COS30043 Interface Design and Development



Lecture 4 - View and ViewModel



1

Contents



- MVVM
- View
- ViewModel

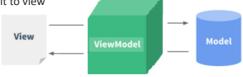


2 - Interface Design and Development, © Swinburne

MVVM

MVVM is an architectural pattern that separates an application into three main logical components: the model, the view and the view model

- Model: It holds the data/information of the app which is to be presented to the user for manipulation or interaction.
- View: It is used to render the information to the user.
 - the View doesn't know about the Model and vice-versa.
 - The View passes user input to the VM for processing.
 - The View presents 'state' defined by the VM to user.
- VieModel: The VM is the link between the Model and the View. It defines all business logics, such as
 - manipulate the data contained in the model
 - handle user interaction
 - Format data in the model and pass it to view

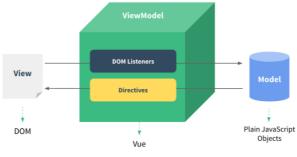


3 - Interface Design and Development, (

3

VueJS and MVVM

- Vue.js is a framework for building interactive web interfaces.
- Vue.js is focused on the ViewModel layer of the MVVM pattern. It connects the View and the Model via two way data bindings.



4 - Interface Design and Development, © Swinburne



Contents

MVVM



- View
- ViewModel



5 - Interface Design and Development, © Swinburne

5

View – Updating Model

- View not only shows but also provides user interactive through
 - Input elements
 - v-on:click
- Note that all interactions relate only to updating the values of the model through
 - user Input
 - expression (assignment operator)



6 - Interface Design and Development, © Swinburne

View – Updating View

- Conditional and loop directives updates the view based the value in the model
- Note that the view is only updated if some value in the model changes
- For example,

The view change as you update strVar



7 - Interface Design and Development, © Swinburne

7

View - Design Process

- To update the view, link it to a model
- To update the model, use HTML input element, expression or the Vue instance
- Consider the calendar web app that has 2 display options (Week and Month)

Week	Month
Mon :	
Tue :	



8 - Interface Design and Development, © Swinburne

View - Design Process

- Design 2 views
- Create a model to the views e.g. use "sele" to indicate whether month or week is selected
- Link the model to view i.e. v-if, v-else or vshow
- To switch between week and month view, you update the value of "sele", using
 - Input element, e.g. radio
 - Anchor/Button with v-on:click



9 - Interface Design and Development, © Swinburne

9

Contents

- MVVM
- View



ViewModel



10 - Interface Design and Development, © Swinburne

ViewModel

- Provides the business logic to manage view behaviour
- Prepares/initialises the model for the view
- Responds to user interaction



11 - Interface Design and Development, © Swinburne

11

ViewModel – Execution

- A new instance of the Vue app is created every time it is used
- Prepares/initialises properties and methods
- Mostly assignment/method set operations
 - (Properties) prepare/initialise values to model through ViewModel
 - (Methods) Inject functions to model (i.e. data), these functions only execute when called/triggered

N.B. **data** can be of type object or function



12 - Interface Design and Development, © Swinburne

View – Template

Link View to ViewModel

• In this example strVar is accessible by the myCtrl function using this keyword



13 - Interface Design and Development, © Swinburne

13

ViewModel – Template

Access Model from ViewModel

```
methods: {
  myCtrl() {
    this.strVar = "new value";
    }
    myCtrl() {...}
    is the shorthand for
  myCtrl: function() { }
```

 Multiple functions can be declared inside methods object



14 - Interface Design and Development, © Swinburne

ViewModel – Template - HTML



15 - Interface Design and Development, © Swinburne

15

ViewModel - Template (continued) - HTML



16 - Interface Design and Development, © Swinburne

ViewModel – Template (continued) - JS

17

ViewModel – Methods

ViewModel– Examples (User Method)

Object (initialisation)

```
data() {
  return {  name: "Dr Caslon Chua.",
      };
}
```

Method (update through method –no parameter)

```
methods:{
    getName() {
        return this.name;
     }
}
```

N.B. In this example data is a function, not object





19

ViewModel – Examples (User Method)

• Method (update through method with parameter)

```
methods: {
   getName(bio) {
       return (this.name + bio);
    }
}
```

HTML

20 - Interface Design and Development, © Swinburne



ViewModel – Putting it together

```
File app.js
Vue.createApp ({
        return { name: "Dr Caslon Chua.",
             };
      },
      methods: {
       getName: function(bio) {
        return (this.name + bio) },
            },
       }).mount('#app');
HTML
<html>
<body id="app">
 <div>{{getName("I am a senior lecturer at Swinburne")}}
</div> </body> </html>
21 - Interface Design and Development, © Swinburne
```

21

ViewModel - watch

Object (\$watch)

```
watch: {
  <modelNametoWatchforChanges>:
     function (newValue, oldValue) {
        <your code>,
     }
   }
```

• \$watch triggers on change when the model value it is watching changes



22 - Interface Design and Development, © Swinburne

ViewModel – Example(Built-in Object)

```
• HTML
  <body id="app">
   <input type="text" v-model.lazy="strVar"/>
strVar } }
  </div>
  </body>

    JavaScript

   Vue.createApp({
      data() { return {strVar: 10} },
      methods: {},
      watch: {
             strVar(newVal, oldVal) {
                    alert(oldVal + " " + newVal);
      },
   }).mount('#app');
23 - Interface Design and Development, © Swinburne
```

23

