

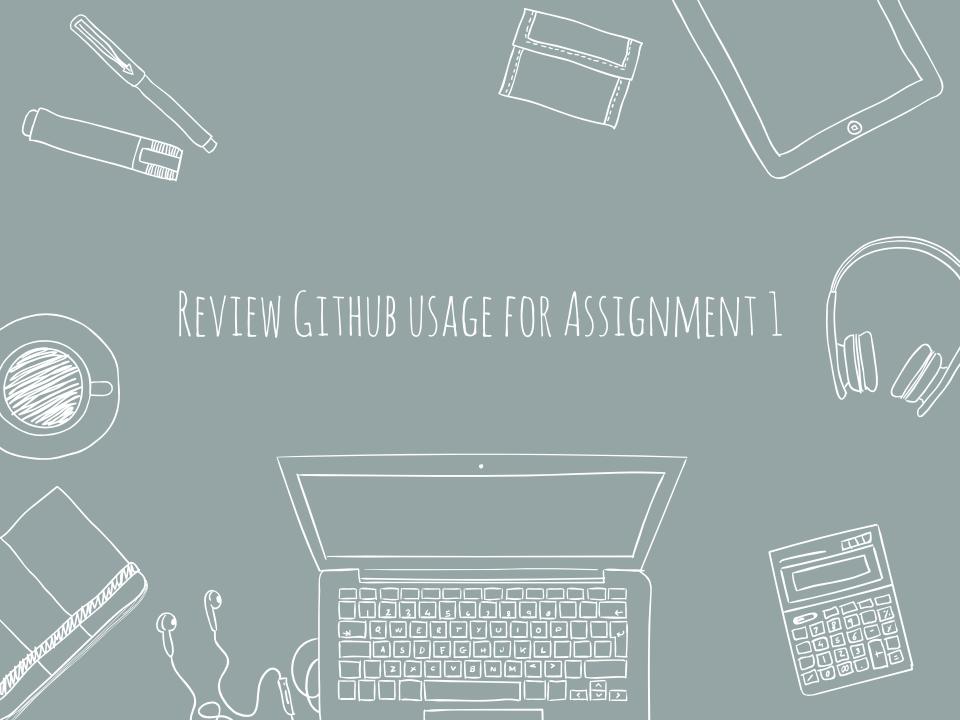


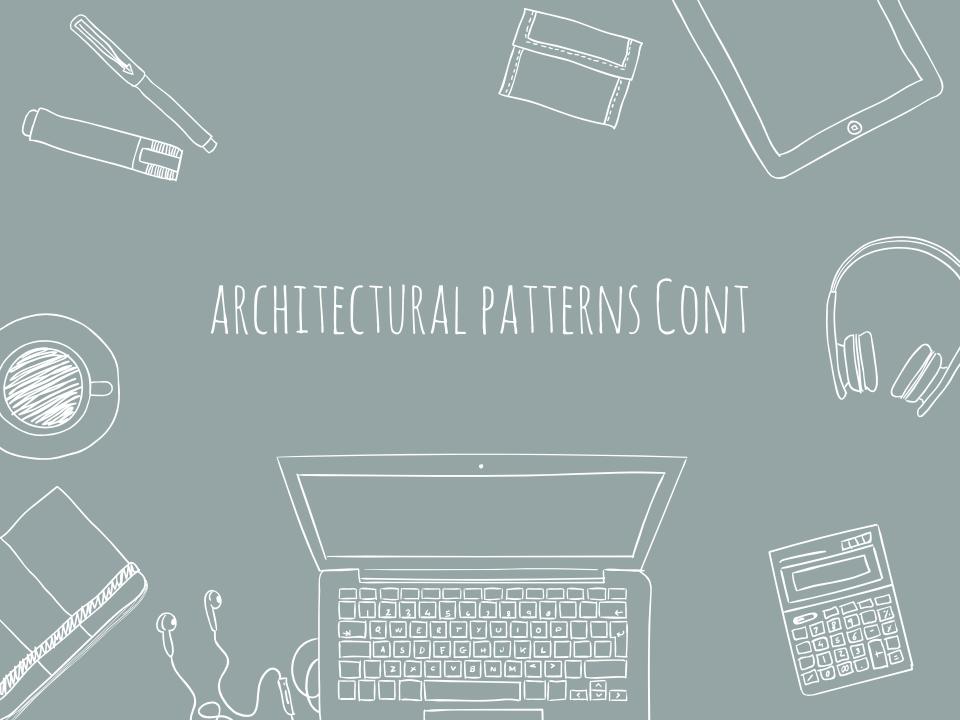


ANNOUNCEMENTS

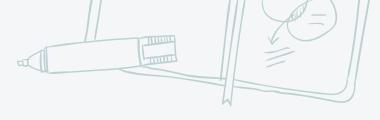












ARCHITECTURAL PATTERNS

- ***** MVC
- ***** Layers
- ***** Microservices
- **★** Peer-to-Peer
- **≭** Pipe and Filter
- **★** Service-Oriented architecture
- **★** Event-Driven Architecture
- ***** Blackboard







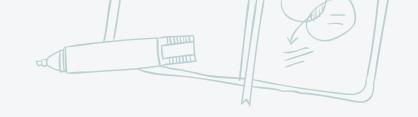


The Layers architectural pattern helps to structure applications that can be decomposed into groups of subtasks in which each group of subtasks is at a particular level of abstraction.









Application	
Presentation	
Session	
Application	
Network	
Data Link	
Physical	

Application

Presentation

Session

Application

Network

Data Link

Physical





Benefits:

Makes reuse easier
Makes individual layers
interchangeable
Layers interact clearly defined











Drawbacks:

Possibly less efficient then monolithic solution
Layers sometimes introduce unnecessary work

