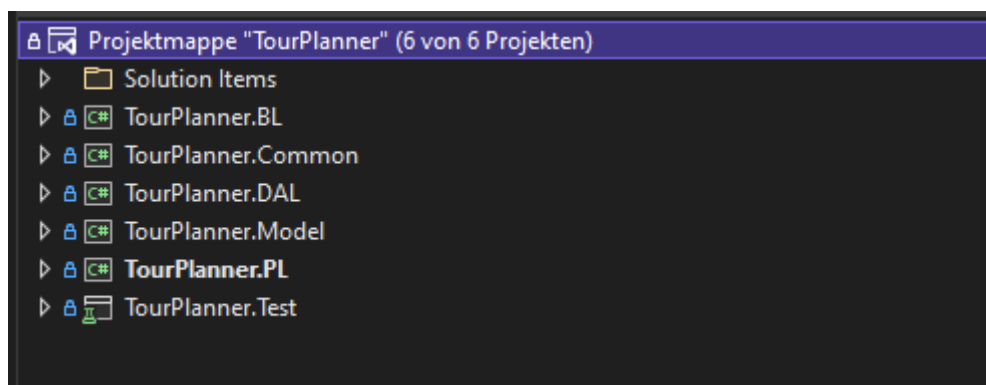


Contents

Tour Planner Architecture	1
Presentation-layer	2
Business-layer	3
Data-access-layer	5
Model-layer	7
Common layer	7
Use Case Diagram	8
Wireframes	8
Sequence diagram of text search	11
Unit testing decisions	11
Time tracking	12
Git link	12
Design patterns	12
Unit of work	12
Repository	12
Factory	13
MVVM	13
Unique feature	13
Auto computed values	13

Tour Planner Architecture



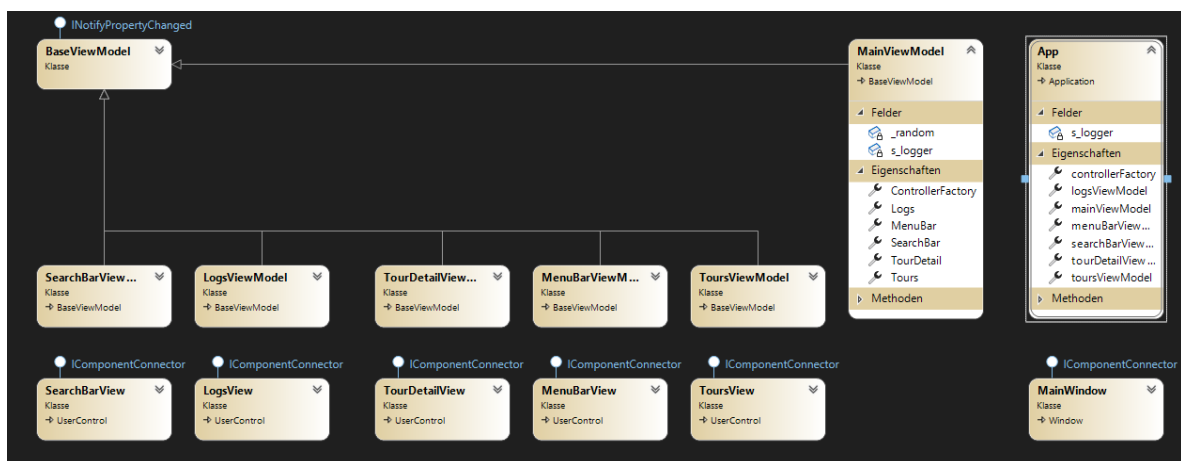
Picture 1: Tour Planner Project view

The architecture of the Tour Planner App is layered, listed from the highest to the lowest layer tier, with a Presentation-, Business-, and Data-access-layer. Each layer uses either its own code or the code of the layer immediately below. There is also a Model- and Common-layer which are used by all other layers. Each layer is its own project, as seen in Picture 1.

The class diagram files from where the following screenshots have been taken, can all be found in the tour planner solution.

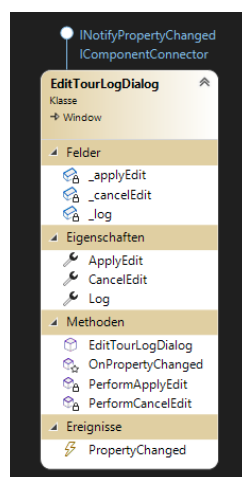
We used following additional NuGet packages: itext7, log4net, Newtonsoft.Json, Npgsql and NUnit.

