Black Dog

Glossary

Version <1.0>

Revision History

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| --- | --- | --- | --- |
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| <14/03/20> | <1.0> | First iteration of glossary | Victor Padurean |
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Glossary

# Introduction

The document presents technical terms commonly encountered in the Black Dog project and any other common three-layered architecture based project.

# Glossary

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| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| Service | A service is an operation offered as an interface that stands alone in the model, without encapsulating state. |  |  |
| Repository | Repositories are classes or components that encapsulate the logic required to access data sources |  |  |
| Entity | An entity class is essentially an object wrapper for a database table. |  |  |
| DTO | In the field of programming a data transfer object (DTO) is an object that carries data between processes. |  |  |
| Controller | The controller class is a plain class with some public methods. Each method has a one-to-one link with a possible user action, ranging from the click of a button to another trigger. The controller class methods process input data, execute application logic and determine view. |  |  |