1/ Usability and Maintenance

We use design pattern MVC for this project. MVC (Model–view–controller) is a software architectural pattern for implementing user interfaces on computers. It divides a given software application into three interconnected parts, so as to separate internal representations of information from the ways that information is presented to or accepted from the user. In the Model Modules we have File Data Object and I/O Layer; all of them work with the DEM files. The Controller Modules we have 3D Process, Modules Process and Control View Data (This part going to contact with View Modules, for what you wait to show.); all of them for process files DEM, how to move, cut, and zoom and 3D printer. Finally this is View Modules, This is only show the data from the Control View Data giver, and it has the UI for user has easy way to contact to the Controller Modules.

What do we have when we have all the best things above? The First about usability, which meant the developer, will know where they are and what they are doing with this situation. The developer can detect where the problems are and what to do first. For example, if we have a problem about zoom DEM images, that meant we know the problem from Controller Modules and this Modules has a problem from Modules Process Function. The developer read the zoom method and fixes the wrong algorithm. They can easy to make more features without care about other Modules. Finally, it so easy for maintenance, not only for us, it easy for another team, if they going to management this project for us. It easy because it has many modules, and we only maintenance the modules we want or it has problems.