**CS2450\_TeamProject\_MVC.cpp**

Purpose: The main class. Calls the controller and view classes.

Arguments: None

Preconditions: None

Postcondition: System has run

**Controller.cpp**

Purpose: Calls the model class

Arguments: Model class

Preconditions: A functions needs to be called in one of the classes

Postcondition: The function in the class has finished

**Model.cpp**

Purpose: Stores values and retrieves from memory. Also stores the header for the program

Arguments: None

Preconditions: The program needs access to the memory

Postcondition: Value from memory outputted or value stored in memory

**StoreCntrl.cpp**

Purpose: Stores the instructions into memory

Arguments: an instruction (4-digit value)

Preconditions: Called from ViewClient.cpp

Postcondition: Instruction was stored

**RunCntrl.cpp**

Purpose: Calls classes based on instructions

Arguments: 2 ints, the instruction code and the value

Preconditions: main functions calls it

Postconditions: instruction read and executed

**RunMath.cpp**

Purpose: Executes math instructions

Arguments: 2 ints, instruction and the value

Preconditions: RunCntrl.cpp calls a function in the class

Postconditions: Math instruction executed

**RunOpperations.cpp**

Purpose: Fulfils instructions inputted by user

Arguments: 4-digit value

Preconditions: Called from StoreCntrl.cpp

Postcondition: Instruction was processed and completed

**View.cpp**

Purpose: The interface to the program

Arguments: None

Preconditions: ViewClient calls View

Postcondition: Program executes, information shown

**ViewClient.cpp**

Purpose: Takes inputs from user, and displays the memory and accumulator when program finishes

Arguments: View class

Preconditions: View class made, main function calls ViewClient

Postcondition: Has received inputs from user; accumulator and memory show