Design Overview

Introduction

The following section provides a brief explanation of design features of the application. The general system architecture is explained using UML diagrams and other important design features such as processes and multithreading, communication mechanisms, synchronization and data consistency are covered in the following sections.

System Architecture

The system considers the use of a **three tier architectural style**, having an interface subsystem, application logic subsystem and a storage subsystem. The logic subsystem is present in both the client and server machine. These components are organized on the client and server side as follows:

The distributed system consists of six servers in total. The first five servers are assigned to store the information of