

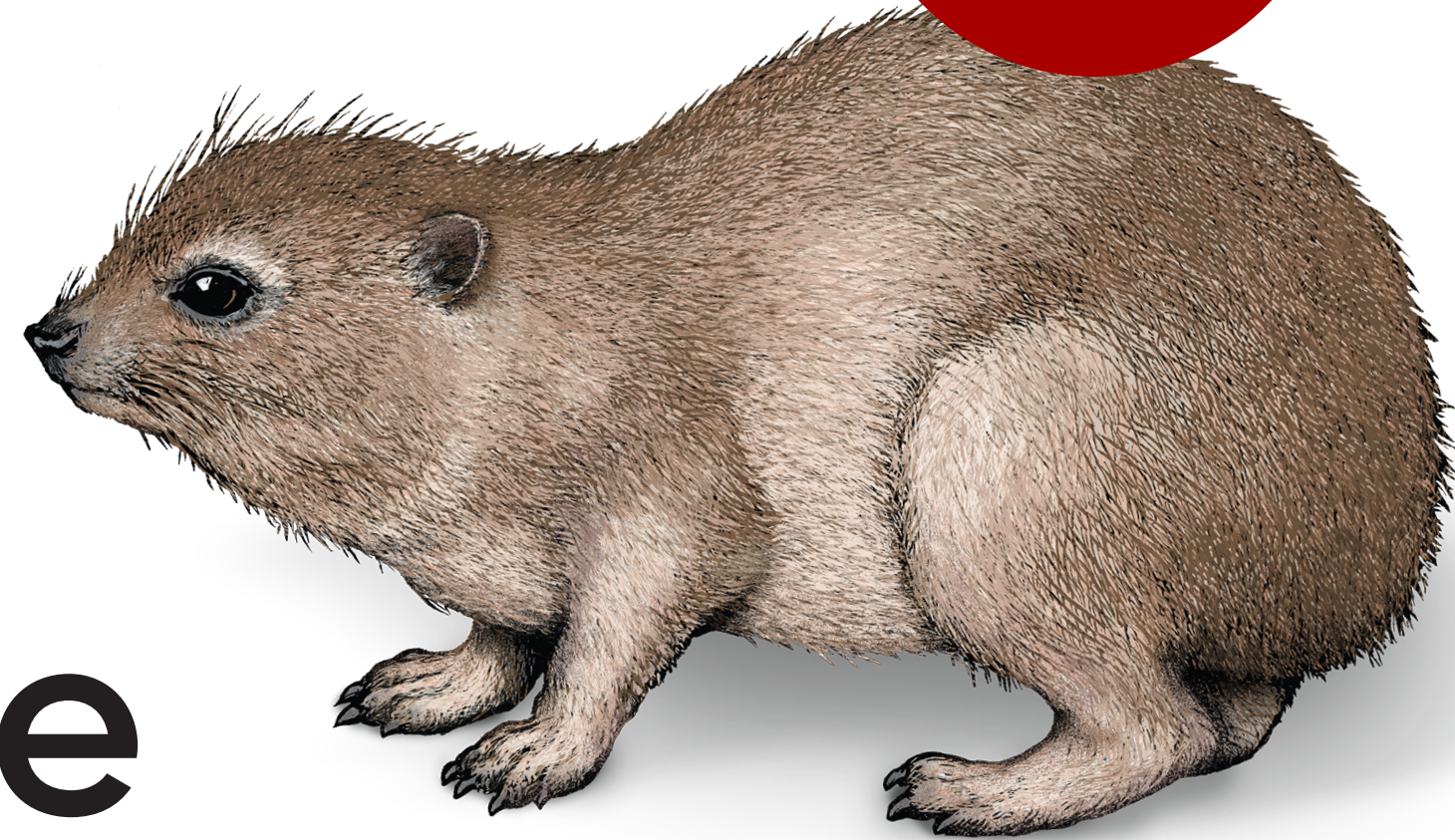
The C4 model

Beyond the basics

Simon Brown

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Early
Release
RAW &
UNEDITED



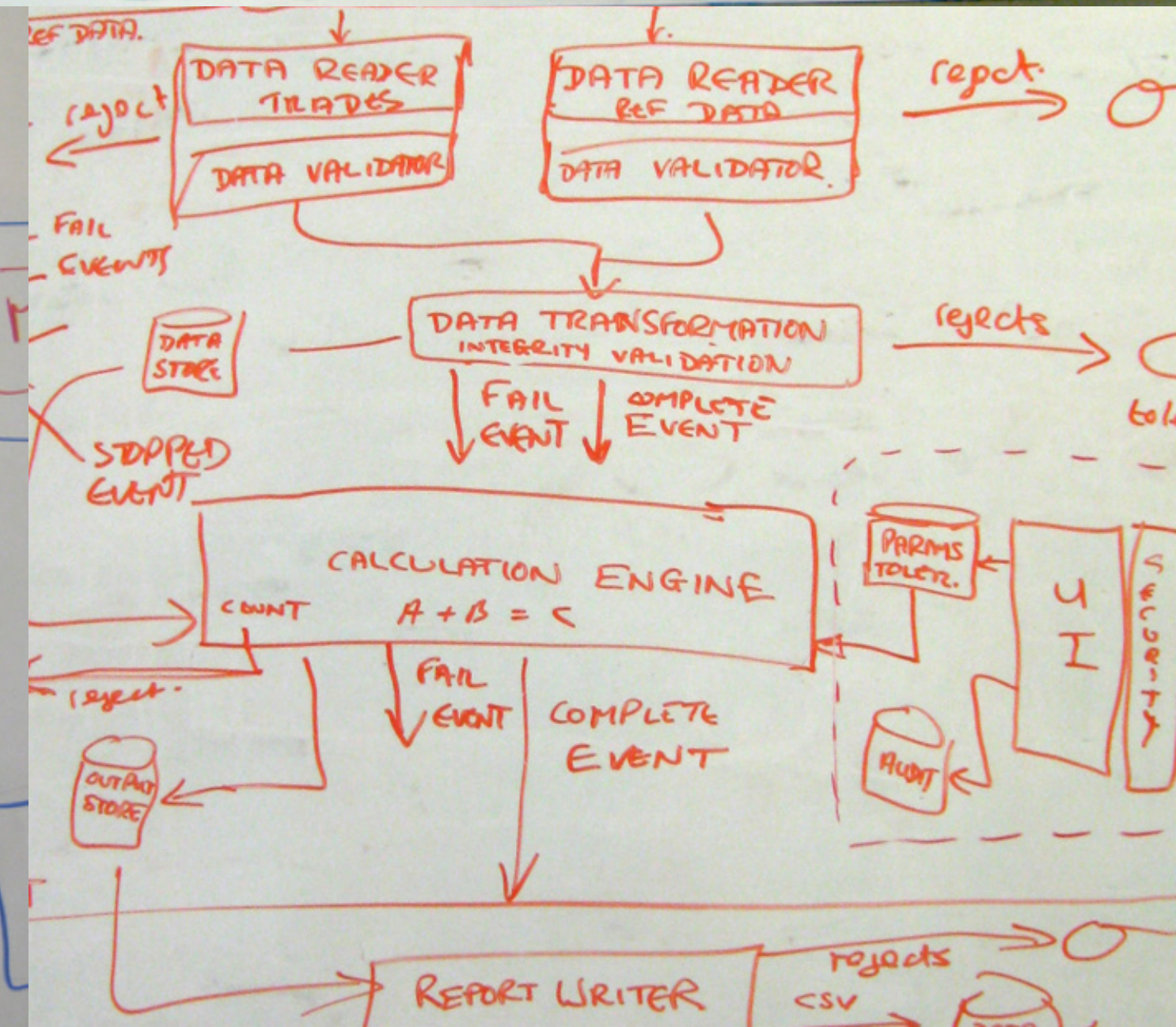
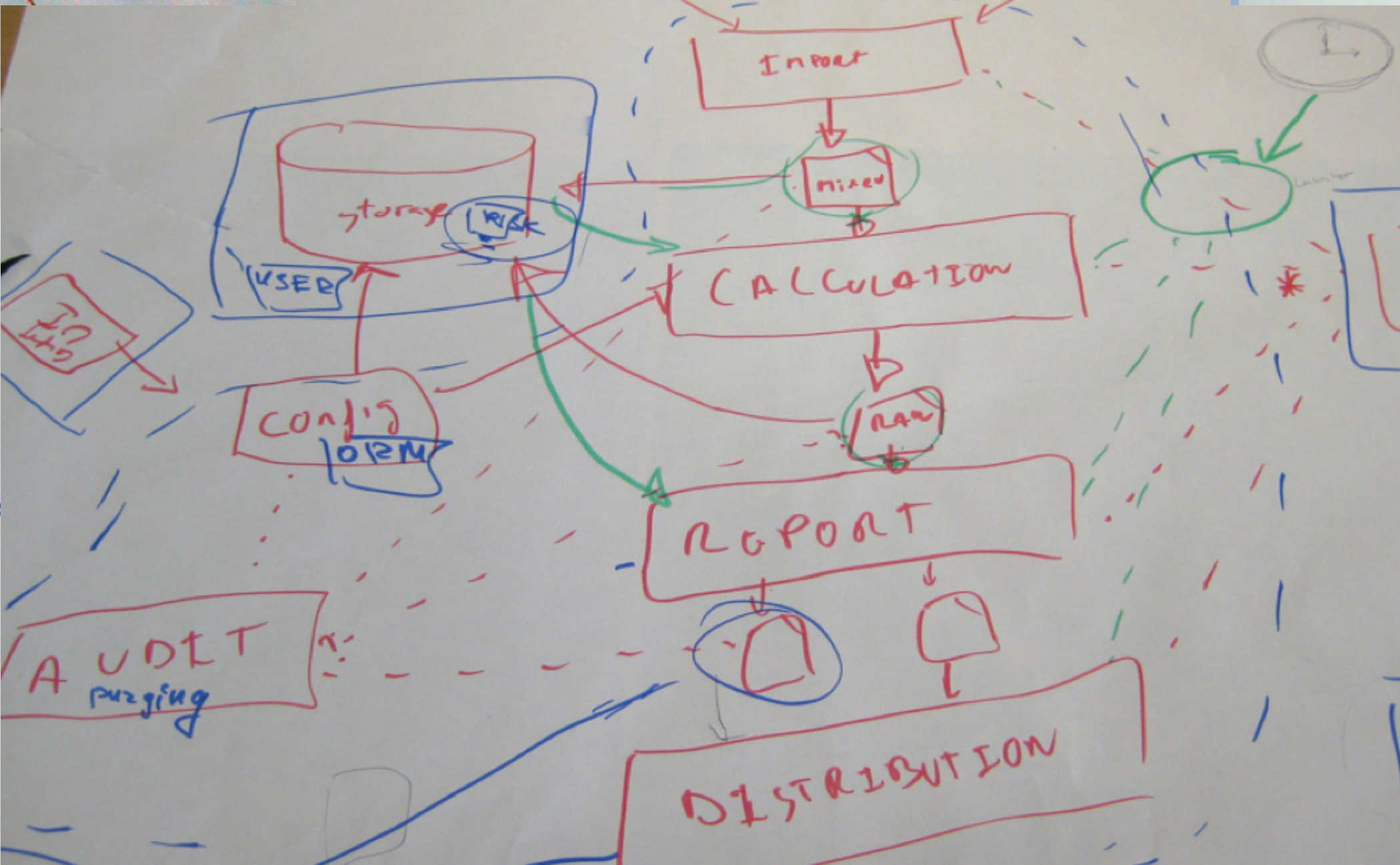
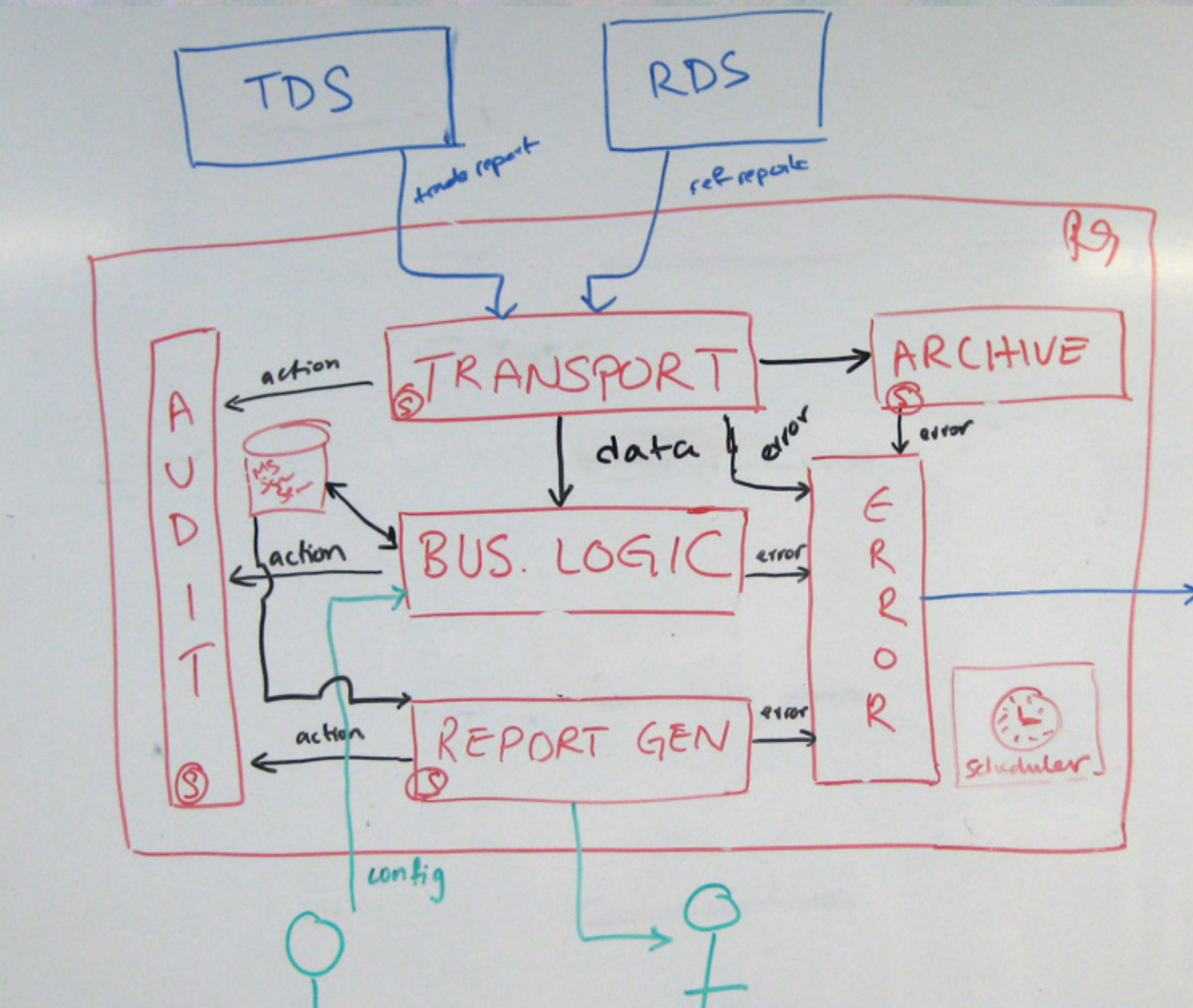
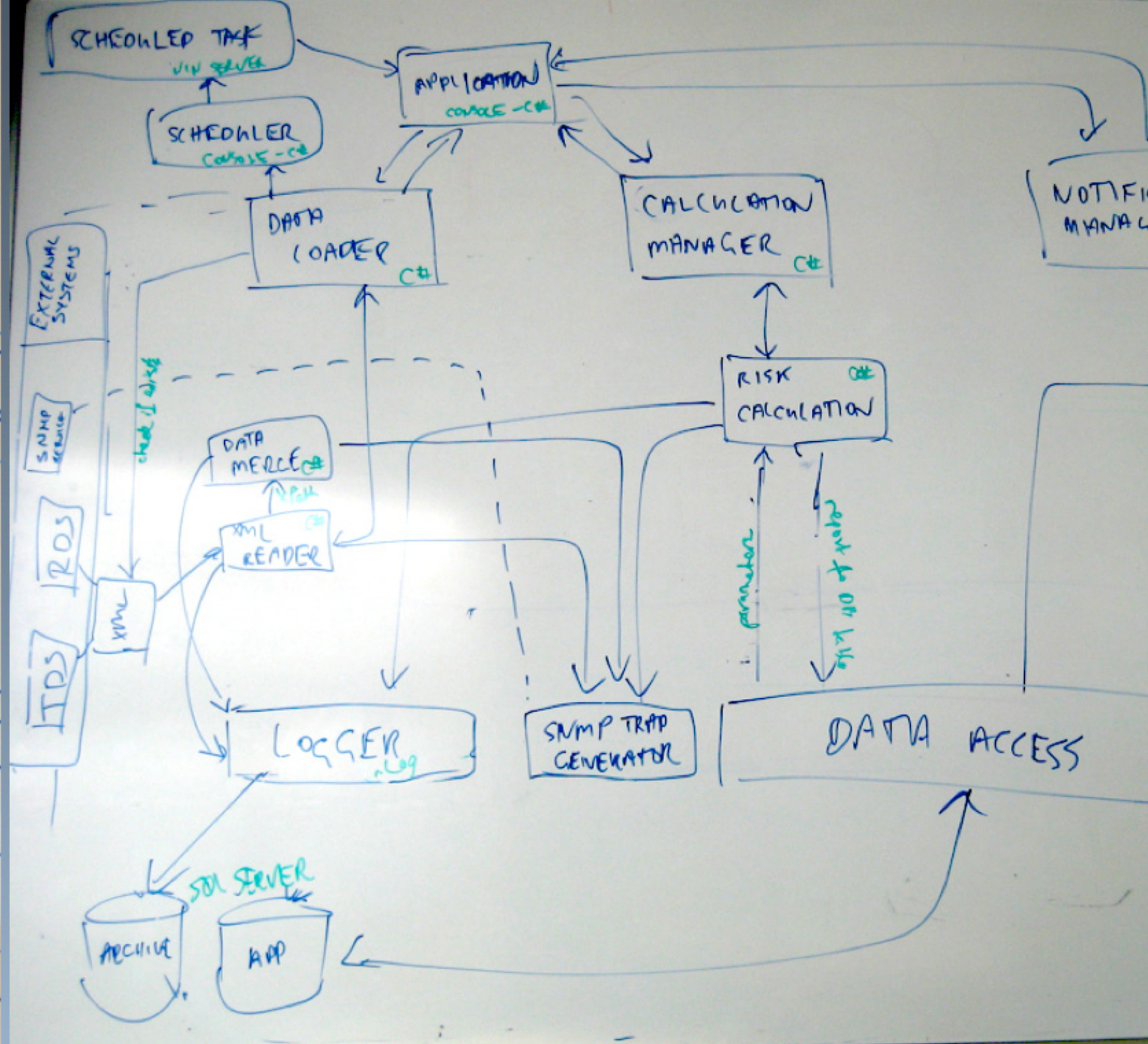
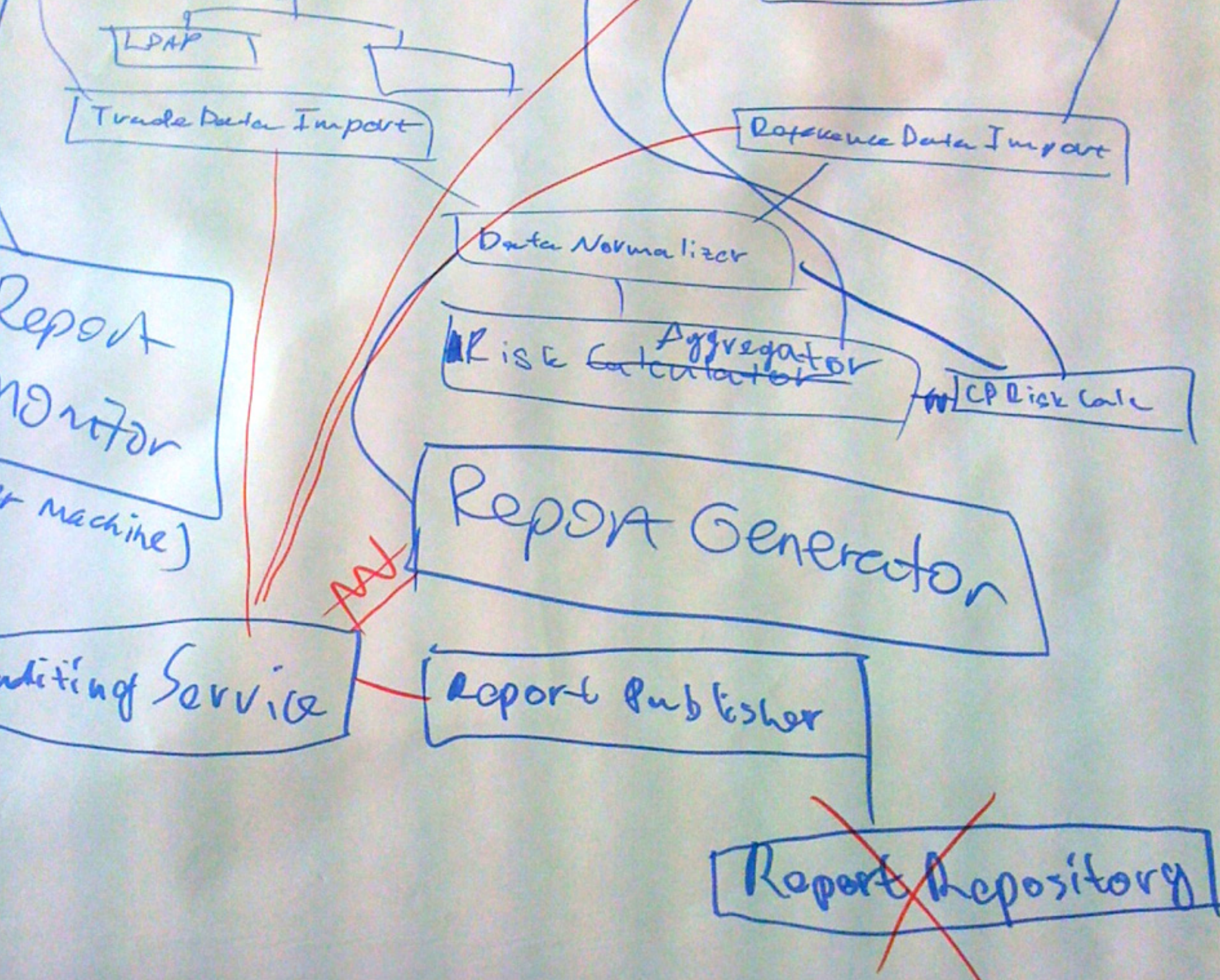
The C4 Model

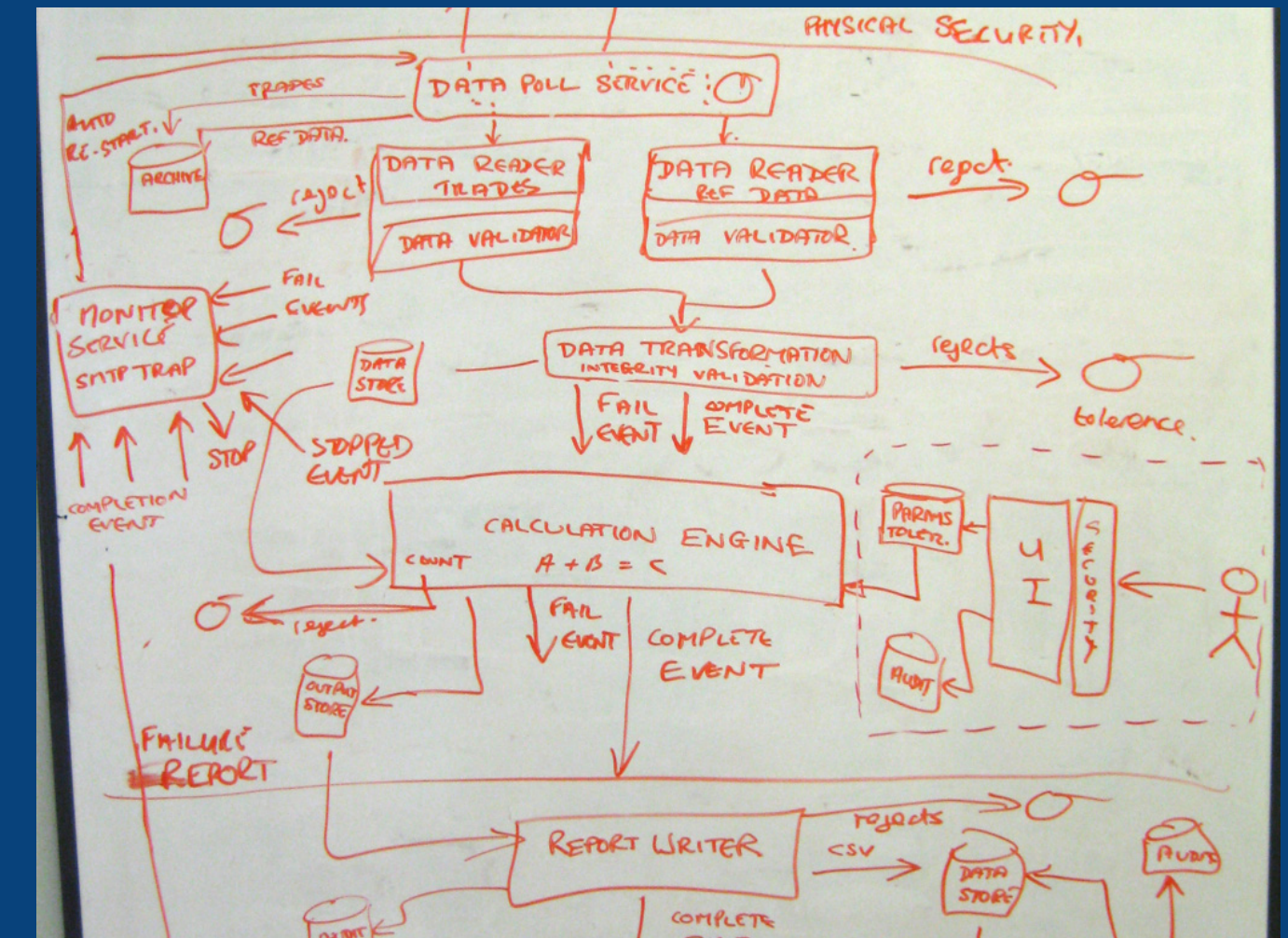
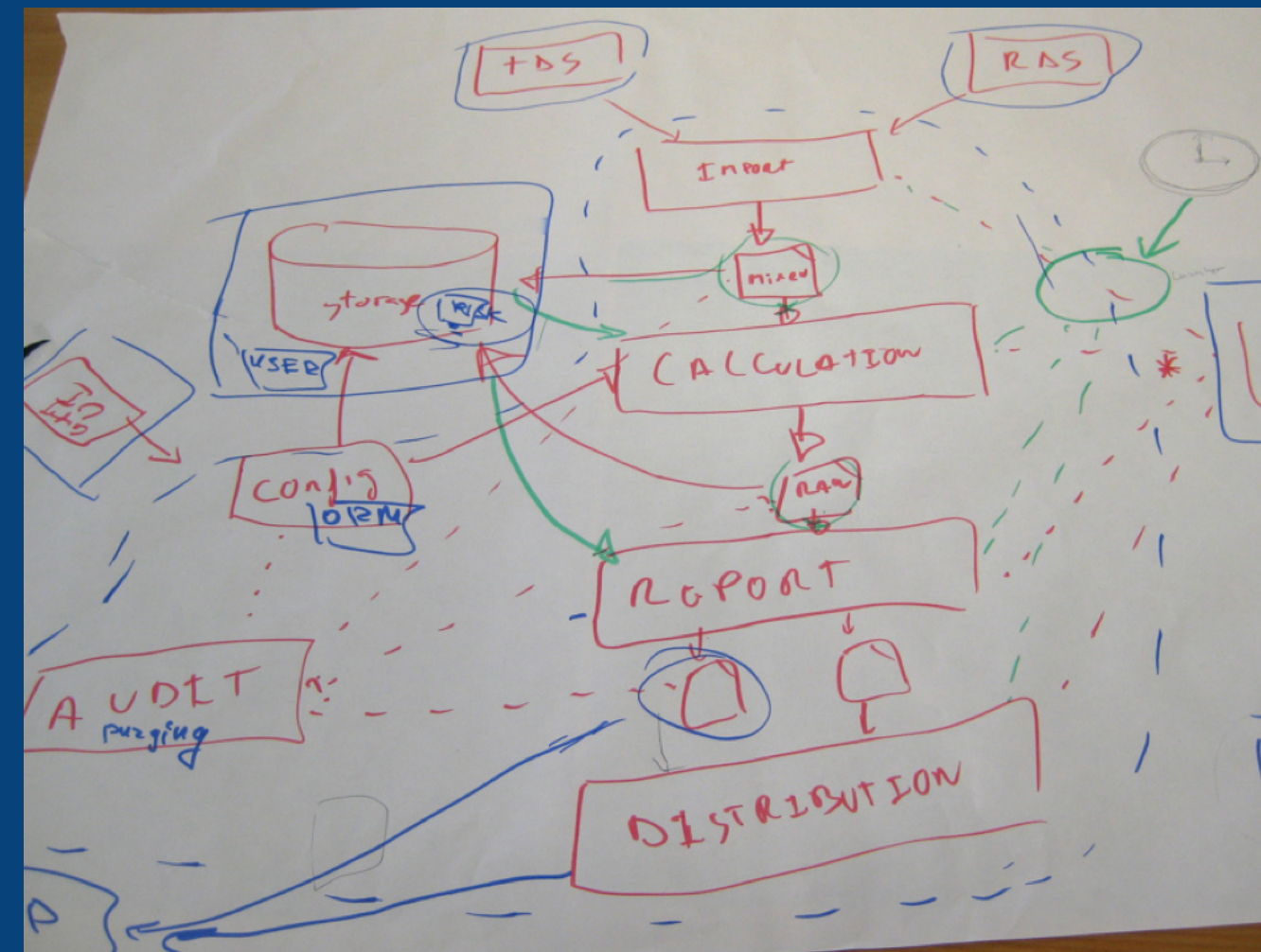
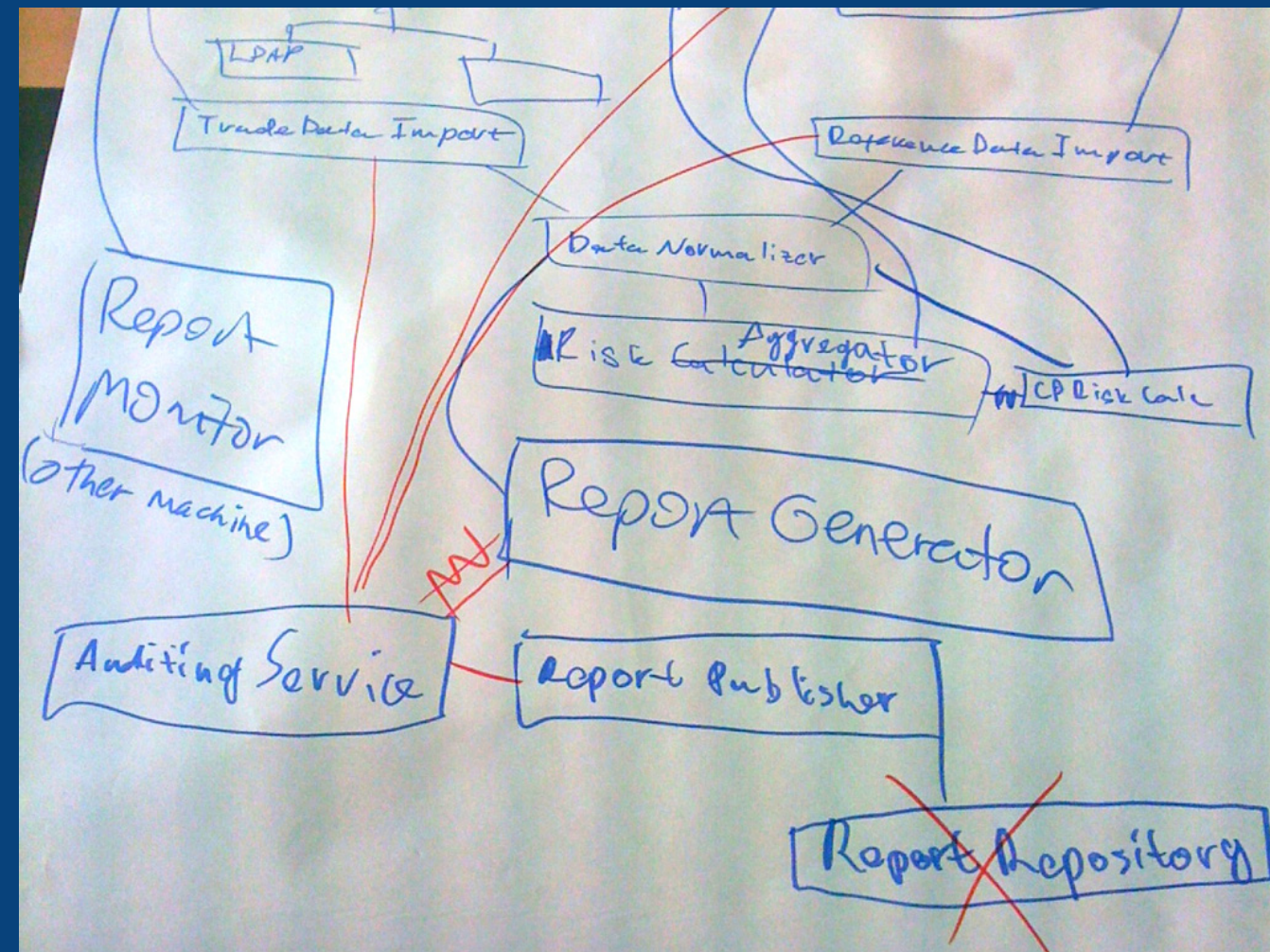
Visualizing Software Architecture

Simon Brown

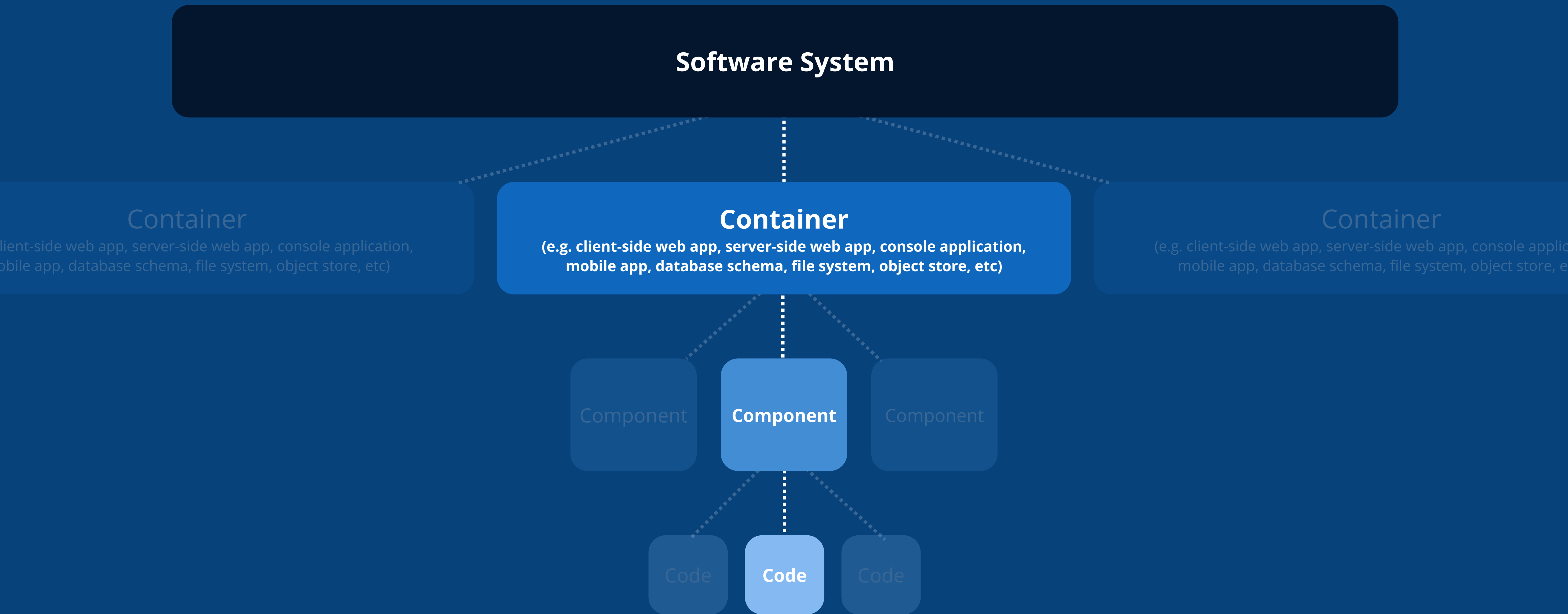
Scheduled for release July 2026,
early access available now
via the O'Reilly platform

The C4 model?





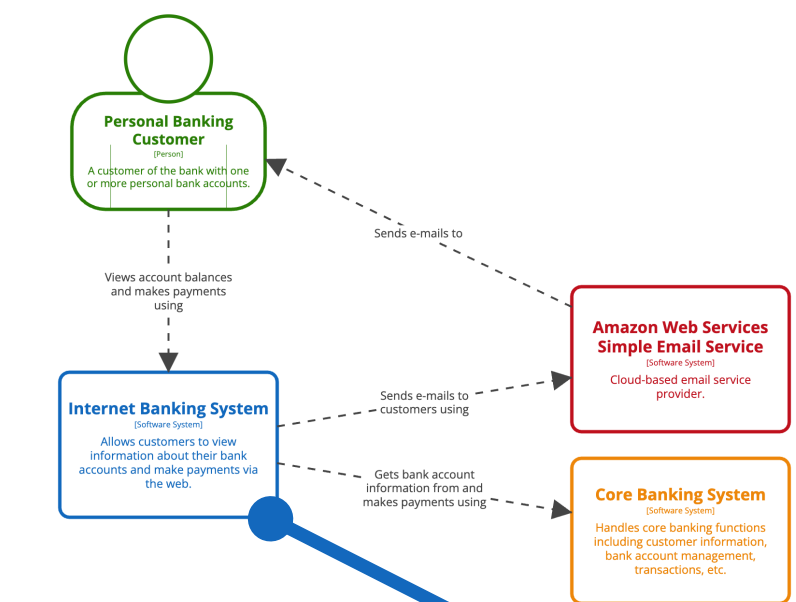
C4 is a way to introduce **structure** to “boxes & arrows” diagrams



A **software system** is made up of one or more **containers** (applications and data stores), each of which contains one or more **components**, which in turn are implemented by one or more **code** elements (classes, interfaces, objects, functions, etc).

