**Exercise: Think about the grid model**

Here's a little advanced thought experiment and design question for you: one of the reasons for dividing a design into a model, view and controller is so that we can treat them independently. For instance, we might swap in a totally different view on top of the same model, or we might replace our model with a more efficient implementation. In either case, we'd hope to do this with minimal changes to our existing code.

Now take a look at our code here:

1. if (classes.indexOf("live") > -1) {
2. this.setAttribute("class", "dead");
3. grid[row][col] = 0;
4. } else {
5. this.setAttribute("class", "live");
6. grid[row][col] = 1;
7. }

Notice how you can look at this code and you know exactly how the model is implemented (as a two dimensional array)? And, if we wanted to use a different model, we'd have to go into this code and make changes. Do you think we should have done this differently? How might we improve it?

Make your own notes.