**Architecture Rationale**

Protecc decided to use a three-tier client/server architecture for the Command Center security system. The purpose for this is to separate concerns between the presentation layer, the sensor logic, and the data that the system stores. The command center interface that the home-owner accesses on his or her phone or home console should not require any direct access to the working of other components of command center. It is not until some of the sensor readings are required (ie. viewing a device feed) that the layers are connected and bridged together. One benefit to consider is that the architecture promotes high cohesion since each server has a specific function. However, separating in this manner can cause issues within the devices and their data. Since business logic and data are separated, in order to compare current data with previous data (ie. to see if readings have changed) then the device server would have to frequently interact with the database server. This can in itself cause coupling issues if the servers become too reliant on each other.