Presentation-layer



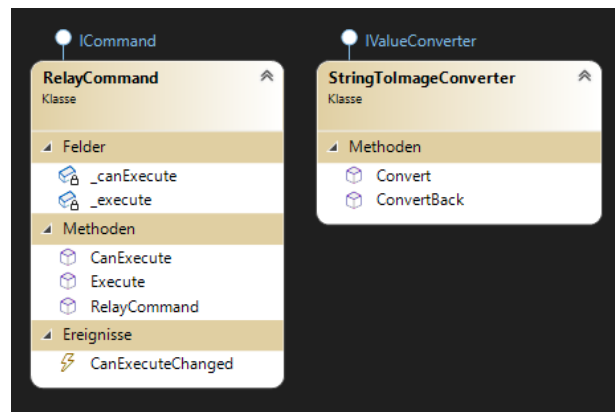
Picture 2: View and View Models

The presentation layer contains is a WPF-Application containing different views which all have abstract representations in the form of view models. The main view model contains instances of all other view models and implements the required logic by calling functions of Business-layer classes with the Controller Factory. An UML representation can be seen in Picture 2. The App class sets the instances of the main view model and sets the same instances as data-context in the main window.



Picture 3: Edit Tour Log Dialog

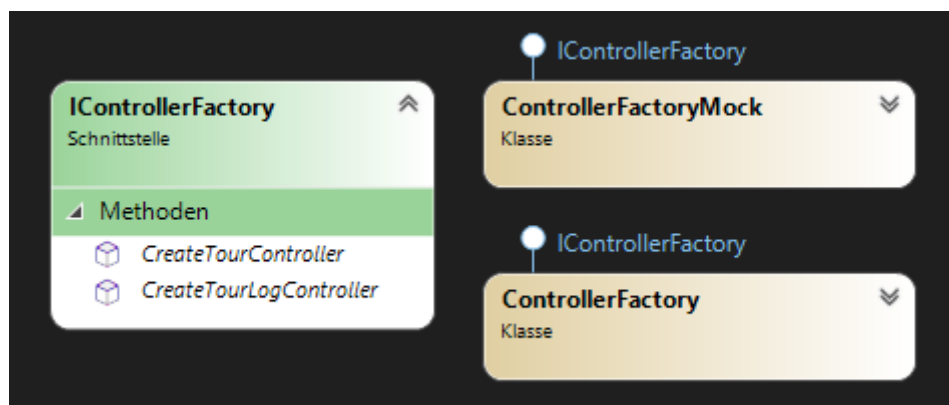
In addition, the PL contains a window dialog for editing tour logs. The UML representation can be seen in Picture 3.



Picture 4: PL Helper Classes

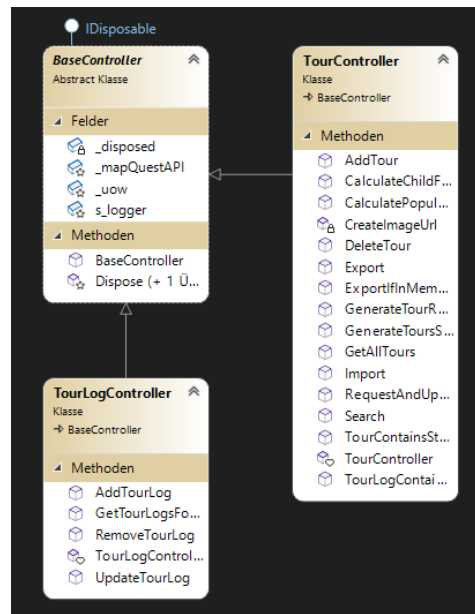
Finally, there are some helper classes, one of which is an implementation of ICommand and the other is used to convert png files to Bitmaps (Picture 4).

Business-layer



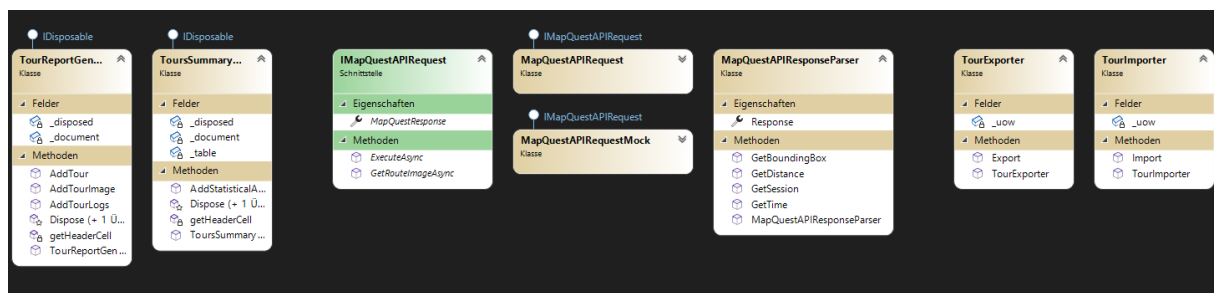
Picture 5: Controller Factory

The core functionality of the BL can be accessed by using the controller factory (Picture 5) to generate instances of controllers (Picture 6). The factories handle dependency injection into the controllers.



