Three Layers of Software Design Pattern

First Layer

Class

Controller (Fronted Interaction)

Model (Entity Model)

Service (Business Logic)

DAO (DBMS)

Second Layer

Interface

IController

IService

Third Layer

Common Interface

ICommonController

ICommonService

ICommonDAO

Common Methods into ICommonDAO & ICommonService

Insert()

Update()

Delete()

GetById()

GetAll()