

## Design Evolution from Exercise 3, Phase 2

In the System Design Document we had documented the control objects as being primarily linked to the main controller. When we came to implement it we realized it made more sense to have the UI boundary objects instantiate the control objects directly, rather than passing that responsibility on to MainController. The way we had it designed would have had a lot of callback functions to MainController, essentially cluttering up the class for the sake of handing off a function call. Having the UI objects (PatientWindow, ConsultationWindow, etc) instantiate the controllers directly made more logical sense and prevented the MainController class from being cluttered up with pointless extra function calls.