Architecture is used to solve problems like deviding work between developers and making code more readable. There are several architectures to choose from.

Some architectural patterns include mvc (consists of three interconnected parts, used for creating UI), client-server (consists of services as a server and service requesters as clients) and layered architecture (client-server architecture, where presentation, business logic and data access parts are separated). When choosing architecture, one must first set up design goals and architectual requirements to fulfill.

Furps (functionality, usability, reliability, performance, supportability) is used to describe architectual requirements in project. Design goals may be set from perspective of performance, security, safety, availability, maintainability, heterogenity, scalability, openness and many more.