

San Diego Global Knowledge University.

Full Stack Development Immersive.

FSDI 120

Assigment 1

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The possible architectures that we could use are the following:

Structured design:

In programming and algorithm design, structured design seeks to elaborate algorithms that meet the modularity property. To do this, given a problem that is intended to be solved by developing a computer program, it seeks to divide this program into modules following the design principles of decomposition by successive refinements, creation of a modular hierarchy and elaboration of independent modules.

Client-server:

Client-server architecture is a software design model in which tasks are shared between resource or service providers, called servers, and demanders, called clients. A client makes requests to another program, the server, who responds to it. This idea can also be applied to programs that run on a single computer, although it is more advantageous in a multi-user operating system distributed over a network of computers.

Layered programming:

Layered programming is a software development model in which the primary objective is the separation (decoupling) of the parts that make up a software system or also a client-server architecture: business logic, presentation layer and data layer. In this way, for example, it is simple and maintainable to create different interfaces on the same system without requiring any change in the data or logic layer.

Model of a high-level view of the potential architecture of the project.

