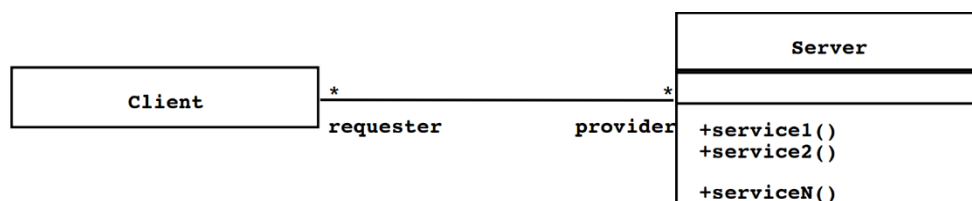


What is the difference between the repository pattern and the client-server pattern?

Client/Server Architectural Style

- ✓ One or many servers provide services to instances of subsystems, called **clients**.
- ✓ Each client calls on the server, which performs some service and returns the result.
- ✓ The clients know the interface of the server and the server does not need to know the interface of the client.
- ✓ The response, in general, is immediate.
- ✓ End users interact only with the client.
- **Often used in the design of database systems:**
 - Front-end: User application (client)
 - Back end: Database access and manipulation (server)
- **Functions performed by client:**
 - Input from the user (Customized user interface)
 - Front-end processing of input data
- **Functions performed by the database server:**
 - Centralized data management.
 - Data integrity and database consistency.
 - Database security.



Repository Architectural Style

- ✓ Subsystems access and modify data from a single data structure called the **repository**.
- ✓ Subsystems are loosely coupled (interact only through the repository).
- ✓ Control flow is dictated by the repository through triggers or by the subsystems through locks and synchronization primitives.

