Abstract

Nowadays, most information systems are developing based on layered architectures. Connecting to database is the most important part of layered architectures and there are many connections to database. So, the performance of information systems can be improved by reducing the number of such connections. For this purpose, new patterns have proposed; also solution domain and structure of provided patterns have been explained by practical examples. Finally, reusability and performance of provided patterns have been examined and the results approve the productivity of provided patterns in comparison with previous methods. As a future work, a standard and reusable category of patterns will be reached by developing and categorizing other new patterns.

References

Index Terms

Computer Science                      Databases

Keywords

Software Analysis and Design      Three Layer Software Architecture      Quality

Attributes                          XML.