# Mastering Visual Communication

## for Software Development



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O'REILLY<sup>®</sup>

## **Communication Patterns**

A Guide for Developers and Architects



Jacqui Read





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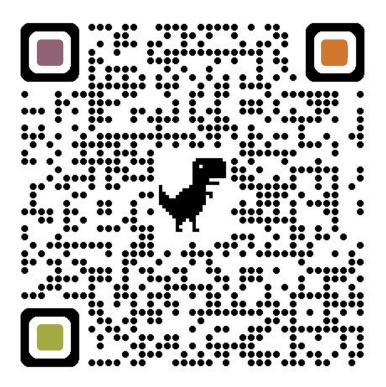


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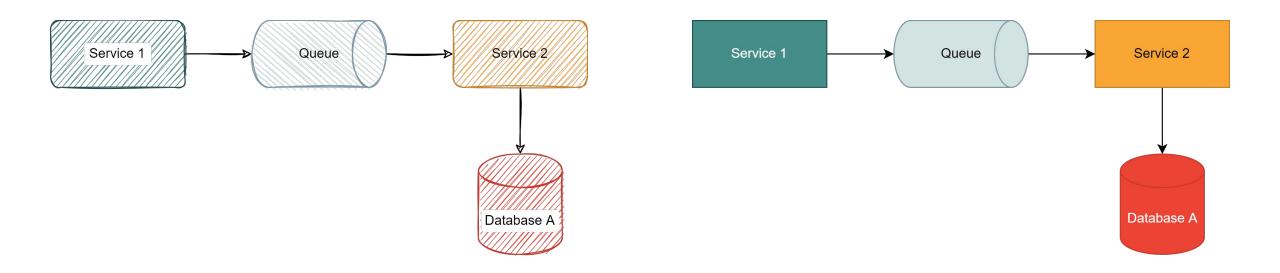


## Effective visual communication



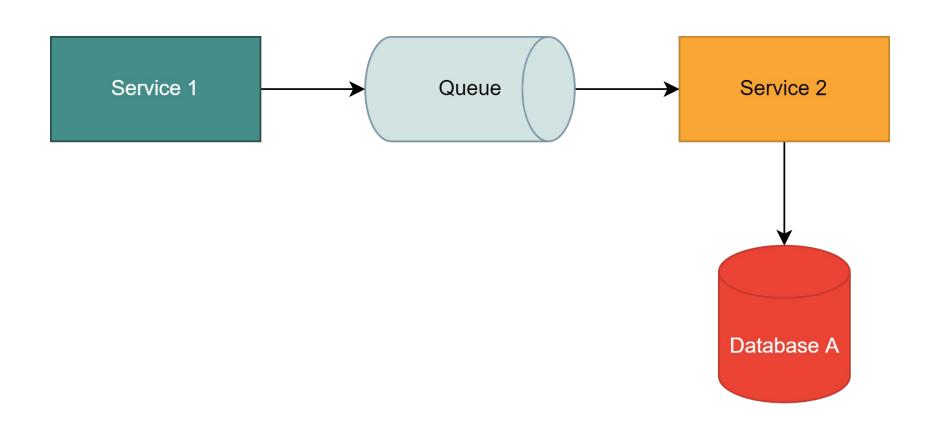
# Avoid diagram pitfalls and deliver impact

## Style Communicates

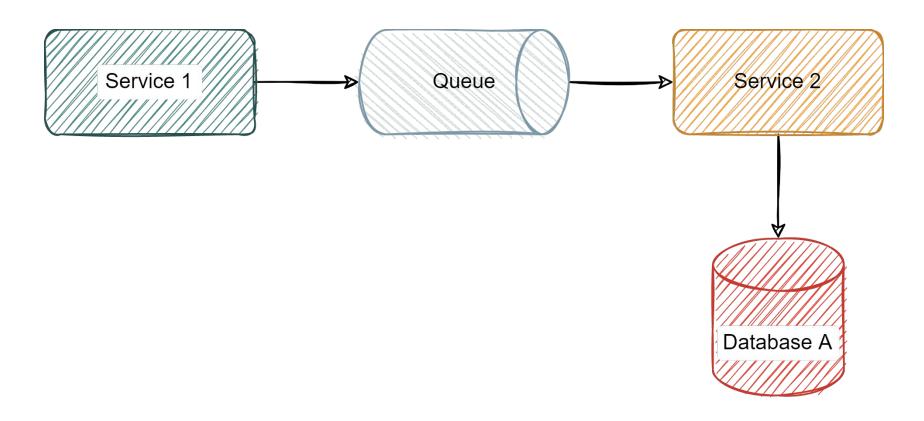


# Use style to visually communicate to your audience

## Style Communicates



## Style Communicates



Pattern

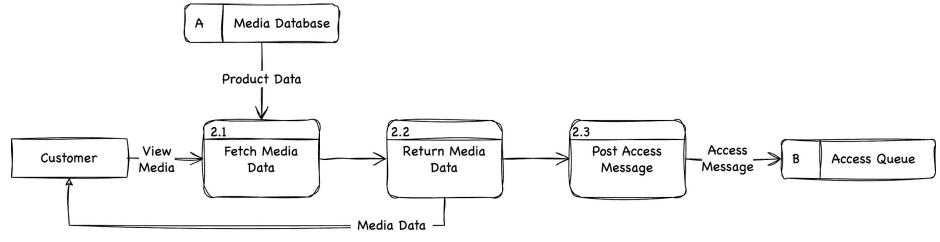
## Meta Style

AKA: using style to communicate

## Use style to your advantage

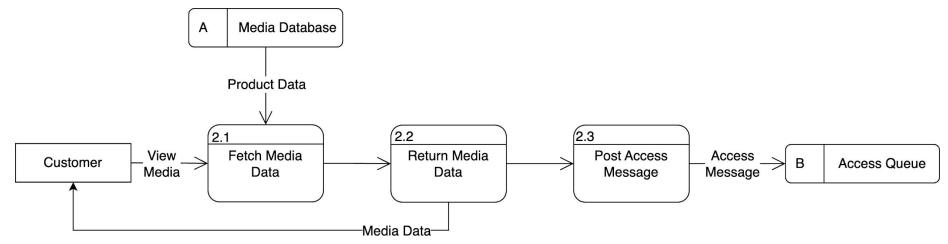
## Avoid miscommunication

## Which style is correct?



#### Polyglot Media

Data Flow Diagram: media search, view and access analytics - 2. Fetch Media



Polyglot Media

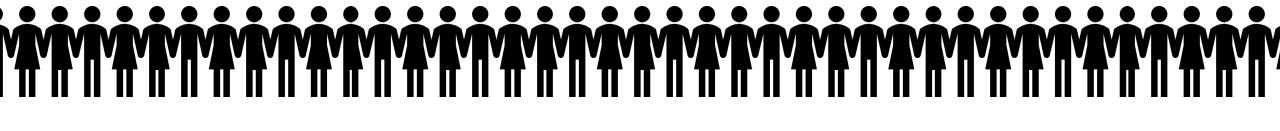
Data Flow Diagram: media search, view and access analytics - 2. Fetch Media

Pattern

## Face in the Crowd

AKA: know your audience

## Different audiences need different levels of detail and different types of diagram



**†** 

Who is your diagram for?

11

What is their technical understanding?

What is their technical understanding?

What level of detail do they need?

What is their technical understanding?

What level of detail do they need?

What do they want from you?

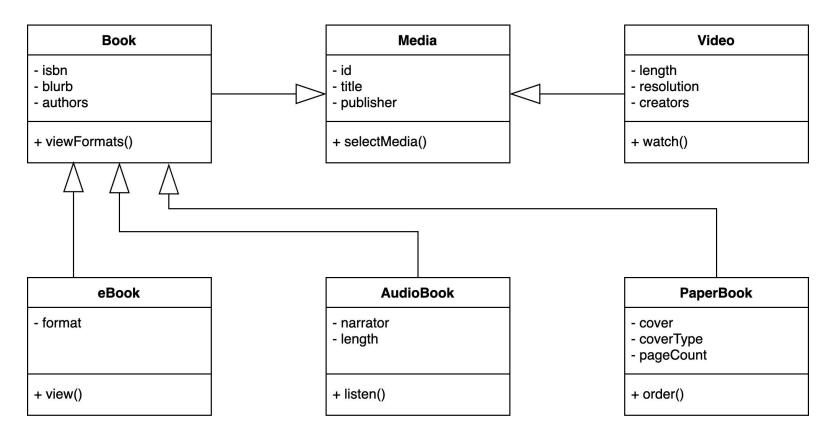
What is their technical understanding?

What level of detail do they need?

What do they want from you?

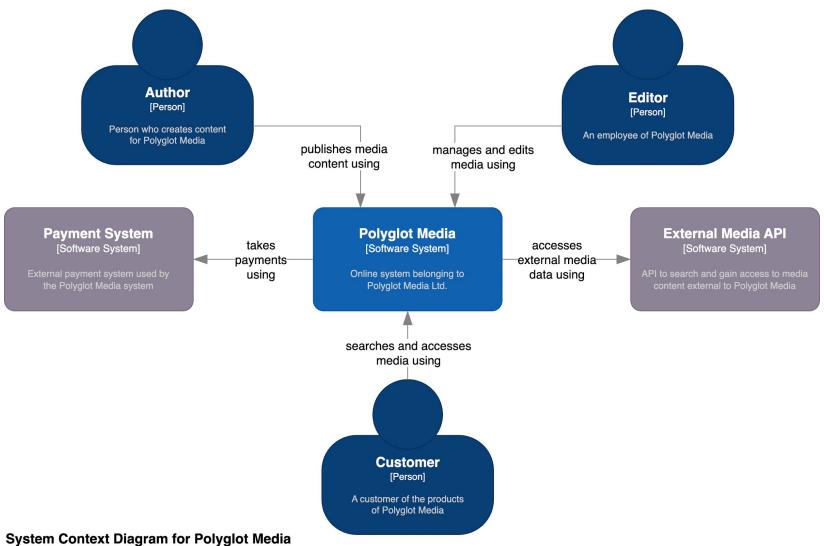
What do you want from them?

### Who is this for?



Media Class Diagram

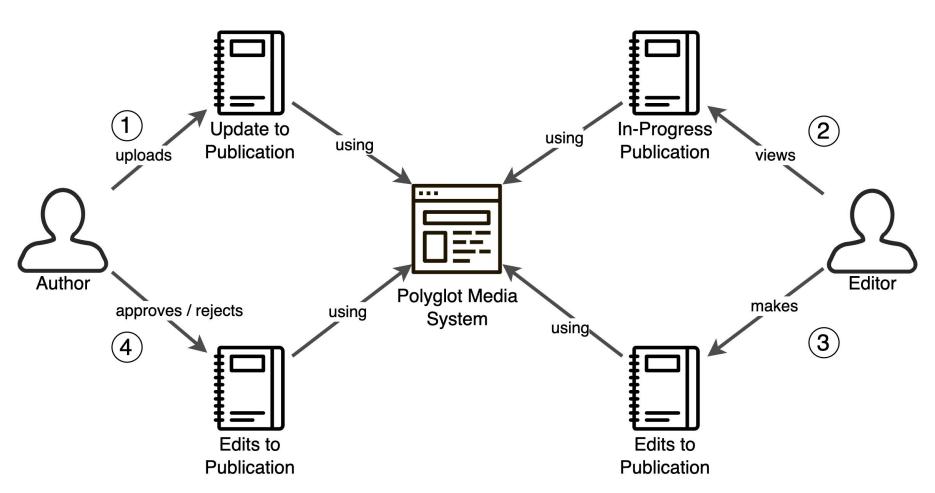
#### Who is this for?



System Context Diagram for Polygiot Media

Showing the high-level interactions with the Polyglot Media system.

