

Software Architecture

Sunday, 7 March 2021

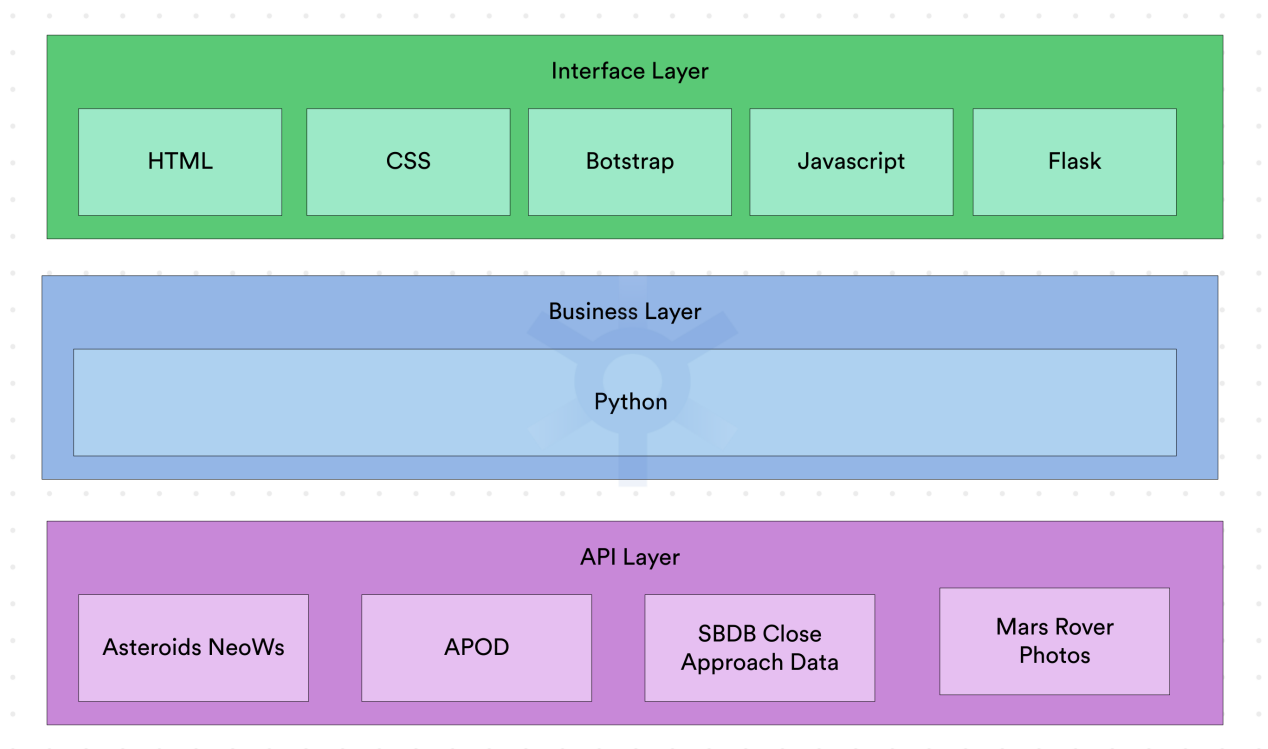
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When considering the architecture of our system, we are currently considering three main layers: Interface, Business, API.

Interface layer: This is the layer that the users interact with. It is composed of the languages that will be used to construct the user interface of the site. For us, this includes HTML, CSS, JavaScript and Bootstrap. The interface layer also includes the middle-ground between the backend and frontend, i.e. our server which will be run on flask.

Business layer: This is the layer that the developers (so us) will be interacting with the most. It consists of languages used to implement the backend, which so far only includes python, however this may change over the course of the project.

API layer: This layer concerns the interactions between the data and the backend. The APIs listed here are what we intend to use to obtain information about specific queries and present it back in a more user-friendly fashion. We intend to use 4 APIs, two of which (Astronomical Picture of the Day (APOD) and Mars Rover Photos) are image-oriented while the other two (Asteroids NeoWs and SBDB Close Approach Data) focus on information about NEOs.



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