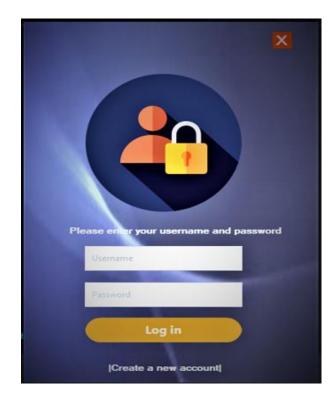
|Installation and introduction of the project|

programing and design by Mohammadreza RAFATIAZHDAR

|Project Activation Guide|

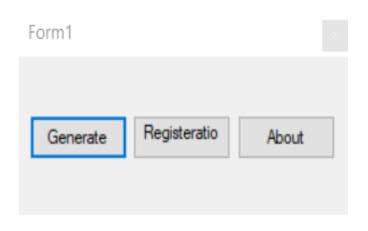
- 1. first Install Guna_UI_Framework.
- 2. Then open the file(managing company) and run it.
- 3. You will see the first page of the program that needs a license, at the bottom, the option to activate the program can be seen. Click on this option:

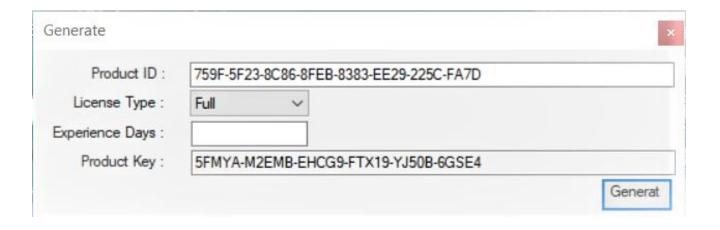


4. Now you need to open the **LicenseKey** folder and go through this path:

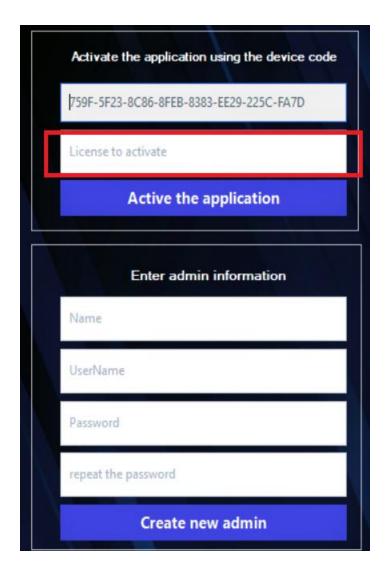
LicenceKey > LicenseKey > bin > Debug > licenseKey

5. Then click on Generate and in the page that opens, click again on Generate:

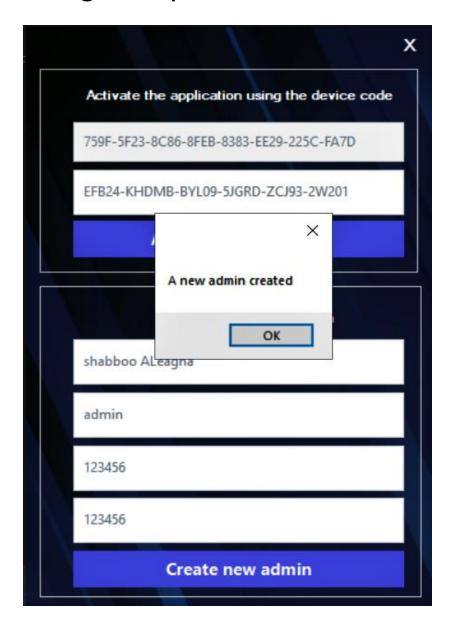




6. Now just copy the generated code and paste it in the following page:



7. The app is ready! Complete and create your account with the required information and you can log in to your account on the login page.



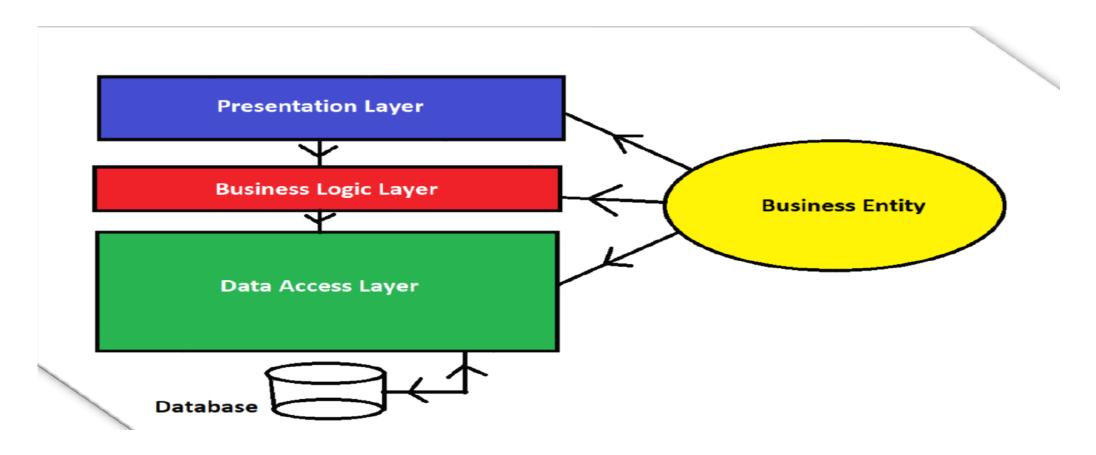
| Introduction |

A project in C# can generally be programmed in two ways:

- 1- The first method, called Code-First, uses object-oriented topics, and then by writing the connection string, we create the database in SQL server and create the tables in Database. Then they will be usable.
- 2-The second method is called Database-First and first we create the database and tables in SQL server and after connecting the database to the Visual Studio, the tables will be used as a class.

3-Tier architecture

• It contains the following 3 layers:



- 1-Presentation Layer: it contains user interface (UI).
- 2-Business Logic Layer: Business rules are on this layer which written by CRUD.
- 3-Data Access Layer: It transfers the data to the database after checking the business rules which are written by using CRUD.
- 4-Businness Entity: Includes classes that eventually become tables.

This architecture is used to manage code as easily as possible and we use this architecture to build the applications that are used in businesses with their specific rules.