1. MVC is like organizing a project into three teams: one for managing information and how things work (the model), another for creating what people see (the view), and a third team handling how users interact with everything (the controller). Each team works on their part separately, putting it all together afterward and making sure everything works well together. This helps keep the project organized, easy to update, and makes sure each part does its job without getting mixed up with the others.
2. The best part about using an MVC framework for interactive systems is how it helps organize everything. It splits the job into three parts: one for dealing with data, another for making what users see, and a third for managing how users use it. This separation makes it easier for developers to work on each part without mixing things up. It keeps the code tidy, making it easier to fix or change things. This way, each part of the system does its job well without causing problems for the rest. In the end, it makes building things smoother and more manageable.
3. The model manages data and its behavior, while the view presents that data to users without handling how it's changed or processed.
4. Knowing about interactive system frameworks is like having a guidebook for building apps and websites. It helps make things faster by showing the best ways to create them. These frameworks give rules and tools that keep everything organized and make sure the apps work well for users. They also help teams work together smoothly. Plus, staying updated with these frameworks helps people stay ahead in the world of making cool stuff on computers.