### Who is this for?



Polyglot Media

High-Level Domain Story I Publication editing process

#### Antipattern

## Multi-Storey Diagram

AKA: mixing levels of abstraction

## A 'Sin' in Coding

Presentation

Business

Persistence

Database

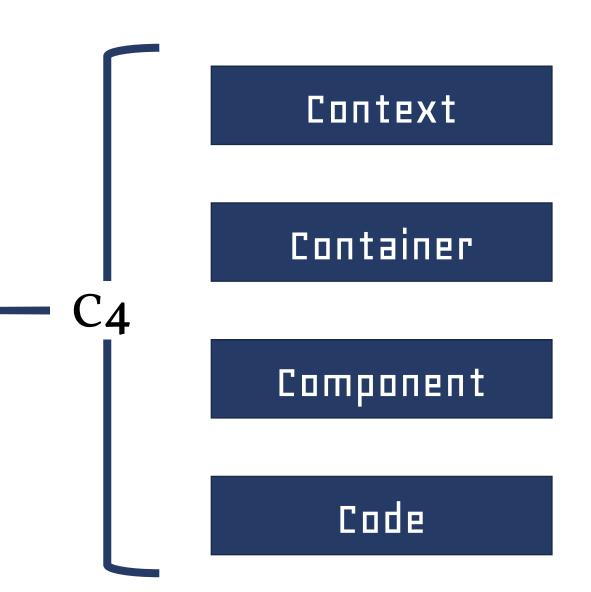
Presentation

Application

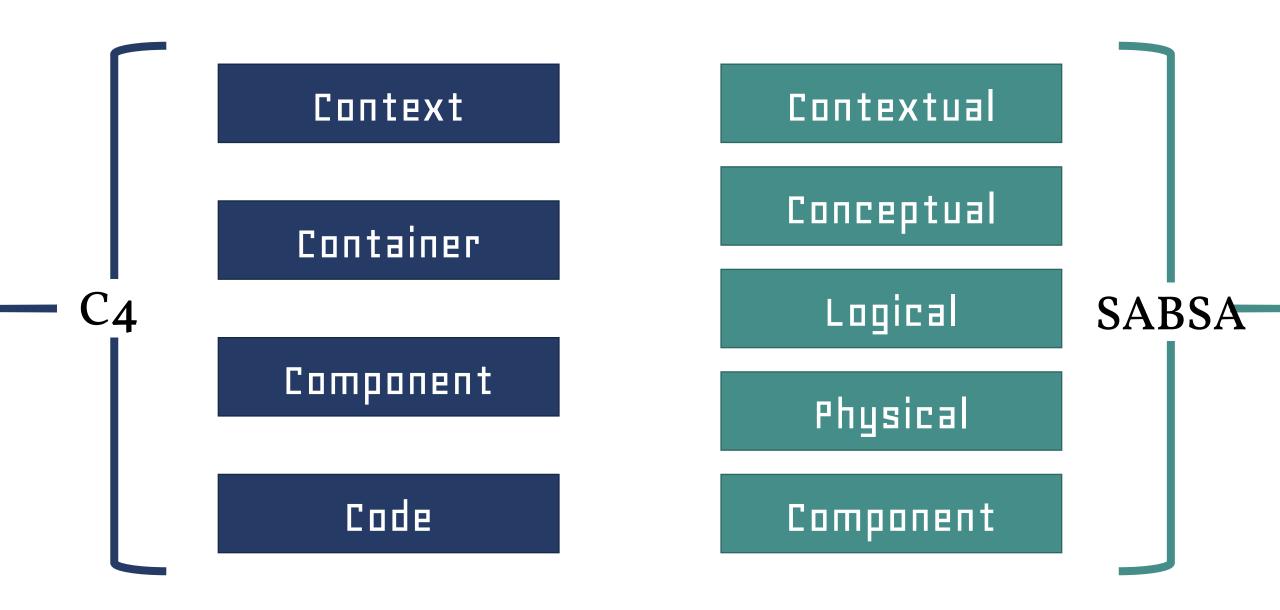
Domain

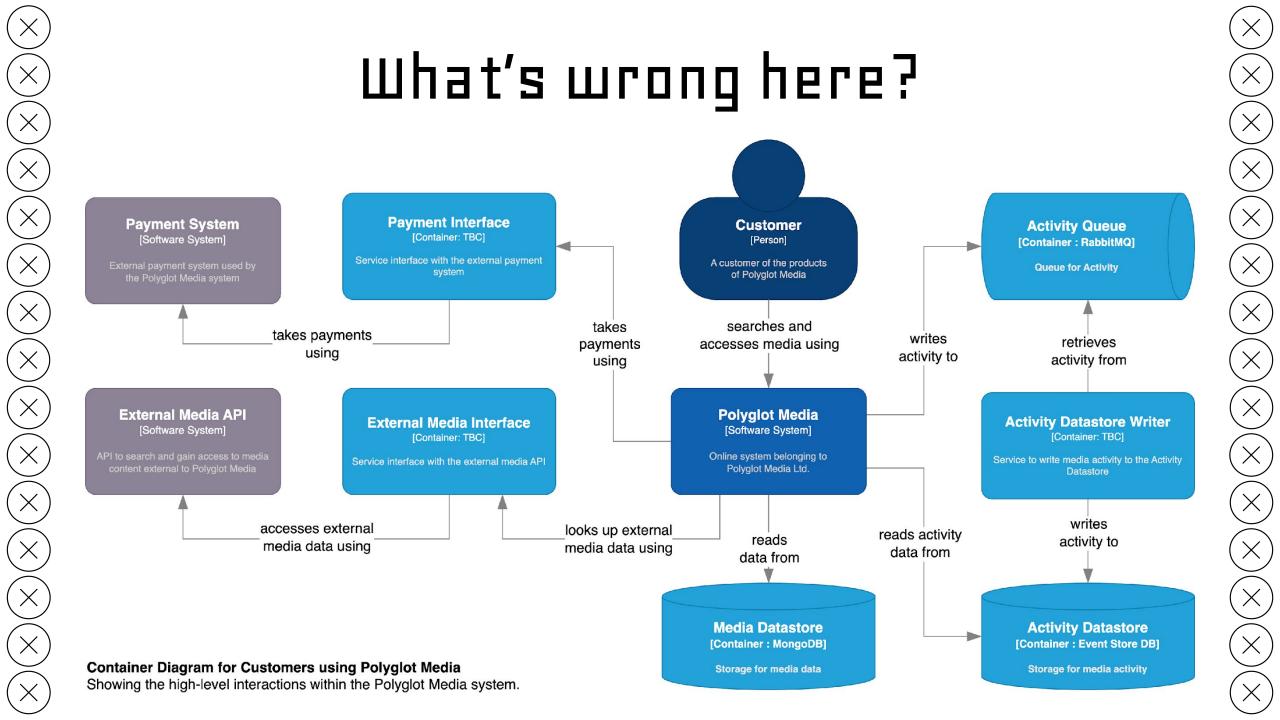
Infrastructure

### Levels of Abstraction in Architecture



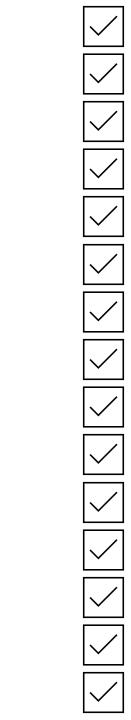
### Levels of Abstraction in Architecture





#### Context Diagram **Author Editor** [Person] [Person] Person who creates content An employee of Polyglot Media for Polyglot Media publishes media manages and edits content using media using **Payment System Polyglot Media External Media API** takes [Software System] [Software System] accesses [Software System] external media payments-Online system belonging to using data using Polyglot Media Ltd. searches and accesses media using Customer [Person] A customer of the products of Polyglot Media **System Context Diagram for Polyglot Media** Showing the high-level interactions with the Polyglot Media system.

#### Container Diagram **Customer UI** searches and [Container : Angular] accesses Customer media using [Person] Customer user interface A customer of the products of Polyglot Media requests writes data from activity to takes payments **Payment Interface Customer API** takes using [Container: TBC] payments using **Payment System** [Software System] requests reads activity data from data from **External Media API** [Software System] looks up **External Media Interface Media Service** external reads [Container: TBC] accesses media data data from external mediausing data using Polyglot Media [Software System] **Container Diagram for Customers using Polyglot Media** Showing the high-level interactions within the Polyglot Media system.



Activity Queue
[Container : RabbitMQ]

Queue for Activity

retrieves

activity from

Activity Datastore Writer
[Container: TBC]

writes

activity to

Activity Datastore
[Container : Event Store DB]
Storage for media activity

Media Datastore

[Container : MongoDB]

Storage for media data

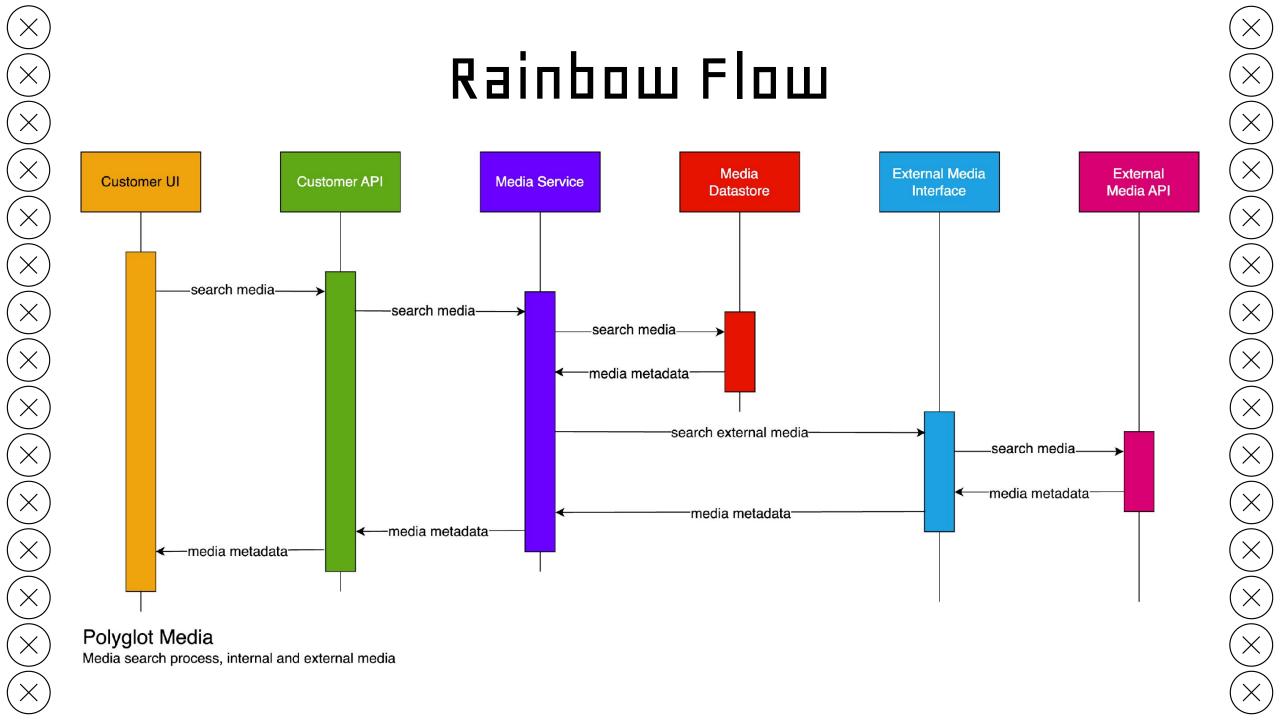
# Mixing levels of abstraction causes confusion

