## ViewController

### CRC

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| ViewController | |
| Change between views and keep references to ones that can be reused | Everything that extends AbstractView |

### Description / Overview

The ViewController is our main controller that will handle changing between views in the system. ViewController is also responsible for creating the GameMaster which is a sub controller in GameView and ObserverView.

### Instance Variables

#### currentView

Data Type:JPanel

A reference to the view that is currently being displayed.

#### mainMenuView

Data Type:MainMenuView

A reference to the Main Menu View to avoid re-instantiating it later.

#### createGameView

Data Type:CreateGameView

A reference to the Create Game View to avoid re-instantiating it later.

#### robotStatView

Data Type:RobotStatView

A reference to the RobotStatView to avoid re-instantiating it later.

#### robotManagerView

Data Type:RobotManagerView

A reference to the RobotManagerView to avoid re-instantiating it later.

#### ruleView

Data Type:RuleSubView

A reference to the RobotManagerView to avoid re-instantiating it later.

### Method Overview

*public ViewController()*

*public void setView(JPanel view)*

*public void showRules()*

### Method Writeups

#### public ViewController()

Create the view controller and instantiate all of its fields.

#### public setView(JPanel view)

Set the current view to the specified view

#### public void showRules()

Display the Rule view above the current view. The RulesSubView is unique as it appears above the current view and does not move the user to a new screen.