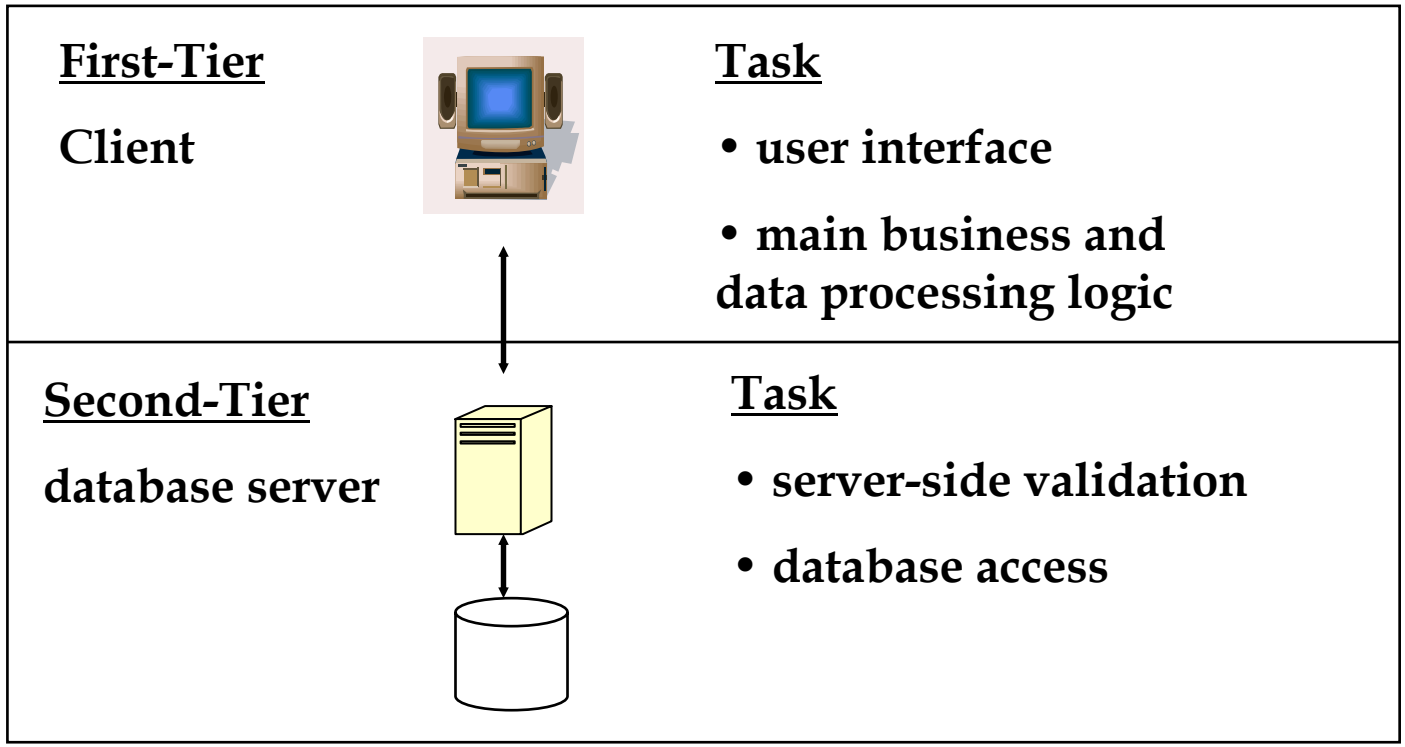
Two –tier Client-Server architecture

- Client
  - Responsible for the representation of data to the user
- Server
  - Responsible fro supplying data services to the client



