**Tourplanner protocol – Andreas Wimmer & Pascal Frank**

**App architecure:**

We have divided our app into the following parts. The main parts are:

* Businesslayer (BL)
* Dataaccesslayer(DAL)
* UI Layer (View & Viewmodel)

Further, some we implented some packages in- and outside these main parts. For example, the mapquest api, the logging functionality, the pdf generation library, etc.

The app can be started with the TourPlannerApplication.java class, where the FXMLDependencyInjection.java class is called. From there all other classes are called that are needed. We implemented a Controllerfactory, to get the right controller which is currently required.

**Diagrams:**

See project folder

**UX, library decisions (where applicable), lessons learned:**

**Implemented design pattern:**

We implemented an Observerpattern which is used to make all the viewmodels update to the current status of the database.

**Unit testing decisions:**

We have tested different layers of our project. For example the DAL, where we tested our database methods. Further we tested the AppConfiguration, to make sure that we get the corregt configs. Moreover, we wrote some unit tests for the BL, including the ParserService and the ControllerFactory.

**Unique feature:**

Our unique feature can be found at the menubar. Under “About” click on “Click me” and a new window opens. The user now has to click at the button and a text appears at the text area where we thank for the use of the app and a baby tiger created from ascii code appears.

It is just for entertainment and has no functionality for the initial app.

**Tracked Time:**

Our spent time is approximately 75 – 80 hours. At the start of the semester we created all fxml files and set up the UI, where we added the functionalities time by time. In the last three weeks we spent the most time as we refactored the code and wrote unit test.

**Link to Git:**

<https://github.com/wim-andreas/TourPlanner>