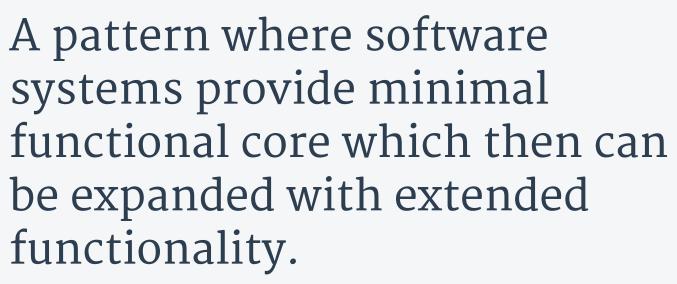












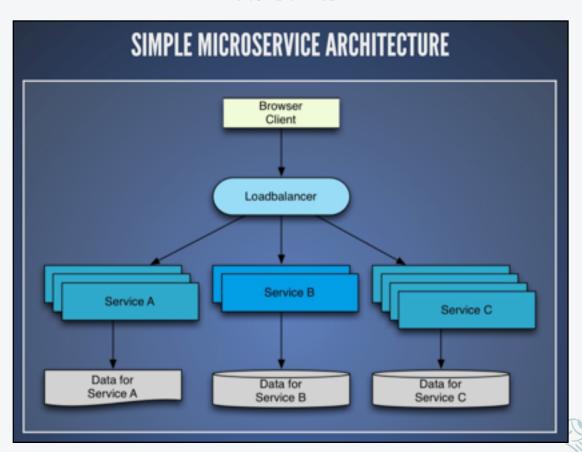








MICROSERVICES

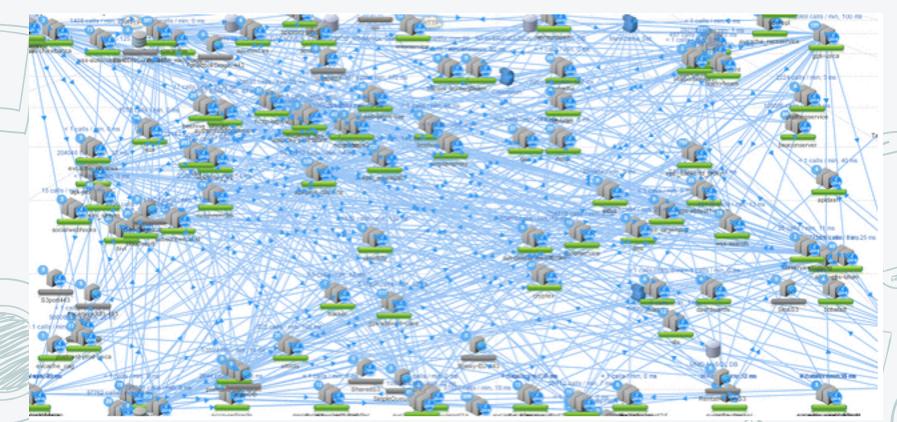


https://speakerdeck.com/rossbachp/wjax2014-docker-tomcat-microservices





MICROSERVICES



http://techblog.netflix.com/2013/01/announcing-ribbon-tying-netflix-mid.html





MICROSERVICES

Benefits:

Strong Module Boundaries Independent deployment High diversity of technology











Drawbacks:

Distribution adds complexity Eventual Consistency must be managed Higher operational complexity











