**Arquitectura de un sistema de información web**

Group C1.003

<https://github.com/manumnzz/DP2-2425-C1-003>

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### Introduction

The architecture of a web information system is the technical and functional structure that defines how different components will be integrated and work together to meet the established requirements.

### Contents

* There are several architectural patterns commonly used, such as the Model-View-Controller (MVC) model, the three-tier pattern, the client-server pattern, and the microservices-based architecture.
* The **three-tier pattern** includes:
  + The **presentation layer**, responsible for user interaction.
  + The **business logic layer**, which implements business rules along with system requirements.
  + The **data storage layer**, which manages and stores system data.
* The choice of technologies can vary depending on system needs. Common technologies include programming languages like **Java**, databases like **MySQL**, and frameworks such as **Spring** and **React**.
* The architecture must be designed to handle increased traffic and data without affecting performance. It should also ensure the protection of data and information, using techniques such as authentication, data encryption, and validation.

### Conclusions

The architecture of a web information system is essential for the system's **performance, scalability, and security**. It must be carefully designed to effectively meet business requirements.

### References

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