Architecture Pattern

Course Name: **Software Development Project**
Course No: **CSE 3106**

Submitted to:

Dr. Amit Kumar Mondal
Associate Professor
Computer Science & Engineering Discipline,
Khulna University,
Khulna.

Submitted by:

Name: Maksudul Hassan Mahi
Student ID: 210213

Name: Tahmid Hasan Tasfi
Student ID: 210218

Project Title: Cinefy

Subject: Layered Architecture for Video Player Software Development

Description:

The adoption of a layered architecture for video player software development offers significant benefits in terms of organization, scalability, maintainability, and flexibility. It provides a solid foundation for building robust, scalable, and maintainable applications that meet user needs effectively and can adapt to future changes and advancements in technology.

Layered Architecture Details:

1. Presentation Layer:
    - This layer is responsible for handling user interactions and displaying information to the user.
    - It includes the graphical user interface (GUI) components such as buttons, sliders, and video display area.

2. Domain Layer:
    - This layer contains the core logic and business rules of the application.
    - This layer communicates with the data access layer to retrieve video files and metadata.

3. Data Access Layer:
    - This layer is responsible for accessing external resources such as video files.
    - It interacts with the file system or database to retrieve video files and their metadata

4. Integration Layer:
    - This layer facilitates communication between the presentation layer, domain layer, and data access layer.
    - It may include interfaces, adapters, or service classes that coordinate interactions between different layers.

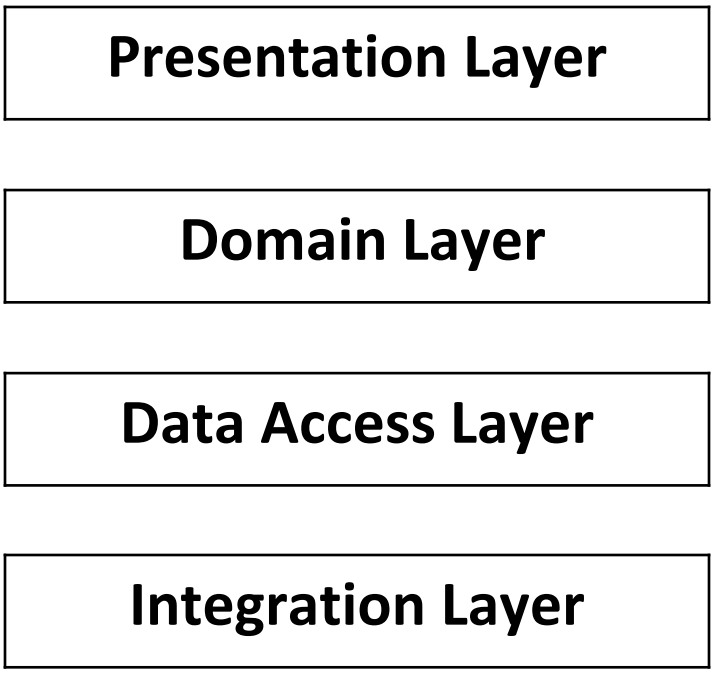

Figure: Diagram of Layered Architecture Pattern