**Architectural Model**

The architectural model chosen by us for our project will be the **client server architecture model**.

Client/server architecture is a computing model in which the server hosts, delivers and manages most of the resources and services to be consumed by the client. This type of architecture has one or more client computers connected to a central server over a network or internet connection. This system shares computing resources.

The reason for our choosing this model would is that our service purely depends on our database and our ability to let the users access their downloads at any point of time. This means that out systems are never down and are always up for the user to manager their downloads.

In addition, considering the updates that may take place in our database to improve our capabilities could take place without disturbing the ongoing process of the users. This will also allow us to remove and add feature without the permission of the clients in increments directly to the server. The data then can be passed to the user using the blackboard mechanism. This will also promote integrability.