

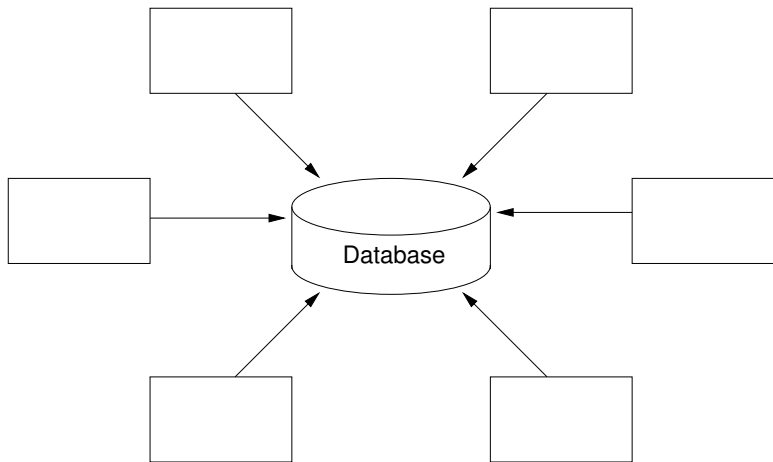
By the *architecture* of a system, I mean the complete and detailed specification of the user interface. For a computer this is the programming manual. For a compiler it is the language manual. For a control program it is the manuals for the language or languages used to invoke its functions. For the entire system it is the union of the manuals the user must consult to do his entire job.

The architect of a system, like the architect of a building, is the user's agent. It is his job to bring professional and technical knowledge to bear in the unalloyed interest of the user, as opposed to the interests of the salesman, the fabricator, etc. (Brooks, *MMM*, pg 45)

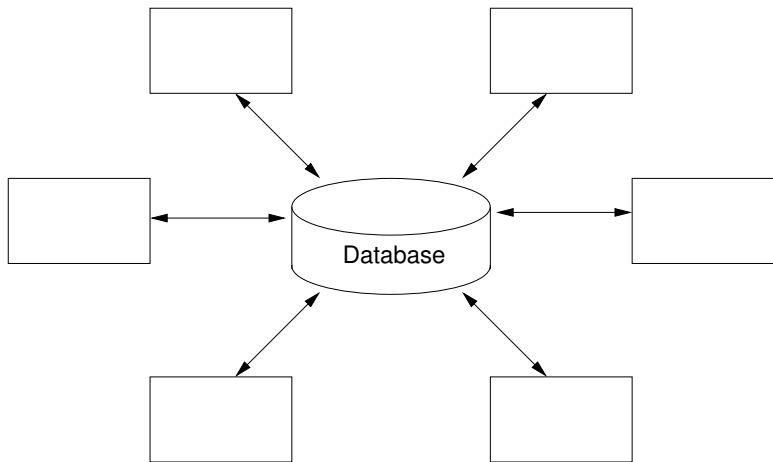
# Pipe and filter



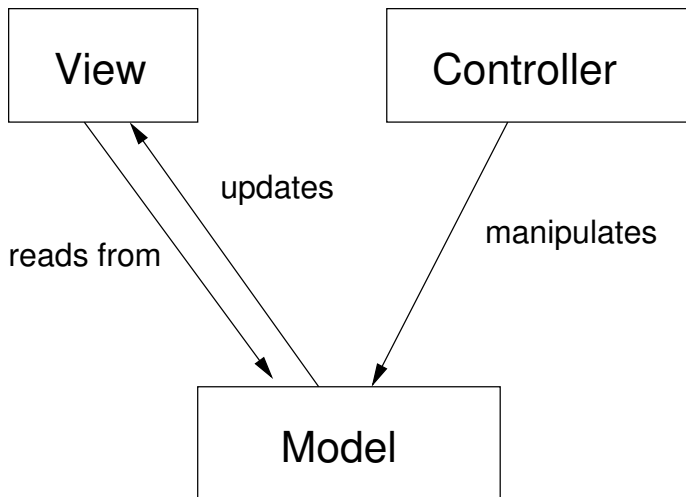
## Shared data—repository



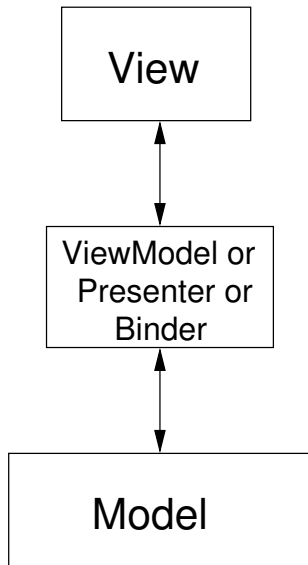
## Shared data—blackboard



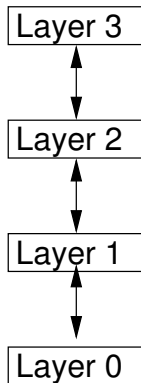
# Model/View/Controller



# Model/View/Controller



# Layered



## Event-Driven

