Grand Canyon University: CST-235-O500 – Computer Programming III  
Activity 1: Part 2: Understanding Enterprise Java Technologies

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Graphical user interface, diagram

Description automatically generated

When going through the syllabus for this class, the frameworks, technologies, and standards that will be covered in this class is: user interfaces, event and exception handling, Java I/O, and the collection framework as well. When conveying these layers and where they apply, I would say that the presentation layer is the best representation of the user interface for the client. This along with the Business Logic Layer could handle some of the errors before-hand. When working with the Business Layer I would say is the best for event and exception handling as well as Java I/O, this provides the foundation for what the code is going to produce and help provide on the user’s end given the user’s input and output into the program. Along with this this, it must handle any given errors and exceptions to send back the requested right information and handle any possible user mistakes during the input or output stages. When working with the database layer I would say that this would hold the collection of not just user information but the requested information as well to be served back to the user.

N-Layered Architecture is built around structure and when it comes to business applications, services and more, structures the very foundation in which is needed. One of the benefits especially in business that you want to have combat is simplicity. The reason for simplicity being such an important and crucial factor is that the simpler and streamlined something is, the less loss of revenue, downtime, training, and overseeing is necessary for an organization to have to deal with. Another one of the benefits of this architecture, is that when it comes to consistency across projects, you now have a more efficient and quality set of teams of developers that’re able to help and be a bit more expansive in their efforts. Another advantage to note, is that when working with an N-Layered architecture is that when it comes to troubleshooting and error checking and handling is that most key elements are now separated into their respected layers. Working with this format there is a foundation of rules and strategies that you can follow to help solve said issue. One final reason to mention is that the structure makes the ability to change certain objects/ elements of the code, is that like before, they’re all layered in a specific section. Seeing as how they’re layered in each section then again makes the elements/objects a bit easier to find when working with them. All in all, when it comes to working with N-Layered Architecture it is a bit more streamlined and sectioned off, making it a bit easier to troubleshoot and work with.

Reference:

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