

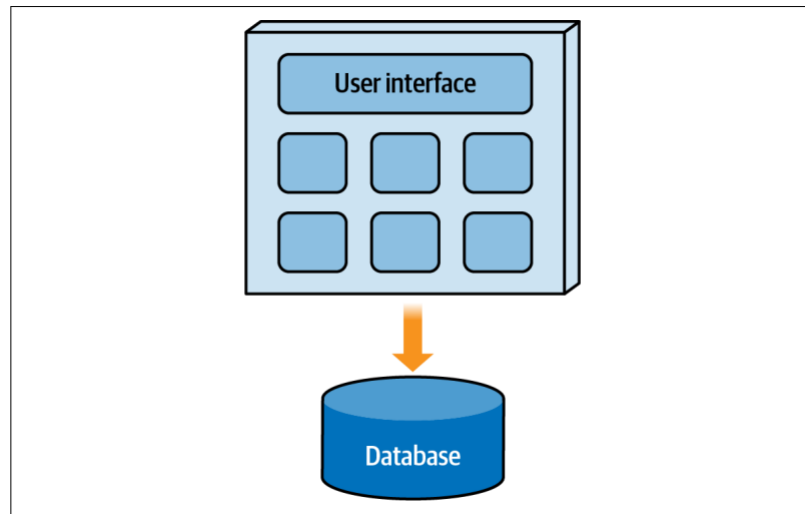
# Layered Architecture

# Architecture Styles

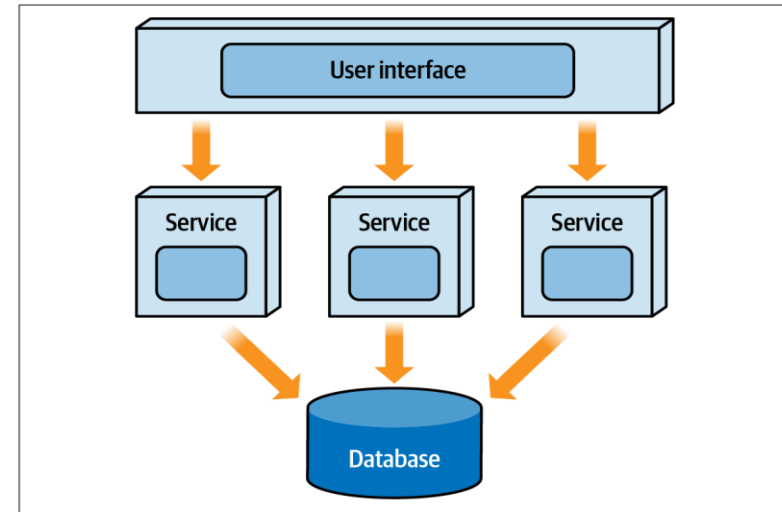
- Define the basic characteristics and behavior of an application
- defines how the components of a software system interact with each other
- Different architecture styles offer different level of scalability, flexibility, maintainability, or performance
- Some architecture styles naturally lend toward highly scalable systems, whereas some naturally lend toward quick development

# Architecture Classification

- Monolithic
  - Simple, Easy, Single Deployment



- Distributed
  - Scalability, Fault tolerance

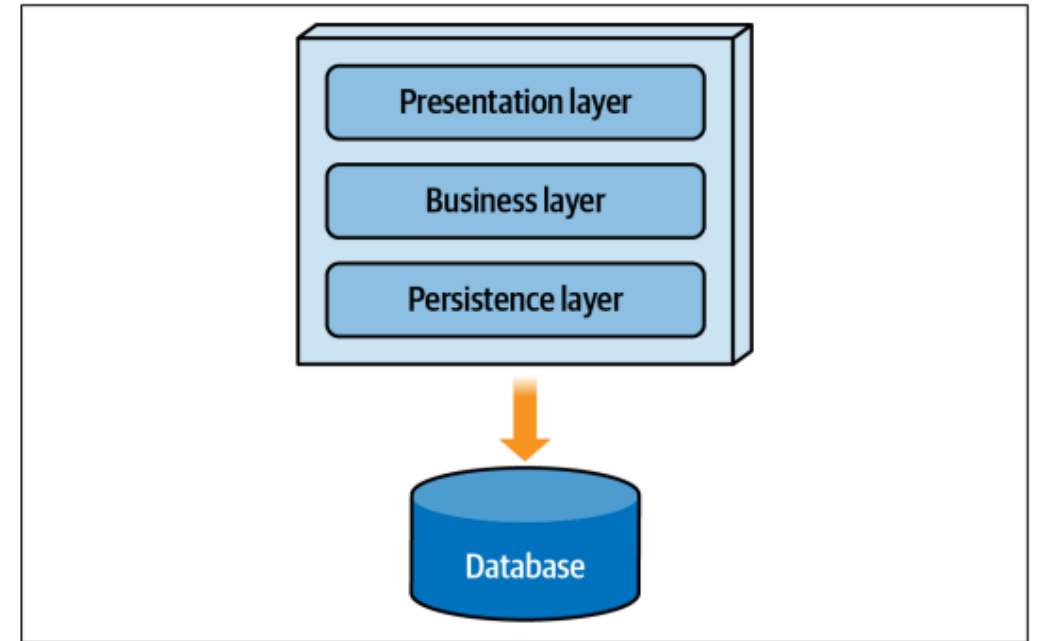


# Architecture Partitioning

- Technical Partitioning
- Domain Partitioning

# Technical Partitioning

- Components of the system organized by technical usage
- Useful if a majority of your changes are isolated to a specific technical area
  - For example, if you are constantly changing the look and feel of your user interface without changing the corresponding business rules, change is isolated to only the presentation layer.

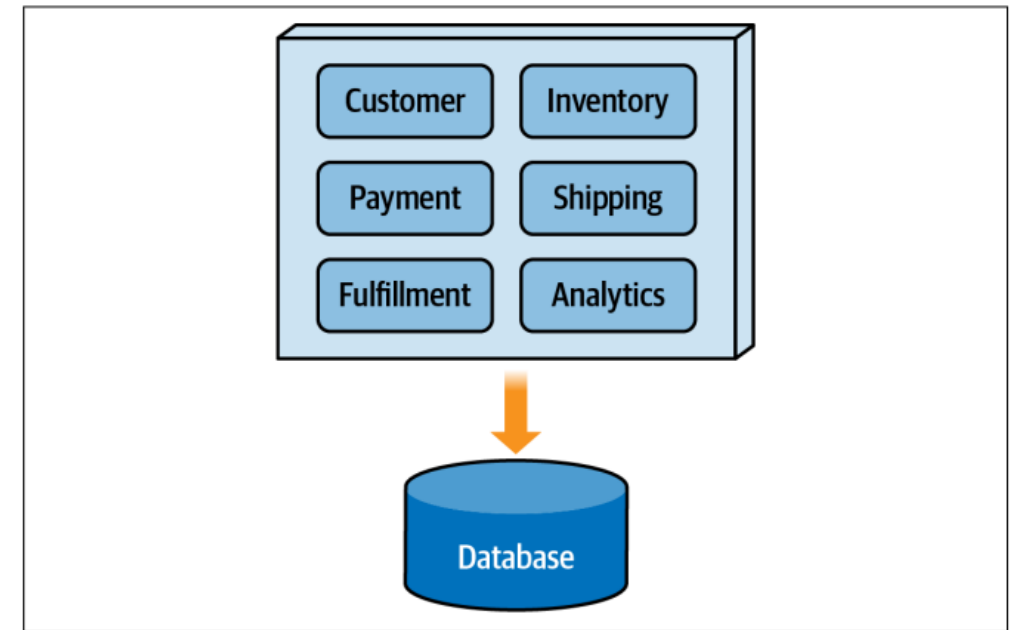


# Technical Partitioning Issue

- However, imagine implementing a new requirement to add an expiration data to items for customer wish lists.
  - Add a new column to the wish list table in the database layer.
  - Update SQL queries in the persistence layer.
  - Define business rules in the business layer.
  - Modify contracts between business and presentation layers.
  - Update UI screens in the presentation layer.

# Domain Partitioning

- Components of the system organized by domain areas
- all of the functionality (presentation, business logic, and persistence logic) is grouped together for each domain and subdomain area in separate areas of the application



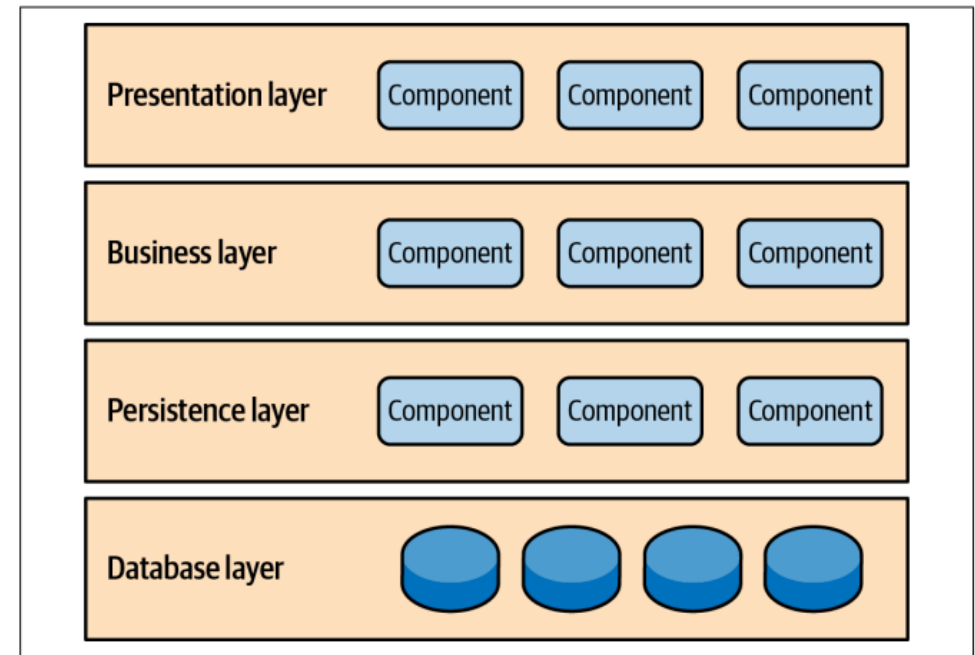
# Layered Architecture

- most common architecture style
- Also known as the n-tier architecture
- Widely used because it aligns with traditional IT team structures
  - where teams are organized by technical domains (such as presentation teams, backend development teams, database teams, and so on).
- Follows Technical Partitioning



# Layered Architecture

- Components organized into horizontal layers
  - each performing a specific role
- Mostly consist of four standard layers
  - Presentation
  - Business
  - Persistence
  - Database



# Layered Architecture

- Presentation Layer
  - Handles user interface and browser communication logic
  - Displays information in a specific format
  - Abstracts away details of data retrieval
- Business Layer
  - Executes business rules for specific requests
  - Applies logic (e.g., calculations, aggregations)
  - Passes processed data to the presentation layer

# Layered Architecture

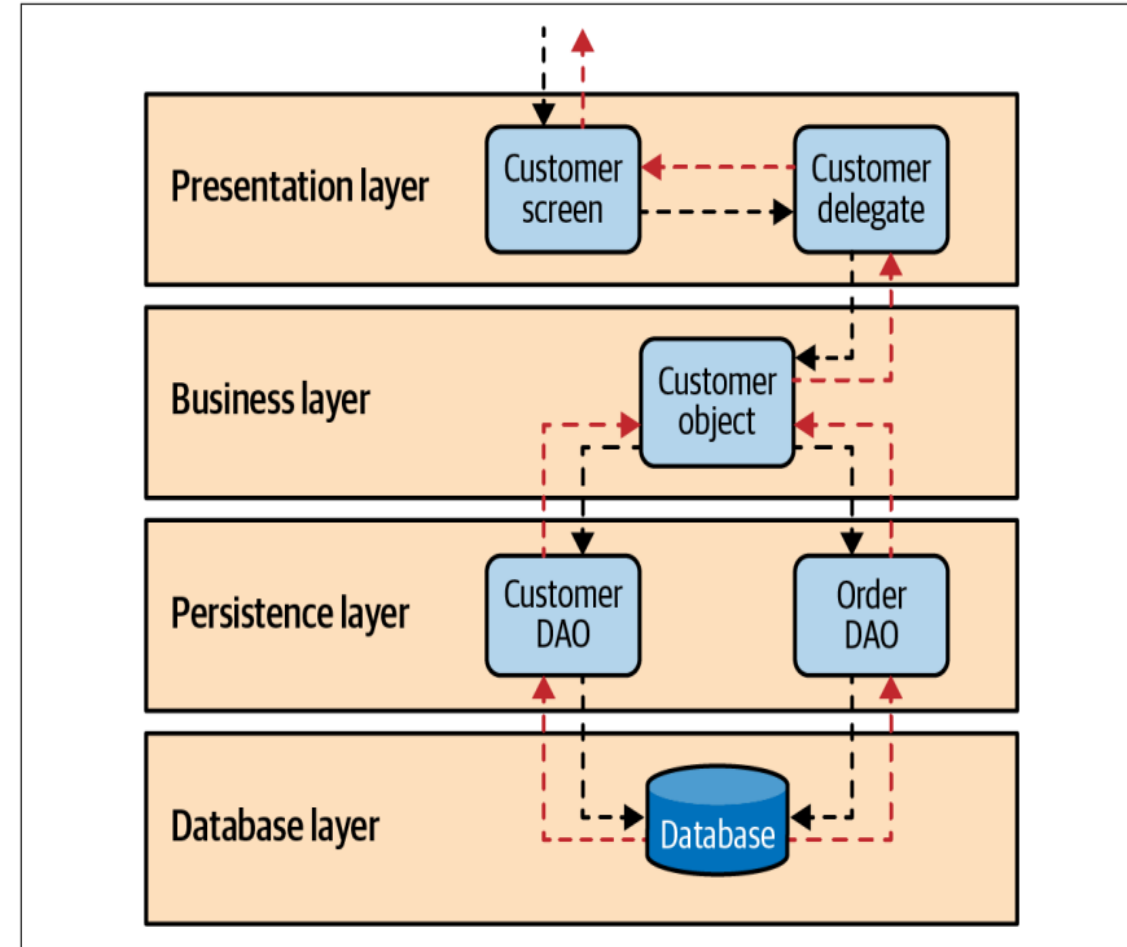
- Persistence Layer
  - Manages data access and storage logic
  - Handles communication with the database layer
  - Abstracts database operations from the business layer
  - Provides APIs to retrieve or modify data
- Database Layer
  - Stores and organizes application data
  - Executes queries and transactions for data retrieval or modification

# How Layered Architecture Works

- Scenario:
  - Business user requests customer information (e.g., customer and order data).

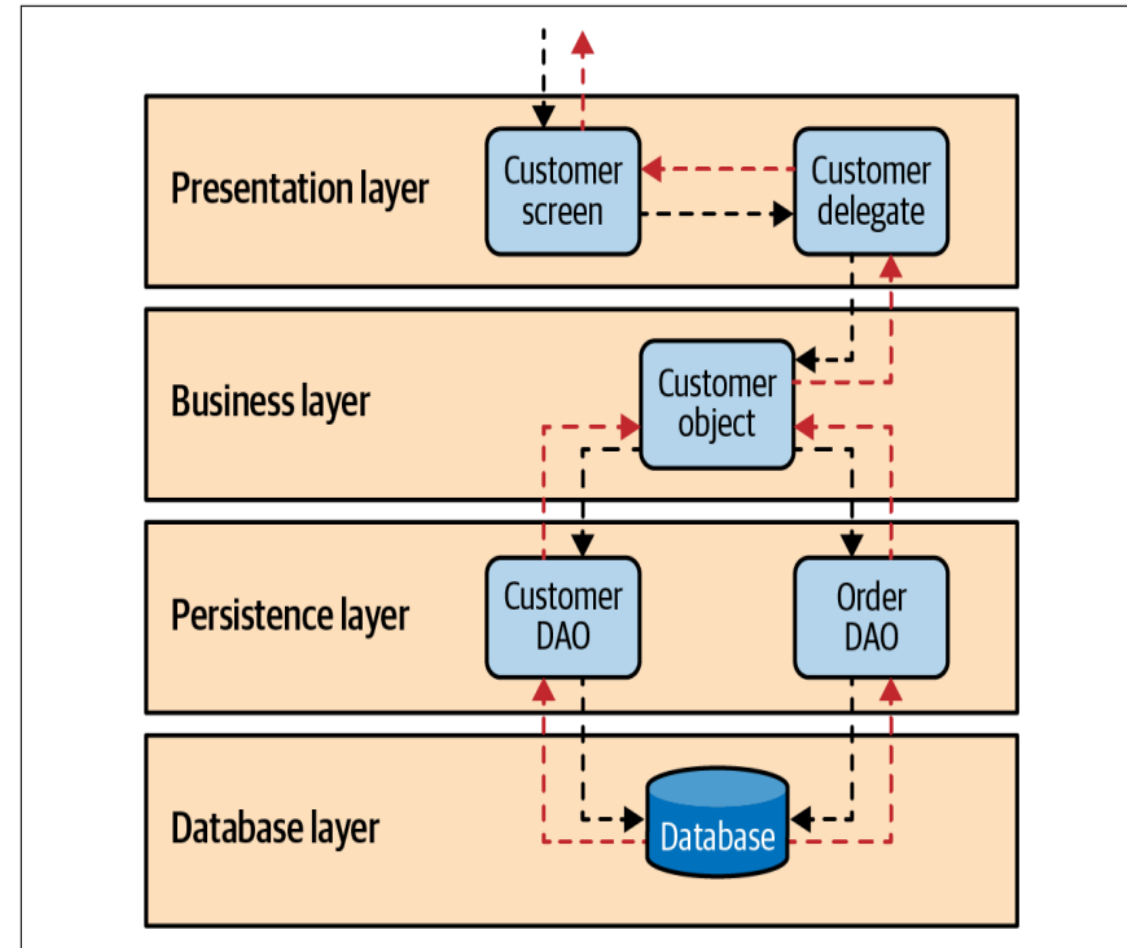
# How Layered Architecture Works

- Presentation Layer
  - Customer Screen:
    - Accepts the request and displays the data.
    - Unaware of data location or retrieval process.
  - Customer Delegate:
    - Forwards request to the appropriate Business Layer module.



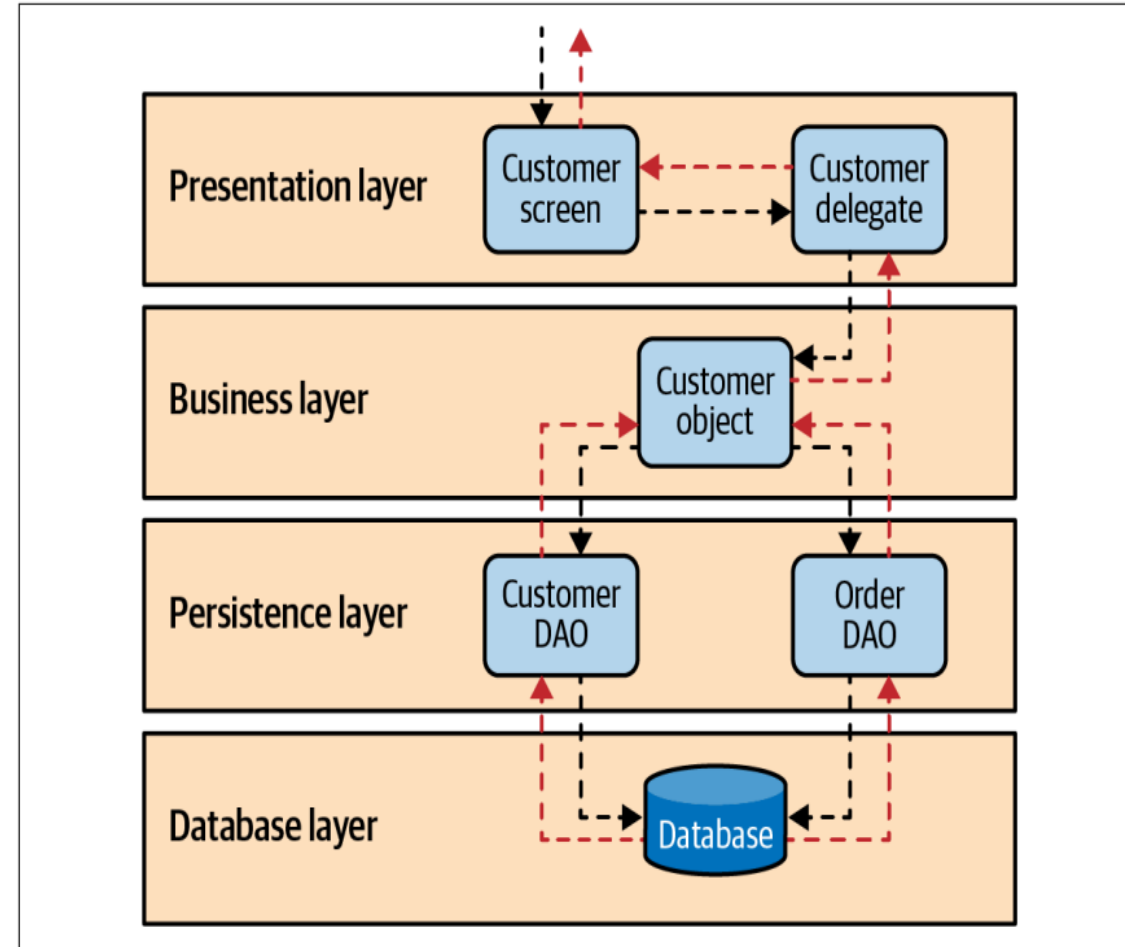
# How Layered Architecture Works

- Business Layer:
  - Customer Object:
    - Aggregates customer and order data required for the request.
    - Delegates data retrieval to the Persistence Layer.



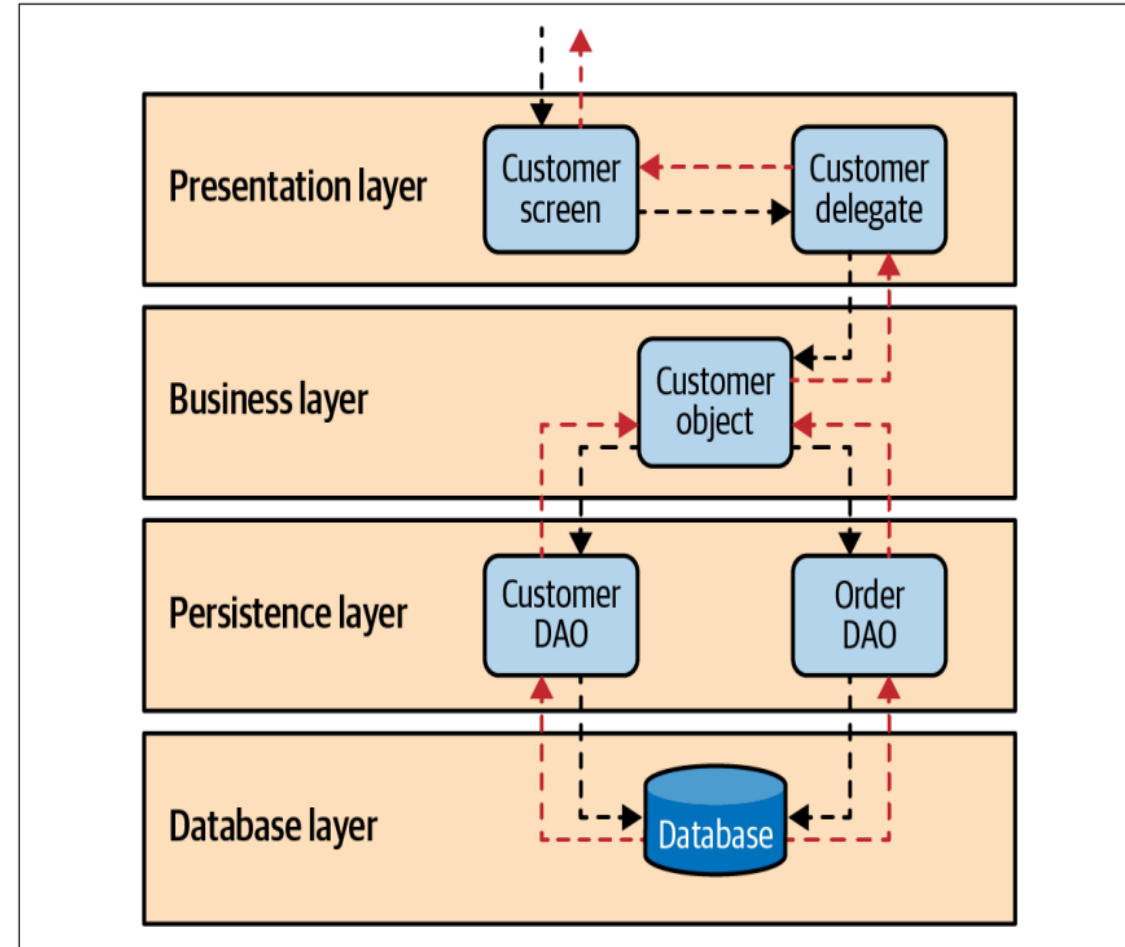
# How Layered Architecture Works

- Persistence Layer:
  - Customer DAO:
    - Retrieves customer data from the database.
  - Order DAO:
    - Retrieves order data from the database.



