

Model-View-Controller

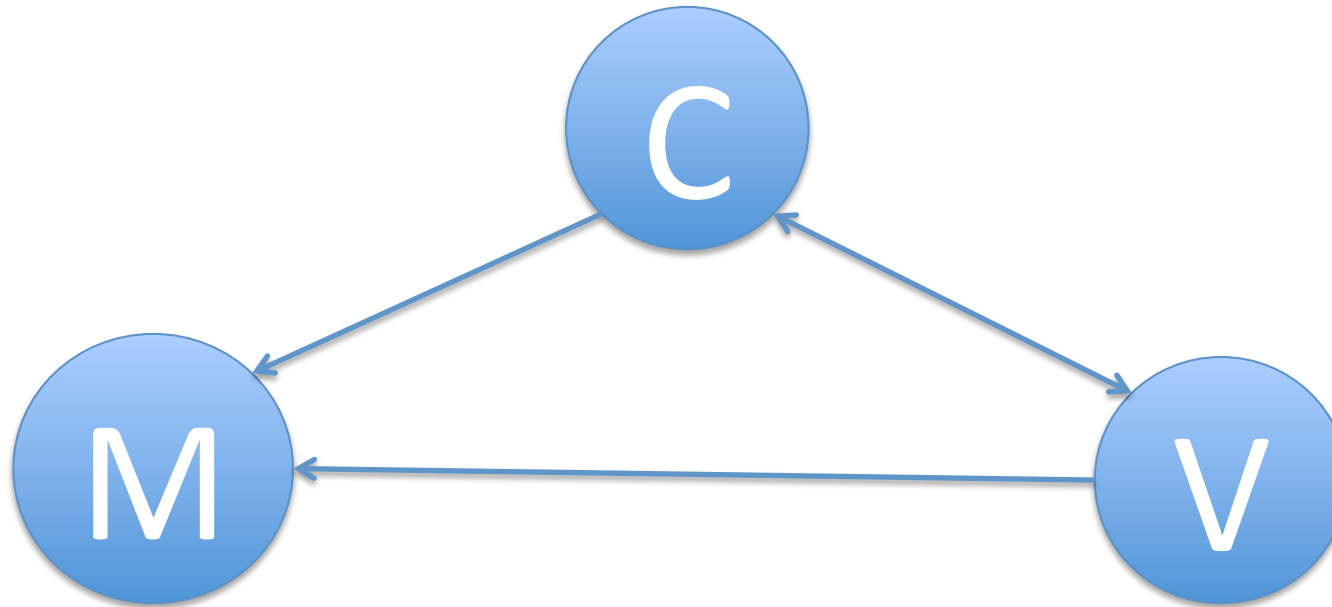
CS 534 | Ozyegin University

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MVC

- An architectural pattern used in programs with graphical user interfaces (GUI)
- Model-View-Controller:
 - An object in the program takes one of these 3 “roles”

- make modifications to the model
- notify view for an update
- receive events from the view
- query model to get the data
- typically specific to needs, not reusable



- Does not know anything about the controller, nor the view
 - encapsulates program logic
 - controller may register to model as an observer
- Reusable GUI components (buttons, text fields, etc)
 - Does not modify model
 - May query model's data to update display

```

void transferButtonClicked() {
    Account accountFrom = findAccount(accountChooser1.getText());
    Account accountTo = findAccount(accountChooser2.getText());
    double amount = Double.parseDouble(amountTextField.getText());
    accountFrom.withdraw(amount);
    accountTo.deposit(amount);
}

```



M

Account

id:

bal:

Account

id:

bal:

V

1 Transfer money

Make a one-off transfer between your Barclays accounts

Amount

£ 1.00

From ?

Food Account

To ?

Joint Account

Transfer later

Transfer now