for the game, which translates userA

actions into operations on the model. Our controller resides mainly in the `1Wwd` class, although it also uses the GUI class to read keystrokes.

expected to kn or understand this design pattern on exams or future projects.

Basically this means tha the changes to the . Instead, the itself as an of the `;zbdv` n wur ern".

the methods of this class nor manipulate the instance variables.

Enums can be assigned with syntax like