#1. Standalone/Desktop/Thick-client Application

build/manufacture the software application

[Build->Ship]

software organization

to use it, should be installed locally on the computer system, where user wants to use it.

computer

downloads/installs to use it

software repository

to distribute these software applications to the customers/business organization, the publish these packages software into public software repository.

---

bank employees

customers

branche#1
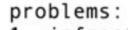
standalone software application

Enterprise environment
In huge organization environment, how to make an software application available?

problems:
1. infrastructure cost in running the application on each employee machine will be high

2. since different branches might have different computers with hardware configurations, the software application may not work on each of the machines.

3. the software application should be build by the developers to ensure it is compatible across the hardware/operating system, which is complex job and involves huge development cost

4. needs a dedicated administrators/support team to take care of installing/configuring and maintaining the software application for all the employees accross all the branches.

5. troubleshoot/resolving the problems is very difficult

6. since these are standalone applications, the data is decentralized and cannot be used across

7. upgrading/patching of this application is very difficult.

bank employees

customers

branch#2

BANK