

Developing MVC Apps with Tkinter

About me



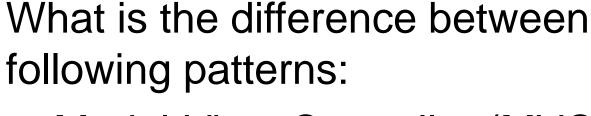
Trayan Iliev

- CEO of IPT Intellectual Products & Technologies
 http://www.iproduct.org
- Oracle® certified programmer 15+ Y
- end-to-end reactive fullstack apps with Java, ES6+,
 TypeScript, Angular, React and Vue.js
- 12+ years IT trainer: Spring, Java EE, Node.js, Express,
 GraphQL, SOA, REST, DDD & Reactive Microservices
- Voxxed Days, jPrime, Java2Days, jProfessionals, BGOUG, BGJUG, DEV.BG speaker
- Organizer RoboLearn hackathons and IoT enthusiast

Where to Find The Code and Materials?

https://github.com/iproduct/intro-python

MVC Comes in Different Flavors



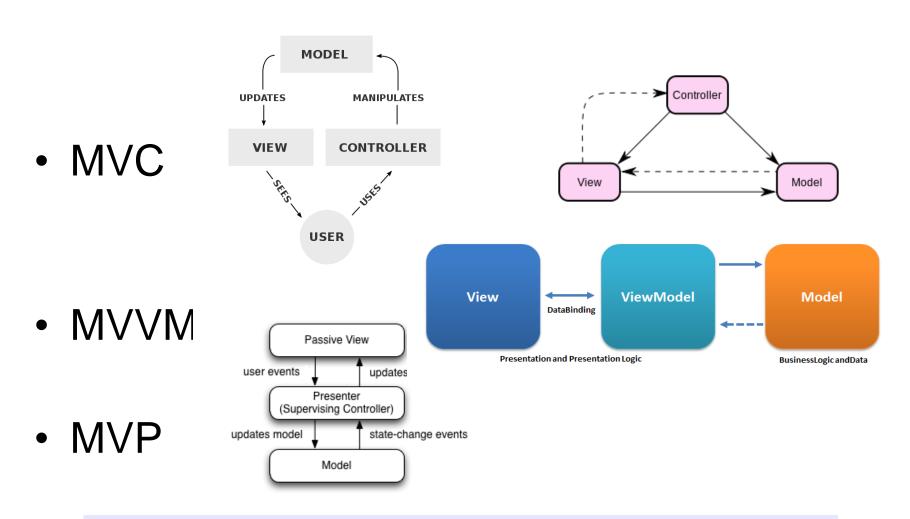


- Model-View-Controller (MVC)
- Model-View-ViewModel (MVVM)
- Model-View-Presenter (MVP)

http://csl.ensm-

douai.fr/noury/uploads/20/ModelViewController.mp3

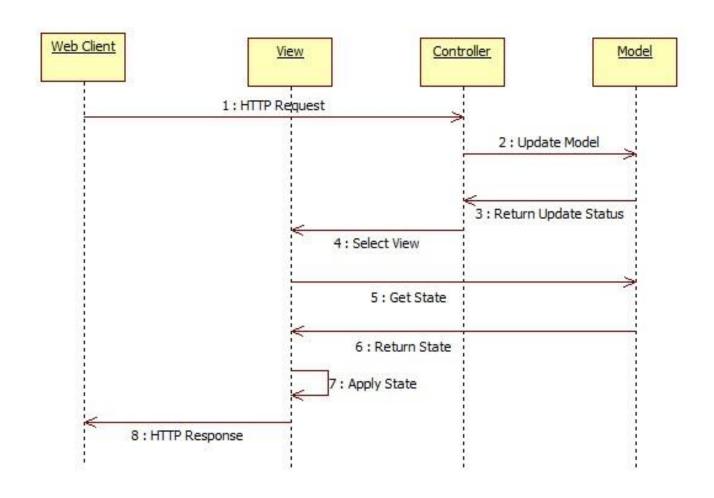
MVC Comes in Different Flavors - II



Sources:https://en.wikipedia.org/wiki/Model_View_ViewModel#/media/File:MVVMPattern.png,

https://en.wikipedia.org/wiki/Model%E2%80%93view%E2%80%93presenter#/media/File: Model_View_Presenter_GUI_Design_Pattern.png

Web MVC Interactions Sequence Diagram



SOLID Design Principles of OOP

- Single responsibility principle a class should only have a single responsibility, that is, only changes to one part of the software's specification should be able to affect the specification of the class.
- Open-closed principle software entities should be open for extension, but closed for modification.
- Liskov substitution principle Objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program.
- Interface segregation principle Many client-specific interfaces are better than one general-purpose interface.
- Dependency inversion principle depend upon abstractions, not concretions.

We need tools to cope with all that complexity inherent in robotics and IoT domains.