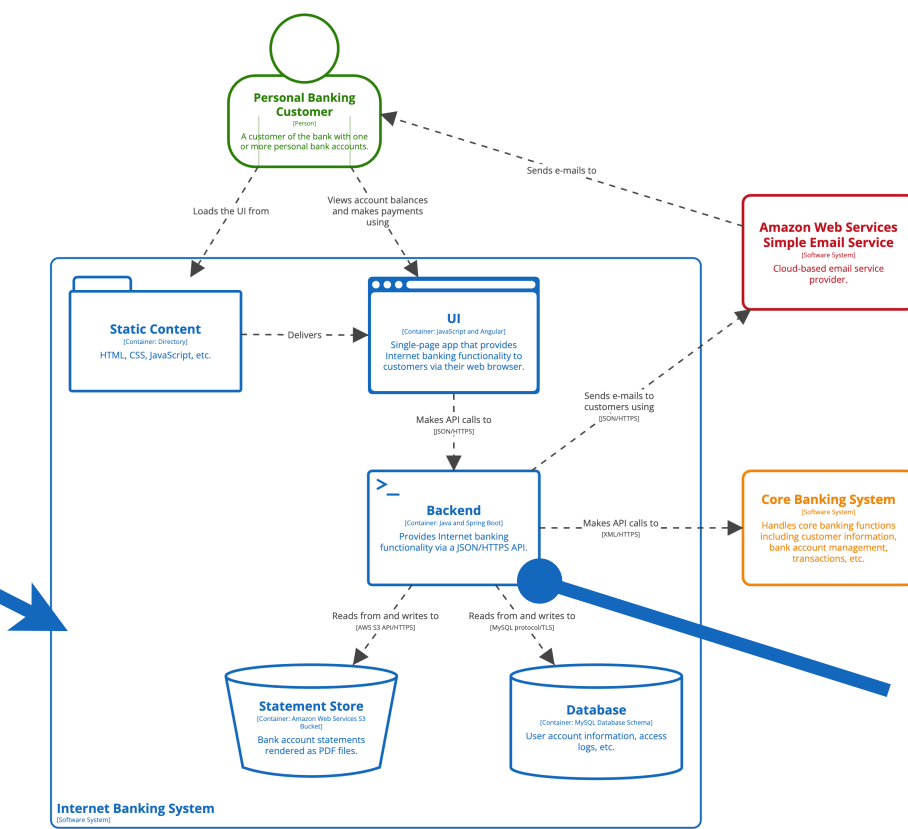
C4

c4model.com



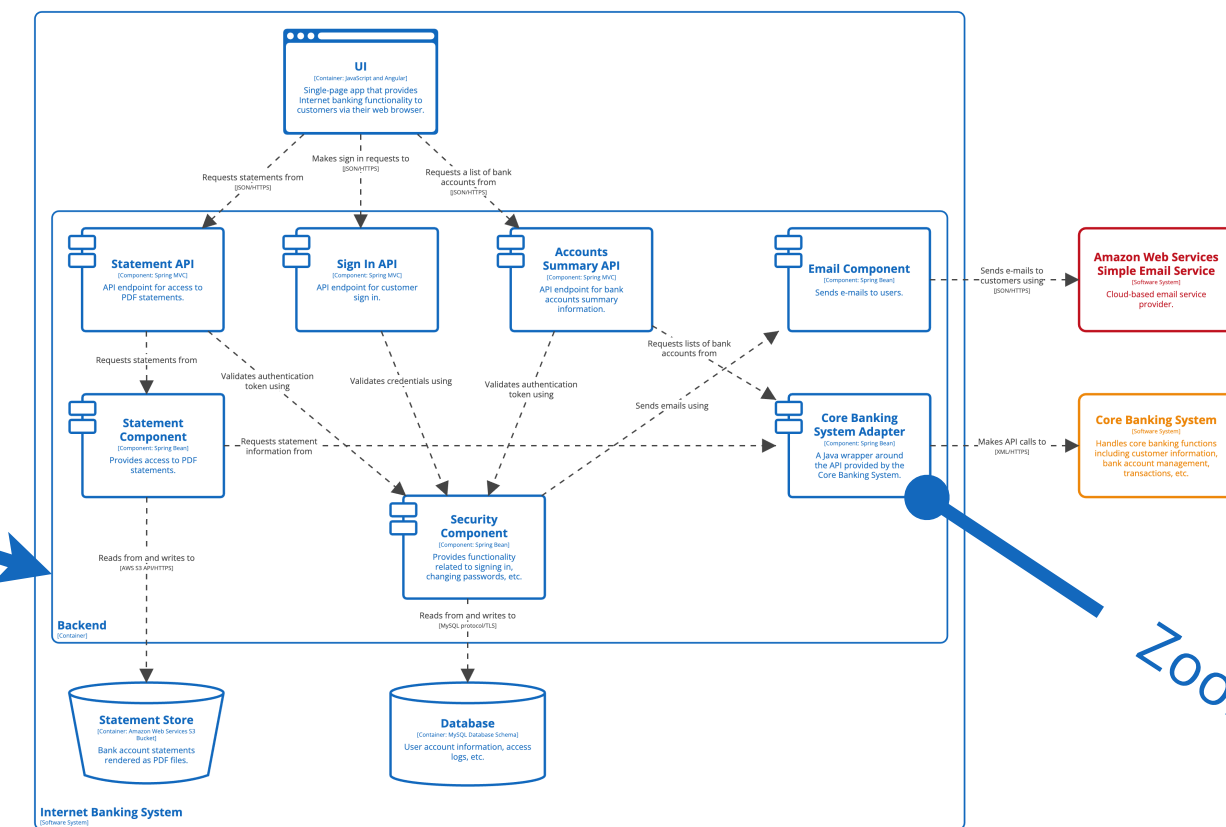
System Context View: Internet Banking System
The system context diagram for a fictional Internet Banking System

Zoom in



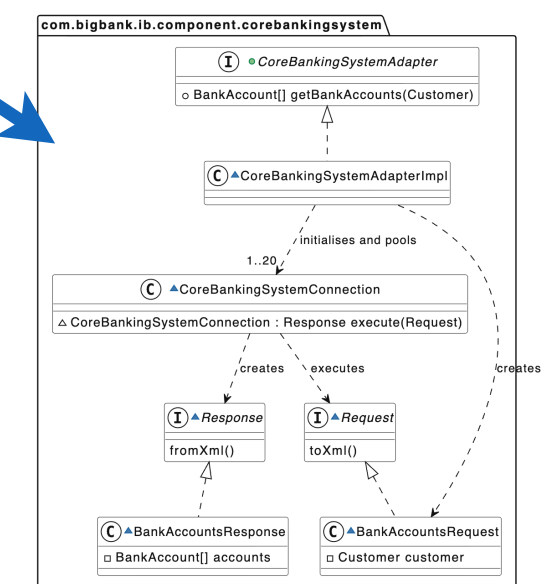
Container View: Internet Banking System
The container diagram for the Internet Banking System

Zoom in



Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

Zoom in



Code View: Internet Banking System - Backend - Core Banking System Adapter
A summary of the implementation details for the Core Banking System Adapter component

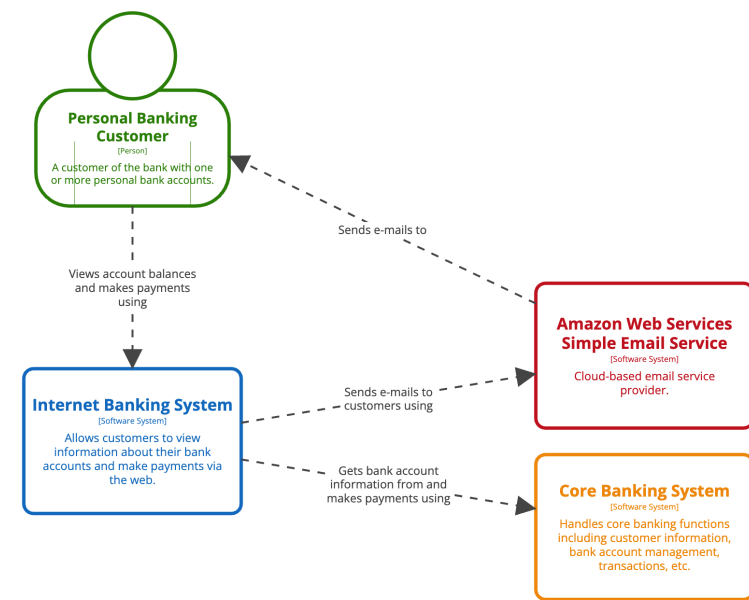
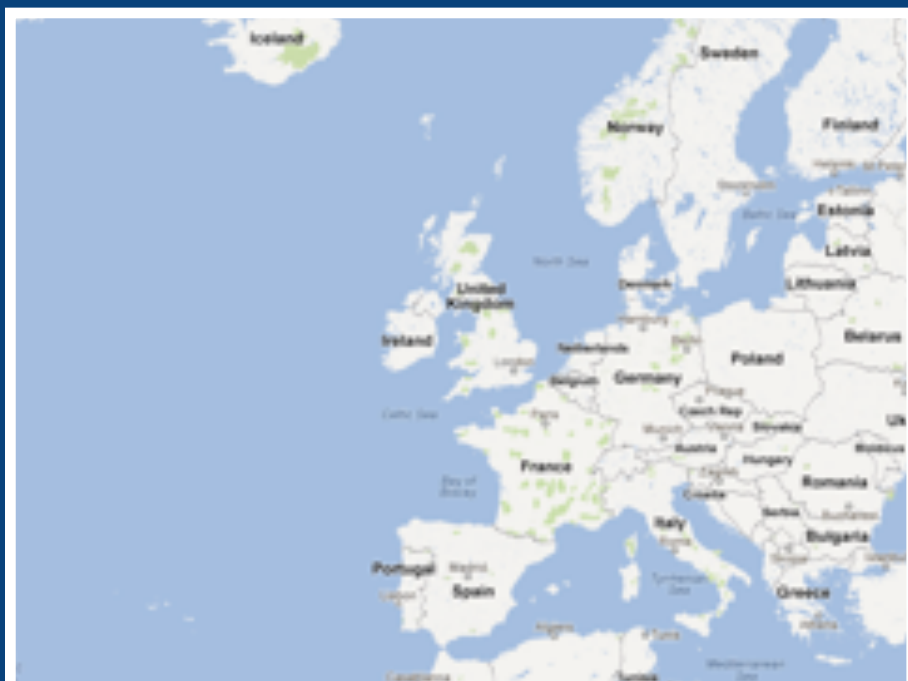
Static structure diagrams

System Context

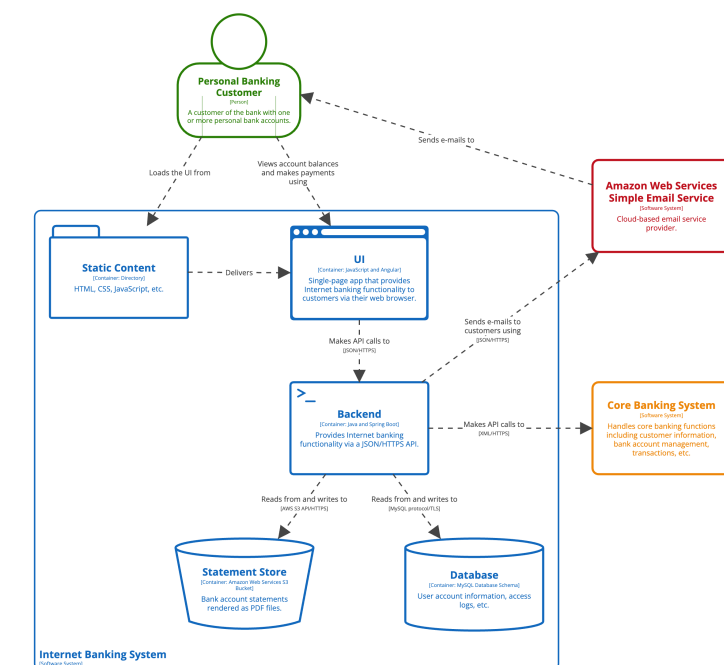
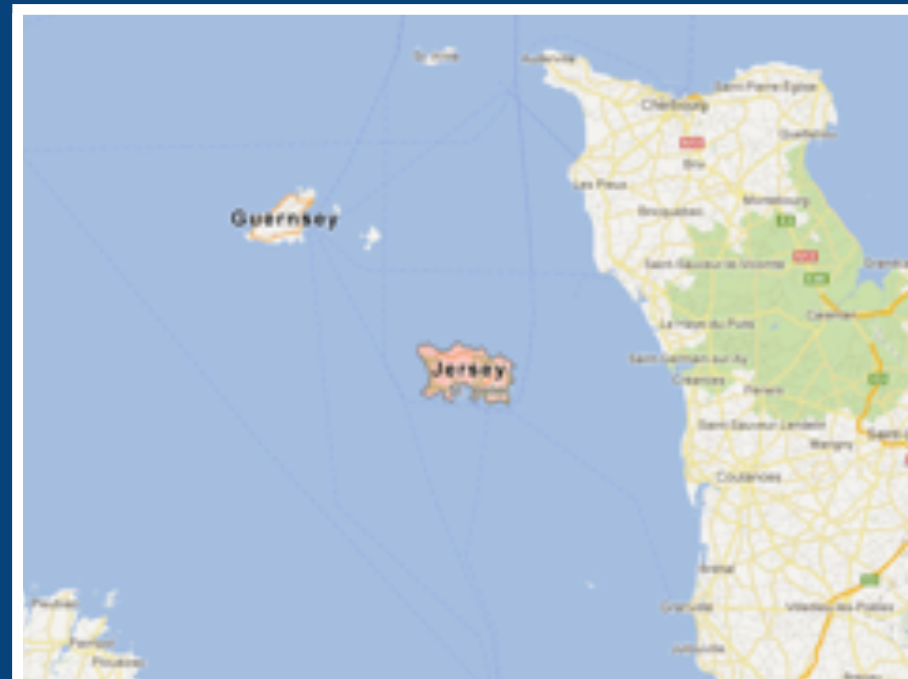
Containers

Components

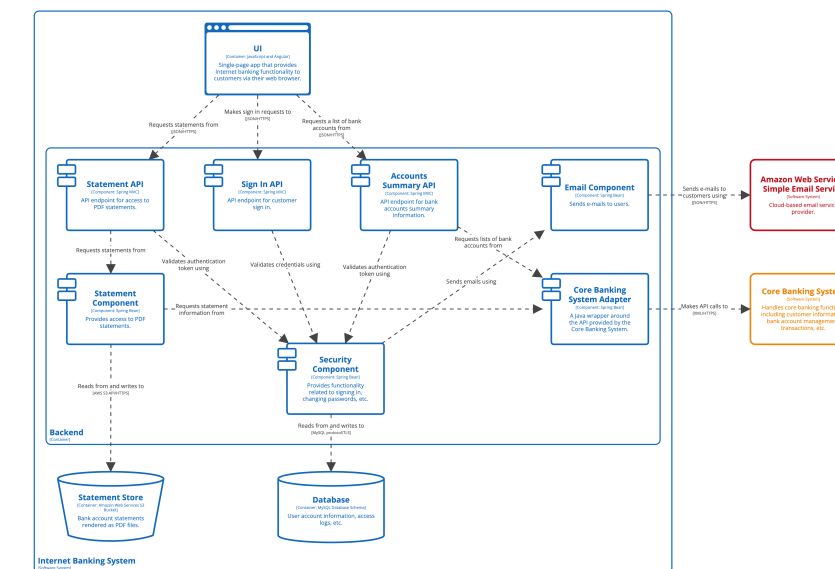
Code



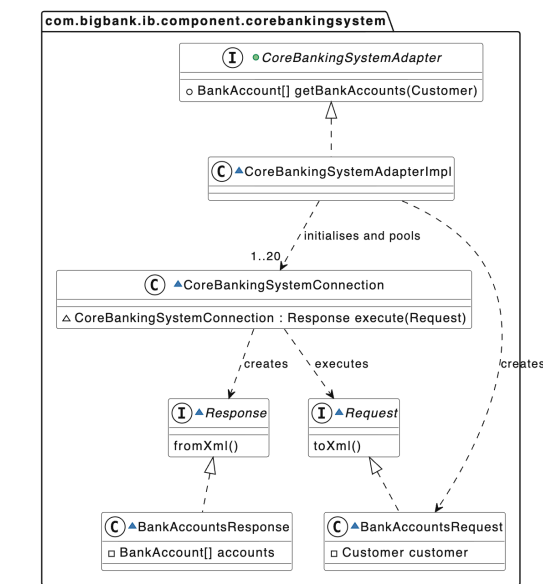
System Context View: Internet Banking System
The system context diagram for a fictional Internet Banking System



Container View: Internet Banking System
The container diagram for the Internet Banking System



Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System - Backend

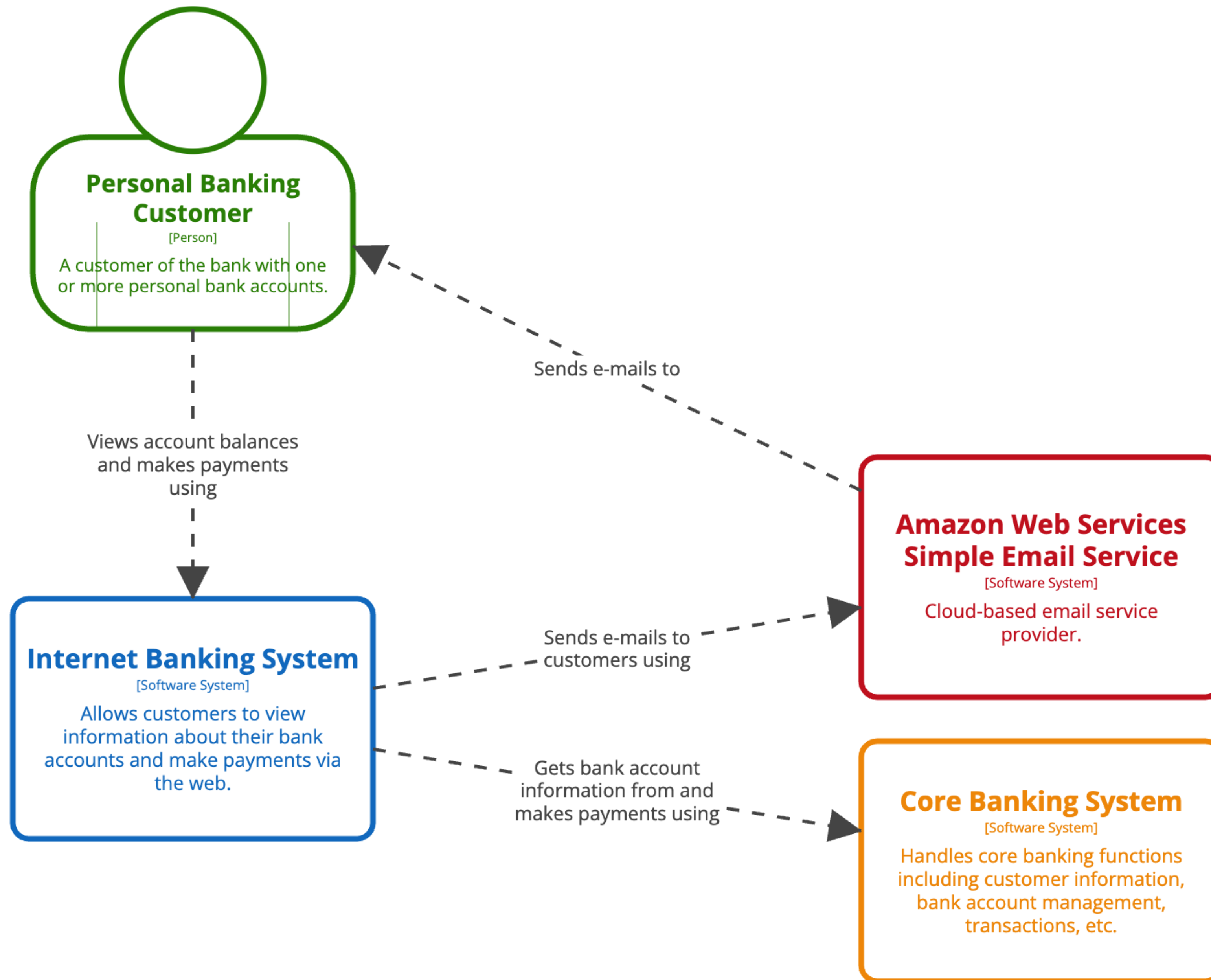


Code View: Internet Banking System - Backend - Core Banking System Adapter
A summary of the implementation details for the Core Banking System Adapter component

Diagrams are maps

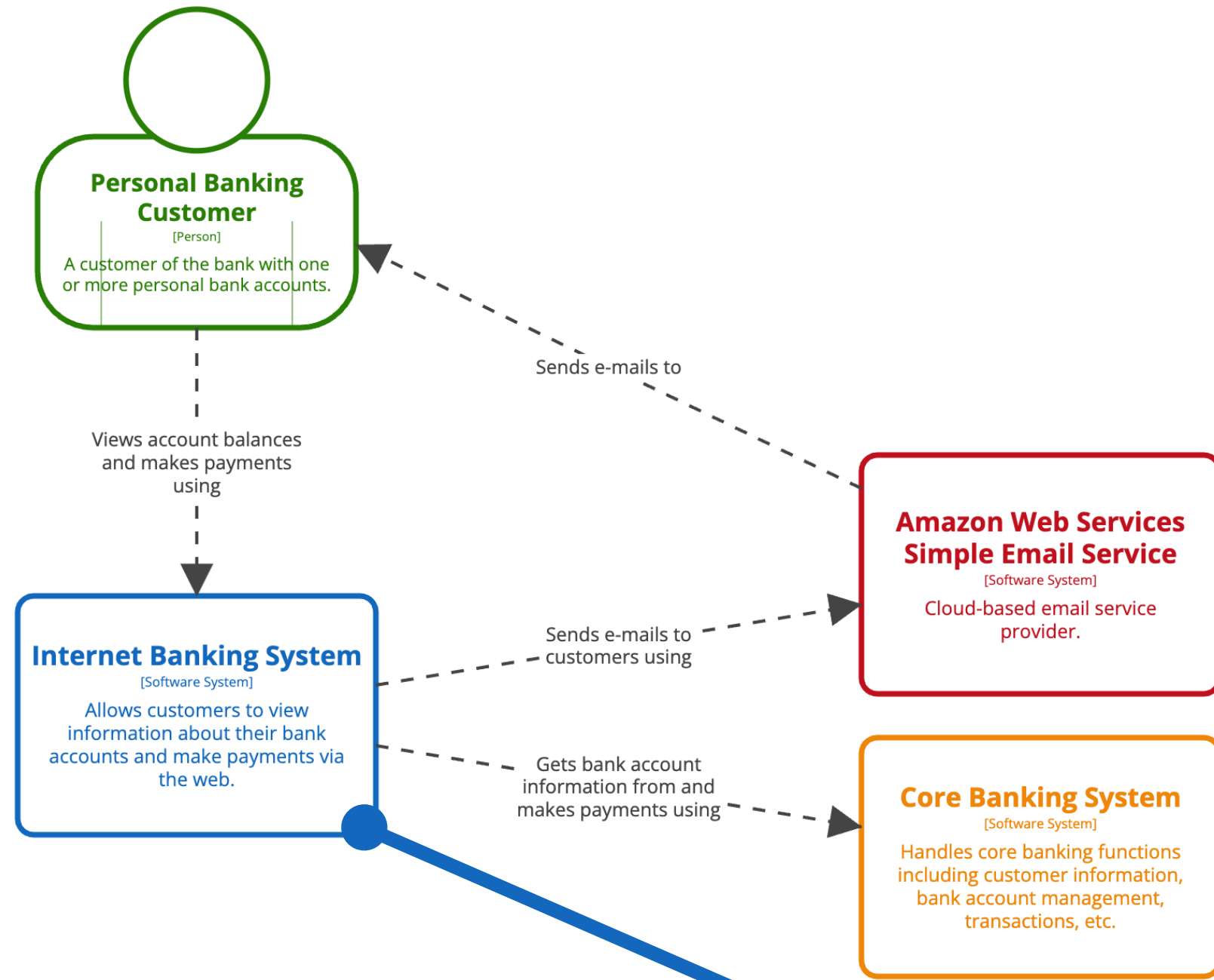
that help software developers navigate a large and/or complex codebase

The C4 model is
notation independent



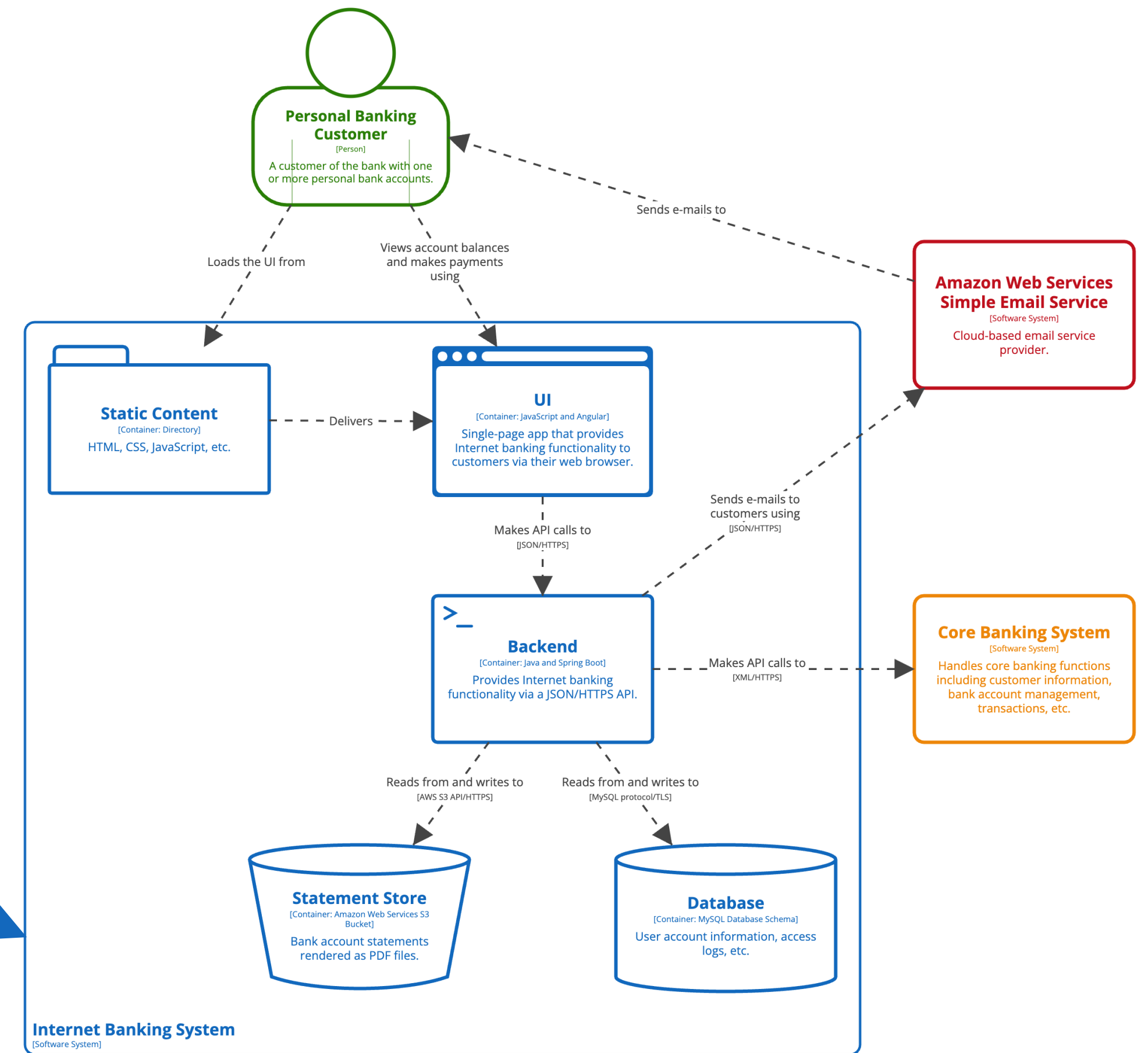
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The system context diagram for a fictional Internet Banking System



System Context View: Internet Banking System
The system context diagram for a fictional Internet Banking System

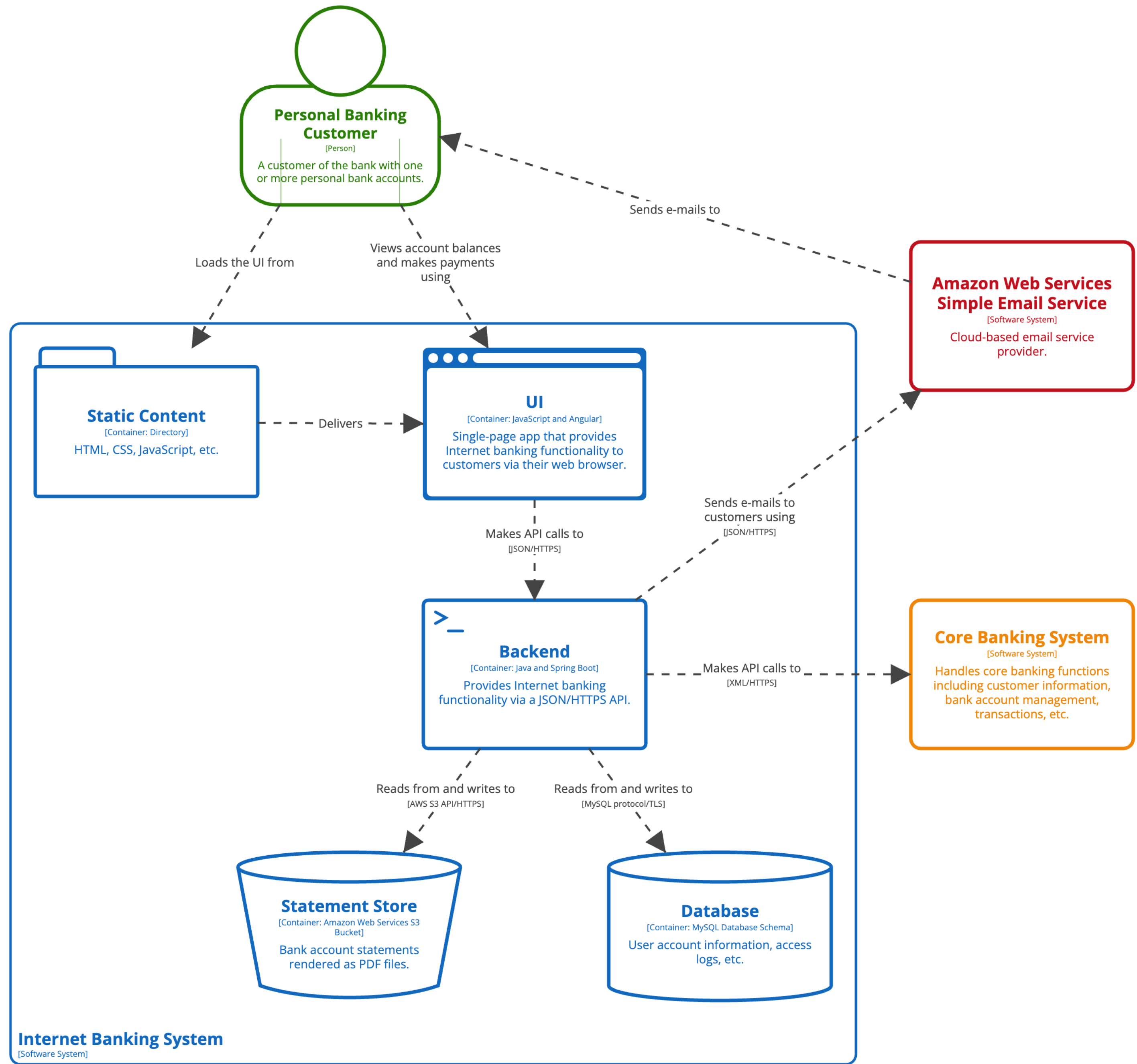
Zoom in to a software system



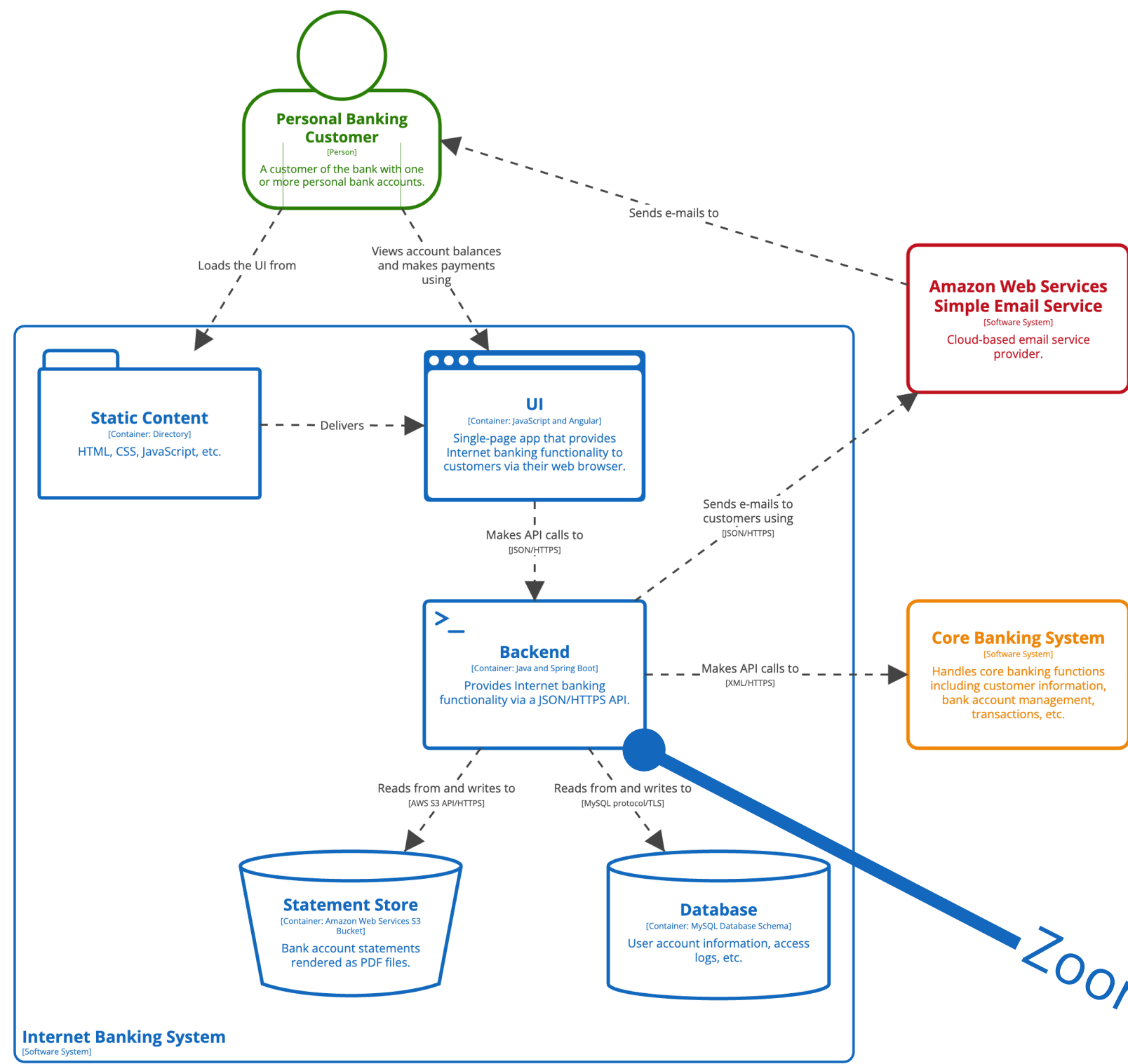
Container View: Internet Banking System
The container diagram for the Internet Banking System

System context diagram

Container diagram

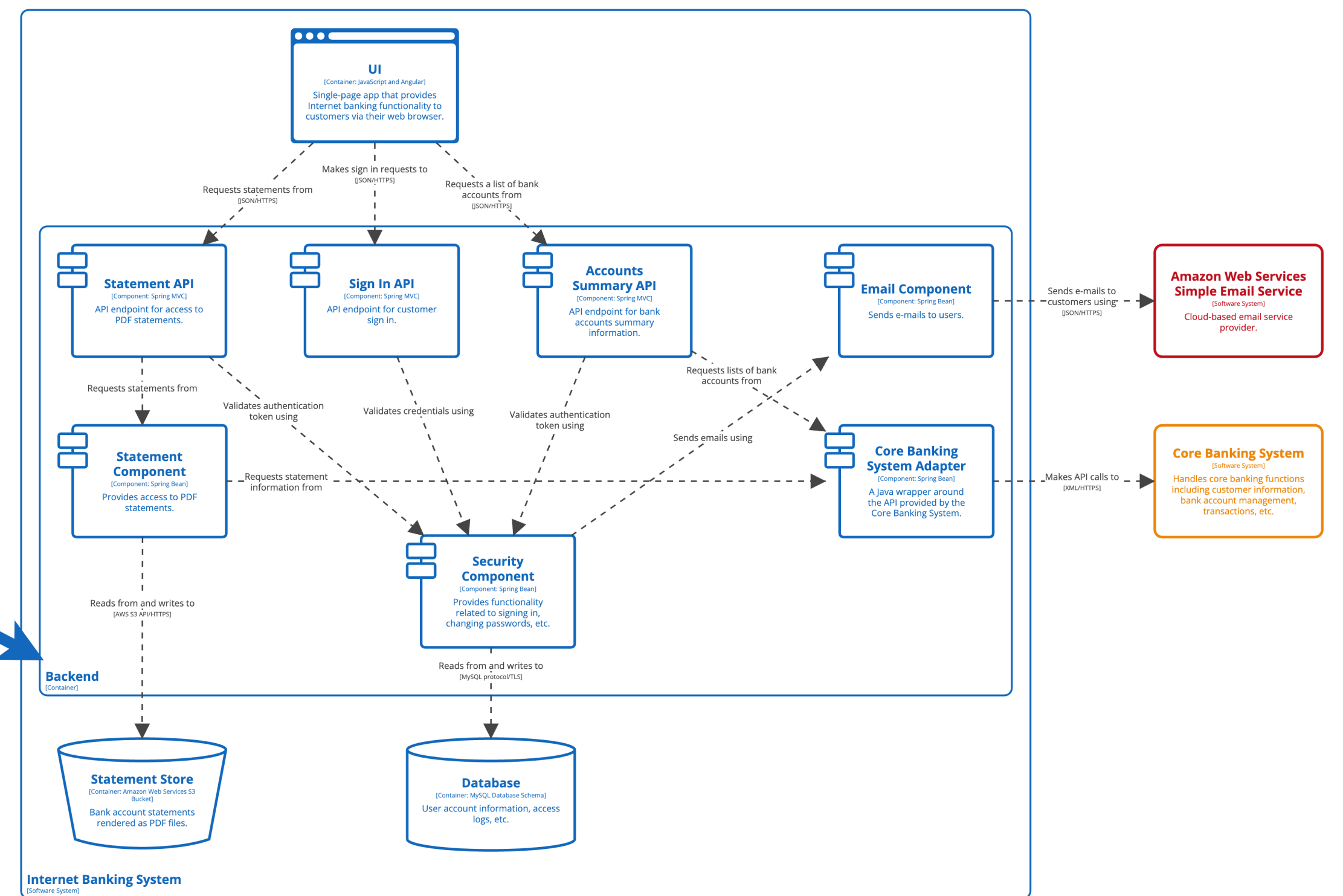


Container View: Internet Banking System
The container diagram for the Internet Banking System



Container View: Internet Banking System
The container diagram for the Internet Banking System

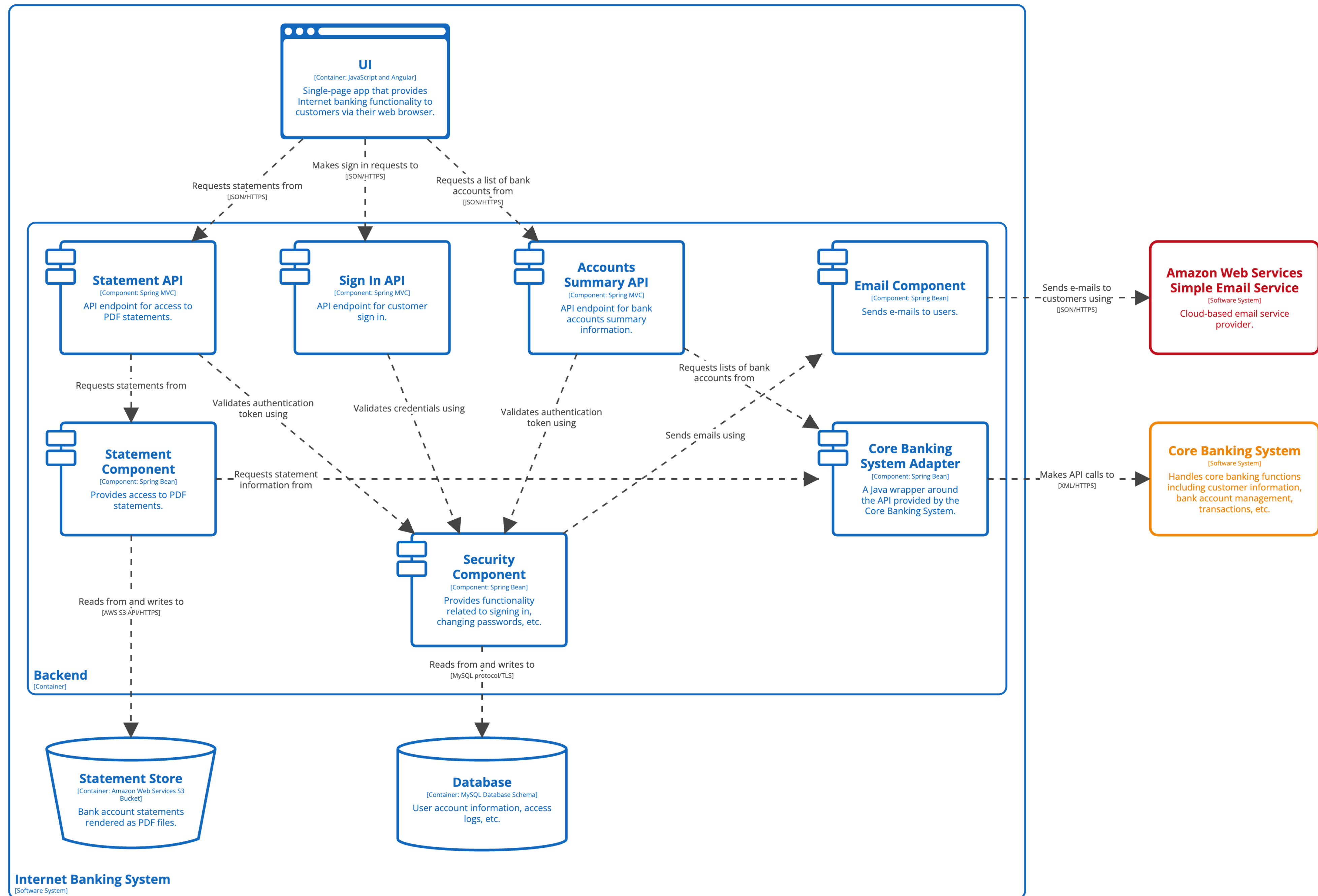
Zoom in to a container



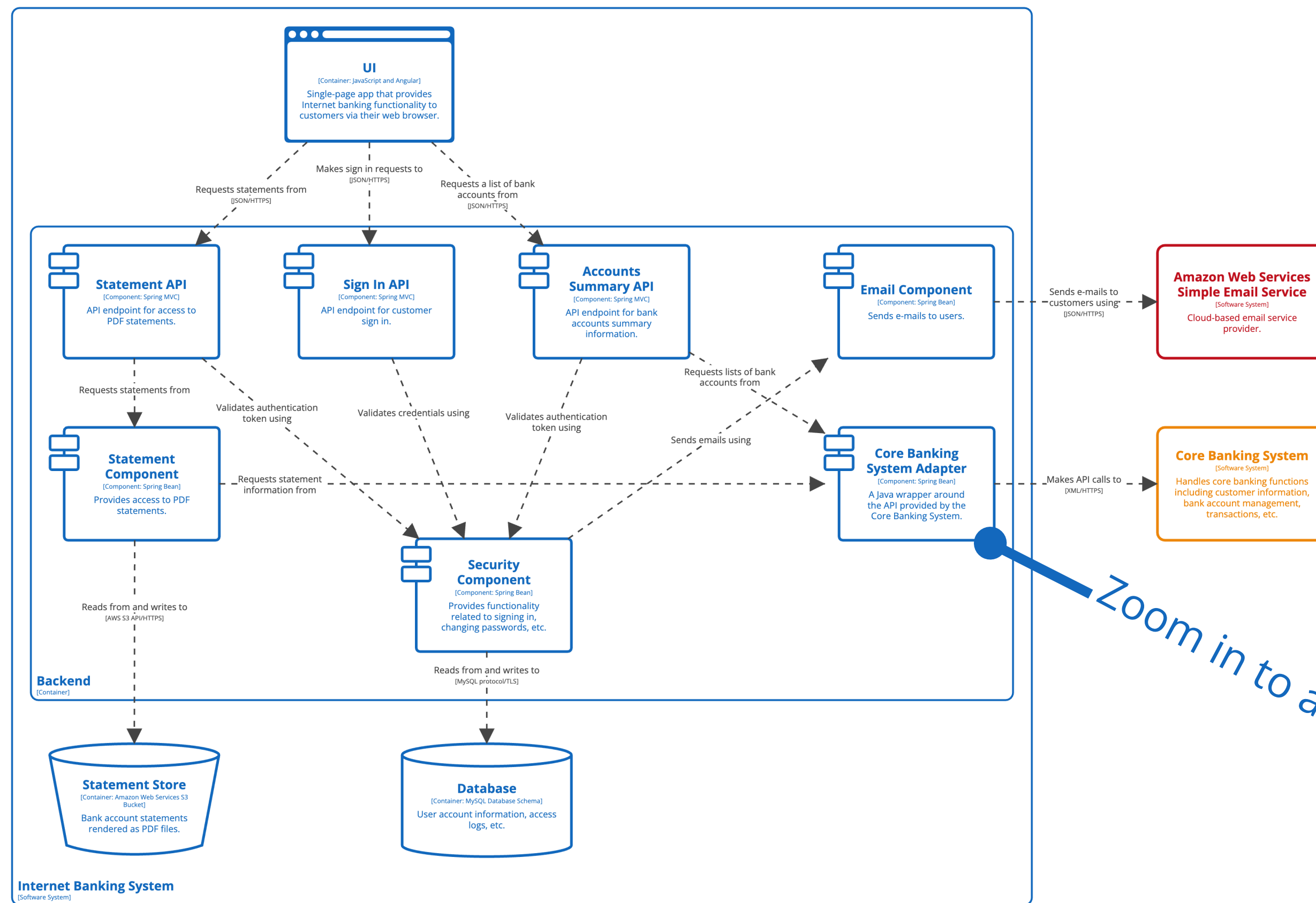
Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

