# Layered Architecture

CSSE6400

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Ogres are like onions.

*Orgres have layers*, onions have layers... You get it? We both have layers.

- Shrek

In the beginning...

# There was the big ball of mud [1]

```
import gui
import database

button = gui.make_button("Click me to add to counter")
button.onclick(e =>
    database.query("INSERT INTO clicks (time) VALUES {{e.
    time}}"))
```

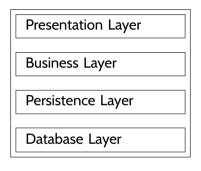
**Problem** 

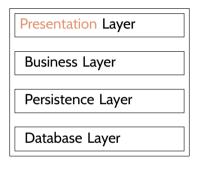
software.

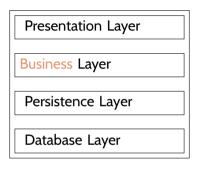
Any change can affect any other part of the

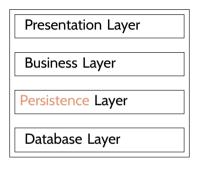
"Solution"

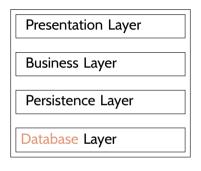
# Layered architecture











```
>> cat presentation.code
import gui
import business

button = gui.make_button("Click me to add to counter")
button.onclick(business.click)
```

```
>> cat business.code
import persistence

def click():
    persistence.click_counts.add(1)
```

```
» cat persistence.code
   import db
   class ClickCounter:
       clicks = 0
       def constructor():
6
           clicks = db.query("SELECT COUNT(*) FROM clicks")
       def get_click():
9
           return clicks
1.0
       def add(amount):
12
           db.query("INSERT INTO clicks (time) VALUES {{time.now}}
13
      ")
   click_counts = ClickCounter()
15
```

### Question

# Can you identify an example of layered architecture?

#### Question

Can you identify an example of layered architecture?

**Answer** 

Pick any website.

#### References

[1] Brian Foote and Joseph Yoder.

Big ball of mud.

Pattern languages of program design, 4:654–692, 1997.