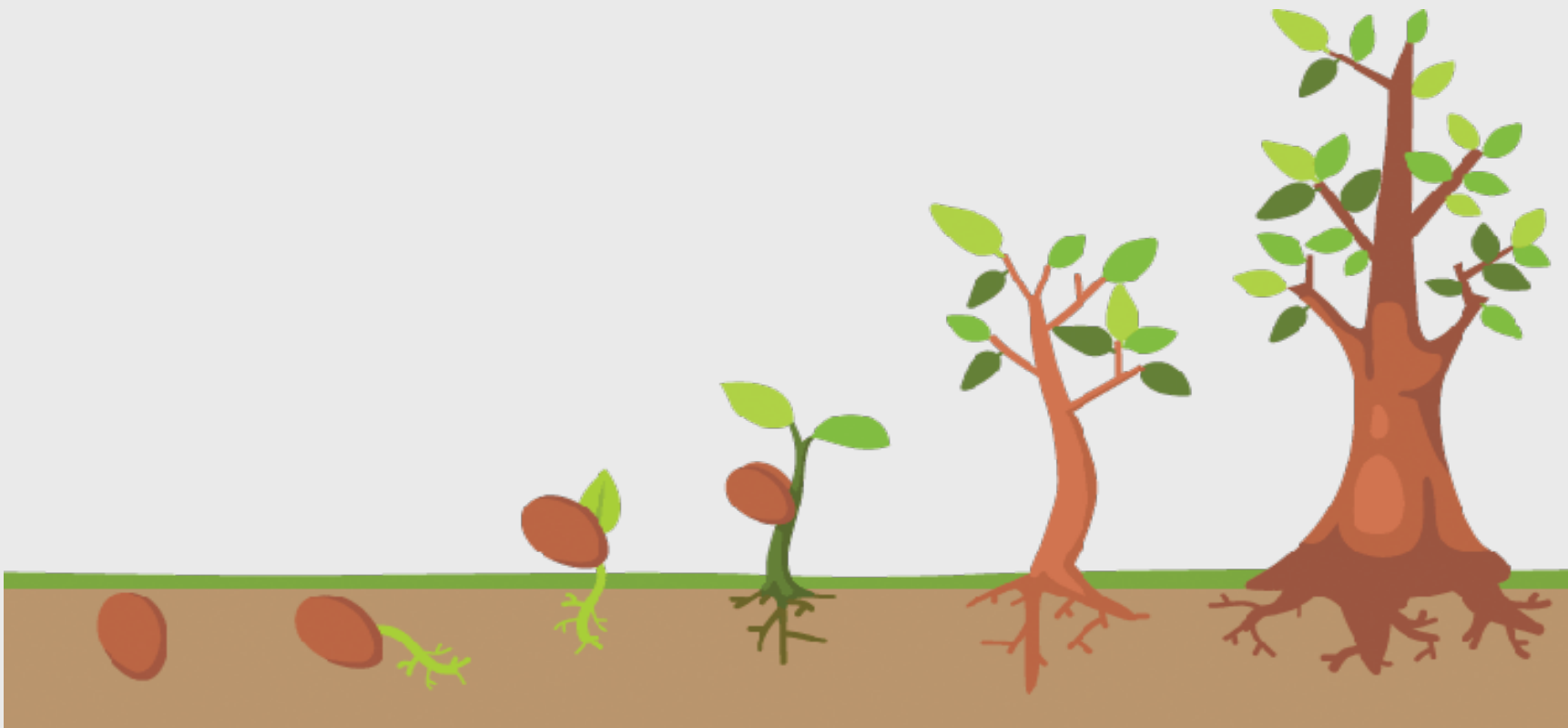
Procese generative



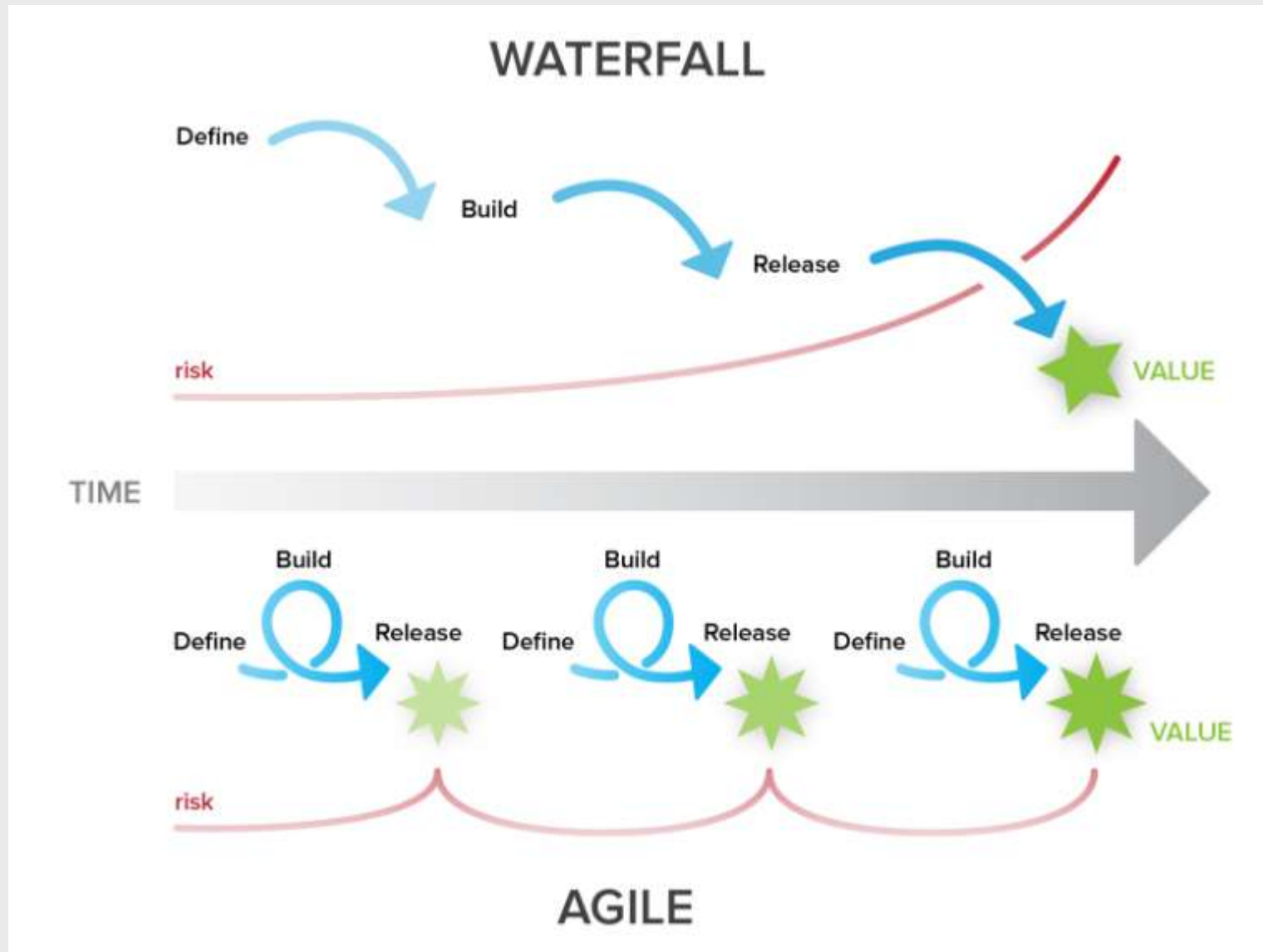
Procese generative



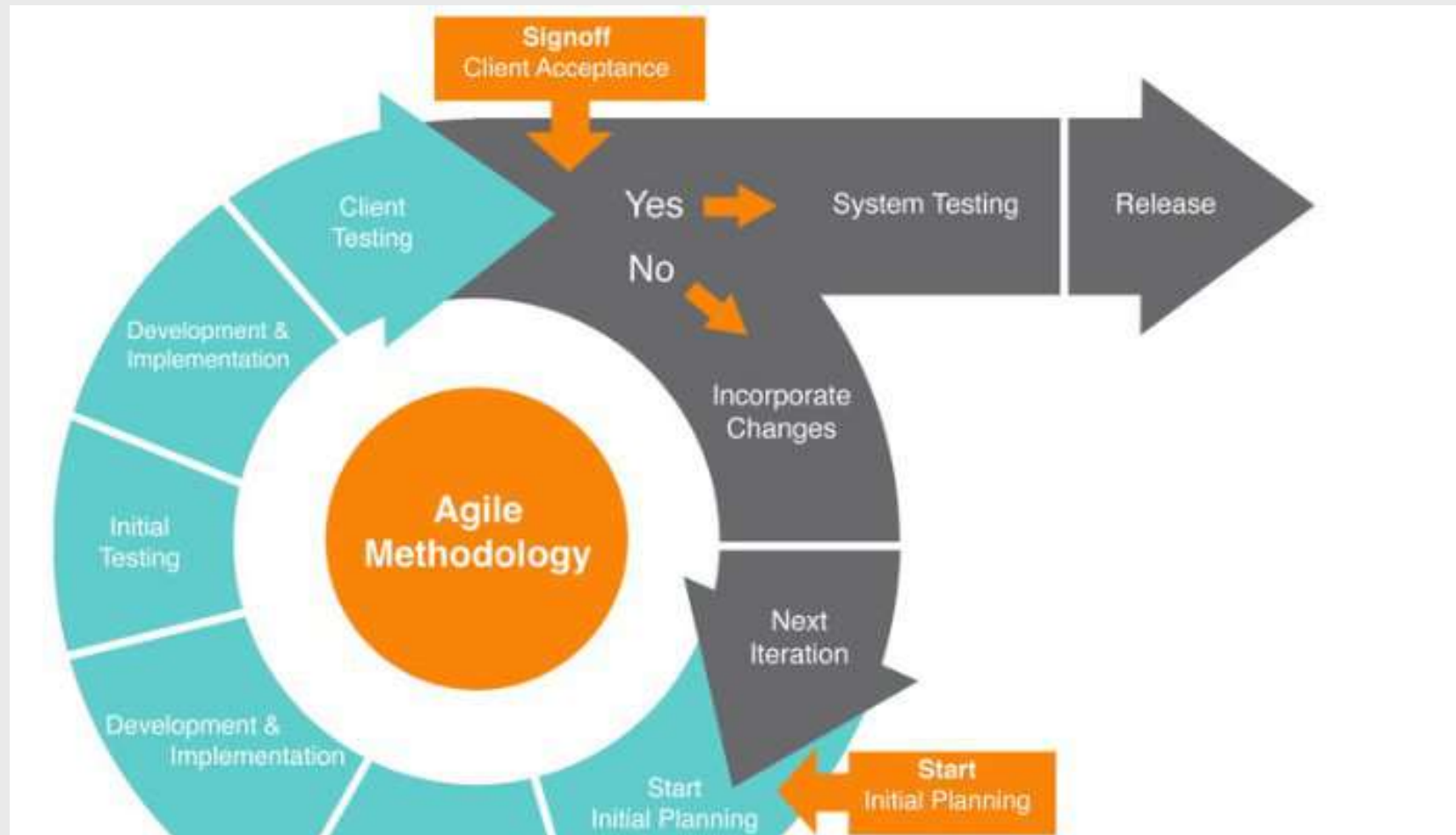
Procese generative



Procese compoziționale vs. generative



Process generative



Idei pentru viitor

- Immunologie software - programe care se vindecă singure
- Arhitectură vie generată prin software
- Programe “do-it-yourself”
- Limbaje naturale specifice

Întrebări și răspunsuri



Referințe

- A Pattern Language – Christopher Alexander
- Timeless Way Of Building – Christopher Alexander
- Nature of Order – Christopher Alexander
- Object Oriented Software Construction – Bertrand Mayer
- Agile Manifesto – Kent Beck, Ward Cunningham, Martin Fowler
- Domain-Driven Design – Tackling complexity in the heart of software – Eric Evans