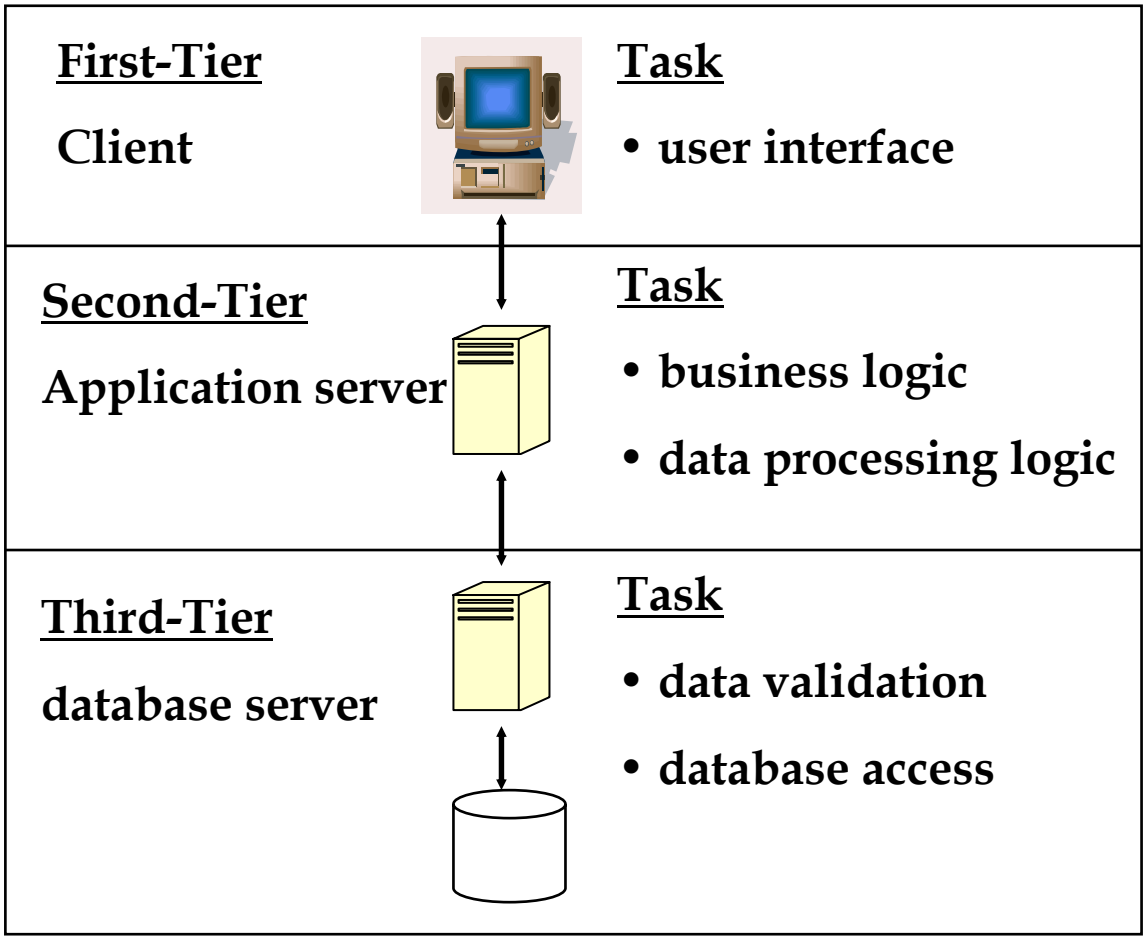
spark@dblab.sogang.ac.kr

Three-tier Architecture

- **Mid-1990's (The problem of enterprise scalability)**
  - **As applications became more complex and potentially could be deployed to hundreds or thousands of users, the client side presented two problems that prevented true scalability.**
    - **Fat client**
    - **A significant client-side administration overhead**
  - **Three layers**
    1. **The user interface layer (client)**
    2. **The business logic and data processing layer (application server)**
    3. **A DBMS (database server)**

spark@dblab.sogang.ac.kr

Three-tier Architecture



- Advantages
  - "thin" client
  - App. maintenance is centralized (S/W distribution)
  - Modularity
  - Load balancing

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