Architecture Perspective: Technology Platform Layers

Technology Platform Supporting Application Functionality

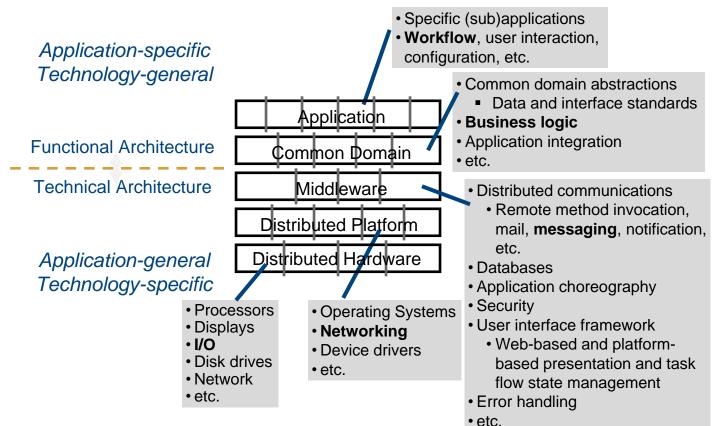


Lecture Objectives

- Look at a common layer architecture
- Understand the application-technology boundary
- Begin discussion of principal layers
- Recognize difference between layers/partitions and distribution tiers



A Very Common Layered Architecture "Platform" Layers





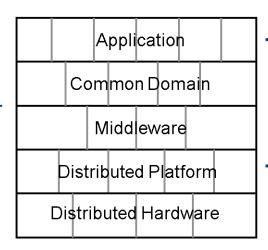
Our Focus

Application-specific Technology-general

Functional Architecture

Technical Architecture

Application-general Technology-specific



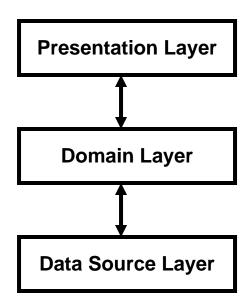
Focus on the application/ technology boundary

 Choose/Design technology to serve required functionality



Three Principal Layers





Presentation Layer

Handle the **interaction** between the **user** and the software Range from command line or text UI to rich, fat GUI clients Faceless services offered to external applications "User" is a separate application

Domain Layer

Concerned with providing application specific functionality: **computation**, flow control, activity dispatching, etc.

Data Source Layer

Concerned with managing the system **databases** and **access** to other systems that do work on behalf of the application



Architecture Design Approach

- Focus on system-level architecture
 - Major functional components and how they interact
 - Decisions that will be hard to change
- Top-down through a few levels of abstraction/detail
 - The system as layers and tiers
 - Application domain layer, presentation layer, and data source layer
 - Optional designs that identify major components within those layers
 - •Technological approaches to implement common design patterns
- Yes, there will be code (and data models and HTML pages and XML documents and ...), but a very large part of that is pre-defined, predesigned, and auto-generated
 - •Where do you plug in your part?







A Sequence of Design

Start with the **domain** layer

Move down to the **data** layer

Move up to the **presentation** layer

Does Layer Design Order Matter?

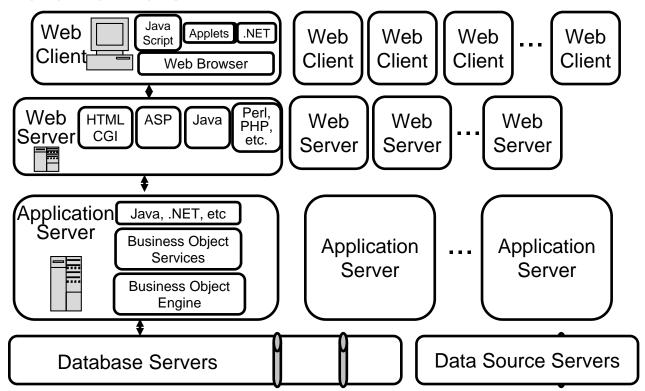


Tiers vs. Layers

Layers (logical):

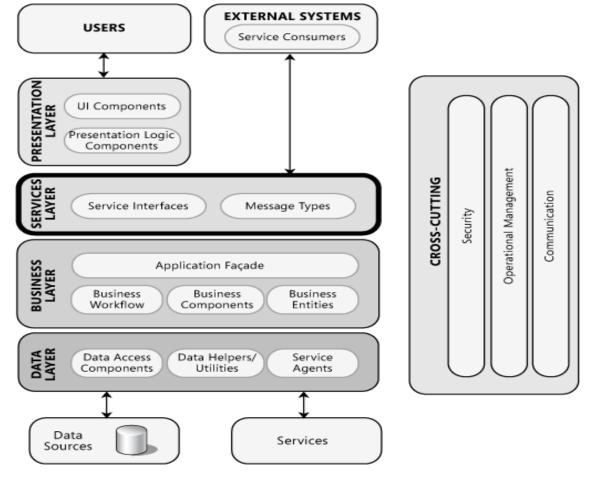
- All about the how "the code" is organized
- No assumptions about where "code" runs Tiers (physical):
- All about where the code executes
- The places onto which code is deployed

Web-Based, N-Tier, Layered, Scalable Architectures





Layers

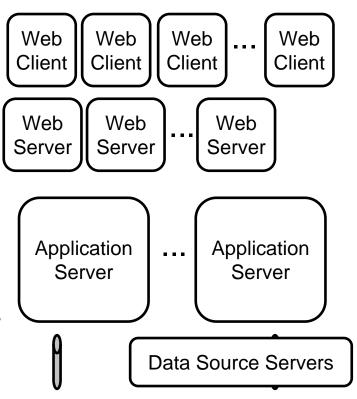




Layers and Partitions ≠> Distribution Tiers

Each vertical and horizontal partition is a **possible** place to distribute or replicate functionality

- But it is not required
- All this can be on a single computer
- Indeed, for a very simple application, it could all be in one class!
- With each layer as a separate subroutine
- Distribution is expensive in performance, development, hardware, etc.





Questions

