

TP

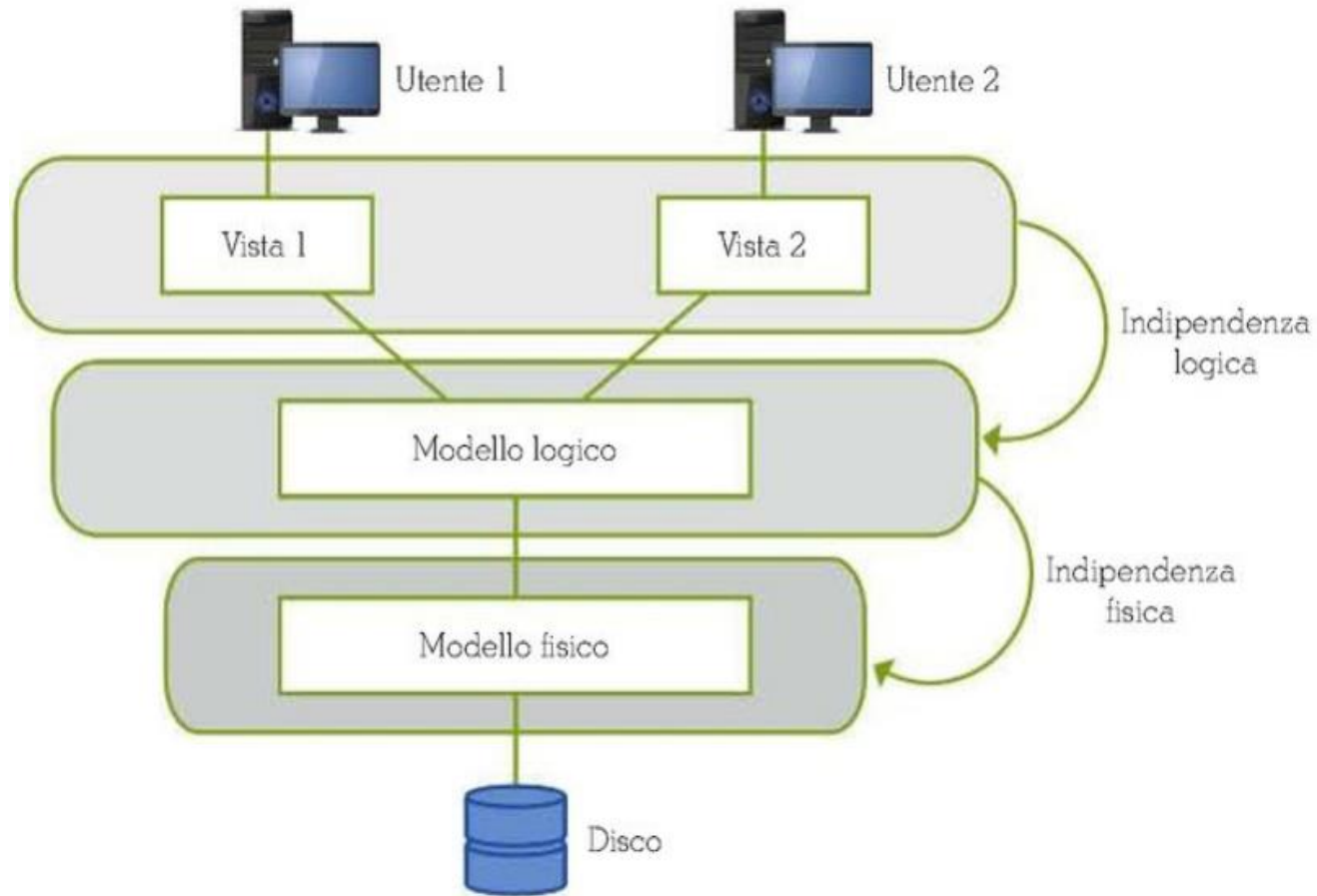
## Architekturen für Webanwendungen

### 5. Klasse TFO Brixen

Michael Mutschlechner

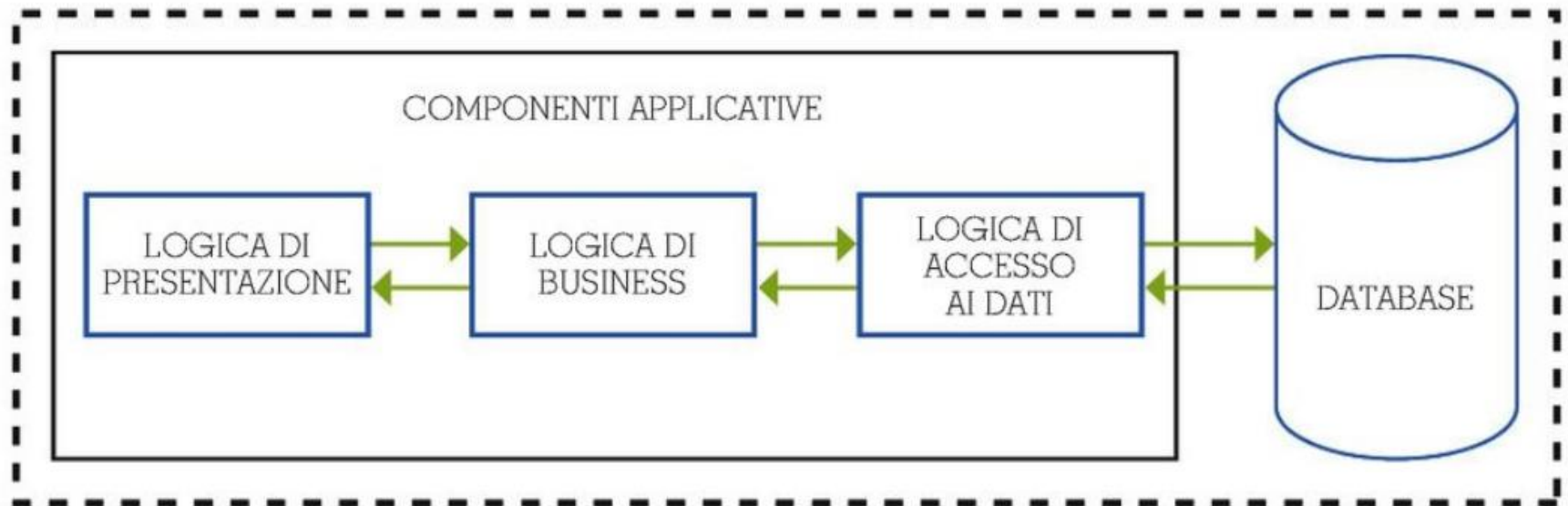