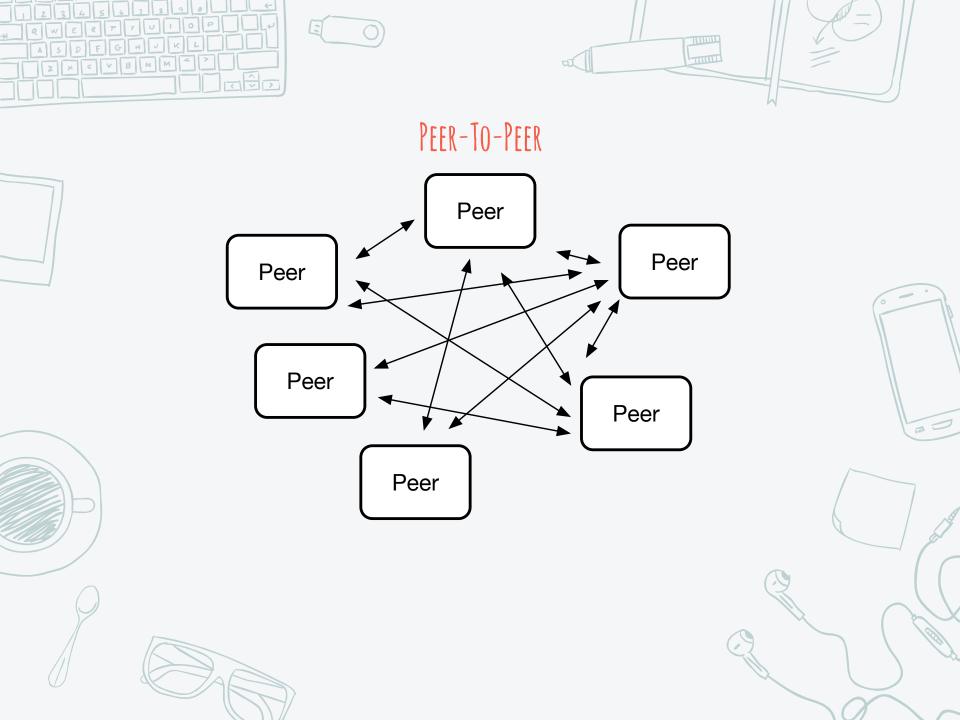
PEER-TO-PEER

A group of peer nodes where every peer simultaneously functions as a client and a server





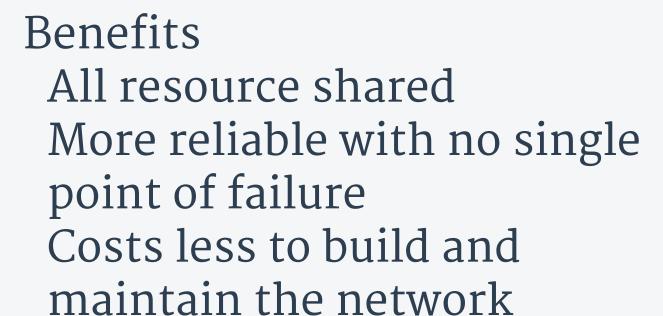








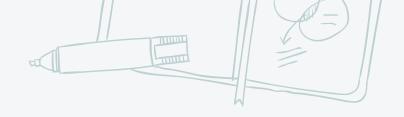
PEER-TO-PEER











PEER-TO-PEER

Drawbacks
Less Secure
Hard to Backup
No centralized authority











Provides a structure for systems that process a stream of data. Each step (filter) processes the data and passes is on to the next step. Can be composed in any order.



