**6. Architectural approach**

1. Data Model

The data model consists of two main classes Restaurant and FilmLocations both shown below in simplified C#:

public class Restaurant

{

public int Id;

public String name;

public int cuisine;

public int fanciness;

public String websiteUrl;

public Address address;

public Point point;

}

public class FilmLocations

{

public int Id;

public string filmTitle;

public virtual ICollection<Location> locations;

}

Each Restaurant has a name, and a cuisine (an integer with for example 1 = Chinese, 2 = French, 3 = Italian etc.). It has a “fanciness” which is a rating integer from 1 to 5. There is also a website URL, a postal address and a point location, both of which latter types are shown below in simplified C#.

public class Address

{

public int Id;

public String houseNumber;

public String streetAddress1;

public String streetAddress2;

public String zipCode;

public String city;

}

public class Point

{

public int Id;

public double x;

public double y;

}

The point is a geo-location consisting of longitude and latitude. This is used to compute the restaurants within a chosen distance of the selected Movie location. The Location class is shown below in simplified C#. It contains location text (such as “5th Avenue, Manhattan”) and a geo-location point. Each FilmLocations contains a collection of Location as one movie may have more than one shooting location.

public class Location

{

public int Id;

public string locnText;

public Point point;

}