# Building blocks of DefaultDashboard

Data Layer

TopMenuView

….. other data managers

SourceDataManager

ChannelDataManager

MessagesDataManager

AlarmDataManager

BillDataManager

DashboardDataManager

ChapterFragment

DashboardHeadersFragment

DashboardFragment

DashboardActivity

DashboardApplication

Application interacts with the data layer through a single class called DashboardDataManager.

DashboardDataManager interacts with other data manager classes that are each responsible for handling data associated with specific components. Application does not access these individual data managers directly.

## DashboardFragment

TopMenuView

Hotel logo image

Chapter 1 Title

Tile N

…..

Tile 2

Tile 1

Chapter 2 Title

Shelf Title

Chapter 3 Title

Tile 1

Tile 2

…..

Tile N

Shelf Title

Chapter 4 Title

Chapter 5 Title

Chapter 6 Title

Tile 1

Tile 2

…..

Tile N

Shelf Title

DashboardHeadersFragment ChapterFragment

### DashboardHeadersFragment

DashboardHeadersFragment class displays the list of available chapter titles along with associated icons

### ChapterFragment

The base class for displaying UI and encapsulating the underlying features of a chapter is the ChapterFragment.

ChapterFragment is extended by sub-classes as shown in the figure below:

GamesChapterFragment

AppsChapterFragment

MoreChapterFragment

RecommendedChapterFragment

TvChannelsChapterFragment

VideoOnDemandChapterFragment

ChapterFragment

#### RecommendedChapterFragment

Displays UI and encapsulates functionality of **Recommended** chapter.

#### TvChannelsChapterFragment

Displays UI and encapsulates functionality of **TV Channels** chapter.

#### VideoOnDemandChapterFragment

Displays UI and encapsulates functionality of **Video on Demand** chapter.

#### MoreChapterFragment

Displays UI and encapsulates functionality of **More** chapter.

#### CastChapterFragment

Displays UI and encapsulates functionality of **Cast** chapter.

#### AppsChapterFragment

Displays UI and encapsulates functionality of **Apps** chapter.

#### GamesChapterFragment

Displays UI and encapsulates functionality of **Games** chapter.

#### Composition of a Row

The composition of each row in a ChapterFragment is shown in the figure below:

ShelfRowView

Shelf Icon

Tile 1

Tile 2

…..

Tile N

Shelf Title

ShelfItemView

### TopMenuView

TopMenuView is a class that extends ViewGroup and acts as a container layout wrapping the hotel logo, welcome message/ location texts and menu icons

12:45

Welcome message

Premises/location name

TopMenuItems

## DashboardActivity

The main Activity class for this application. This class simply inflates a xml file containing DashboardFragment class

## DashboardApplication

The Application class.