Apollo

Project Explorer

Technical specification

**confidential**

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Date:

Name: P. van der Velde

# Disclaimer

This specification is not, by any stretch of the imagination, complete. It will need to be revised several times before it is complete. Currently several major parts are either missing or incomplete. This disclaimer will be updated to reflect any change in these sections. Finally a specification is supposed to be a ‘living’ document and therefore never complete. What were you thinking; better learn to live with this fact.

Goal

This document describes the technical design of the Apollo Project Explorer. The goal of the Project Explorer is to provide a stand-alone viewer and editor for experiment data sets.

Reset goal. It’s not the one we have above

Introduction

Layers

* User MVVM (Model-View-ViewModel) approach
* Ensure that UI is only a thin layer. Will need to use a specific API so that we can easily test the complete app
* Use layers:
  + Presentation layer -- Holds UI + viewmodels
  + Application layer -- Interface layer between presentation and data layers (part in project explorer, part in apollo.ui.common, part in apollo core)
  + Data layer (= apollo) -- Holds actual data (projects etc.)

Q: What elements will be in the different layers? Classes etc.

Q: What things do we need? Which views,

Presentation layer

Application layer

Data layer

Internationalization

Security

Performance

Help system

# Processes

## Startup

Start the splash screen (if we have one)

Start the bootstrapper

Link the UI to the core UI

Hand control to the user

Shutdown

Notify core that shutdown is requested

Core will check for unsaved changes, if there are a message will be posted prompting the user to save

Shutdown will be put on hold until the user has provided an answer to the