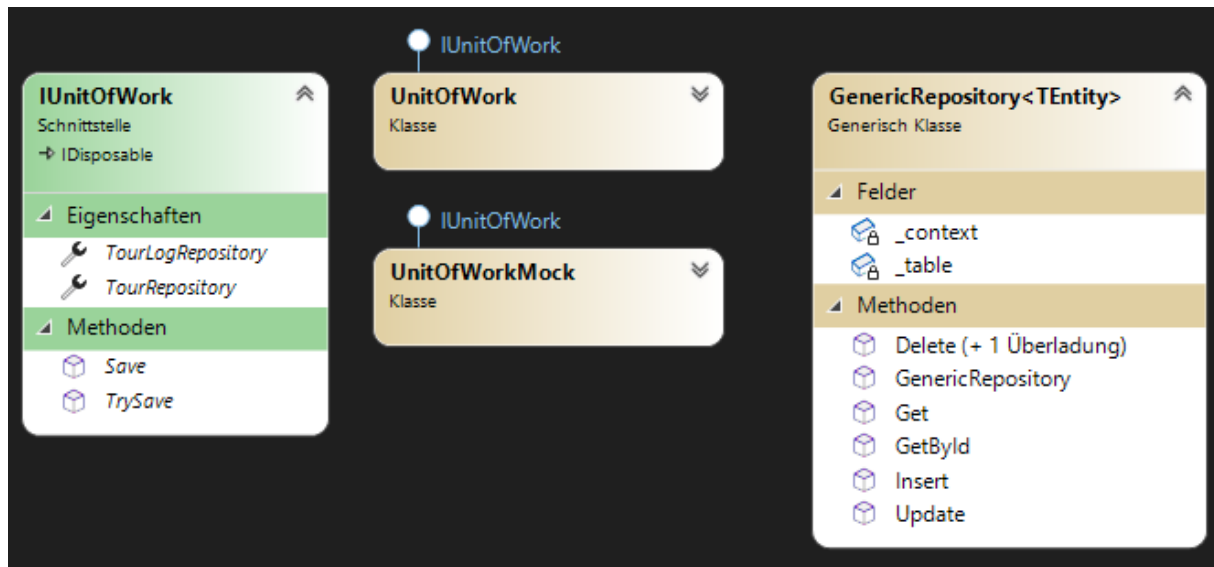
Picture 6: Controller

The controllers expose the functionality of the BL to the PL. They implement the **IDisposable** interface, so the unmanaged resources of the BL and DAL can be released properly. The controllers utilize several other classes which can be seen below (Picture 7).