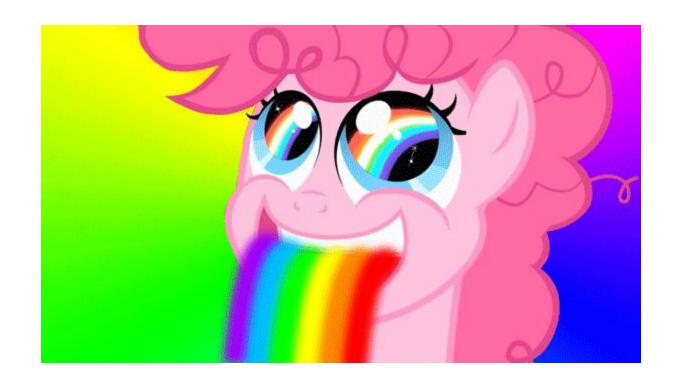
#### Antipattern

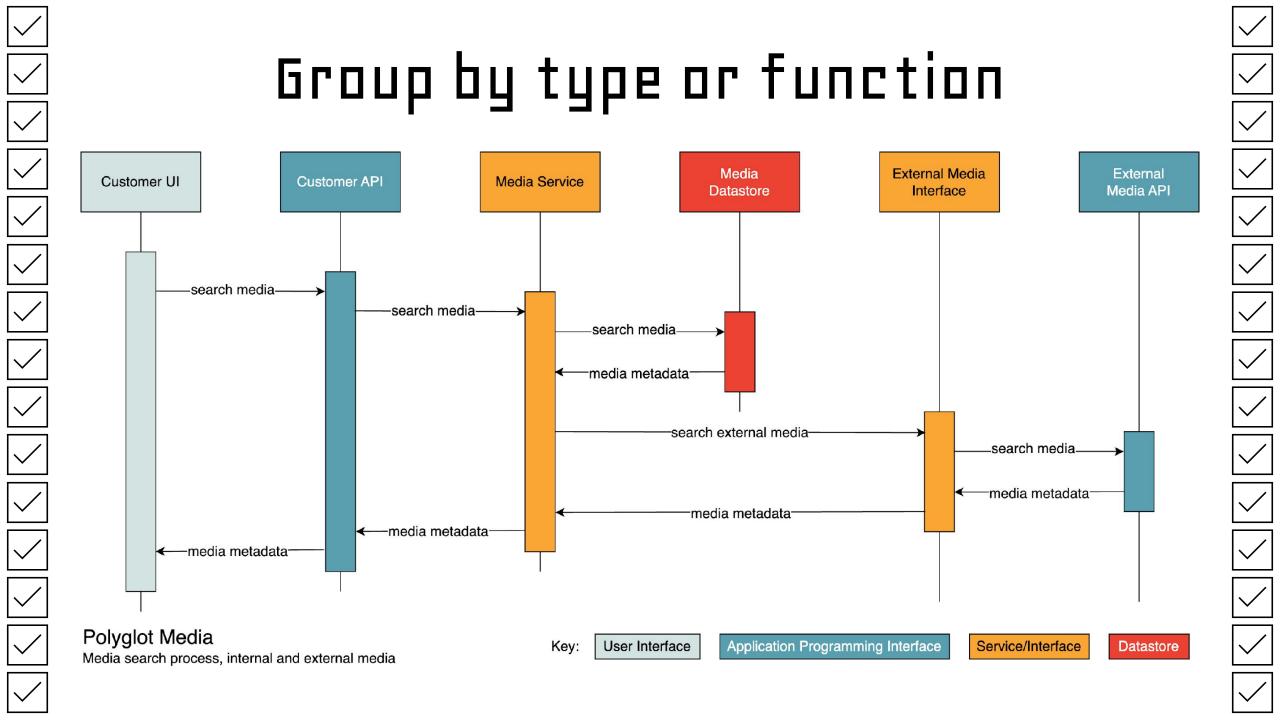
## Explosion of Unicorns



AKA: Too many colours







# Minimise your colour palette

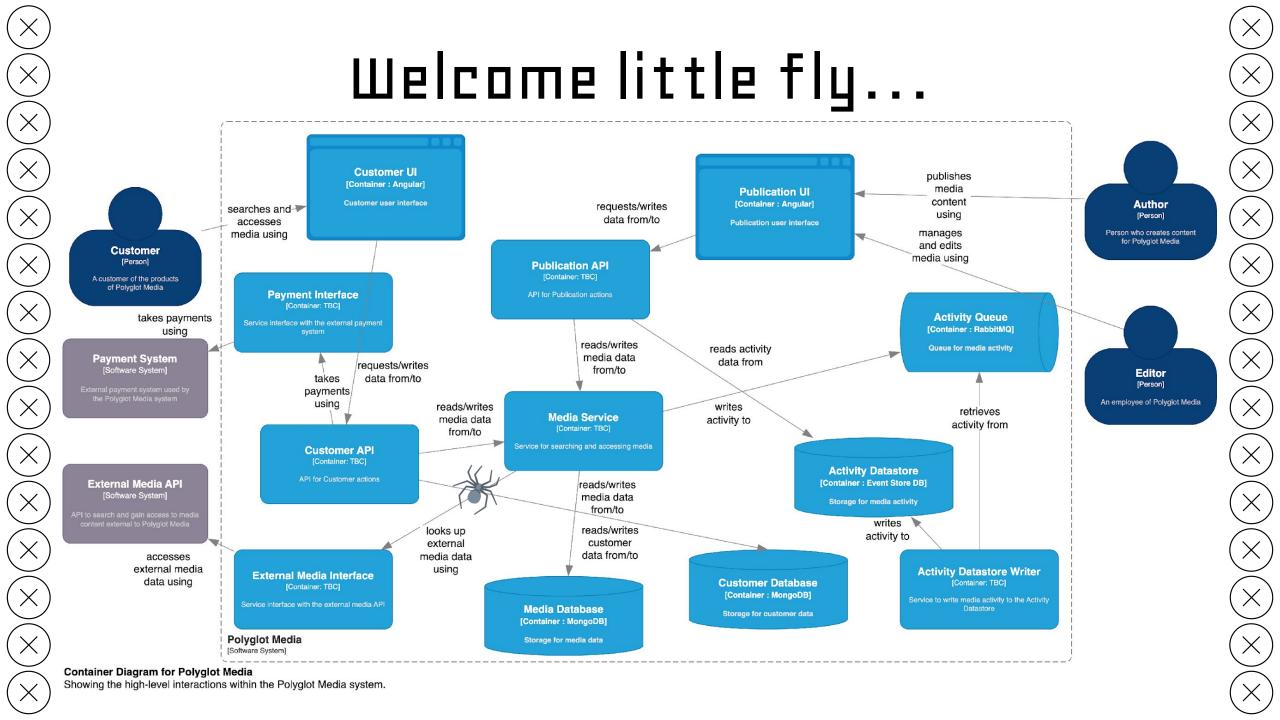
# Use colour to aid communication

#### Antipattern

# Spider's Web



AKA: unclear relationships



#### $D \square$

# Remove unnecessary information

 $\mathsf{D} \square$ 

# Remove unnecessary information

# Split up diagrams when necessary

 $D \square$ 

# Remove unnecessary information

# Split up diagrams when necessary

# Minimise lines crossing & use obvious line jumps

 $\mathsf{D} \, \mathsf{\Box}$ 

# Remove unnecessary information

Split up diagrams when necessary

Minimise lines crossing & use obvious line jumps

Standardise the position of the relationship label

 $\mathsf{D} \, \mathsf{\Box}$ 

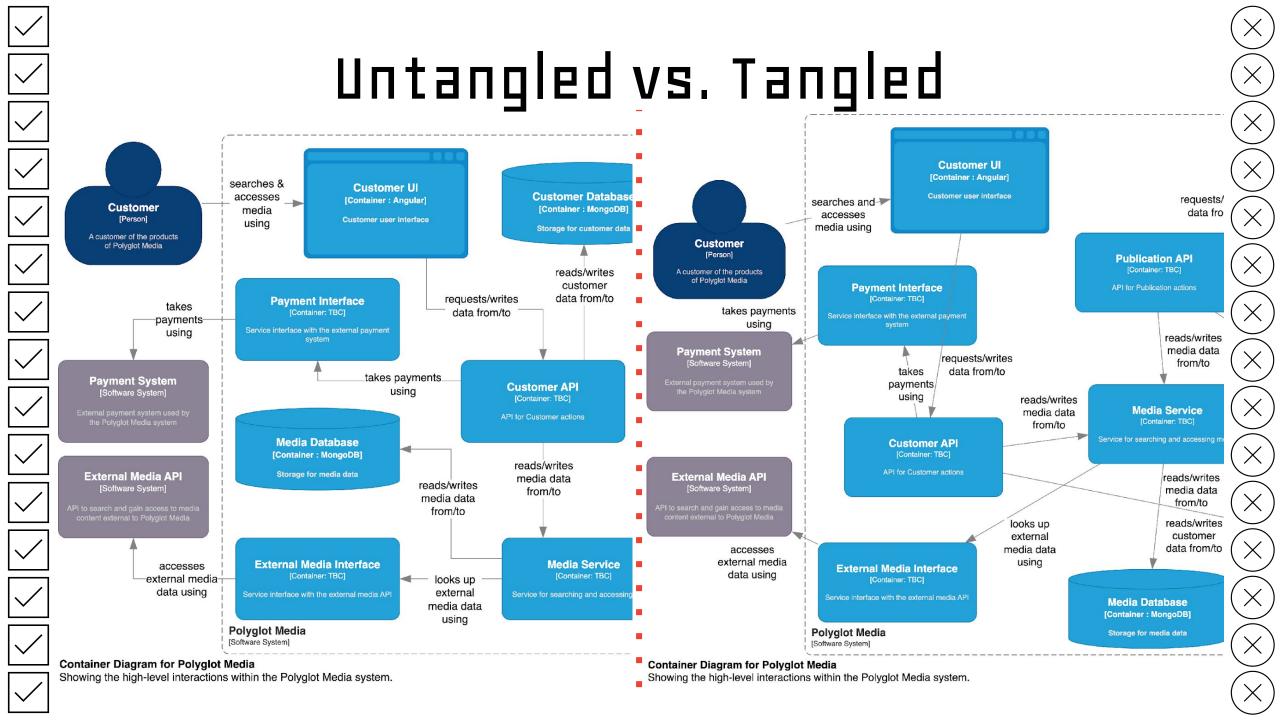
Remove unnecessary information

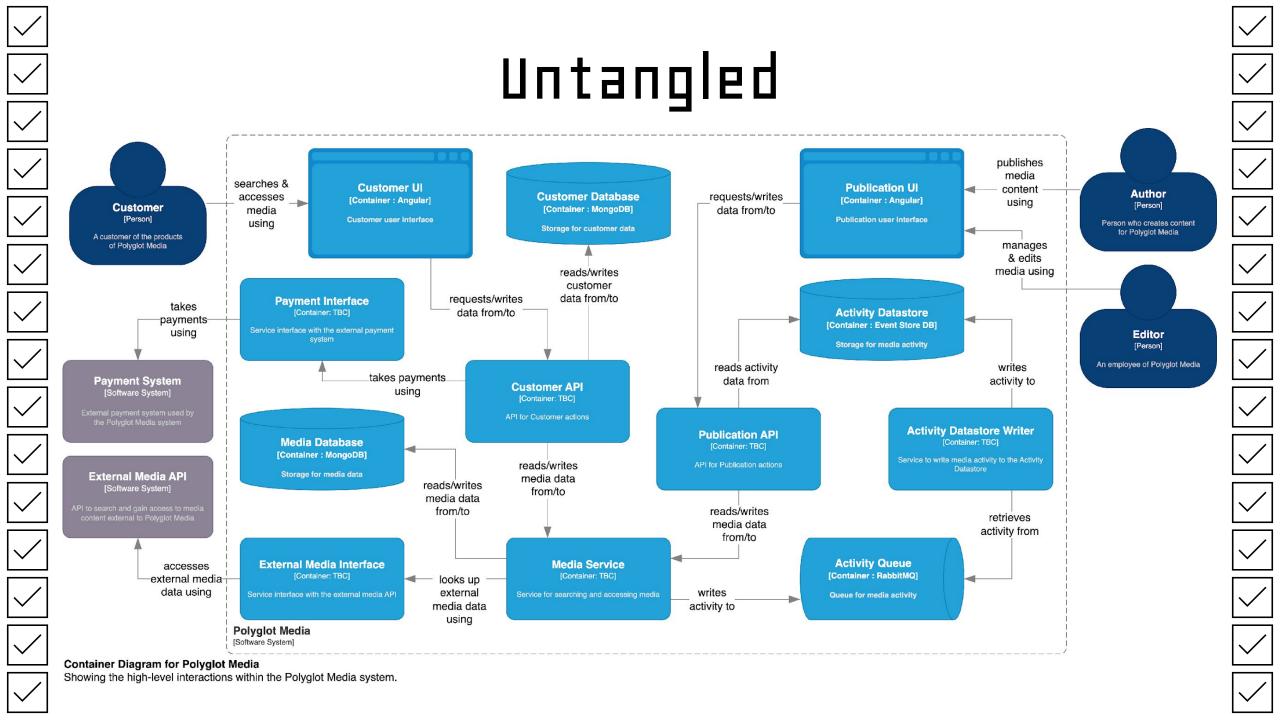
Split up diagrams when necessary

Minimise lines crossing & use obvious line jumps

Standardise the position of the relationship label

Use angled lines to make relationships clearer





#### Reduced publishes media **Customer UI Publication UI** searches and **Author** content using [Container : Angular] [Container : Angular] accesses [Person] Customer media using [Person] Customer user interface Publication user Interface Person who creates content for Polyglot Media A customer of the products of Polyglot Media manages and edits media using requests/writes requests/writes data from/to data from/to **Payment Interface Activity Queue** takes takes **Editor** [Container : RabbitMQ] -payments-[Person] payments activity to using using Web Backend Queue for media activity An employee of Polyglot Media [Software System] Payment System [Software System] reads activity retrieves data from activity from looks up external **Activity Datastore Writer** media data reads/writes using media **External Media API** data [Software System] from/to writes activity to **External Media Interface** accesses Media Database [Container: TBC] external media-[Container : MongoDB] data using **Activity Datastore** Storage for media data [Container : Event Store DB] Storage for media activity Polyglot Media [Software System] **Container Diagram for Media in Polyglot Media** Showing the high-level Media interactions within the Polyglot Media system.

# Diagrams are free

#### Antipattern

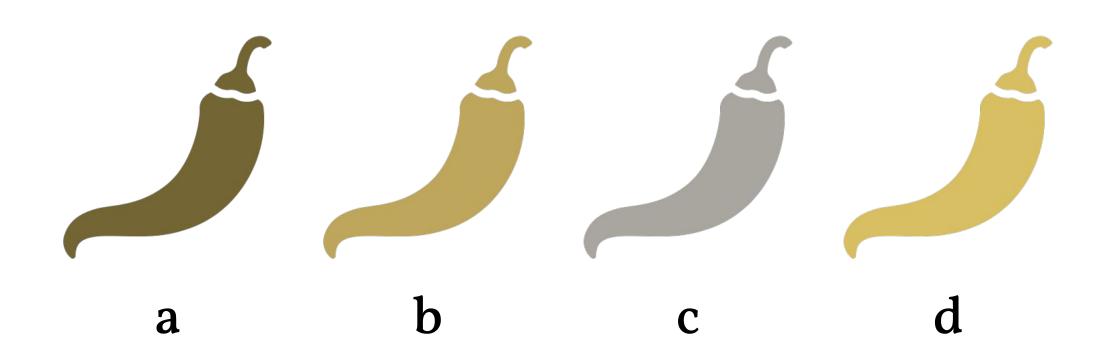
## Colour is Key



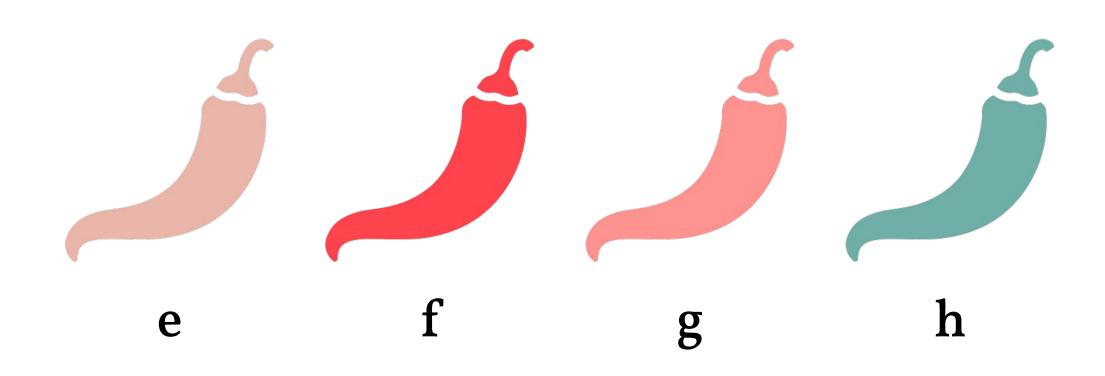
AKA: relying on colour to communicate



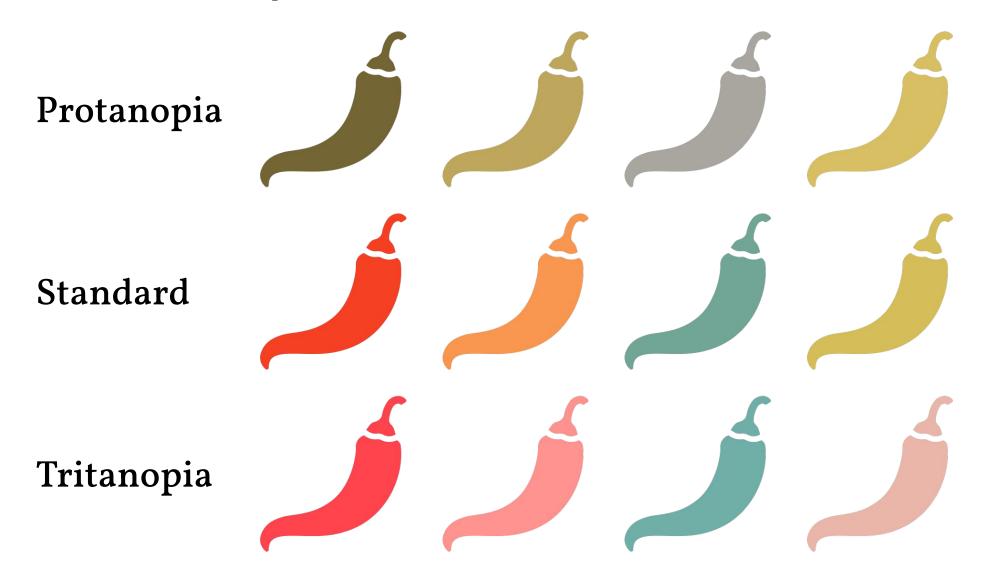
## Can you pass me the yellow one?



## Can you pass me the yellow one?



### Can you pass me the yellow one?



#### **Protanomaly**



#### Deuteranomaly



#### **Tritanomaly**



#### Protanopia



#### Deuteranopia



#### Tritanopia



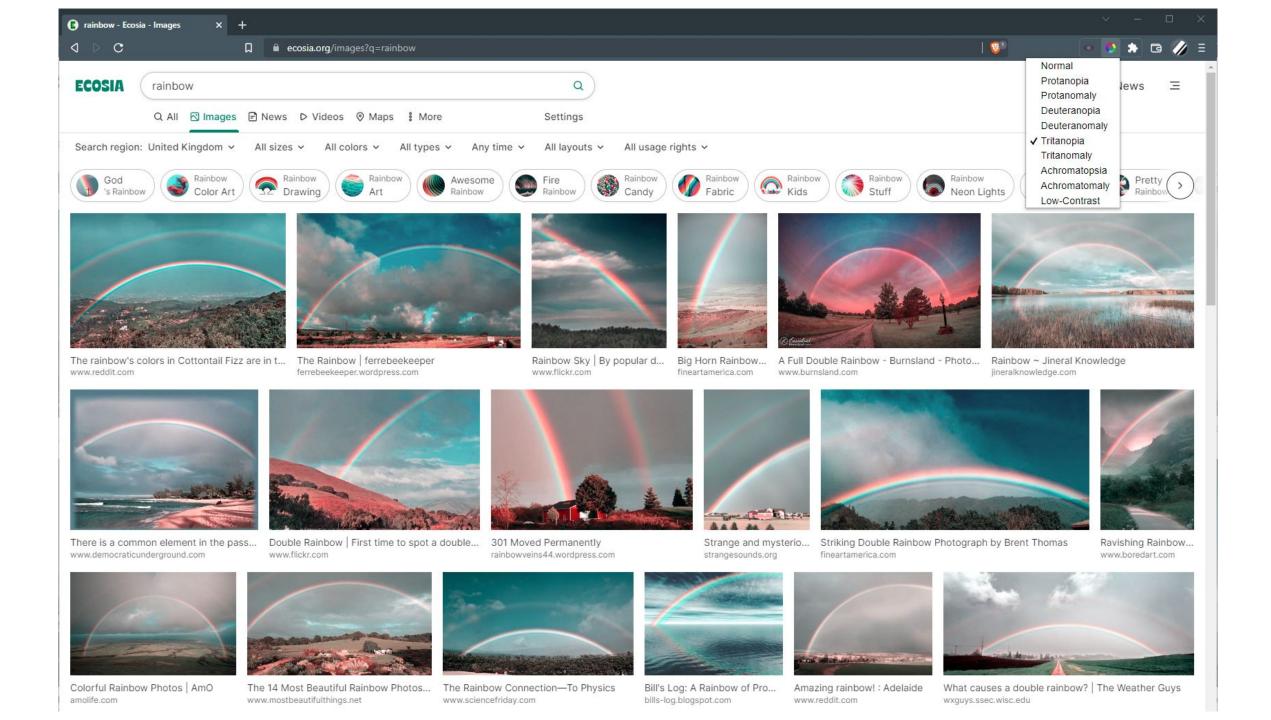
Achromatopsia



# Approximately 4.5% of the world's population is colour vision deficient

# I in 12 men & I in 200 women are colour blind

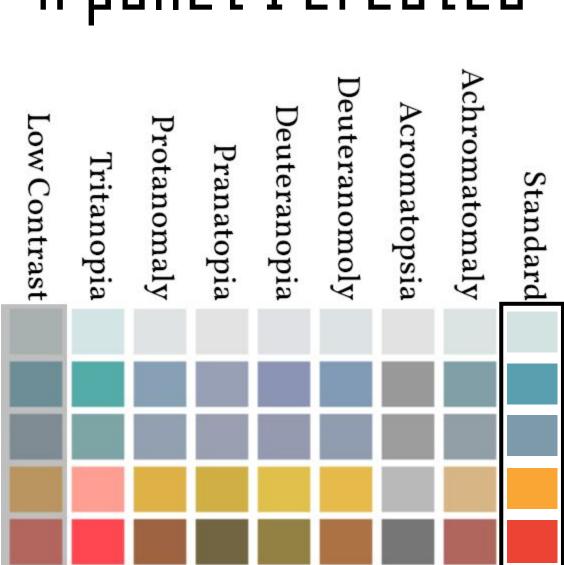
# More than 350 million people worldwide



