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 refactoring 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