

## Client-Server Architecture

Basic assumptions about the Laboratory works: multi-tier IT system project with implementation.

### Schedule:

Week	Subject	Hours
1	Introduction, project teams building.	2
2	Brainstorming.	2
3	Presentation of self-prepared or chosen idea of client/server solution.	2
4	Revised concept of projected solution.	2
5	Setup of project's infrastructure.	2
6	Sprint 1 iteration 1.	2
7	Sprint 1 iteration 2.	2
8	Sprint 1 iteration 3 and sprint 1 demo.	2
9	Sprint 2 iteration 1.	2
10	Sprint 2 iteration 2.	2
11	Sprint 2 iteration 3 and sprint 2 demo.	2
12	Sprint 3 iteration 1.	2
13	Sprint 3 iteration 2.	2
14	Sprint 3 iteration 3 and sprint 3 demo.	2
15	Final assessment.	2
Total:		30

### Tools recommended:

1. ARIS Express, free modeling tool by Software AG – for modeling and documentation.
2. VMware Player or other free virtualization platform – for simulation of infrastructure.
3. Linux operating system (distributions CentOS or Ubuntu recommended) – for simulation of database, application server platform(s) and other elements of infrastructure (UTM for example).
4. Programming environments and frameworks (Django, Ruby On Rails etc.) – team decides.