

EasySave

Technical documentation (V1.1)

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Introduction

Project Overview

EasySave is a backup management software developed in C# .NET. Its primary goal is to allow users to secure and efficiently back up sensitive data. This version features a Command Line Interface (CLI). However, the internal architecture is designed to support a graphical user interface in future versions.

Key Features

- **Backup job management:** Create, delete, and manage jobs (Name, Source, Target, Type).
- **Two backup modes:**
 - o Full back up: Copies all files from the source to the target.
 - o Differential backup: Copies only files modified since the last backup.
- **Flexible execution:** Support for a single job execution, sequential range of execution, or executing all jobs.
- **Real-time monitoring:** Updates a state.json file instantly to track progress (activity status, percentage).
- **History & Logging:** Generates daily logs in JSON and XML format using a custom DLL (EasyLog).
- **Location:** Built-in support for English and French.

Software Architecture

Architectural pattern: MVVM (Model-View-ViewModel)

To ensure maintainability and scalability, the project follows the **MVVM pattern**. This strictly separates the user interface from the business logic.

- **View** (ConsoleView): The presentation layer that displays menus/messages to the user and captures keyboard inputs. It contains no business logic.
- **Model** (BackupJob, StateEntry, Strategies...): Represents the data and the core business logic (file copying algorithms).
- **ViewModel** (BackupManager): It acts as a bridge between the View and the Model. It holds the list of BackupJobs, handles user commands, and triggers the execution logic.

UML Diagrams

To find the UML diagrams, refer to the UML folder.

Technical Design & Patterns

Strategy pattern

The program needs to support multiple backup algorithms (full & differential) that share the same context but perform the work differently. That is why we decided to implement the Strategy pattern:

- IBackupStrategy (Interface): Defines the contract that all strategies must follow.
- FullBackupStrategy: Implements a recursive algorithm to copy the entire directory structure.
- DifferentialBackupStrategy: Implements a logic check to only copy modified files.

This approach respects the Open/Closed Principle (SOLID). We can add a new backup type in the future without modifying the existing code in BackupManager.

Data Persistence

Daily Logging System

Logging is handled by an external library (EasyLog.dll). Every file transfer is recorded in a JSON file or, an XML one, specific to the current date.

- **Location:**
`Environment.GetFolderPath(Environment.SpecialFolder.ApplicationData)\EasySave\DailyLog`
 - o Windows: \AppData\Roaming\EasySave\DailyLog
 - o Linux: \$HOME/.config/EasySave\DailyLog
 - o Unix: \$HOME/.config/EasySave\DailyLog
- **Data Logged** (Contained in LogEntry objects):
 - o Timestamp
 - o Job name
 - o Source path (UNC format)
 - o Target path (UNC format)
 - o File size
 - o Transfer time (ms).
- **File Name:** Log file per day with the current format --> Year-Month-Day.json or .xml
- **Usage:** The DLL has a static Logger Class. So, there is no need to create Objects for every Logger call. (e.g.s. `Logger.Log(entry)` with entry an LogEntry object)
- **Pagination:**
 - o JSON:
 - `JsonSerializerOptions` to indent the json content using the `WriteIndented = true` option
 - o XML:
 - For the xml indentation: using `Formatting.Indented`.
 - o For better displayed daily logs, using `Environment.NewLine` to insert a backrow between two records (`\n` for Unix platforms and `\r\n` for non-Unix platforms)

- Errors: Thread Safe logic using `lock (_lock)` [a read-only object] to save logs one by one. If the Transfer Time is negative --> an error occurred during the back up

Real Time State Logging System

Logging into a static path Json the executions state in real time. It makes following the jobs execution easier, returning important data. This allows external applications to monitor the active backup process (e.g. a Dashboard).

Location: `Environment.GetFolderPath(Environment.SpecialFolder.ApplicationData)\EasySave`

- o Windows: `\AppData\Roaming\EasySave\`
- o Linux: `$HOME/.config/EasySave\`
- o Unix: `$HOME/.config/EasySave\`
- **Data Logged:**
 - o Job Name
 - o Time Stamp
 - o State
 - o Total Files Number
 - o Total Size Number
 - o Files Remaining
 - o Size Remaining
 - o Current Source File
 - o Current Target File.
- **File Name:** `state.json`
- **Usage:** The DLL has a static Logger Class. So, there is no need to create Objects for every Logger call. (e.g.s. `Logger.Log(entry)` with entry an `LogEntry` object)
- **Pagination:**
 - o `JsonSerializerOptions` to indent the json content using the `WriteIndented = true` option

Json Job Saving System

To save the jobs, and indeed don't delete them when closing the application, and enable the CLI version, the jobs are Created, Read and Deleted in a Json file.

- **Location:**
 - Windows: \AppData\Roaming\EasySave
 - Linux: \$HOME/.config/EasySave
 - Unix: \$HOME/.config/EasySave

- **File Name:** jobs.json

- **Data Logged:**
 - Job Name
 - Source Directory
 - Target Directory
 - Back Up Type