

Web Engineering

Group name: Victor

Abdullah Imad Abdullah Elkindy (aelkindy@uni-koblenz.de)

Alisa Karolina Becker (alisabecker@uni-koblenz.de)

Abed Naseri Douraki (naseri@uni-koblenz.de)

Rinku Kanti Chowdhury (rinkuchowdhury@uni-koblenz.de)

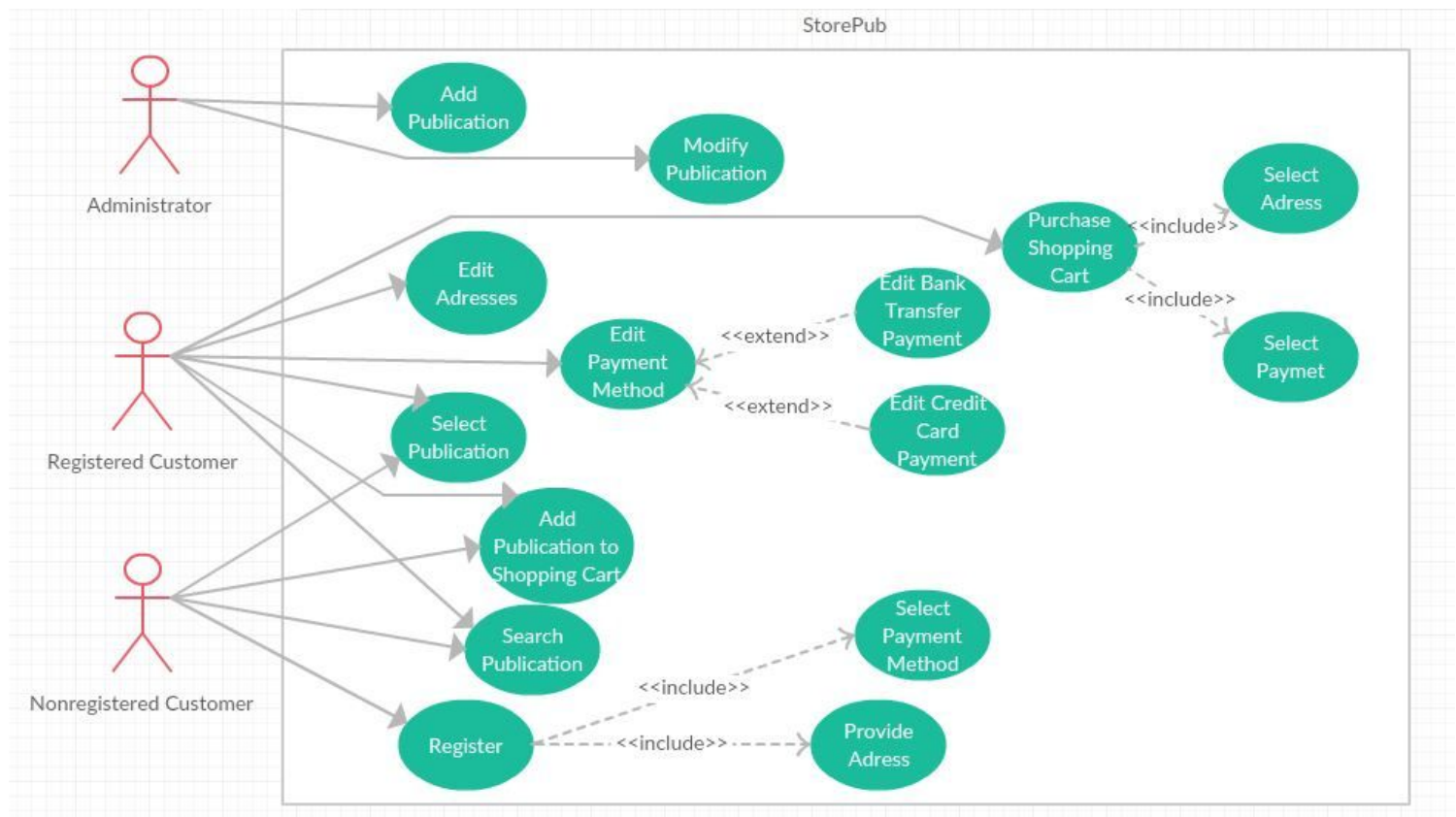
Assignment 3 solution

Exercise 1: **Architectural Styles**

- a. Topologically, layered architecture and MVC can be considered as similar architecture apart from their architectural processing path. Layered architecture is linear where MVC is triangular. Both architectures may reside on the same physical computer (same tier) but with logical separation of components. However, the components of each layer communicate with the components of other layers by well-defined interfaces and that communication between layers for both architectures is explicit and loosely coupled. The responsibilities of the Model layer are similar to the Data Layer. Accordingly, the View Layer and Controller are the same as presentation and application layers respectively.
- b.
- c. **Coupling** : A relation of two components that depend on each other for successful execution. Low coupling is good as it helps future maintenance of components. Otherwise, if it is high coupling, then in case of modifying one component, it will have effects on other components.
Cohesion: A relation of elements within a component that has a single purpose or function. Highly cohesive components are easy to reuse to deliver their own purpose.
- d. Model-view-controller uses the Observer pattern. In the Observer Pattern, an object (subject), maintains a list of its dependents, so-called observers, and notifies them automatically of any state changes, usually by calling one of their methods. The Observer Pattern is used twice in MVC. The first use is to notify the View Component of any data that has changed in the Model Component. The second is to notify the Controller Component about the cursor actions in the View. In accordance to the pattern, subjects are created in the Model and the View while observers are respectively in the View and Controller. Upon data/cursor changes, methods in these components are called to realize an update to the state of the application.

Exercise 2:

a)



b)