Container diagram

Component diagram

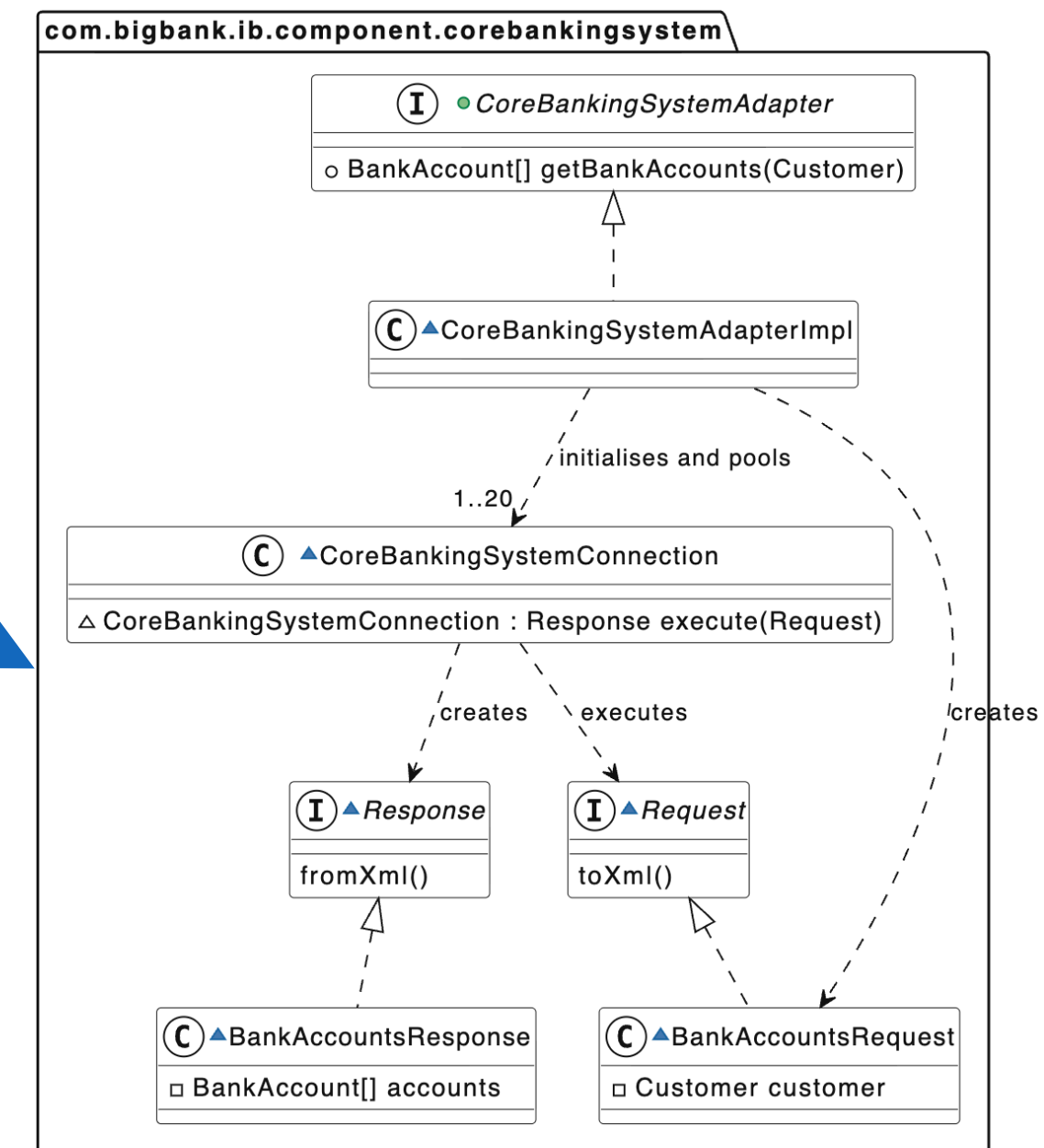


Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend



Component View: Internet Banking System - Backend
The component diagram for the Internet Banking System Backend

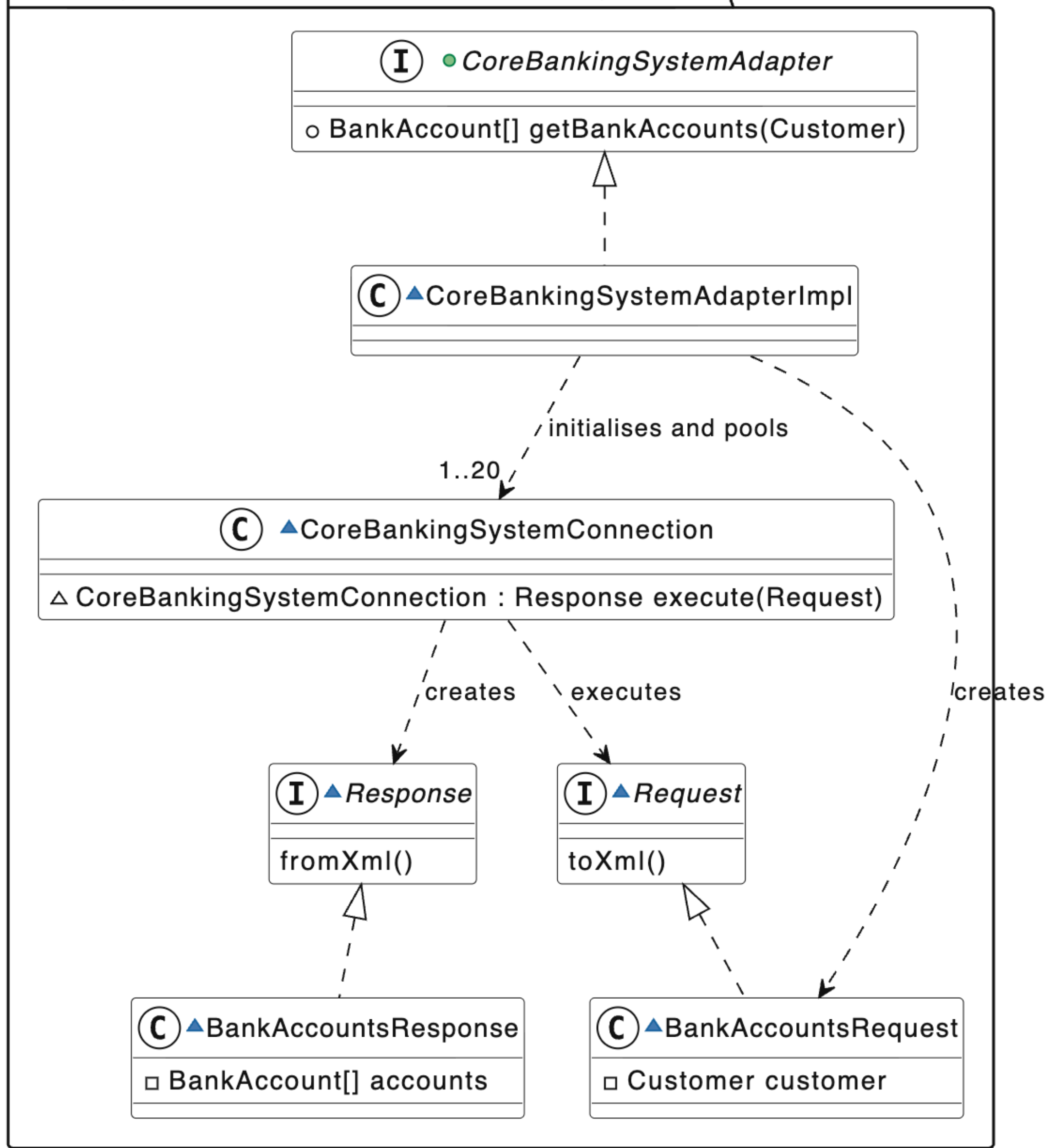
Zoom in to a component



Code View: Internet Banking System - Backend - Core Banking System Adapter
A summary of the implementation details for the Core Banking System Adapter component

Component diagram

Code diagram



Code View: Internet Banking System - Backend - Core Banking System Adapter

A summary of the implementation details for the Core Banking System Adapter component

1. System Context

The system plus users and system dependencies.

2. Containers

The overall shape of the architecture and technology choices.

3. Components

Logical components and their interactions within a container.

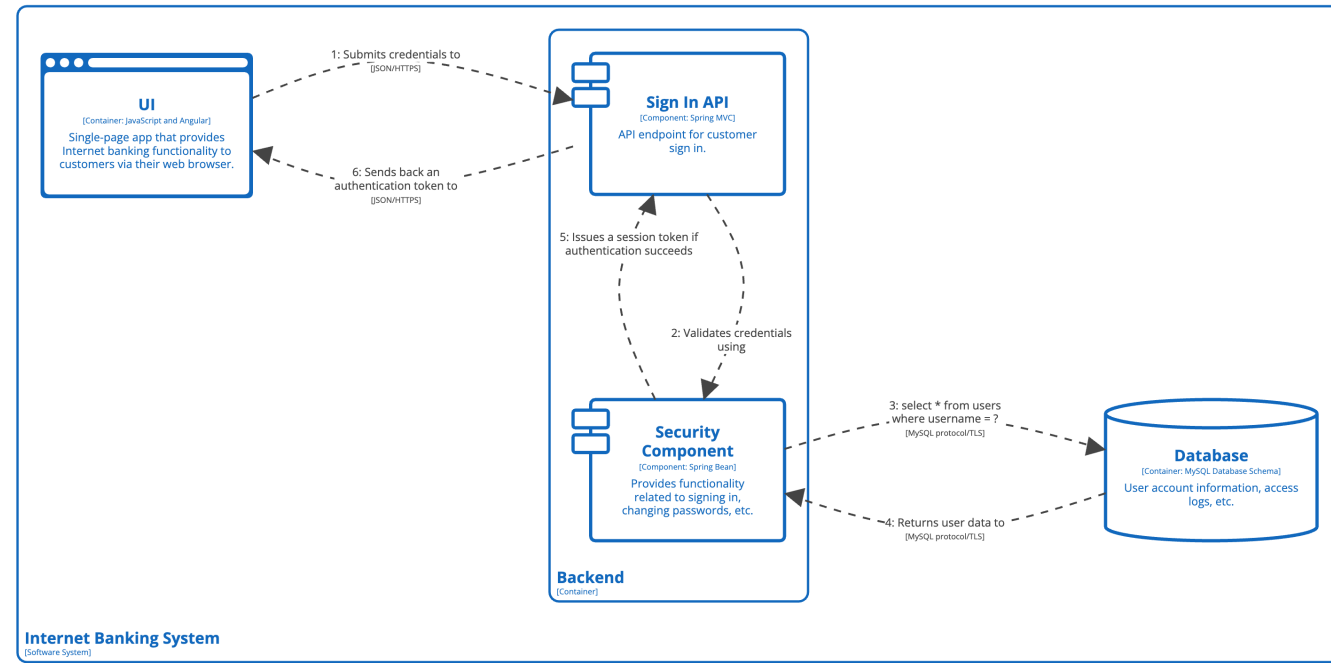
4. Code (e.g. classes)

Component implementation details.

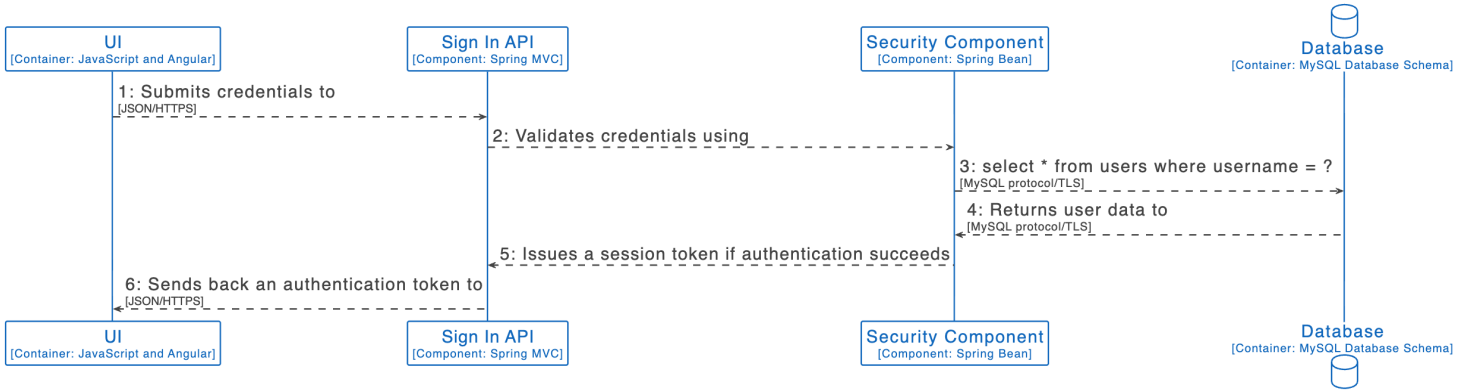
Recommended for all
engineering teams

Optional

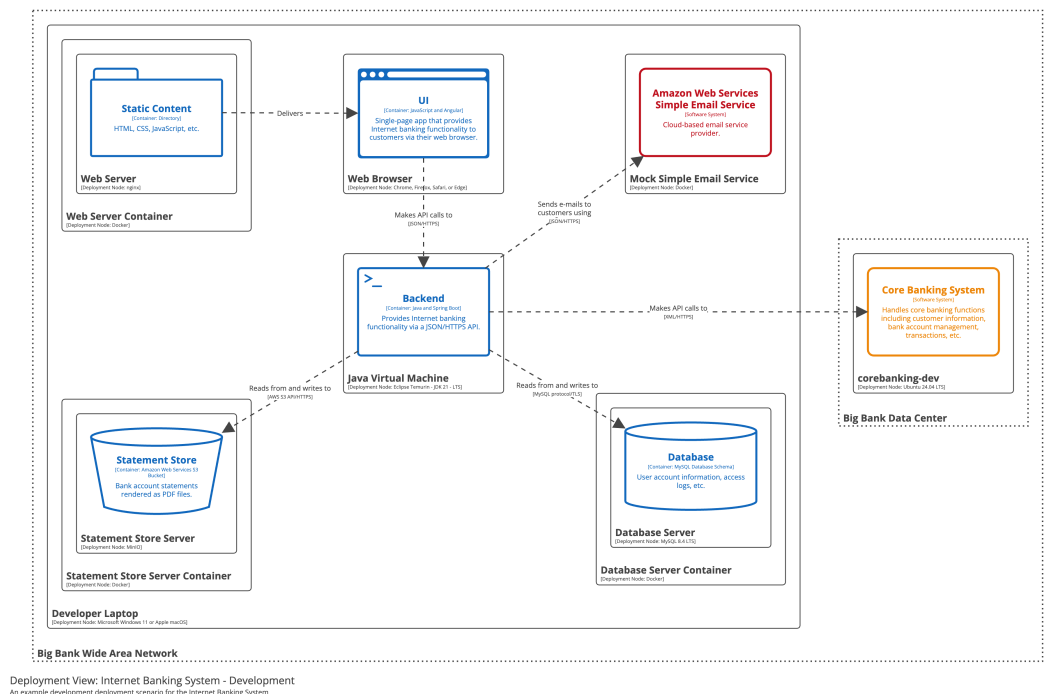
Not recommended



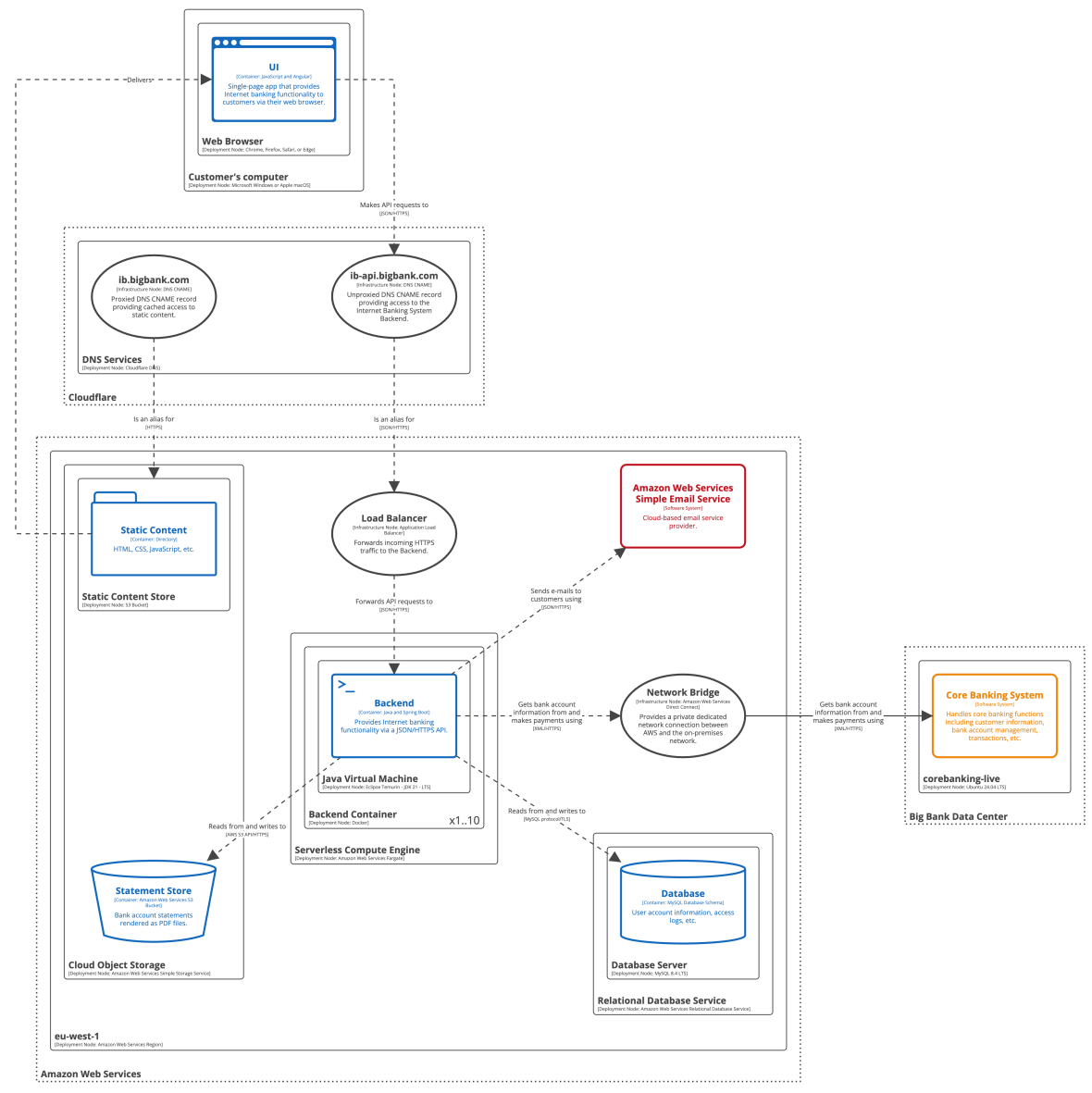
Dynamic View: Internet Banking System - Backend
Summarises how the sign in feature works in the single-page application



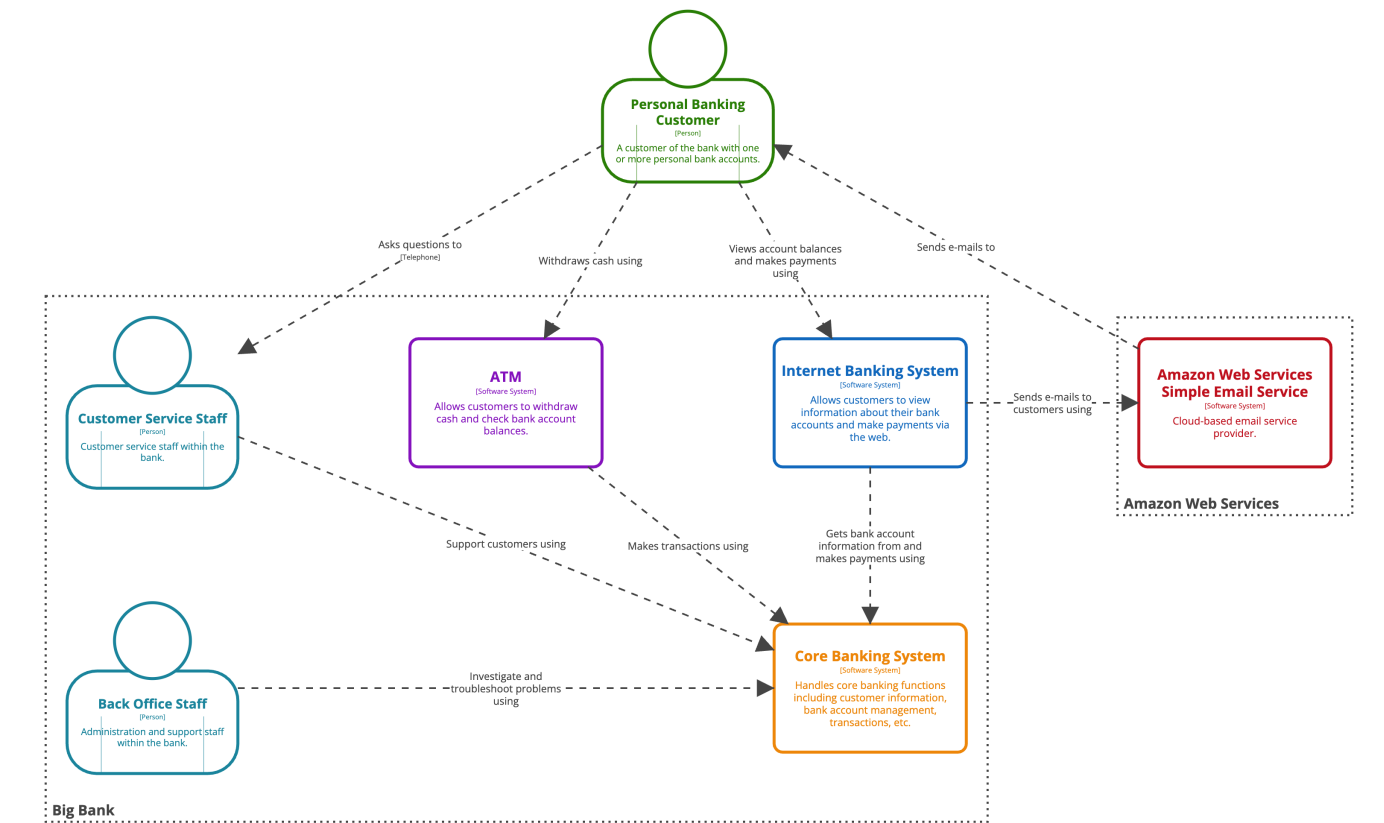
Dynamic View: Internet Banking System - Backend
Summarises how the sign in feature works in the single-page application



Deployment View: Internet Banking System - Development
An example development deployment scenario for the Internet Banking System



Deployment View: Internet Banking System - Live
An example live deployment scenario for the Internet Banking System



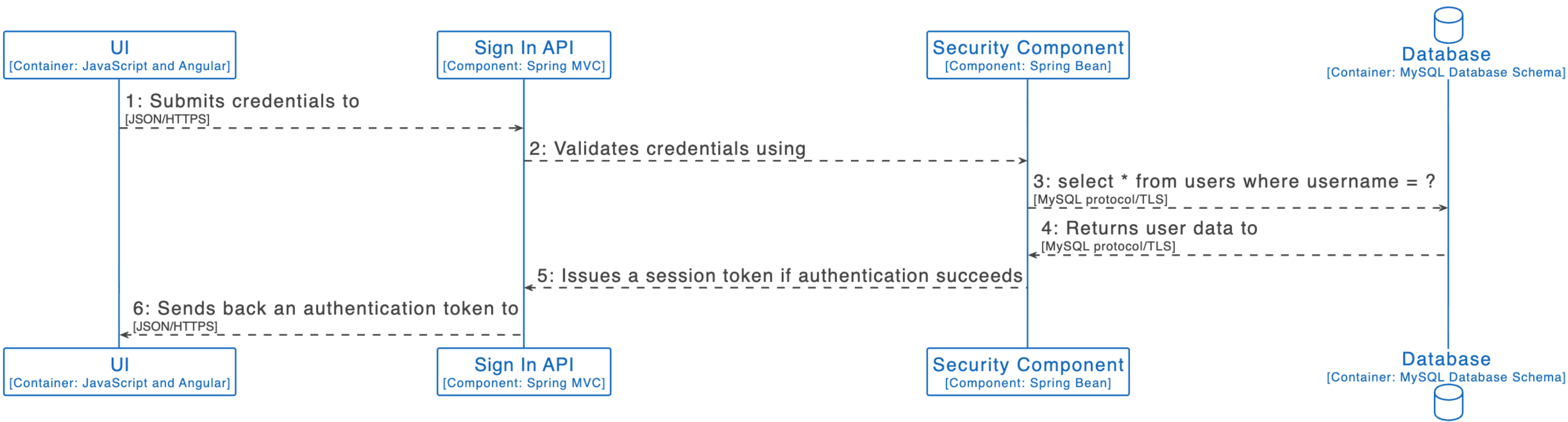
System Landscape View
A partial system landscape diagram for a fictional bank

Supporting diagrams

Dynamic

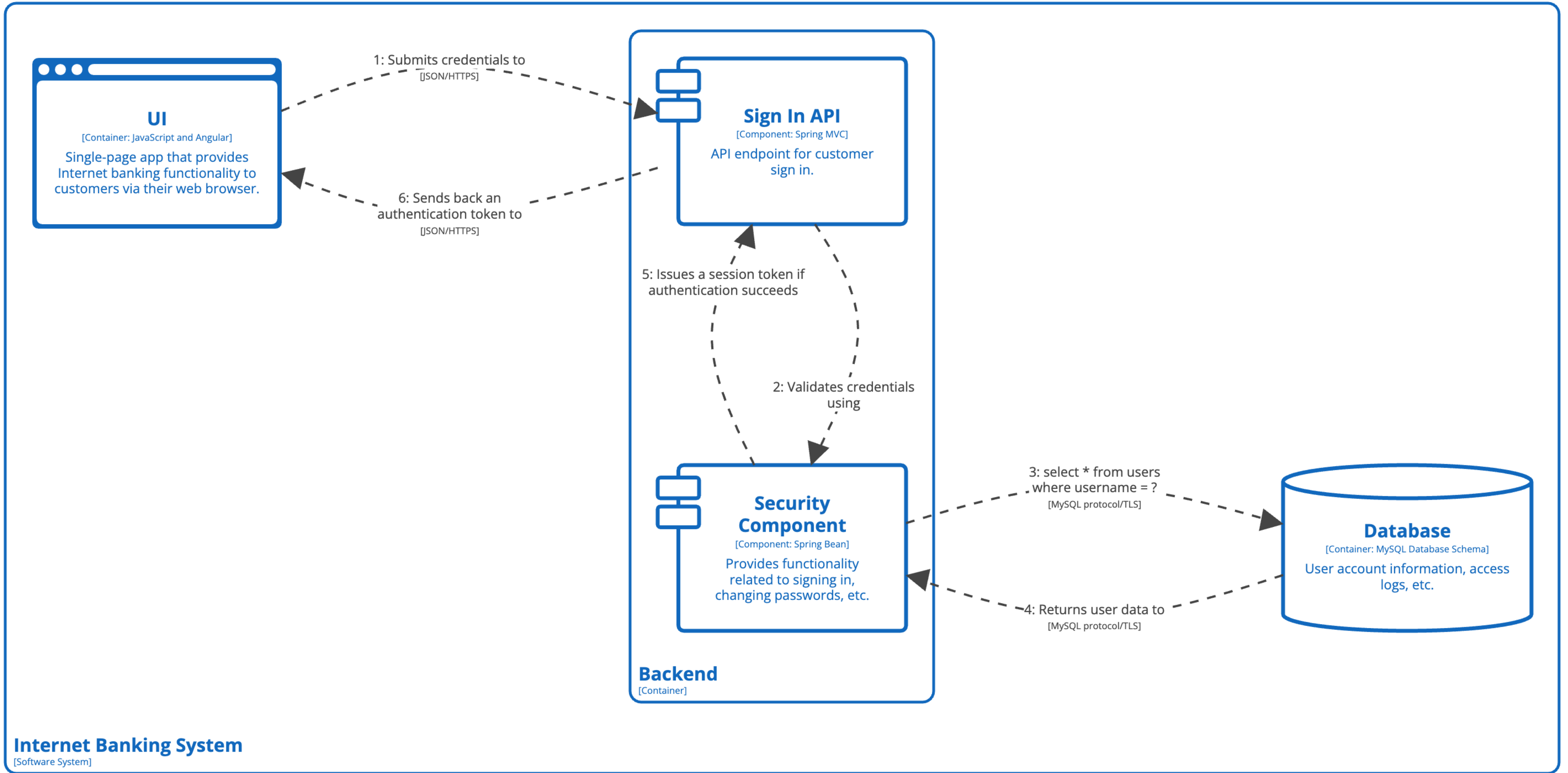
Deployment

System Landscape

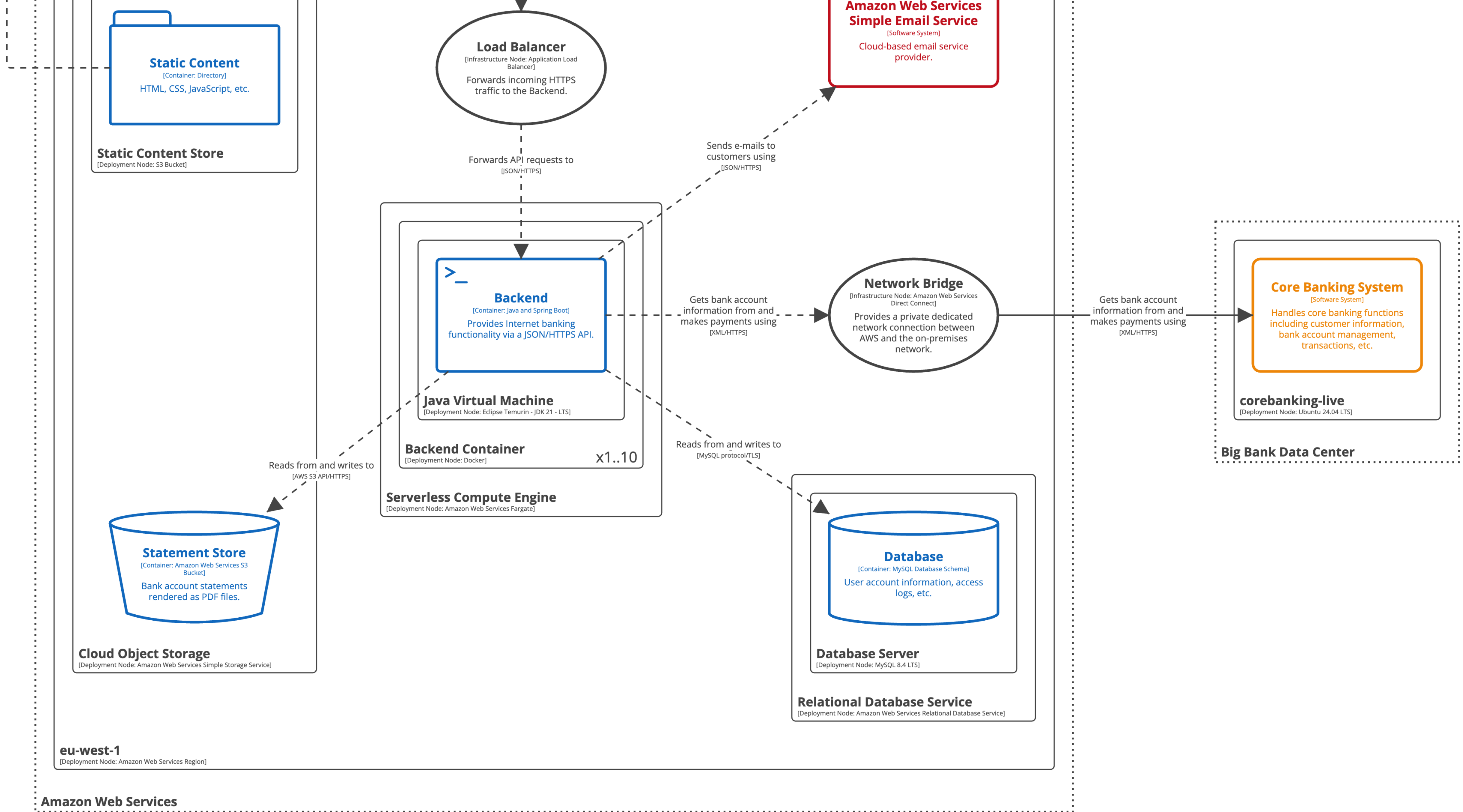


Dynamic View: Internet Banking System - Backend

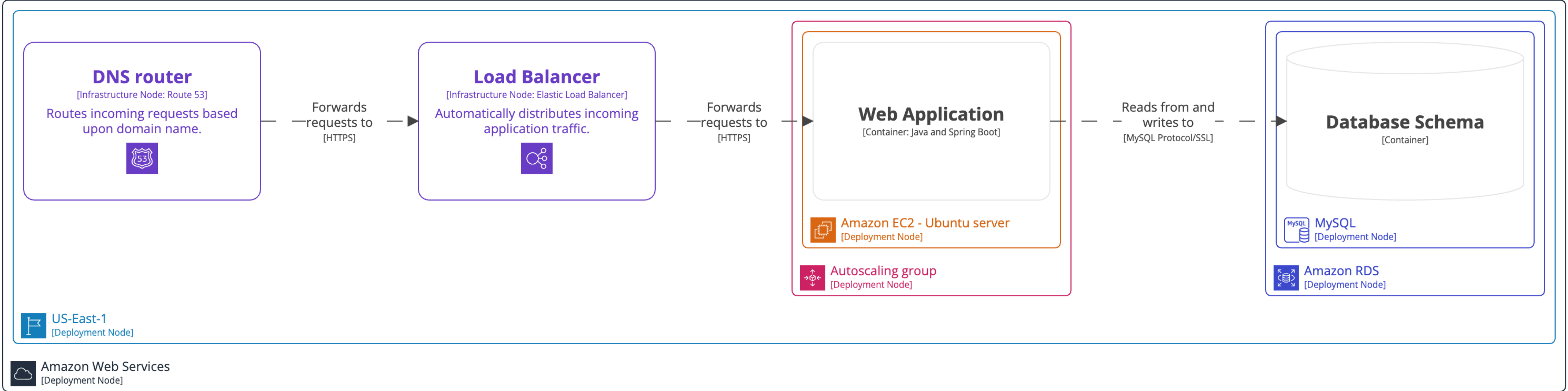
Summarises how the sign in feature works in the single-page application



Dynamic View: Internet Banking System - Backend
Summarises how the sign in feature works in the single-page application



Deployment View: Internet Banking System - Live
An example live deployment scenario for the Internet Banking System



1. Containers

C4 model

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[History](#)

[Abstractions](#) ▼

[Diagrams](#) ▼

[Tooling](#) ▼

[FAQ](#)

[Interactive example](#) ↗

[Book](#) ↗

[Video](#) ↗

[Training & workshops](#) ↗

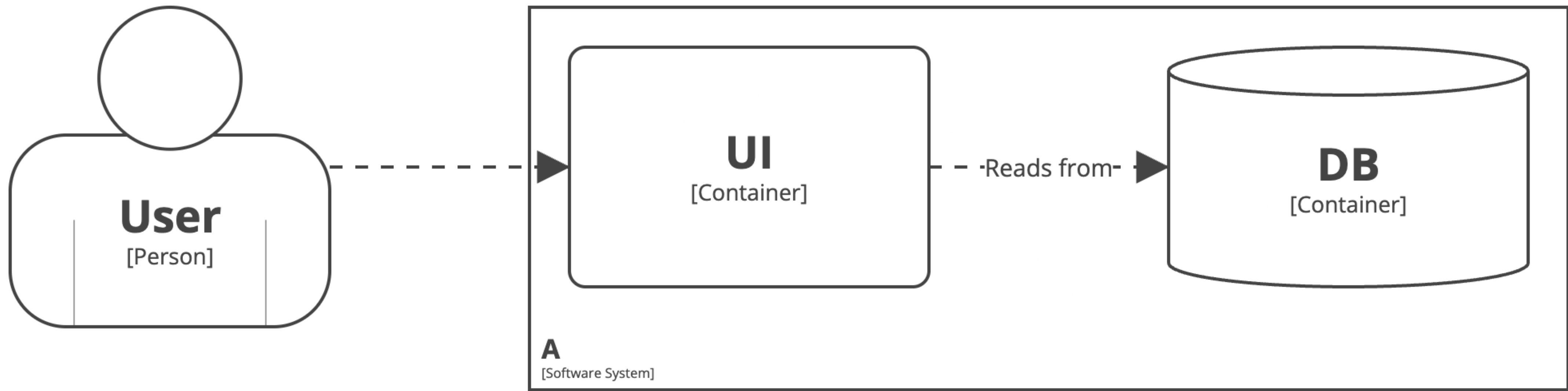
[Patreon & Discord](#) ↗

Perhaps just a week later I presented a session at IASA London titled “Where do you start?” - a talk about how you take a vague idea and turn it into a technical solution, by starting with the “big picture” and working down into the detail. I presented the same camera lens analogy (now wide angle, standard, telephoto, macro), but the four defined levels of abstractions (systems, containers, components, and classes) made an appearance:



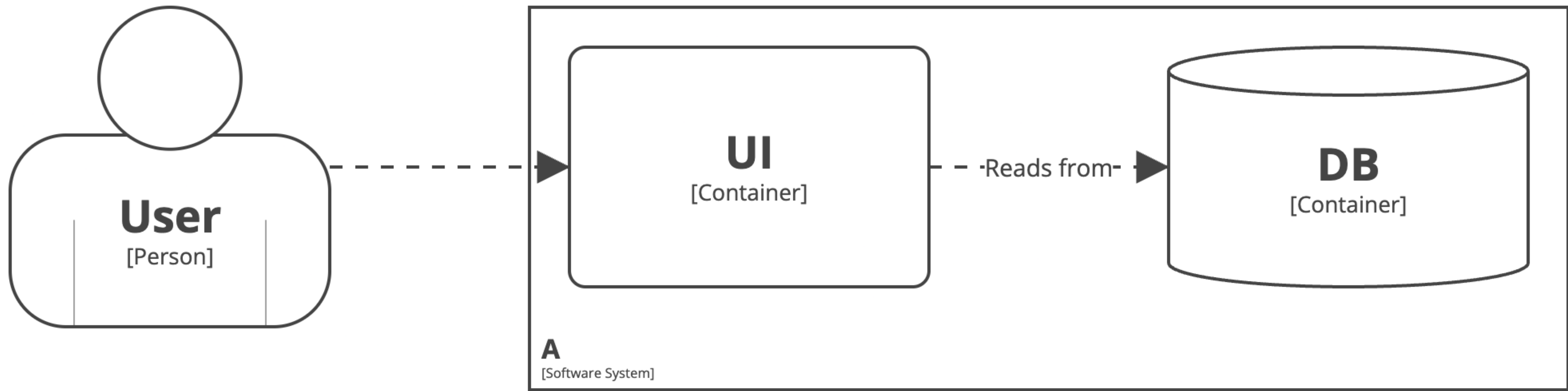
My workshop at QCon London 2011 (this time titled, “Designing software, drawing pictures”) builds upon all of this, being more explicit about the hierarchy of diagrams and elements.