## A palette I created



## A pallet I created



## A palette I created



## An accessible palette I created

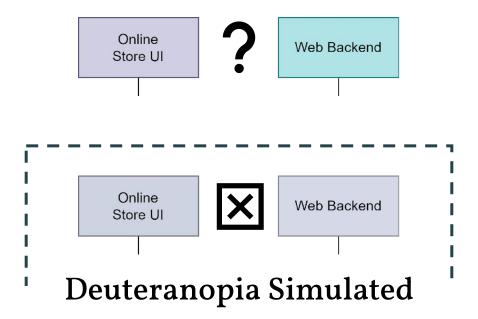


## An accessible palette I created

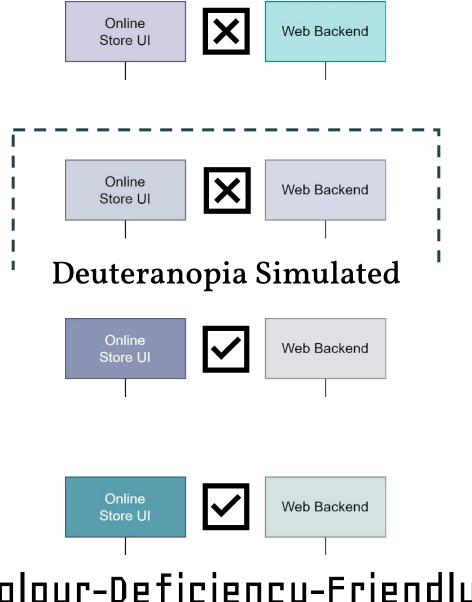


## Use a colour-blind simulator

#### Draw.io Standard Colours

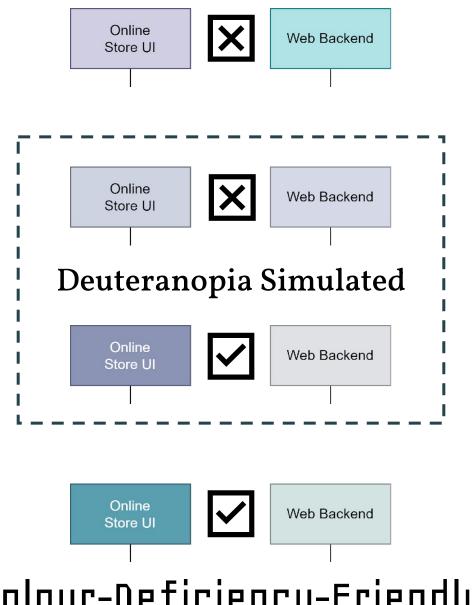


#### Draw.io Standard Colours



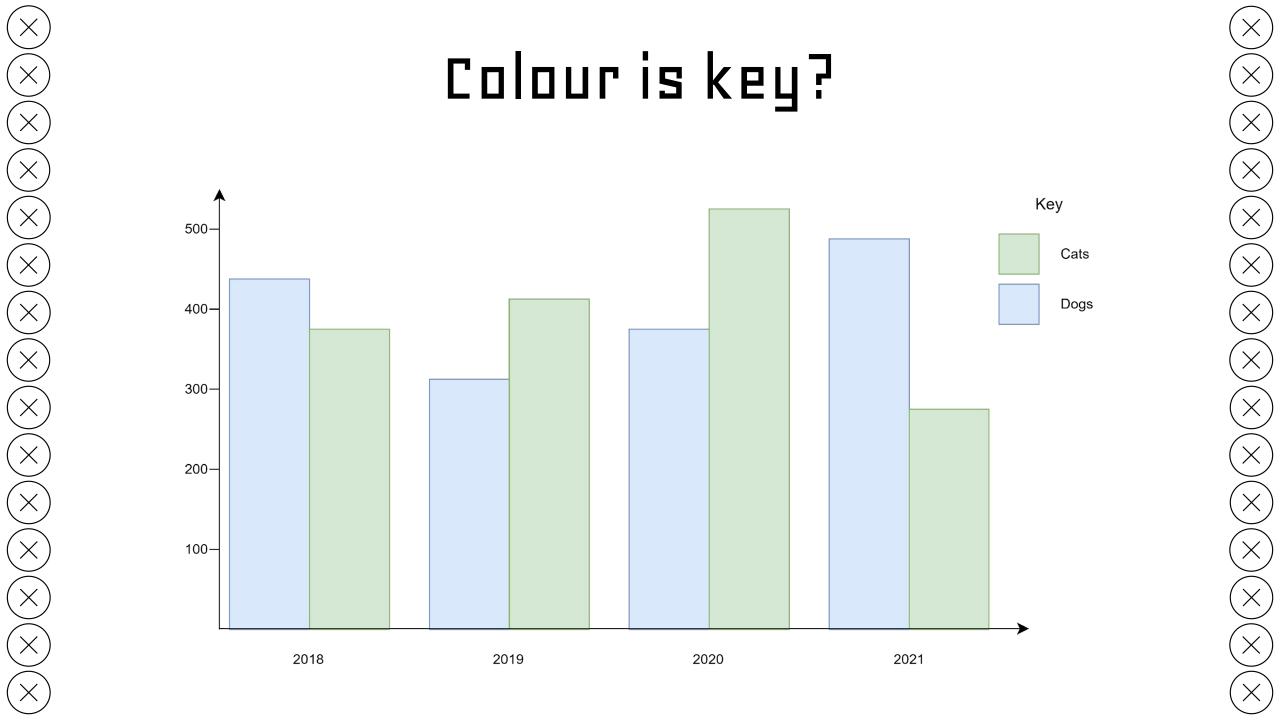
Colour-Deficiency-Friendly

#### Draw.io Standard Colours



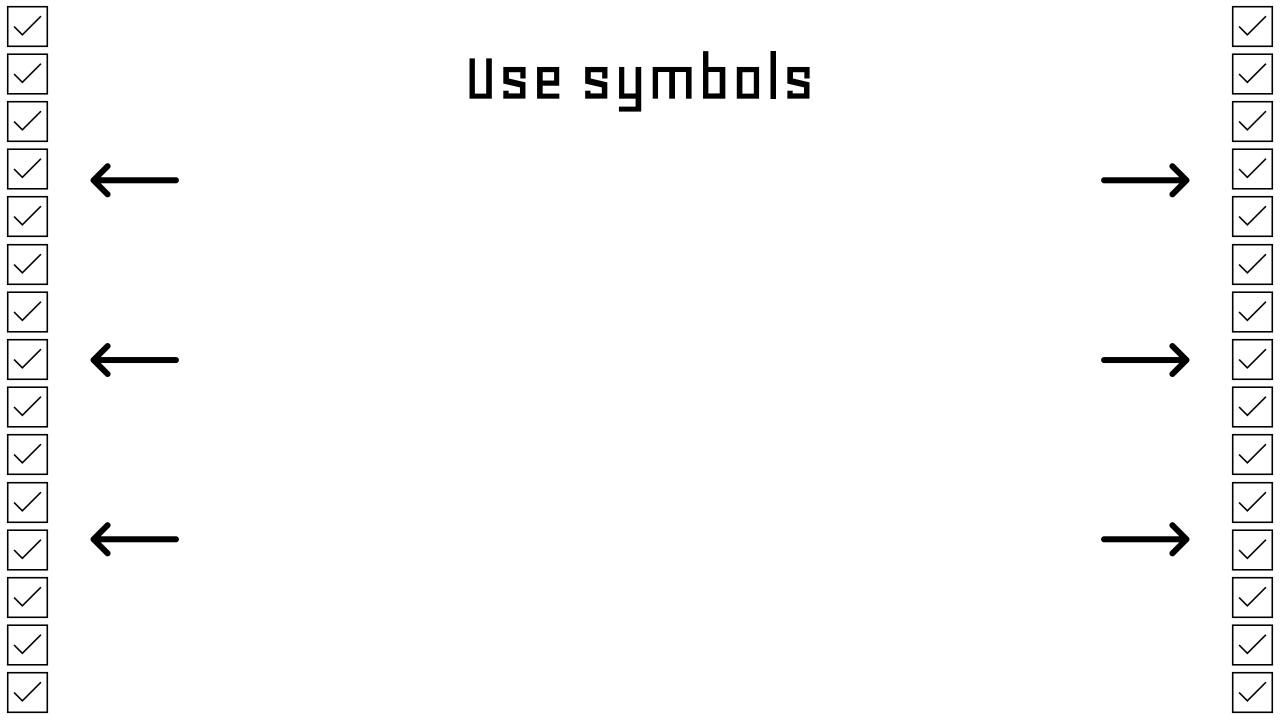
Colour-Deficiency-Friendly

# Don't rely on colour alone



#### What about greyscale? Key 500-Cats Dogs 400-300-200-100-2018 2019 2020 2021

#### Use pattern Key 500-Cats Dogs 400-300-200-100-2019 2018 2020 2021



 $\mathsf{D} \square$ 

Use patterns, symbols or labels, along with colour

 $D \Box$ 

Use patterns, symbols or labels, along with colour

Choose colours with different saturation levels

Dα

Use patterns, symbols or labels, along with colour

Choose colours with different saturation levels

Use a colour deficiency simulation tool

 $D \Box$ 

Use patterns, symbols or labels, along with colour

Choose colours with different saturation levels

Use a colour deficiency simulation tool

Consider monitor and projector colour calibration

 $\mathsf{D} \square$ 

Use patterns, symbols or labels, along with colour

Choose colours with different saturation levels

Use a colour deficiency simulation tool

Consider monitor and projector colour calibration

Consider if your diagram will be shown in greyscale

#### Pattern

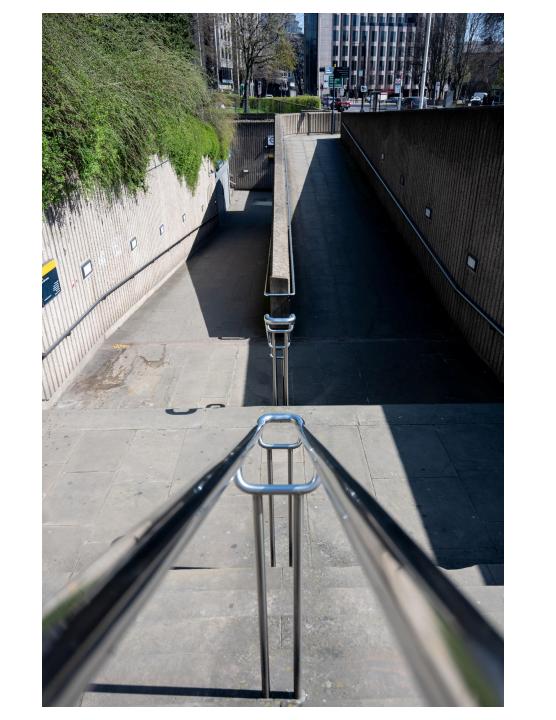
### Written in Legend



AKA: use a key or legend

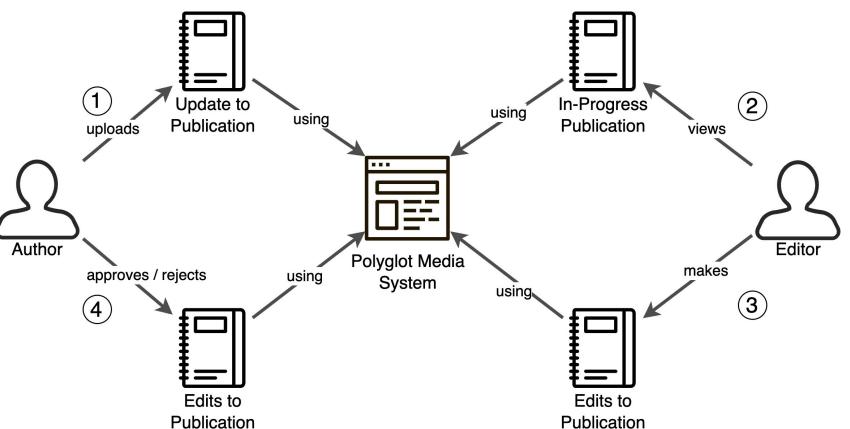
# Don't rely on your audience having specific knowledge

## It's a balancing act



#### Update to using using **Publication** uploads Author Polyglot Media approves / rejects using System using (4)

#### Seems obvious? No.



#### Polyglot Media

High-Level Domain Story I Publication editing process

























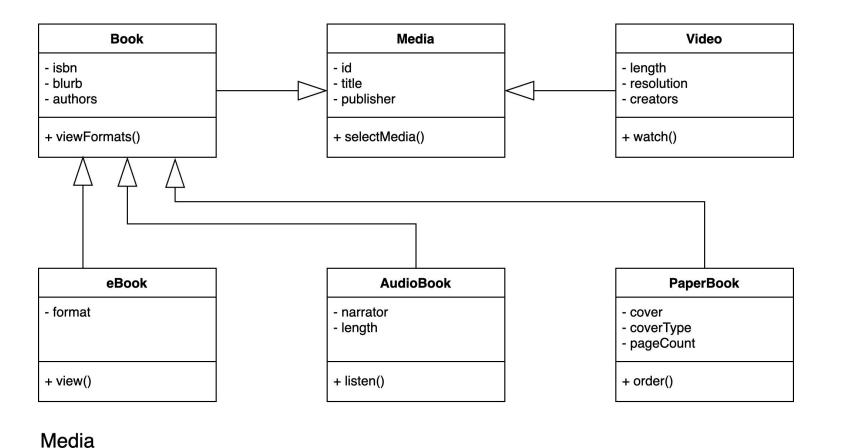


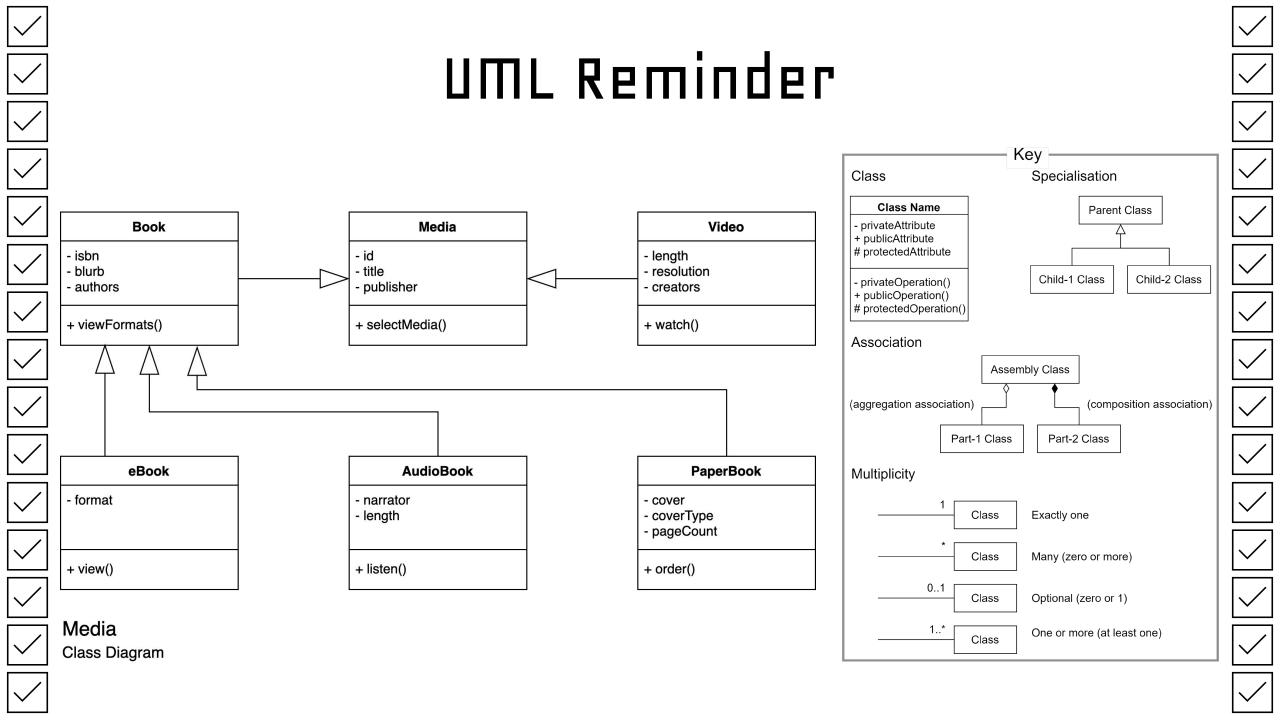
#### Make it Explicit In-Progress' Update to using using **Publication Publication** uploads views **Author** Editor Polyglot Media makes approves / rejects using System using 3 (4)Key description order of sequence Edits to Edits to and direction **Publication Publication** Polyglot Media High-Level Domain Story I Publication editing process Person **Publication** Digital System

