University of California at Berkeley School of Information Management and Systems Information Systems 206 Distributed Computing Applications and Infrastructure

> Computing systems V.1 9/1

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Summary

2

- Host architecture: client/server
- Internet

Importance of Internet A common (very low) layer of interoperability Systems from different vendors

- Different ownership/administrative domains
- Not a solution to the interoperability

3

problems, but a good first step

What is needed for interoperability besides a common network?

Practical importance of Internet

• Enterprise applications built from existing departmental applications become feasible

4

Examples?

- Electronic commerce
 - Available to small companies
 - Opportunistic
- Consumer applications



Practice in defining tiers

- Chatroom on AOL
- Online bookseller (like amazon.com)

6

• Stock trading system (eSchwab)







Shortcomings of client/server

- Departmental solution
- Proliferates non-interoperable technologies and applications
- Hardwired applications lose flexibility

What are some goals and likely characteristics of future *enterprise* architectures?

10









• Primary goals:

- Satisfy stakeholders and justify the investment

- Refine application ideas:

Finalize features

Develop exhaustive scenarios

- Define performance and scalability objectives

16

• Office of the Independent Counsel (OIC):

Practice application

- Conceptualization
- · Features, benefits, impact
- Analysis
 - · Features, scenarios
 - · Performance, scalability

17