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Architectural patterns are standard strategies that define structural organization for software systems, providing a template for the architecture's design and module interactions.

Here are famous architectural patterns:

➡ □□□□□□□□□-□□□□□□□□□□□: An event-driven architecture is a framework that orchestrates behavior around the production, detection, and consumption of events. Example use case: A real-time analytics system where events are generated by user activities and processed immediately.

➡ □□□□□□□□□□□□□: A layered architecture is a hierarchical pattern for structuring a system into groups of related functionalities, each layer having a specific role. Example use case: A web application with a presentation layer, business logic layer, and data access layer.

➡ □□□□□□□□□□□□□□□: A monolithic architecture is a traditional unified model for the design of a software program where all components are interwoven and interdependent. Example use case: A small-scale e-commerce website where the user interface, server-side application, and database are all on a single platform.

➡ □□□□□□□□□□□□□□□□□□□□□□□□: Microservices architecture is an approach where a single application is composed of many loosely coupled and independently deployable smaller services. Example use case: A large-scale cloud-based application like Netflix, where each service runs a unique process and communicates through a well-defined, lightweight mechanism to serve a business goal.

➡ □□□□□□ (□□□□□□□□□□-□□□□□□□□-□□□□□□□□□□□□□□□□□□□□□□□□): MVC is a design pattern that separates an application into three interconnected components: the model, the view, and the controller. Example use case: A desktop GUI application where user interface data (view), data manipulation (model), and input control (controller) are separated to simplify maintenance and scalability.

➡ □□□□□□□□□□□-□□□□□□□□□□: The master-slave pattern is a model where one master component controls one or more subordinate instances, called slaves. Example use case: A database replication system where the master database manages writes and the slave databases handle read operations to distribute the load.

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