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Project Name: Cinefy-Video Player Software

Layered Architecture : “Cinefy-Video Player Software”

1. Presentation Layer:

•Responsible for the user interface (UI) and interaction.
•Handles user input and displays video playback controls, video playlist, etc.
•Communicates with the domain layer to retrieve data and manage user interactions.
•Includes components such as UI controllers, views, and presentation logic.

2. Domain Layer:

•Contains the business logic and rules of the application.
•Manages the video playback functionality, such as playing, pausing, seeking, and stopping videos.
•Handles video metadata retrieval and manipulation.
•Encapsulates the core functionality of the video player application.

3. Data Access Layer:

•Handles data retrieval and storage operations.
•Interfaces with external data sources such as local files, remote servers, or databases to fetch video files, metadata, and settings.
•Provides CRUD (Create, Read, Update, Delete) operations for managing video-related data.
•Abstracts the underlying data storage mechanisms to decouple the domain layer from specific data storage implementations.

4. Storage Layer:

•Manages the physical storage of video files and associated metadata.
•Provides mechanisms for storing and retrieving video files from local storage or cloud storage services.
•Ensures data integrity, reliability, and efficient access to stored video content.
•May involve file systems, databases, cloud storage providers, or other storage solutions depending on the application's requirements.

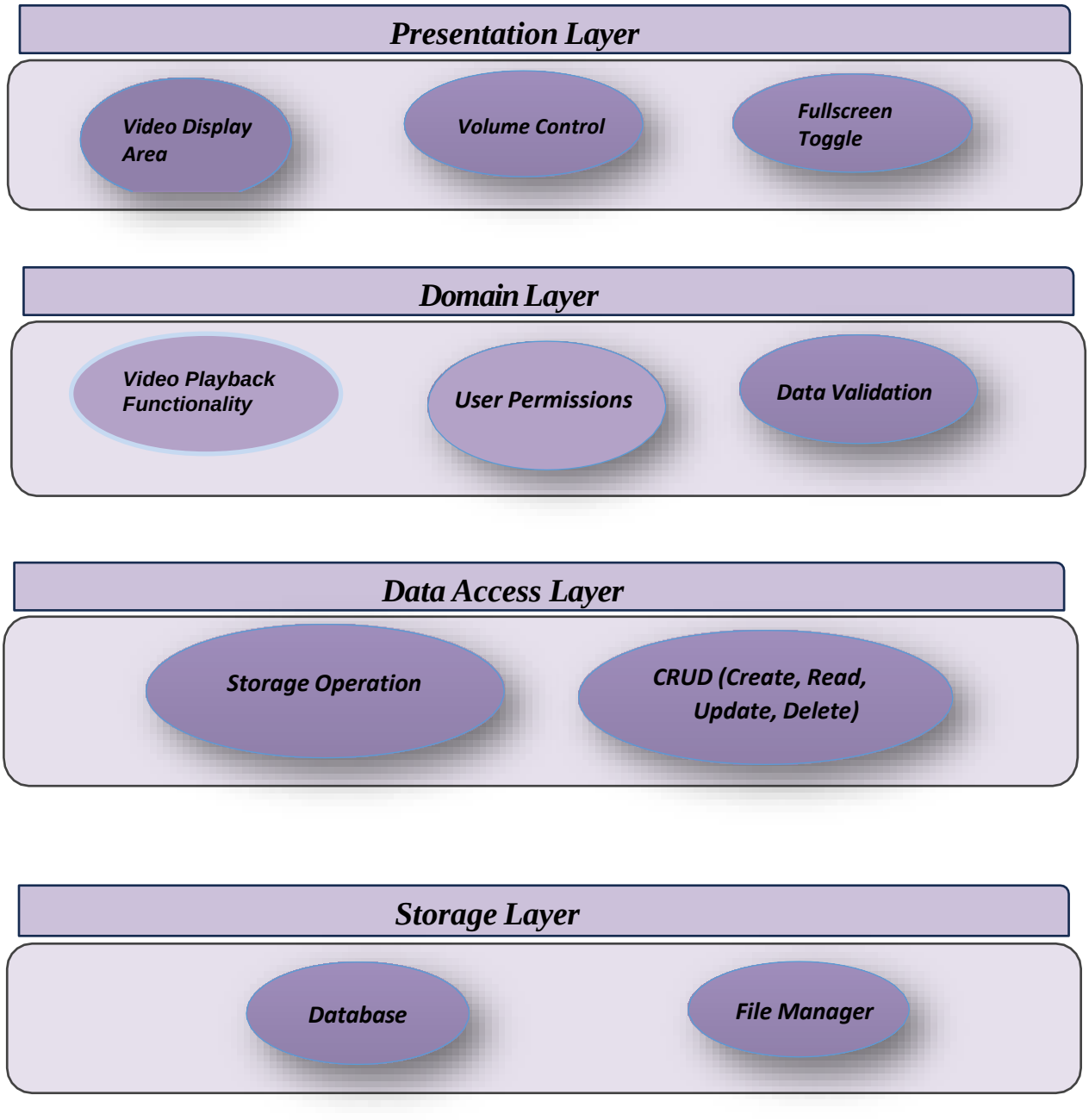

Figure: Layered Architecture: Cinefy-Video Player Software