## Intermediate Hand-In Protocol

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Git repository: JuliaPabst/TourPlanner: UI Interface using JavaFX

## Description of project structure

In our JavaFX project TourPlanner, we structured the application according to the MVVM (Model-View-ViewModel) architecture pattern. This approach enabled us to cleanly separate the responsibilities of business logic, presentation logic, and the user interface. Furthermore, we made extensive use of the Observable Pattern to enable reactive UI updates.

### Model Layer

We created the model package to hold the core domain entities of our application in the form of records. These include:

- Tour
- TourLog

To represent enumerated types relevant to tours and logs, we added:

- Difficulty
- TransportType
- ModalType

The model layer is kept free of any JavaFX dependencies and focuses purely on data representation. We used Java record classes for the entities, ensuring immutability and conciseness.

### Service Layer

In the service package, we implemented some parts of the business logic of the application. Specifically, we created the following services:

- TourManager manages operations related to tours (creation, update, deletion)
- TourLogManager handles similar operations for tour logs

### ViewModel Layer

The viewmodel package contains all ViewModel classes. This layer serves as the bridge between our view and model.

We created ViewModels for all major UI components:

- MainViewModel
- SearchBarViewModel
- TourInputViewModel
- TourListViewModel

- TourLogInputViewModel
- TourLogListViewModel

In these ViewModels, we used JavaFX Properties (e.g. StringProperty, ObjectProperty) to expose observable state. This allows the views to bind directly to the ViewModel and automatically react to changes.

### View Layer

The view package, together with the resources/org.tourplanner folder, contains the user interface definition. The view layer consists of two main parts:

#### 1. FXML Files

We defined the UI structure using reusable FXML components in files like:

- main-view.fxml
- o tour-list.fxml
- o tour-detail.fxml
- o tour-log-list.fxml
- o and others

#### 2. Controllers

For each FXML file, we implemented a corresponding controller (e.g. TourListController, TourInputController, SearchBarController) that connects the UI to the ViewModel. The controllers are responsible for handling UI interactions and calling ViewModel methods.

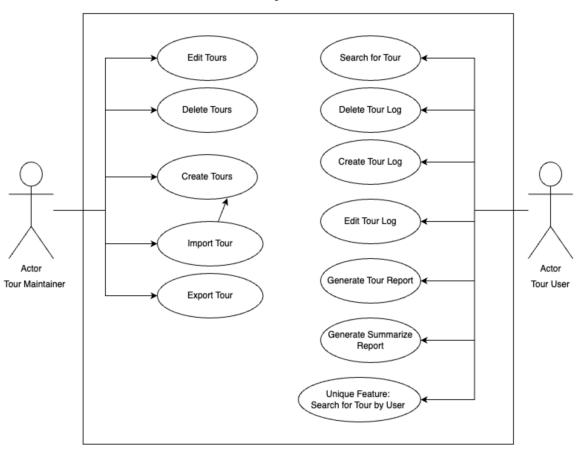
In line with the observable pattern, we used data binding between controls and ViewModel properties, so changes in state are automatically reflected in the user interface. We also implemented ModalController and ModalService to handle modal dialogs (e.g. confirmation windows).

## **Application Entry Point**

We created the TourPlannerApplication class as the JavaFX entry point. This class loads the main-view.fxml and sets up the initial scene graph.

# Use Case Diagram

## Tourplanner



## Wireframes

These wireframes were used as a rough plan and were adjusted when we figured out how the layout would be the most feasible concerning our current skill set.

#### **Tour Planner**

