

Architecture Pattern For Journalify

A desktop based
Daily Journaling Application



Course No: CSE 3106

Course Title: Software Development Project

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Project Title: Journalify,

A desktop-based Journaling Application.

The Architecture Pattern we determined for:

Model-View-Controller(MVC) Pattern

To manage particular functions like we proposed: user authentication, mood tracking, and location tagging, customizable templates within the **Model** component, we wish to create distinct modules or classes. The **Controller** (in MVC) would manage the interaction logic and data flow between the View and the Model, while the **View** would be composed of graphical elements intended for user interaction. In general, as the MVC pattern supports concern separation, which facilitates the management and upkeep of intricate desktop applications. By maintaining the separation of presentation logic from the main logic of the application, it will improve testability, scalability, and code reuse.

Let's look deeper into the Model-View-Controller (MVC) pattern in our project:

Graphical Representation of MVC pattern:

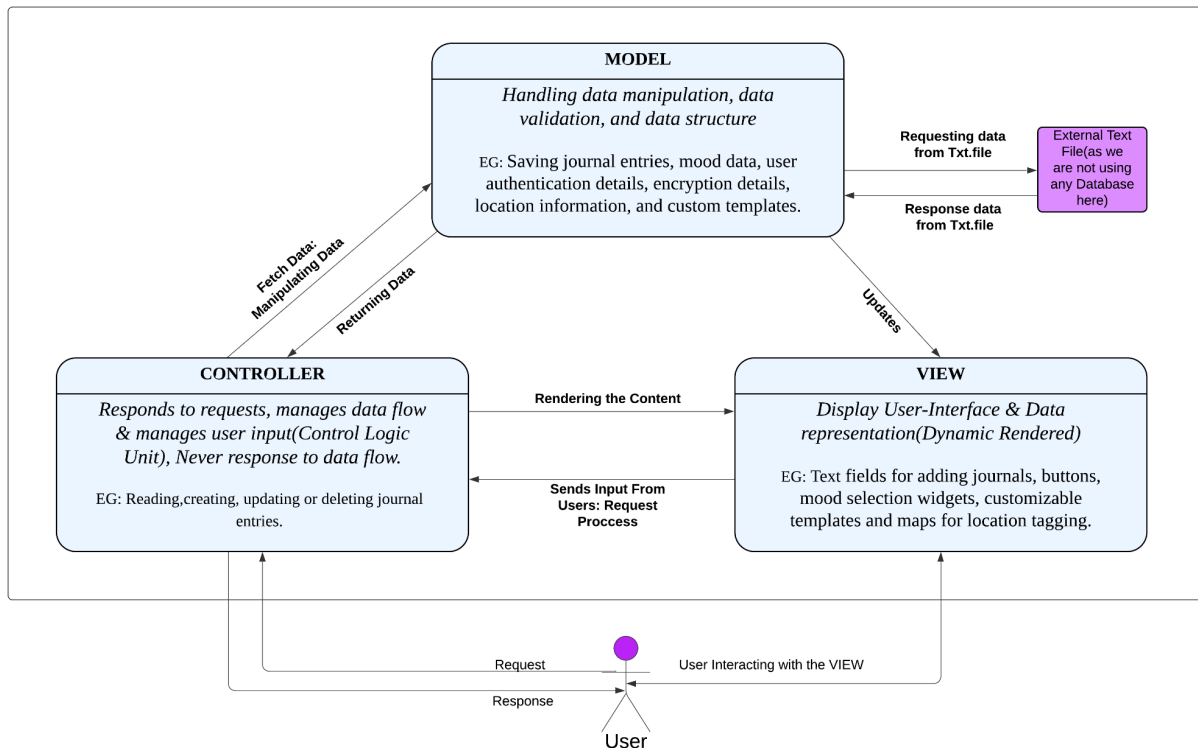


Fig: Diagram of MVC in Journalify([Link of the Journalify diagram](#))

Model:

Description: The data and business logic of the application are represented by the Model component. It includes the operations for data manipulation, data validation, and data structure. It essentially controls the behavior and state of the application.

Accountabilities:

1. Manages data persistence (such as saving journal entries, mood data, user authentication details, encryption details, location information, and custom templates).
2. Implements business logic (such as handling mood tracking algorithms, authentication processes, encryption algorithms, location tagging functionalities and customizable templates structure).
3. Responds to requests from the Controller for data manipulation or retrieval.
4. Notifies the View of any changes in the data so that the interface can be updated accordingly (via the Observer pattern or similar mechanisms)

View:

Description: The View represents the presentation layer of the application. It is in the role of presenting data to the user in a readable manner and displaying the user interface. User input is received by the View, which then sends it to the Controller for processing.

Accountabilities:

1. Renders graphical elements and user interface components (such as text fields, buttons, mood selection widgets, customizable templates and maps for location tagging).
2. Displays data retrieved from the Model to the user.

3. Records user input and sends it to the Controller for additional processing (e.g., journal entries, mood selections, custom interfaces and authentication credentials).
4. Can be updated to reflect modifications made to the application's state by either the Controller or the Model.

Controller:

Description: The Controller serves as the link between the View and the Model. It responds to requests, manages user input, and updates the Model or the View as necessary. The Controller manages data flow and sets the application's behavior in response to user input.

Accountabilities:

- Receives user input from the View such as button clicks, text input.
- Interprets the user actions and control the business logic like journaling application(creating,reading,updating or deleting)
- Updates the View to give the user feedback or to reflect changes in the state of the Model.