

Software Architectures

Web Application Development

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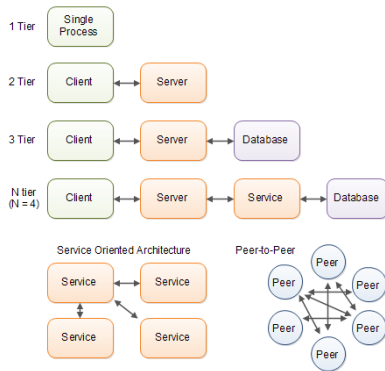
2017

Outline

- 1 Software Architectures
 - Centralized Systems
 - Client - Server Model
 - n-Tier Architecture
 - Distributed Systems
 - Service Oriented Architecture
 - Micro services
- 2 Architecture of Web Applications

Software Architectures

- Abstract structure of Software Systems
- Independent of
 - Platform
 - Programming Language
- Depend on
 - Project Goal
 - Purpose of the System
 - Scalability
 - Target Users
 - 1, 100, 10.000, ...
 - Expected usage?
 - Expected load?

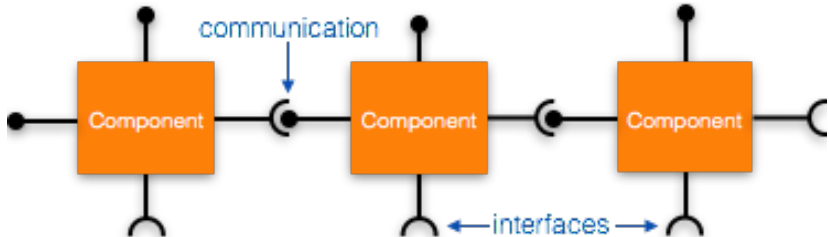


Monolithic Architecture

- Only one process
 - Installed on a single computer
 - Mainframes
 - Desktop Applications
 - Unix commands
 - `ls`, `ln`, `ps`, `mkdir`,
`grep`, `chmod`, `chown`
 - Computer Games, Word processors
 - Off-line work
 - Installation
 - Complex computations
 - Our first programs
- + Simple, easy-to-understand the Architecture
 - + Independent from other applications
 - + Self-contained
 - Unmaintainable Application
 - No Modularity

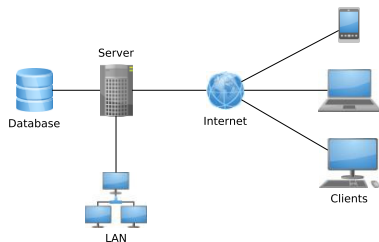
Component Based Design

- Independent development unit
- A part of the system
- Provide service via its interface
- Use other components
- Tests
 - Unit
 - Component
 - Integration
- Dependencies
- Build process
- Deployment



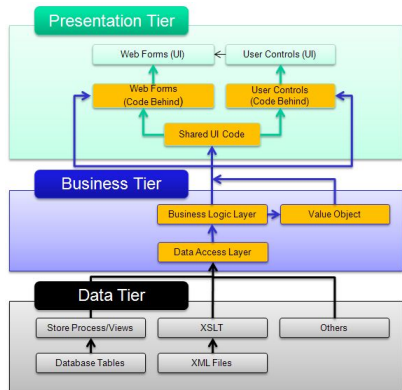
Client - Server Model

- Simple Model
 - Clients request services
 - Server waits for and serves requests
- Widely used
 - FTP, SSH
 - WWW, SMTP
- Web Applications
 - Information Systems
 - Search Engines
 - Social Media
 - Web Shops
 - e-Government
 - e-Banking
 - Monitoring Systems



n-Tier Architecture

- Detailed than Client–Server Model
- Tiers are not Layers
- Tiers have specific functions, purpose
- Typical tiers
 - Presentation
 - Client–side
 - Web sites
 - Mobile / Desktop applications
 - Business
 - Server–side
 - Business logic
 - Database
 - Server–side
 - Not available directly.



Distributed Systems

- Distributed System
 - Virtually a Single System
 - Collection of Independent Computers
 - Network Connection
- Motivation
 - Resource Sharing
 - Computation
 - Data
 - Hardware
 - Reliability
 - Scalability
 - Openness

Web Application are Distributed Systems

- Front-end
- Back-end
- Database

Front-end

- Thin-, Thick Client

Back-end

- *Could be Distributed*

Database

- *Clusters, Replications*

Service Oriented Architecture

- Collection of Services
- Service - Service communication
 - Simple data passing
 - Coordinating some activity
- Solutions
 - CORBA
 - DCOM
 - Web Services

A service

- represents an activity.
- is self-contained.
- is black box.
- may use other services.
- is deployed independently.

Micro services

- Micro service is a process.
- Implementation of SOA.
- Popular since 2014.
- Characteristics
 - Fine-grained
 - Cloud applications
 - Continuous delivery
- Reusability of services.

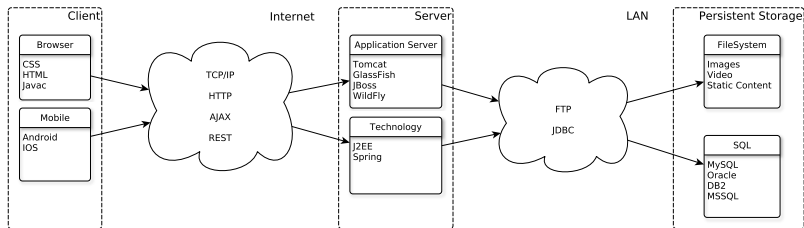
EmailService

- Email notifications are required in many business activities.
- Each email has the same structure.
 - sender, receiver addresses
 - subject
 - content (generated by other services)

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Overview



Front-end

Browser

- HTML,
- CSS, Bootstrap
- JavaScript, AngularJS

Mobile

- Android
- iPhone

Desktop

- Thick clients



Front-end & Back-end Communication

Protocols

- TCP/IP
- HTTP, HTTPS

Techniques

- AJAX
- REST API

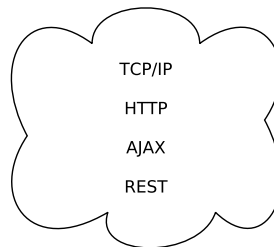
Data Format

- XML
- JSON

Tools

- Postman
- Wireshark

Internet



Back-end

Script Languages

- PHP, Python, Ruby

Application Servers

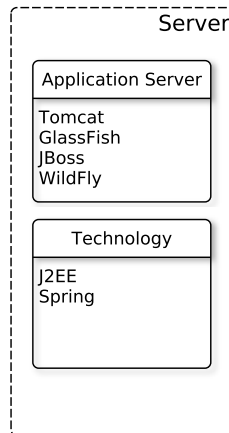
- Tomcat, GlassFish, JBoss

Technology

- Servlet Technology
- Spring Framework

Deployment

- Single Instance
- *Integration*



Back-end & Storage Communication

Separation of

- Business Logic and Storage
- CPU- and I/O Bound Tasks

LAN

Network

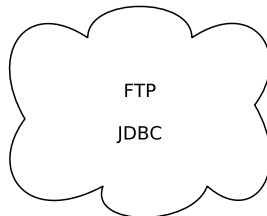
- Low Latency
- High Performance

Protocols

- FTP, Samba, NFS
- JDBC

Technologies

- JDBC, myBatis
- ORM, Hibernate



Storage

File System

- Static Content
 - File, Image
 - Video, Audio
- Indexing
 - Solr
 - Elasticsearch

SQL

- MySQL, Postgre
- Oracle, IBM Db2, SQLServer

NoSQL

- MongoDB
- Neo4j

