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**Experiment 4:**

**Design Patterns and Unit Testing**

CPE106L (Software Design Laboratory)

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Group No.: **10**

Section: **B2**

## **PreLab**



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| **Readings, Insights, and Reflection** **<CANDA>**  In the book "Python Projects," developers may see how to use Python and the Model-View-Controller design pattern to construct desktop applications that are simple to administer and manage. On pages 162-173, the first variation, Tic Tac Toe (Console App), is discussed. After that, they go over how to develop a model which depicts the state of the game, a viewpoint that shows the game board, and a controller that controls how the game progresses. Line by line, with thorough descriptions of each action, is the application's code.  Moreover, the GUI app version, described on pages 186–193, demonstrates how to tie events to the widgets and uses the Tkinter library to generate the game's window and widgets. It also detail well how link occurrences, such as push buttons, to these panels. The authors offer a thorough description of the written rules along with how to employ the MVC architecture to execute these, much like they did for the console app version. Ultimately, the Tic Tac Toe projects are a perfect introduction to utilizing Python and the MVC framework to create application software. Developers can discover how to use Python to construct their own desktop apps, incorporating games and other kinds of programs, by completing the precise guidelines in the ebook.  Also, it is apparent when reading the given material that Laura Cassell and Alan Gauld's "Python Projects" is a great source of information for developing desktop apps utilizing Python and the Model-View-Controller (MVC) design. Both a console game and a GUI app for Tic Tac Toe are covered in the textbook, along with processed explanations regarding how to apply the MVC pattern in each form. |
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