SA Assignment 5

An **architectural pattern** is a general, reusable solution to a commonly occurring problem in software architecture within a given context.[[1]](https://en.wikipedia.org/wiki/Architectural_pattern#cite_note-TMD-1) Architectural patterns are similar tosoftware design pattern but have a broader scope. The architectural patterns address various issues in software engineering, such as computer hardware performance limitations, high availability and minimization of a business risk. Some architectural patterns have been implemented within software frameworks.

Following traditional building architecture, a 'software architectural style' is a specific method of construction, characterized by the features that make it notable" ([Architectural style](https://en.wikipedia.org/wiki/Architectural_style)). "An architectural style defines: a family of systems in terms of a pattern of structural organization; a vocabulary of components and connectors, with constraints on how they can be combined."[[4]](https://en.wikipedia.org/wiki/Architectural_pattern#cite_note-SG-4)

"An architectural style is a named collection of architectural design decisions that (1) are applicable in a given development context, (2) constrain architectural design decisions that are specific to a particular system within that context, and (3) elicit beneficial qualities in each resulting system."[[1]](https://en.wikipedia.org/wiki/Architectural_pattern#cite_note-TMD-1)

Some treat architectural patterns and architectural styles as the same,[[5]](https://en.wikipedia.org/wiki/Architectural_pattern#cite_note-MSDN-5) some treat styles as specializations of patterns. What they have in common is both patterns and styles are idioms for architects to use, they "provide a common language"[[5]](https://en.wikipedia.org/wiki/Architectural_pattern#cite_note-MSDN-5) or "vocabulary"[[4]](https://en.wikipedia.org/wiki/Architectural_pattern#cite_note-SG-4) with which to describe classes of systems.

The main difference is that a pattern can be seen as a solution to a problem, while a style is more general and does not require a problem to solve for its appearance.