

#### Client-server:

- set of services and associated servers, clients access and use the services
- set of servers that offer services to other components
- set of clients that call on the services offered by servers
- network that allows the clients to access these services

#### Why client-server?

As a dating app, UTDGO should ensure that client devices have consistent and reliable source of data and functionality. Also, it's really significant to hold a number of user data with compatibility and security, so it has to be robust and scalable in order to match a lot of profiles in a flawless without outflows. Client-server has centralized management structure, so it's easier to deploy updates, manage data, and enforce security policies. Centralized control allows better security measures since it's easier to control access to resources in single server than across multiple peer system. And as clients add more resources and requests, tasks can be distributed by adding multiple servers, which means that this architectural pattern can hold the scalability. Furthermore, this pattern allows clients, app users, access server resources remotely from different location and interact with server on different platform.

#### Compatibility server:

- collect the score between users
- record and display compatibility score

#### Login server:

- check login system: allow or deny login and access system
- create new account
- authenticate if it's existing user
- query the forgotten password or ID

#### Messaging server:

- send and reply message between user
- store the messaging history

#### Profile management server:

- display the personal info on user's profile
- update and remove the information depending on the request

#### Matching server:

- request & accept mingling interaction
- inform to user if the matching is accepted or rejected
- record the matching history

#### Geolocation server:

- calculate the distance between user
- display and classify the user matches followed by living distance (bind users who live nearby each other)

