Model – View – Controller

A Design Pattern

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Phase 1: Day 10

Model – View – Controller

- What is it?
- What does it look like?

Design Patterns

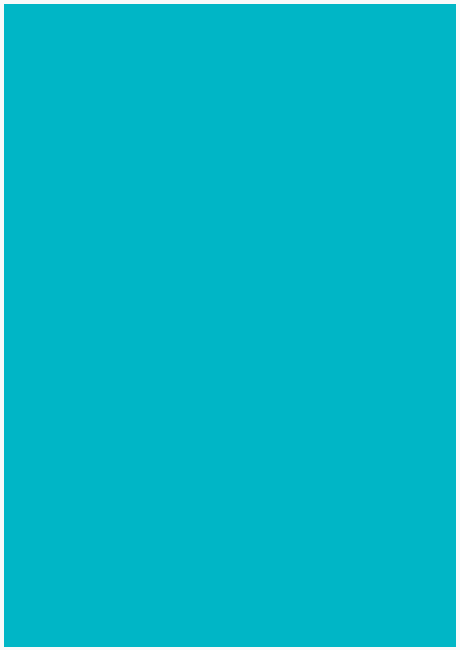
- Reusable description for how to solve recurring problems

Recurring Problem for M-V-C

- Data and business logic
- User interface
- Communication between them

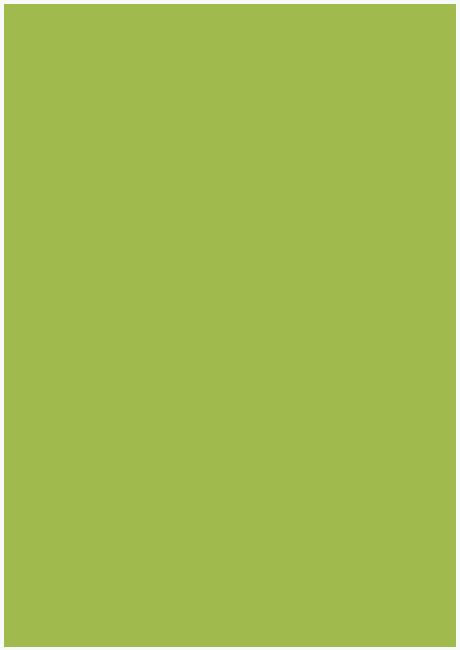
M-V-C Design Pattern

Model



Controller

View



M-V-C Design Pattern

Model

Data &
Business logic

Controller

View

M-V-C Design Pattern

Model

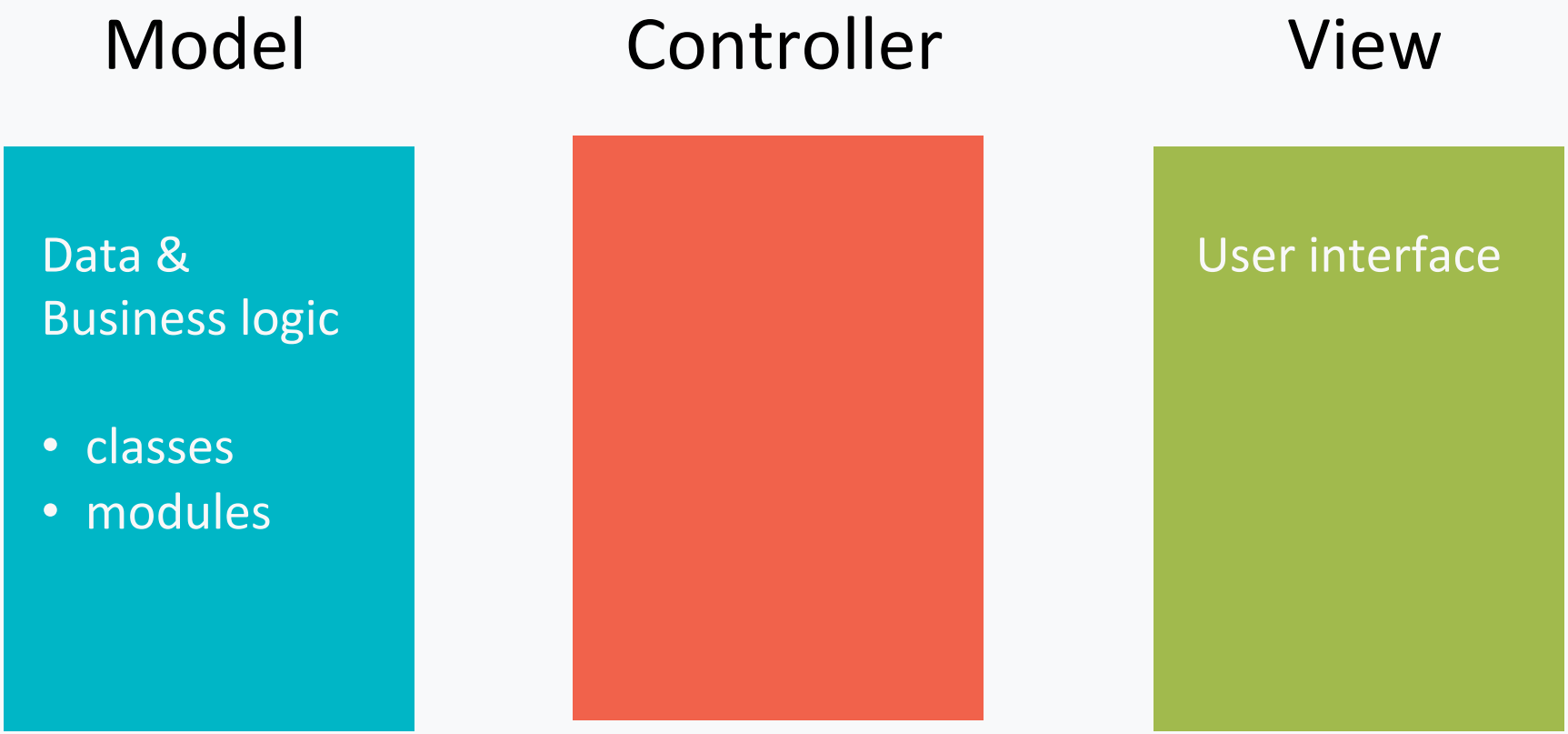
Data &
Business logic

- classes
- modules
- databases

Controller

View

M-V-C Design Pattern



M-V-C Design Pattern

Model

Data &
Business logic

- classes
- modules

Controller

View

User interface

- get input
- display data from model

M-V-C Design Pattern

Model

Data &
Business logic

- classes
- modules

Controller

Communicate

View

User interface

- get input
- display data from model

M-V-C Design Pattern

Model

Data &
Business logic

- classes
- modules

Controller

Communicate

- handle input
- update model
- send data to view

View

User interface

- get input
- display data from model

M-V-C Bernie's Bistro

- How would Bernie's Bistro look following the M-V-C pattern?

