



Arxitektura usullari

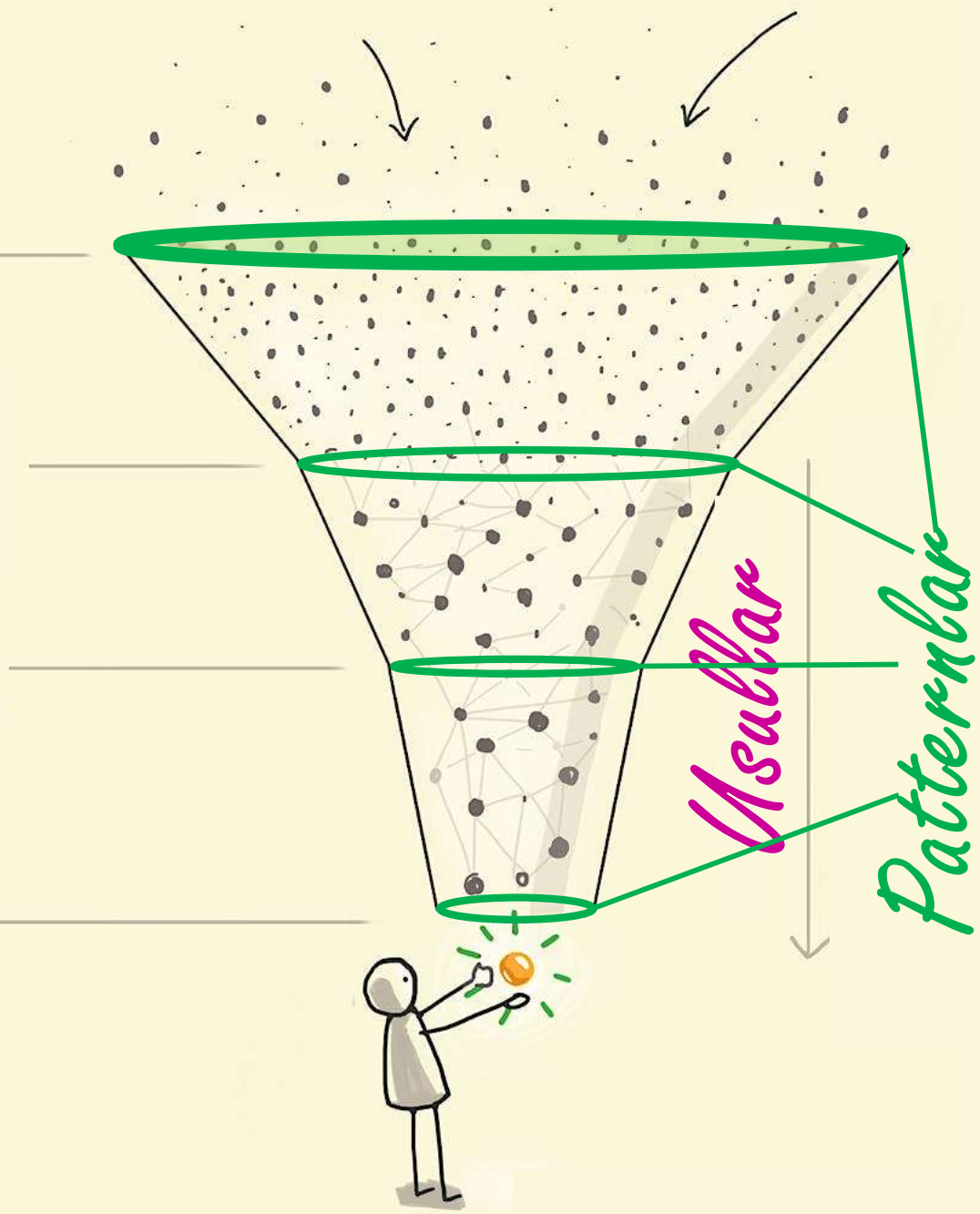


Ma'lumot

Axborot

Ko'nikma

Foyda



Arxitektura usullari

- **Qolip(Shablon) asosida ma'lumotlarni tizimlashtirish oilasi**



Arxitektura usullari

- **Arxitektura usullari axborotni qayta ishlash davrida olib boriladigan jarayonlarni tashkil etish komponentlarini belgilaydi va shu asnoda arxitekturalar farqlanadi**

Patternlar(Arxitektura paternlari)

- Ma'lumotni qayta ishlash tayyor fragmenti yoki elementar bog'lamasi *pattern** deyiladi