# Schichtenmodell bei relationalen Datenbanken

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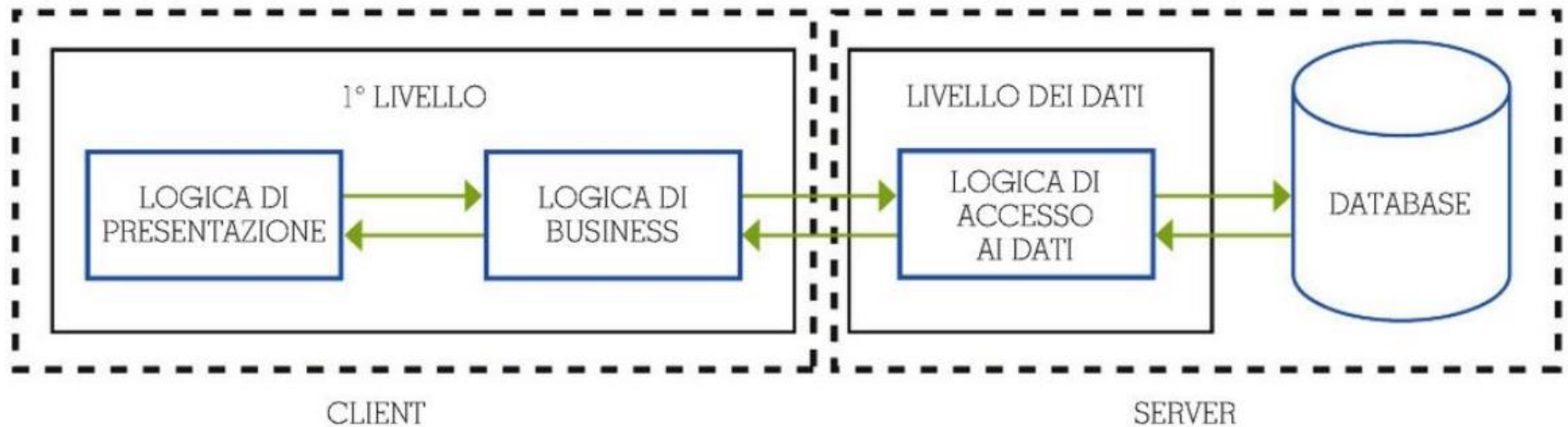


