M.V.C
User Interface Programming

Separates *business logic* from view or model

Allows you to trivially implement functional mocking

Developers need to be *pragmatic* not *dogmatic*

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AudioProcessorValueTreeState
User Interface Programming

Helps to manage parameters

Gives you 'free' host parameter mapping

Reduces boilerplate

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Cross Thread Communication
User Interface Programming

Use an AudioProcessorValueTreeState as your first point of call

Never lock your audio thread

Don't do anything in the audio thread if you're not sure how long the operation will take

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Responsive Layouts
User Interface Programming

Save your maths for DSP

Assume that the screen size is always flexible

Do everything in resized();

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Graphical Assets
User Interface Programming

Prefer vector artwork unless it slows things down

Raster artwork is still useful

When working with Raster images, always round to the *nearest* image with a resolution *greater* required

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