**Review Ques 4**

1. What one thing we should be expect in:

* a poorly architectured system?
* a well architectured system?

1. Package switching network (PSN):

* Define the components of a PSN
* What other architecture was package switching designed to replace?
* Why was an advantage of that other architecture?
* What feature of PSN make it attractive as an alternate architeture?

1. Blackboard architecutures:
   * Define the components of a blackboard architecture;
   * For which projects are blackboard architectures are ideal?
2. Pipe and Fiter:
   * Describe the components of a pipe and filter architecture.
   * Give an example of a commonly used system that makes extensive use of pipe and filter
   * Explain one advantage of pipe and filter
   * Explain one dsadvantage of pipe and filter
3. CRUD:
   * What is the CRUD pattern?
   * Give two example where CRUD pattern is used.
4. In Windows machine if you open one folder in two different views, rename folder in one view automatically renames the other.
   * What type of architecture is this?
   * Describe different components of this architecture with respect to the above example.
5. Layered architectures:
   * What is "LAMP" and why is it an example of a layered architecture>
   * Explain one advantage of a layered architecture.
   * Explain one dsadvantage of pipe and filter
   * What is "MEAN" and why is it sometimes called a "leaky layered" architecture?
   * Why is MEAN replacing LAMP in certain fast-paced organizations?
6. Architectures and Programming

Consider the following functionality in Javascript, which gets the mouse cursor position upon the cursor move:

$(document).bind('mousemove', function(event) {

position = {'x' : event.pageX, 'y': event.pageY};

});

Now, here is the similar functionality in ELM:

import Mouse

main = lift asText Mouse.position

* How are the different functions retrieving the mouse positions?
* What architecture the lift construct in the ELM program is utilizing for this functionality? Explain.