## Implementation in C++

As mentioned in the Design Patterns document, we have not implemented many design patterns and instead built all of our basic functionality with a Model View Controller (MVC) design pattern in mind. MVC is a simple design pattern with emphasis on separation between the UI and the data. This has enabled us to quickly create a problem-specific solution, rather than a pattern-specific solution. With our basic functionalities in place, we are now at a stage where we can refactor code and begin implementing new design patterns that best fit the needs of our application.

## Model

The Model consists of the Data Transfer Object (DTO) classes that are assembled from the parsed csv data. Each csv type is represented by a unique DTO which provides the necessary accessor functions for the controller it is passed to.

For example, in this snippet of the *PublicationDTO* header file we can see that the model just contains the accessible data with no connection to the view or controller classes.

```
class PublicationDTO{
public:
    //Mandatory Fields
    string name, domain, journalName, title, ISBN, status, type, role;
    unsigned int date, id;
    shared_ptr<vector<string>> authors;

    //Optional Fields
    string volume, issue, pageRange, DOI, website, publisher, personalRenumeration, traineeDetails, mostSignificantDetails;
```

## View

The View is made up of the ".ui" User Interface xml files that describe the layout and interactivity of the elements on screen. The views contain no application logic.

## Controller

The Controller consists of the <code>load\_csv.cpp</code>, <code>verify\_csv.cpp</code>, <code>analyze\_csv.cpp</code> classes that connect the models with the views. Each controller is connected to a ".ui" file that describe its <code>view</code> and is passed a <code>model</code> as a parameter. The role of the controller is to dictate how the <code>model</code> should impact the <code>view</code> and how the users interactions with the <code>view</code> should impact the <code>model</code>. For example, in the <code>analyze\_cv.cpp</code>:

```
AnalyzeCSV::AnalyzeCSV(std::shared_ptr<CSVData<PublicationDTO>> _data, QWidget *parent) : QMainWindow(parent), ui(new Ui::AnalyzeCSV)
```

The \_data parameter is a pointer to a DTO of a certain csv type and acts as this views **model** The *ui* element is an instance of the *analyze\_csv.ui* **view** 

The controller is also responsible for translating user actions into operations on the model, and so it contains all of the *button clicked* handlers.