# Design of Trial.Scheduler

## List of techonogies and patterns used

* Data access layer built on Entity Framework ORM. I prefer EF code first, so there is no any diagrams. For testability purposes and abstraction from framework, It would great if Entity Framework’s data context will be hidden behind common IRepository and IUnitOfWork interfaces. It has not achieved yet.
* All applications built on Inversion of Control principle. Unity container resolves dependencies.
* Web application is built on ASP.NET MVC 5.2. My opinion is not a best choice for single-page web application, because ASP.NET MVC is hard configurable and maintainable, but MC using is a requirement. I would select NancyFX that allows implementing web app much faster.
* AngularJS and Bootstrap 3 were used to build web application.
* Initially I thought that communication can be built on TCP sockets, but it requires much time to implement protocol, so I decided to use WCF.
* Communication is implemented using duplex WCF service
* WCF service host represents a console application that can host service itself or can be installed as a Windows service.

## Scheduler activity

