NSEREKO SARAH

J22B23/013

A96409

1. **Choose an imaginary development team of a maximum of 10 members and specify their roles. (Random names can be used).**

   Ankunda Natasha –Club Lead

   Amanya Milcah –Event Coordinator

   Jovita Acham –Design Lead

   Ankunda Cynthia-Marketing Lead

   Biitabaho Julius-Outreach Lead

   Graham Smith-Mentorship Lead

   Varun Kapur –Frontend Developer

   Michelle Young-Frontend Developer

   Talitha Rockelle-Technical Lead

   Sam Yun Jing –Frontend developer

2. Briefly explain to your teammates the kind of web architecture you are going to use and why.

Dear Teammates , I hope this communication finds you well , We are going to discuss the monolithic web architecture and why we have chosen to implement it in our project .

Monolithic web architecture is faster because all the components are together in one place .

Monolithic web architecture are easier to scale because the components are tightly coupled, all that is required is to add resources like RAM and CPU to the server and the performance will move on smoothly.

Monolithic web architecture are easier to protect because the components are tightly coupled so encryption is easer , putting up a firewall is easier and hence the data is protected .It is also easier to implement security measures like authentication.

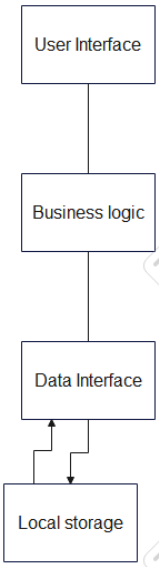
Monolithic web architecture applications are not as expensive as other distributed applications because there is no need of middle ware applications such as data integration tools .

Monolithic web architecture is easier to test and debug because of the components being tightly coupled .This means as a team we can find and fix issues faster when using this architecture .

With Monolithic web architecture we do not need to maintain multiple servers and services which simplifies deployment of the application .

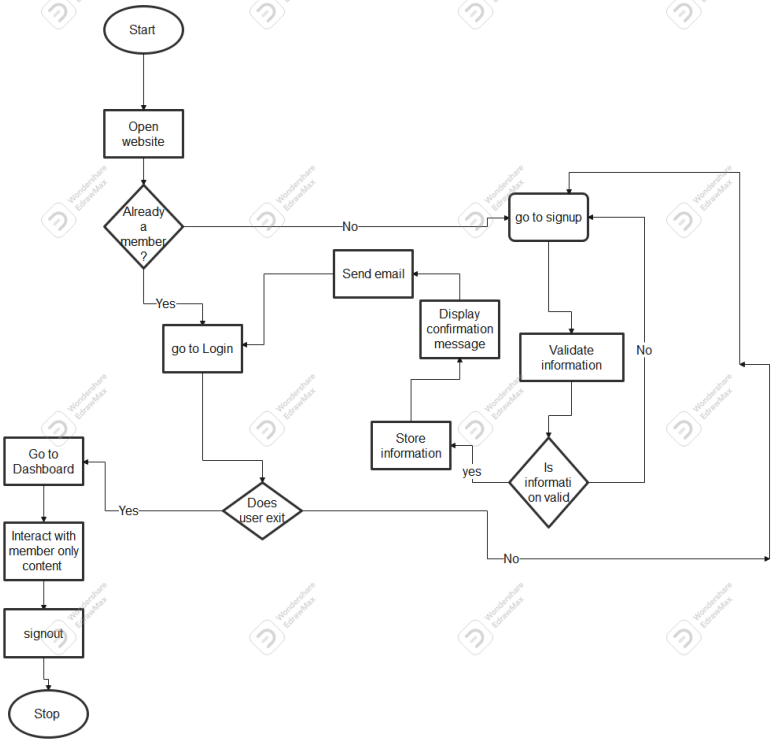
3. Draw the following diagrams as part of your **Analysis and Design** phase of the Web Application.

i. Architecture Diagram

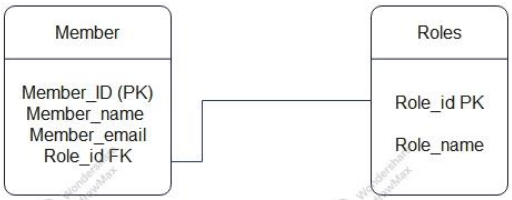


ii. Flow Chart

Below is a flow chart for how a user is expected to interact with the program



iii. ER Diagram



iv. Use Case Diagram