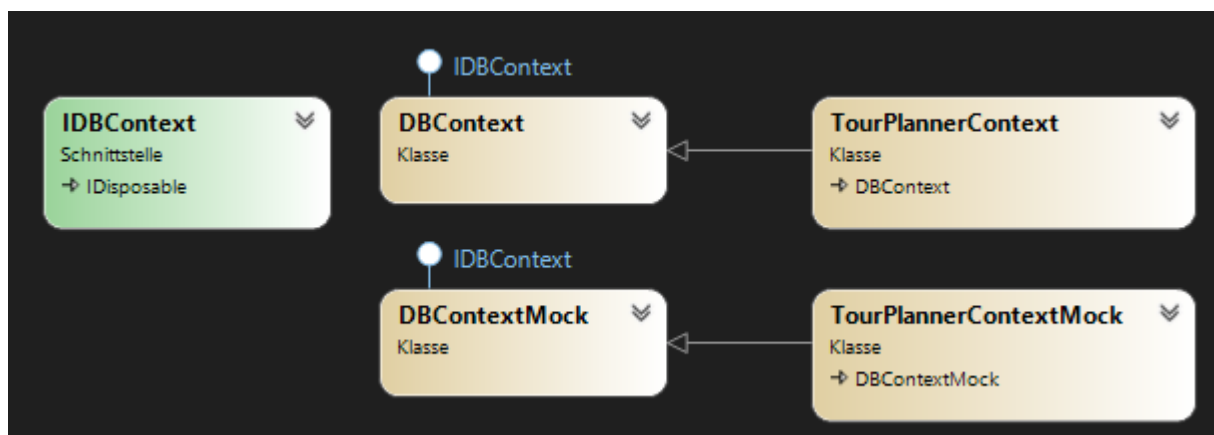
Picture 7: Classes used by controller

Data-access-layer



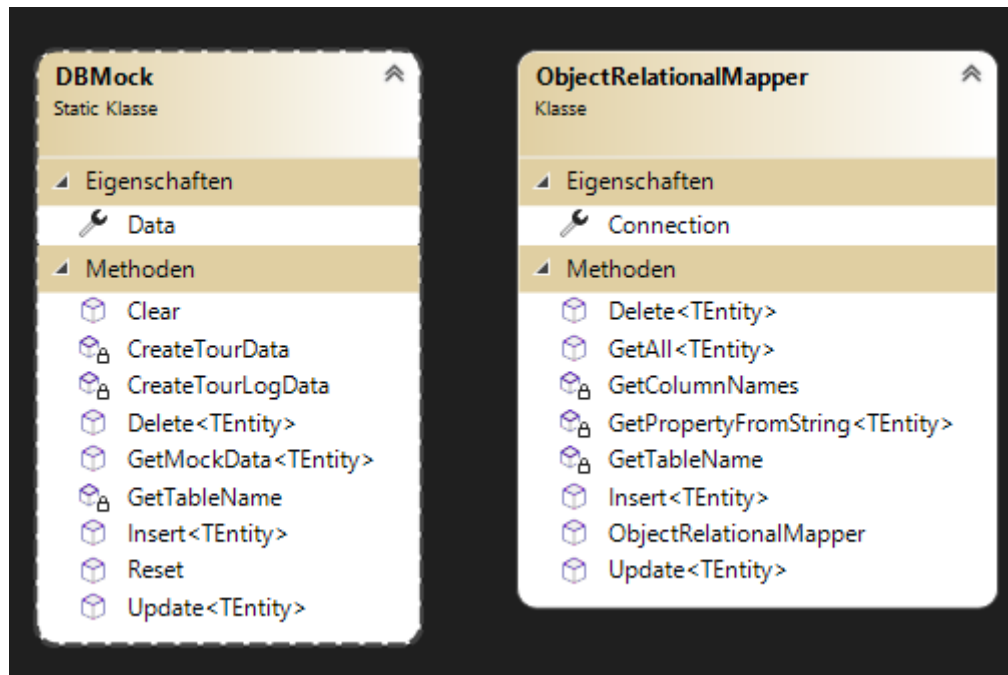
Picture 8: Unit of work and repository

The DAL provides an implementation of the repository pattern in combination with the unit of work pattern (Picture 8). There is also a mock implementation of the unit of work interface which uses an in-memory DB to allow for easier unit testing.



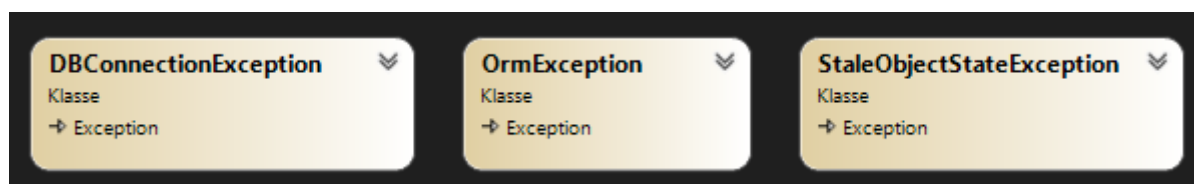
Picture 9: DB context

The context classes (Picture 9) provide methods to load data from various data sources into memory, depending on the implementation.



Picture 10: In memory mock DB and ORM

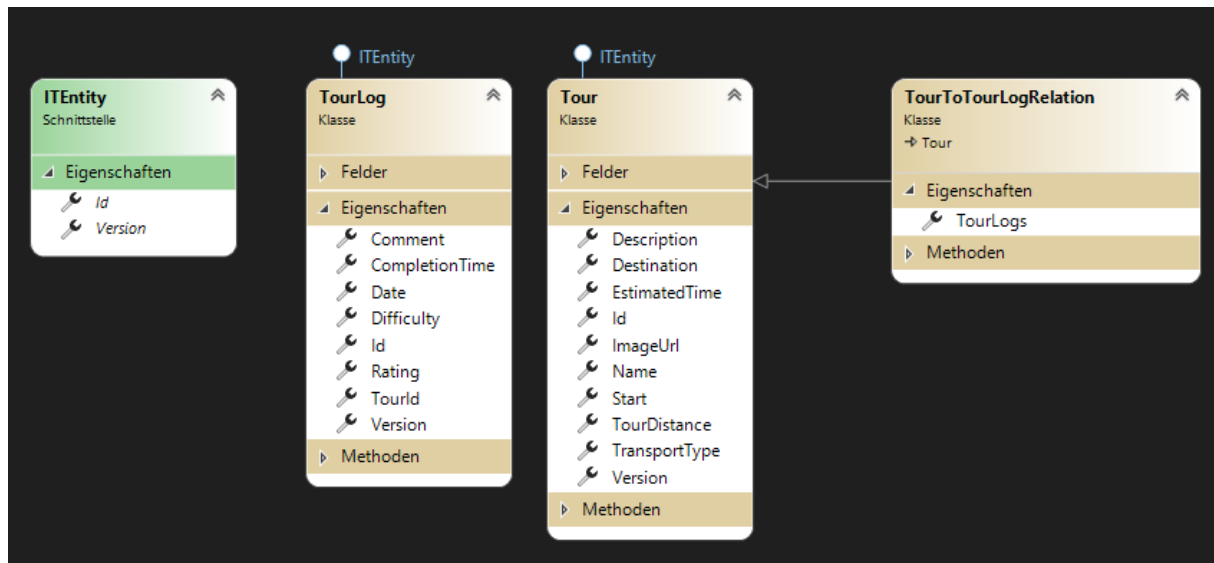
For the production DB an ORM is used and for testing purposes the DBMock class is utilized. Both classes provide CRUD operations to manipulate data. See Picture 10.



