1. Software-Oriented Architecture (SOA) – This is a layered architecture that uses remotely accessible computer processes known as services to implement applications. These services can communicate with each other across multiple platforms and languages using standard protocols such as Simple Object Access Protocol (SOAP) and Hypertext Transfer Protocol (HTTP).
   * Advantages of SOA include:
     + Speeds up development and reduces development-associated costs as services are reusable and on-demand
     + Improves maintainability as services are independent
     + Reduces interaction and improves scalability between clients and services as standard communication protocols are used and services can be ran on different servers.
   * Drawbacks of SOA include:
     + Requires a high initial investment to implement
     + Harder to manage services as more functions are added
     + Increased response time when using multiple services for the same purpose
2. Model-View-Controller (MVC) – This is a monolithic architecture (i.e., self-contained) that separates an application into three logical components for storing data and performing business logic (model), presenting data (view) and handling user interaction (controller).
   * Advantages of MVC include:
     + Improves flexibility as multiple views can be supported a single model – this is known as change propagation.
     + Improves scalability as adding new views won’t impact the architecture
     + Provides parallel development capabilities as changes made to the model will reflect on all views using that model
     + Better maintainability
   * Drawbacks of MVC include:
     + Increased complexity – as more updates are made, the structure will become harder to understand and debug over time