Explain the goal of the MVC design pattern.

To create an easy to use and modify set of commands to be used when programming in java. These files will be easy to read and understand and make the program look like the os being used.

•What is a design pattern?

A design pattern is a predetermined set of rules java will follow to decide the look of a program.

•Explain each of the components of the MVC (Slide 15 and other slides).

Model – shows the state of the component

View – the way the component looks on the screen, how it’s supposed to look

Controller – Determines how the user interacts with the component

•List THREE advantages of the MVC?

Design clarity – Easy to understand the function of the elements within

Ease of growth – can be updated and changed with old views still being compatible

Easier to update – change a method within the file and tee tire model can be updated

•Explain the term Look and Feel (LnF) in Java and list the method responsible for modifying a GUI LnF in Java?

Look and feel makes the program look like the os running on the computer. If the user is using a mac, it will allow the user to see the program like a mac program.