

UD11. Networks

Layer architecture

Desarrollo de Aplicaciones Web
1er Curso

Curso 2020-2021

Autor: Vicent Bosch

vicent.bosch@ceedcv.es



Reconocimiento - NoComercial - Compartirlgual (by-nc-sa): No se permite un uso comercial de la obra original ni de las posibles obras derivadas, la distribución de las cuales se debe hacer con una licencia igual a la que regula la obra original.

Esta obra esta sujeta a la Licencia Reconocimiento-NoComercial-Compartirlgual 4.0 Internacional de Creative Commons. Para ver una copia de esta licencia, visite <http://creativecommons.org/licenses/by-nc-sa/4.0/> o envíe una carta Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

Let's travel

1. You are going to Rome
2. You buy a ticket
3. You go to the airport
4. You check in the luggage
5. You embark (door)
6. You travel to your Destiny (or an intermediate airport/node)
7. You arrive at your destiny.
8. You disembark (door)
9. You get your luggage
10. In case of a complaint, you use your ticket.

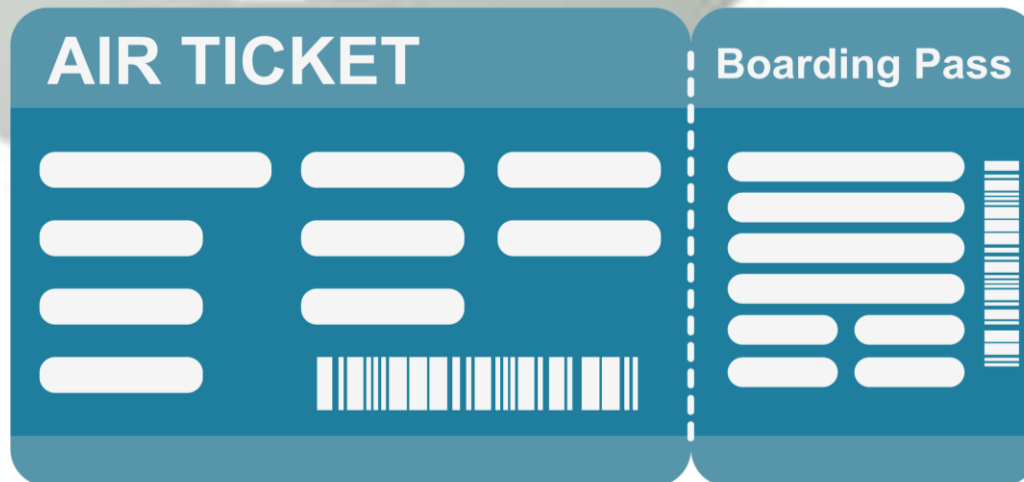
Layers?

- ~~1. You are going to Rome~~
2. You buy a ticket
- ~~3. You go to the airport~~
4. You check in the luggage
5. You embark (door)
6. You travel to your Destiny (or an intermediate airport/node)
7. You arrive at your destiny.
8. You disembark (door)
9. You get your luggage
10. In case of a complaint, you use your ticket.

Layers, methods?

1. Ticket (Access)
2. Luggage (check)
3. Door (embark)
4. Plane (take off)

1. Plane (land)
2. Door (disembark)
3. Luggage (get)
4. Ticket (complaint)



[Image](#)

Layers, methods, nodes?

1. Ticket (Access)
2. Luggage (check)
3. Door (embark)
4. Plane (take off)

1. Plane (land)
2. Door (disembark)
3. Luggage (get)
4. Ticket (complaint)



Layers, methods, nodes, layer communication?

1. Ticket (Access)



2. Luggage (check)



3. Door (embark)



4. Plane (take off)



1. Ticket (complaint)



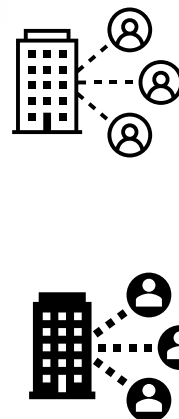
2. Luggage (get)



3. Door (disembark)



4. Plane (land)

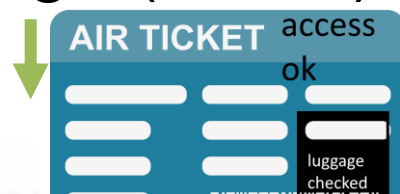


Layers, methods, nodes, layer communication using interfaces

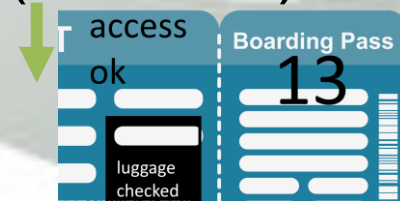
1. Ticket (Access)



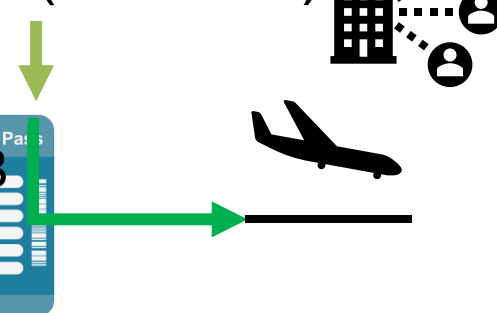
2. Luggage (check)



3. Door (embark)



4. Plane (take off)



1. Ticket (complaint)



2. Luggage (get)



3. Door (disembark)



4. Plane (land)



Layers, methods, nodes,...

layer communicates with layer

- | | | |
|---------------------|---|-----------------------|
| 1. Ticket (Access) | ↔ | 1. Ticket (complaint) |
| 2. Luggage (check) | ↔ | 2. Luggage (get) |
| 3. Door (embark) | ↔ | 3. Door (disembark) |
| 4. Plane (take off) | ↔ | 4. Plane (land) |



Think of another example where you need to
use a layer architecture **and post it in the forum**

