

Patterns

Firstname1 Lastname1	Firstname2 Lastname2
Firstname3 Lastname3	Firstname4 Lastname4

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Part I.

Architectural Patterns

1. Pipes and Filters

2. Blackboard

3. Broker

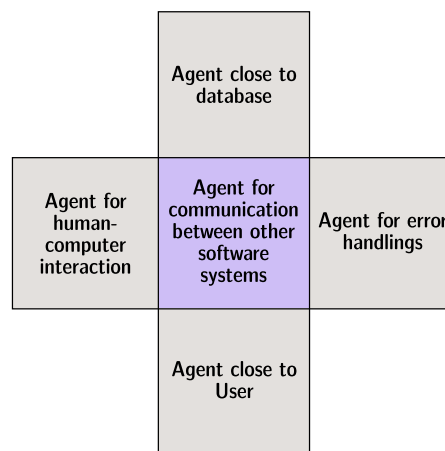
4. Presentation-Abstraction-Control

4.1. Example

4.2. Context

4.3. Problem

In interactive systems multiple agents work at the same time on separate parts of the same project (horizontal decomposition). Also, some agents work closer with the database and some of them closer with the users (vertical decomposition).



4.4. Solution

4.5. Structure

4.6. Dynamics

4.7. Known Uses

5. Microkernel

6. Reflection