C4 containers are
applications or data stores

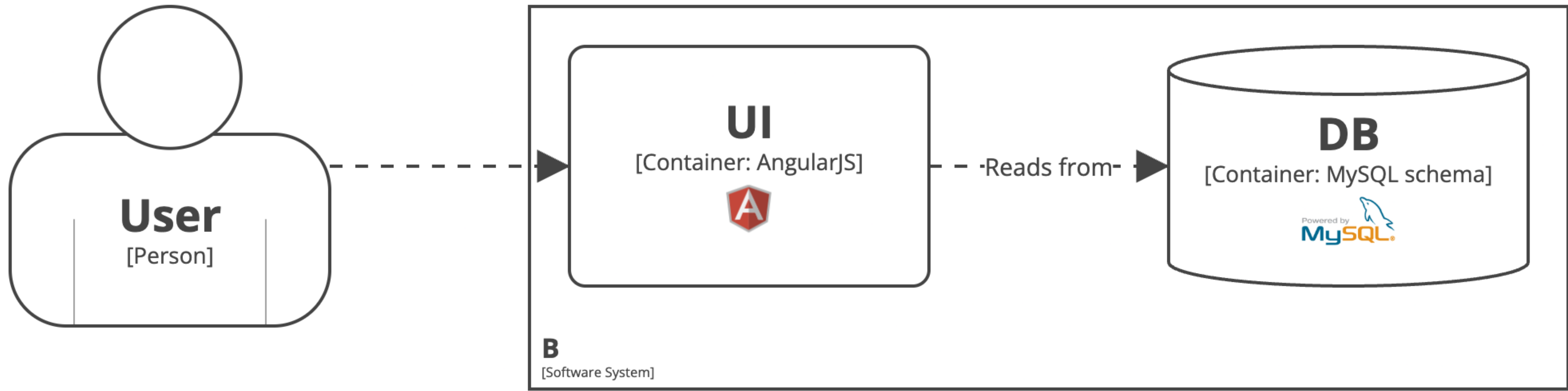


Container View: A

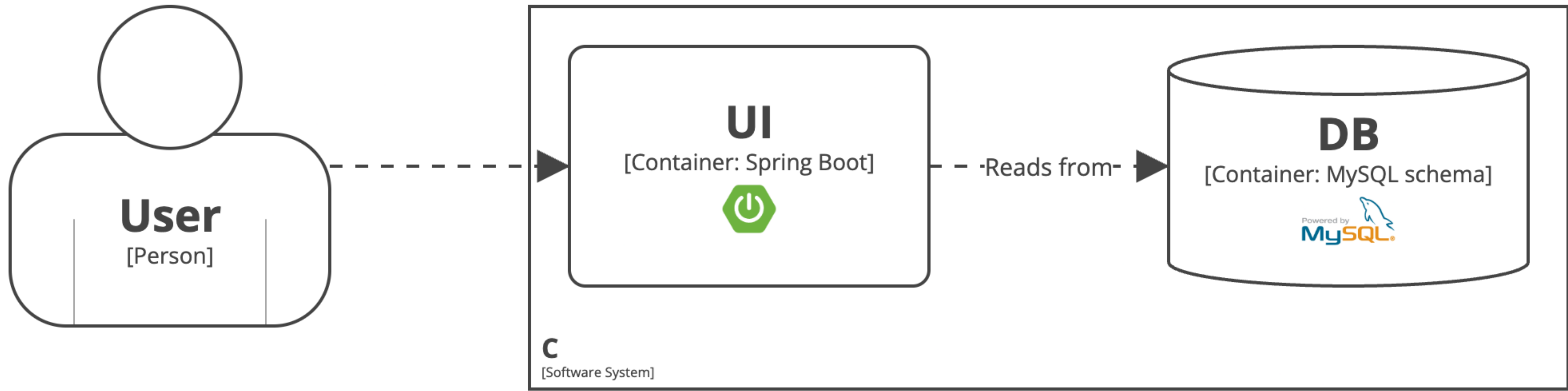
Technology choices
are important



Container View: A



Container View: B



Container View: C

Struggling with the container concept?

Think of it as an operating system
process boundary

Container to container interactions
are typically out-of-process
(e.g. JSON/HTTPS, gRPC)

Component to component interactions within the same container are typically in-process (e.g. method/function calls)

Application 1

[Container: Java and
Spring Boot]

Java Virtual Machine

Application 2

[Container: Java and
Spring Boot]

Java Virtual Machine

Out-of-process call (e.g. JSON/HTTPS, gRPC, etc)

Application 1

[Container: Java and
Spring Boot]

Java Virtual Machine

Application 2

[Container: Java and
Spring Boot]

Java Virtual Machine



Application 1

[Container: Java EE]

Application 2

[Container: Java EE]

Apache Tomcat

Java Virtual Machine

Application 1

[Container: Java EE]

ClassLoader

Application 2

[Container: Java EE]

ClassLoader

Apache Tomcat

Java Virtual Machine

Application 1
[Container: Java EE]

ClassLoader

Application 2
[Container: Java EE]

ClassLoader

Out-of-process cal
(e.g. JSON/HTTPS, gRPC, etc)

Apache Tomcat

Java Virtual Machine

Struggling with the container concept?

Think of it as an ~~operating system~~

~~process boundary~~

isolation boundary

Service A

[Container: Java and MySQL]

Is this correct?

Service A

[Container: Java and H2 Database]

Is this correct?

C4 containers are separately
deployable things, but the
C4 container diagram should not
show deployment concepts

Service A

[Container: Docker]

Is this correct?

Service A

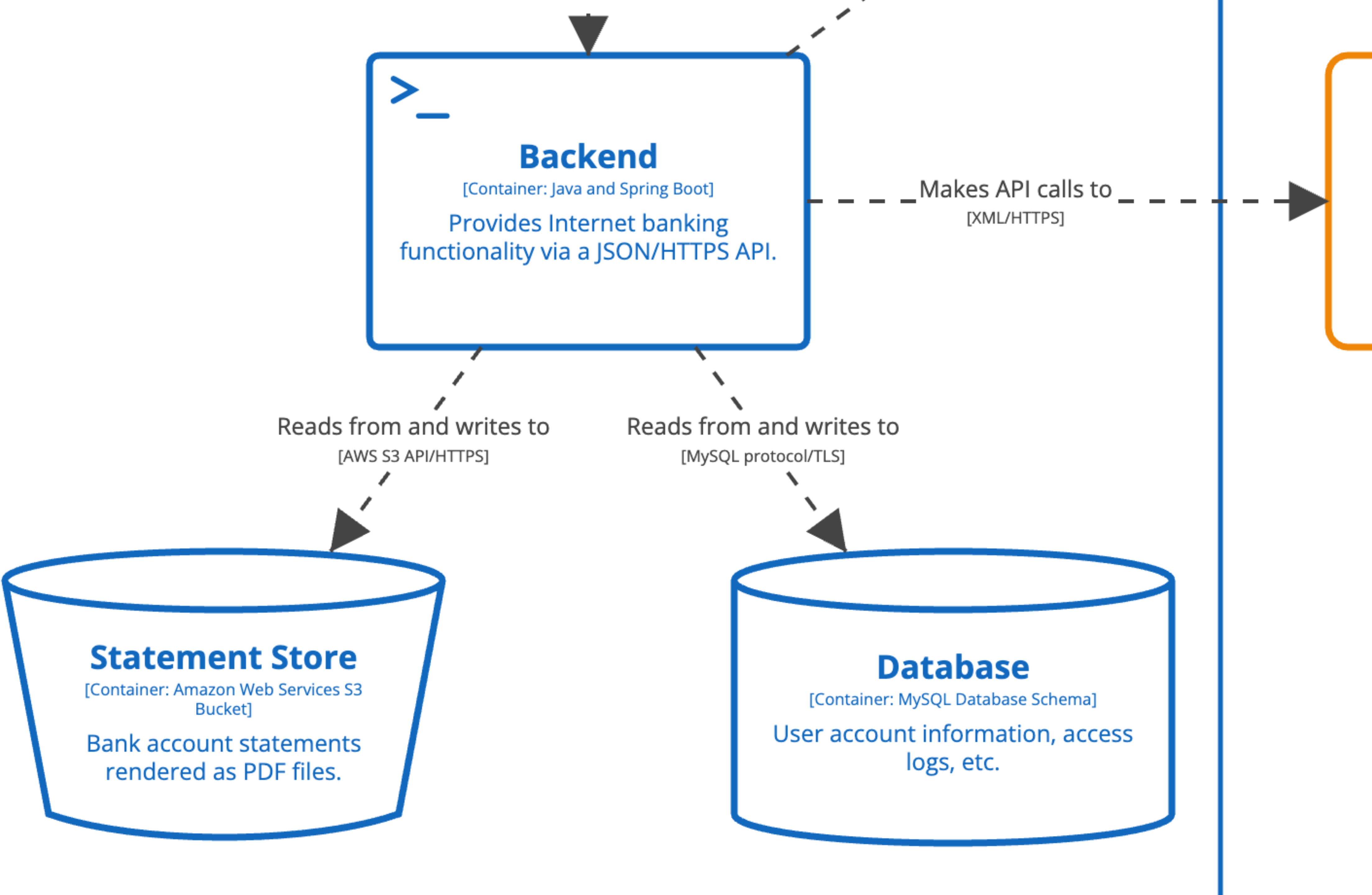
[Container: Amazon Web Services EC2]

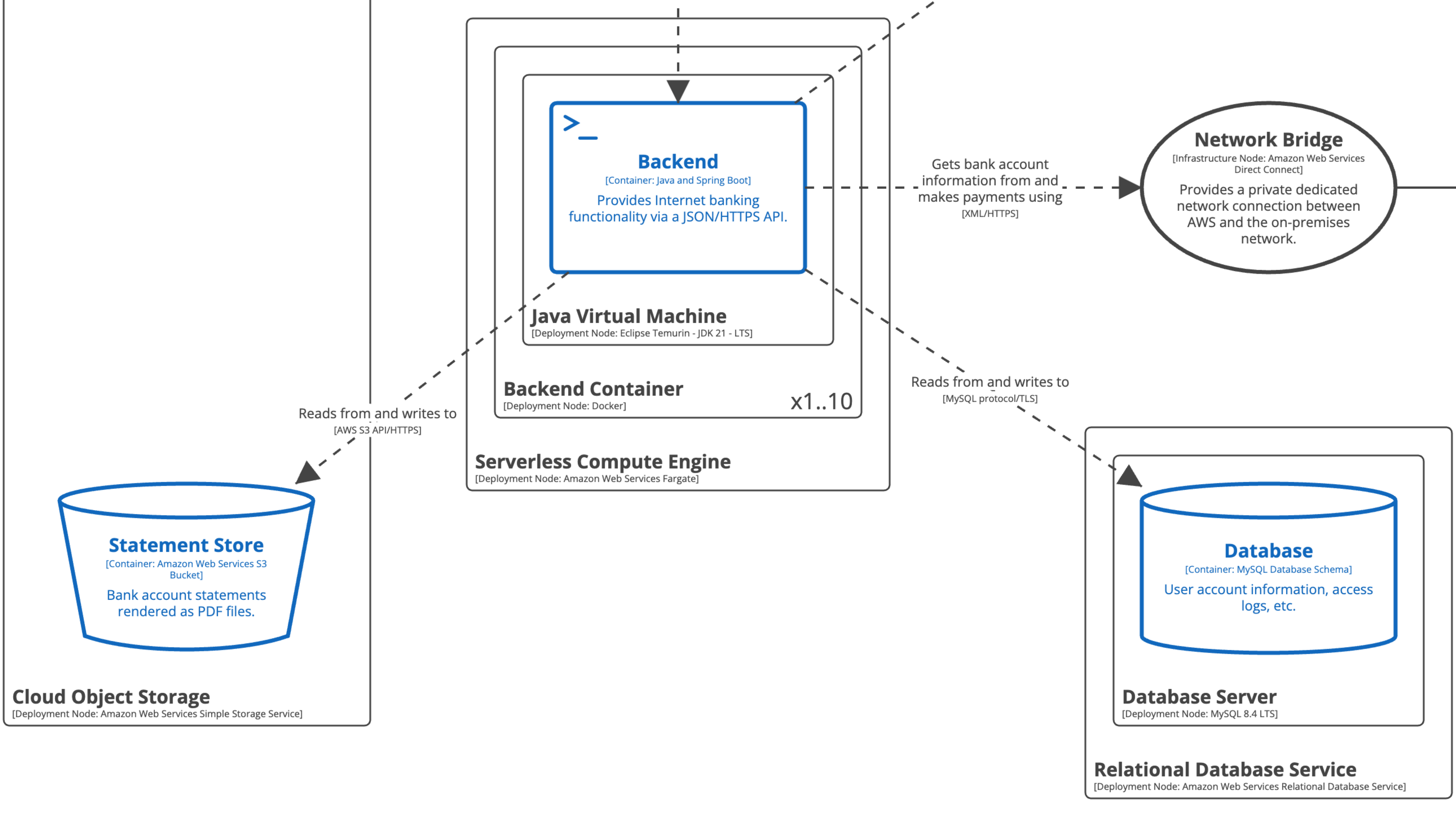
Is this correct?

Service A

[Container: Amazon Web Services Fargate]

Is this correct?





Backend
[Container: Java and Spring Boot]
Provides Internet banking functionality via a JSON/HTTPS API.

Java Virtual Machine
[Deployment Node: Eclipse Temurin - JDK 21 - LTS]

Backend Container x1..10
[Deployment Node: Docker]

Serverless Compute Engine
[Deployment Node: Amazon Web Services Fargate]

Statement Store

[Container: Amazon Web Services S3 Bucket]

Bank account statements rendered as PDF files.

Cloud Object Storage

[Deployment Node: Amazon Web Services Simple Storage Service]

Network Bridge

[Infrastructure Node: Amazon Web Services Direct Connect]

Provides a private dedicated network connection between AWS and the on-premises network.

Database

[Container: MySQL Database Schema]

User account information, access logs, etc.

Database Server

[Deployment Node: MySQL 8.4 LTS]

Relational Database Service

[Deployment Node: Amazon Web Services Relational Database Service]

UI
[Container: Javascript]



API Gateway
[Container: ...]

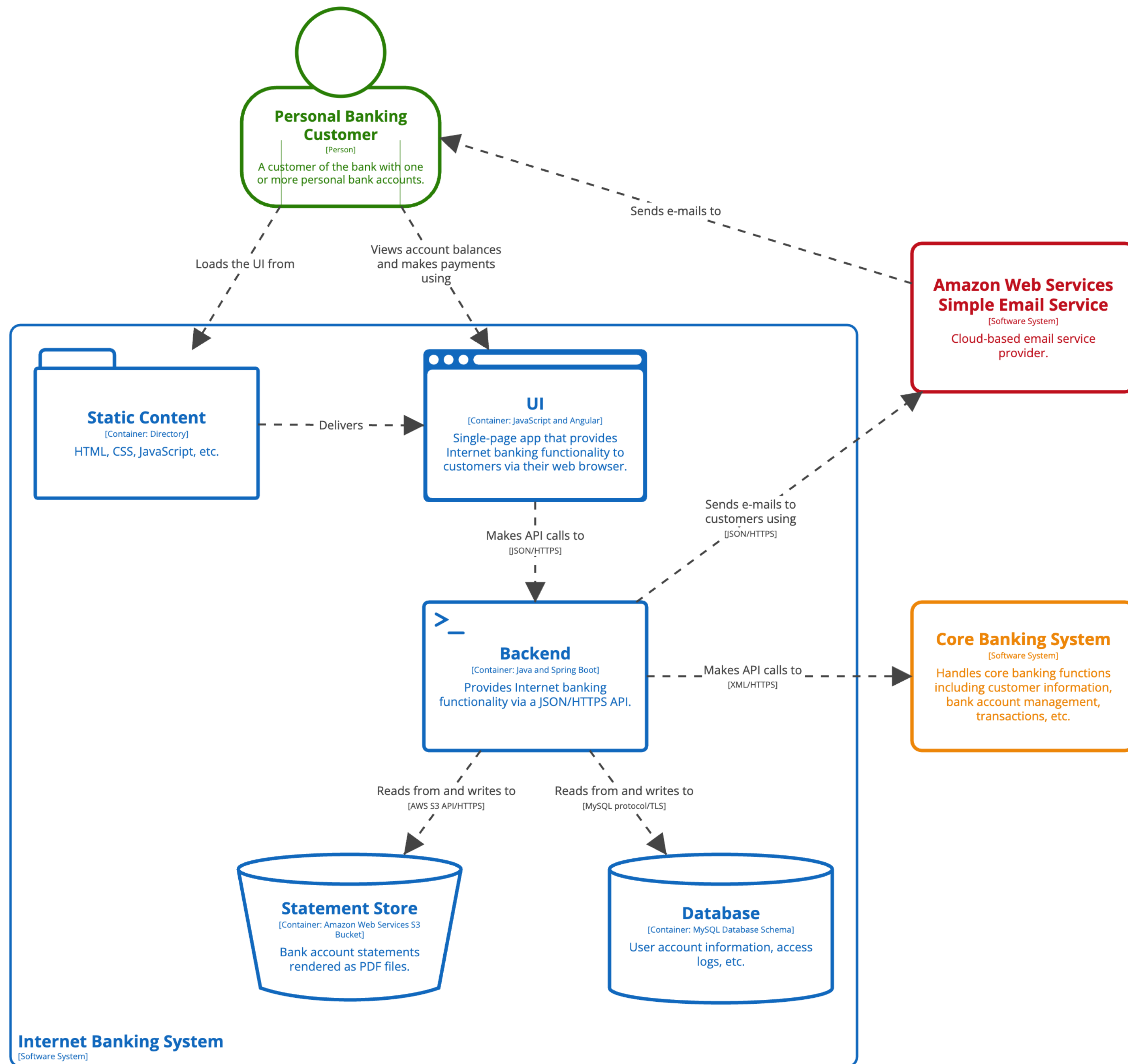


Backend
[Container: Java]

Is this correct?

Think of the container diagram
as showing the subset of elements
that will run across
all deployment environments

Why is AWS SES a software system,
whereas the S3 bucket is a container?



Container View: Internet Banking System
The container diagram for the Internet Banking System

You use a library,
a framework uses you

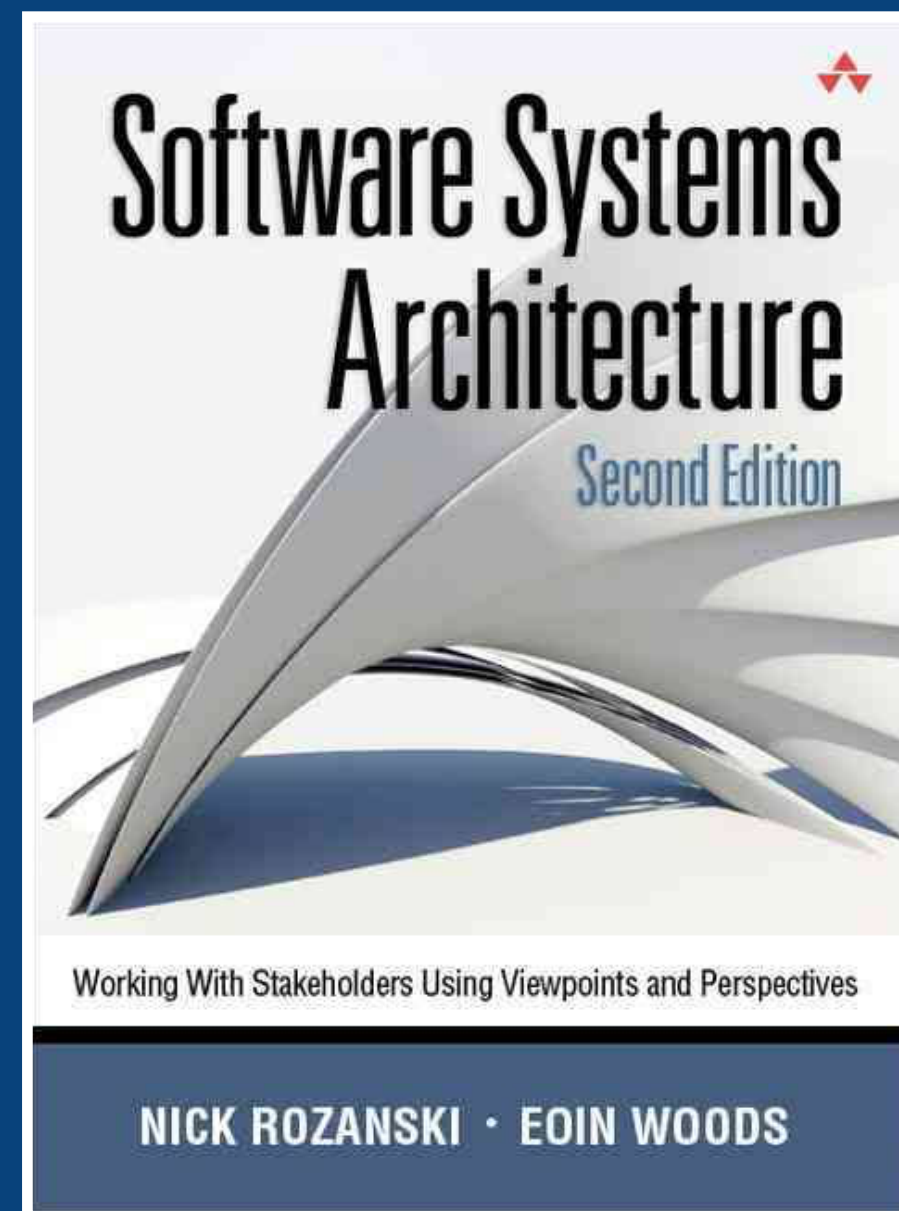
What is the type and strength
of the dependency?

SES is a service that the
Internet Banking System uses

The S3 bucket is an integral part
of the Internet Banking System

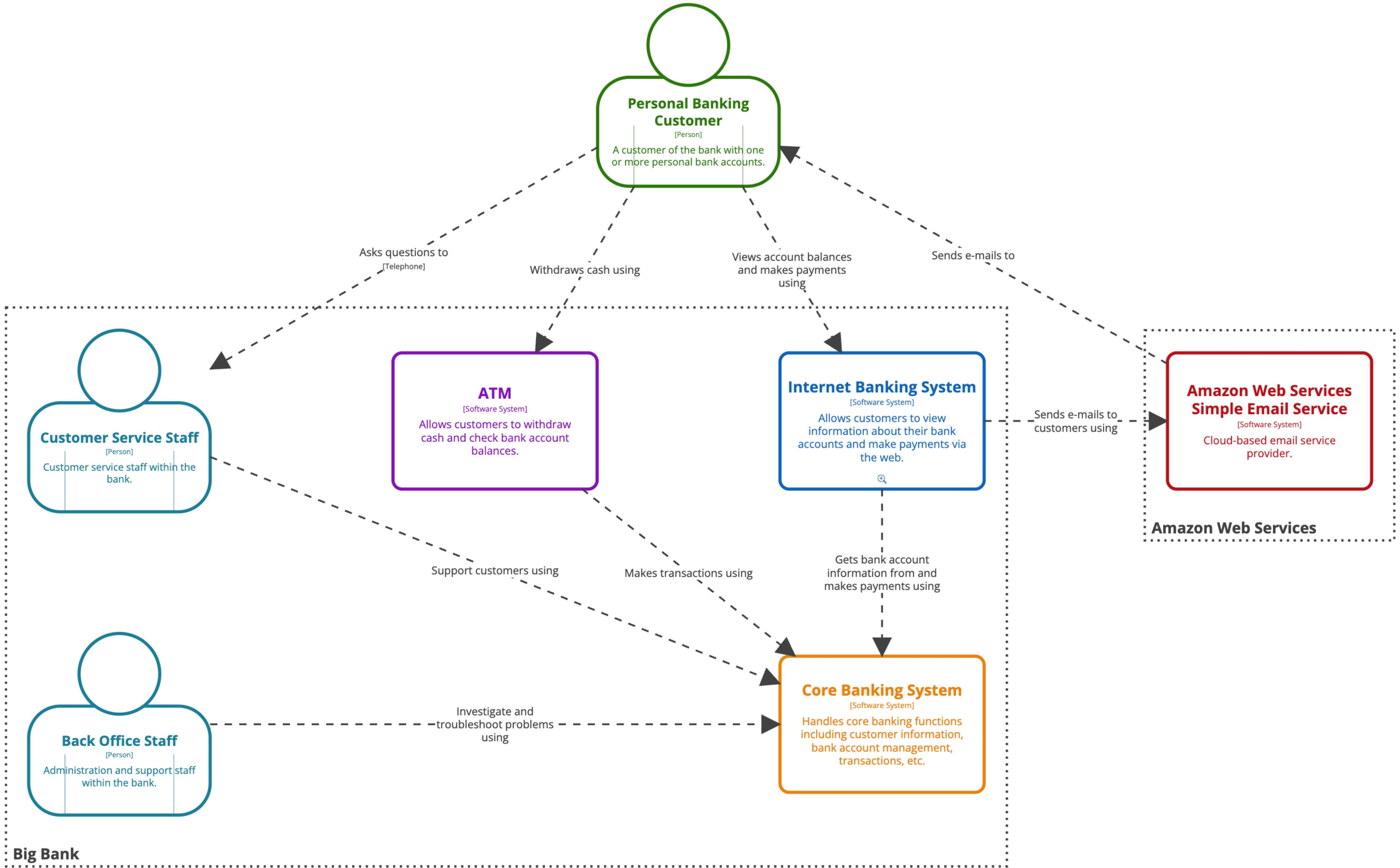
2. Perspectives

What about ownership, security,
technical debt, etc?

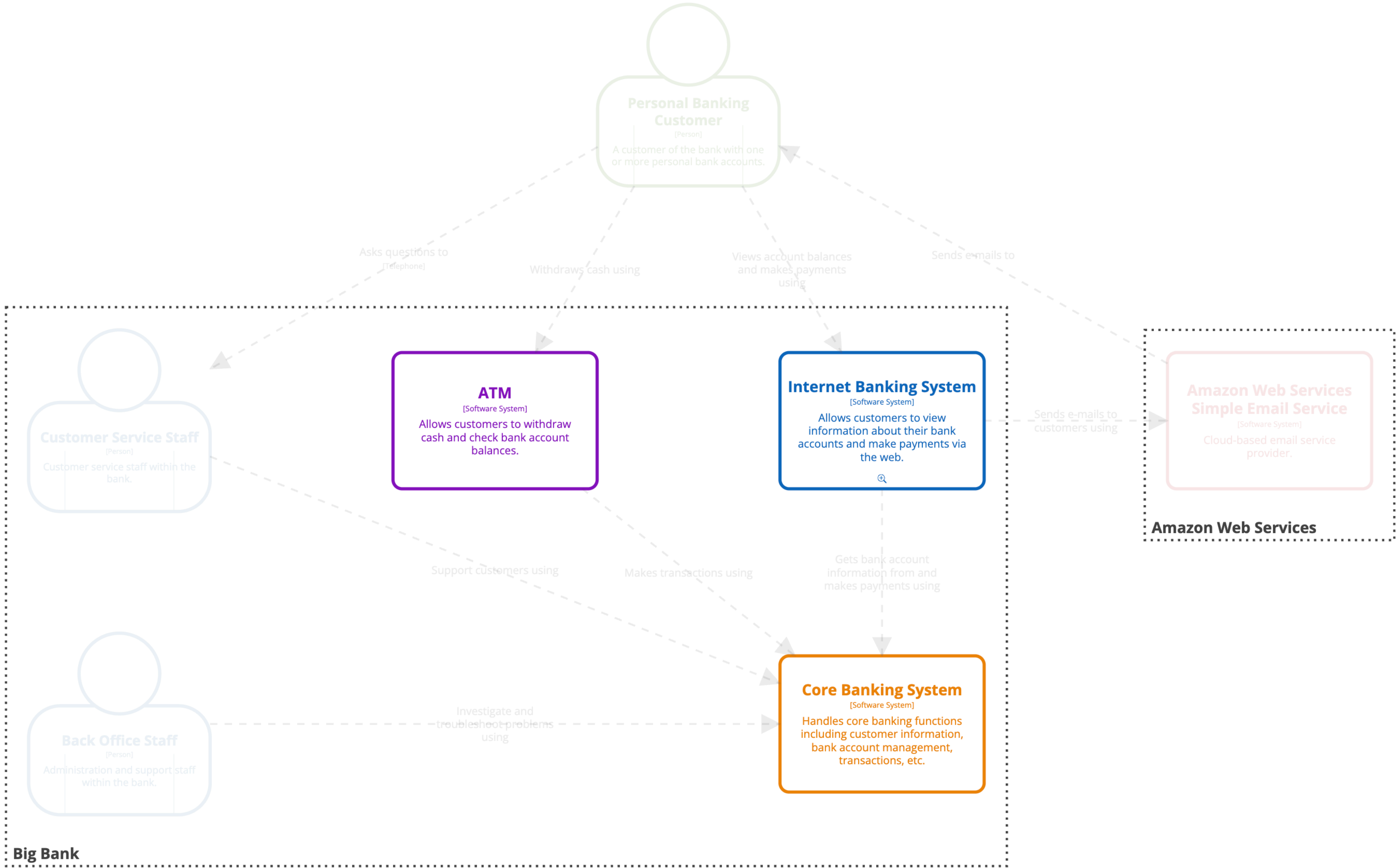


Perspectives

Rather than defining another viewpoint and creating another view, we need some way to modify and enhance our existing views to ensure that our architecture exhibits the desired quality properties. We therefore need something in our conceptual model that can be considered “orthogonal” to viewpoints, and we have coined the term architectural perspective (which we shorten to perspective) to refer to it.



Big Bank



Personal Banking Customer
 [Person]
 A customer of the bank with one or more personal bank accounts.

Customer Service Staff
 [Person]
 Customer service staff within the bank.

Back Office Staff
 [Person]
 Administration and support staff within the bank.

ATM
 [Software System]
 Allows customers to withdraw cash and check bank account balances.

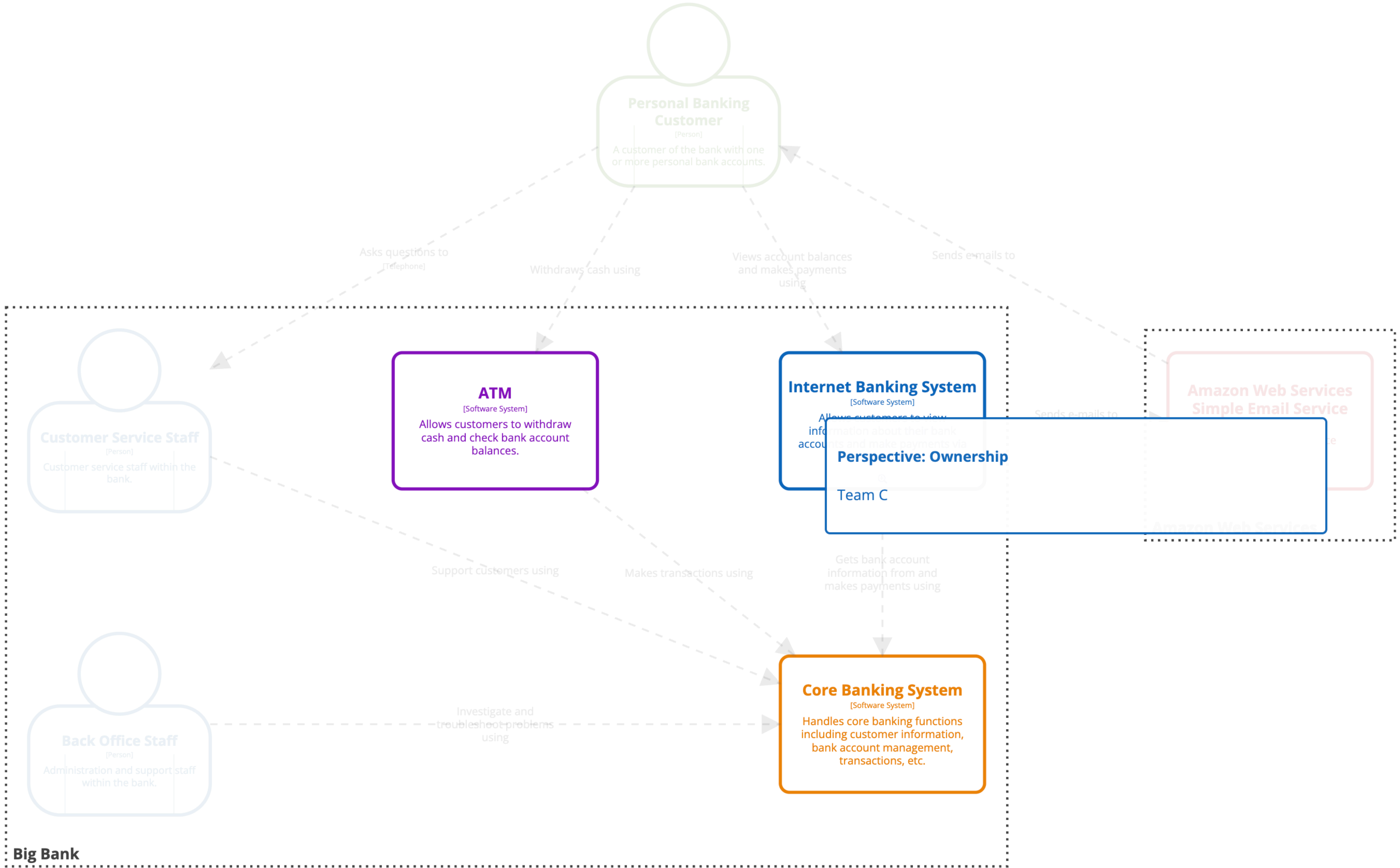
Internet Banking System
 [Software System]
 Allows customers to view information about their bank accounts and make payments via the web.

Core Banking System
 [Software System]
 Handles core banking functions including customer information, bank account management, transactions, etc.

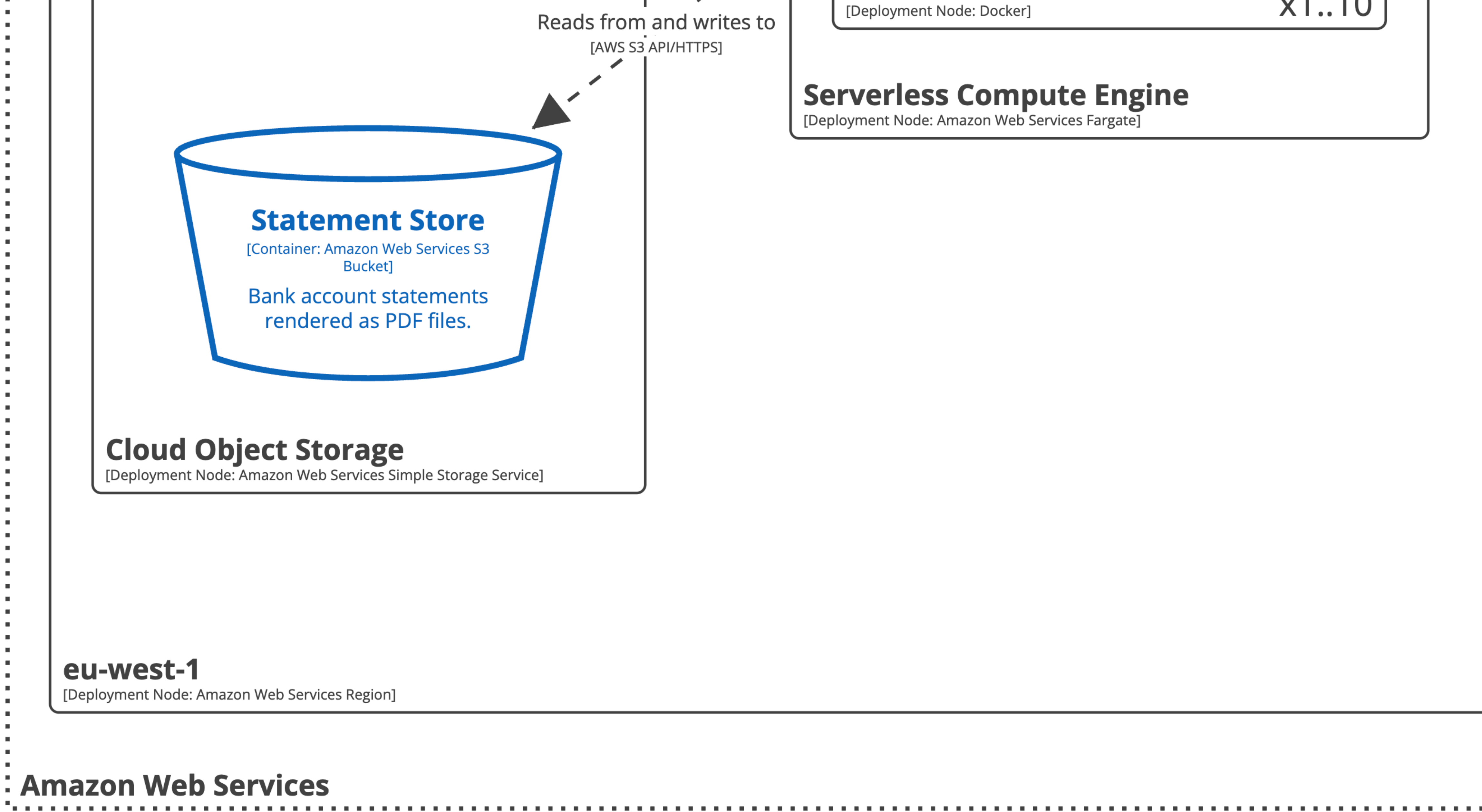
Amazon Web Services Simple Email Service
 [Software System]
 Cloud-based email service provider.