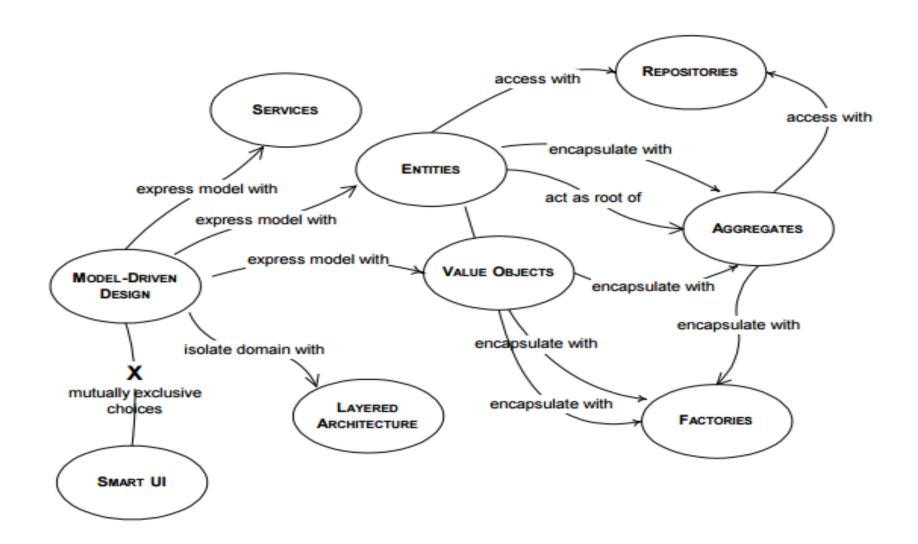
Simple solutions are needed – cope with problems through divide and concur on different levels of abstraction:

Domain Driven Design (DDD) – back to basics: domain objects, data and logic.

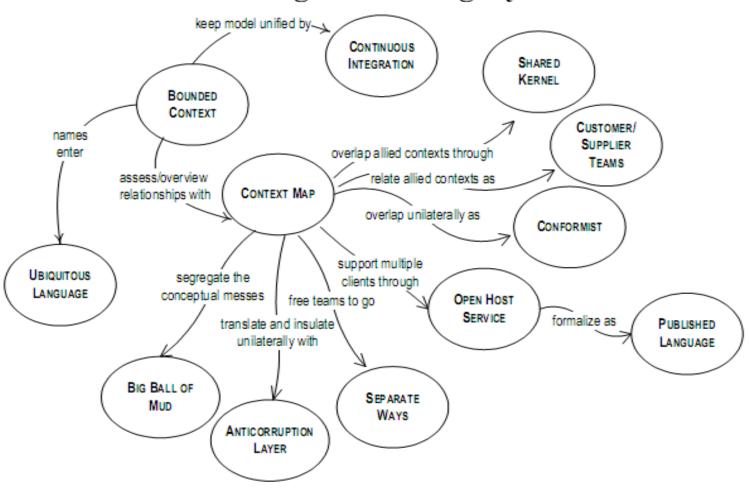
Described by Eric Evans in his book: Domain Driven Design: Tackling Complexity in the Heart of Software, 2004

Main concepts:

- Entities, value objects and modules
- Aggregates and Aggregate Roots [Haywood]:
- value < entity < aggregate < module < BC
- Repositories, Factories and Services:
 application services <-> domain services
- Separating interface from implementation



Maintaining Model Integrity



- Ubiquitous language and Bounded Contexts
- DDD Application Layers:
- Infrastructure, Domain, Application, Presentation
- Hexagonal architecture :

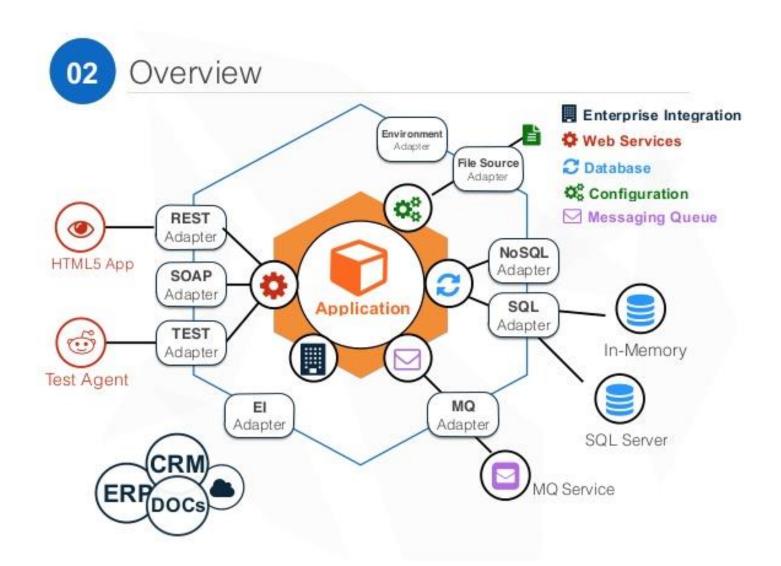
OUTSIDE <-> transformer <->

(application <-> domain)

[A. Cockburn]



Hexagonal Architecture



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Hexagonal Architecture Principles

- Allows an application to equally be driven by users, programs, automated test or batch scripts, and to be developed and tested in isolation from its eventual run-time devices and databases.
- As events arrive from the outside world at a port, a technologyspecific adapter converts it into a procedure call or message and passes it to the application
- Application sends messages through ports to adapters, which signal data to the receiver (human or automated)
- The application has a semantically sound interaction with all the adapters, without actually knowing the nature of the things on the other side of the adapters

Thank's for Your Attention!



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