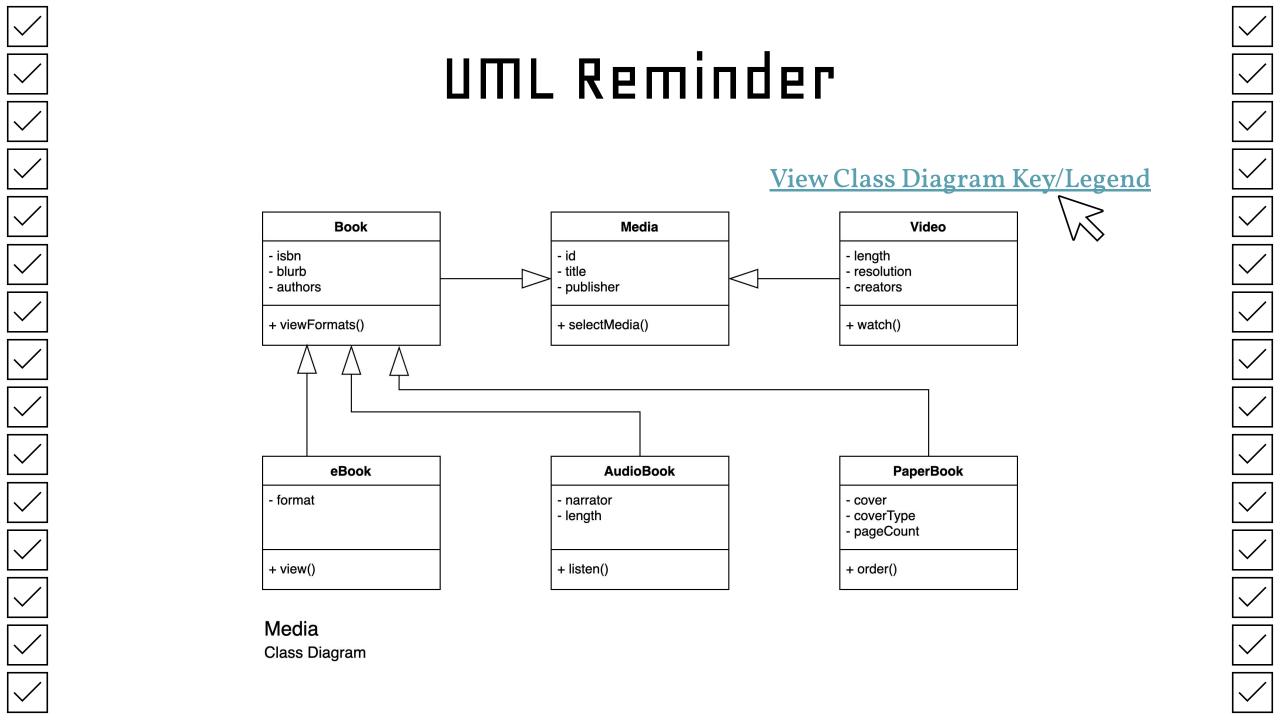
# Don't leave it open to interpretation

Class Diagram

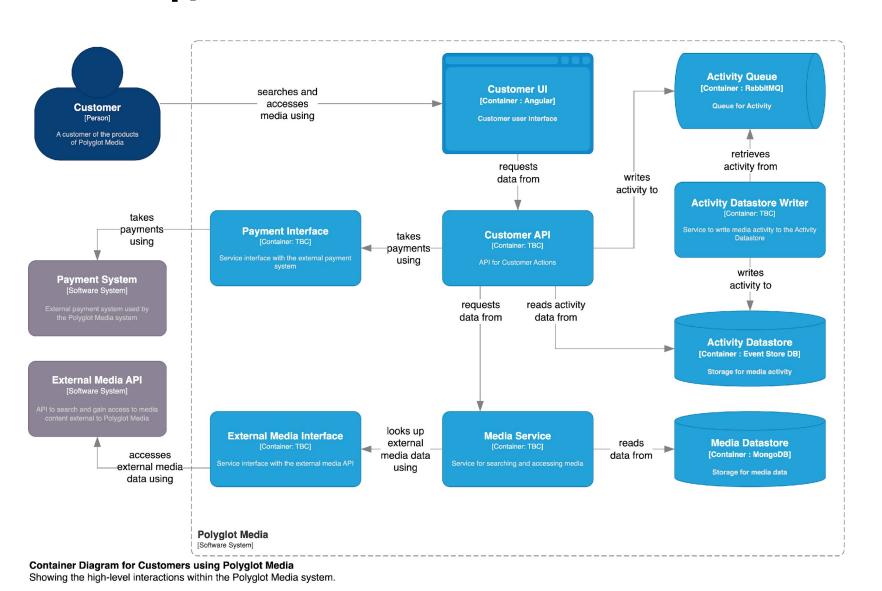
### UML, easy? No.



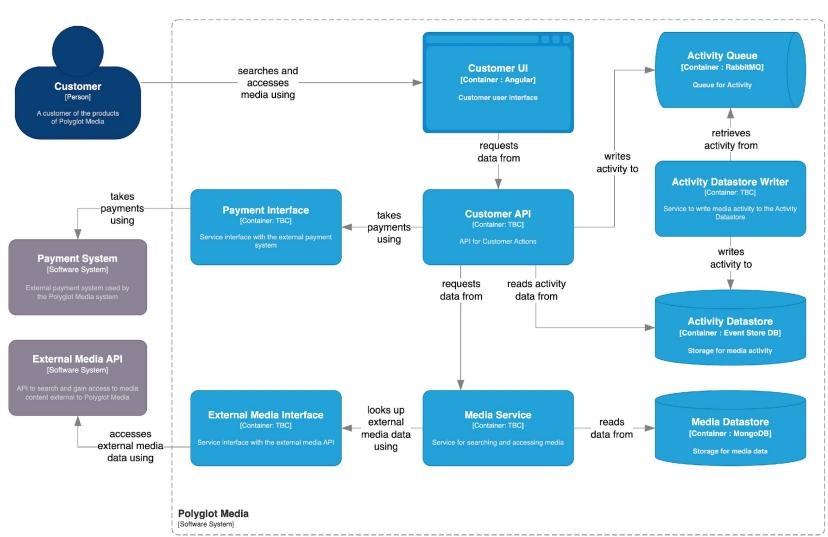


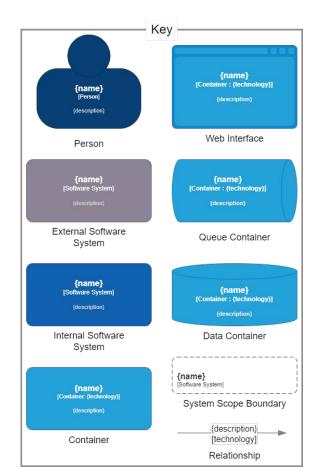


### C4, that's obvious? No.



### Explained







Showing the high-level interactions within the Polyglot Media system.



## Limit your assumptions

#### Antipattern

#### MLAH

AKA: Multiple-Letter Acronym Hell



### Only use defined acronyms

 $D \Box$ 

In speech, say the acronym, and say the definition straight afterwards

 $\mathsf{D} \, \mathsf{\Box}$ 

In speech, say the acronym, and say the definition straight afterwards

In written form, define the acronym the first time you write it, and/or in a key or glossary

DRY: DFD:

SPA: BLT:

DRY:

DRY: DFD:

Don't Repeat Yourself

DRY:

Don't Repeat Yourself

DFD:

Data Flow Diagram

SPA:

DRY:

Don't Repeat Yourself

DFD:

Data Flow Diagram

SPA:

Single Page Application

BLT:

DRY:

Don't Repeat Yourself

DFD:

Data Flow Diagram

SPA:

Single Page Application

BLT:

**Bacon Lettuce & Tomato** 

Business Leadership Team

Business Leadership Team

Basic Language Translator

Business Leadership Team

Basic Language Translator

**Bulk Loading Tool** 

Business Leadership Team

Basic Language Translator

**Bulk Loading Tool** 

Be Like That!

# Acronyms can mean different things to different people

## It's easy to fall into thinking that others have the same understanding as you

# Next time you use an acronym... think **SIDI**

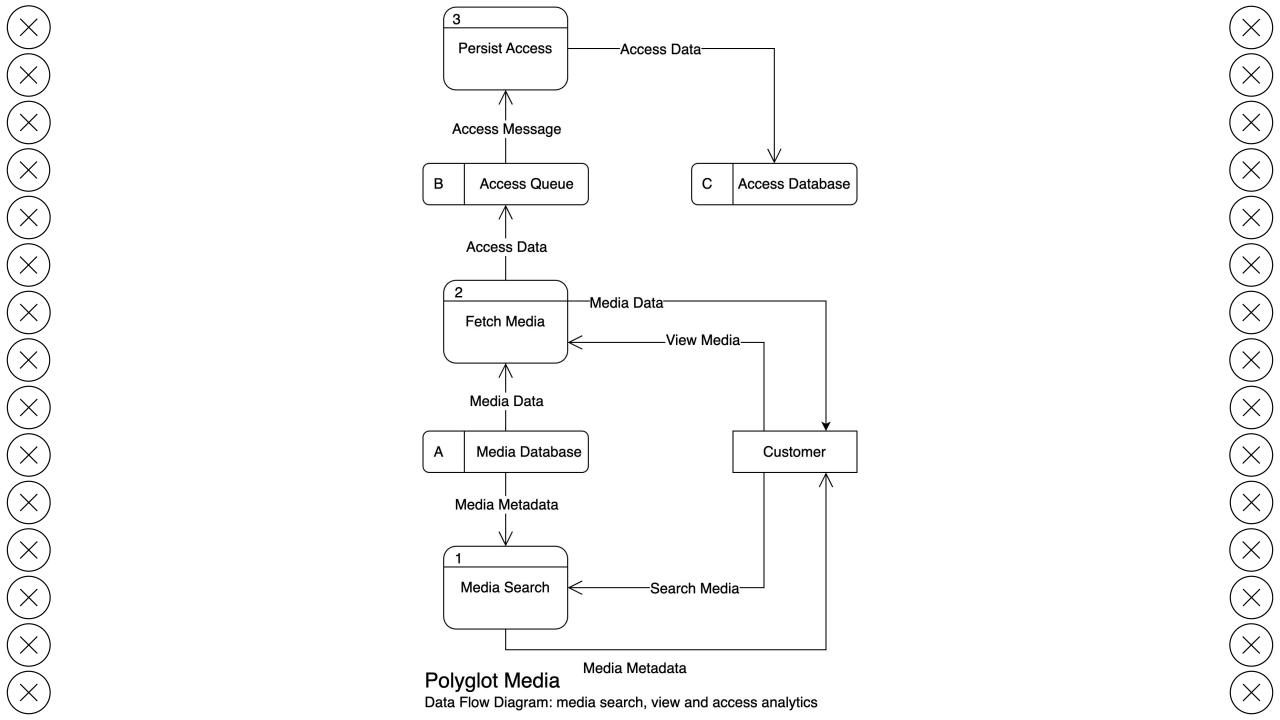
## Next time you use an acronym... think **SIDI** State It Define It

Pattern

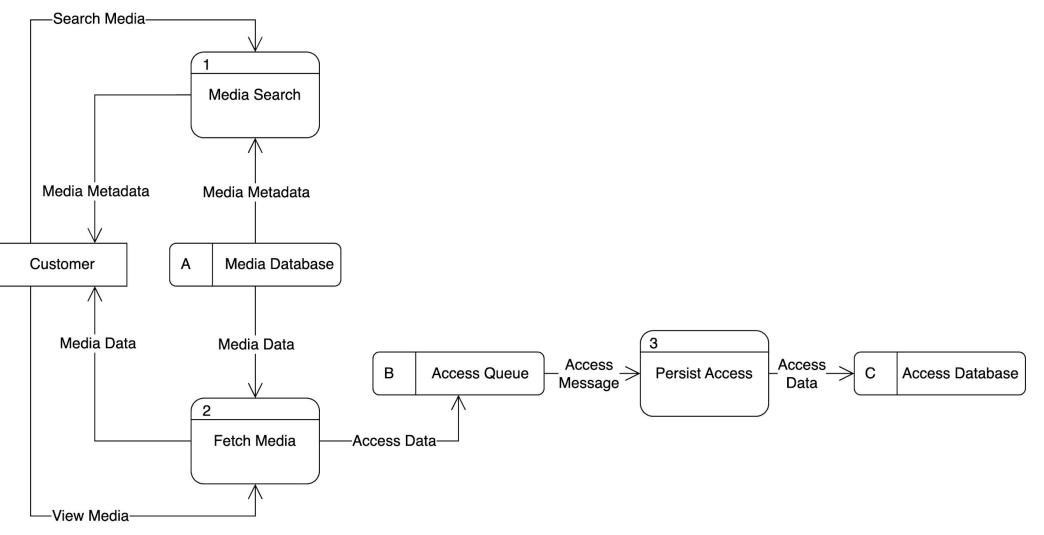
## A push in the right direction

AKA: match the diagram flow to expectations

## All diagrams have a flow of information



## Let's match expectations



Polyglot Media

Data Flow Diagram: media search, view and access analytics

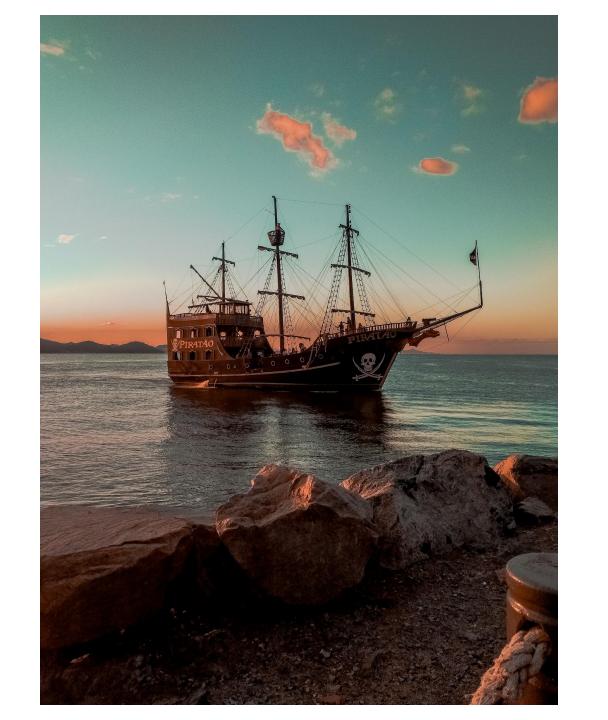
#### Inputs & Outputs Publication Publication Author UI Submission API Service **Data Store** request in-progress publications request in-progress request in-progress publications publications in-progressin-progress publications publications in-progress publications upload update to publication update update publication -publication--update status--publication status--publication status-Polyglot Media Author submission process, post login

