

w10-Lab

# A Brief Introduction to MVC

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## An Architectural Pattern

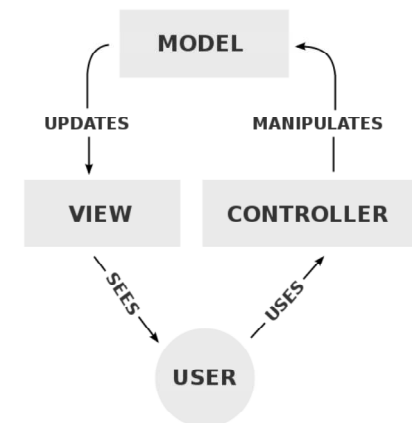
- An architectural pattern is a general, reusable solution to a commonly occurring problem in software architecture within a given context.[1]
  - similar to software design pattern but have a broader scope.
  - address various issues in software engineering, such as computer hardware performance limitations, high availability and minimization of a business risk.
  - Some have been implemented within software frameworks.

## Model View Controller

- **Model–view–controller (MVC)** is a software architectural pattern
  - mostly (but not exclusively) for implementing user interfaces on computers.
  - Traditionally used for desktop graphical user interfaces (GUIs), this architecture has become extremely popular for designing web applications.

## Model View Controller [2]

- **Model**
  - directly manages the **data**
- **View**
  - **output** representation of information
- **Controller**
  - **accepts input** and converts it to commands for the model or view



# References

- <https://en.wikipedia.org/wiki/Model%E2%80%93view%E2%80%93controller>
- [https://en.wikipedia.org/wiki/Architectural\\_pattern](https://en.wikipedia.org/wiki/Architectural_pattern)