Layered Architecture Document

**Interface**: This layer of the architecture will handle all user related events, interface requirements, displaying functional data, etc. User events are handled through the use of text boxes, buttons, links, radio buttons and other event handlers to accept user input into the system. The user interface handles everything that the user sees and interacts with. The user interface provides a method to send items to the problem domain so that they can be persisted and manipulated. Error messages are also displayed using this layer.

**Problem Domain**: This layer handles all the API calls for the system. The API calls allow the interface to grab specific pieces of data to be displayed by the interface. Through the use of API calls, the interface will be able to grab data from the persistence layer and display it using the interface layer. (Refer to Appendix B for full API documentation).

API – The application programming interface is the main method to access the persistence layer. The API is a set of pre-defined methods that have specific functions to the program. Only developers can add API methods as to keep the integrity of the system.

**Persistence**: The persistence layer is the layer that handles all database access and storage. The database access, inserting, deleting, copying, etc will all be handled by this layer. This layer will be the only layer of the architecture that will handle directly touching and accessing the database.