Model Interface

Abstract class for defining methods with which the Model will interact with the Viewer and Controller components of the MVC system.

Methods:

+ notifyViewer(Event e) : void : send an Event data structure containing information to the Viewer detailing what changed in the Model and how the Viewer should update itself

+ updateModel(timestep) : void : method to be called by Controller during physics clock updates, the Controller passes a clock timestep value to the Model

+processInput(ParsedInput p) : void : receives a ParsedInput data structure from Controller which the Model uses to determine what if anything should be modified in the Model by the Controller’s processed Input