

System requirements

Windows 7 or above

Microsoft SQL 2014

Microsoft Visual Studio 2015

Project structure

When you execute the project solution **StockMarketsimulationGame** contain 3 folders.

Broker folder contain

1. Business logic –
This layer use for manipulate data. No linq queries.
Ex-saves, deletes, updates do here
2. Data –
This folder contains all query repositories. All linq queries are there.
3. Host-
This is the connection channel between front end and back end. Host convert front end data into web service and provide to Business Logic(back end). As well as back end data convert in to web services and provide to front end (UI).
4. Presentation-
This contains all UI utilities. Such as Images, fonts, Plugins etc.
In this project we use
 1. fontawesome font icons,
 2. JQX plugin collection
 3. Canvas js plugin
 4. Bootstrap
 5. JQuery plugin

Common folder contain

1. Business Entities –
Data base entities are written in here.
Ex- companies, Broker, Investor etc.
This is code first approach. There is class called **StockMarket**. This class use to update data base.
There is folder called Migrations. This folder is automatically updates when update the data base. Actually that works like log.
2. Common BI –

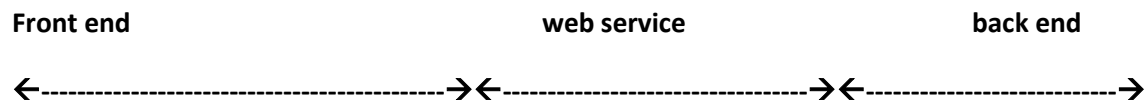
Some data manipulation may use both investor and Broker. Therefore common data is written here to increase accessibility to both parties.

Invester folder contain

Same as Broker folder

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 10. JQuarry plugin

Basic data flow



UI (View) <---> Controller< ---> UIProcess <--->IService <---> service <---> Business Logic< --->data repository