* Arxitektura usuli bilan farqi uning ish hajmidadir pattern bu segment, usul esa to'liq tizim

Axborot tizimlari arxitekturası turlari

- Ma'lumot oqimi (**Data Flow Systems**);
- Qayta-aloqalik bog'lanish (**Call—and-Return System**)
- Mustaqil komponent (**Independent Component system**)
- Markazlashgan ma'lumotlar (**Data-Centric System**);
- Vertual mashinalar (**Virtual machines**)

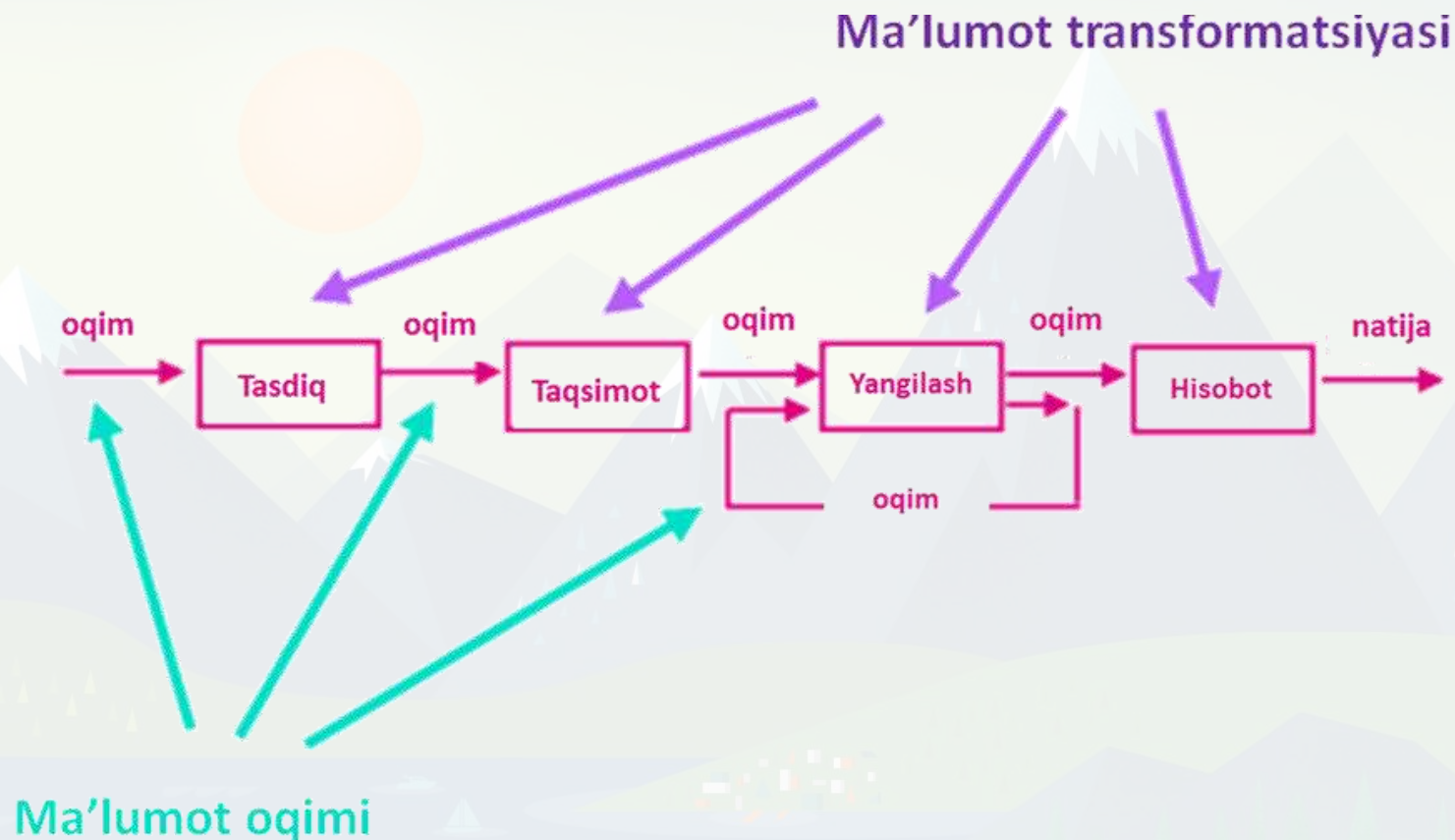
Ma'lumot oqimi (Data Flow Systems);

