



The interface for the Controller isn't actually an interface, it might be better labeled as a parent class. It includes a basic functions for connecting to the database. That is really powerful since you can make a bunch of "sub" controllers (ex. FacilityController) that can easily update records in the DB tables, and also pull data when needed.

Each controller also includes validation of data so every request sent to the api automatically gets validated (ie no bad data gets stored in the database).

As for the model interface. That is an actual interface. It includes some constants that define what can and cannot be done to the respective table.

An example of a constant is what data can be pulled (there for you can exclude things like passwords), and what can be stored in the database.

There is actually a model interface on the frontend that is very similar. Each model that exists on the backend, also exists on the frontend. The frontend models are used to parse data from the backend.