Picture 11: DAL exceptions

The DAL also defines its own exceptions (Picture 11) to not make other layers dependent on the custom exceptions of frameworks used by the DAL.

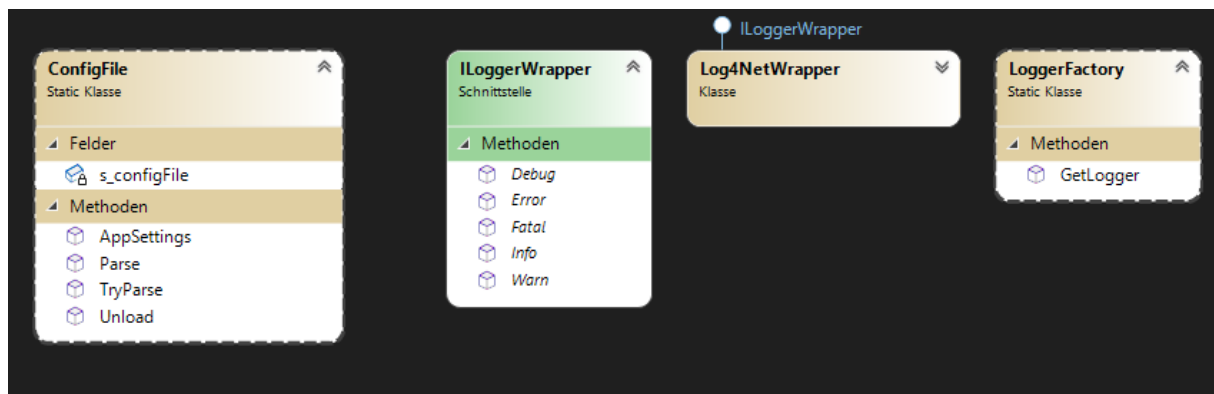
Model-layer



Picture 12: Models

The model-layer contains an interface which specifies a contract of required properties for models which you want to be able to be used by the DAL. Besides a model for tours and tour logs there is also another model for the relation of tour-to-tour logs, which extends the tour class and adds a list of all linked tour logs for that tour. This class is used for the import and export functionality of the tour planner app. An overview of all the properties can be seen in Picture 12.

