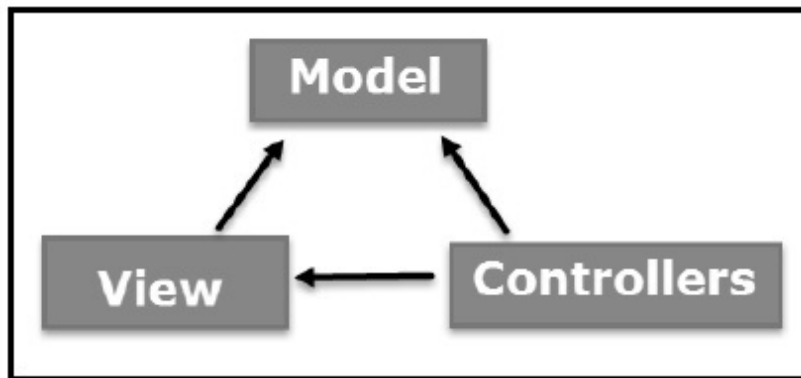


Architectural Design

Model View Controller is an architectural pattern that divides an application into three main components- Model, View and Controller. Each of these are responsible for handling specific development aspects of an application.



Model - manages the behavior and data of application domain. This can represent data transferred between view and controller. It is responsible for responding to queries about its state and also to instructions to change its state when required.

View - is used for user interface of application. It provides the portion of model 'data. There can be many views for a single model for different purposes.

Controller - acts as an interface between model and view. It takes user input and manipulates data using model objects. It is also responsible for updating view whenever model changes its state.

In our project, we are using the Model-View and controller architectural pattern to manage the project.

Model contains following files -

- MapBuilder.java
- Country.java
- Continent.java
- Card.java
- Player.java
- Adjacency.java

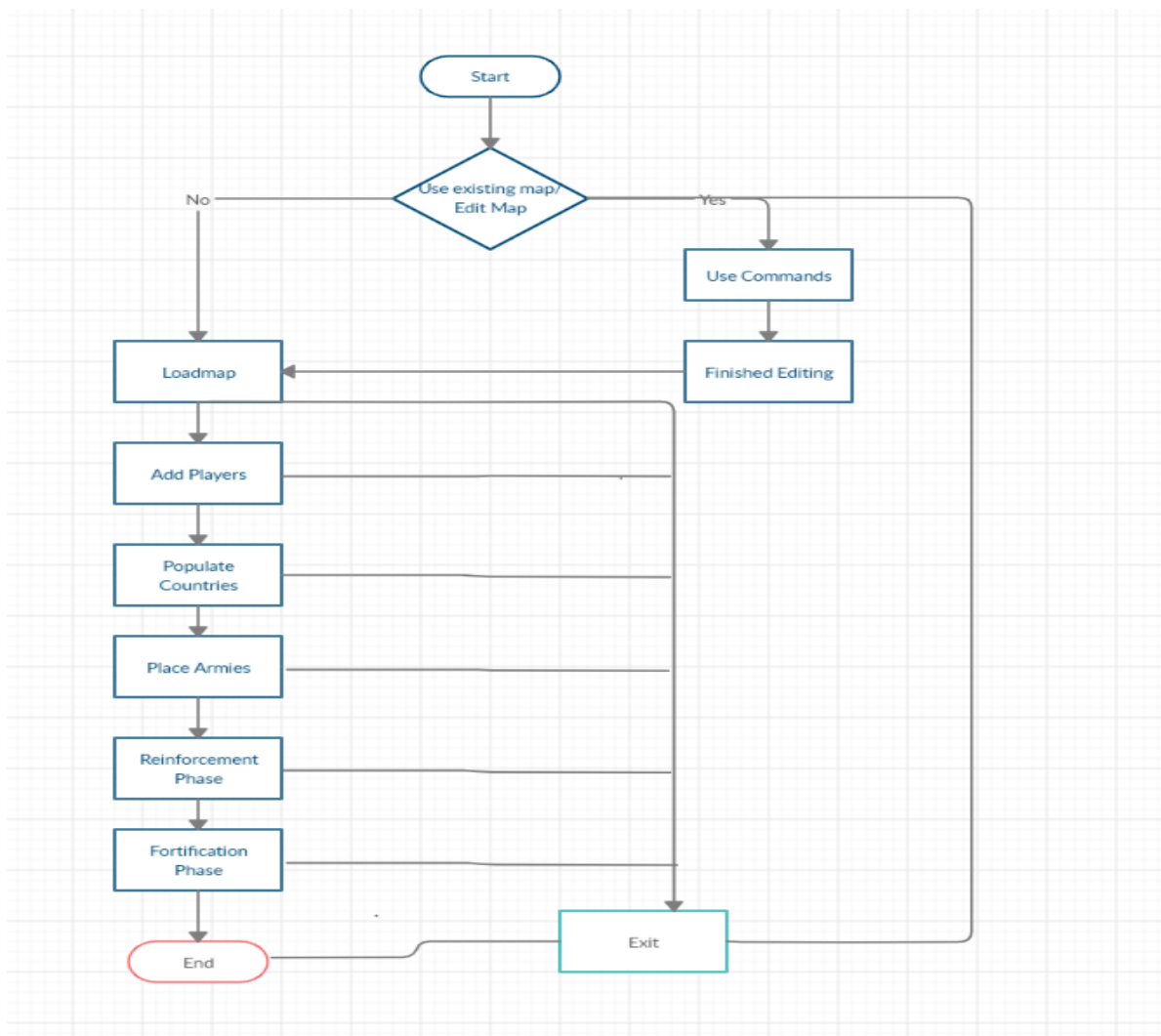
View contains following files -

- MapView.java
- RiskUI.java

Controller contains following files -

- DriverTest.java
- RiskMain.java

Flow of control in project –



References -

1. https://www.tutorialspoint.com/mvc_framework/mvc_framework_introduction.htm