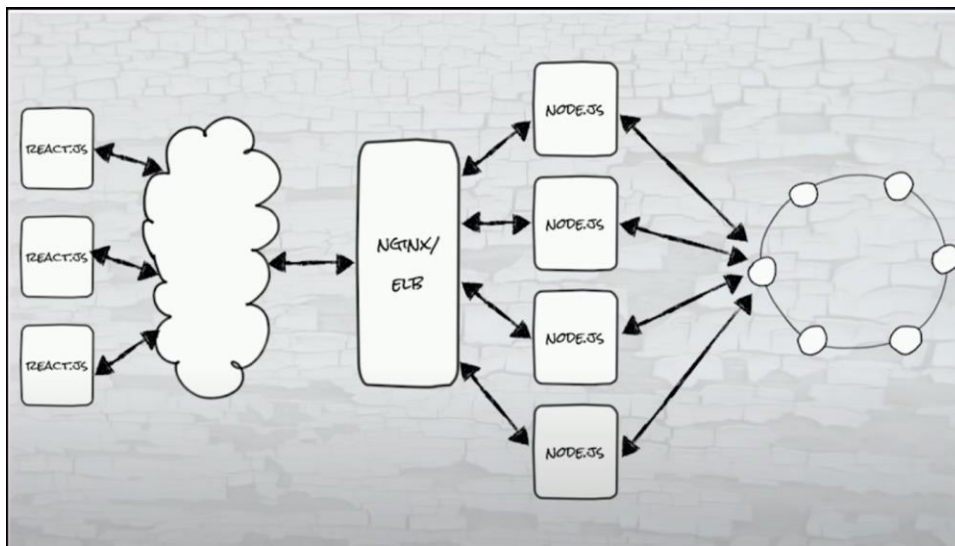


Application Server Architectures

1.Client Server Architecture:

- Divides the system into two major logical system client/server.
- Server provides services and client uses those services.
- Separation of responsibilities when used tier system.
- 3 tier and n-tier system are popular one which divide the system into multiple tiers.
- 3 tier divides the system into presentation (the view part) , the application (computation part (stateless)), and the database part.

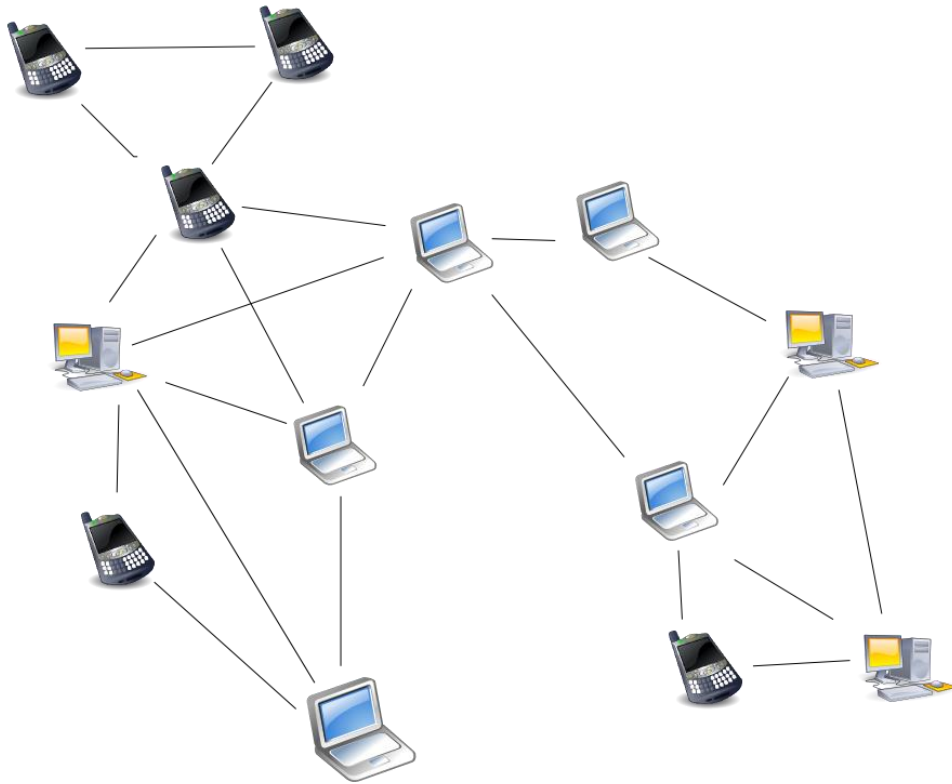
Egs:Electrode



2.PeertoPeer Architecture:

- Partitions tasks among peers.
- A bit of resources of each peers are utilized for this architecture.
- Structured and Unstructured are the two types of p2p systems.
- Less bandwidth and traffic is generated on a single route due to its nature.

Egs: bittorrent, Gnutella, bitcoin,Filecoin.



3. Broker tier

- Middle ware architecture
- Object communication takes place through middleware application
- Client and server do not interact directly.

Eg: Corba