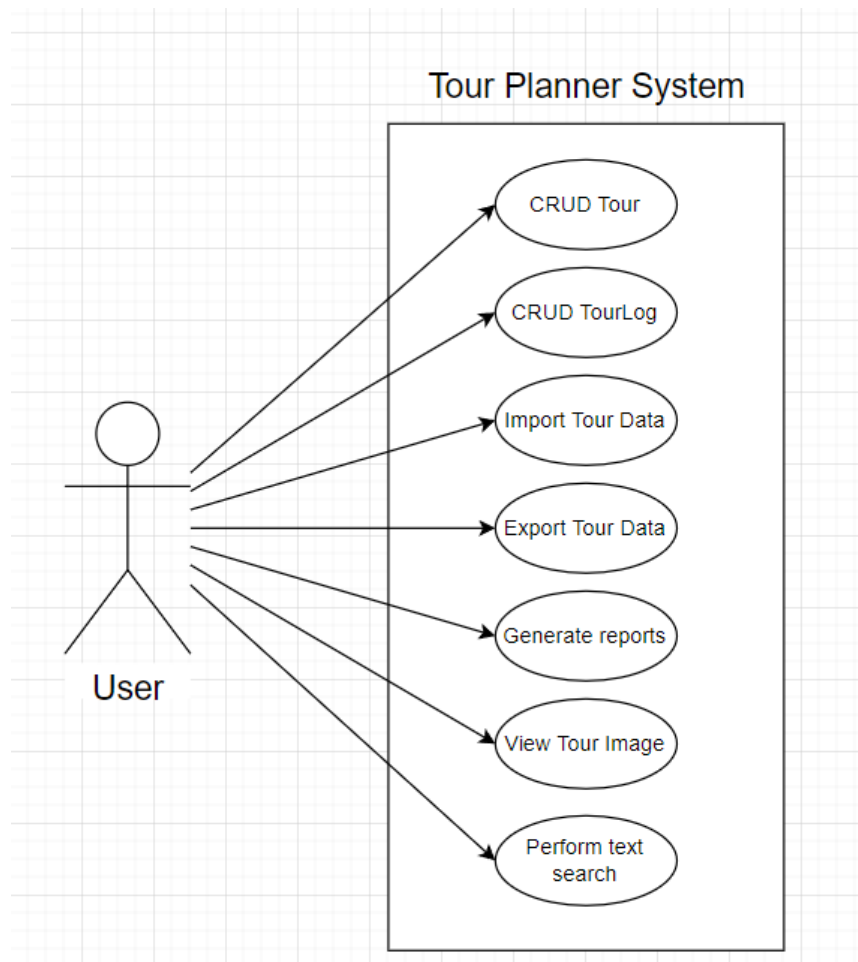
Common layer



Picture 13: Classes of common layer

The common layer contains classes which are needed by all other layers. It contains access to classes which handle config files and a logging framework, in this case Log4Net. The classes can be seen in Picture 13.

Use Case Diagram



Picture 14: Tour planner use case diagram

Wireframes

The following images display the different views of the tour planner. To make it more descriptive, some example data has been added.

Tour planner

File

Search

Add Tour
Remove Tour

Tours
LinztoWien

Info Map

Name LinztoWien
Start Linz
Destination Wien
EstimatedTime 01:47:20
Transport type fastest
Tour distance 183,1128
Description
Child-friendliness 5
Popularity 2

Apply
Cancel

Date	Difficulty (1-10)	Rating (1-10)	Duration (min)	Comment
5/21/2022 2:00:46 PM	5	5	1	
5/21/2022 2:00:47 PM	5	5	1	

