**Influence of the Internet of Things and its Sub-Domains on Development of Architectural and Design Patterns**

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**1. Introduction**

In this paper the correlation between the advancements in the field of the Internet of Things and the development of new architectural and design patterns are examined.

This paper starts, in Section 1, with providing a brief understanding and introduction to what the two major actors in this paper are, patterns and IoT.

The paper moves on, in Sections 2, to discuss various domains of IoT and new patterns that were developed due to the advancement of those domains. The discussion starts with the general domain of IoT and then delves into a few sub-domains. Each section provides an explanation of the domain and then moves on the the issues that the new patterns were invented to solve, finally ending with the new design pattern that were created. Some are more expected than others, such as IoT in general would require new networking patterns but it isn’t as clear the BCI (Brain-Computer Interfaces) would need new ontology patterns without reasonable research done in that field.

In Section 3, the discussion moves on to the thoughts of this paper’s composer about all that has been discovered in the previous two section and speculation on the future of these fields.

Finally, in Section 4, this paper is concluding while going over what the paper covered.

**2. Introduction to Patterns and IoT**

fill in…

**3. Domains of IoT and their effect on Patterns**

fill in…

**4. Composer’s Thoughts**

fill in…

**5. Conclusion**

fill in…

**6. Bibliography**

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