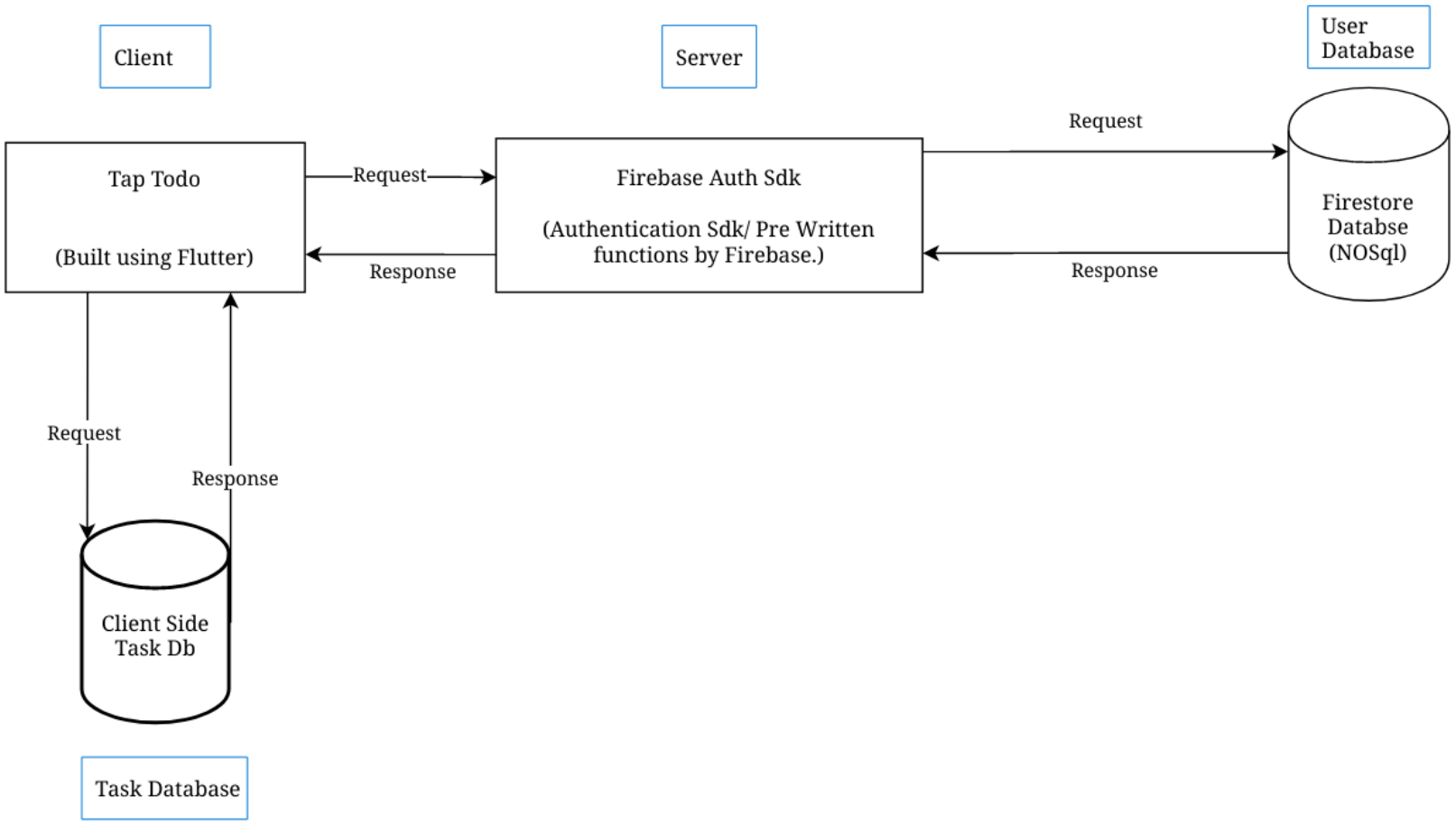
Team #3
TAP Todo
Architecture Style

Team Members->

Arpit Arora	101917024
Akshat Dogra	101917023
Ritik Rajdev	101917014
Mihir Kumar Roy	101917015

CLIENT SERVER ARCHITECTURE



We have chosen the client-server architecture for our project.

The Client-server model is a distributed application structure that partitions task or workload between the providers of a resource or service, called servers, and service requesters called clients. In the client-server architecture, when the client computer sends a request for data to the server through the internet, the server accepts the requested process and delivers the data packets requested back to the client. Clients do not share any of their resources. Examples of Client-Server Model are Email, World Wide Web, etc.

Our reason behind picking the client-server architecture:

1. **Asynchronous** calls are there to the **http server** of firebase to verify login of a user.
2. We also treated the client's own device as a server/database to store his tasks locally.
3. Dataflow architecture might have been suitable for this project, but we preferred client-server architecture because the batch-sequential, pipe-and-filter architecture contradicted with some features of the project