# How Layered Architecture Works

- Database Layer:
  - Executes SQL queries to fetch data.
  - Sends data back to DAO modules in the persistence layer.





# Considerations and Analysis

- Advantages:
  - Well-understood and general-purpose.
  - Good starting point when unsure of the best style.
  - Suitable for projects with significant budget or time constraints.
- Challenges:
  - Risk of the Architecture Sinkhole Anti-Pattern
    - Requests pass through layers with minimal logic.
    - Ideal ratio: 80% requests with logic, 20% simple pass-through.
  - High coordination effort when multiple layers are impacted by a change.

# When to Consider Layered Architecture

- When changes are isolated to specific layers
  - Example: Updating UI look-and-feel
- Aligned with technically partitioned teams
  - UI developers, backend teams, database team
- Monolithic systems with low operational concerns

# When NOT to Consider Layered Architecture

- Operational Concerns
  - Applications requiring scalability, fault tolerance, and performance.
- Frequent Domain-Level Changes
  - Domain changes impact all layers (e.g., adding expiration dates to a customer's movie list)
  - Requires coordination across multiple teams
- Domain-Partitioned Teams
  - Misaligned with cross-functional teams that manage all aspects for a specific domain

# Layered Architecture: Brief Example

## An E-commerce System

### 1. Presentation Layer

- Purpose:
  - Handles user interaction and the visual representation of data.
- Components/Services:
  - User Interface:
    - Displays product catalog, shopping cart, user profile, etc.
    - Technology: React.js, Angular, or Vue.js
  - API Gateway:
    - Acts as an entry point to connect frontend with backend services.
    - Technology: REST APIs

# Layered Architecture: Brief Example

## An E-commerce System

### 2. Business Logic Layer

- Purpose:
  - Implements the core logic of the system, such as product management, order placement, payment processing, etc.
- Components/Services:
  - ProductService: Manages product-related logic.
  - OrderService: Manages order placement and status updates.
  - PaymentService: Handles payment validation and coordination with the Integration Layer.
  - And so on...

# Layered Architecture: Brief Example

## An E-commerce System

### 3. Persistence Layer

- Purpose:
  - Abstracts interactions with the database
- Components/Services:
  - Data Access Objects (DAO): Encapsulates database operations for specific entities.
  - Technology: Hibernate (Java), Entity Framework (C#), or Sequelize (Node.js)

# Layered Architecture: Brief Example

## An E-commerce System

### 4. Database Layer

- Purpose:
  - Handles the actual storage and management of data in relational or NoSQL databases.
- Components/Services:
  - Relational Database:
    - Stores structured data (e.g., products, users, orders).
    - Technology: MySQL, PostgreSQL, or Amazon RDS
  - NoSQL Database:
    - Handles unstructured or semi-structured data (e.g., logs, user activity).
    - Technology: MongoDB, DynamoDB

# Layered Architecture: Brief Example

## An E-commerce System

### 5. Integration Layer

- Purpose:
  - Facilitates communication with external services and APIs, such as payment gateways, email notifications, and shipping providers.
- Components/Services:
  - Payment Gateway Integration:
    - Manages interaction with third-party services like PayPal or Stripe.
    - Technology: PayPal SDK, Stripe API
  - Email Notification Service:
    - Sends order confirmations and promotional emails.
    - Technology: SendGrid, Amazon SES
  - Shipping API Integration:
    - Provides tracking and logistics updates.
    - Technology: FedEx or DHL APIs



# Layered Architecture: Brief Example

## An E-commerce System

### 6. Infrastructure Layer

- Purpose:
  - Provides foundational support for hosting and deployment.
- Components/Services:
  - Hosting Platform:
    - Runs the application on a scalable cloud infrastructure.
    - Technology: AWS EC2, Azure, or Google Cloud
  - Containerization:
    - Ensures consistent deployment across environments.
    - Technology: Docker, Kubernetes
  - CI/CD Pipeline:
    - Automates the build, test, and deployment processes.
    - Technology: Jenkins

# Reference

- Chapter 3 - Software Architecture Patterns, 2<sup>nd</sup> Edition by Mark Richards