



# Client Server architectural pattern for desktop application mobile game.

Submitted to:

Dr. Amit Kumer Mondol

Associate Professor

Computer Science and Engineering Discipline

Khulna University, Khulna

Submitted by:

Sojun Chandra (210215)

Mogammel Hossan (210231)

Computer Science and Engineering Discipline

Khulna University, Khulna

# Client-Server architecture

- **Description**: In software engineering, there are two-tier, three-tier and N-tier architecture. But here in my design pattern, I use two-tier architecture. One tier is the client part and another tier is the server part. In the client part, it can send different types of requests to the server. In the server part, it can receive those requests and it can service those requests to the client.
- **Client**: In this part client can send different types of requests such as New-game, Speed, Exit and so on to the server.
- **Server**: In this part server can receive those requests and provide services based on their requests.

