

Seminar - Styles

Distributed systems - student version

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Question 1

Discuss why a developer might choose to run his application over UDP rather than TCP.

Question 2

Describe the following architectural styles: (i) Layered architectures; (ii) Object-based architectures; (iii) Data-centred architectures; (iv) Event-based architectures; (v) Shared-data space architectures.

For each style you should provide a short description and a graphical representation.

i EX. ISO OSI Model, ii

Question 3

Outline advantages and disadvantages of Layered architectures

Question 4

Outline advantages and disadvantages of pub/sub systems

Question 5

If a client and a server are placed far apart, we may see network latency dominating overall performance. How can we tackle this problem?

Question 6

What is a three-tiered client-server architecture?

Question 7

Discuss why thin clients are preferred over fat clients.