M-V-C Bernie's Bistro

Model	Controller	View
Data & Business logic	Communicate	User interface

M-V-C Bernie's Bistro

Model

Data &
Business logic

- Bistro
- Recipe
- CSVParsing

Controller

Communicate

View

User interface

M-V-C Bernie's Bistro

Model

Data &
Business logic

- Bistro
- Recipe
- CSVParsing

Controller

Communicate

- Bistro-Controller

View

User interface

M-V-C Bernie's Bistro

Model

Data &
Business logic

- Bistro
- Recipe
- CSVParsing

Controller

Communicate

- Bistro-Controller

View

User interface

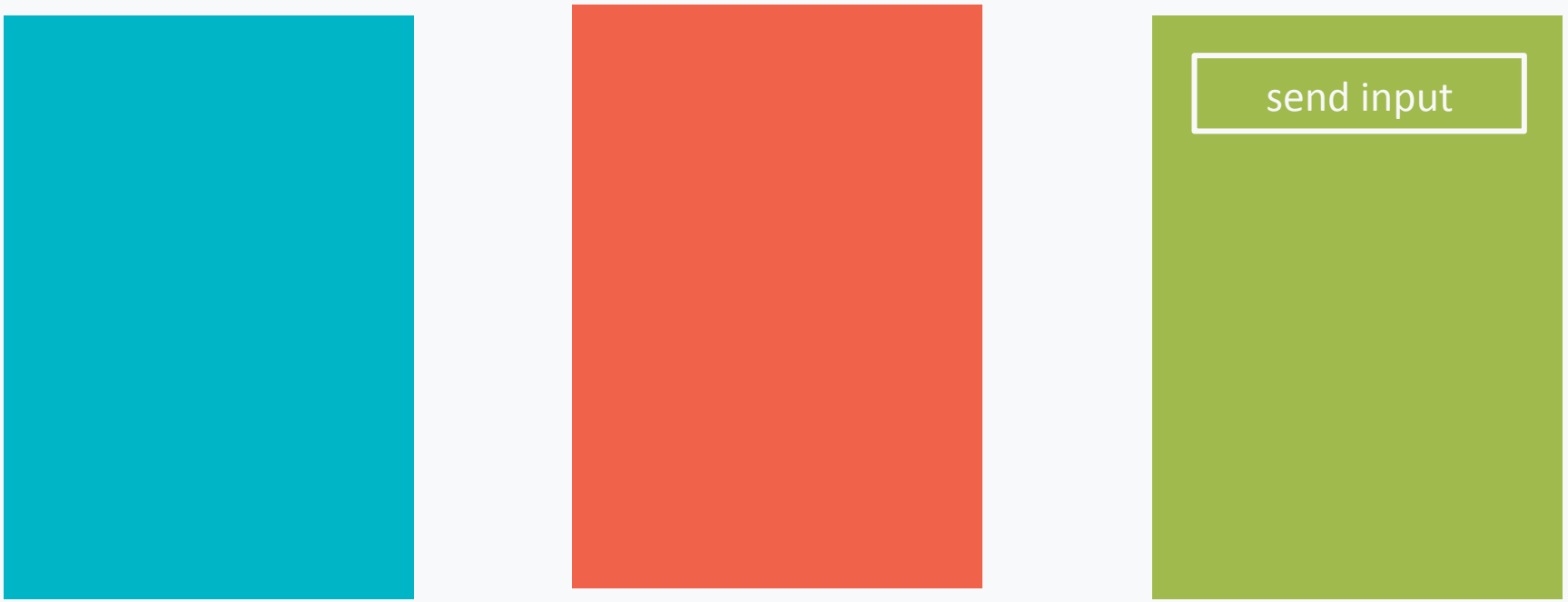
- Views
  - Options
  - Recipe
  - RecipeList

Bernie's Bistro: List

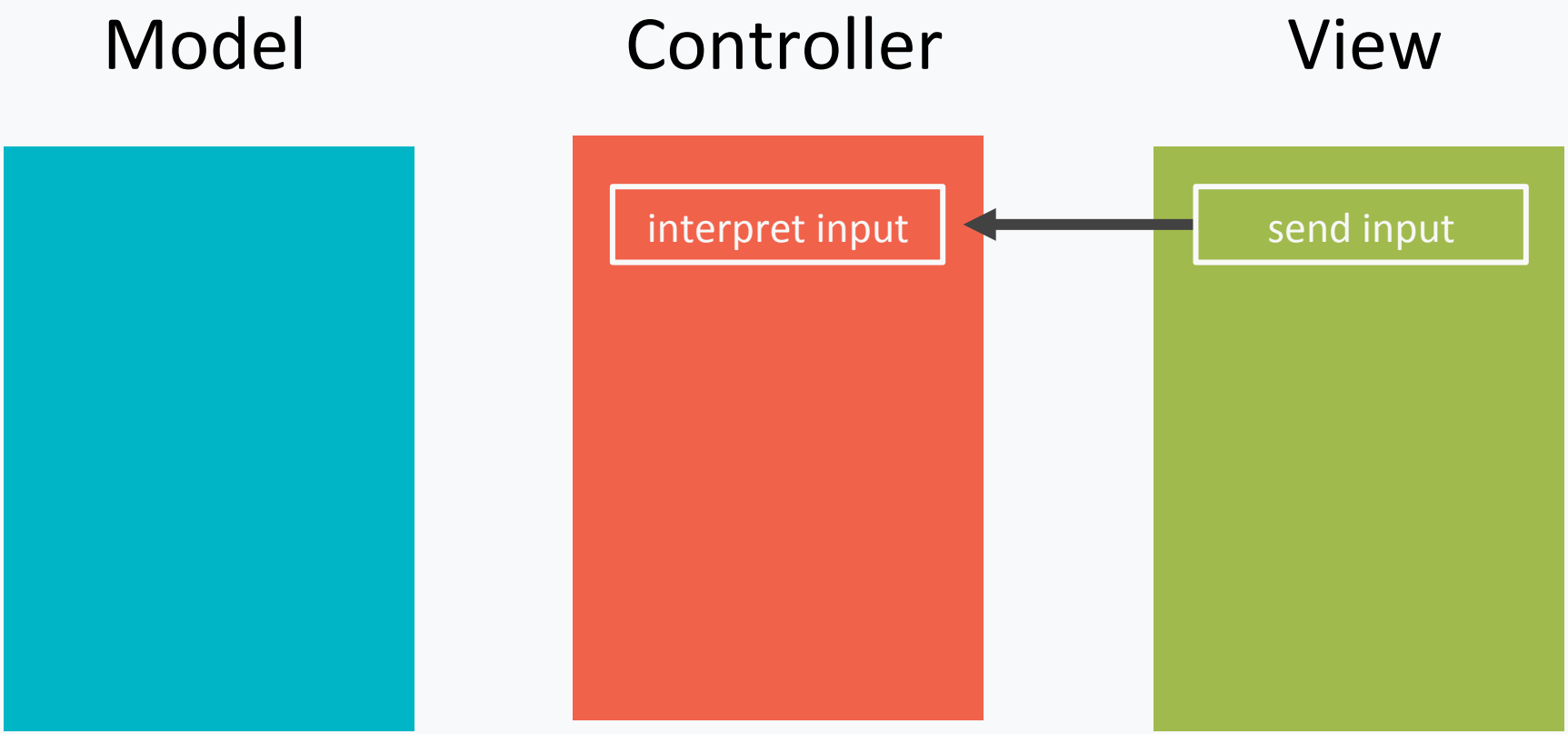
Model

Controller

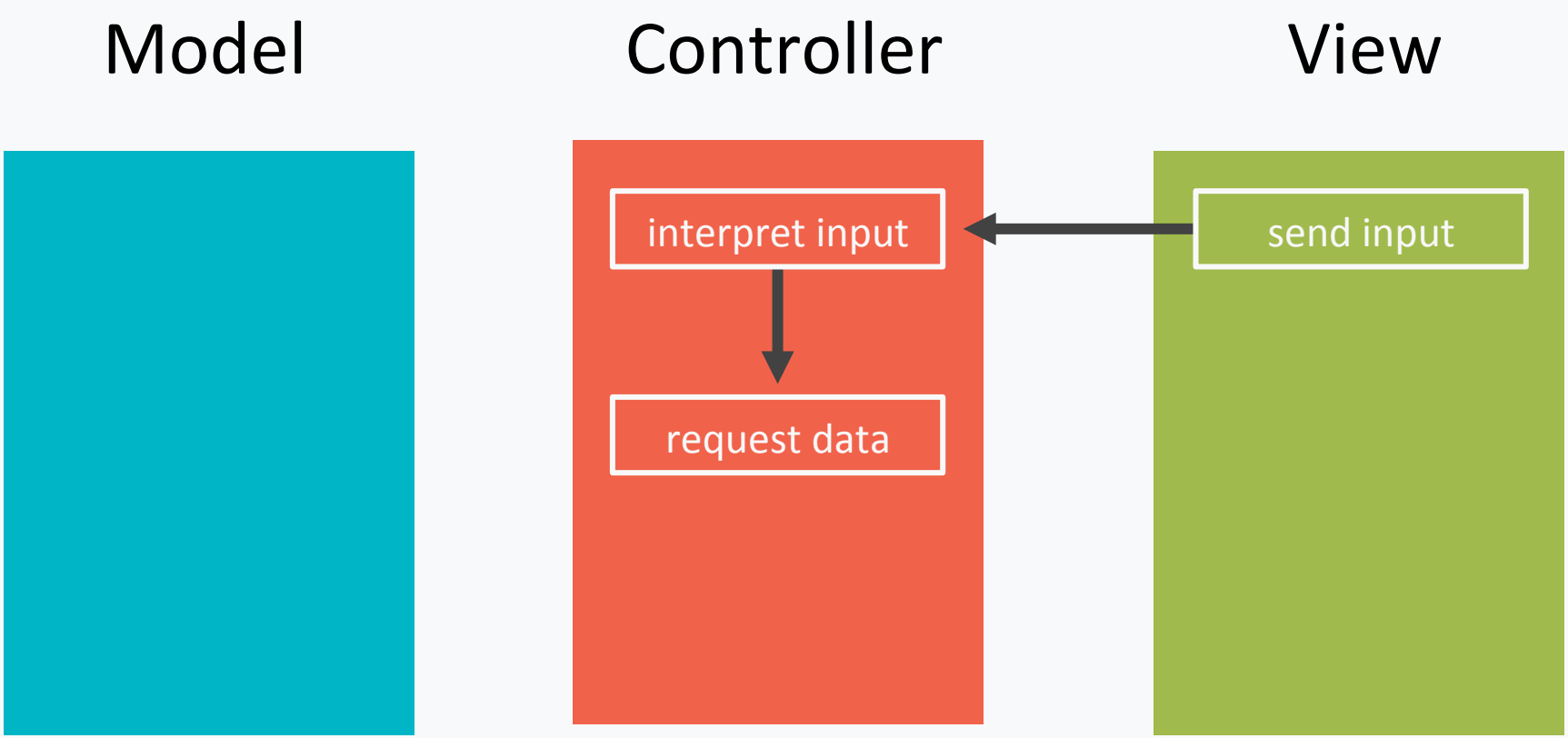
