	Architecture	Design	Idioms
From mud to structure	Layers Pipes and filters Blackboard		
Distributed systems	Broker Pipes and filters Microkernel		
Interactive systems	MVC PAC		
Adaptable systems	Microkernel Reflection		
Structural Decomposition		Whole-Part	
Organization of work		Master-Slave	
Access control		Proxy	
Management		Command-Processor View-Handler	
Communication		Publisher-Subscriber Forwarder-Receiver Client-Dispatcher-Server	
Resource handling			Counted pointer