

Often



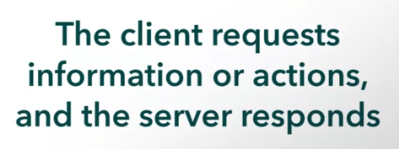
Server

* Storing
* Computation

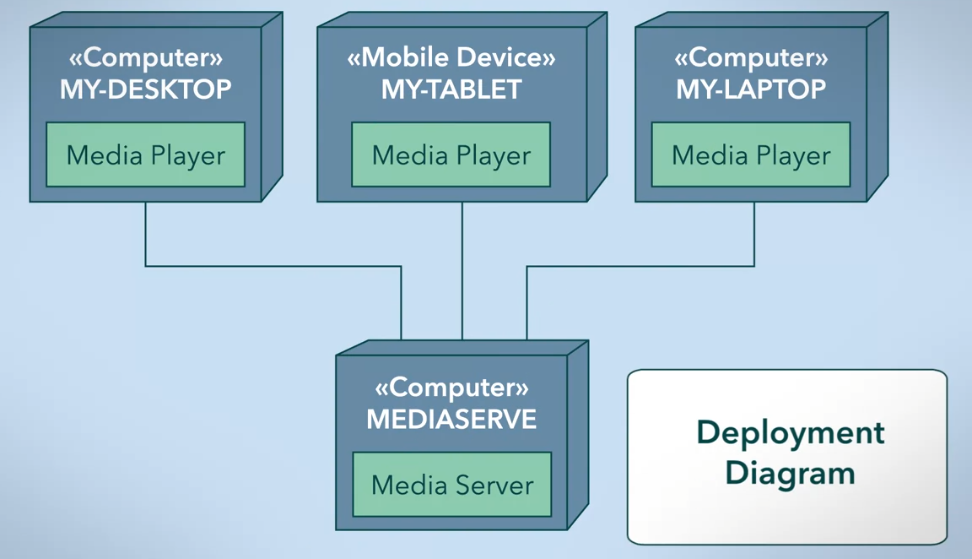
Client

* Request

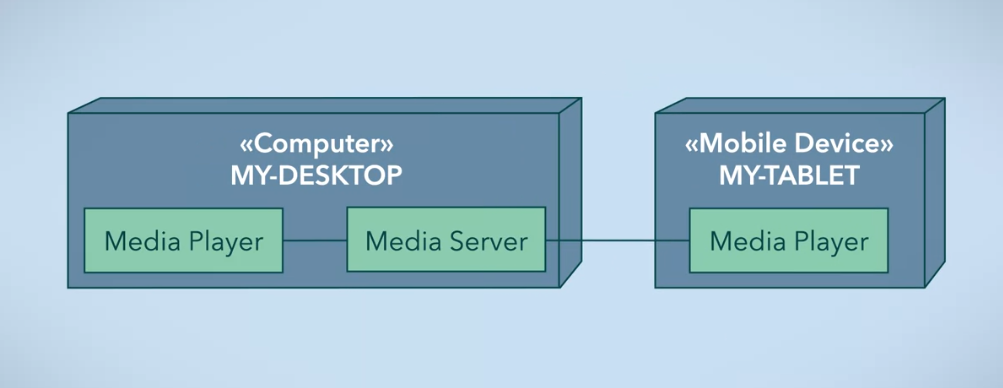






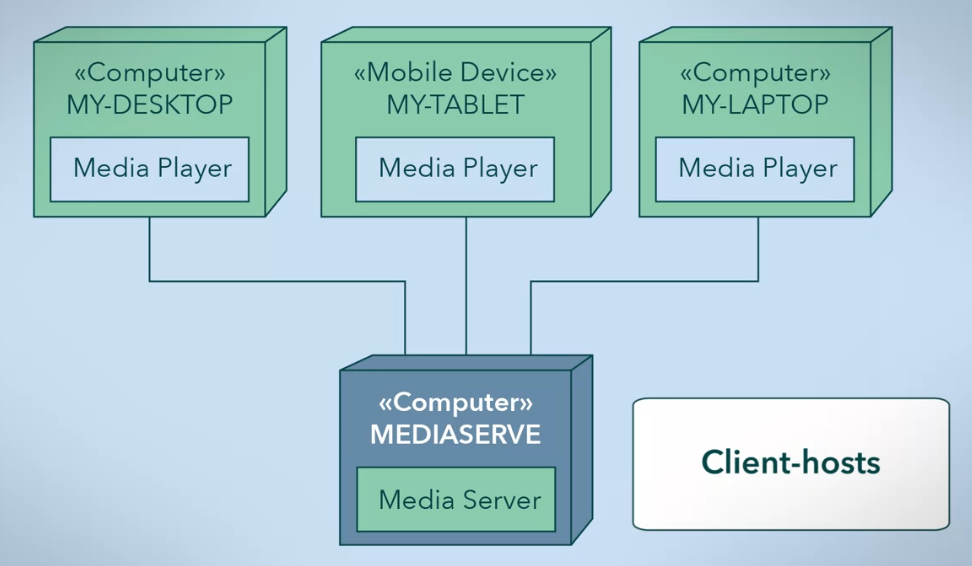


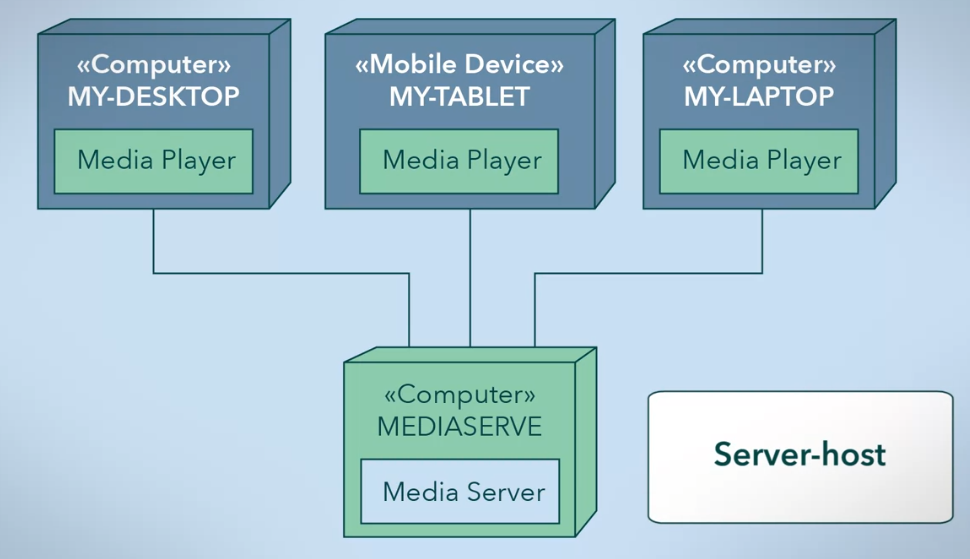
Can be:



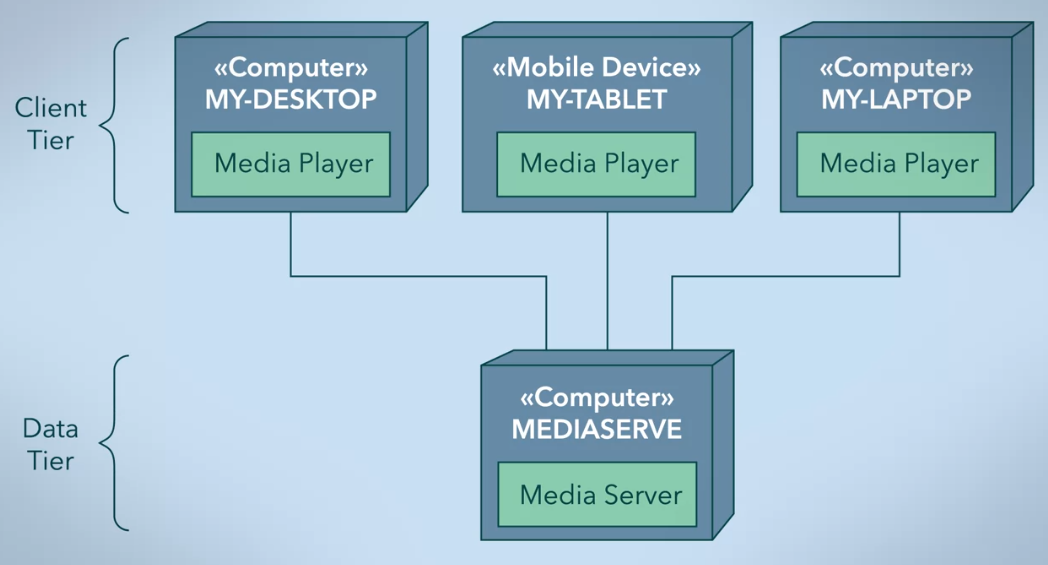
* Desktop becomes host



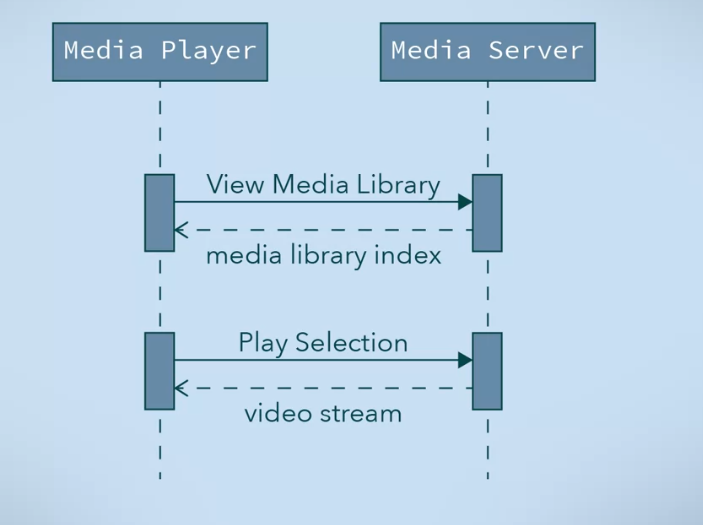




2-tier architecture

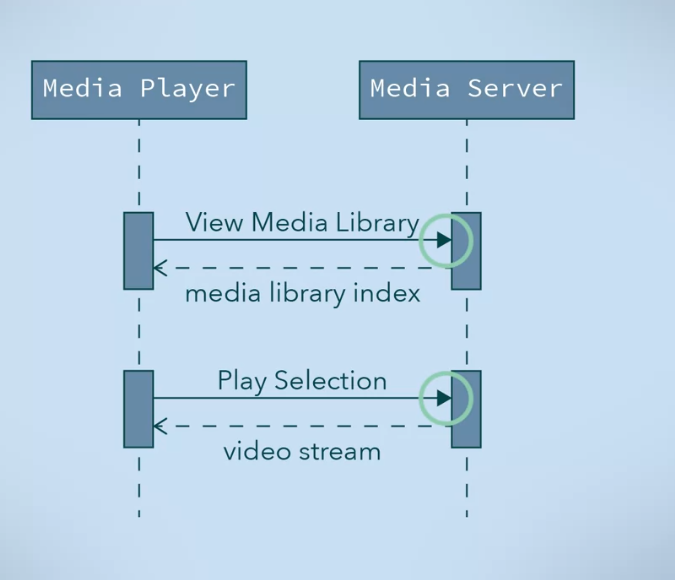


Simple sequence diagram (Request-response)