Data Flow System tizimi asosida ishlaydigan mashinalar ikki turga bo'linadi

- **Paket ketma-ketligiga ega bo'lgan tizimlar (Batch Sequential System Architecture);**
- **Quvr va filter (Pipe and Filter Architecture);**

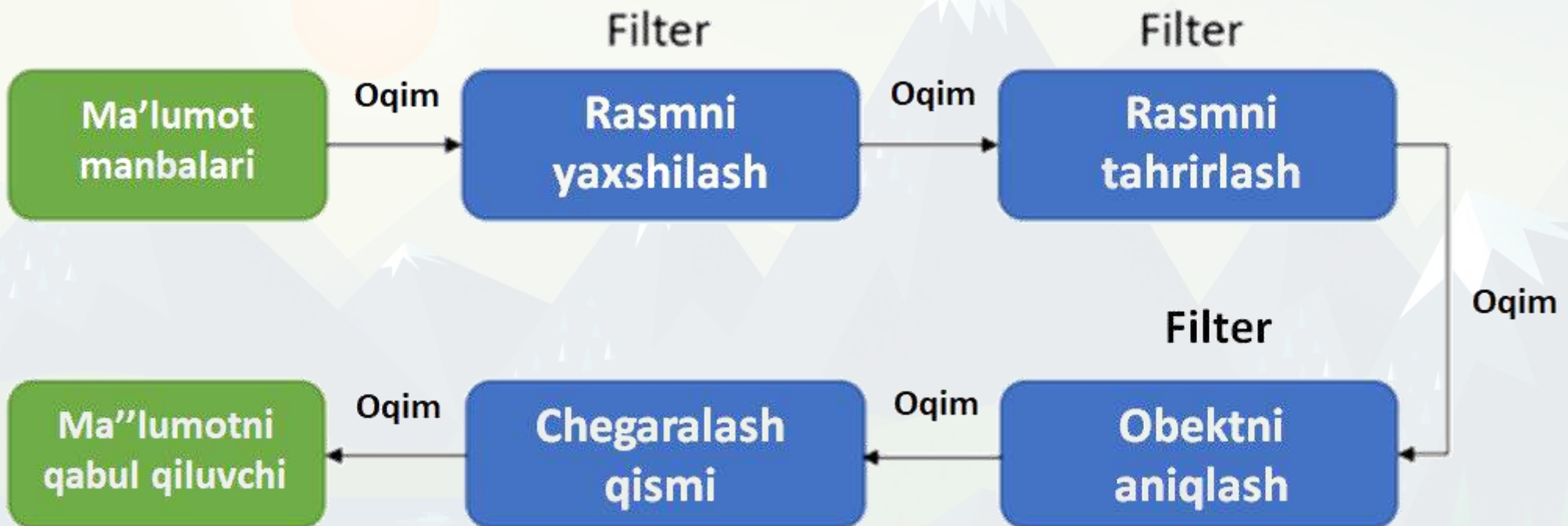
Paket ketma-ketligiga ega bo'lgan tizimlar (Batch Sequential System Architecture);

- Chiziqli strukturani xosil qiluvchi dasturlar modular



Quvir-Filter (Pipe and Filter Architecture)

- Pipe and Filter architecture bunda barcha hodisalar chiziqli holda amalga oshiriladi birinchi bosqichdan ikkinchisiga o'tishda modular asosida ma'lumot xususiyati o'zgaradi



Pipe and Filter Architecture

- (PF) keng qo'llanilishining sababi kompelatorlar hisoblanadi va u quyidagi bosqichlarda ishlaydi