# Architektur ohne Trennung der Schichten

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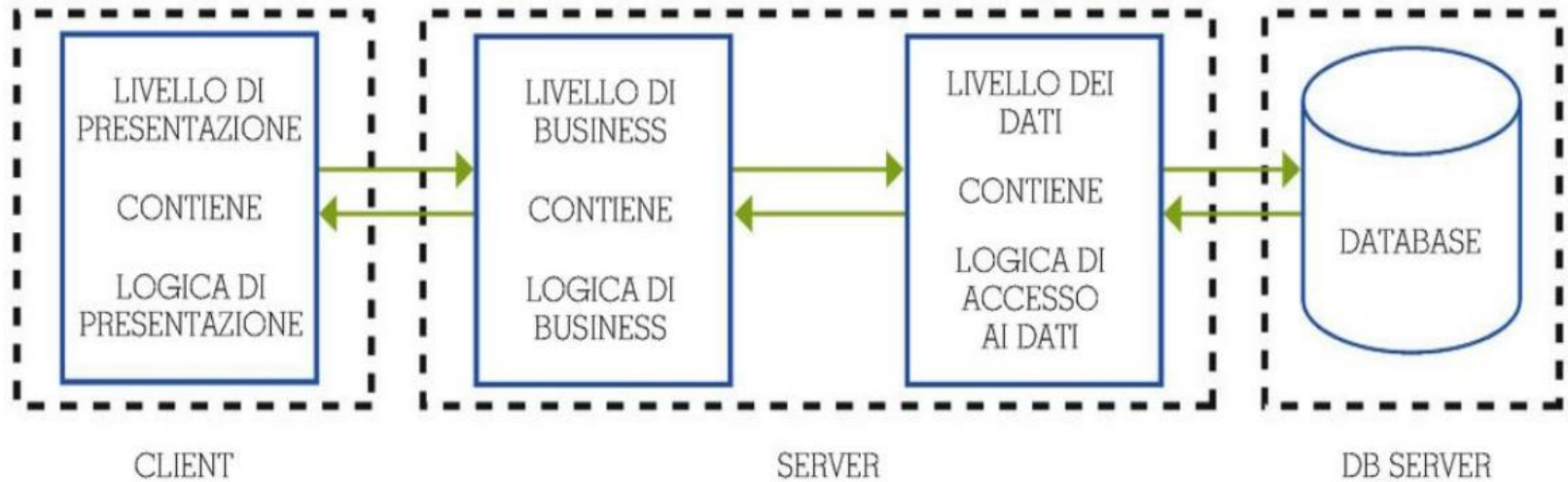


# Client/Server-Architektur (2-tier)



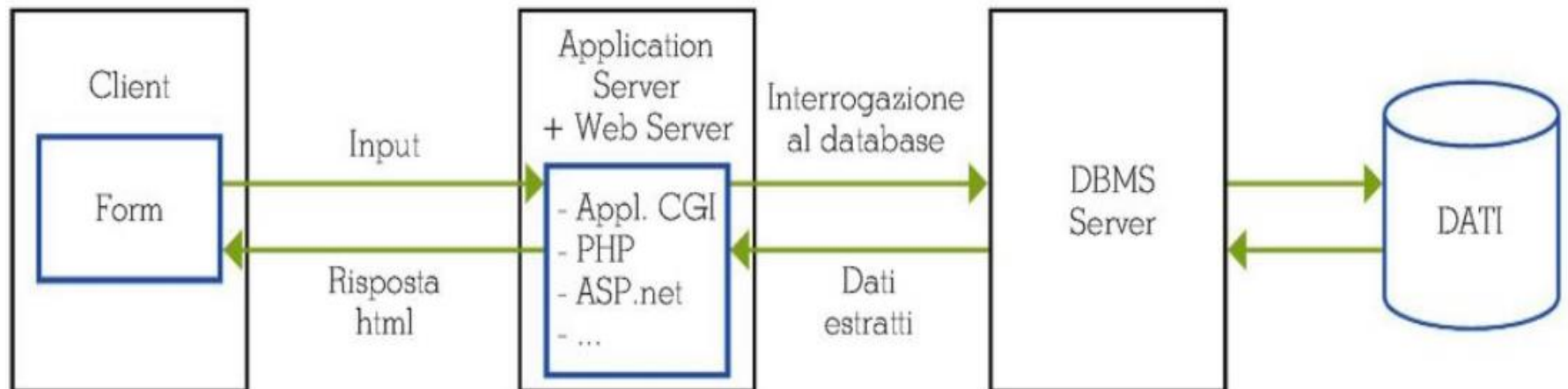
# 3-tier-Architektur

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# 3-tier-Architektur bei Webseiten

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# Sockets in Java: Server

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## ► Server:

```
ServerSocket serverSocket;  
Socket connection = null;  
ObjectInputStream in=null;  
ObjectOutputStream out=null;  
String message;  
serverSocket = new ServerSocket(...);  
connection = serverSocket.accept();  
in = new ObjectInputStream(connection.getInputStream());  
Out = new ObjectOutputStream(connection.getOutputStream());  
message = (String) in.readObject();  
out.writeObject(...);  
out.flush();  
  
in.close();  
out.close();  
connection.close();  
serverSocket.close();
```



# Sockets in Java: Client

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## ► Client

```
Socket clientSocket;  
ObjectOutputStream out;  
ObjectInputStream in;  
clientSocket = new Socket(...);  
out = new ObjectOutputStream(clientSocket.getOutputStream());  
out.flush();  
in = new ObjectInputStream(clientSocket.getInputStream());  
out.writeObject(...);  
out.flush();  
(String) in.readObject();  
in.close();  
out.close();  
clientSocket.close();
```

