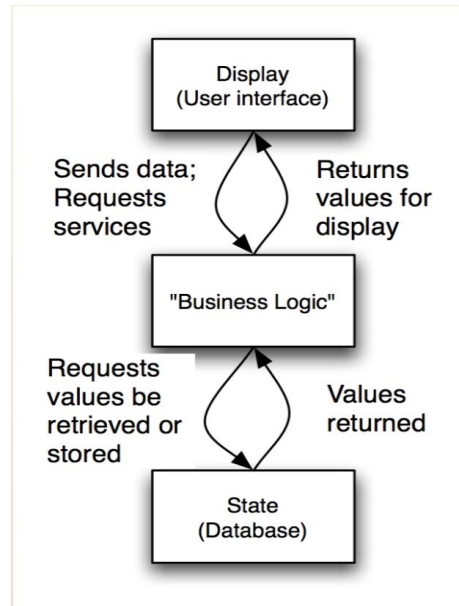


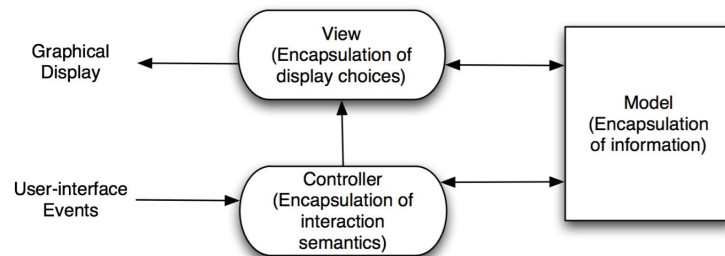
List of common architectural patterns

1) Layered

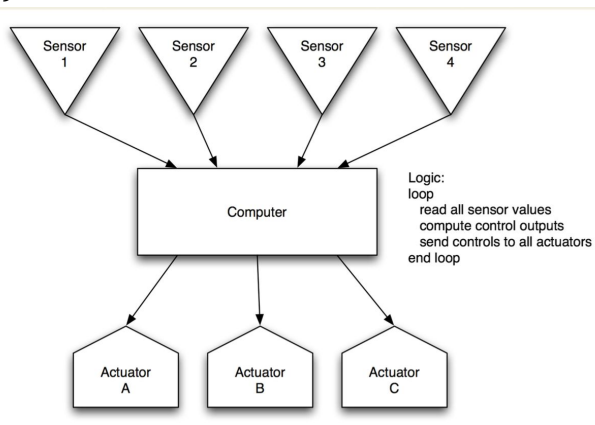
(a) State-Logic-Display (Three Tier)



(b) Model-View-Controller (MVC)



2) Sensor-Controller-Actuator



b) List of common architectural styles

Traditional, language-influenced

- 1) Main program and subroutines
- 2) Object-oriented

Layered

- 3) Virtual machines
- 4) Client-server

Data-flow styles

- 5) Batch sequential
- 6) Pipe and filter

Shared-state (data-centered)

- 7) Blackboard
- 8) Rule based
- 9) Shared Repository

Interpreter

- 10) Interpreter
- 11) Mobile code

Implicit invocation

- 12) Event-based
- 13) Publish-subscribe
- 14) Peer-to-peer

References

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