In the name of GOD

We choose client server based architecture because of these reasons:

1. They are scalable, that means it is easy to increase or decrease the storage and processing capabilities of the servers.
2. can support many different types of clients and servers. It is possible to connect computers that use different operating systems so that you are not locked into one vendor

Designing the Architecture

- **Operational Requirements** System integration requirements may lead to one architecture over another, depending upon the architecture and design of the system(s) with which the system needs to integrate
- **Performance Requirements** information systems that have high performance requirements are best suited to client–server architectures.
- **Security Requirements,** server-based architectures tend to be more secure because all software is in one location and because mainframe operating systems are more secure than microcomputer operating systems.
- **Cultural and Political Requirements** As the cultural and political requirements become more important, the ability to separate the presentation logic from the application logic and the data becomes important.

Requirements	Server-Based	Client-Based	Thin Client-Server	Thick Client-Server
Operational Requirements				
System Integration Requirements	✓		✓	✓
Portability Requirements			✓	
Maintainability Requirements	✓		✓	
Performance Requirements				
Speed Requirements			✓	✓
Capacity Requirements			✓	✓
Availability/Reliability Requirements	✓		✓	✓
Security Requirements				
High System Value	✓		✓	
Access Control Requirements	✓			
Encryption/Authentication Requirements			✓	✓
Virus Control Requirements	✓			
Cultural/Political Requirements				
Multilingual Requirements			✓	
Customization Requirements			✓	
Making Unstated Norms Explicit			✓	
Legal Requirements	✓		✓	✓

Nonfunctional Requirements and Their Implications for Architecture Design