

Controller	
<ul style="list-style-type: none">• The controller class serves as an intermediary software construct used to decouple the Models and the Views within the application. The controller contains methods which may be invoked from the Views within the application for the purposes of the communication of user input, or other potential external events, from the Views. Additionally, the controller has callback methods which may be invoked by observable Models, which subsequently update the state of the Views to reflect the Model changes.	<ul style="list-style-type: none">• BoardView• ButtonView• MenuView• PromptView• Game• Board