

## **Design patterns**

We used MVVM pattern. The presentation layer is divided to model, view, and view model so the UI is separated from the logic behind it. Every window of the UI has a view model class that control it from "behind the scenes".

We also used the Observer pattern. We used Observable Collection instead of lists so every action that has been made in that collection is automatically reported to any other "observer" that want to know of events. In addition, our classes in view model inherits NotifiableObject which is an abstract class that let any of its instances know of any event that they need to know about.