**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()