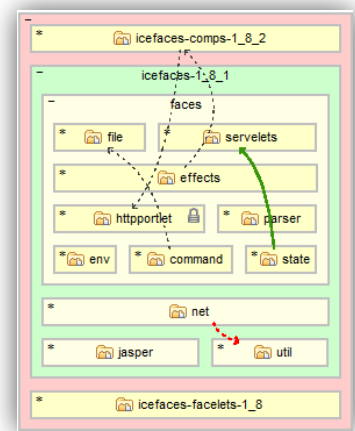
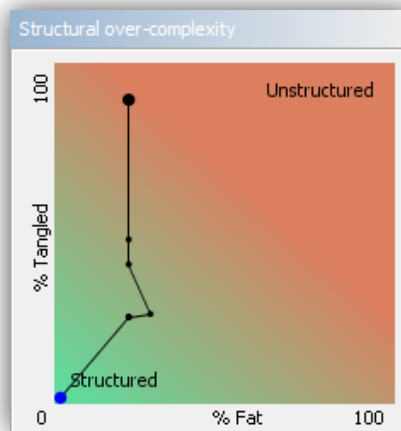
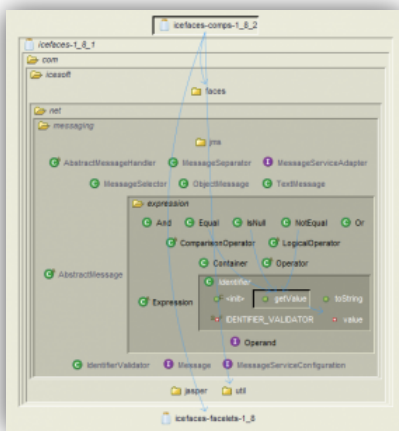


**Structure101** is an architecture development environment (ADE) that has helped thousands of teams organize the files in their codebase into a modular hierarchy with low and controlled coupling. Maintaining a well-understood and enforced architecture lets developers add new features for a fraction of the time, defects and cost.

## Improved modularity in simple steps



- 1 Interactively organize the classes into a hierarchical, compositional model**
  - ✓ Use existing structures such as packages, Maven projects, Assemblies, etc.
  - ✓ Use Structure101's suggestions to recompose based on class cohesion
  - ✓ Use complexity measures to guide remodeling

- 2 Create diagrams which express layering and visibility for the model**
  - ✓ Cells in diagrams map to sets of code items
  - ✓ Relative positioning and visibility properties of cells define allowed dependencies
  - ✓ Diagrams are immediately compared to the current code base and violations indicated

- 3 Simulate refactorings to remove rule violations**
  - ✓ Rearrange the contents of files and classes
  - ✓ Immediately see the impact of changes on the model
  - ✓ Create a list of refactoring actions for export to the IDE plugin

- 4 Share diagrams with the whole team**
  - ✓ The whole team sees the architecture within their IDE
  - ✓ Warnings as soon as code changes violate layering and visibility rules
  - ✓ Break the build to ensure rules are enforced

## Rediscover modularity for C, C++, Java and C#

### Supported platforms

- Windows
- Mac OS/X
- Linux
- Solaris
- AIX

### IDE Plugins

- Eclipse 3.4 and up
- IntelliJ IDEA 10 and up
- Visual Studio 2005 and up

### Workflow plugins

- Klocwork Insight
- SonarQube
- Hudson/Jenkins
- Maven