

☐ A Layered Architecture Model for an Online Judge System typically consists of the following layers:

1. Presentation layer: User interface for problem viewing, solution submission, and results display.
2. Application layer: Manages problem and contest logic, submission handling and system coordination.
3. Judging layer: Runs solutions in a secure environment, evaluates test cases, and generates results.
4. Data layer: Stores problems, submissions, test cases, user profiles, and results.
5. Infrastructure layer: Ensures scalability with servers, caching, and monitoring.

This design ensures smooth operation,

real-time feedback, and scalability.

Layer Architecture Model of an Online Judge System is shown below:

