Travel – Sharing C# App

Start Document

Written by:

Polina Zueva

Arian Atapour

Evald Narkevicius

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# **Version Control**

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| --- | --- | --- | --- |
| Version | Date | Changes | Editor |
| 1.0 | 23.04.23 | Make a template for the all chapters and add table of content | Polina Zueva |
| 1.0.1 | 24.04.23 | Added chapters 2,3 and updated version control | Polina Zueva |
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# **Introduction**

This chapter provides an overview of the C# application and its purpose and goals

The project team has come up with the idea of a travel-sharing social media app The application is a platform that allows users to share their travel experiences with others and it is designed to be easy to use and navigate, with a user-friendly interface that encourages engagement and community building.

Users can create profiles and connect with other travellers from around the world. They can upload photos and videos, write travel blogs and articles, and share travel itineraries with their followers. The app allows users to search for and discover new travel destinations based on their interests, location, and budget. Moreover, users can filter their searches by location, type of activity, and duration, making it easy to find the perfect travel destination for their needs.

In addition to sharing their own travel experiences, users can also connect with other travellers and find travel companions. The app has a messaging feature that allows users to chat with each other and plan trips together.

# Purpose of the application

The purpose of this app is to provide a comprehensive and user-friendly platform for travelers to share their experiences and connect with other like-minded travelers. The app will provide an easy way for users to discover new places, plan trips, and get recommendations from other travelers

## **Overview of main features features**

The main features of this app include a search function for discovering new destinations based on interests, location, and budget. Users can also create a personal travel map with pins marking their favourite places. The app also allows users to connect with other travellers and plan trips together through a messaging feature.

1. **Discover New Places**

* Allow users to discover new travel destinations based on their interests, location, and budget. You could include a search function that allows users to filter by location, type of activity, duration.

1. **Interaction map**

* Users can find the place using world map with pins, each time you add a place, it will be a pin on your personal map

1. **Connect with Other Travelers**

* Allow users to connect with other travellers and find travel companions. You could include a messaging feature that allows users to chat with each other and plan trips together.

1. Share Tips and Recommendations

* Allow users to share travel tips, recommendations, and reviews with each other. You could include a rating system for places as well as a comments section where users can leave feedback and advice.

1. Personalized Recommendations

* Provide personalized travel recommendations to users based on their preferences, travel history, and behaviour. This could include personalized travel itineraries, destination recommendations, and activity suggestions.

## **Technologies Used**

.NET MAUI is used for the development of the travel-sharing social media app. .NET MAUI is a cross-platform framework that allows developers to build apps for multiple platforms, including Android, iOS, and Windows, using a single codebase. This will enable the team to create a consistent user experience across all devices.

In addition to .NET MAUI, the team will use C# as the primary programming language.

For data storage, the team will use a database system such as Microsoft SQL Server or MySQL. These database systems provide reliable and scalable storage for the app's data, allowing users to store and access their travel experiences, photos, videos, and itineraries.

# **User Interface Design**

This chapter covers the process of planning and creating the user interface of the C# application. It includes a discussion of user interface design principles and best practices, and covers the creation and styling of UI elements such as buttons, menus, and forms

## **Creating and Styling UI Elements**

## **Handling User Interaction**

# **Data Management – Class Diagram**

This chapter covers the process of designing and implementing the data model and schema for the C# application

## **Data Models and Class diagram**

## **Database Connectivity**

## **Data Validation and Input Sanitization**

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# **Application Logic**

This chapter covers the design and implementation of the business logic for the C# application.

## **Implementing Algorithms and Rules**

## **Error Handling and Debugging**

# **Conclusion**

The conclusion chapter provides a summary of the key features and benefits of the C# application

## **Recap of Features and Benefits**

## **Future Developments and Improvements**