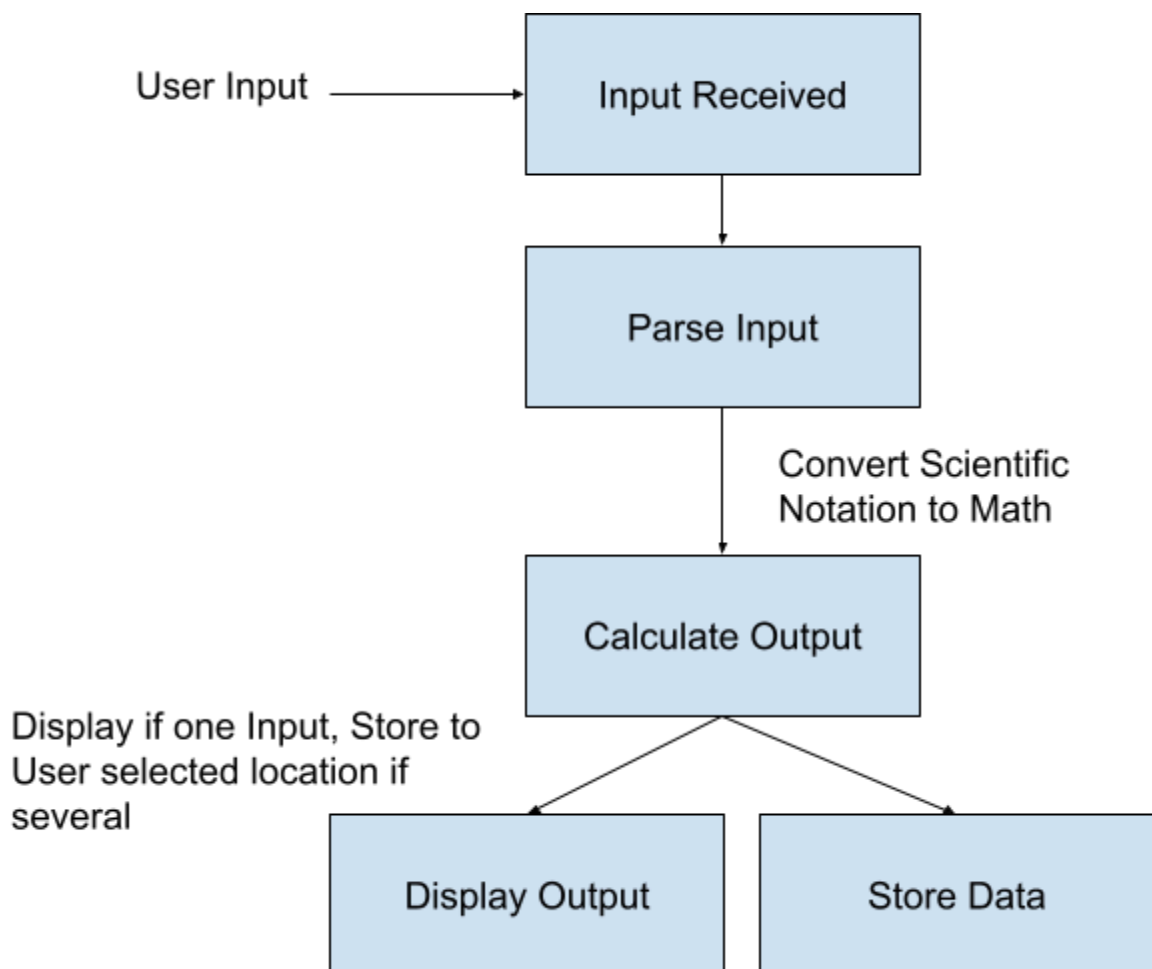
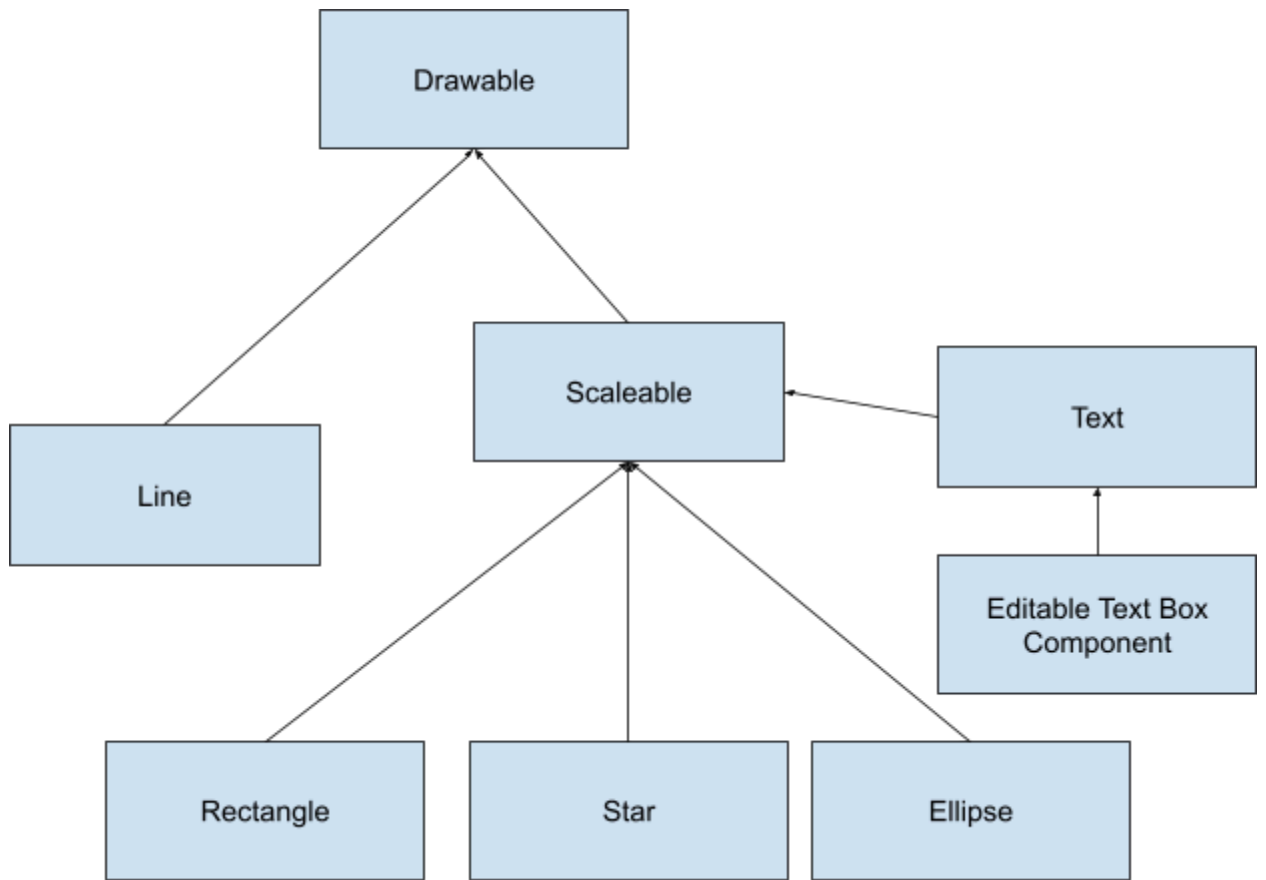


1. Component Based Architecture has components that service each other. Service oriented architecture is similar, but each component is configured as a service, where the user can use it as its own program to be provided a service.
2. A monolithic architecture is the best option in this scenario, because the system is relatively simple and does not require complex interactions with external components or databases.
3. A client server two-tier architecture is the best because multiple users need to be paired and send game moves to a server that can send them to their opponents.
4. The data should be in a column-oriented database. The data needs to be stored alongside data of its type so it can be modified and saved; position, transform, color, shape, hierarchy, etc. For maintenance, it should be re-indexed at certain points to maintain efficiency in the case of a large number of drawing objects that get added or deleted.



- 5.
6. The classes are all drawing object subclasses. **Text** uniquely has the feature of an editable text box, which the others do not. **Line** is the only one that is not scalable, because it has only one vector for its size. All of the scaleable types (all except **Line**) should share this feature in the superclass drawing object. The editable text box unique to **Text** should be contained within its own scope.



7.