

# HBnB Technical Documentation

## Introduction

This technical document serves as a comprehensive blueprint for the HBnB project, guiding the implementation phases and providing a clear reference for the system's architecture and design. The HBnB application is a platform that enables users to create and manage listings for places, including details such as amenities, reviews, and user information. This document outlines the high-level architecture, detailed class diagrams for the Business Logic layer, and sequence diagrams for key API calls.

## High-Level Architecture

The HBnB application is structured into three main layers: Presentation Layer, Business Logic Layer, and Persistence Layer. The high-level package diagram illustrates this layered architecture and the facade pattern used for communication between layers.

**The Presentation Layer** is the user interface of HBnB that handles input/output interactions, receiving client requests and formatting responses. It delegates all business logic to the facade, serving only as a secure gateway between users and the system.

**The Business Layer** contains HBnB's core logic and rules, processing data between presentation and persistence layers. It enforces business validations (e.g., booking rules, pricing) and orchestrates operations through the facade pattern.

**The Persistence Layer** handles all data storage and retrieval, acting as the bridge between the business logic and database. It manages CRUD operations while keeping database specifics isolated from the rest of the application.

**The Facade** serves as the single entry point for the Presentation Layer to access business services, while internally coordinating with Business Logic components and delegating data operations to the Persistence Layer.

The layers communicate using the facade pattern, which provides a unified interface to simplify interactions between layers. This pattern helps reduce dependencies and improves the maintainability of the system.

The Business Logic Layer is crucial for the application's core functionality, containing entities such as User, Place, Review, and Amenity.

- **User Entity:** Represents an application user, with attributes like id, name, and email, and methods for registration and login.
- **Place Entity:** Represents a listing with details and amenities, including attributes like id, title, and price, and methods for adding amenities and updating details.
- **Review Entity:** Represents user reviews for places, with attributes like id, rating, and comment, and methods for posting, updating, and deleting reviews.
- **Amenity Entity:** Represents amenities for places, with attributes like id, name, and description, and methods for adding and removing amenities.

These entities interact through associations, compositions, and aggregations, defining how they relate to each other. For example, a user can post many reviews (association), a place can have many amenities (composition), and a review is associated with one user and one place.

## API Interaction Flow

The sequence diagrams illustrate the interaction flow for specific API calls, including:

- **User Registration:** The user submits a registration request through the API, which validates the user information and saves it to the database.
- **Place Creation:** The user creates a new place listing through the API, which validates the place information, saves it to the database, and associates it with amenities.
- **Review Submission:** The user submits a review through the API, which validates the review information, saves it to the database, and associates it with the user and place.
- **Fetching a List of Places:** The user requests a list of places through the API, which queries the database, processes the response, and returns the list of places.

## Conclusion

This technical document provides a comprehensive overview of the HBnB application's architecture and design. It outlines the high-level architecture, detailed class diagrams, and sequence diagrams for API calls, along with explanatory notes to facilitate understanding and implementation.