

Problem 6.1

Component-based architecture is based around related components that provide services for each other. Service-oriented architecture is based around an independent program that provides a service for its clients.

Problem 6.2

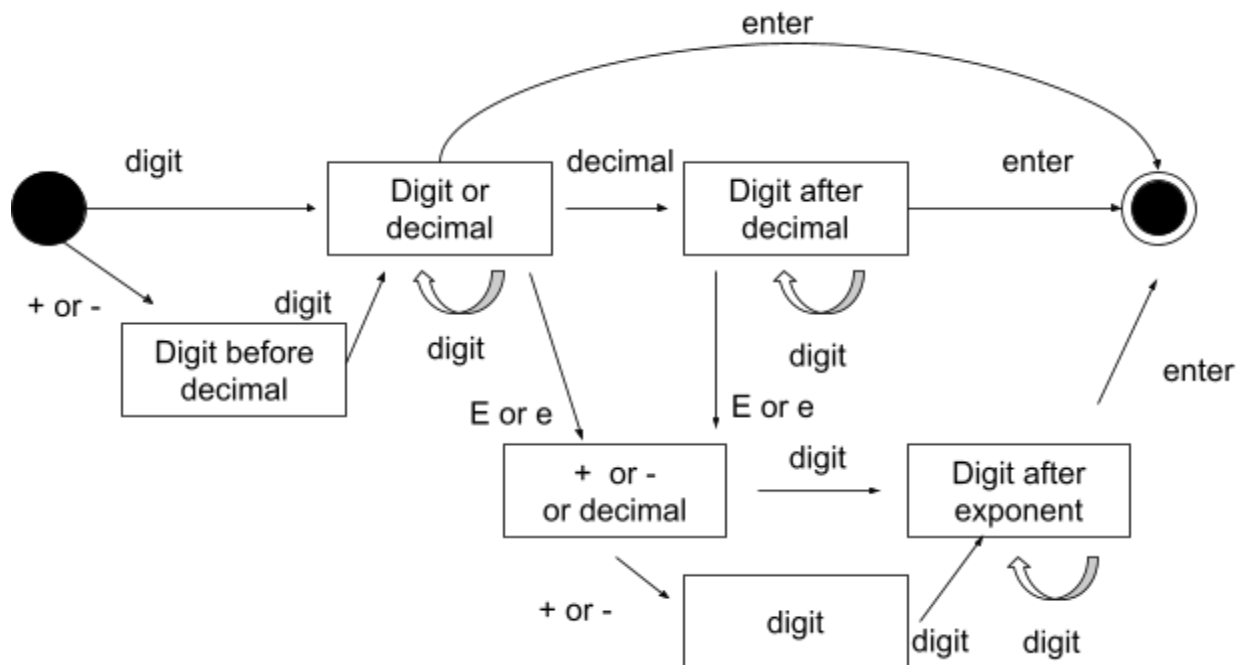
A monolithic architecture would be a good fit for the tic-tac-toe game. This architecture does not involve cross-network communication which fits the nature of the game, as the opponent is only a computer and the score data is scored locally.

Problem 6.4

A rule-based architecture could work well for this application because there are specific rules to the game of chess that could be programmed into the app.

Problem 6.6

A document database could be used for ClassyDraw, as each drawing file could be stored as a document. The data in document databases remain relatively unstructured, so the simple nature of only storing drawing files could match this aspect of the database.

Problem 6.9**Problem 7.1**

Some properties that all classes share could be the (x, y) coordinate of the initial pixel where the component will start, width, height, outline, and fill color. Some properties could be specific to class, like a text string, letter spacing (tracking), and font for text; number of points for the star class; and brush style for the line.

Problem 7.2