Amazon Web Services

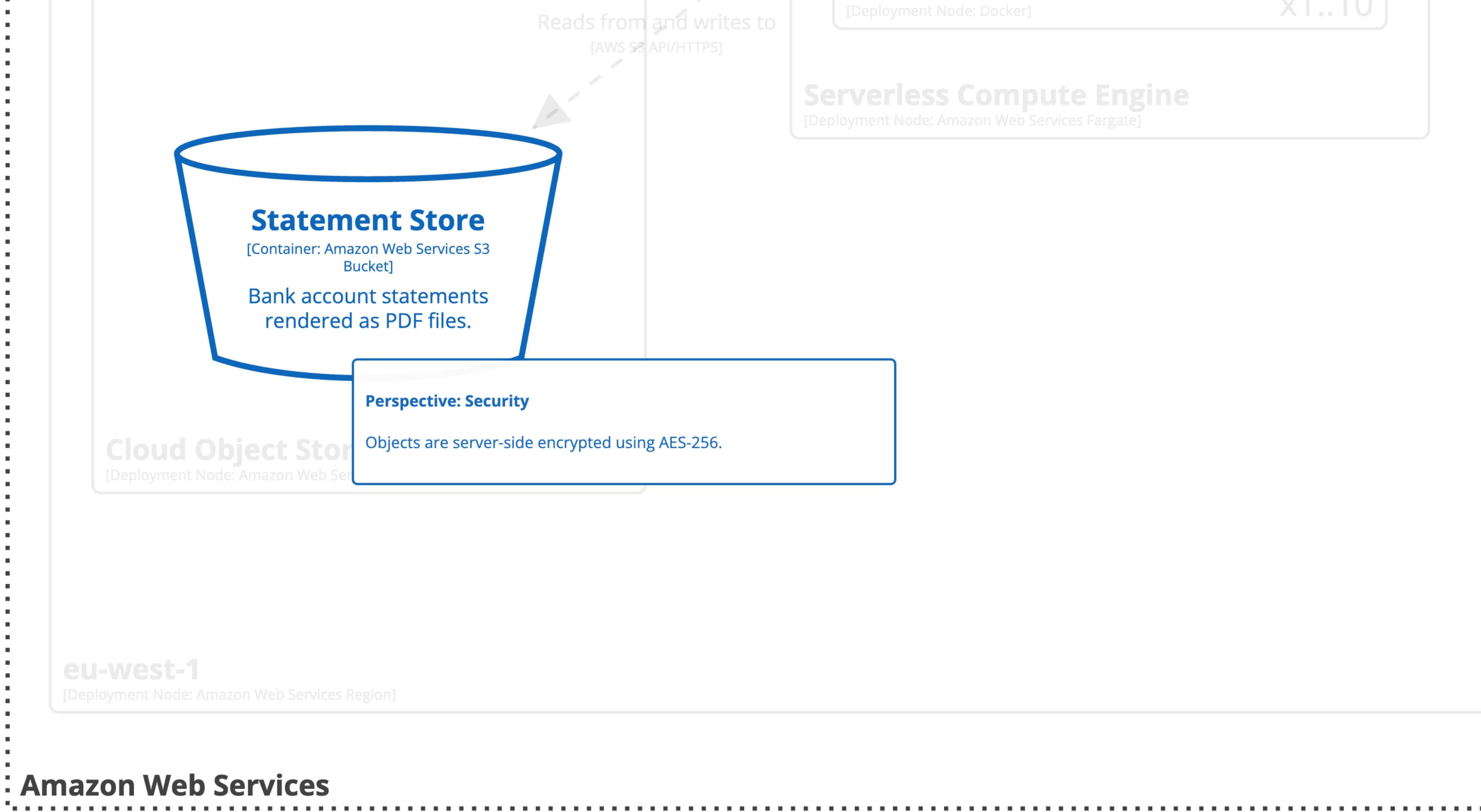
Big Bank



Big Bank



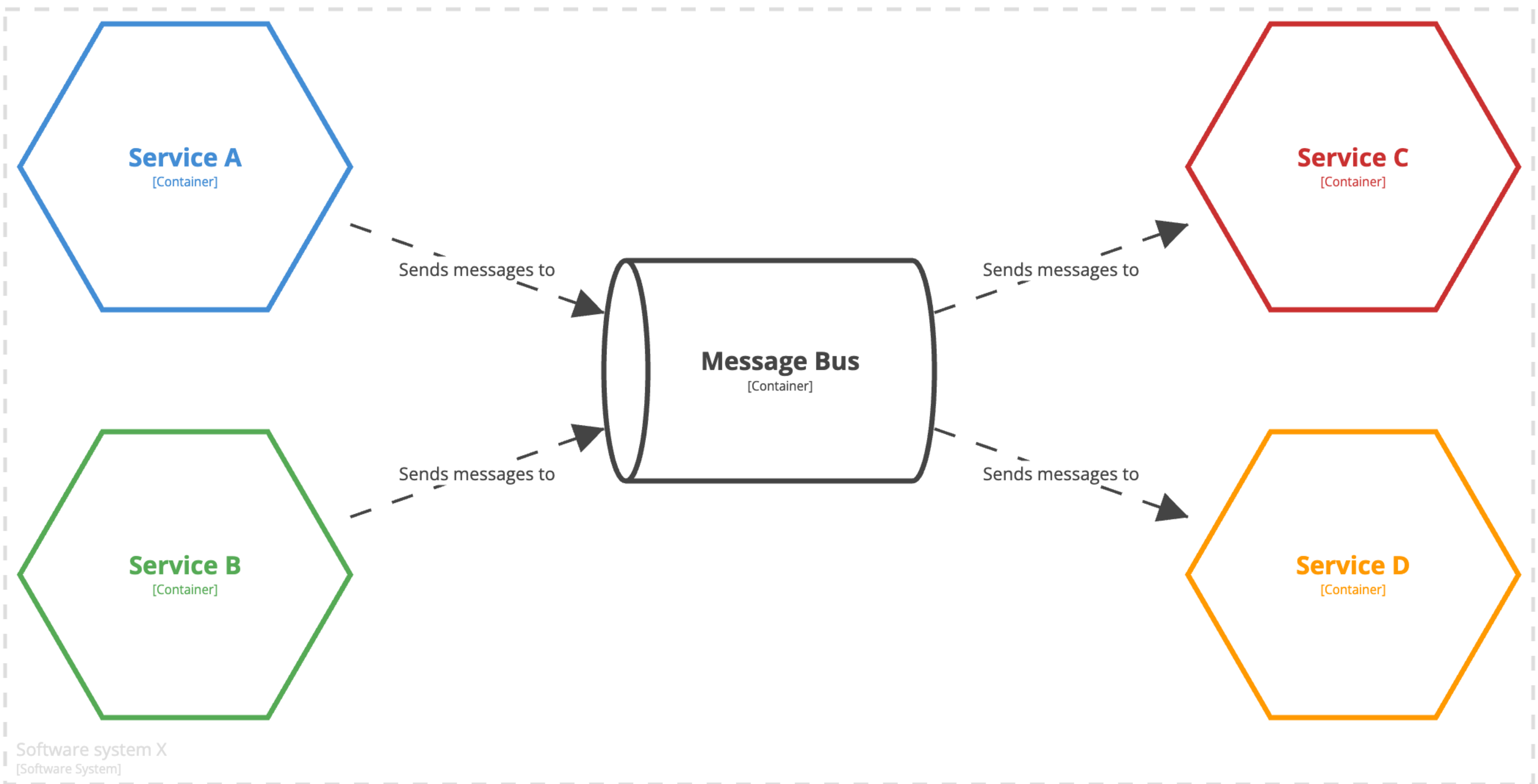
Deployment View: Internet Banking System - Live



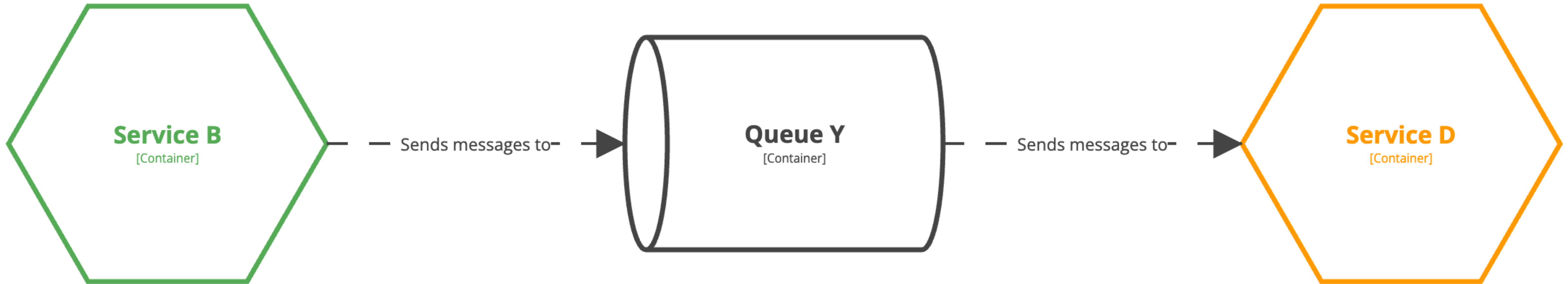
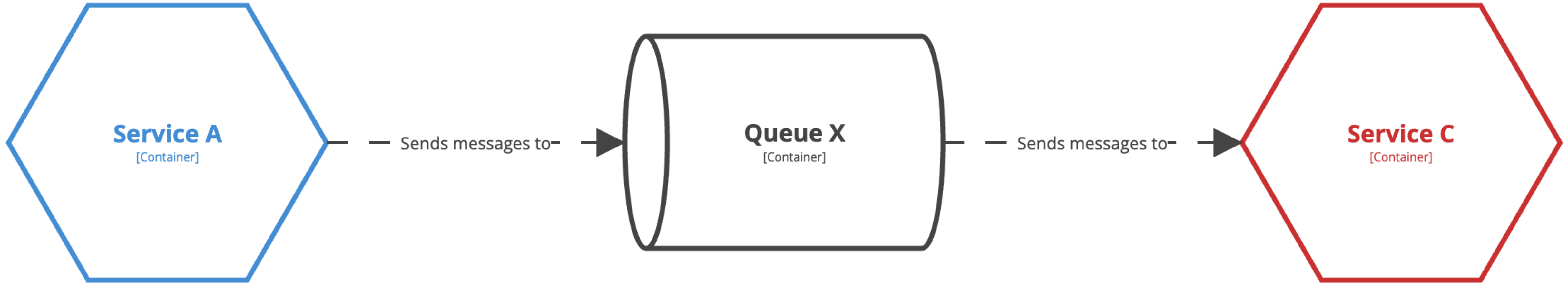
Deployment View: Internet Banking System - Live

An example live deployment scenario for the Internet Banking System | Simon Brown | c4model.com | License: CC BY 4.0

3. Message-driven architectures

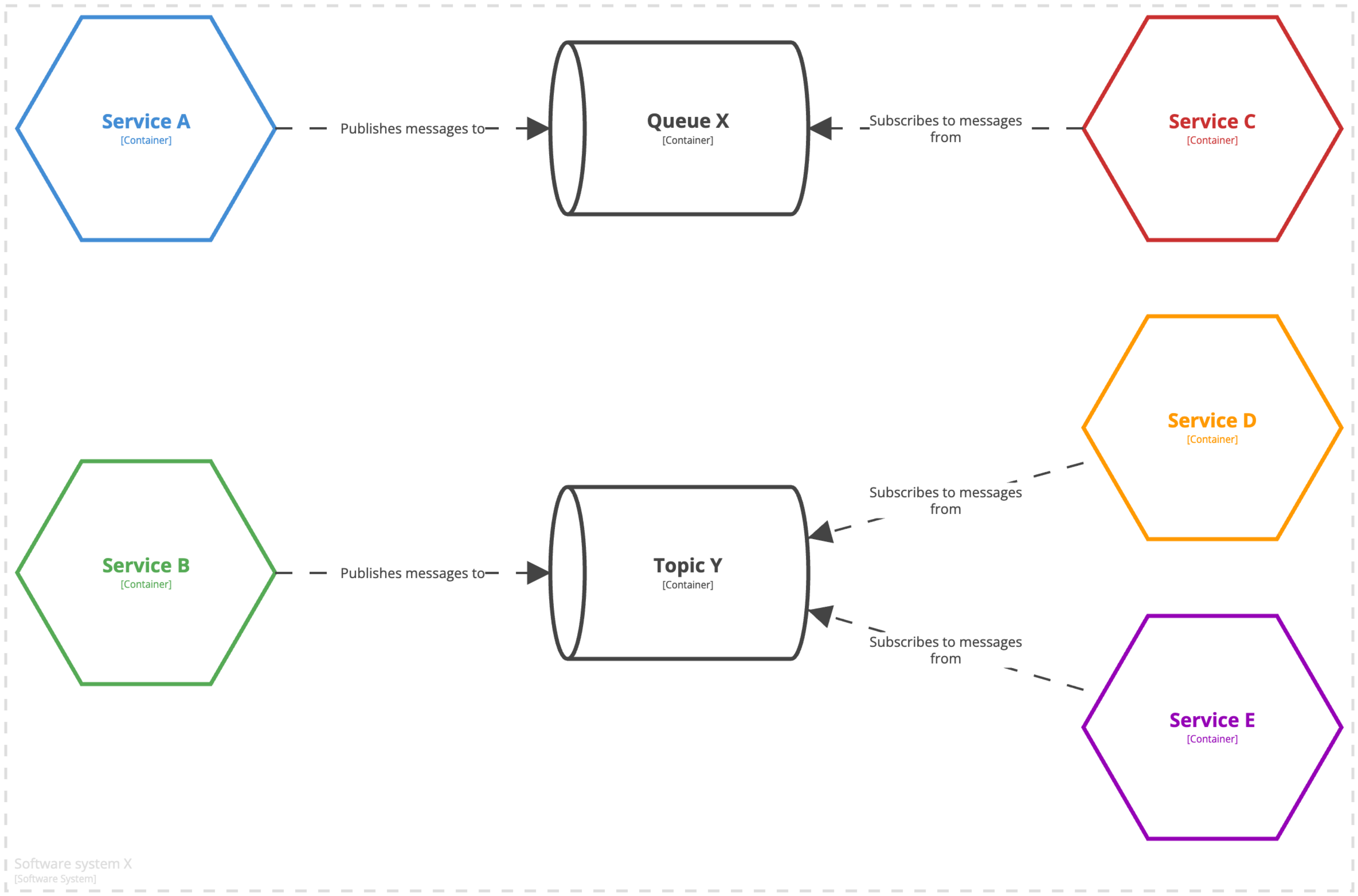


Software system X
[Software System]



Software system X
[Software System]



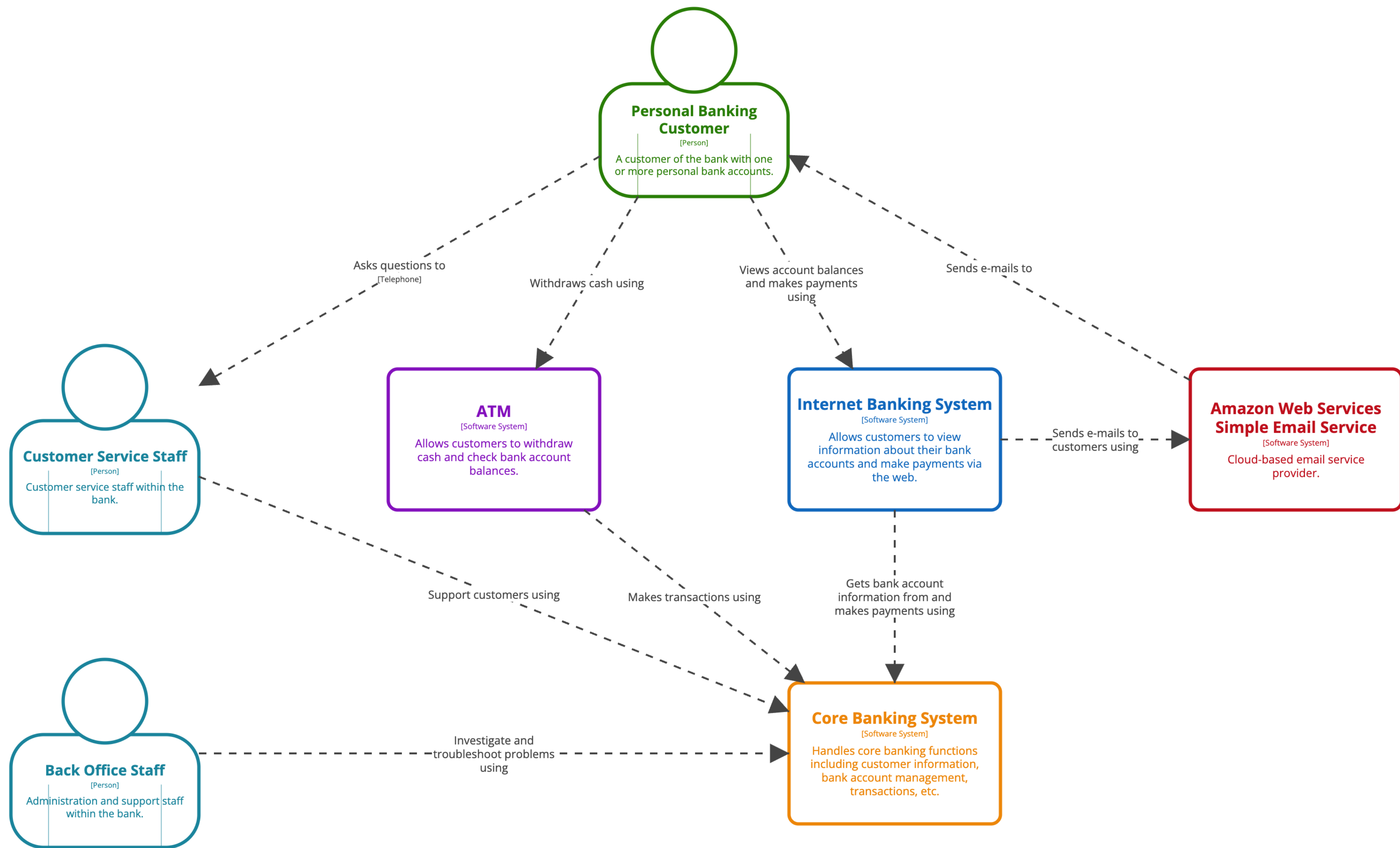


4. Abstraction vs organisation

What are your thoughts on modelling
additional abstractions?

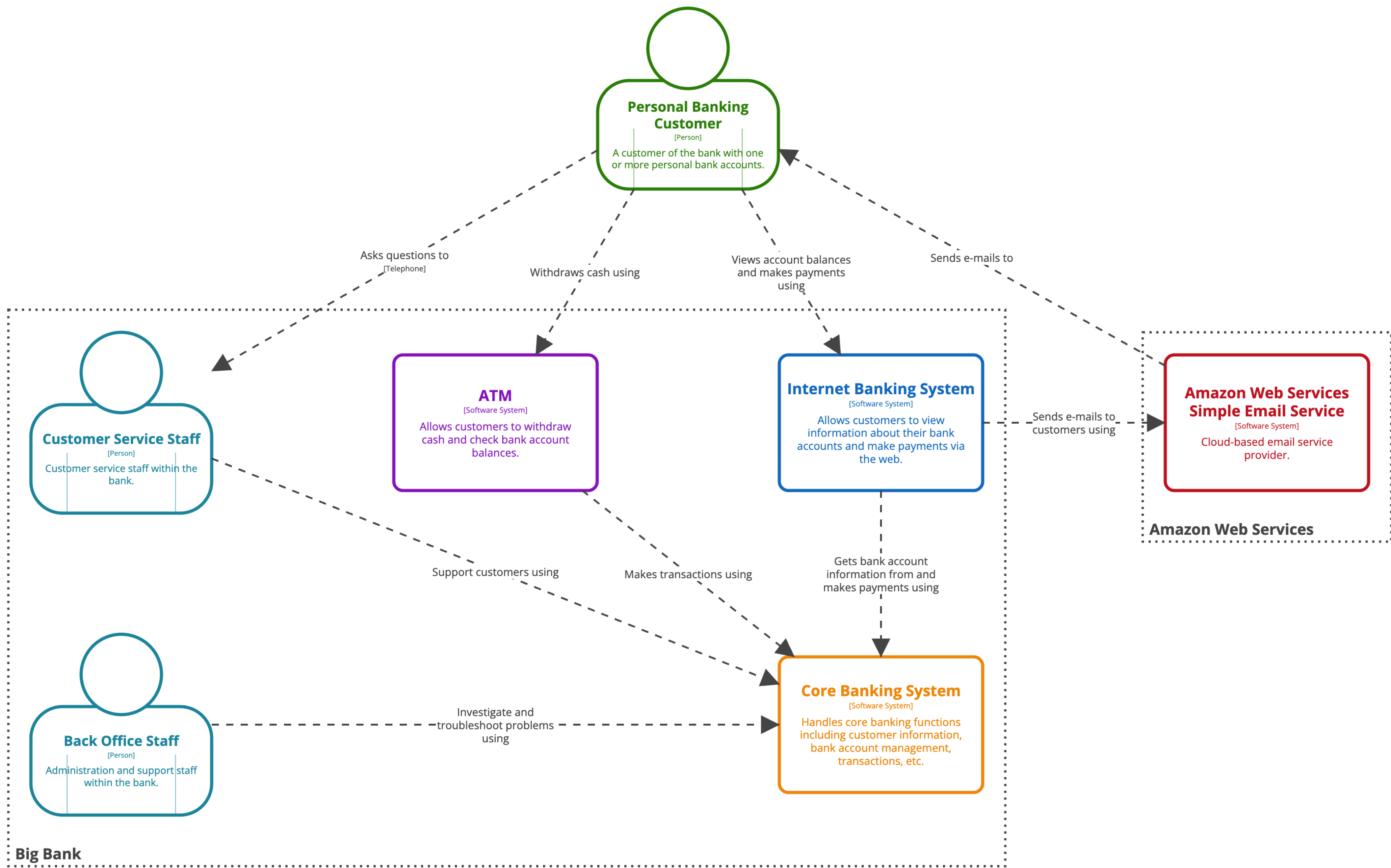
Some of these concepts
might be better thought of as
organisational constructs
rather than abstractions

Organisations, groups,
departments, etc



System Landscape View

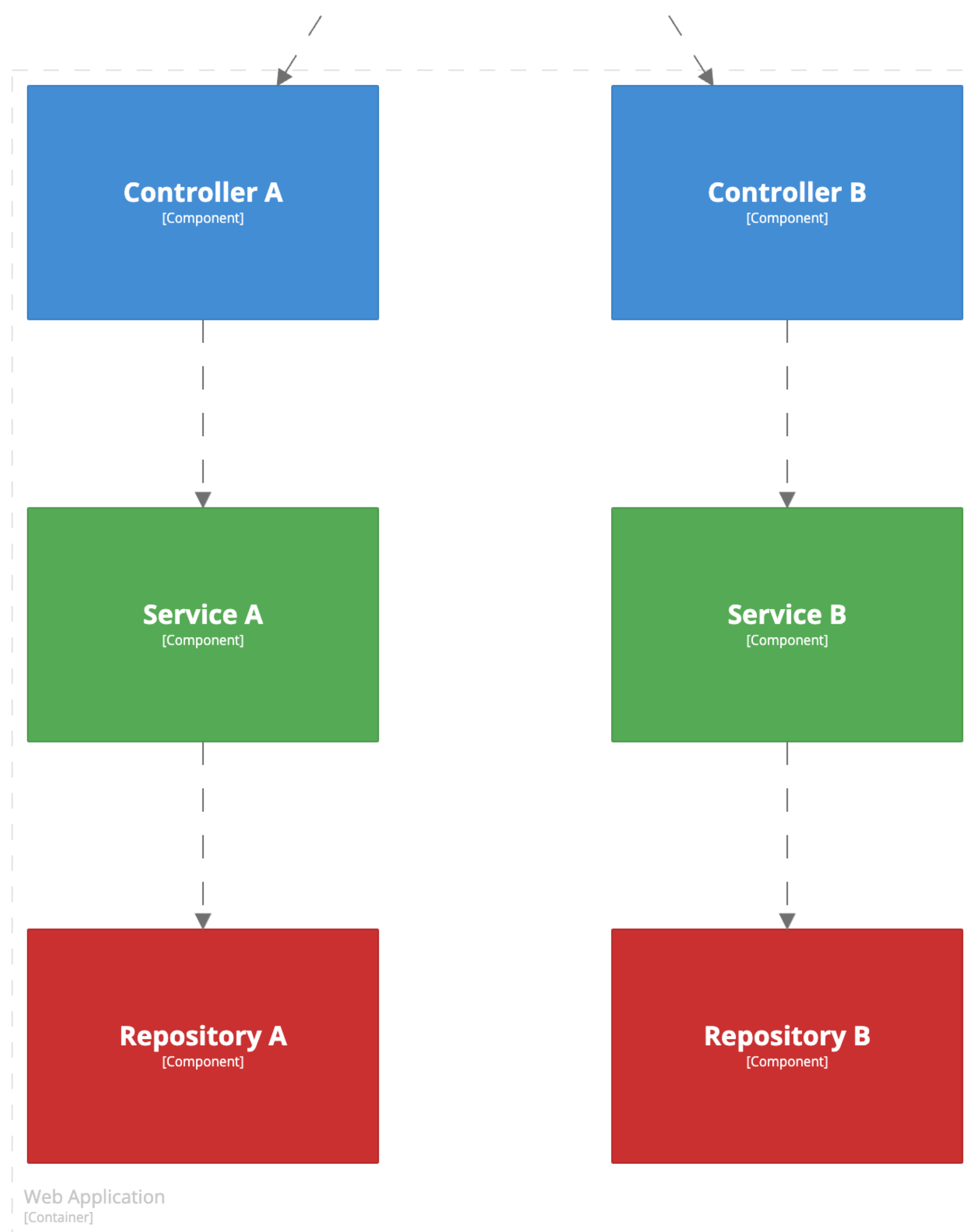
A partial system landscape diagram for a fictional bank

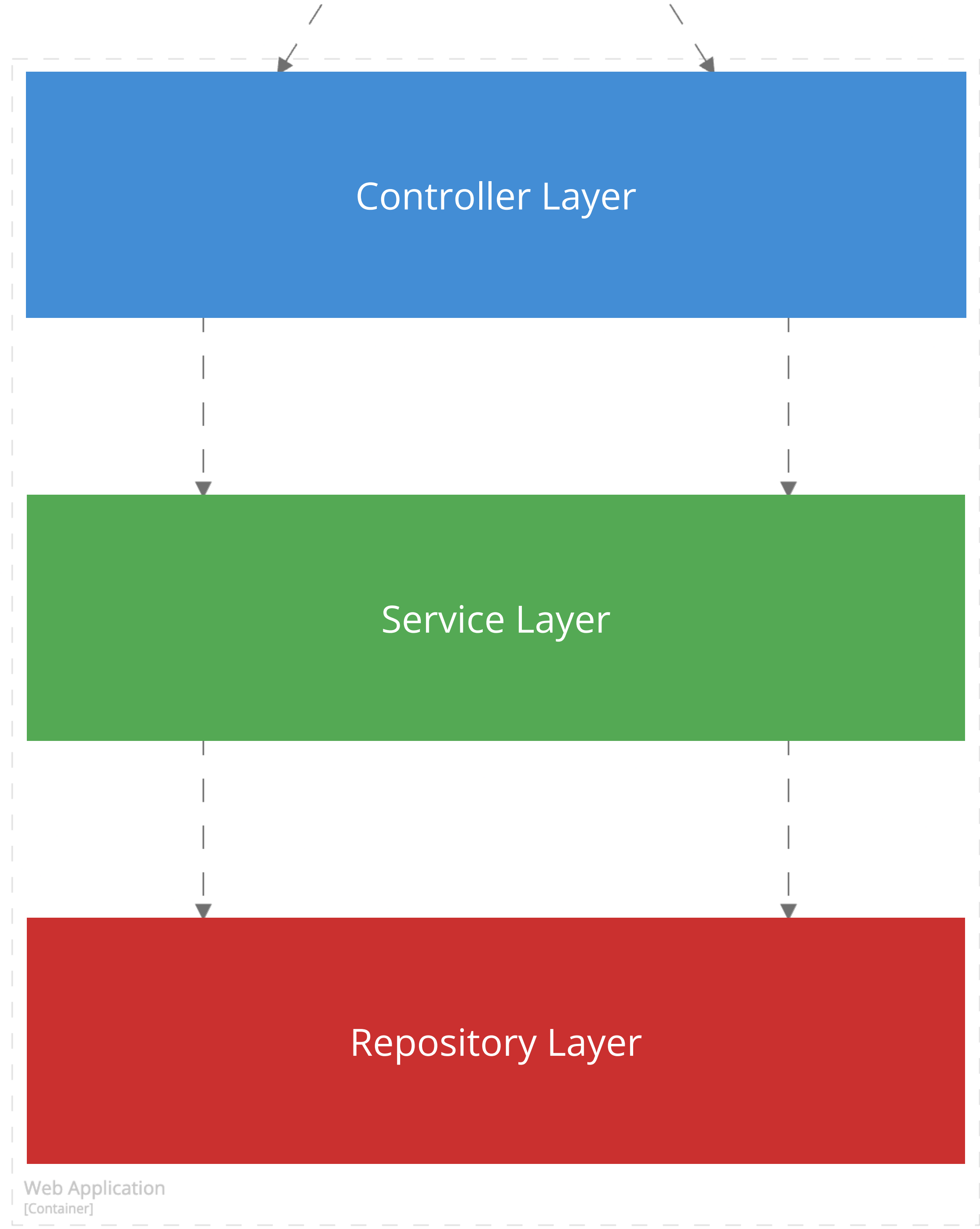


System Landscape View

A partial system landscape diagram for a fictional bank

Architectural layers



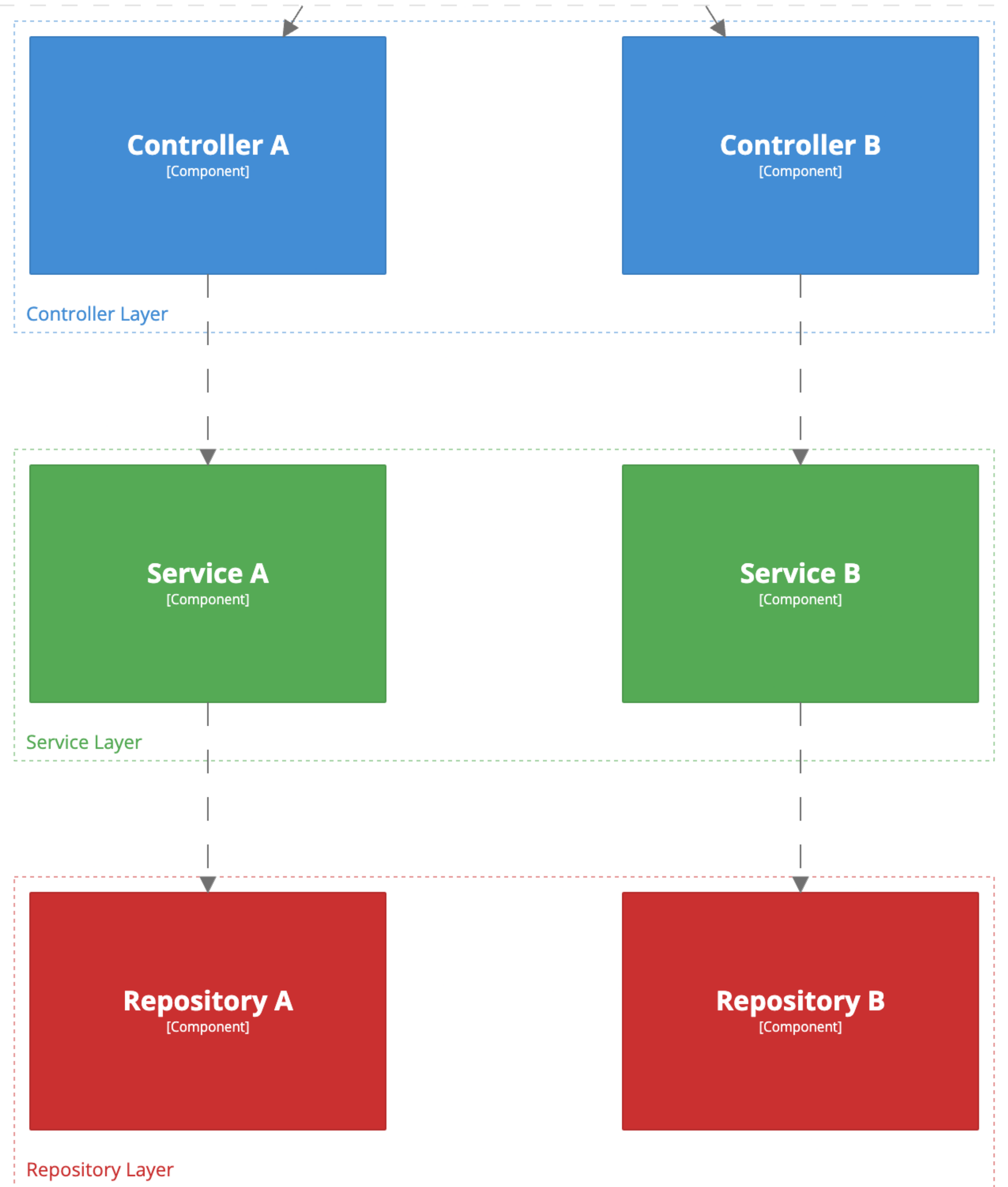


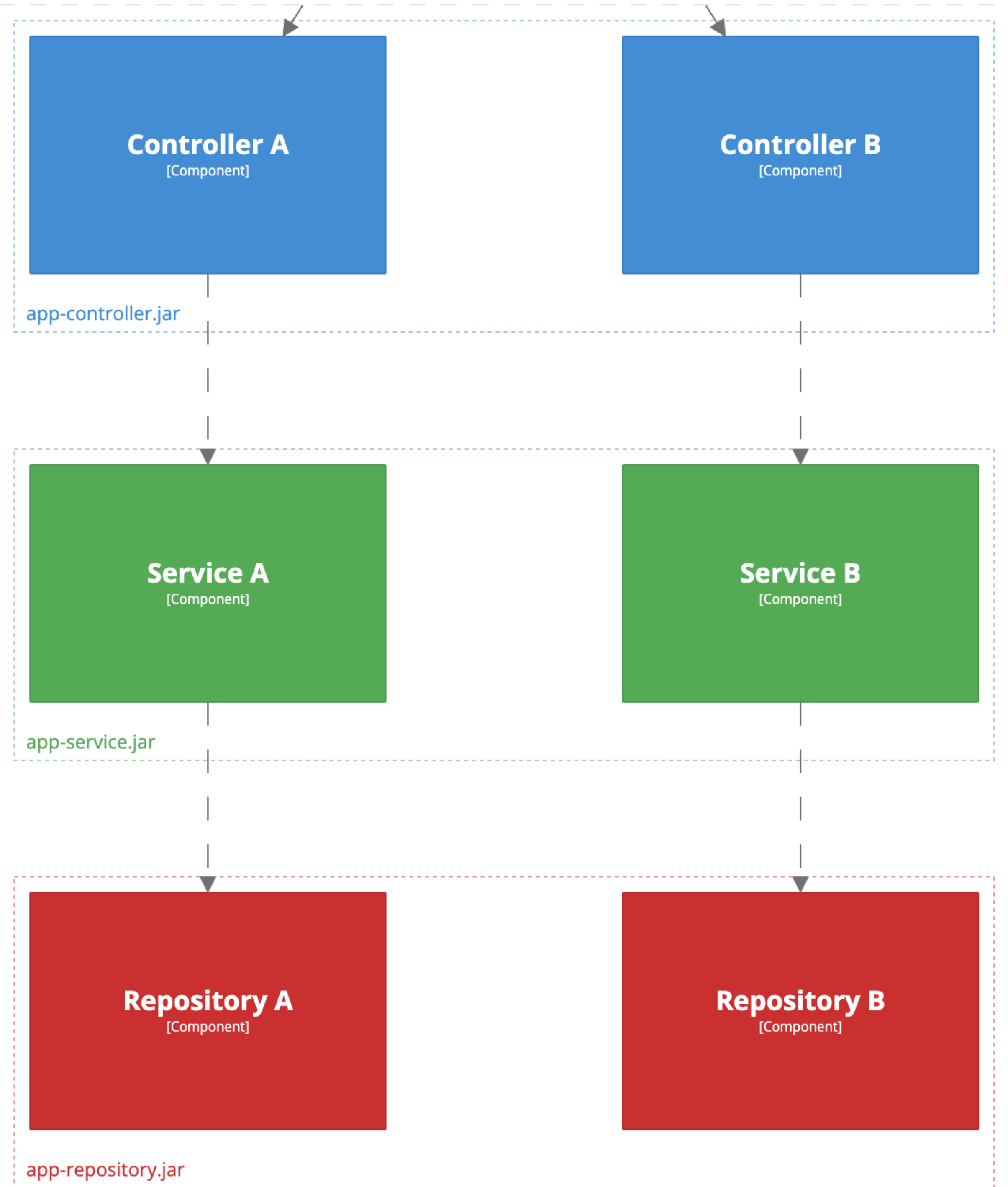
Controller Layer

Service Layer

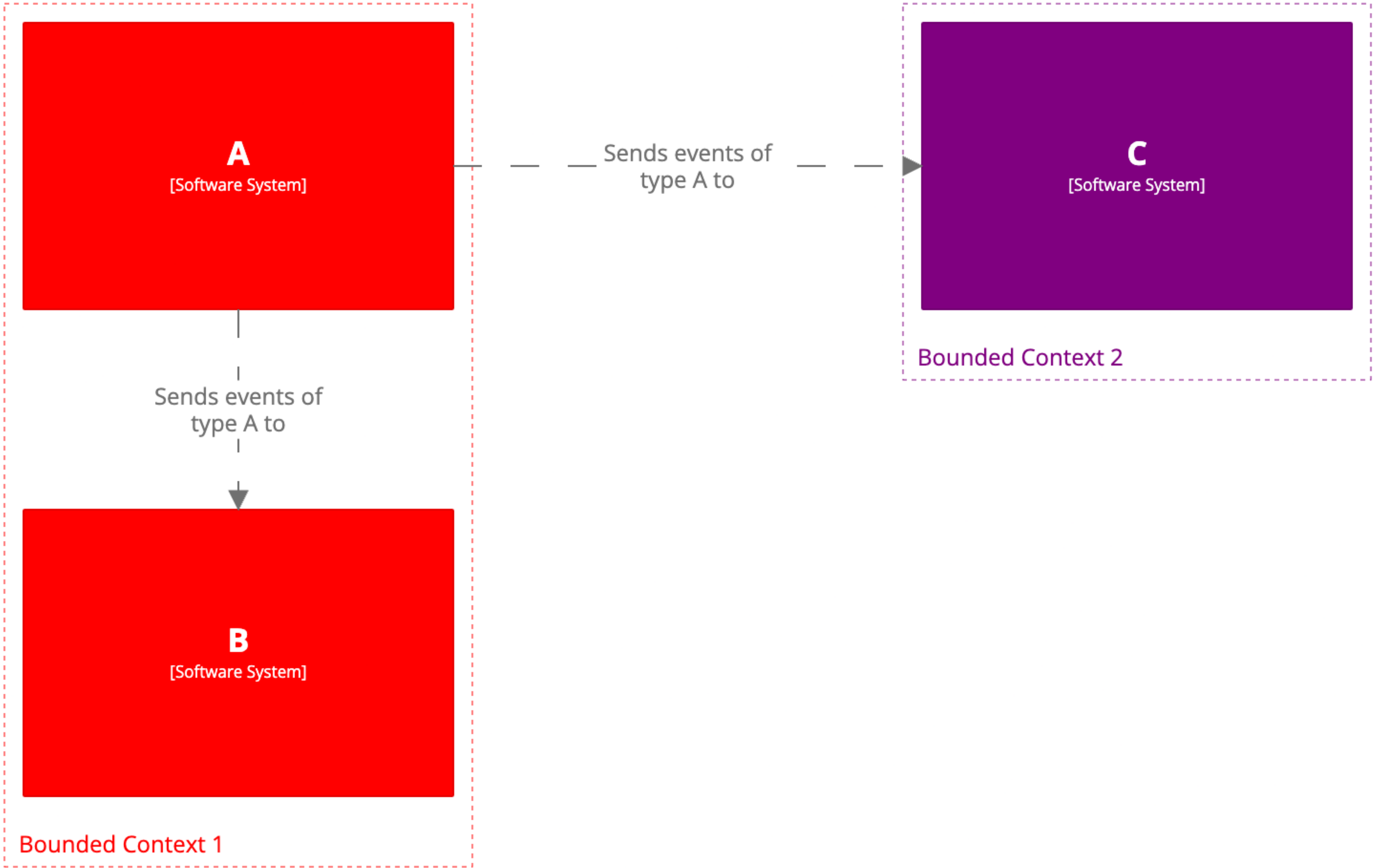
Repository Layer

Web Application
[Container]





Bounded contexts

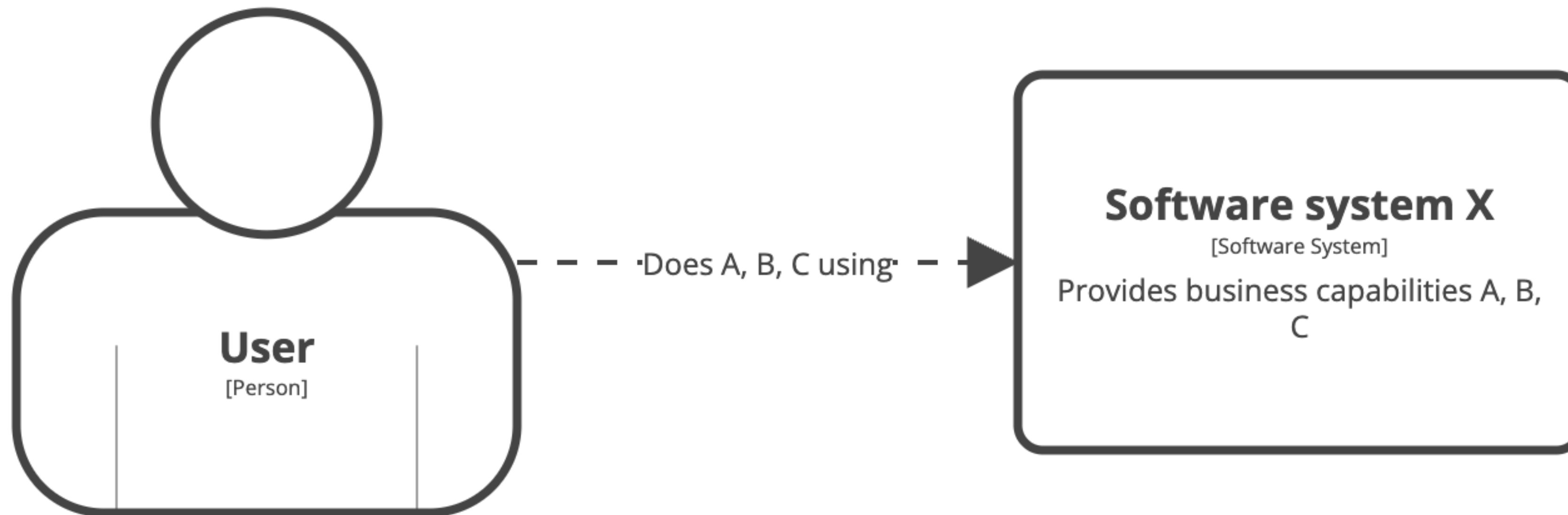


5. Microservices

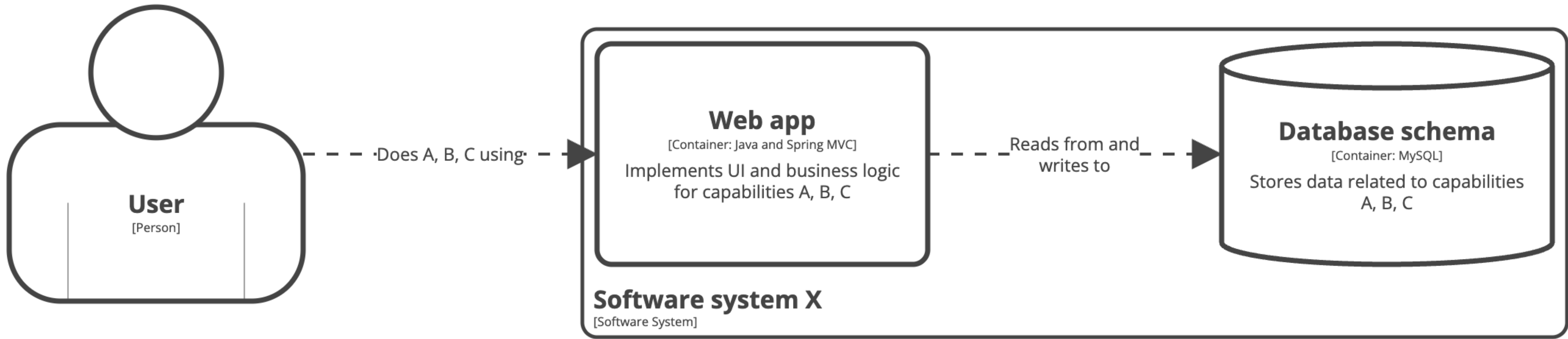
A microservice should be modelled
as a **software system**
or a **group of containers**

Stage 1: 

(monolithic architecture)



System Context View: Software system X



Container View: Software system X

Stage 2: 
(microservices)



Microservices

a definition of this new architectural term

The term "Microservice Architecture" has sprung up over the last few years to describe a particular way of designing software applications as suites of independently deployable services. While there is no precise definition of this architectural style, there are certain common characteristics around organization around business capability, automated deployment, intelligence in the endpoints, and decentralized control of languages and data.