Add TourLog
Remove TourLog
Edit TourLog

Picture 15: Tour planner main view

Tour planner

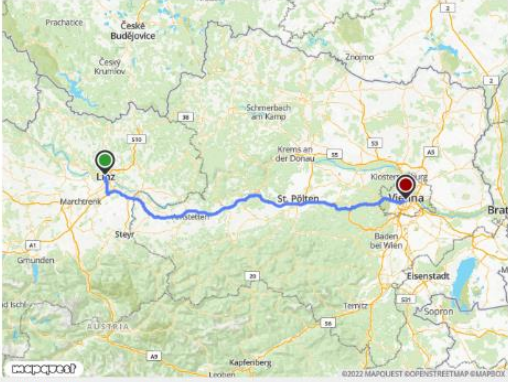
File

Search

Add Tour
Remove Tour

Tours
LinztoWien

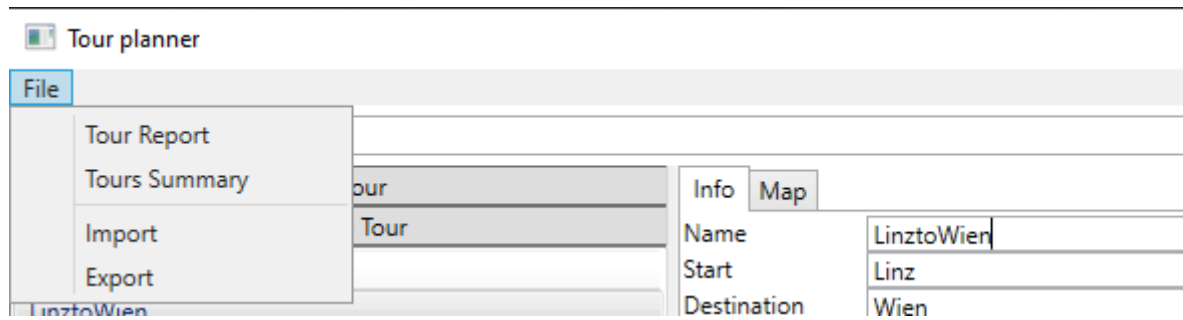
Info Map



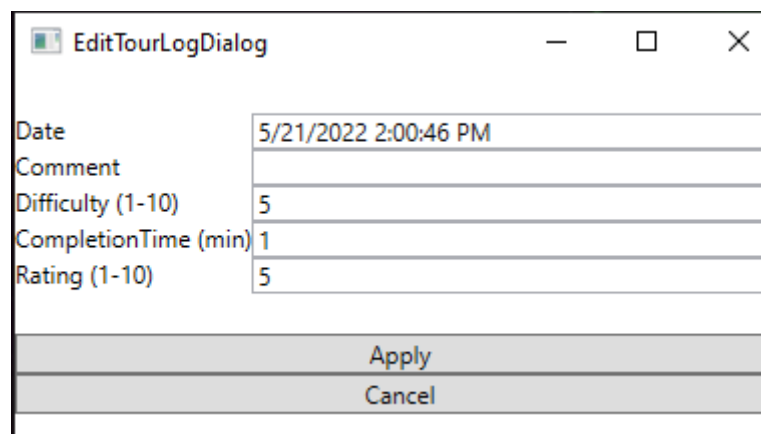
Date	Difficulty (1-10)	Rating (1-10)	Duration (min)	Comment
5/21/2022 2:00:46 PM	5	5	1	
5/21/2022 2:00:47 PM	5	5	1	

Add TourLog
Remove TourLog
Edit TourLog

Picture 16: Image view of tour

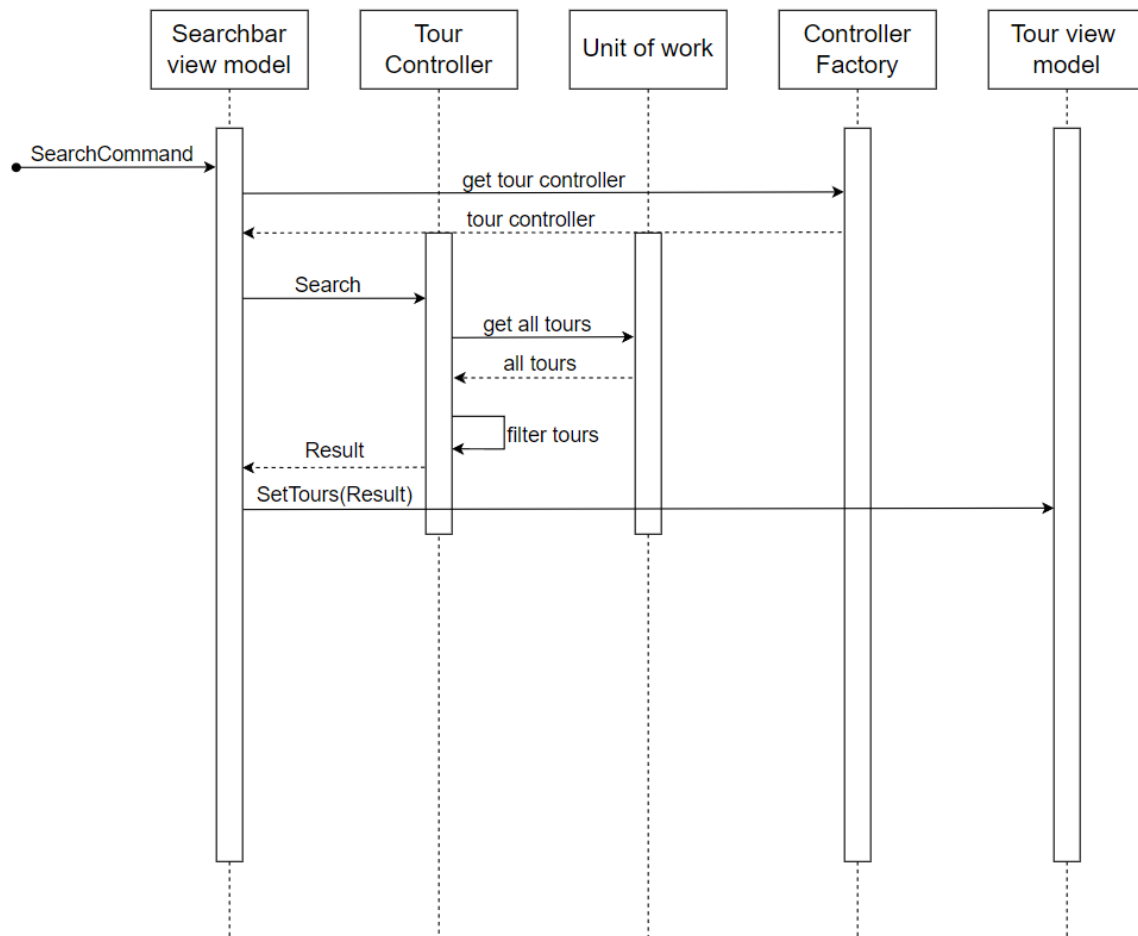


Picture 17: View of menu bar



Picture 18: View of edit tour log dialog window

Sequence diagram of text search



Picture 19: Sequence diagram of text search

Unit testing decisions

To allow true unit tests and not integration tests, external dependencies have been mocked out, which includes both the DB and any API calls.