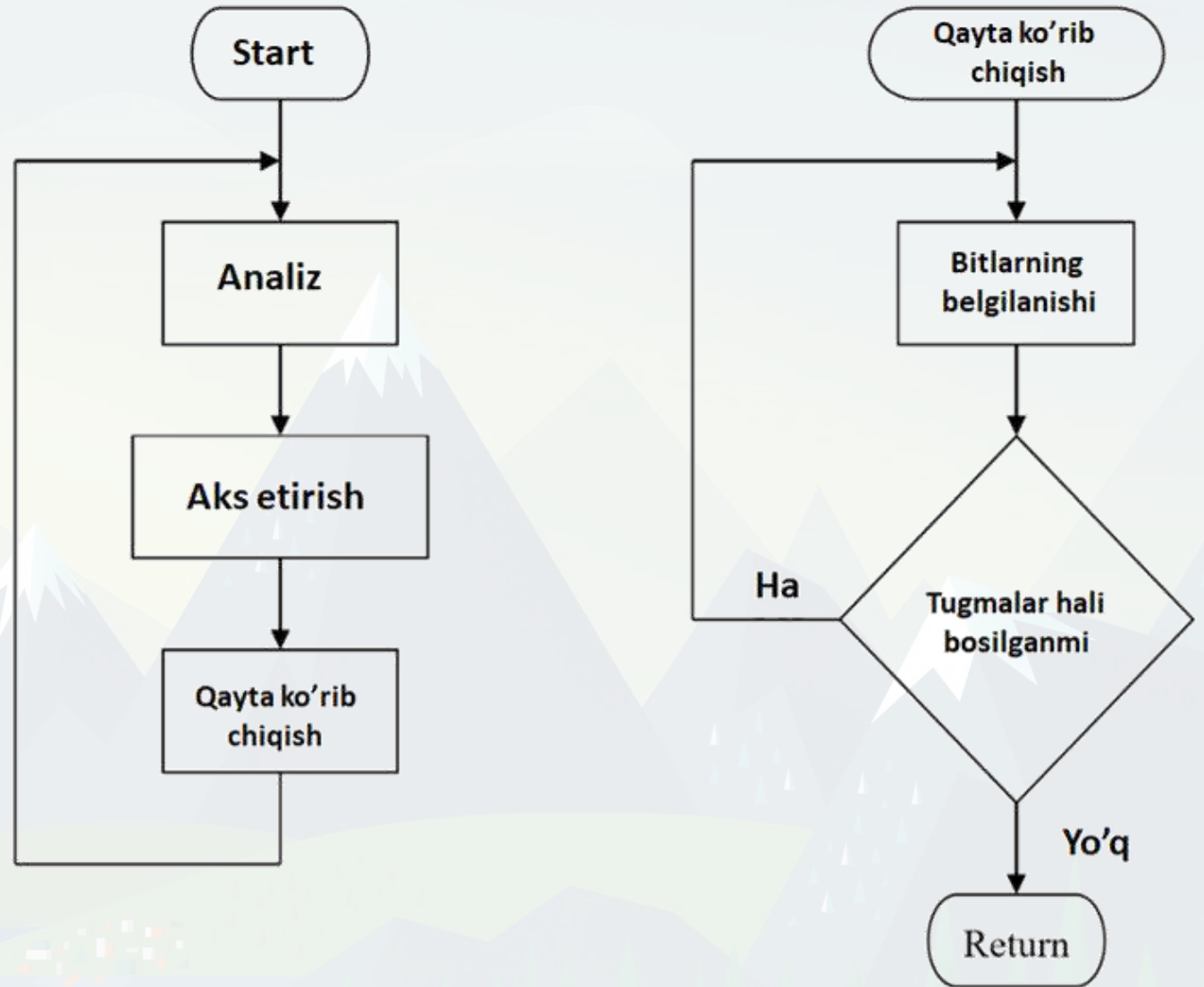
- Leksik analizator
- Simantik analizator
- Optimizator
- Kod generatori

Qayta-aloqalik bog'lanish (Call—and-Return System)

- **Dastur-dasturosti tizimlar (Main Program and Subroutines)**
- **Ob'ektga qaratilgan tizimlar (Object-Oriented system)**
- **Mijoz-server tizimi (Client-Server System)**
- **Ierarxik ko'pbosqichlik tizimlar (Hierarchically Layered System)**

Main Program and Subroutines

Dastur asosiy holda kontroller asosida amalga oshiriladi. Bunda barcha holatlar yagona boshqaruv holati beriladi



Object-Oriented system

- Bunda turli xostlardan ma'lumotning uzatilishi asosida amalga oshiriladi barcha buyruqlar inkapsulatsiya qilingan bo'ladi bunda barcha jarayonlar masofadan uzatilishi yoki habarnoma (sms,mms,wap signallar) orqali amalga oshiriladi.

Mustaqil komponent (Independent Component system)

- O'z-aro ta'sirlashuvchi tizimlar (**Communicating Sequential processes**)
- Hodisalarni boshqarish tizimi (**Event-Based systems**)

Markazlashgan ma'lumotlar (Data-Centric System);

- **Ma'lumotlar ombori tizmi (Data-base systems)**
- **Sinf doskasi prinsopi (Blackboard systems)**

Vertual mashinalar (Virtual machines)

- Izohlab berish (Interpreters)
- Qoidalarga asoslangan tizimlar (Ruse-Based systems)

Vertual mashinalar (Virtual machines)

- Izohlab berish (Interpreters)
- Qoidalarga asoslangan tizimlar (Rule-Based systems)