25 March 2014



James Lewis

James Lewis is a Principal Consultant at Thoughtworks and member of the Technology Advisory Board. James' interest in building applications out of small collaborating services

CONTENTS

[Characteristics of a Microservice Architecture](#)

[Componentization via Services](#)

[Organized around Business Capabilities](#)

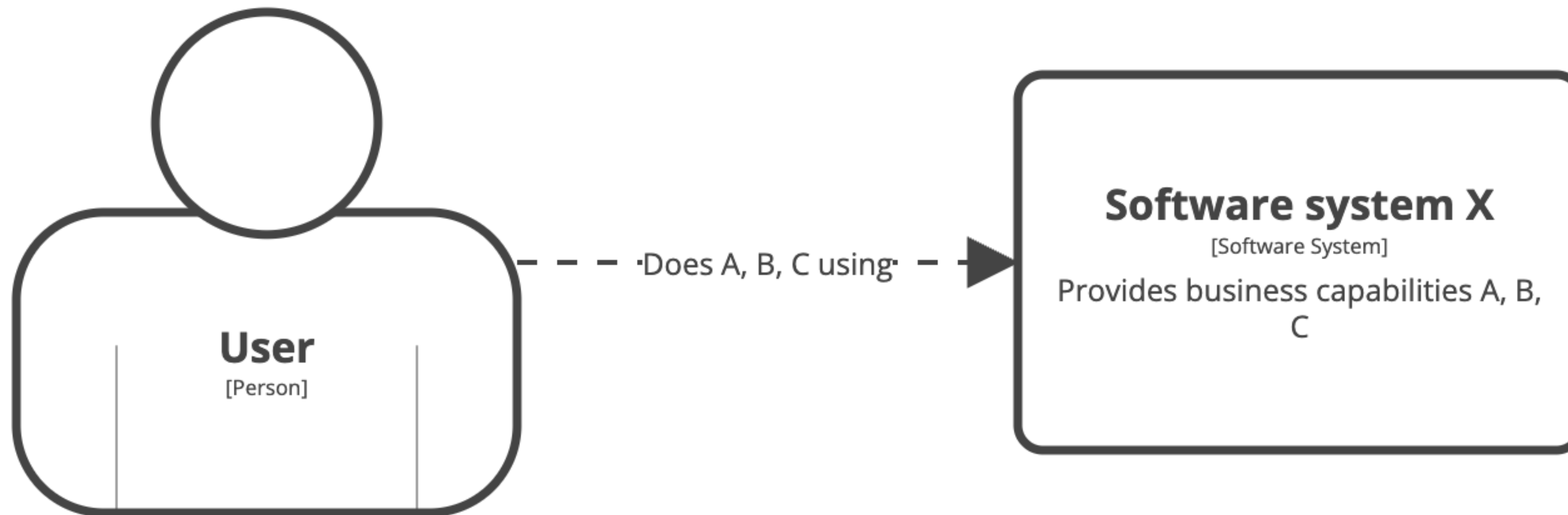
[Products not Projects](#)

[Smart endpoints and dumb pipes](#)

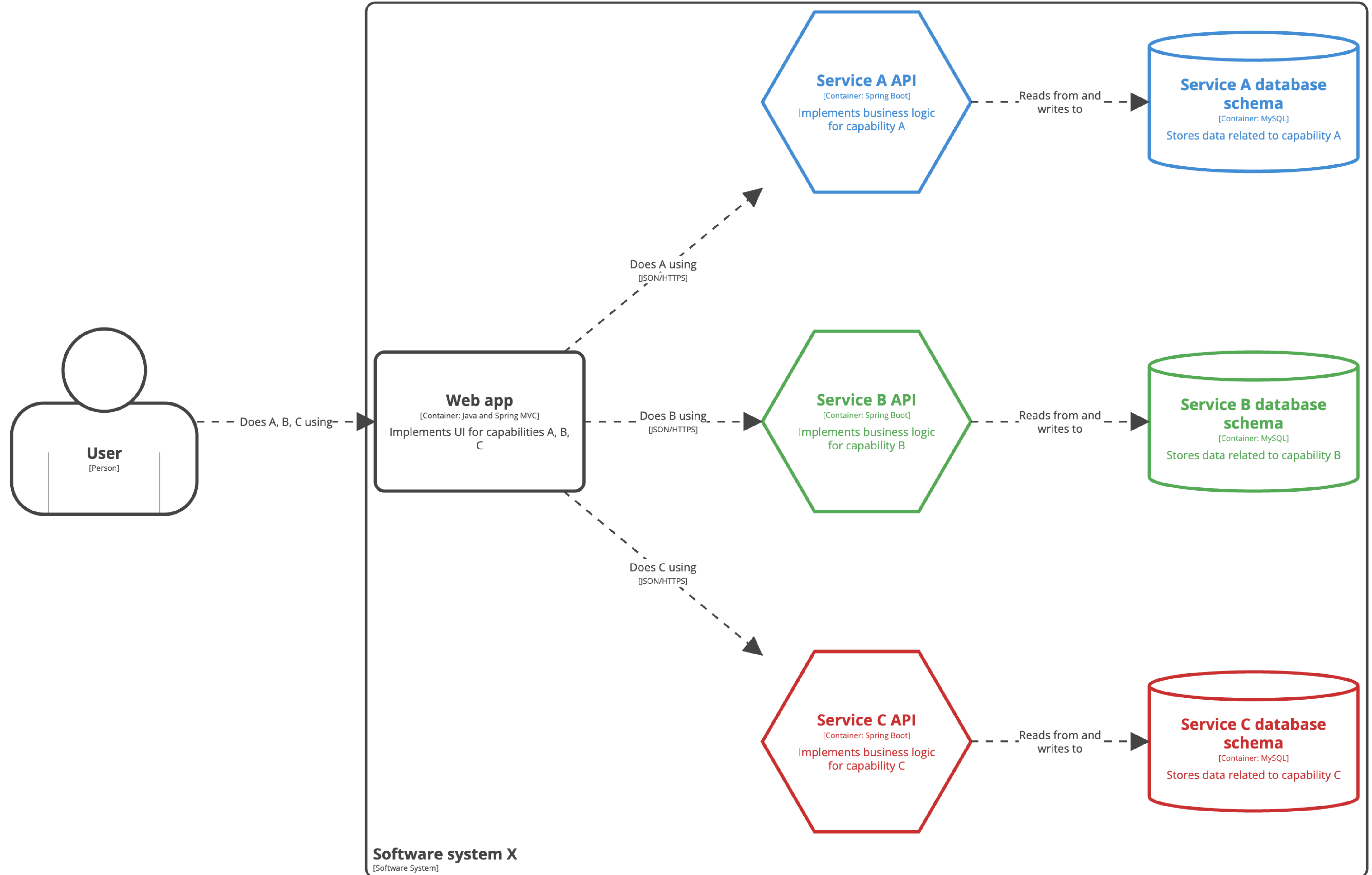
[Decentralized Governance](#)

[Decentralized Data Management](#)

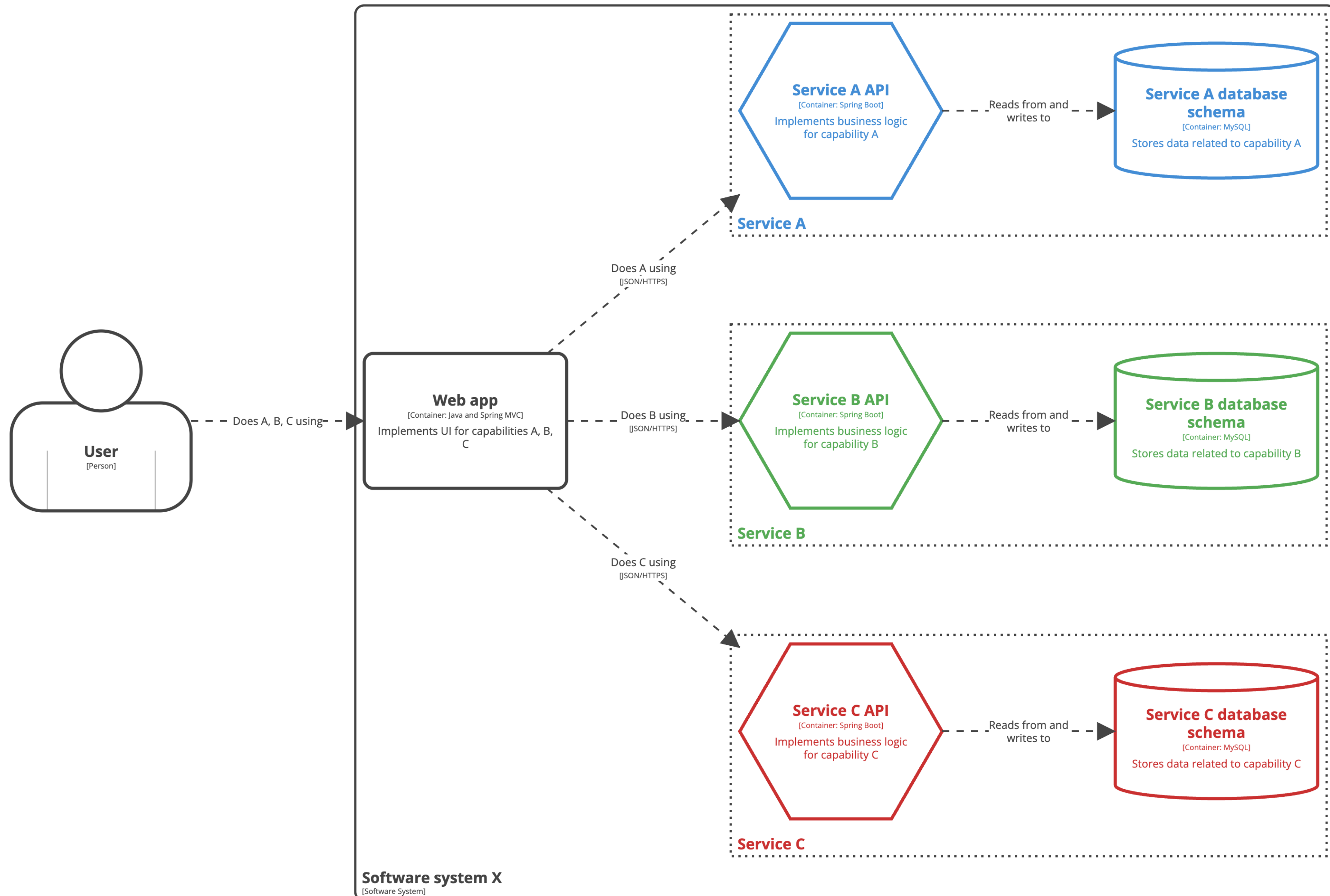
In short, the microservice architectural style **1** is an approach to developing a single software system as a suite of small services, each running in its own process and communicating with lightweight mechanisms, often an HTTP resource API.



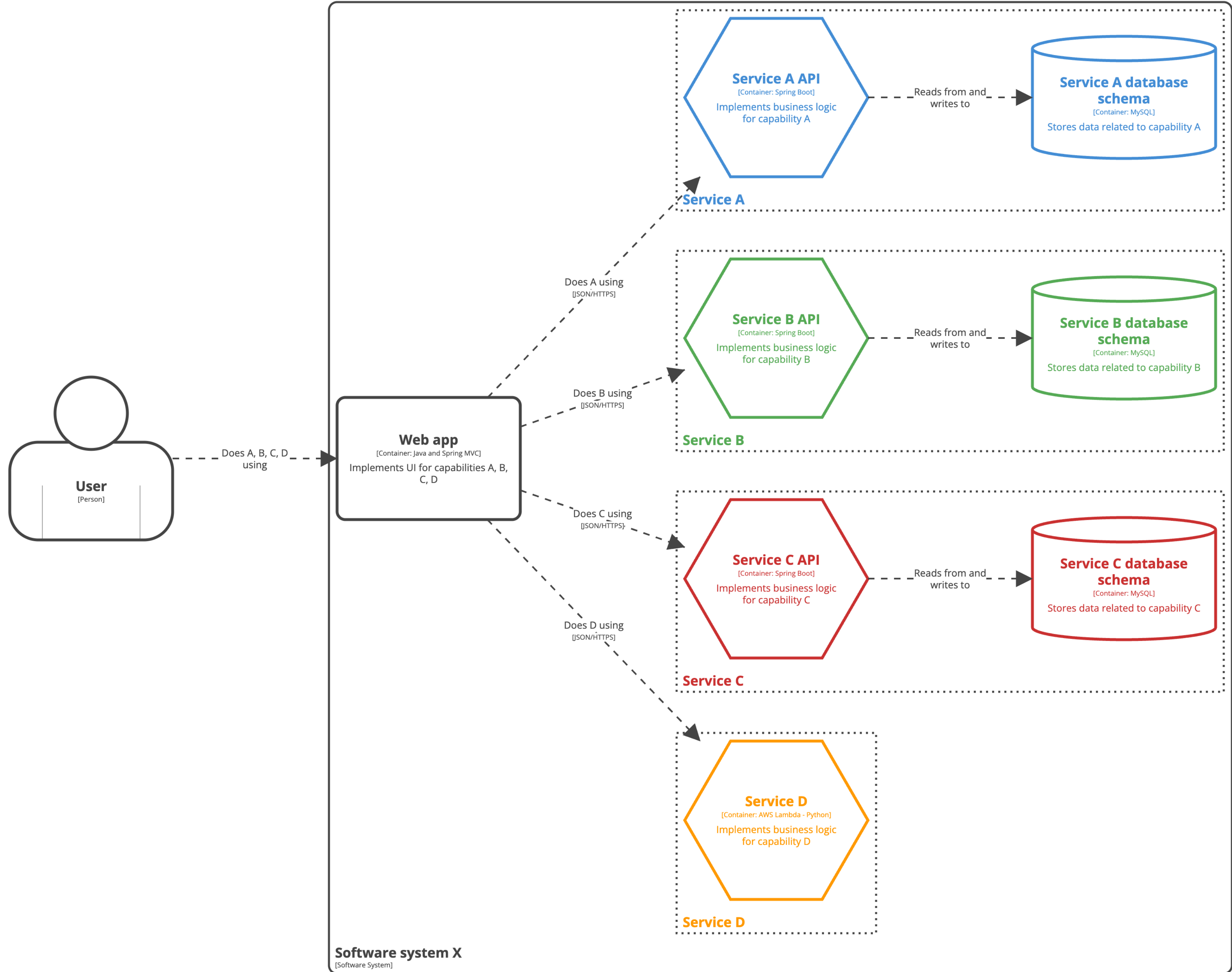
System Context View: Software system X



Software system X
[Software System]



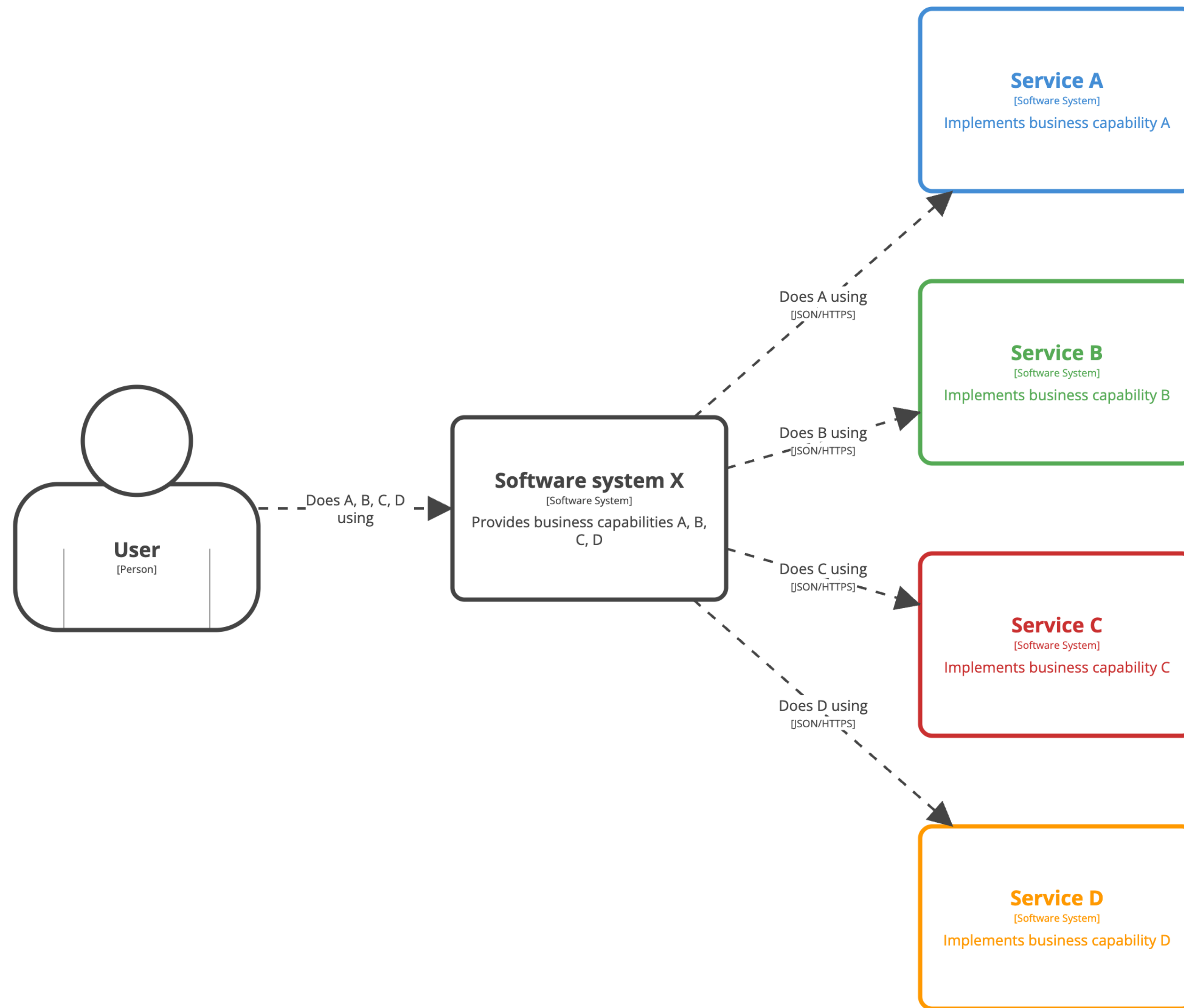
Software system X
[Software System]



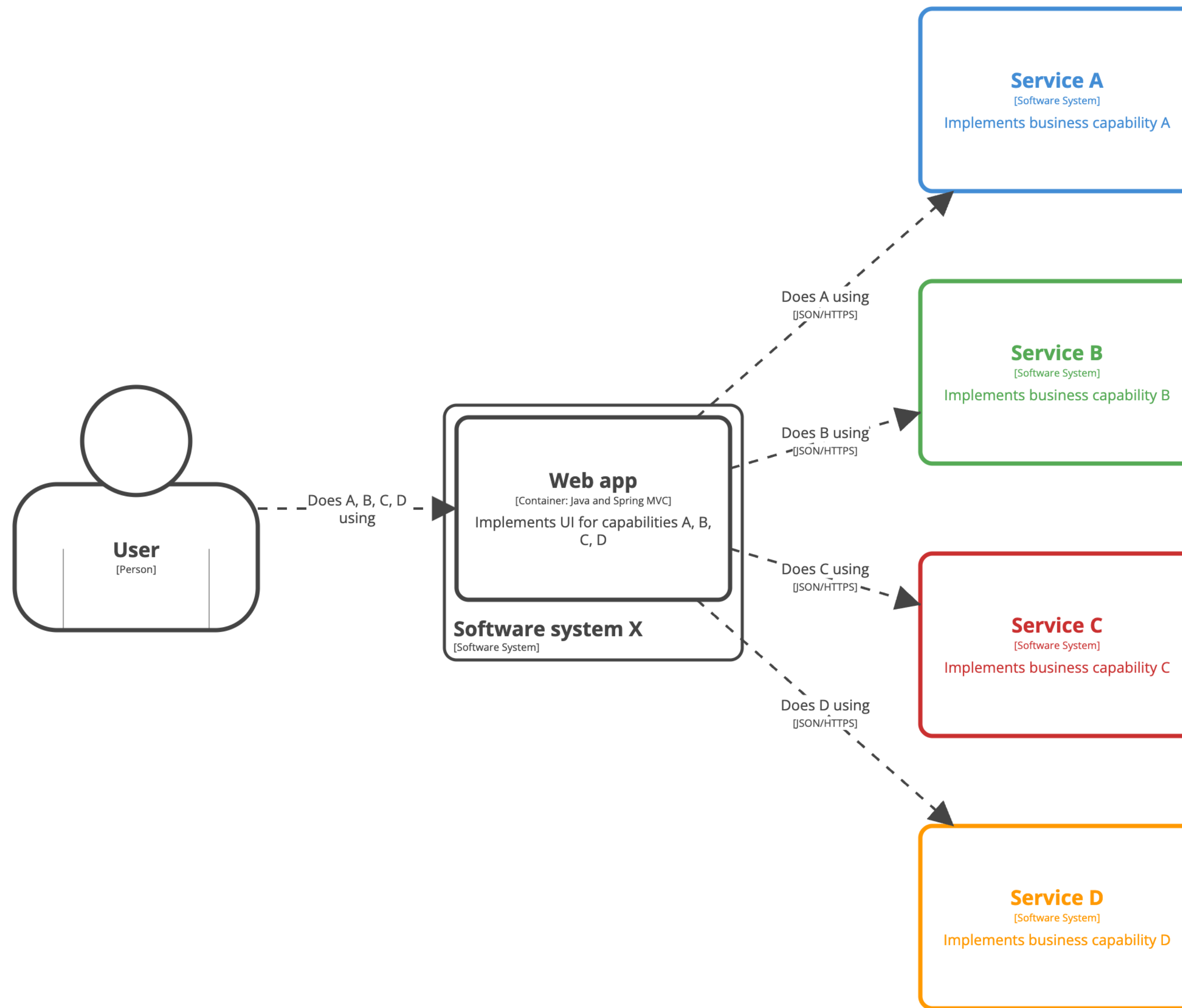
Software system X
[Software System]

Stage 3: 

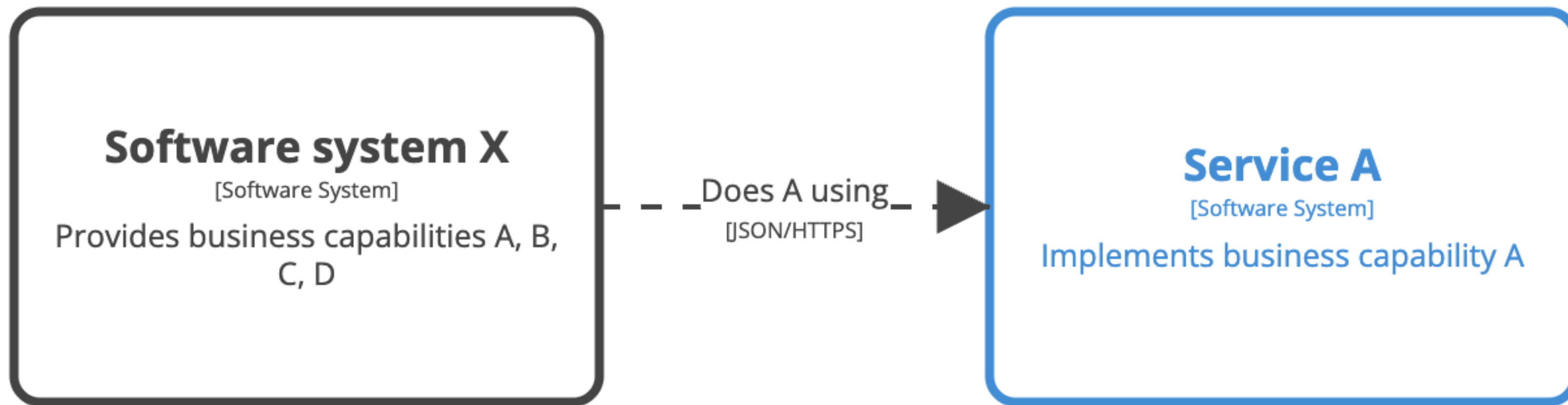
(Conway's Law)



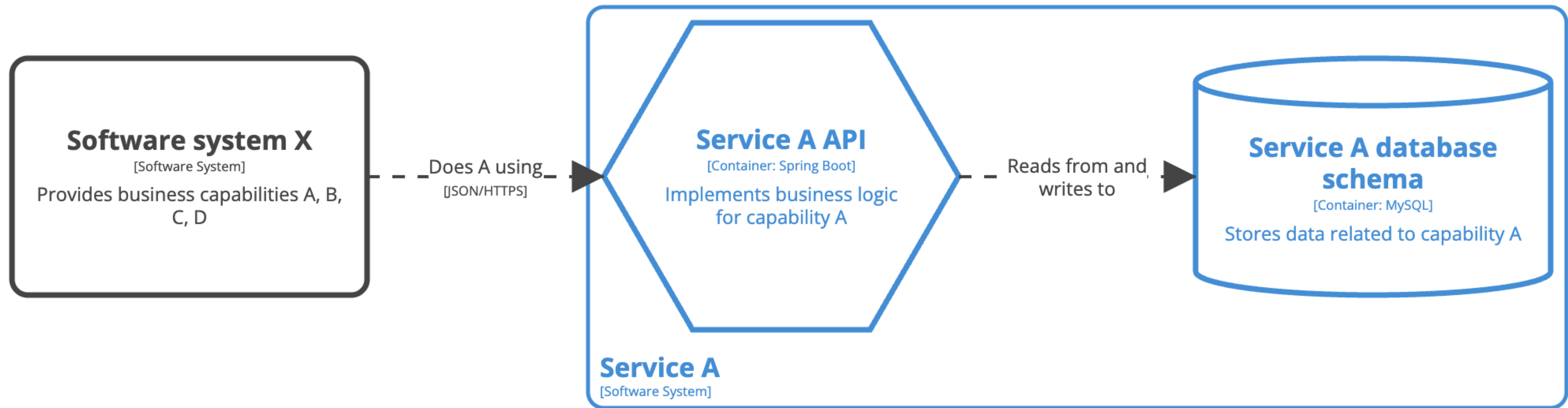
System Context View: Software system X



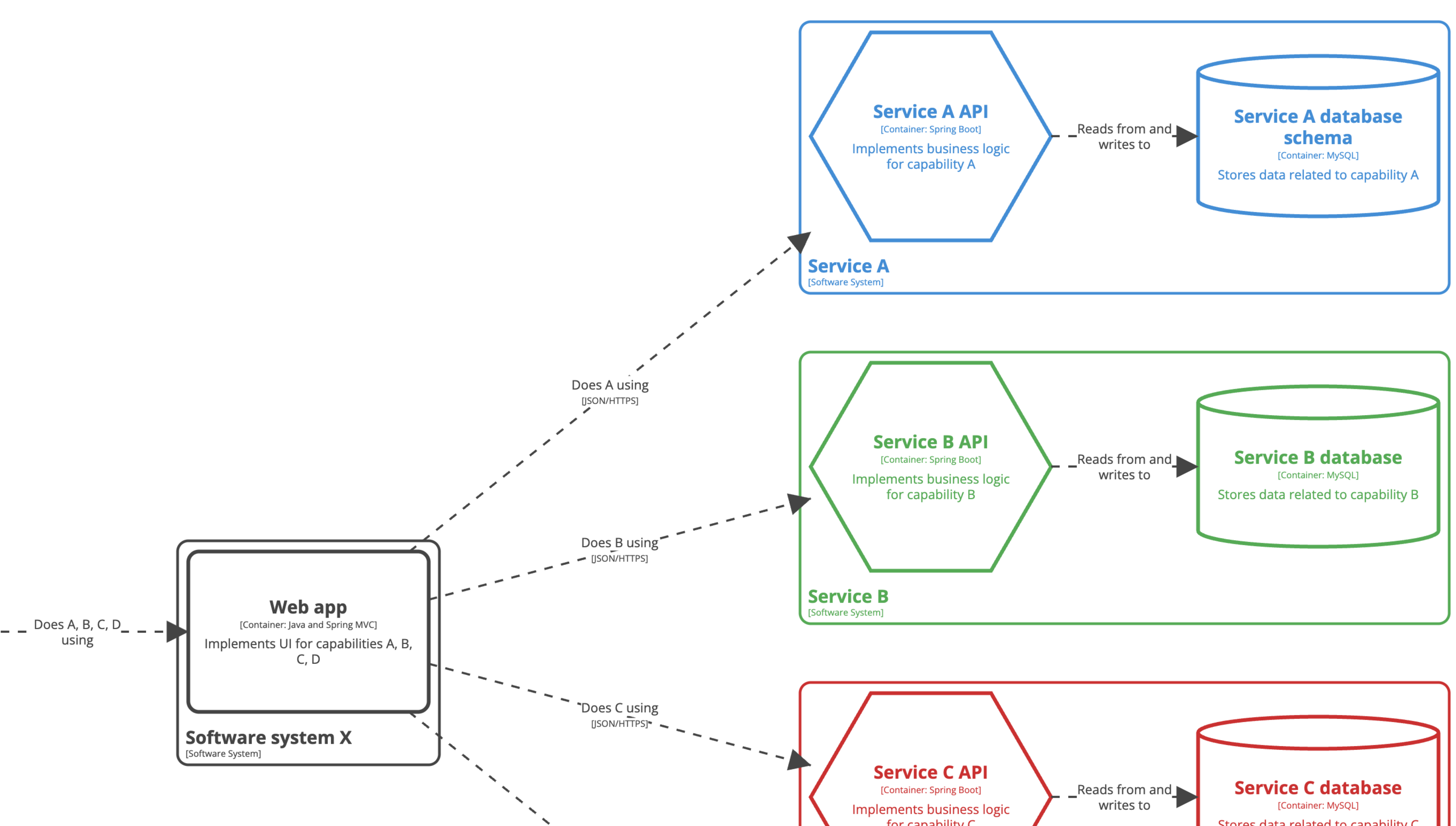
Container View: Software system X



System Context View: Service A

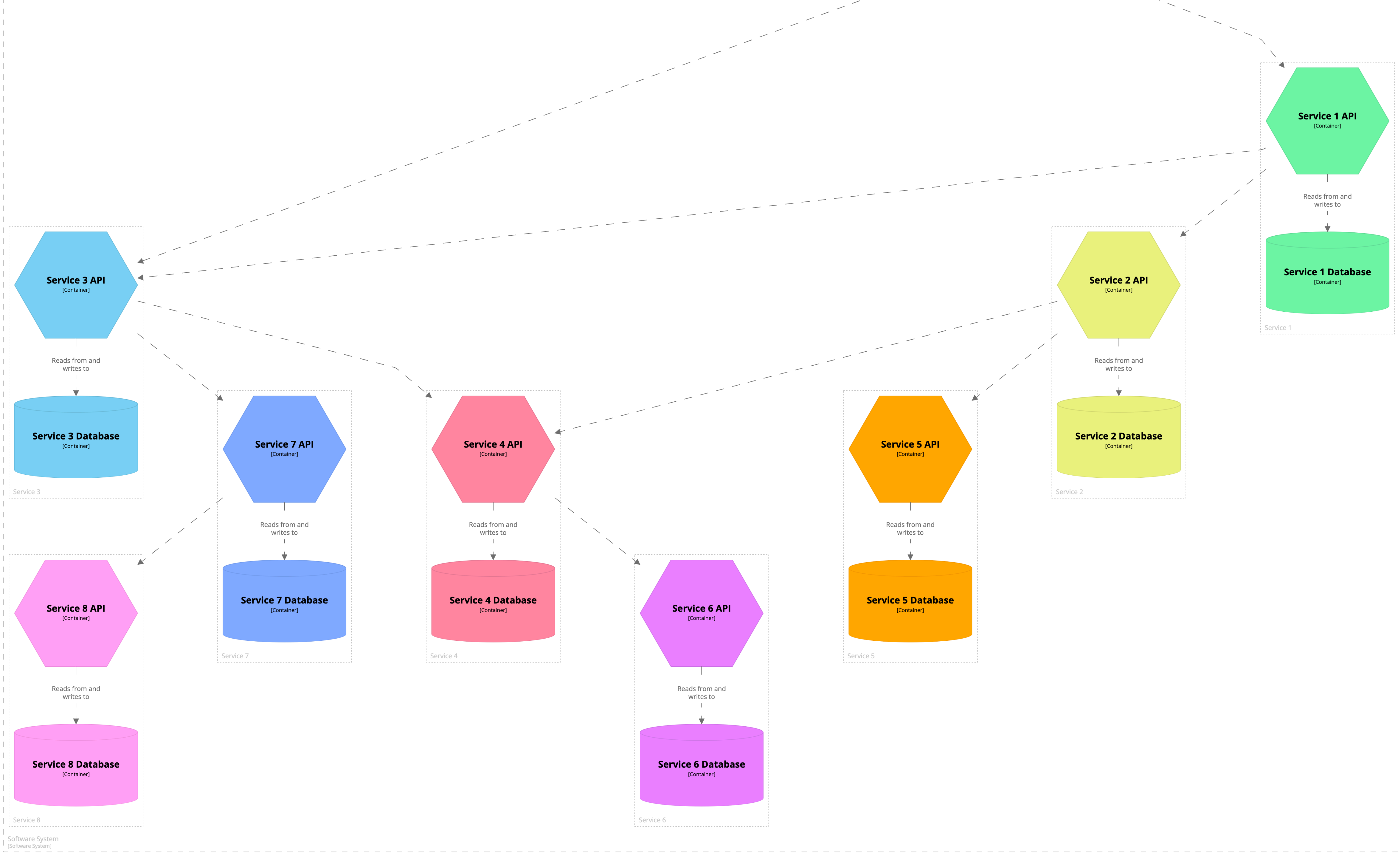


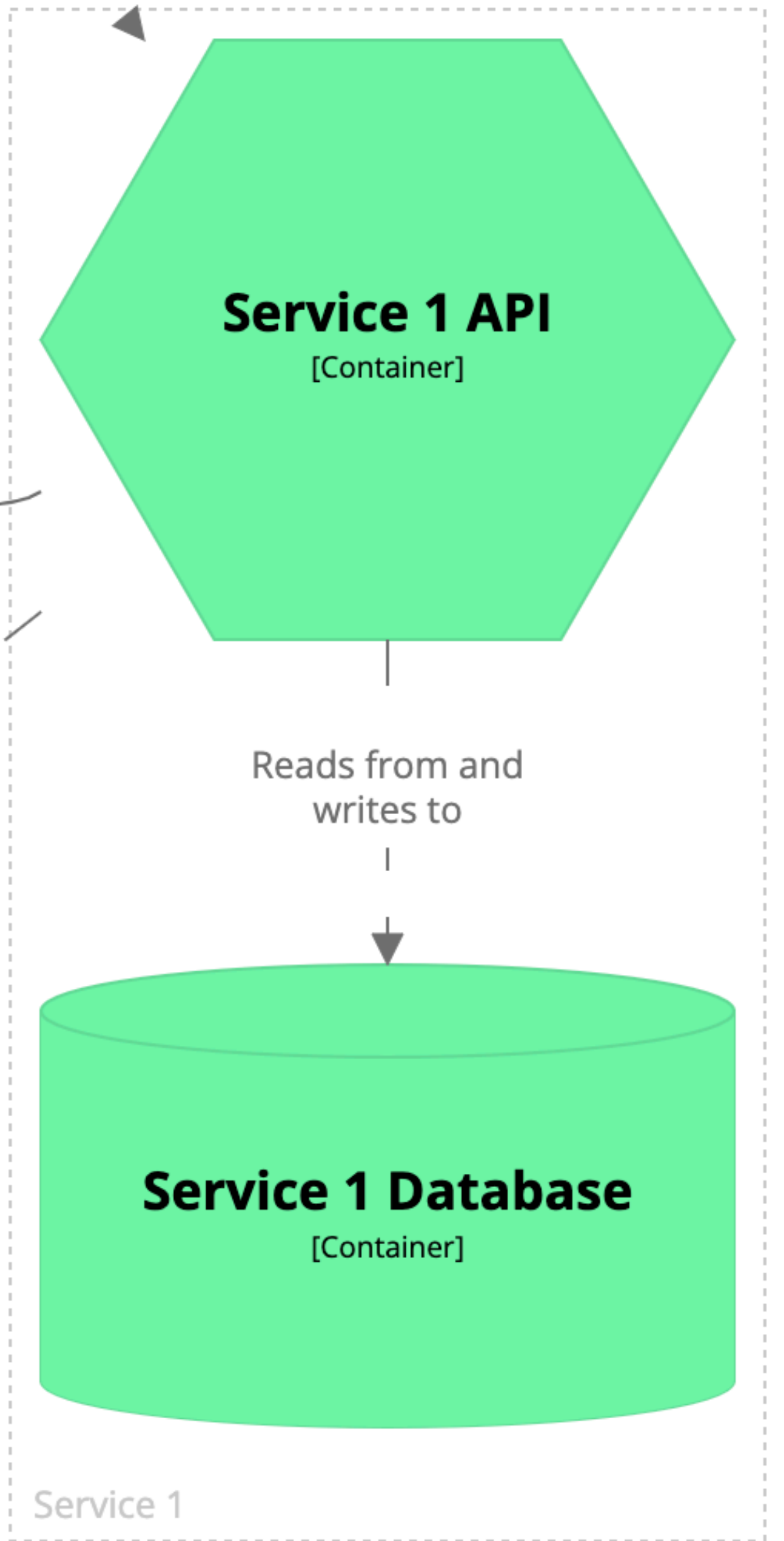
Container View: Service A



Showing “external” containers implies
some understanding of
implementation details, which makes
the diagrams more volatile to change

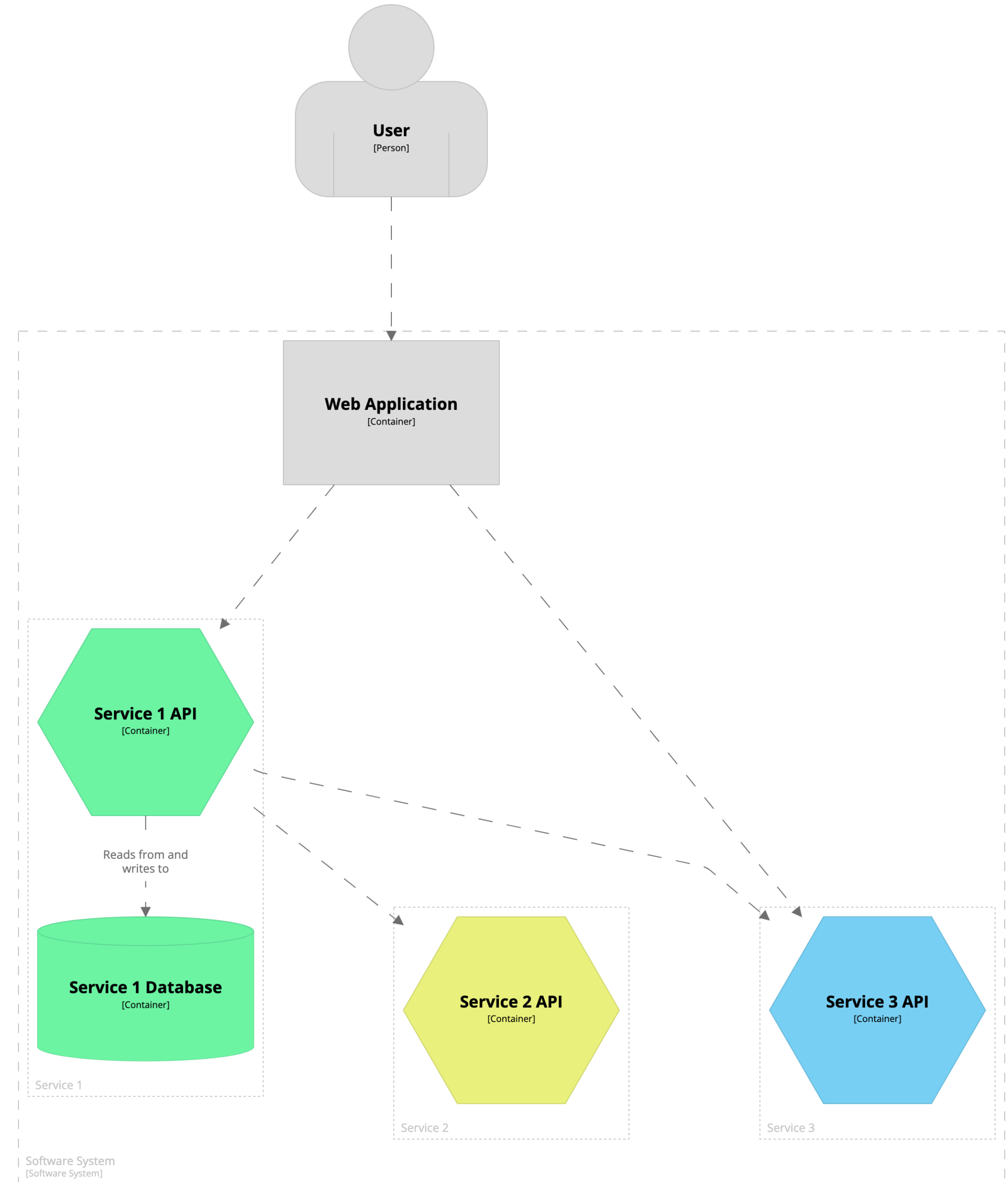
6. The C4 model at scale



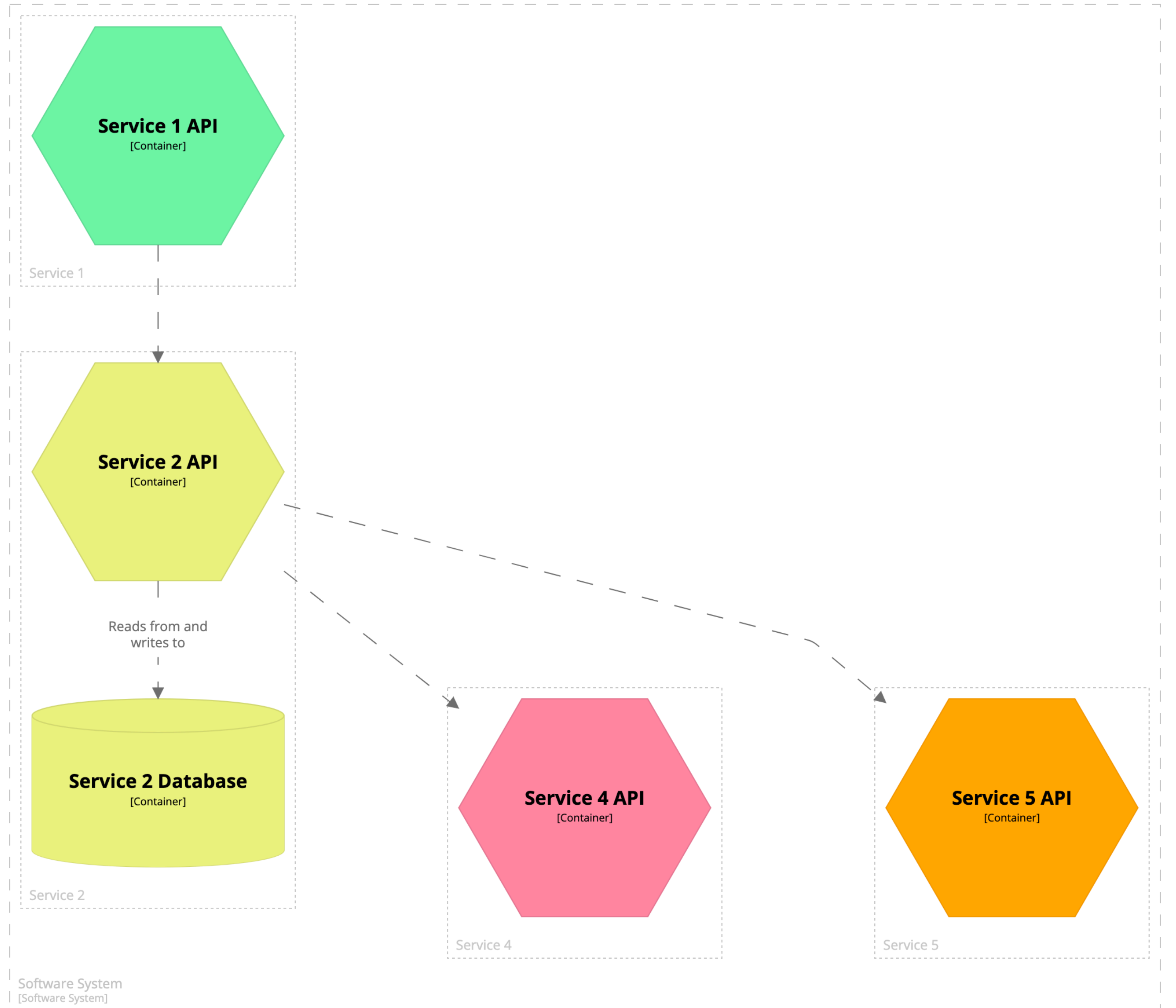


In this example,
a microservice is
a combination of
an API and
a database schema

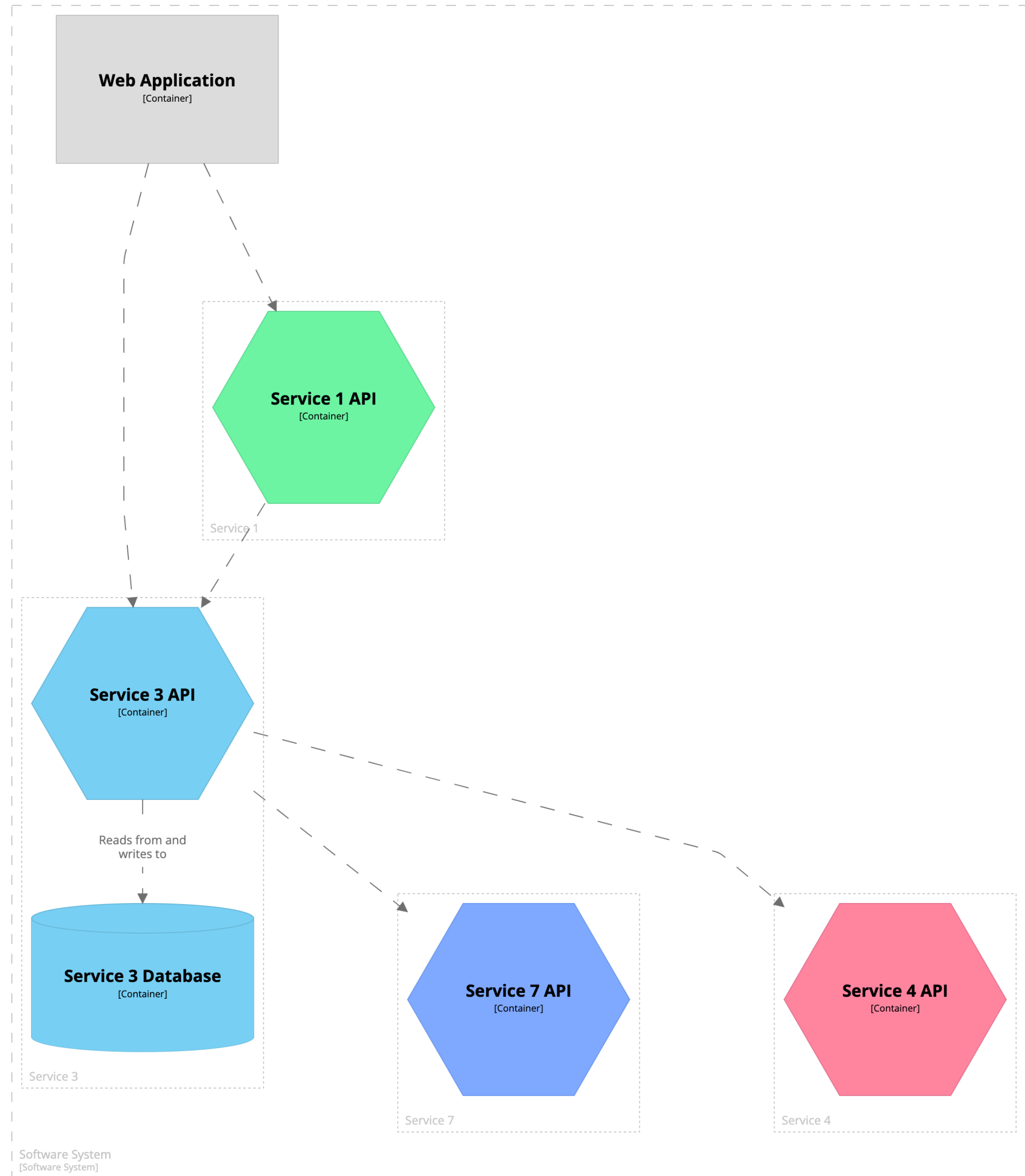
```
container softwareSystem {
  include user
  include ->service1->
}
```

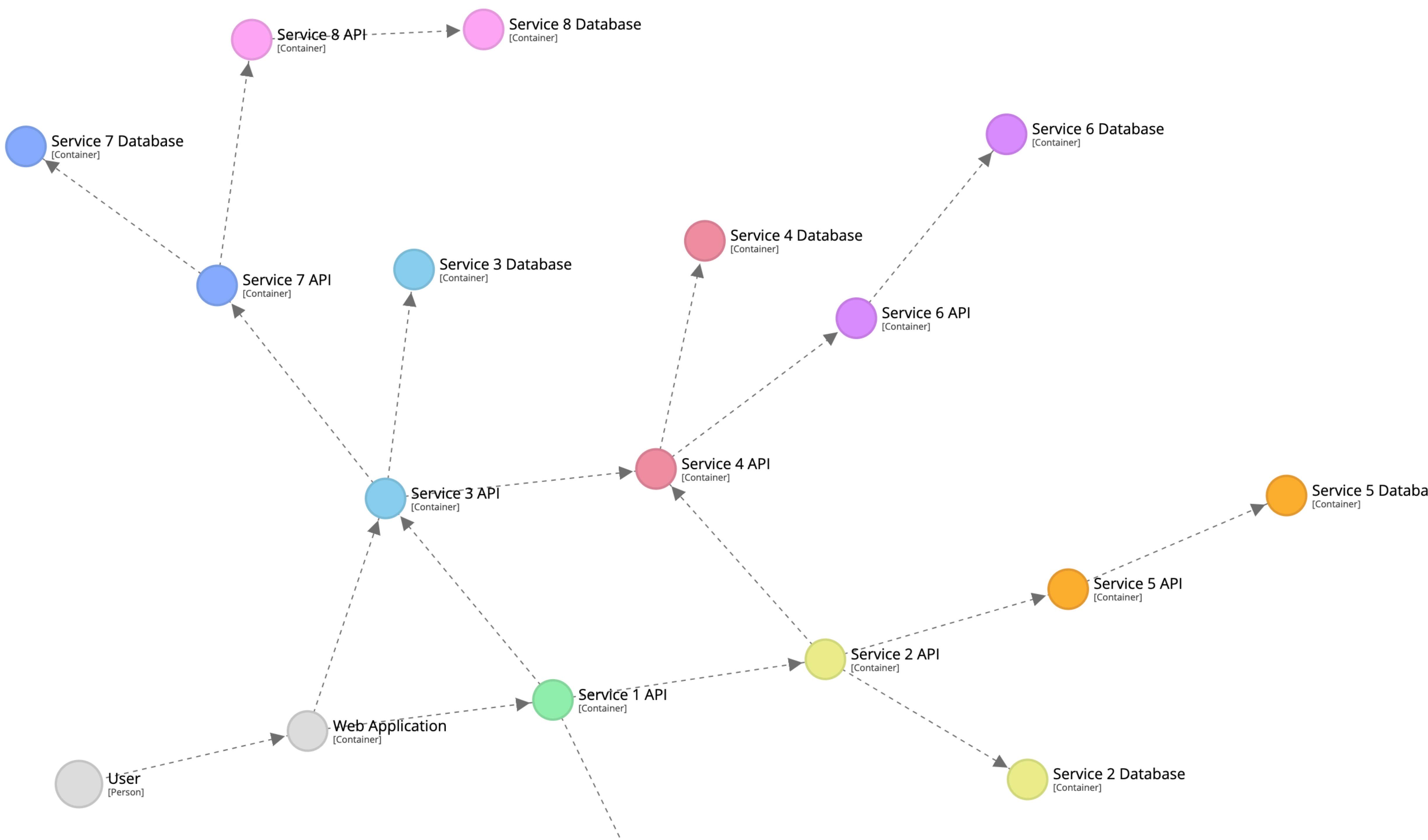


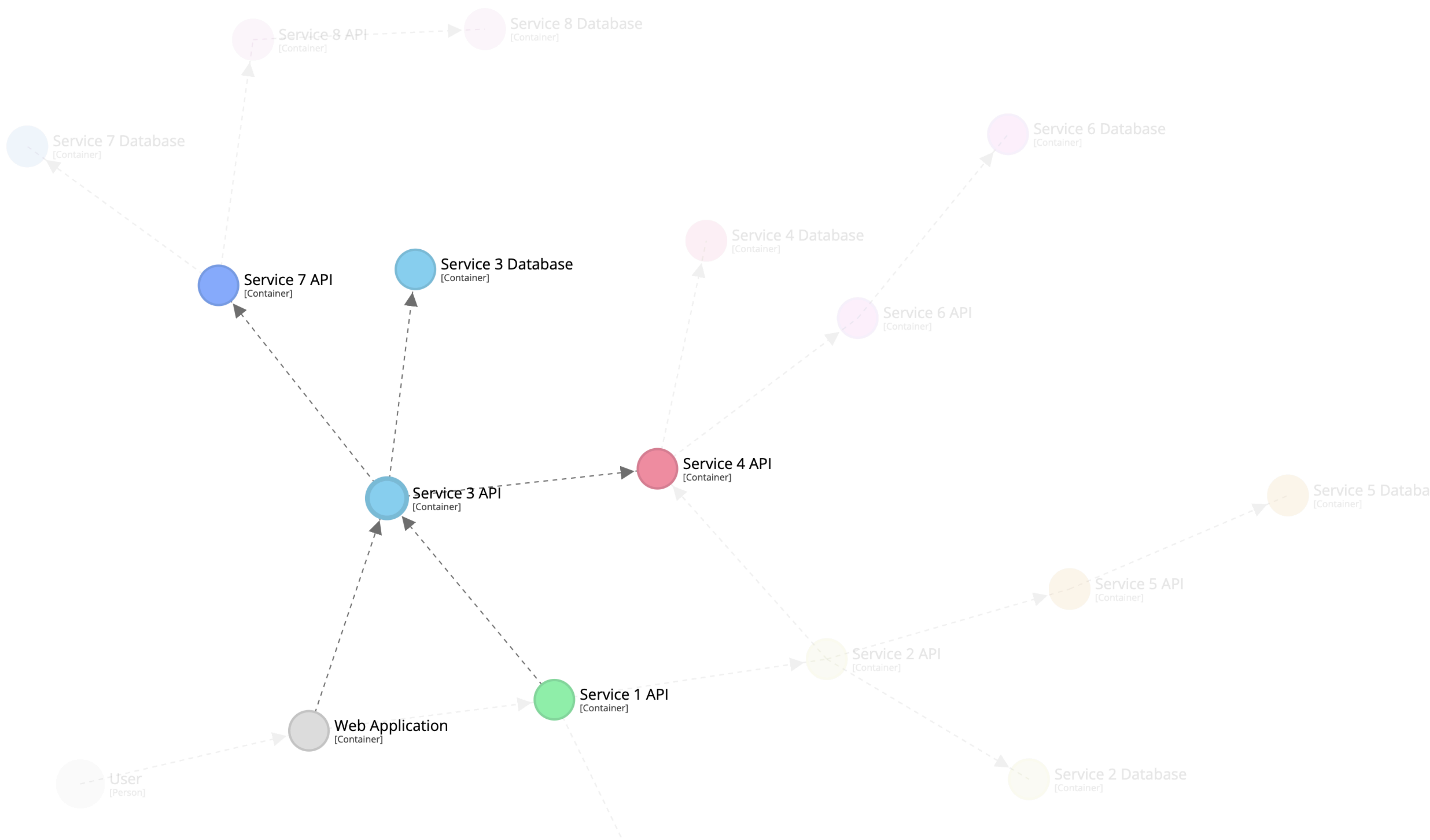
```
container softwareSystem {  
  include ->service2->  
}
```

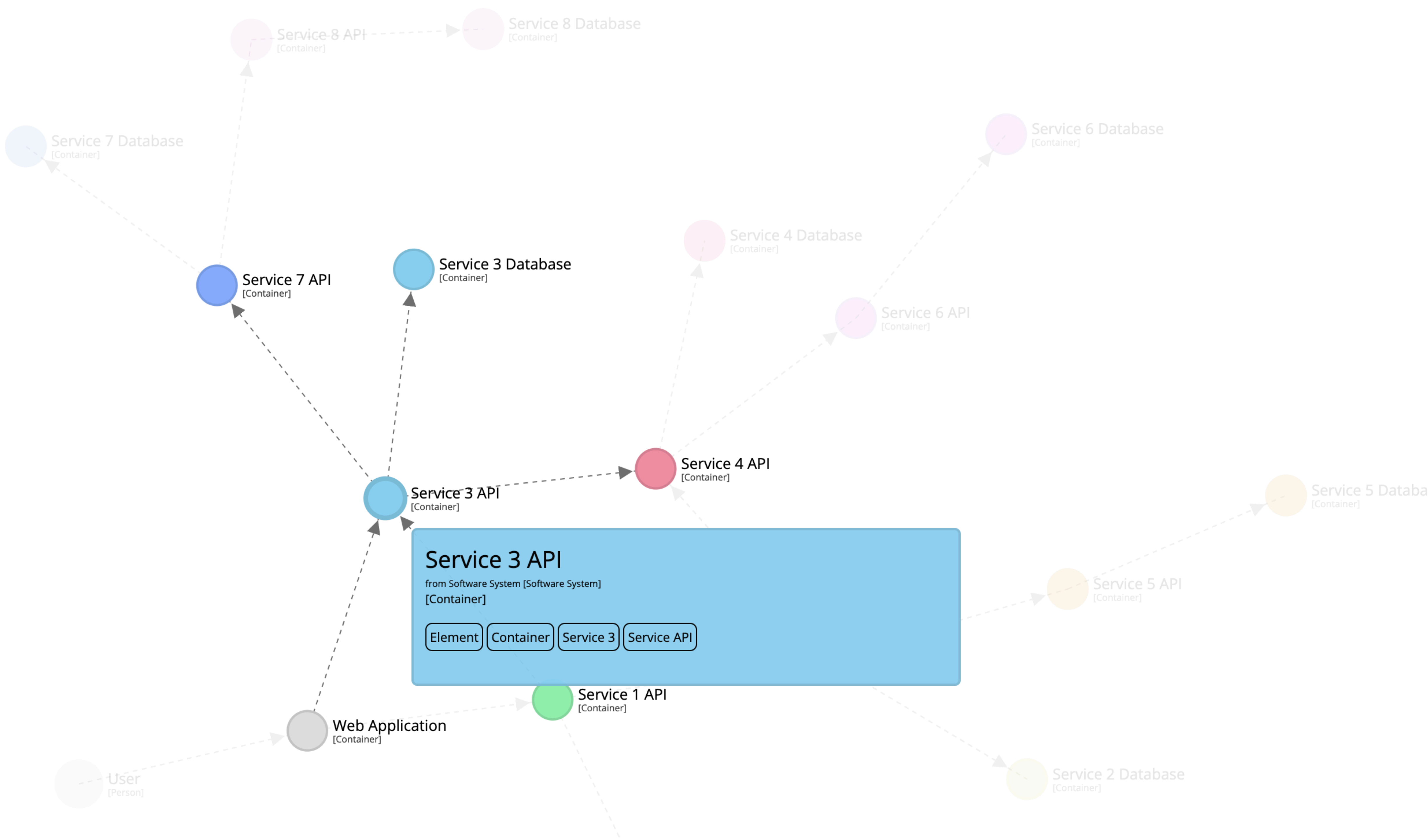


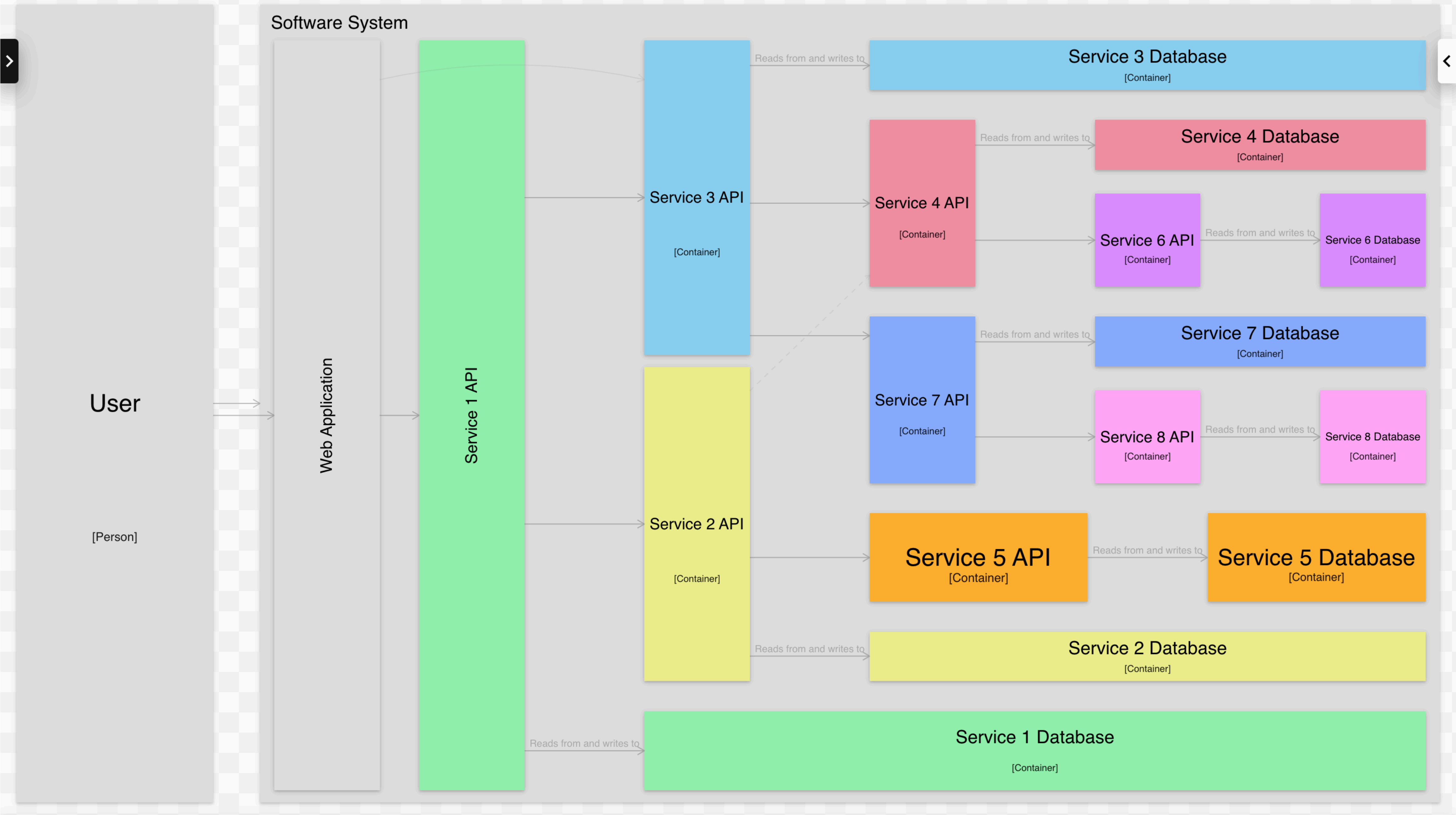
```
container softwareSystem {
  include ->service3->
}
```

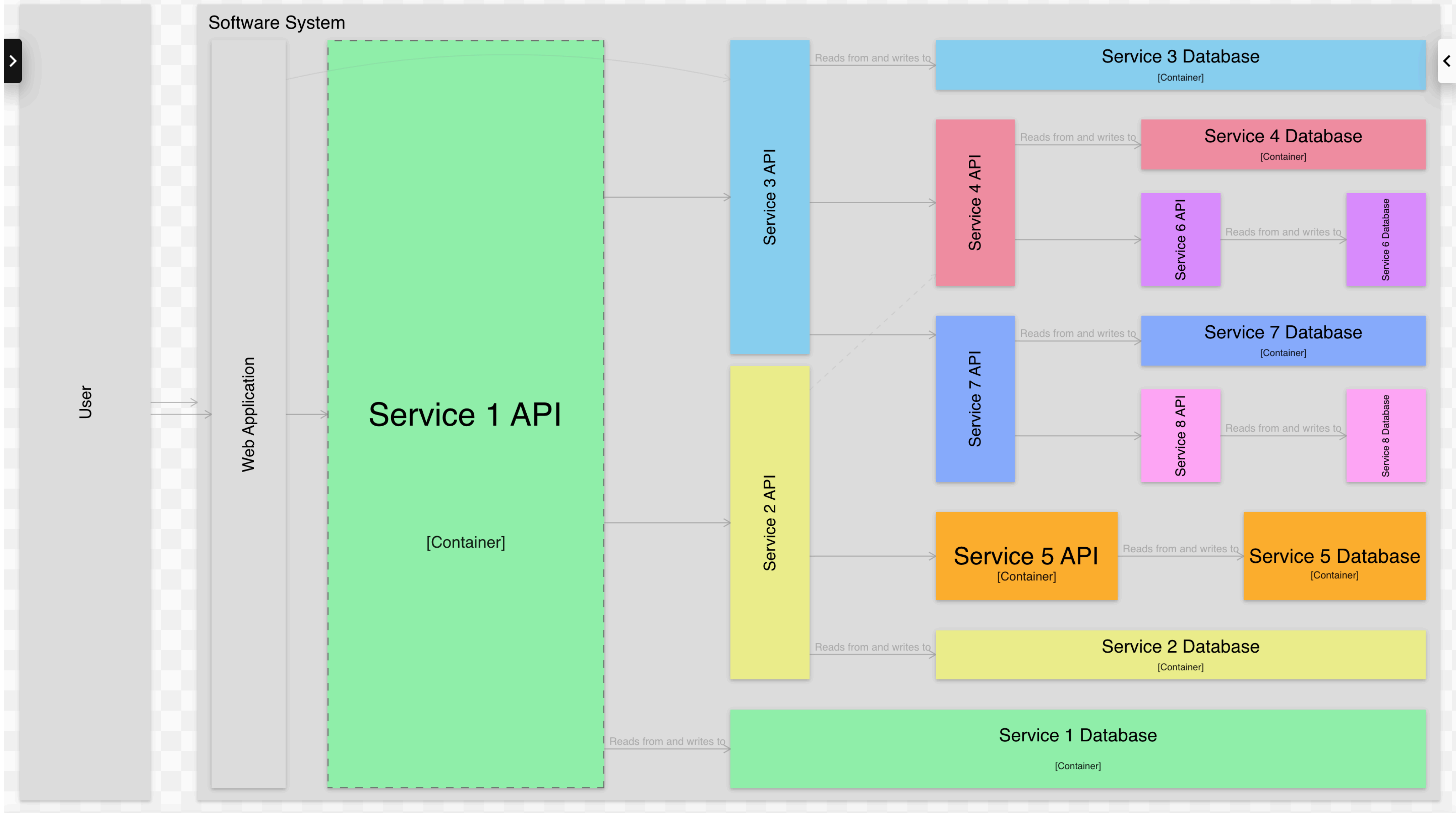


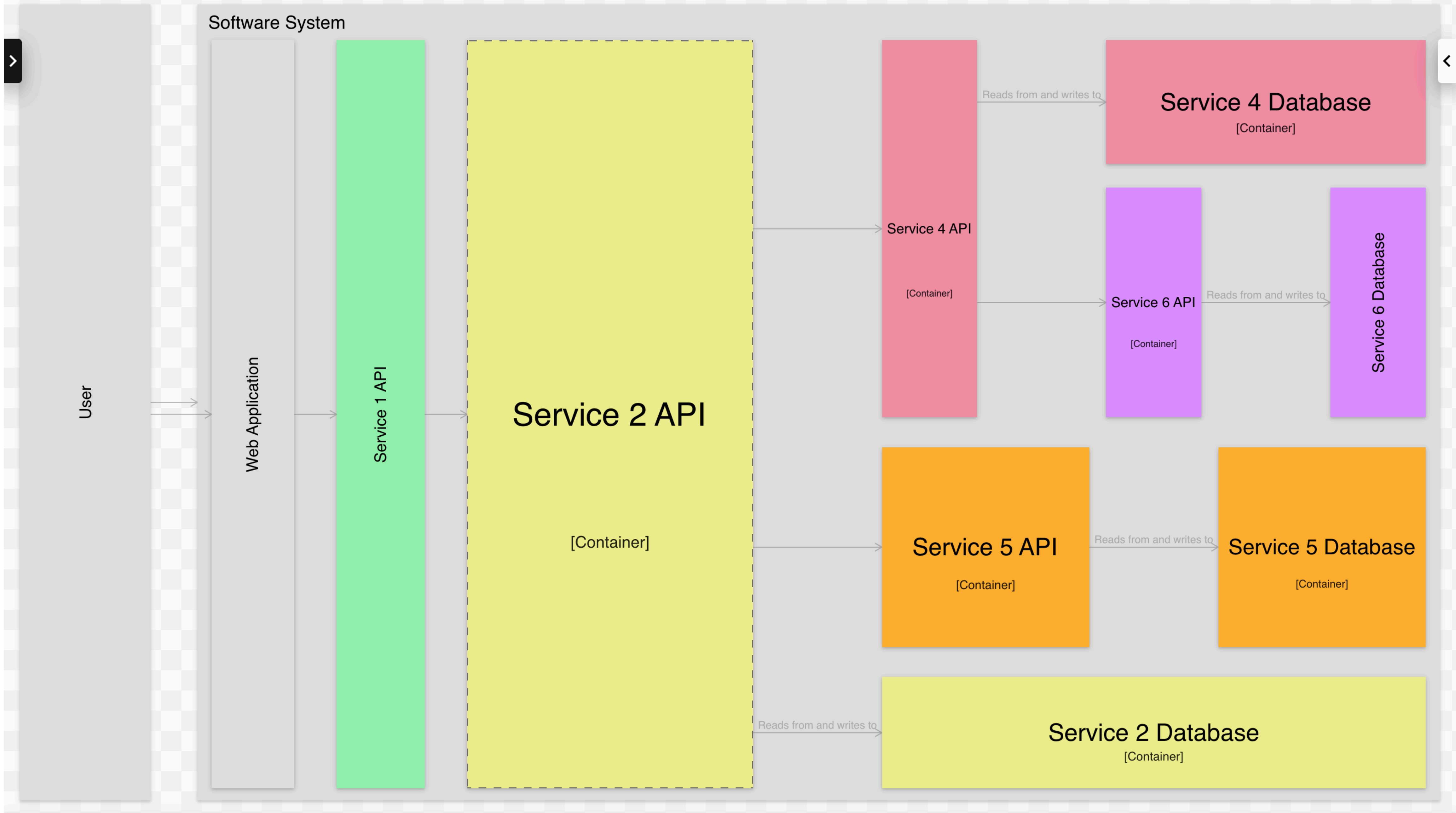


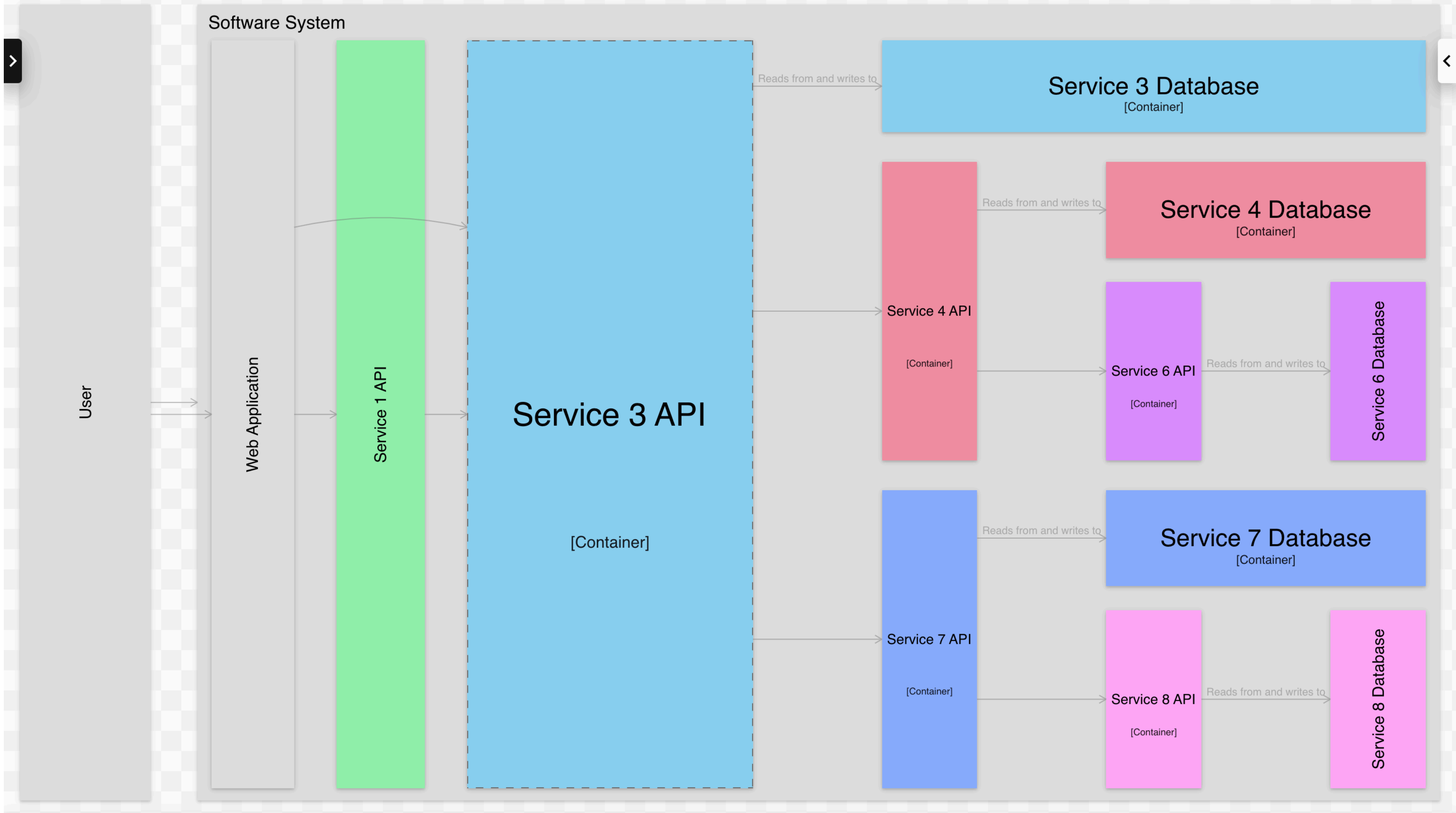




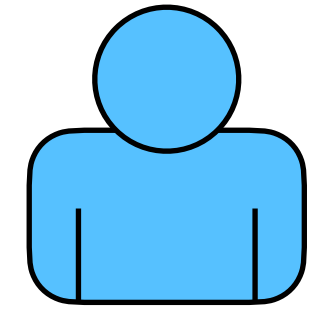
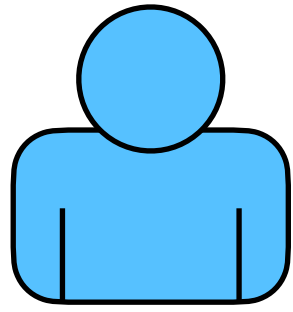








7. The C4 model in the enterprise

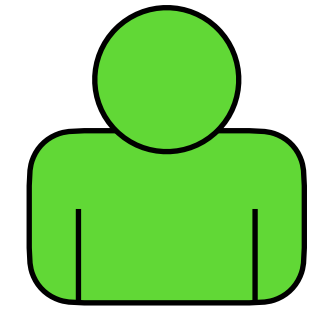
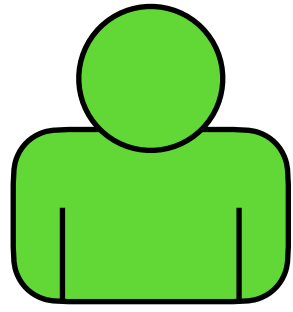


Team A

```

model {
  a = softwareSystem "A" {
    app = container "App"
  }
  b = softwareSystem "B"
  c = softwareSystem "C"
  a.app -> b
  a.app -> c
}

```

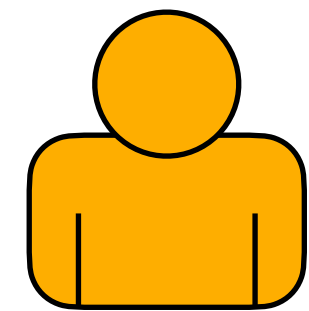
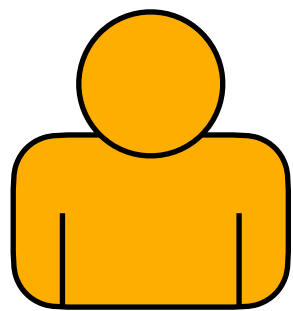


Team B

```

model {
  a = softwareSystem "A"
  b = softwareSystem "B" {
    api = container "API"
  }
  c = softwareSystem "C"
  a -> b.api
  b.api -> c
}

```

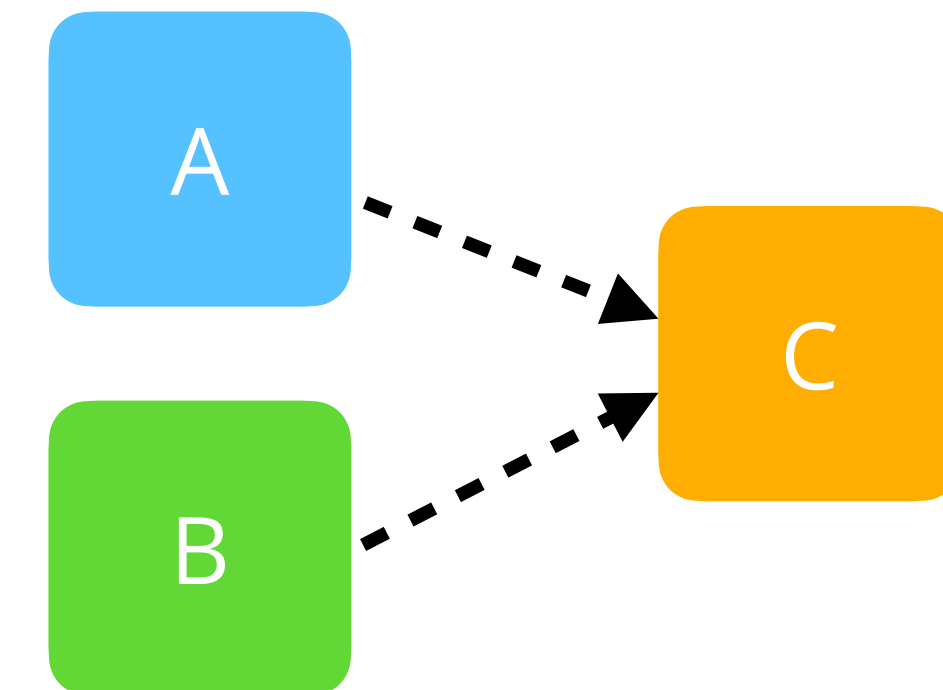
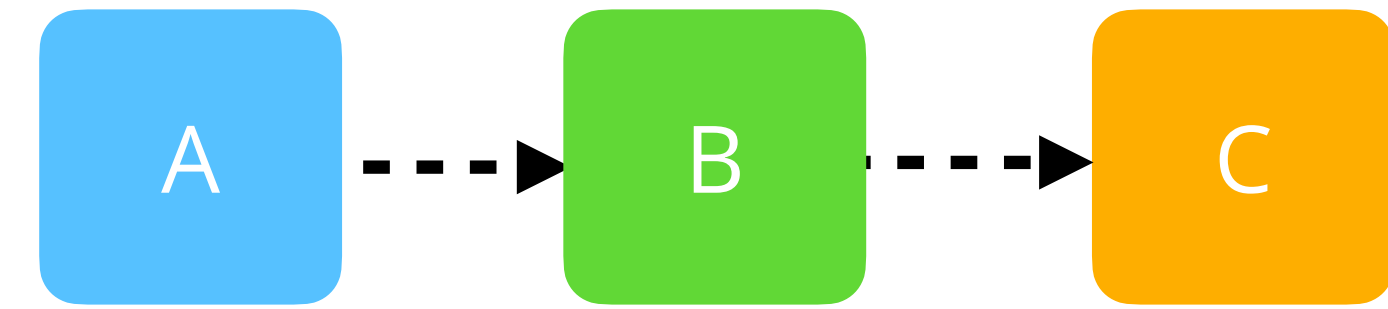
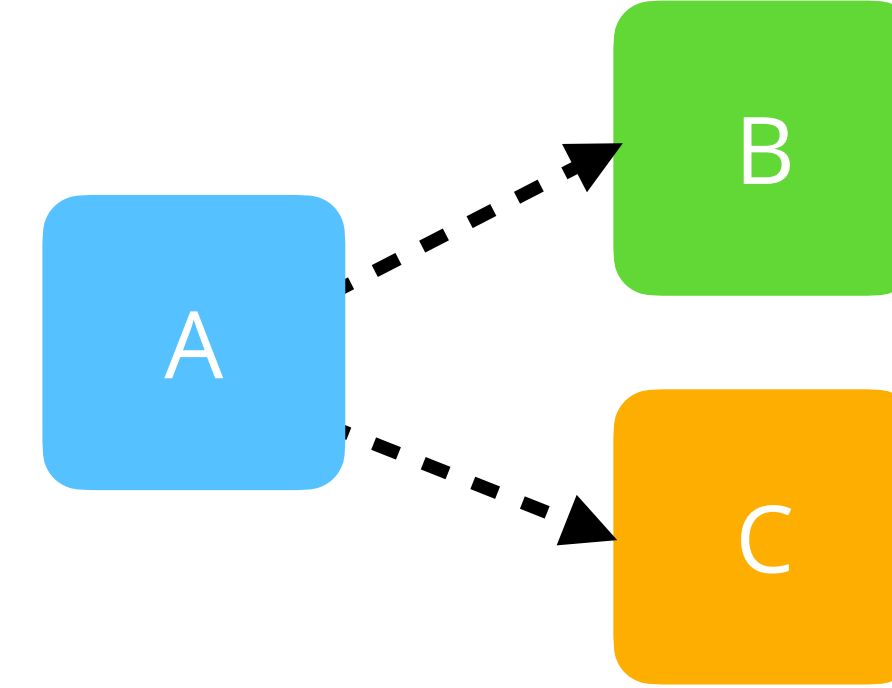


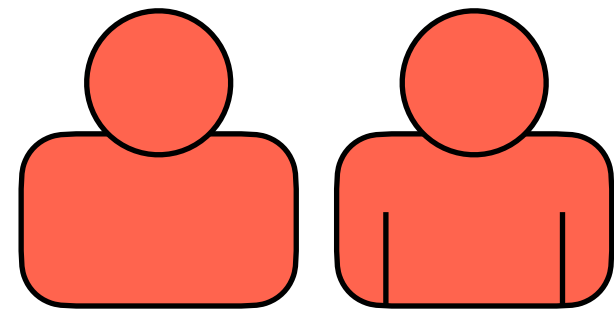
Team C

```

model {
  a = softwareSystem "A"
  b = softwareSystem "B"
  c = softwareSystem "C" {
    api = container "API"
  }
  a -> c.api
  b -> c.api
}

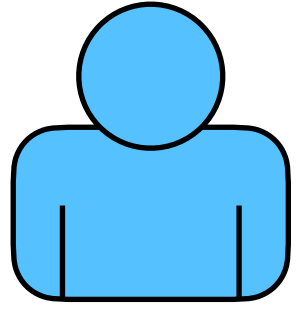
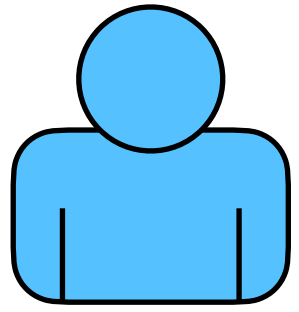
```



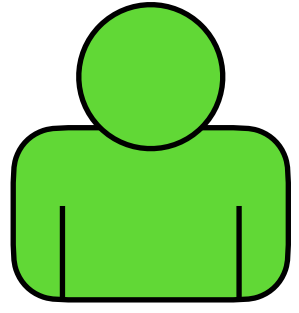
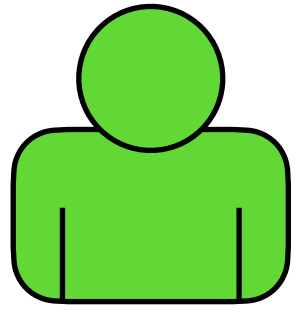
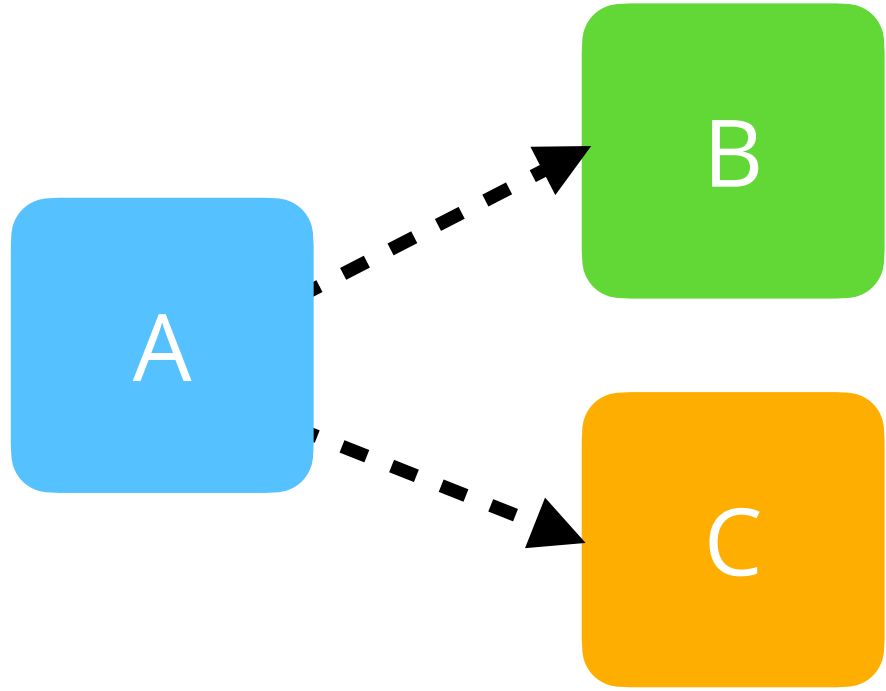


Enterprise architecture team

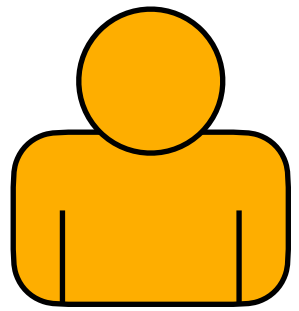
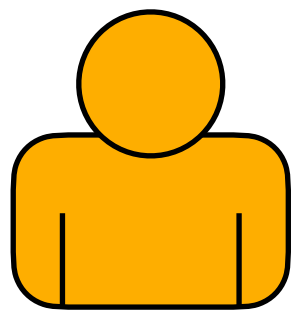
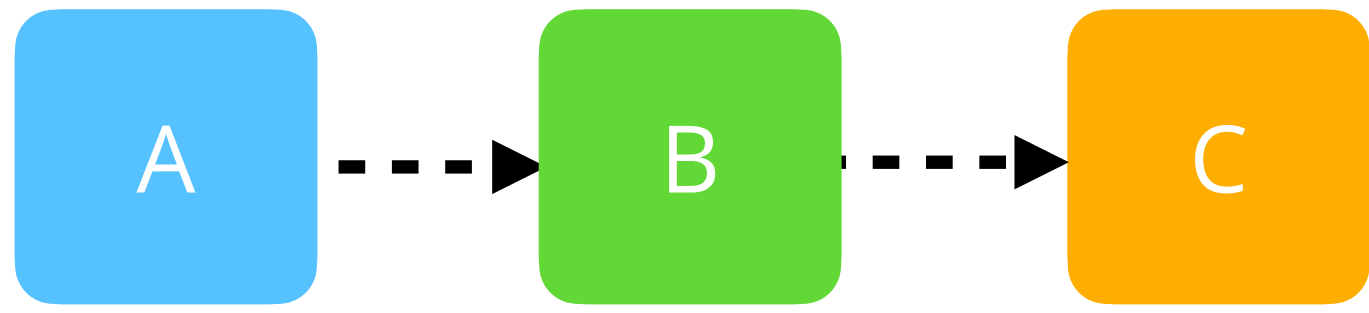
How can we generate a diagram showing all software systems in our landscape/portfolio and the relationships between them?



