The type of software architecture that was used by team 2 on Project 1 was 3-Tier architecture. We think this because of the very clear division of the program into three different tiers that support each other. There is a clear "input/output" tier where all of the user interaction takes place. The "logic" tier takes the input from the user, collects data from the "data" tier and does logic on it, before passing that information back to the "input/output" tier. The "data" tier simply stores data and provides it when the "logic" tier requests the data.

The "Input/Output" Tier is where the instructions are displayed (output) as well as the turn menu (output) and is what collects the user's input (menu selection). By inputting selections the user can request to view the board (further output) or to attack, which collects input for what coordinates the user wants to attack.

The "data" tier stores the locations of battleships as well as where hits and misses are located. This data is provided to the "logic" tier when it is needed.

The "Logic" tier takes the input provided by the "input/output" layer (originally collected from the user) and requests the valid data from the "data" tier. It then uses the coordinates provided from input and the board data provided by the data tier, and performs operations on that data to determine if the attacks were hits, misses, etc. It then provides that information to the "input/output" tier.

This project was clearly divided into these three tiers, so even if they were not thinking about it as "Three- Tier software" it still ended up that way.