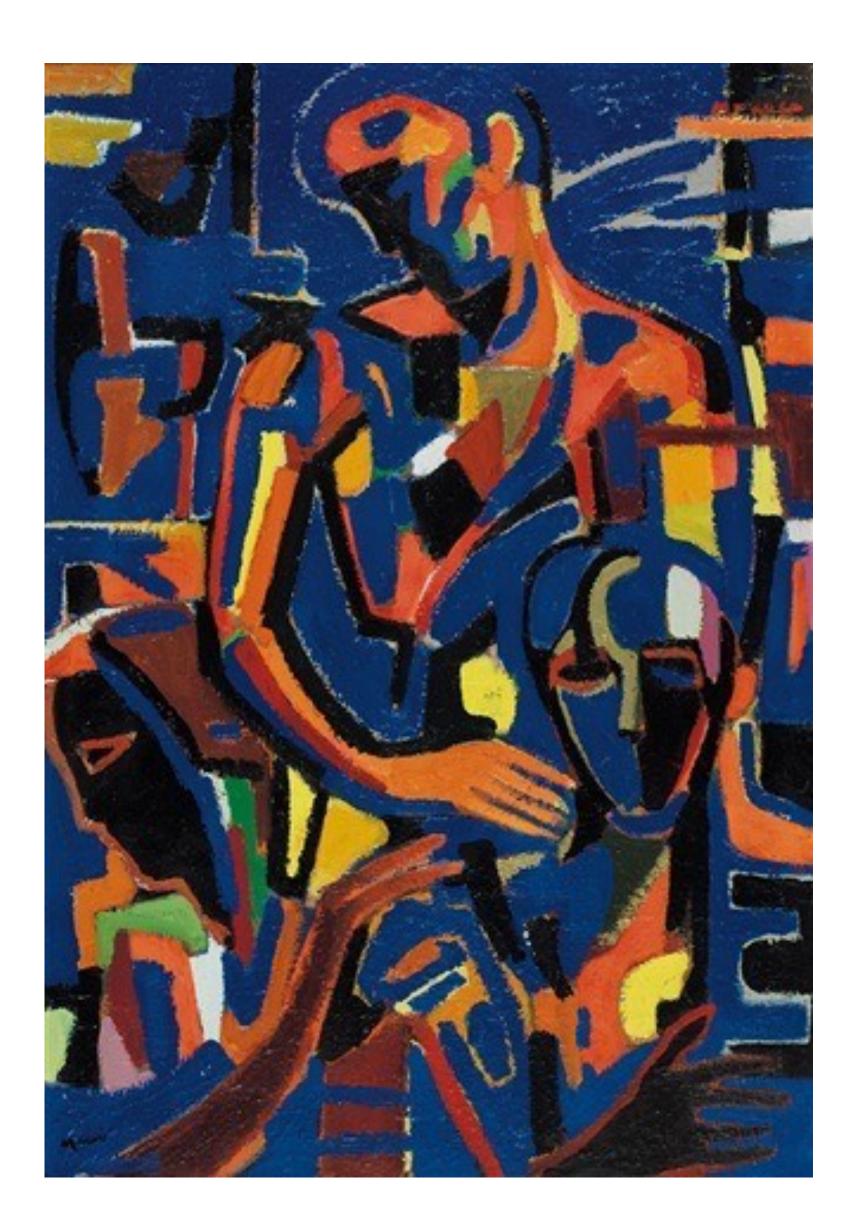# How we think about complex systems

Plethora of <u>Architectures</u>, <u>Design Patterns</u> and <u>Paradigms</u>

Service-oriented

Reactive architecture

Microservices

Layered

Pipes and filters

Plug-ins

Dependency Injection

Service-oriented

Proxy

Behavioral Programming

Shared nothing architecture

Component-based

Event-driven

Space-based

Factory method

Pipes and filters

Component-based

Service-oriented

Layered

Space-based

Event-driven

Factory method

Proxy