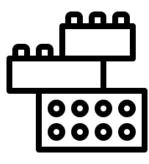
# Consider how your audience will read the diagram

Pattern

## Show them the pirate ship!

AKA: enthral your audience with context

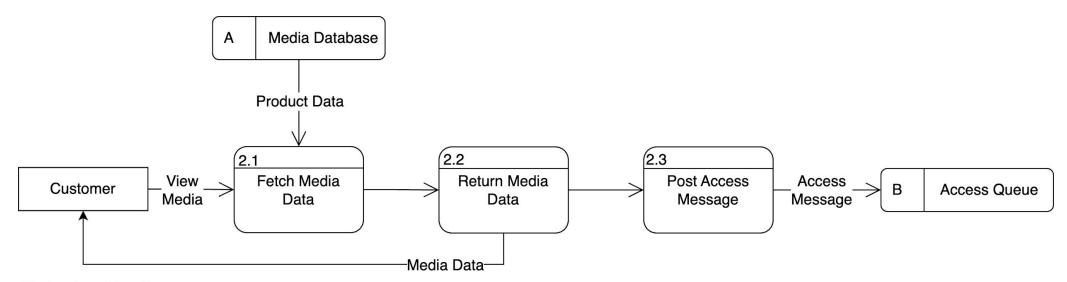




When you look at the cover of a box of LEGOs you don't see a picture of each individual brick that's inside. Instead, you see the picture of an exciting, fully assembled model, ... positioned in a life-like pirate's bay with cliffs and sharks.

Gregor Hohpe, The Software Architect Elevator

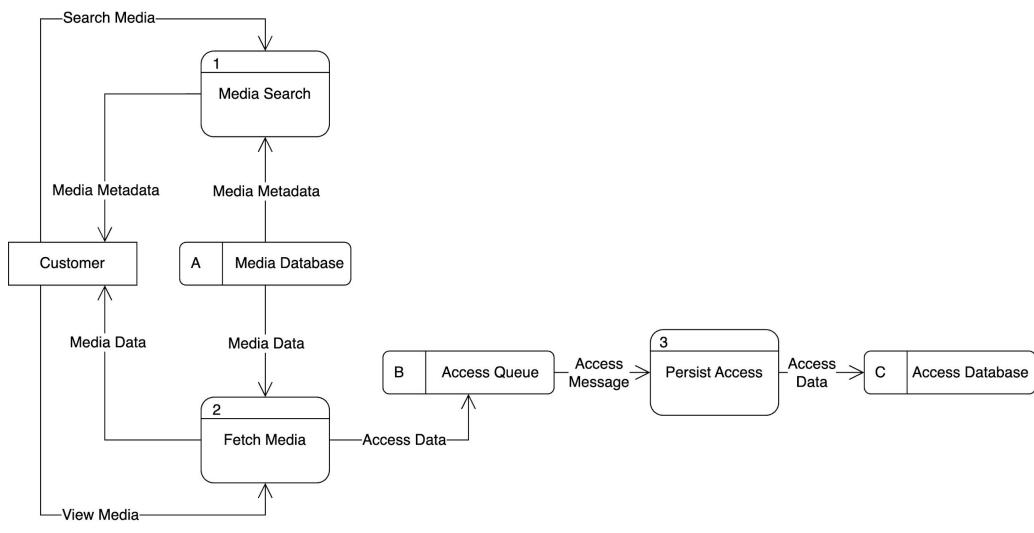
## First impressions?



Polyglot Media

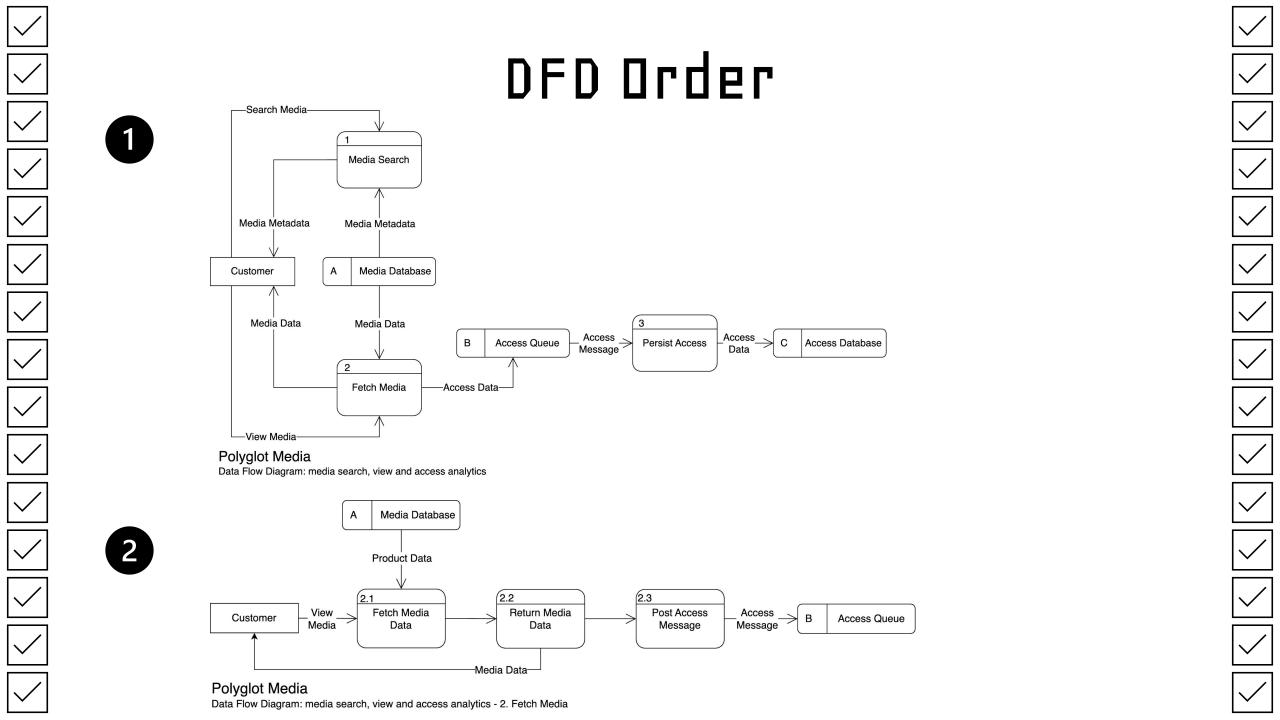
Data Flow Diagram: media search, view and access analytics - 2. Fetch Media

## Top Level DFD

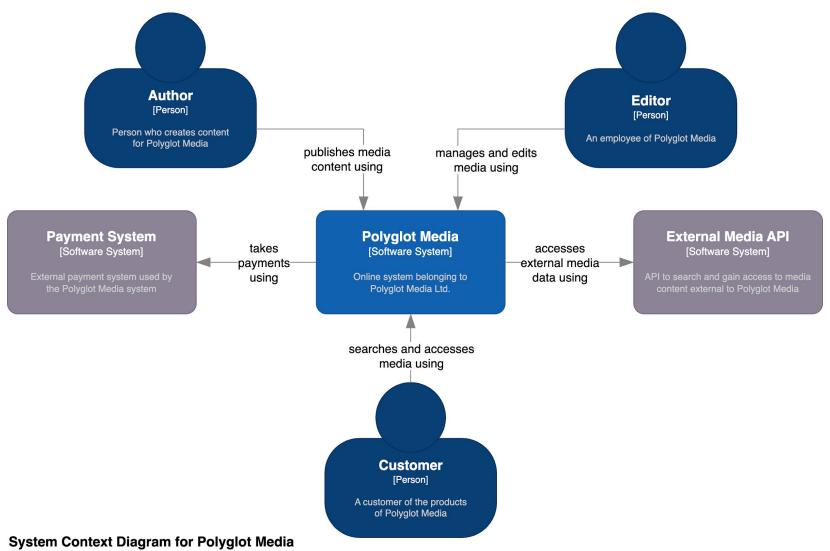


#### Polyglot Media

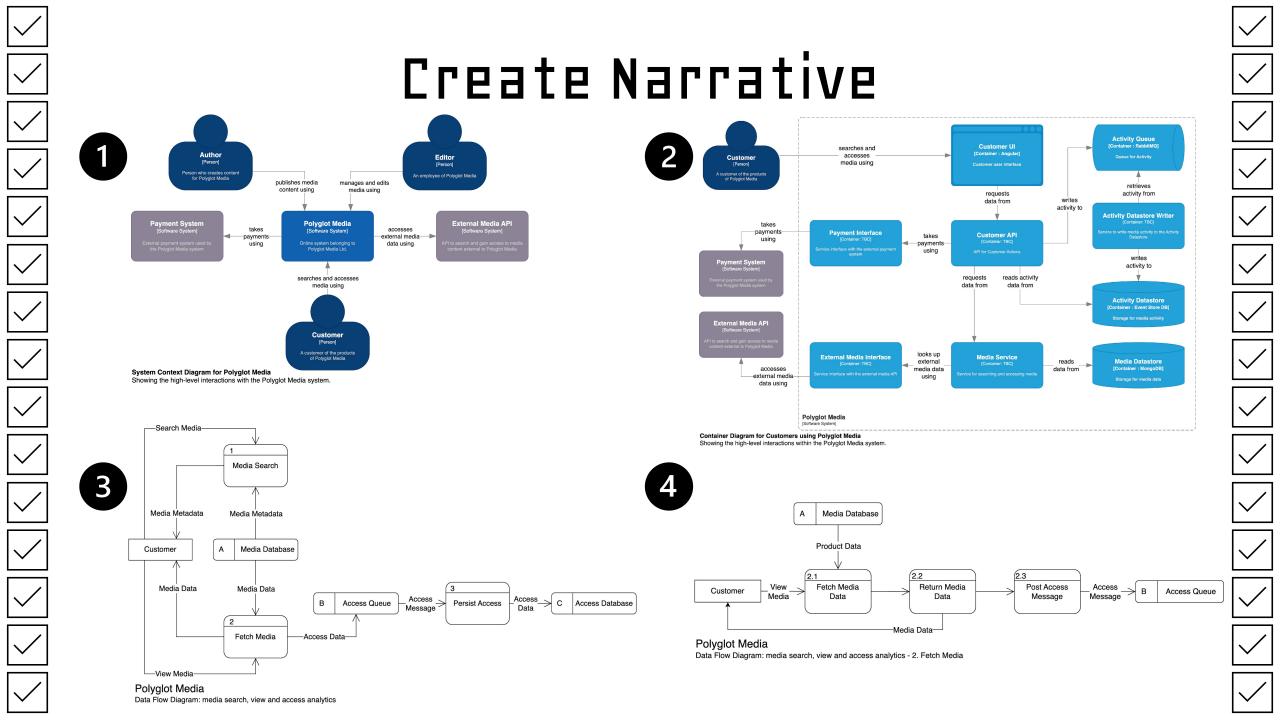
Data Flow Diagram: media search, view and access analytics



#### Context? Go for C4!



Showing the high-level interactions with the Polyglot Media system.



## Fill in the narrative gaps

#### Antipattern

### Not-So-Unified Modelling Language

AKA: using UML when it's not useful

## UML is useful

Structural

Behavioural

Structural

Behavioural

Profile

Class

**State Machine** 

Timing

Deployment

Object

Communication

Sequence

Package

Component

Usecase

Activity

Composite Structure

Interaction Overview

Structural

Behavioural

Profile

Class

State Machine

Timing

Deployment

Object

Communication

Sequence

Package

Component

Usecase

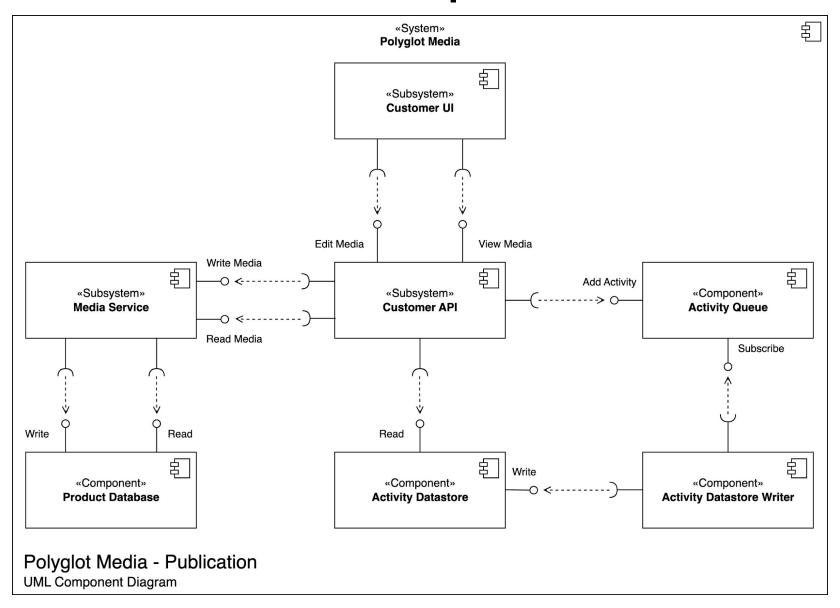
Activity

Composite Structure

Interaction Overview

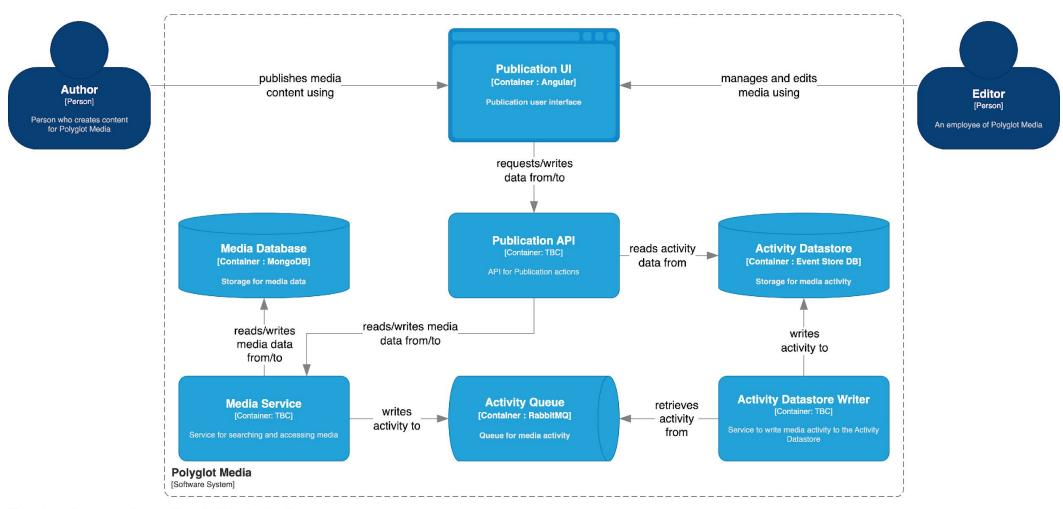
## What does your audience need?

#### UML Component



# Keep it simple and straightforward

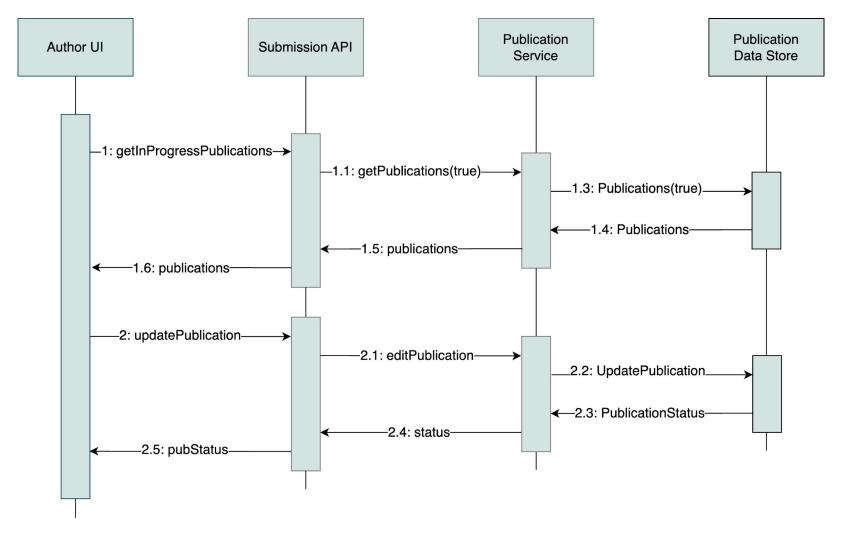
### C4 Container Diagram



Container Diagram for Publications in Polyglot Media

Showing the high-level interactions within the Polyglot Media system.

### NWT Zedneuce

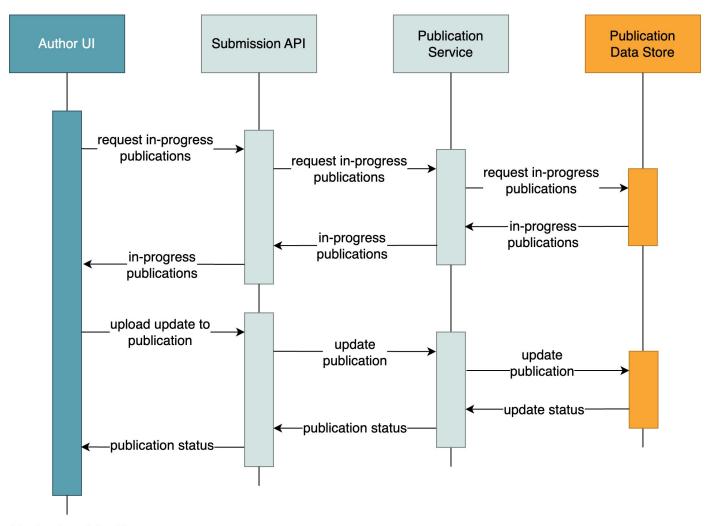


#### Polyglot Media

Author submission process, post login

# How long until it is out-of-date?

## Simplified Sequence



Polyglot Media

Author submission process, post login

## Use UML for good reason

#### Antipattern

## Structures Behaving Badly

AKA: mixing structure and behaviour

Structural

Behavioural

Profile

Class

**State Machine** 

Timing

Deployment

Object

Communication

Sequence

Package

Component

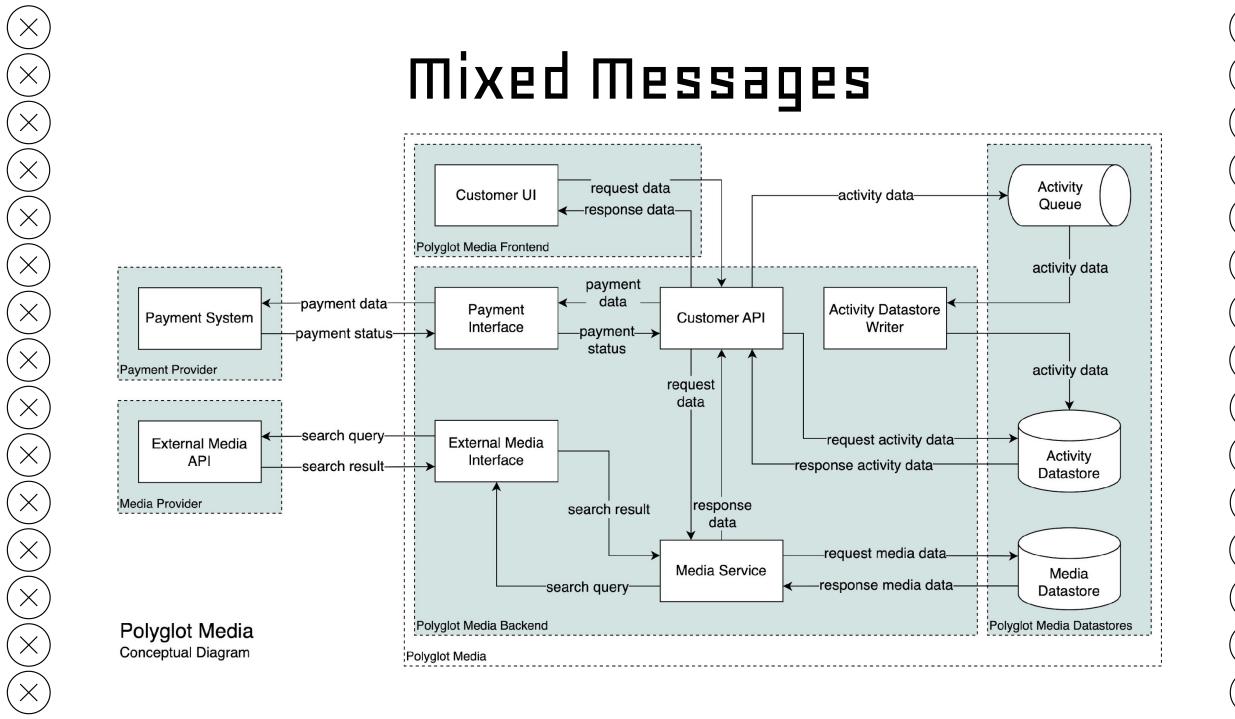
Usecase

Activity

Composite Structure

Interaction Overview

# Structure and behaviour in one diagram is confusing



















#### Structure requests writes activity Activity Customer UI data from Queue data to Polyglot Media Frontend retrieves activity data from takes takes **Activity Datastore** Payment Payment System | **Customer API** payment ← payment-Writer Interface using using writes activity Payment Provider data to accesses External Media External Media reads order external media-Activity API Interface data from data using Datastore requests media Media Provider data using reads media Media looks up external data from Media Service **Datastore** media data using Polyglot Media Backend Polyglot Media Datastores Polyglot Media Conceptual Diagram Polyglot Media

#### Behaviour -Search Media-Media Search Media Metadata Media Metadata Media Database Customer Media Data Media Data Access > Access Access Queue Persist Access **Access Database** В Data 2 Fetch Media -Access Data--View Media-Polyglot Media Data Flow Diagram: media search, view and access analytics

# Apply the single responsibility principle to diagrams

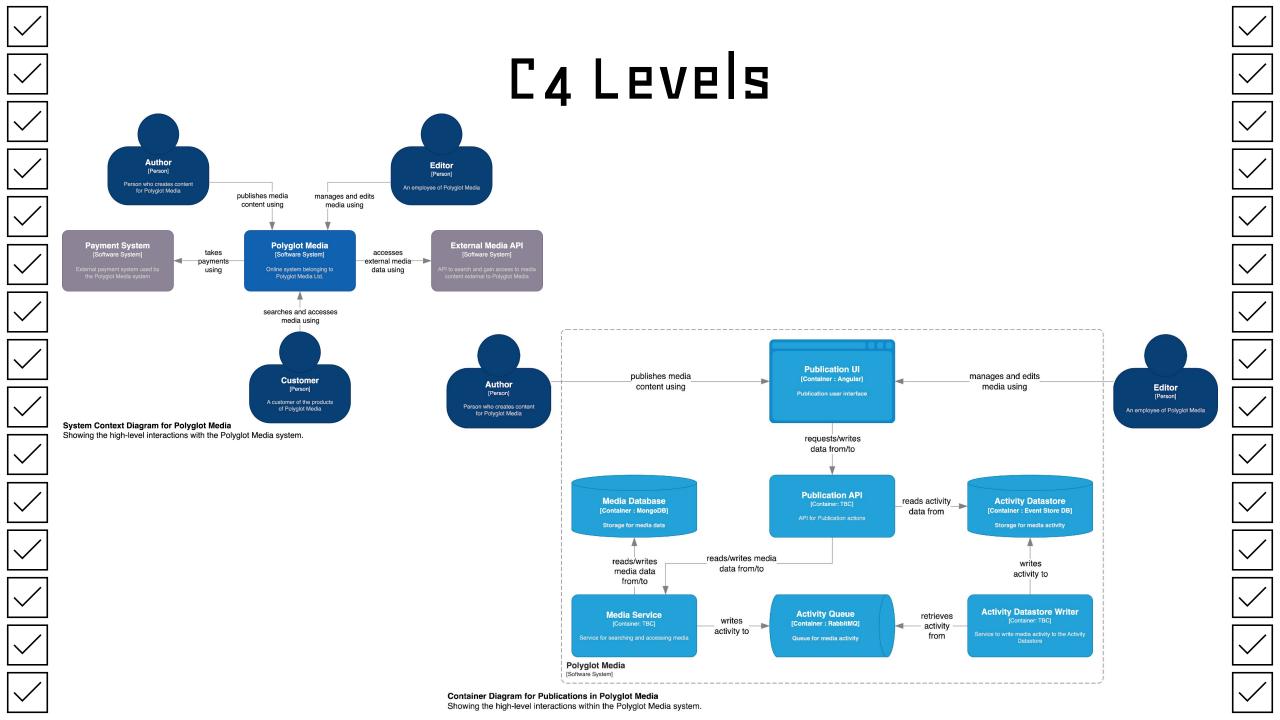
#### Pattern

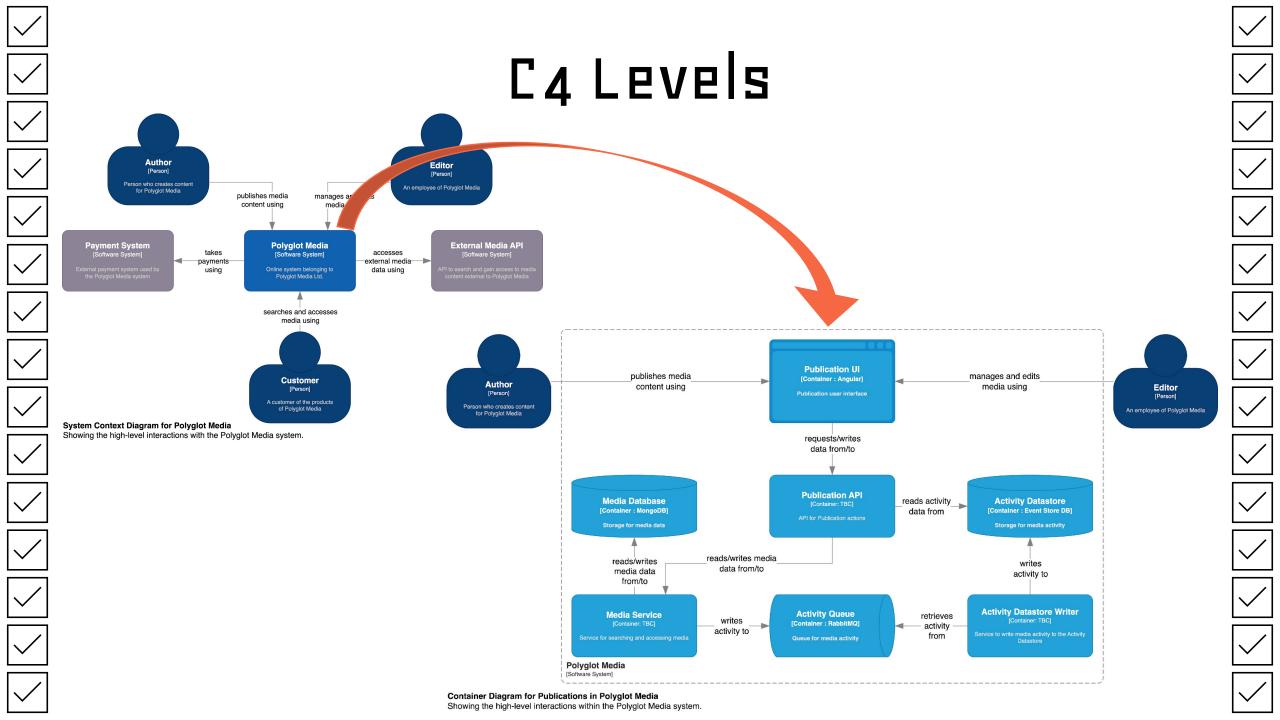
#### Connect the Dots

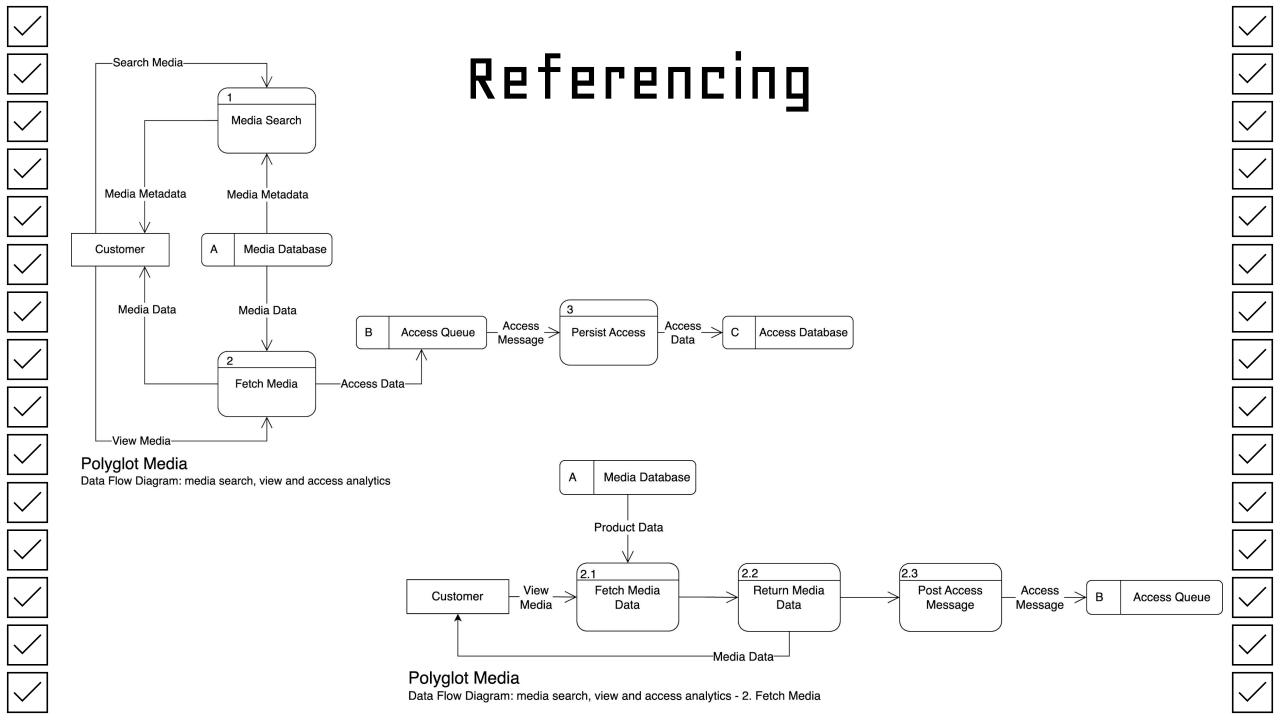
**AKA: Representational Consistency** 

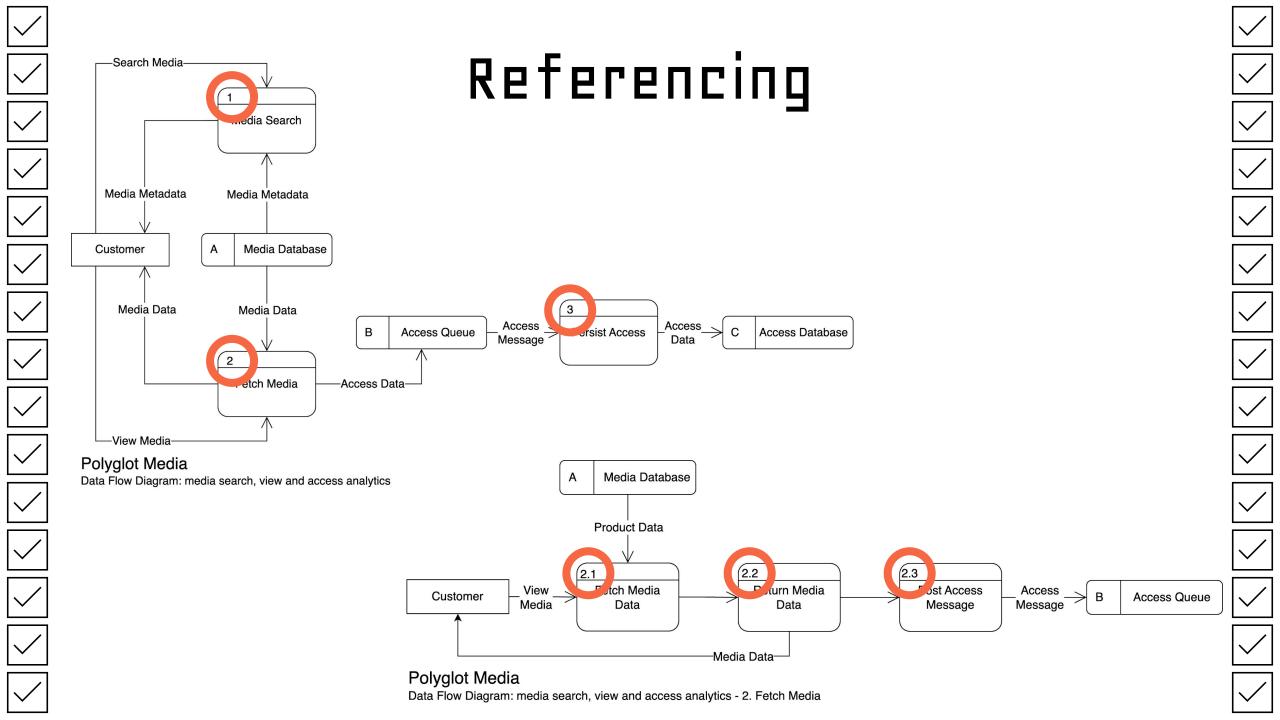
- connecting levels of abstraction

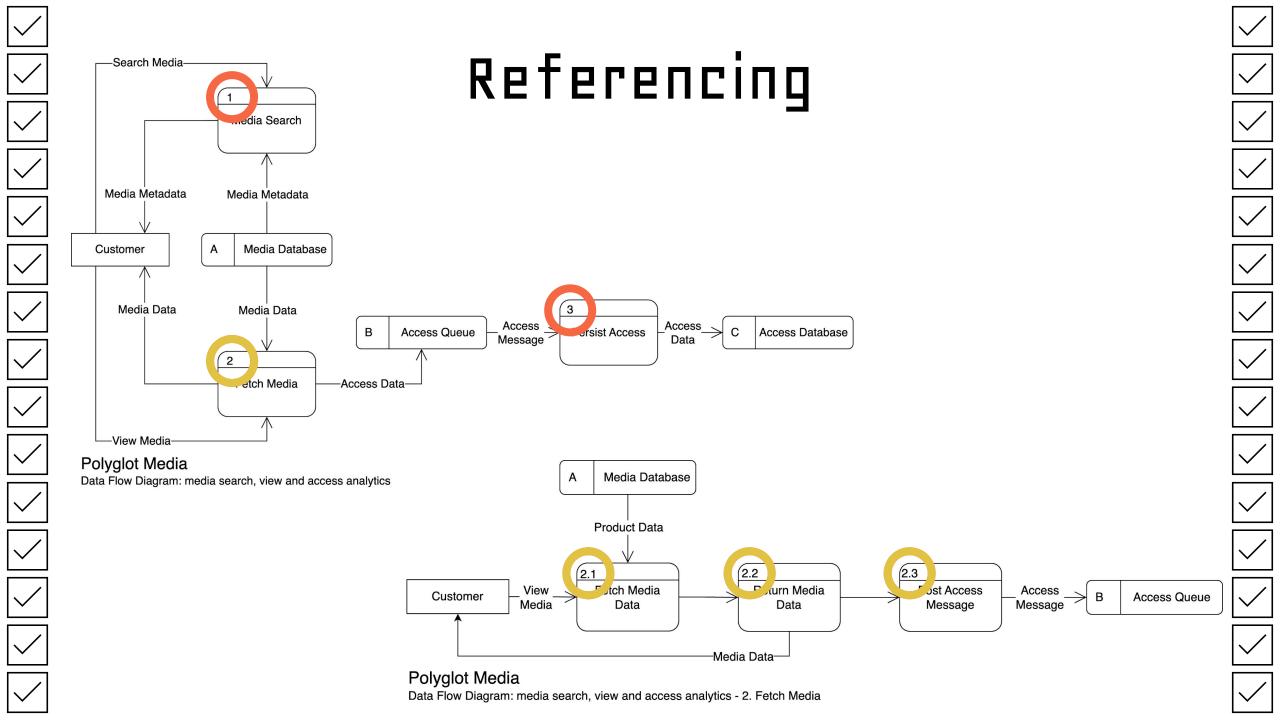
# Navigating between levels of abstraction must be easy

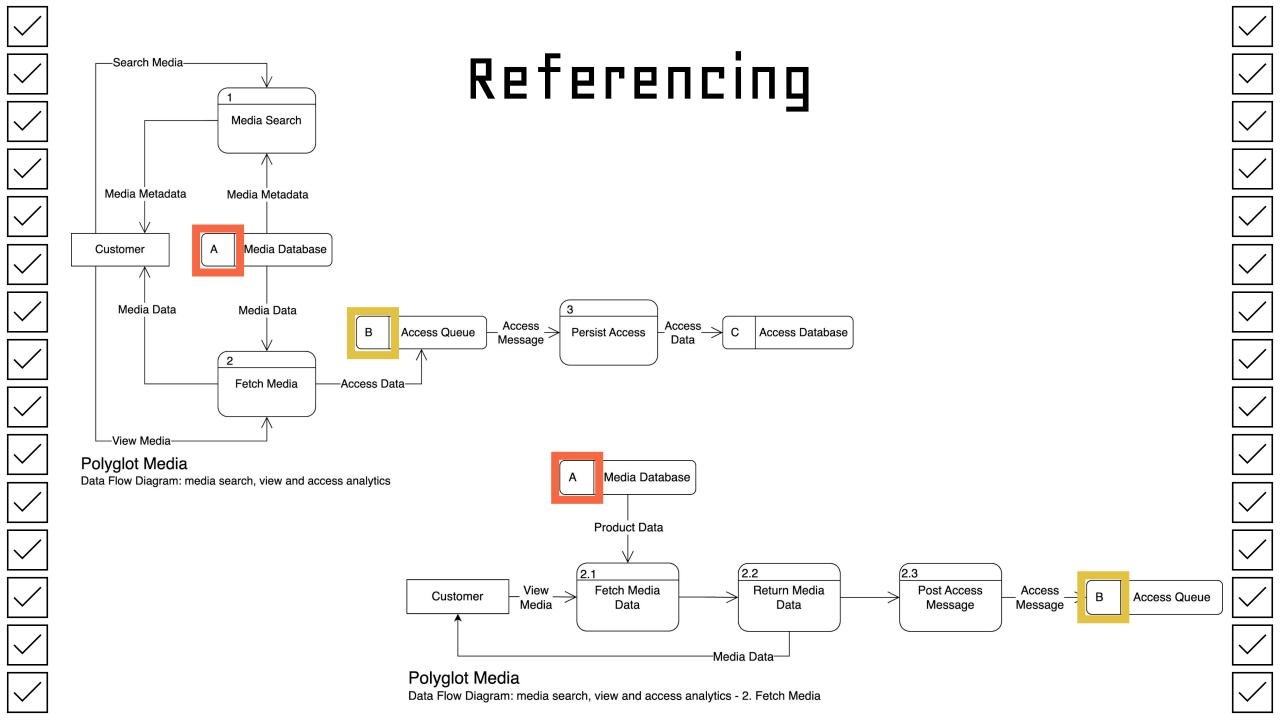




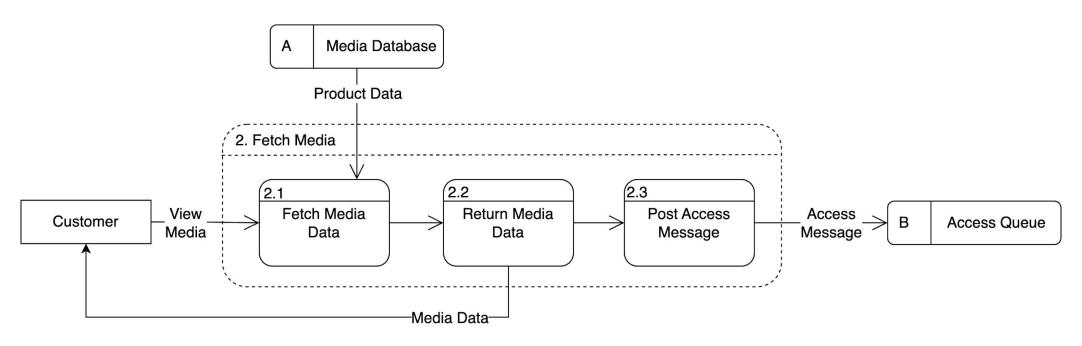








### C4-like Reference



#### Polyglot Media

Data Flow Diagram: media search, view and access analytics - 2. Fetch Media

### Make explicit references to other levels of abstraction

Pattern

#### Strike a Balance

AKA: create a visual balance

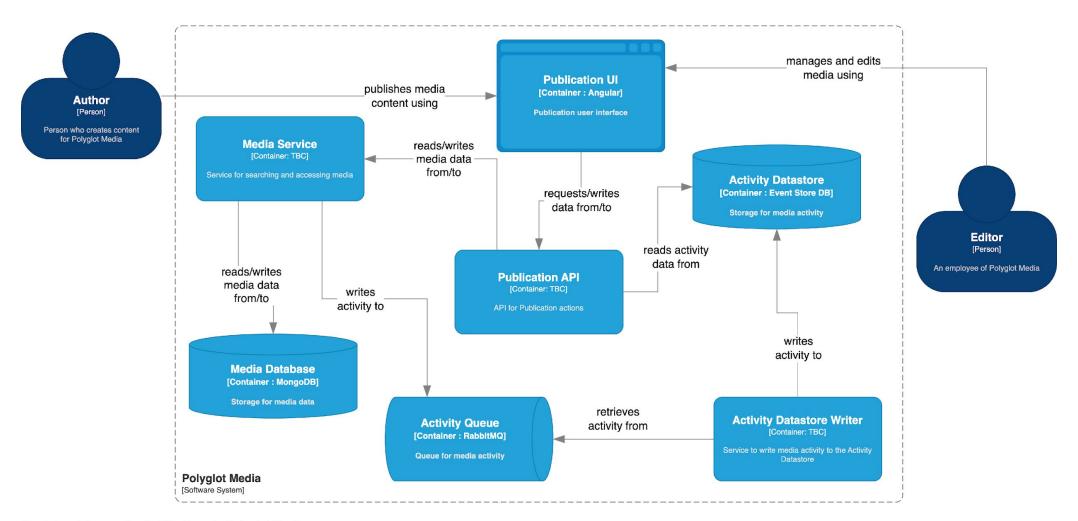


# Balance is an innate, fundamental human expectation.

– Alvalyn Lundgren

# Balance is not all about symmetry

#### Unbalanced C4



Container Diagram for Publications in Polyglot Media

Showing the high-level interactions within the Polyglot Media system.





















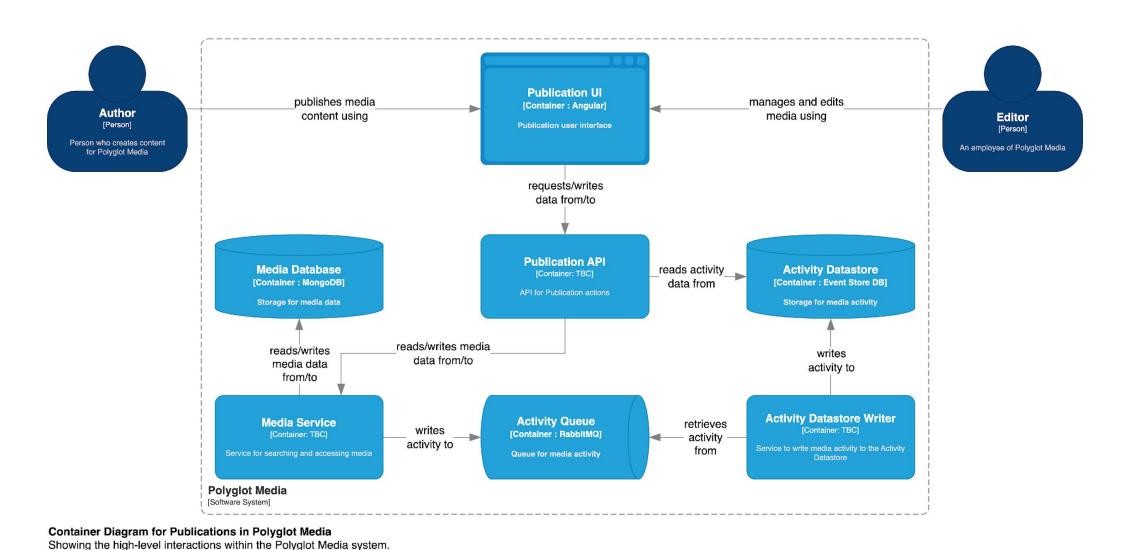








### Satisfying C4



# Don't sacrifice clarity for balance

### Use balance to enhance clarity

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