UD11. Networks

Layer architecture

Desarrollo de Aplicaciones Web

1er Curso

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Autor: Vicent Bosch

vicent.bosch@ceedcv.es

Let's travel

1. You are going to Rome
2. You buy a ticket
3. You go to the airpot
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 airpot~~
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
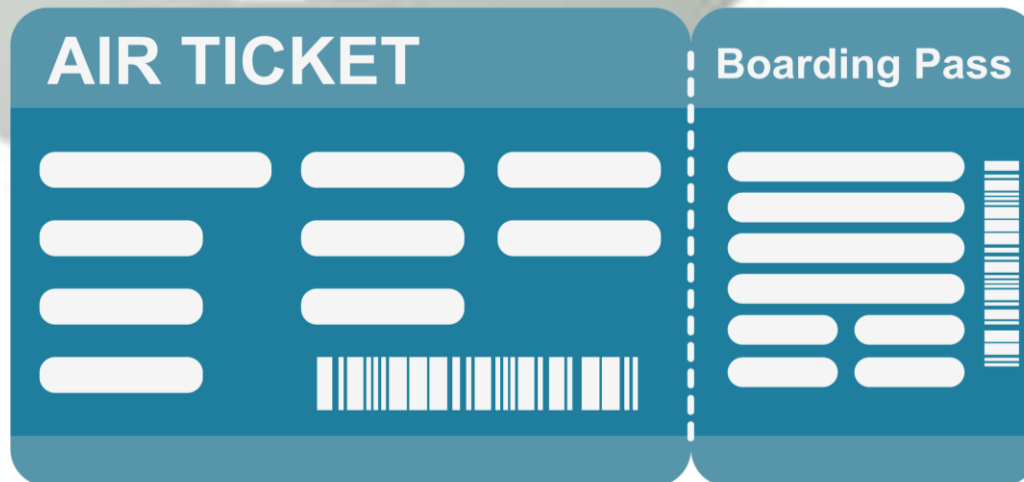10. In case of a complaint, you use your ticket.

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)
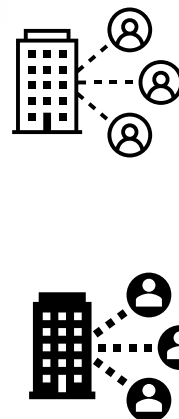4. Plane (take off)

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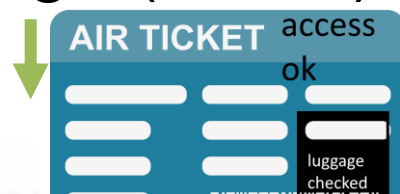3. Door (disembark)
4. Plane (land)

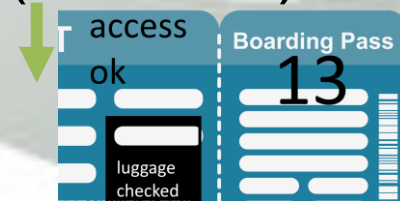# Layers, methods, nodes, layer communication using interfaces
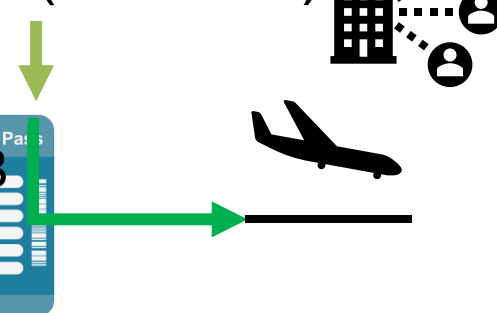
1. Ticket (Access)

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