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# Tour Planner Architecture

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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.

## Presentation-layer

Graphical user interface

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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.

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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.

Graphical user interface, text, application, chat or text message

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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

Graphical user interface, text, application, chat or text message

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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.

Graphical user interface, text, application, chat or text message

Description automatically generated

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).

Graphical user interface, application

Description automatically generated

Picture 7: Classes used by controller

## Data-access-layer

Graphical user interface, text, application, chat or text message

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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.

Application

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Picture 9: DB context

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

Graphical user interface, text, application, chat or text message

Description automatically generated

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 classed provide CRUD operations to manipulate data. See Picture 10.

Text

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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

Graphical user interface, application

Description automatically generated

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

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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

Diagram

Description automatically generated

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.

Graphical user interface, application, Word

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Picture 15: Tour planner main view

Graphical user interface, application

Description automatically generated

Picture 16: Image view of tour

Graphical user interface, application

Description automatically generated

Picture 17: View of menu bar

Graphical user interface, text, application

Description automatically generated

Picture 18: View of edit tour log dialog window

# Sequence diagram of text search

Diagram

Description automatically generated

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) 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.

Text

Description automatically generated

Picture 20: Time tracking

# Git link

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

# Design patterns

## Unit of work

## Repository

## Factory

## MVVM

# Unique feature