The most critical code tested is the mock DB, because it is also part of the unique feature which is described below.

Time tracking

We tracked the time spent with the project in a text file (Picture 20: Time tracking) which you can see below this paragraph. Since most of the project was coded in pair-programming we did not concern ourselves with individual workloads.

```
1 6.3.2021 research wpf, basic ui layout 3h
2 7.3.2021 added viewModel and view, project structure, DAL 3h
3 21.3.2021 added and created DB 0.5h
4 5.4.2021 mockup of dal created factories for controller 5h
5 10.4.2021 implementation of mapquestapi 3h
6 11.4.2021 integrating mapquestapi into PL 5h
7 12.4.2021 implemented adding and removing of logs and auto computed tour parameters into PL 2h
8 12.4.2021 added logging 3h
9 15.4.2021 implemented editing of tours and menubar commands 4h
10 17.4.2021 added more unit tests 2h
11 25.04.2021 added report geneeration for tour 2h
12 25.04.2021 added report geneeration for tours summary 1h
13 2.5.2021 added import and export 3h
14 2.5.2021 added unit tests 2h
15 3.5.2021 added unique feature 2h
16 total 40.5h
```

Picture 20: Time tracking

Git link

<https://github.com/MichaelDusk2361/TourPlanner>

Design patterns

Unit of work

The unit of work pattern has been implemented in the DAL and is used to group CRUD operations into a single transaction (unit of work), so that all operations either fail or pass.

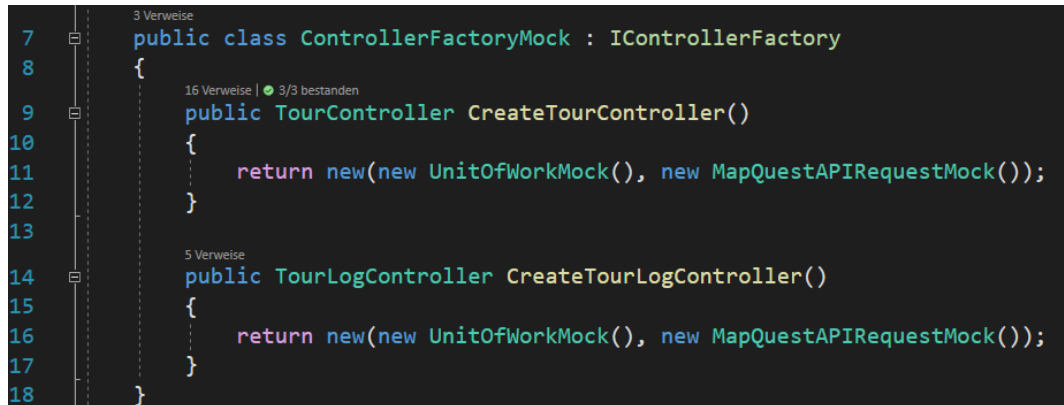
Repository

Repositories encapsulate the logic required to access data sources. In our case the data source is loaded via a data-context class which provides methods to retrieve tables from a DB. Then the data is manipulated with the repository CRUD operations. Then the unit of work class starts a transaction and tells the context to save all changes.

The repository used in the tour planner is generic and can be used with any model that inherits from the IEntity interface.

Factory

A factory is a class that creates other classes. Factories can therefore also handle dependency injection, as can be seen in Picture 21. This is very convenient, because if you require a different class to be injected, only one line of code needs to be changed in the entire program. Alternatively, a new implementation of the factory interface can be created.



```
7 public class ControllerFactoryMock : IControllerFactory
8 {
9     public TourController CreateTourController()
10    {
11        return new(new UnitOfWorkMock(), new MapQuestAPIRequestMock());
12    }
13
14    public TourLogController CreateTourLogController()
15    {
16        return new(new UnitOfWorkMock(), new MapQuestAPIRequestMock());
17    }
18 }
```

Picture 21: Factory implementation

MVVM

This pattern has been covered during the lecture throughout and does not require further elaboration.

Unique feature

The unique feature is, that in case of a connection failure to the DB during startup, the app still starts but without a DB. All features work as intended and routes can be still planned, data exported and imported, and so on. To persist any work the user has done, the OnExit function of the app has been overridden, and will export all data to a json file as soon as the user closes the application.

Auto computed values

Popularity is the count of tour logs associated with a tour.

Child friendliness is the average difficulty of tour logs associated with a tour.