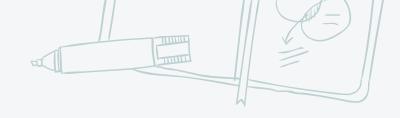


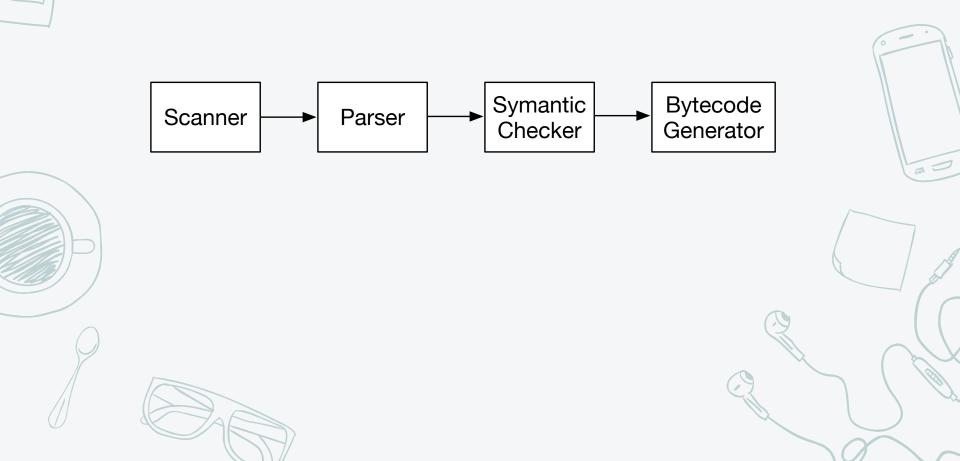
















Benefits
Flexible behavior
Filters can be reused
Ease of debugging











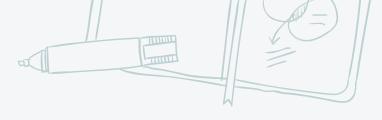
Drawbacks Error handling can be difficult Cannot share state between filters











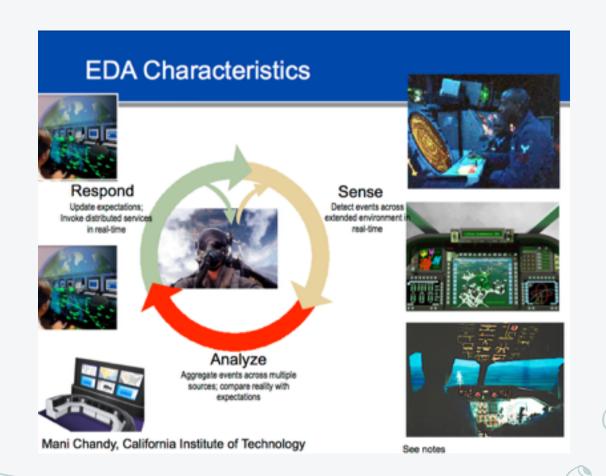
An external change in state (event) causes the application to respond to the change in events. Built with component models with no direct connection with each other.















Benefits:

Broadcast Communications Asynchrony built in Events distributed in timeliness











Drawbacks:

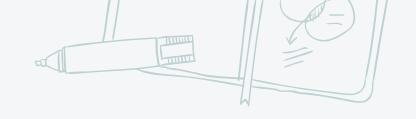
Can be a little Brittle
Different understanding of
events can lead to problems











CREDITS

Special thanks to all the people who made and released these awesome resources for free:

- * Presentation template by <a>SlidesCarnival
- **★** Photographs by <u>Unsplash</u>