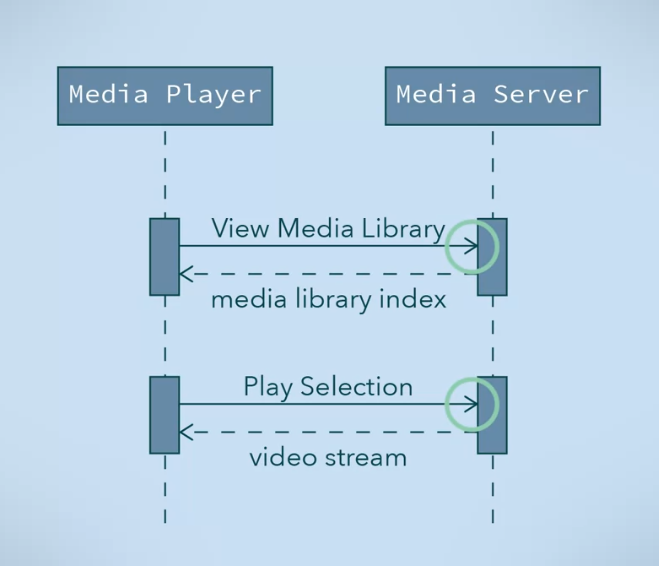




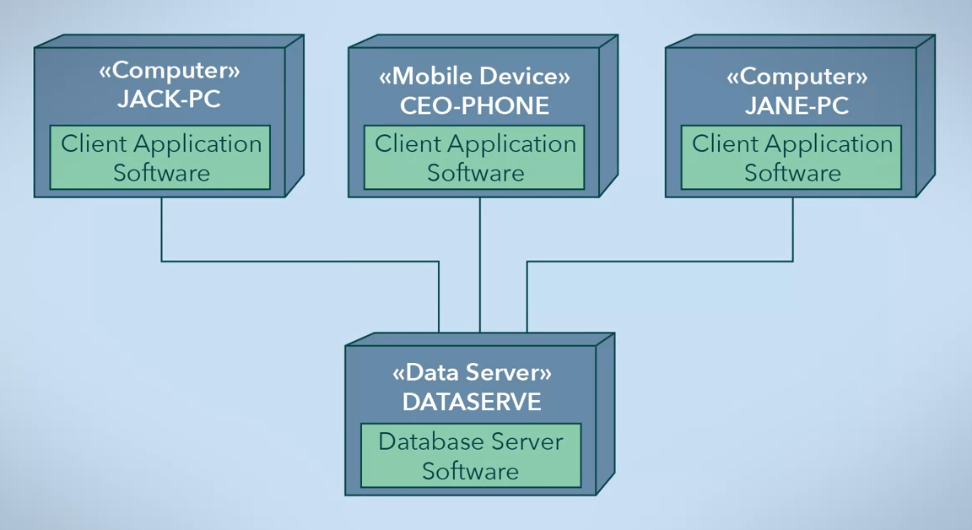
Synchronous



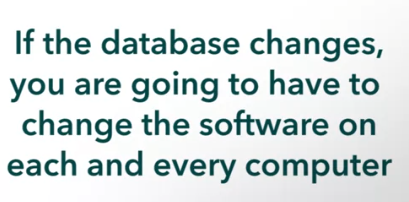
Asynchronous



Another example of 2-tier

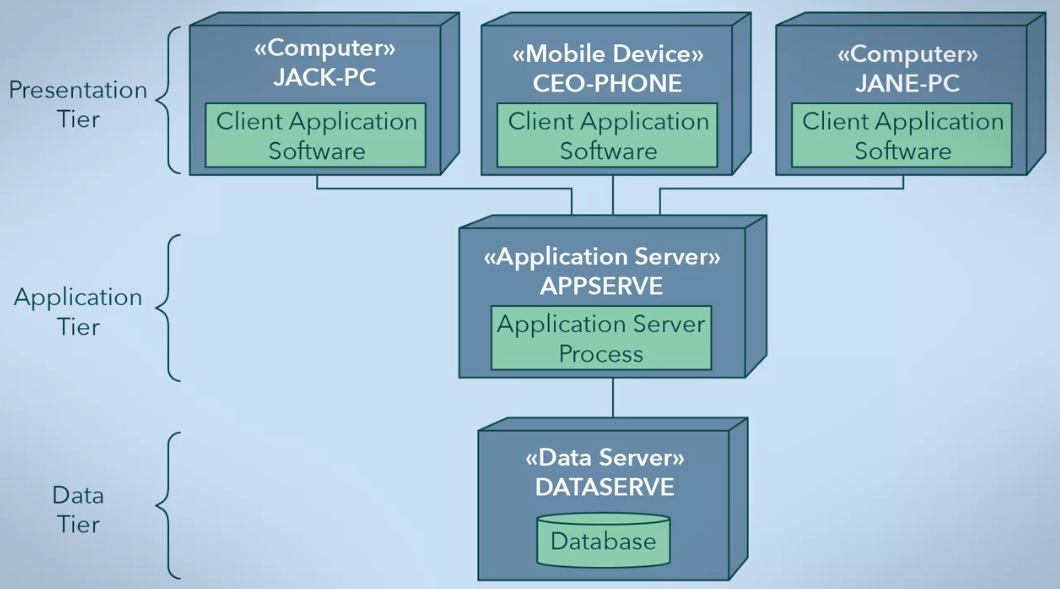


Downside:

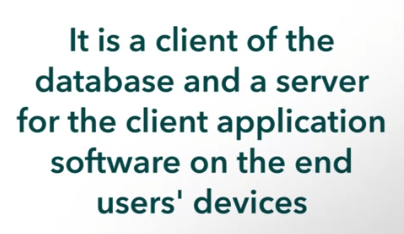


Improvement: 3-tier architecture

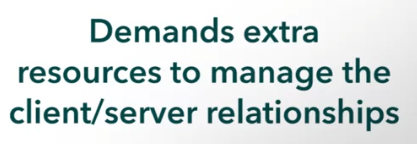
* Inserting an application tier

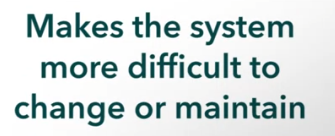




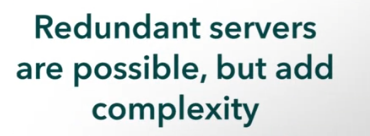


Drawbacks of the n-tier:









Advantages:





