### **Layered Architecture With Diagram :**

### **Layered Architecture Overview:**

* Presentation Layer:
  + This layer focuses on user interfaces and interaction.
  + Responsible for presenting information and receiving user inputs.
  + Includes UI components for players, coaches, managers, admins, and other stakeholders.
* Application Layer:
  + Manages the business logic and rules of the system.
  + Enforces security, processes user requests, and coordinates interactions between different components.
  + Handles functionality like user authentication, training management, match and tournament management, etc.
* Domain Layer:
  + Contains the core business logic and entities of the system.
  + Includes classes representing players, coaches, teams, etc.
  + Manages functionalities like performance analysis, scouting, recruitment, and communication tools.
* Infrastructure Layer:
  + Manages the system's connection to external services and databases.
  + Includes functionalities for data storage, retrieval, and external integrations.
  + Ensures data security, encryption, and compliance with external regulations.
* External Services Layer:
  + Integrates with external systems like cricket associations and tournament management platforms.
  + Ensures compliance with industry standards and secure communication with external services.
* Technical Services Layer:
  + Handles technical aspects, including IT administration, system development, and maintenance.
  + Involves IT administrators, developers, and other technical personnel.
  + Includes functionalities for regular backups, emergency recovery plans, and ongoing system updates.

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### **Layered Architecture Diagram:**

| **Presentation layer** |
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| UI Component for Players Coaches Managers Admin  Players Profiles Training Management Communication Tools   Document Management Scouting & Recruitment Report & Dashboard  User Authentication & Authorization User Interfaces |

| **Application Layer** |
| --- |
| Business Logic User Request Security & Logistics Management   Player Availability & Selection Security & Data Protection   Match & Tournament Management Injury Tracking   Performance Analysis Communication Services Security Services |

| **Domain Layer** |
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| Core Business Logic Entities Domain Players Domain   Coaches Domain Teams Domain Scouting Domain Recruitment  Domain Communication Tools Domain |

| **Data Access Layer / Database Layer** |
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| Database for -  Player Information Training Schedules   Match & Tournament Information Performance Data  Communication Injury Records Documents   Travel & Logistics Security & Data Protection Feedback |

| **Infrastructure Layer** |
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|  |
| Data Storage Retrieval External Integrations Security   Encryption Compliance with Regulations System Components  Backup & Recovery System Database Management System   System Scalability Components Network Infrastructure   Budget Management Components Compatibility Components   Operational Support Components |

| **External Services Layer** |
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| External Integrations with Cricket Associations     Tournament Management Platforms |

| **Technical Services Layer** |
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| IT Administration System Development Updates  Regular Backups Emergency Recovery Plans |

| **Utilities Layer** |
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| Notification Service Search Index Service  Performance Processing Service |