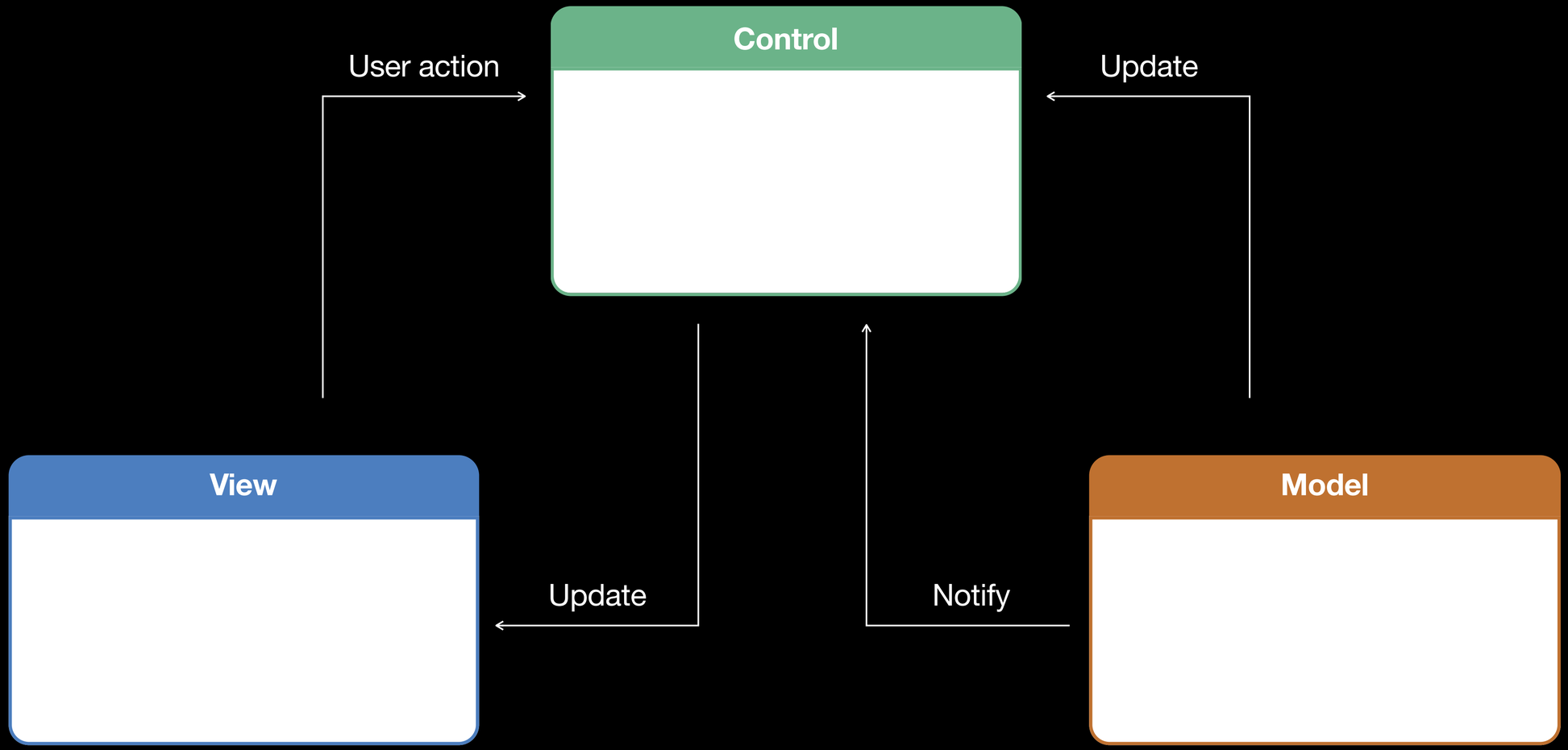
Unit 6—Lesson 3: Planning Implementation

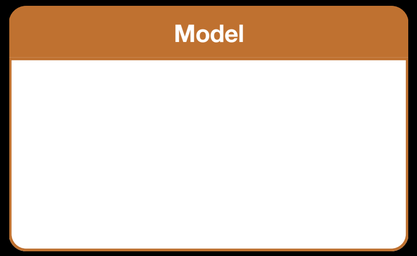
Model, View, Controller



The model

Set up the model

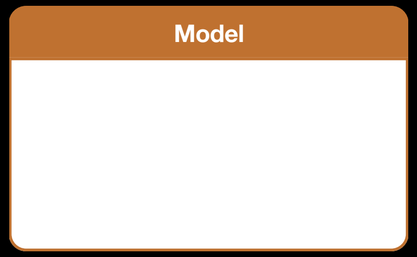
- Represents data to be displayed, manipulated, and retrieved
- Comprises one or more classes (or objects) that separate data into logical groups
- Represents knowledge and expertise related to a specific problem domain
- Defined to match the real-world objects they represent



The model

Model objects

- Properties hold the encapsulated data of the object
- Methods (or functions) and computed properties provide the logic to manipulate the properties or perform actions on the object
- Initializers set up your objects before they are used for the first time

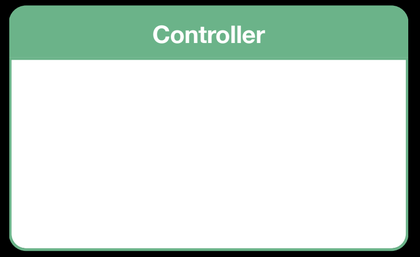


The view

- List the different views or scenes your app will display
- Determine which views or scenes you can reuse
- Determine the types of views that you can use to display the data:
  - Table view
  - Custom table view
  - Detail screen
  - Labels

The controller

- View controllers—Control a view and its subviews
- Model controllers—Control a collection of model objects
- Helper controllers—Consolidate related data or functionality that can be accessed by other objects



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