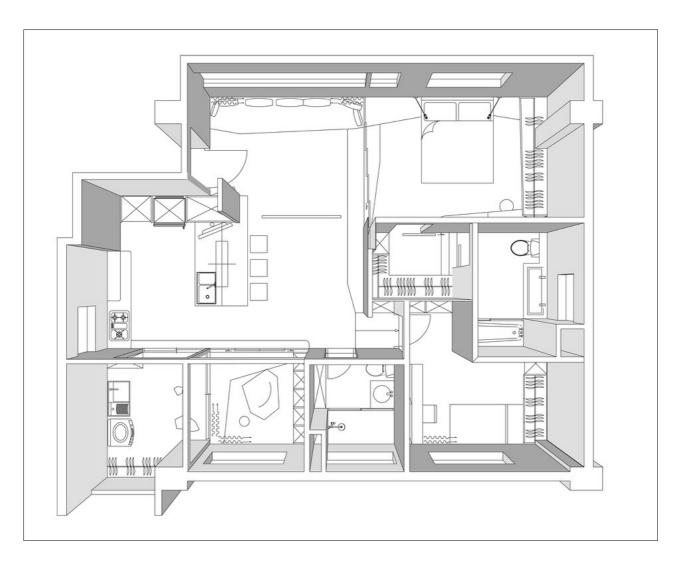# Architecture Guidelines

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TEMPLATE DRIVEN DESIGN

Objective

The goal of the Architecture project and its respective libraries, is to provide developers with the basis for a scalable and reliable building experience.

Goals

Reduce learning curve. Increase build quality.

Solution

Use templates as the foundation - or blueprint - for development. This does not restrict developers from going beyond, or changing templates, but allows them to be more creative and balanced in their designs.

Project Outline

Projects that make use of the Architecture project and its respective libraries, will have a folder structure that looks as follows:

- database (contains database gateway implementations)
- domain (contains network / database gateway abstractions)
- entity (contains entity representations)
- framework (contains platform-specific code)
- network (contains network gateway implementations)
- presentation (contains state / presentation logic, typically using the redux pattern)

SCHEMATICS

CLI Commands

The following table contains the CLI commands that can be used to generate application architecture and user interfaces.

Description	Command
Generate a **feature** (entity, domain, network, presentation)	ng g @ascendedco/schematics:feature
Generate a **component** (create, read, update, delete)	ng g @asccendedco/schematics:component