

Model View Controller is a software design pattern that develops a user interface and divides it into three elements. The three components are model, view and controller. Model is the central component and is independent of the user interface. View is any representation of information. Most notable are charts and graphs. Controller accepts input and converts it to commands for the model or view. In our tutorial our model is the ColorPanel. It is our designated central component and is where most of our code resides. However, since OriginalColorPanel and ComplementaryColorPanel are subsidiaries of ColorPanel, they are still considered models. Our view is the DisplayColors as they are the ones projecting the colors on to the user and program. Its representation is the fact that you can see the colors being produced. The controllers are the sliders. It converts and calculates the users input and interacts with DisplayColors. PropertyChangeListener and DisplayColors are the observers. They interact and observe OriginalColorPanel and ChangeListener respectively. This MVC reflects our program as it correlates with each subsection perfectly and can be divided into separate partitions as described above.

Source

<https://en.wikipedia.org/wiki/Model%E2%80%93view%E2%80%93controller>

