







# Architectural pattern

The Architectural we will focus on is the Model View Controller.

The 3-part architecture in the system is used to help us control the beat in our system.

The strategy:

The view is an object that is configured with strategy, the controller provides with strategy, the view is concerned only with the visual aspects of the application, and delegated to the controller for any decisions about the interface. The model implements the observer pattern to keep interested objects updated when state changes occur. Using the observer pattern keep the model completely independent of the views and controller. In our design, the view is a consists of a nested set of windows, panels and buttons, when the controller tells the view to update via "propertyChange" function, it only has to tell the top view component (view.response()), and composite takes care of the rest, furthermore the controller has model composite, and the flow can go in several directions, the controller can execute model to save changes and update data (composite) in our system. The view can notify the controller that something that something has accrued via "PropertyChangeListener property" that fires up "firePropertyChange".