Design Patterns

The design pattern we used in our project is MVVM (Model-View-ViewModel).

We used MVVM in the Presentation layer to provide a UI with complex data binding. It helped us to improve the separation of the business and presentation layers without any direct communication between each other.

Model − holds the data and has nothing to do with any of the business logic.

ViewModel − connect between the Model and View.

View − holds the formatted data and essentially delegates everything to the Model.