**the weatherman app Architecture**

**STAKEHOLDERS:**

lecturers, students, businessmen, meteorological unit of ghana, general users, farmers, travellers

**descriptions:**

**students/LECTURERS:**

the weatherman app would be beneficial to this group of users as it would help them to decide whether their lectures would come on or not. they will also use it to decide what to wear.

**businessmen/travellers:**

the app would help them know the weather conditions of the country they may be visiting to transact business.

**Meteo unit of ghana**

Probable colloaboration with developers to help exchange or offer meteo data.

**gu –genral user**

anyone interested in the weather.

**Design pattern (style)**

client server – the client or user of the app will request\query data from the datatbase

event driven- upon the touch of an icon of the widget there will be a change in the state if there is an update.

**CODE LAYOUT**

server side:

REQUEST/QUERY DATA

-FUNCTION CALLED “REQUESTDATA” WOULD PERFORM THIS JOB.

FETCH DATA

-FUNCTION CALLED “FETCHDATA” WOULD PERFORM THIS JOB.

PROCESS DATA

-FUNCTION CALLED “PROCESS\_json” would convert the data fetched to be able to be viewed in the user interface

**client side**

function (touch\_event) that executes when client toches the icon

condition

if: time of query is this…..??

generate: a particular image with relation to the time of query

display content data

function to display data.

end.