

Architecture Pattern



Course Name: **Software Development Project**

Course No: **CSE 3106**

Submitted to:

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Project Title: Blood Bank Management System

Decision: Use Client Server Architecture for Blood Bank Management

Reasoning:

A client-server system stores all of the blood bank's data on a central server. This makes it easier to keep track of blood inventory, donor information, and other important data. It also makes it easier to share this data with authorized users, such as hospitals, clinics, and regulatory agencies.

Client and Server Details:

- **Server:** The server is the central machine that stores all of the blood bank's data. It also runs the software that manages the blood bank's operations.
- **Clients:** Clients are the machines that users interact with to access the blood bank's data. Clients can be located at hospitals, clinics, blood banks, or other authorized locations.
- **Network:** The network is the system of cables and other equipment that connects the clients to the server.

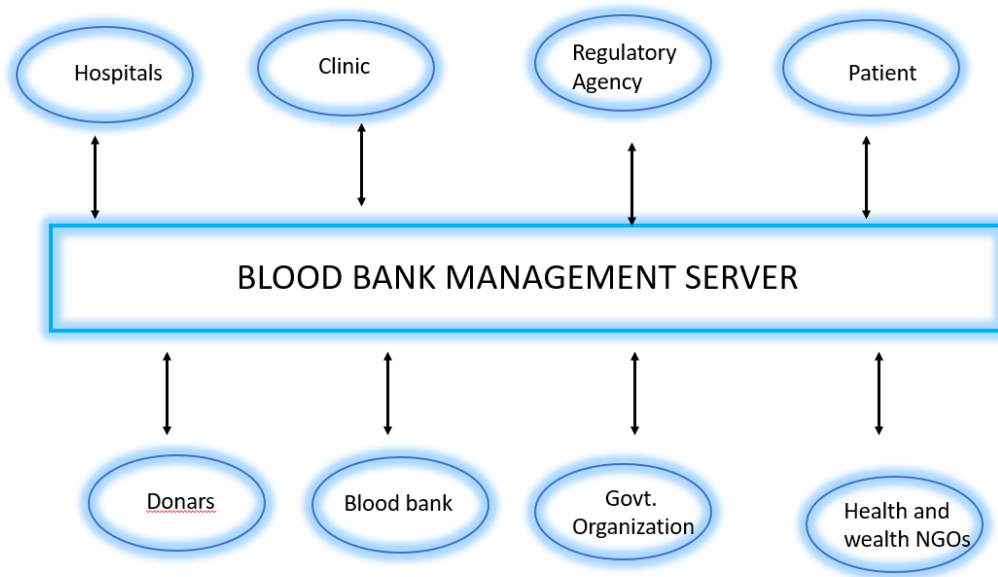


Figure: Diagram of Client Server Architecture for Blood Bank Management