

Controller

```
run()
{ while (true)
  { wait one time unit;
    model.updateState();
    view.paintModel();
  }
}
```

View

```
paintModel()
{ model.getState();
  repaint();
}
```

Model

```
getState()
updateState()
```

```
graph TD
    Controller --> View
    Controller --> Model
    View --> Model
```