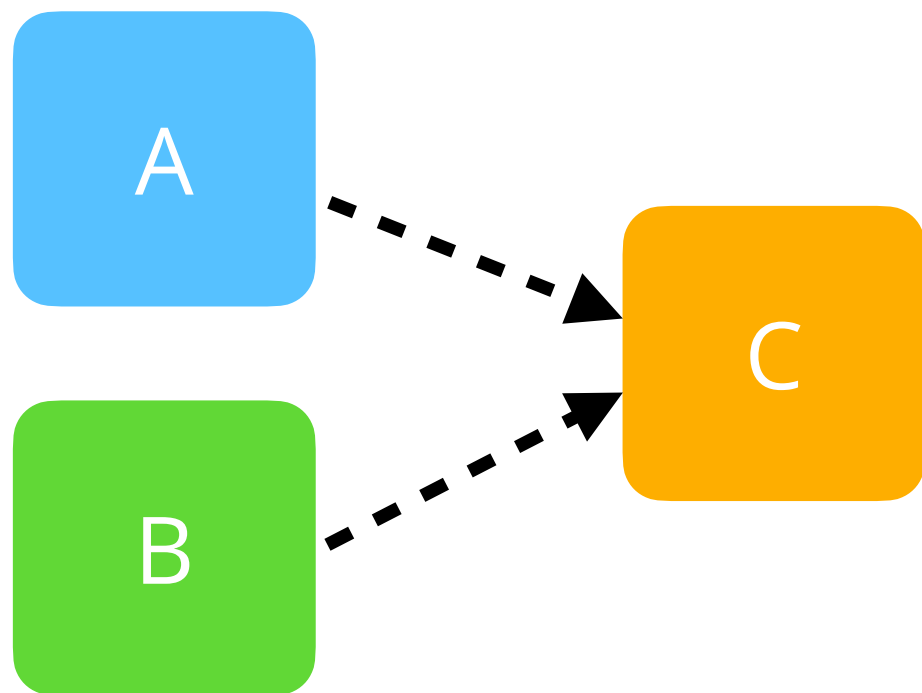
Team A

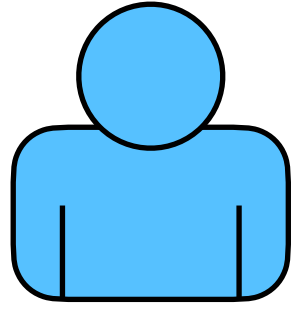
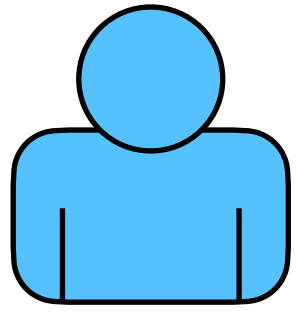


Team B

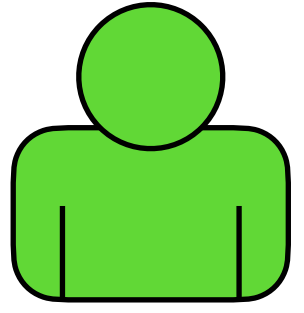
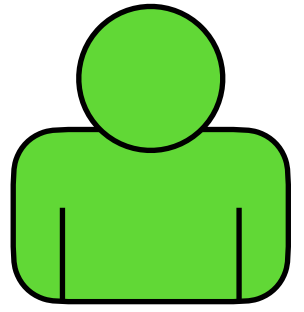


Team C

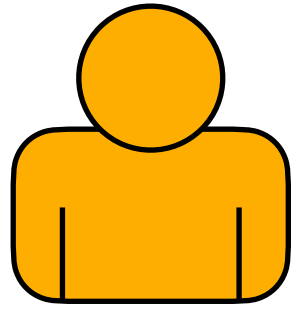
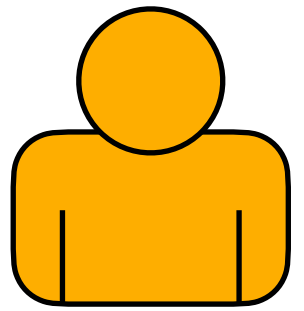




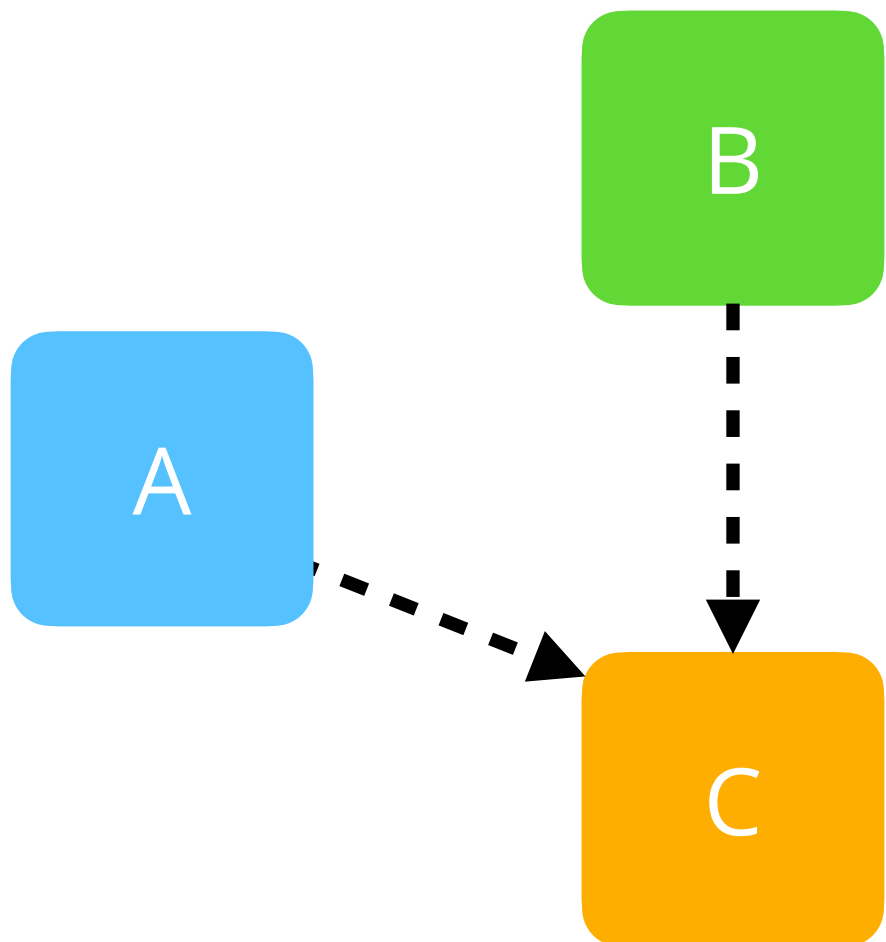
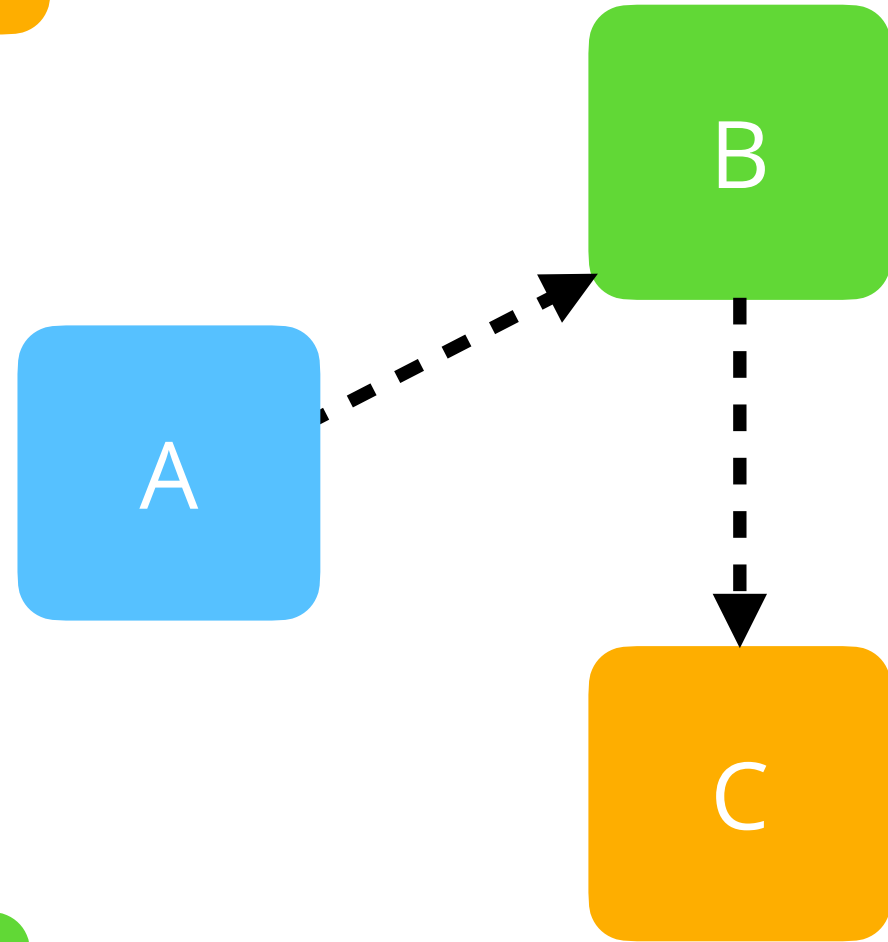
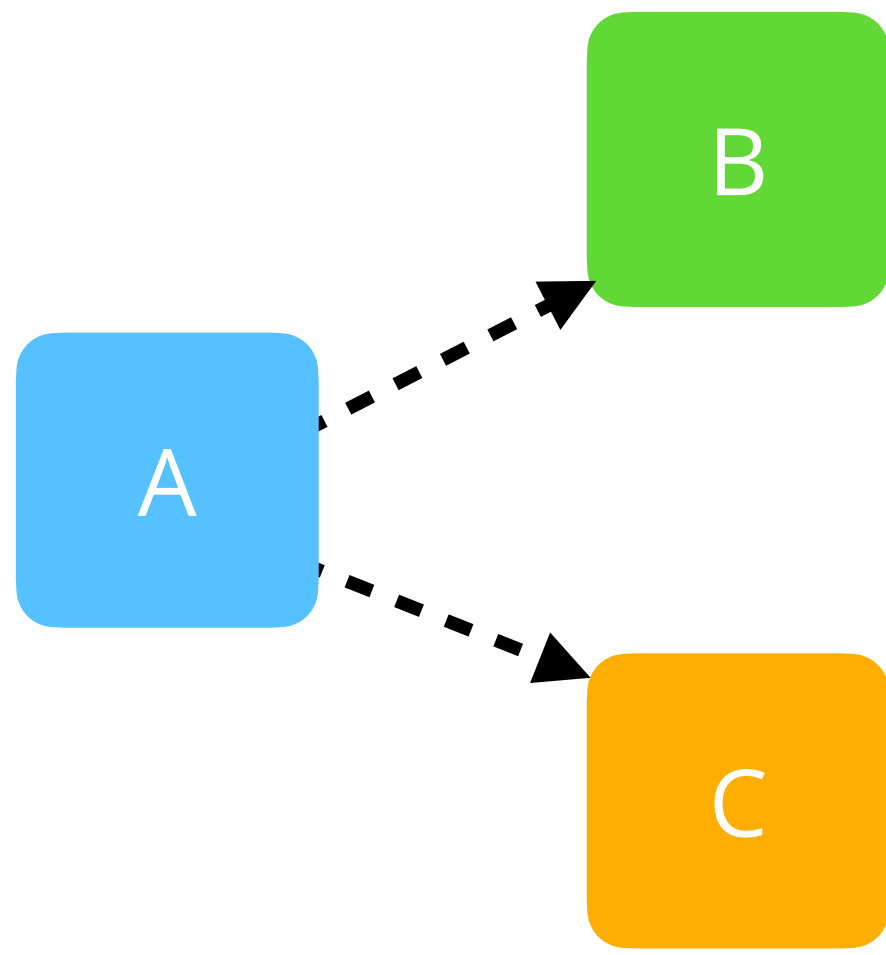
Team A

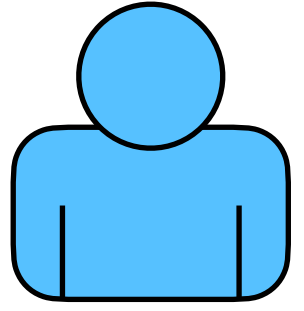
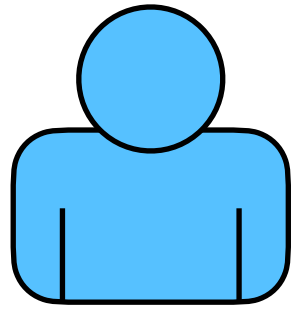


Team B

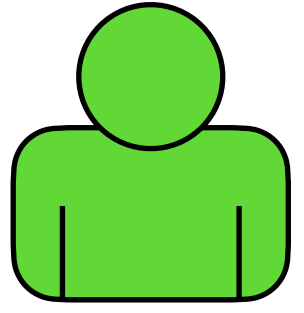
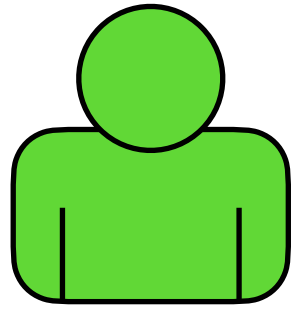


Team C

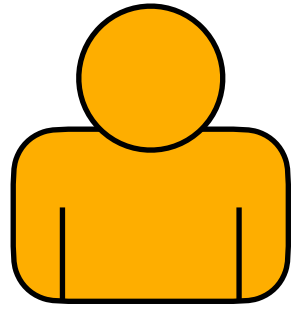
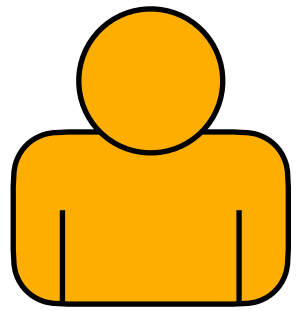




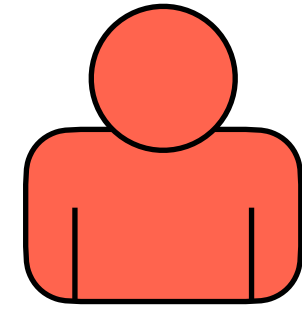
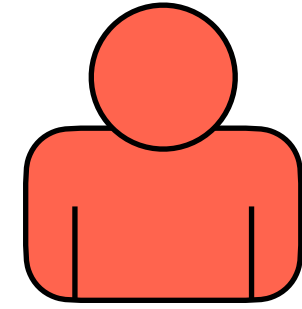
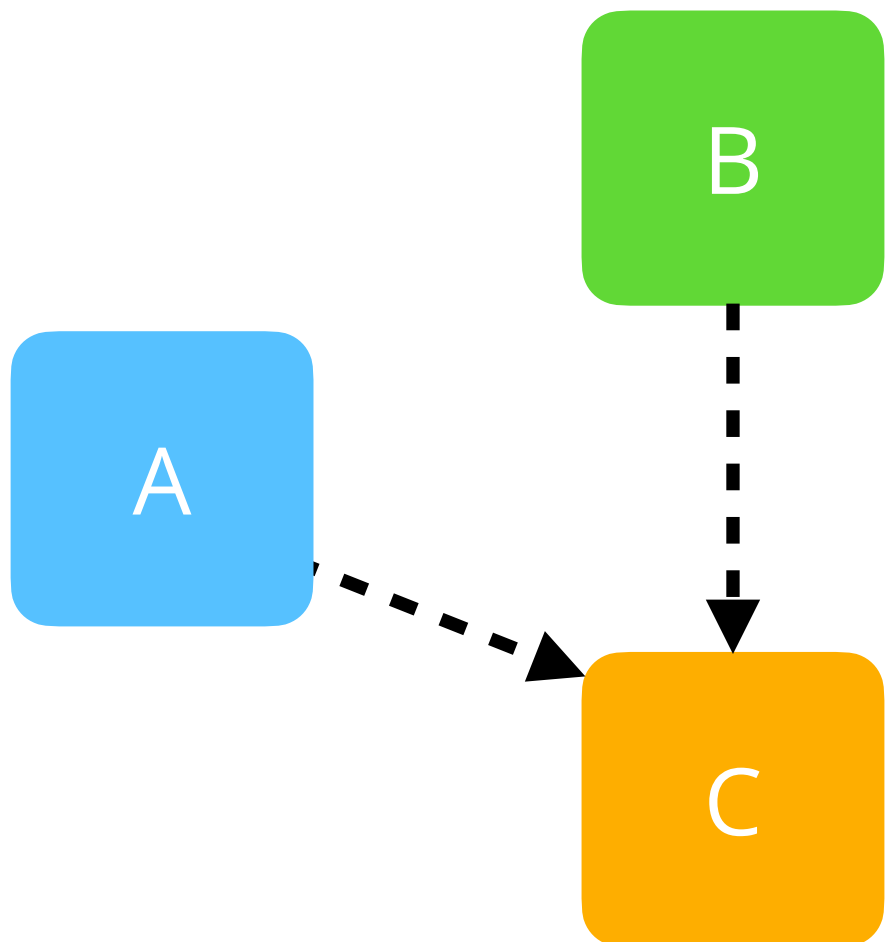
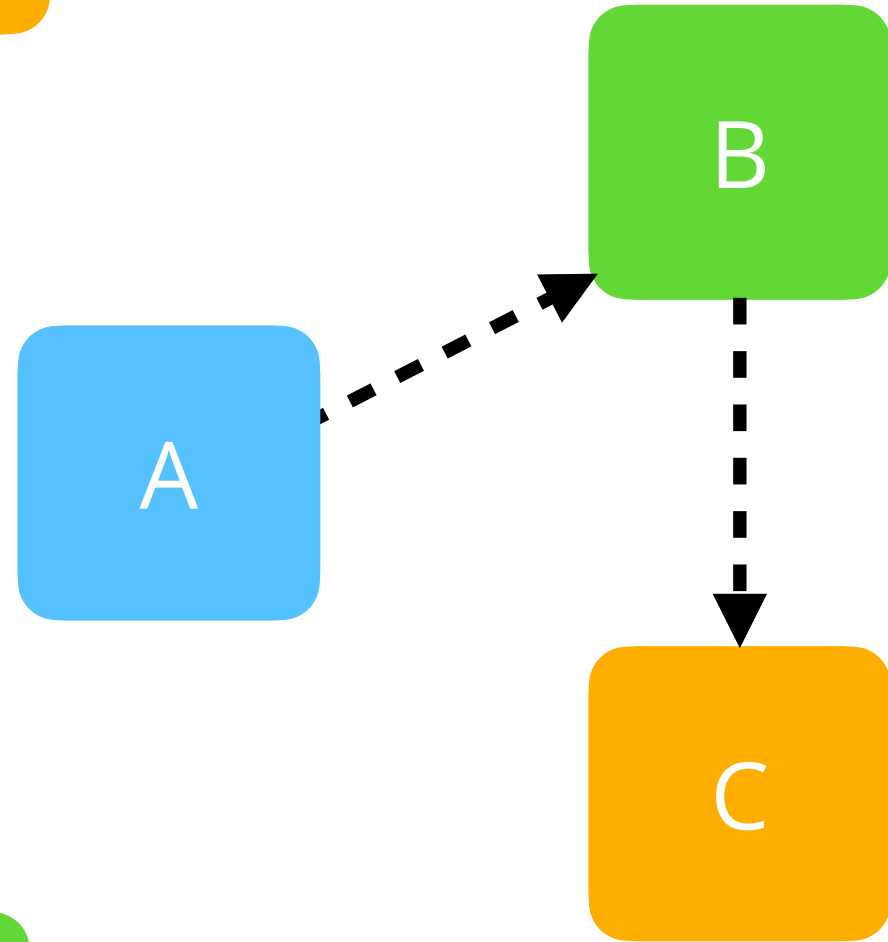
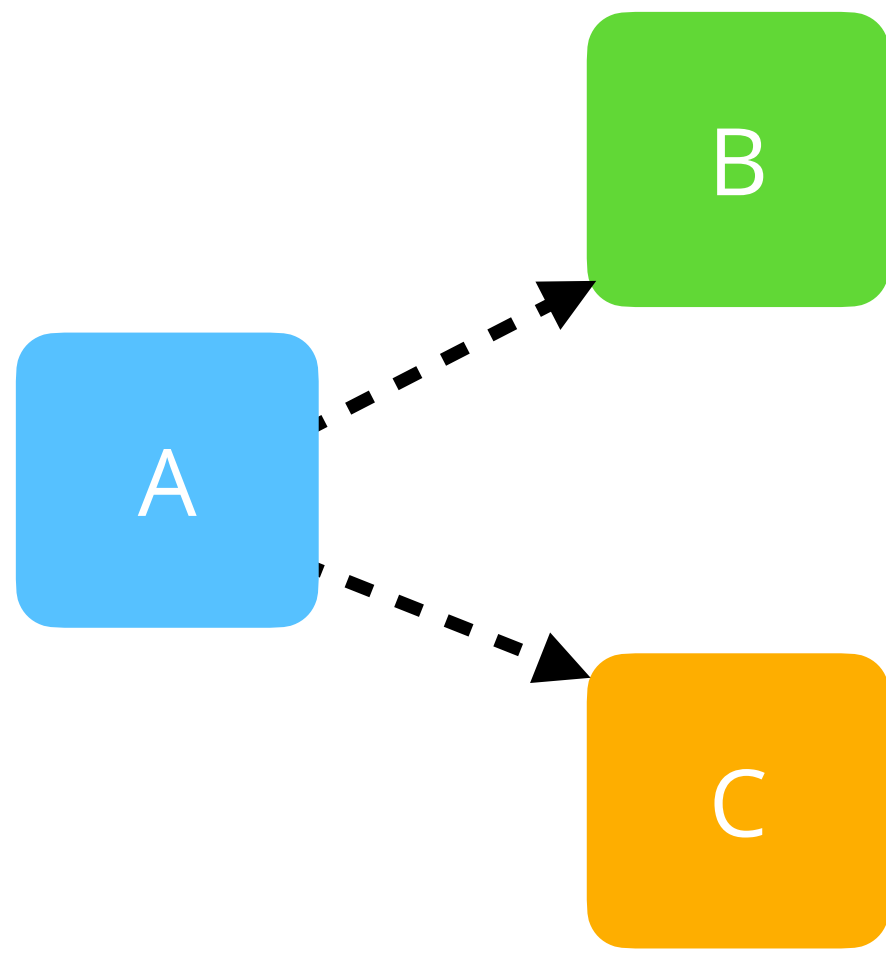
Team A



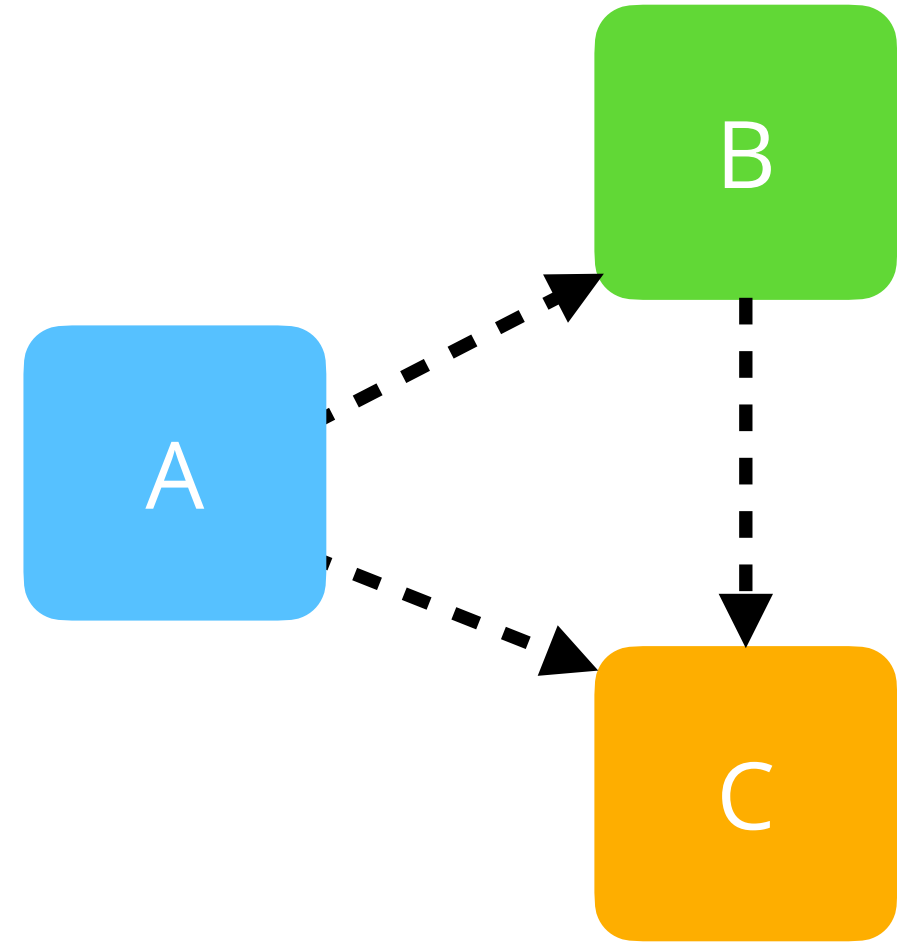
Team B

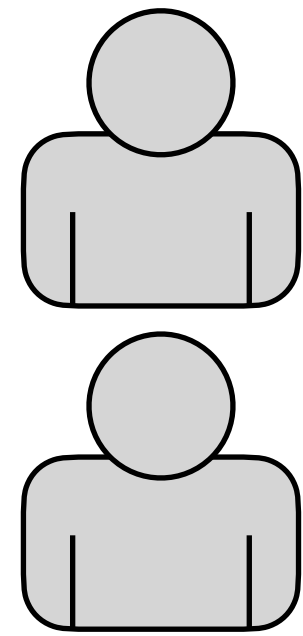


Team C



Enterprise Architecture Team

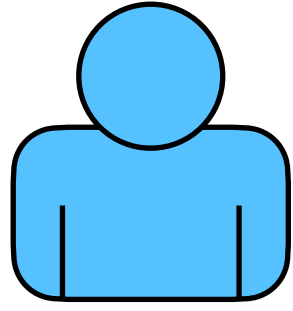
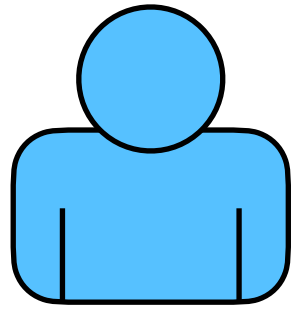




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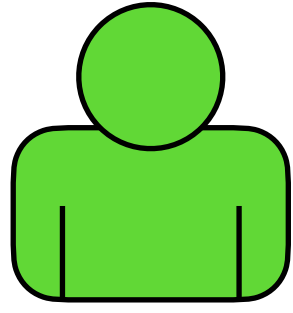
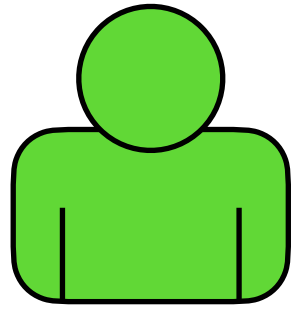
```
model {  
  a = softwareSystem "A"  
  b = softwareSystem "B"  
  c = softwareSystem "C"  
}
```

system catalog



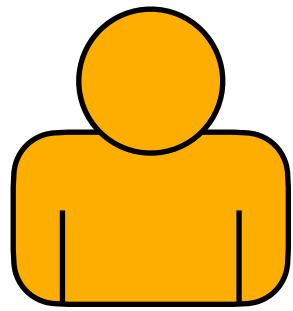
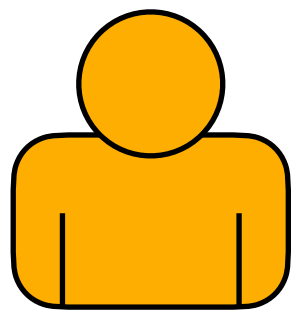
Team A

```
model extends "system catalog" {  
  a {  
    app = container "App"  
  }  
  a.app -> b  
  a.app -> c  
}
```



Team B

```
model extends "system catalog"{  
  b {  
    api = container "API"  
  }  
  a -> b.api  
  b.api -> c  
}
```



Team C

```
model extends "system catalog"{  
  c {  
    api = container "API"  
  }  
  a -> c.api  
  b -> c.api  
}
```

push

push

push

Architecture repository

Model 1

Software System A

Model 2

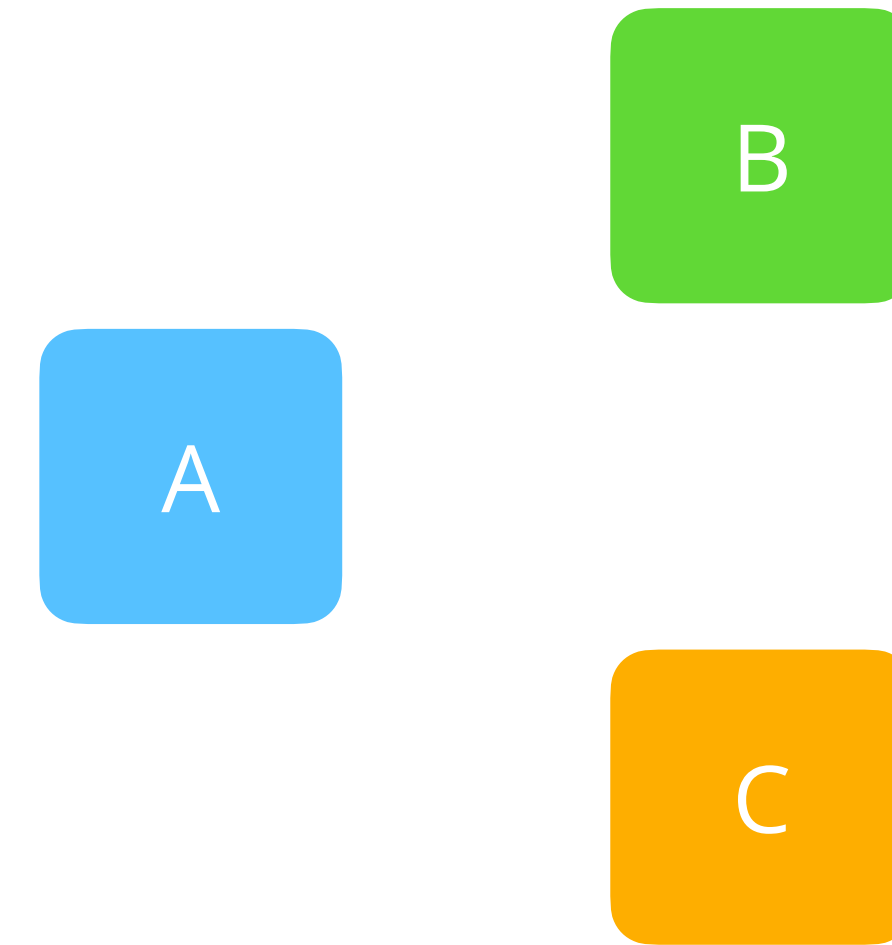
Software System B

Model 3

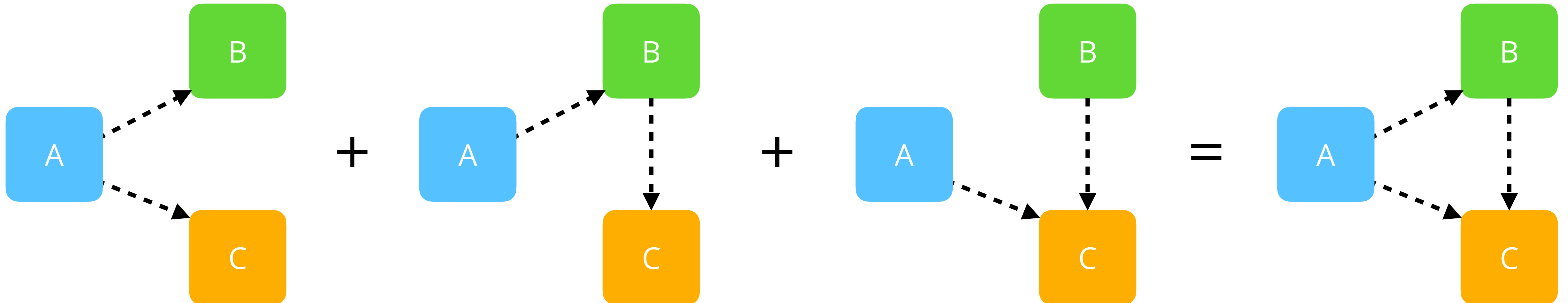
Software System C

1. Start with the system catalog

```
model {  
  a = softwareSystem "A"  
  b = softwareSystem "B"  
  c = softwareSystem "C"  
}
```



2. Clone relationships from the team-based models



A final note...

Level 1	Level 2	Level 3	Level 4	Level 5
<p>Initial</p> <p>No software architecture diagrams.</p>	<p>Ad hoc</p> <p>Software architecture diagrams with ad hoc abstractions and notation, in a general purpose diagramming tool.</p>	<p>Defined</p> <p>Software architecture diagrams with defined abstractions and notation, in a general purpose diagramming tool.</p>	<p>Modelled</p> <p>Software architecture diagrams with defined abstractions and notation, in a modelling tool, authored manually.</p>	<p>Optimising</p> <ul style="list-style-type: none"> - Model elements are shared between teams. - Centralised system landscape views are generated by aggregating decentralised team-based models. - Model elements are reverse-engineered from source code, deployment environment, logs, etc. - Alternative visualisations are used for different use cases (e.g. communication vs exploration). - Models are used as queryable datasets. <p>...</p>

Software architecture diagramming maturity model

Level 1	Level 2	Level 3	Level 4	Level 5
<p>Initial</p> <p>No software architecture diagrams.</p>	<p>Ad hoc</p> <p>Software architecture diagrams with ad hoc abstractions and notation, in a general purpose diagramming tool.</p>	<p>Defined</p> <p>Software architecture diagrams with defined abstractions and notation, in a general purpose diagramming tool.</p>	<p>Modelled</p> <p>Software architecture diagrams with defined abstractions and notation, in a modelling tool, authored manually.</p>	<p>Optimising</p> <ul style="list-style-type: none"> - Model elements are shared between teams. - Centralised system landscape views are generated by aggregating decentralised team-based models. - Model elements are reverse-engineered from source code, deployment environment, logs, etc. - Alternative visualisations are used for different use cases (e.g. communication vs exploration). - Models are used as queryable datasets. <p>...</p>

Software architecture diagramming maturity model

Level 1	Level 2	Level 3	Level 4	Level 5
<p>Initial</p> <p>No software architecture diagrams.</p>	<p>Ad hoc</p> <p>Software architecture diagrams with ad hoc abstractions and notation, in a general purpose diagramming tool.</p>	<p>Defined</p> <p>Software architecture diagrams with defined abstractions and notation, in a general purpose diagramming tool.</p>	<p>Modelled</p> <p>Software architecture diagrams with defined abstractions and notation, in a modelling tool, authored manually.</p>	<p>Optimising</p> <ul style="list-style-type: none"> - Model elements are shared between teams. - Centralised system landscape views are generated by aggregating decentralised team-based models. - Model elements are reverse-engineered from source code, deployment environment, logs, etc. - Alternative visualisations are used for different use cases (e.g. communication vs exploration). - Models are used as queryable datasets. <p>...</p>

Software architecture diagramming maturity model

Level 1	Level 2	Level 3	Level 4	Level 5
<p>Initial</p> <p>No software architecture diagrams.</p>	<p>Ad hoc</p> <p>Software architecture diagrams with ad hoc abstractions and notation, in a general purpose diagramming tool.</p>	<p>Defined</p> <p>Software architecture diagrams with defined abstractions and notation, in a general purpose diagramming tool.</p>	<p>Modelled</p> <p>Software architecture diagrams with defined abstractions and notation, in a modelling tool, authored manually.</p>	<p>Optimising</p> <ul style="list-style-type: none"> - Model elements are shared between teams. - Centralised system landscape views are generated by aggregating decentralised team-based models. - Model elements are reverse-engineered from source code, deployment environment, logs, etc. - Alternative visualisations are used for different use cases (e.g. communication vs exploration). - Models are used as queryable datasets. <p>...</p>

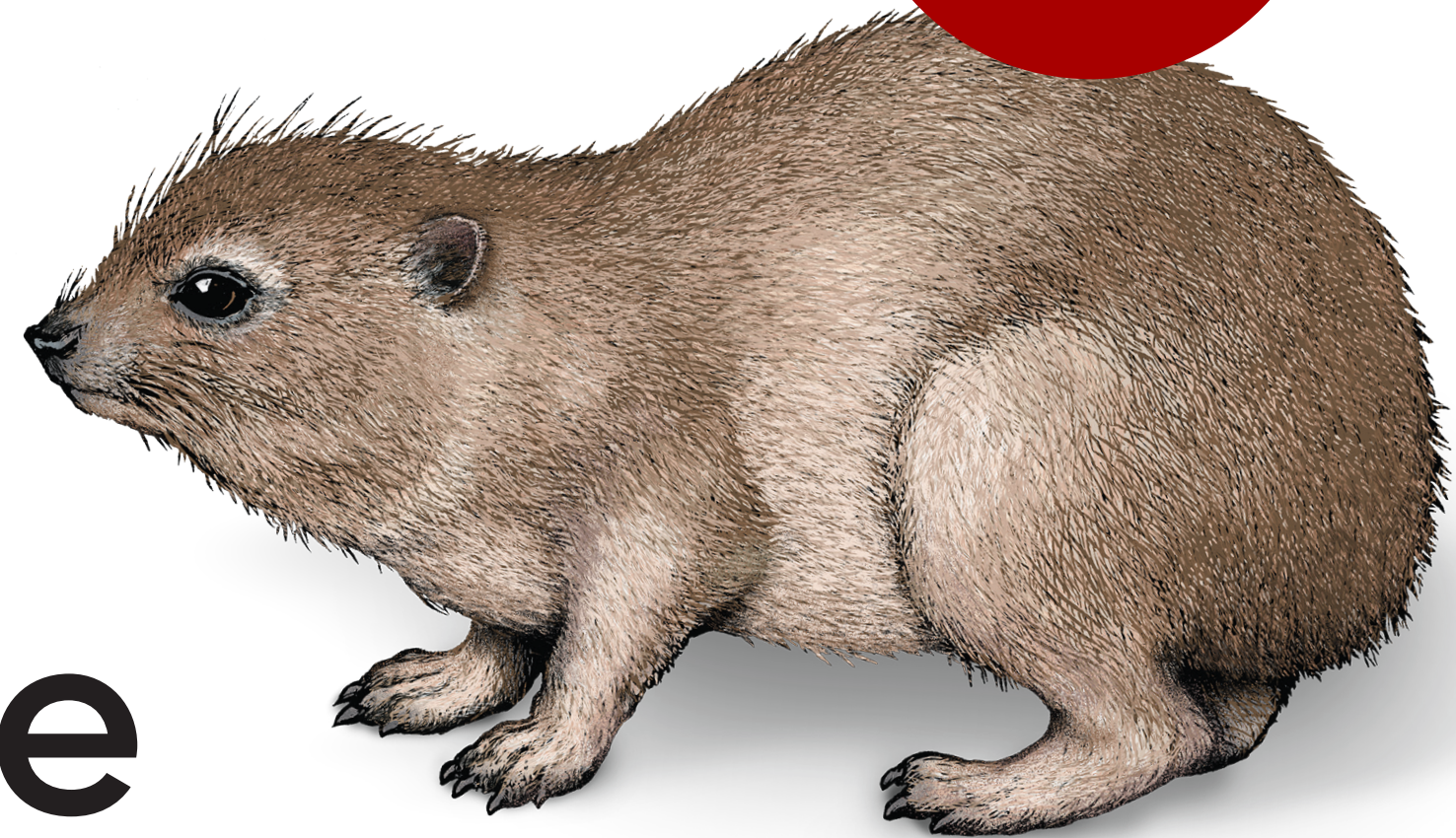
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The C4 Model

Visualizing Software Architecture

Simon Brown

Thank you!

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