Architecture Style Assignment

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Lecture Group : 1

Identify any three software frameworks from the web and identify the architecture style on it.

1. AngularJS

Architecture style: Model-View-Controller

Justification: This design pattern is based on splitting the business logic layer, data layer and presentation layer into separate sections. The division into different sections makes the management of each section easier.

**Model** (application data layer):

The Model layer stores all the data and information in objects, classes and other data models. This layer responds to the View’s request and to the Controller’s instruction to update data.

**View** (Presentation layer):

This layer is a collection of HTML pages or template systems such as JSP, ASP, PHP that interact with the web browser and are easy to integrate with AJAX technology. Views is used to define the User Interface of the website that interacts with users. The presentation layer sends requests to the Controller based on the user interaction and provides information from the Model.

**Controller** (Business Logic layer):

Intermediate layer consists of business logic that manages the interaction of the View and Model layer. Any changes made in either Model or View layer gets reflected in the other automatically by the Controller in AngularJS to maintain the consistency and synchronisation.

Reference: <https://www.monocubed.com/blog/angularjs-architecture/>

1. Laravel

Architecture style: Model-View-Controller

Justification:

Laravel is a PHP-based framework that is mainly based on the MVC architecture. Laravel was created to help the developers to start on their PHP project. With laravel, the developers think less about the setup, architecture and dependencies of a project and go straight into the project. It helps rapid application development and save time to build more stable and secure applications.

1. Flutter

Architecture style: Layered style

Justification:

It exists as a series of independent libraries that each depend on the underlying layer. No layer has privileged access to the layer below and every part of the layer is designed to be optional and replaceable. It mainly comprises four components: Flutter Engine( a portable runtime for high-quality mobile apps which is based on C++ language), Foundation Library(packages for basic building blocks of writing Flutter app), Widgets(user interface component), Design Specific Widgets(Material Design for Android app and Cupertino Style for IOS app).