I was not expecting to learn so much about physics, but here we are. Additionally, I gained a better understanding of the innerworkings of MVC design and feel more comfortable using it going forward. The MVC design also helped me further understand how different classes and objects interact and work together.

At first, MVC design was not intuitive for me, and it was difficult to wrap my head around how I would design my program. However, looking at the sample code uploaded during class gave me a place to start and from there I was able to model my work similarly to that. I also found it easiest to start with the model to create the methods I knew I would need, then move on to the view file since I knew I would just essentially be creating toString methods, and finally finish in the controller to figure out how I could bring it all together. It’s also easier to understand when you remember the controller has a “has-a” relationship with the models, meaning those objects belong to the controller.

I think I understand the MVC now, but I’m still a little confused on whether we need a constructor for the classes in this program. The demo code included a constructor for the controller, and it made sense to have a constructor for one of my models, but I wasn’t sure if I really needed it or if that was correct. Would it make sense to make your models static for this reason?