View



Bernie's Bistro: List



Bernie's Bistro: List



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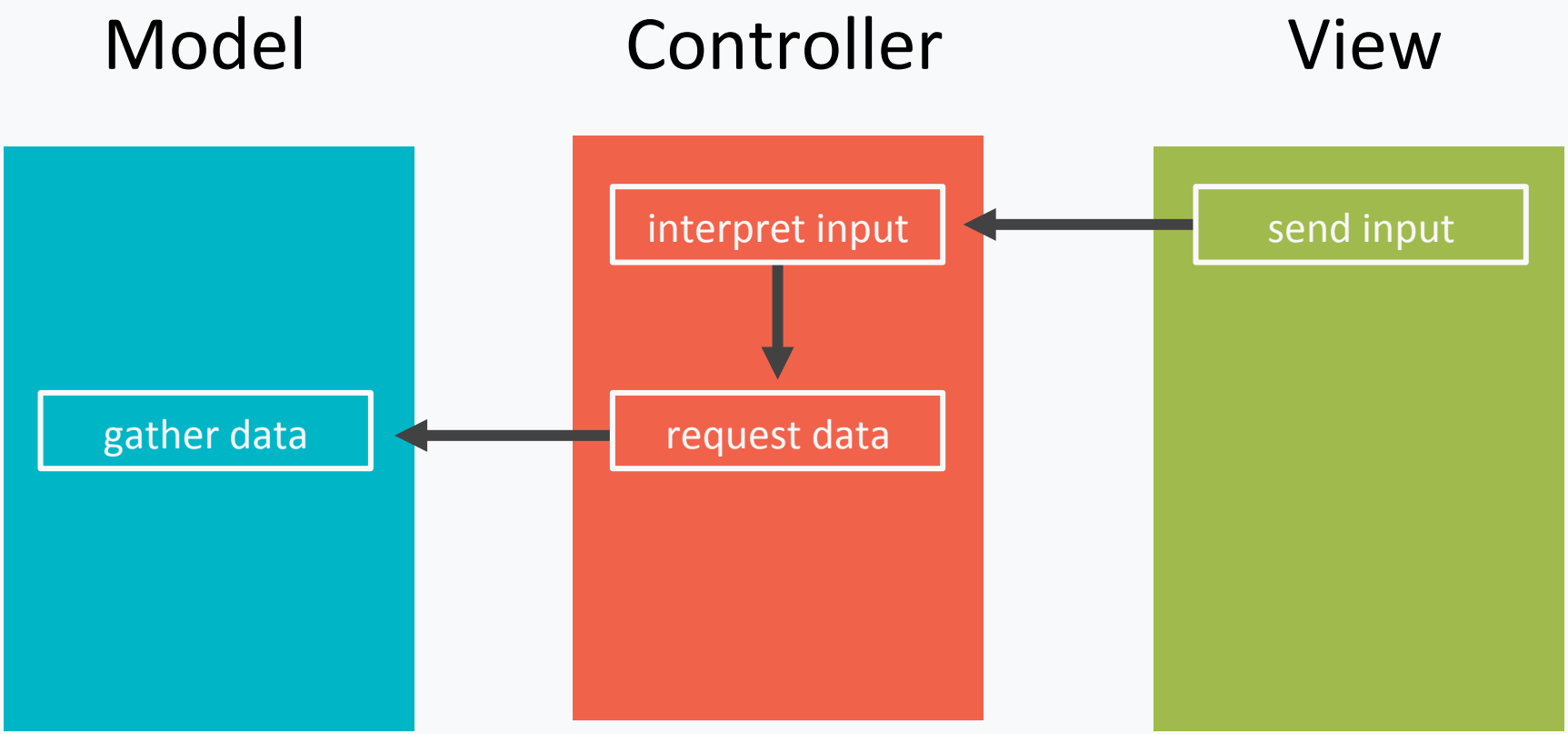

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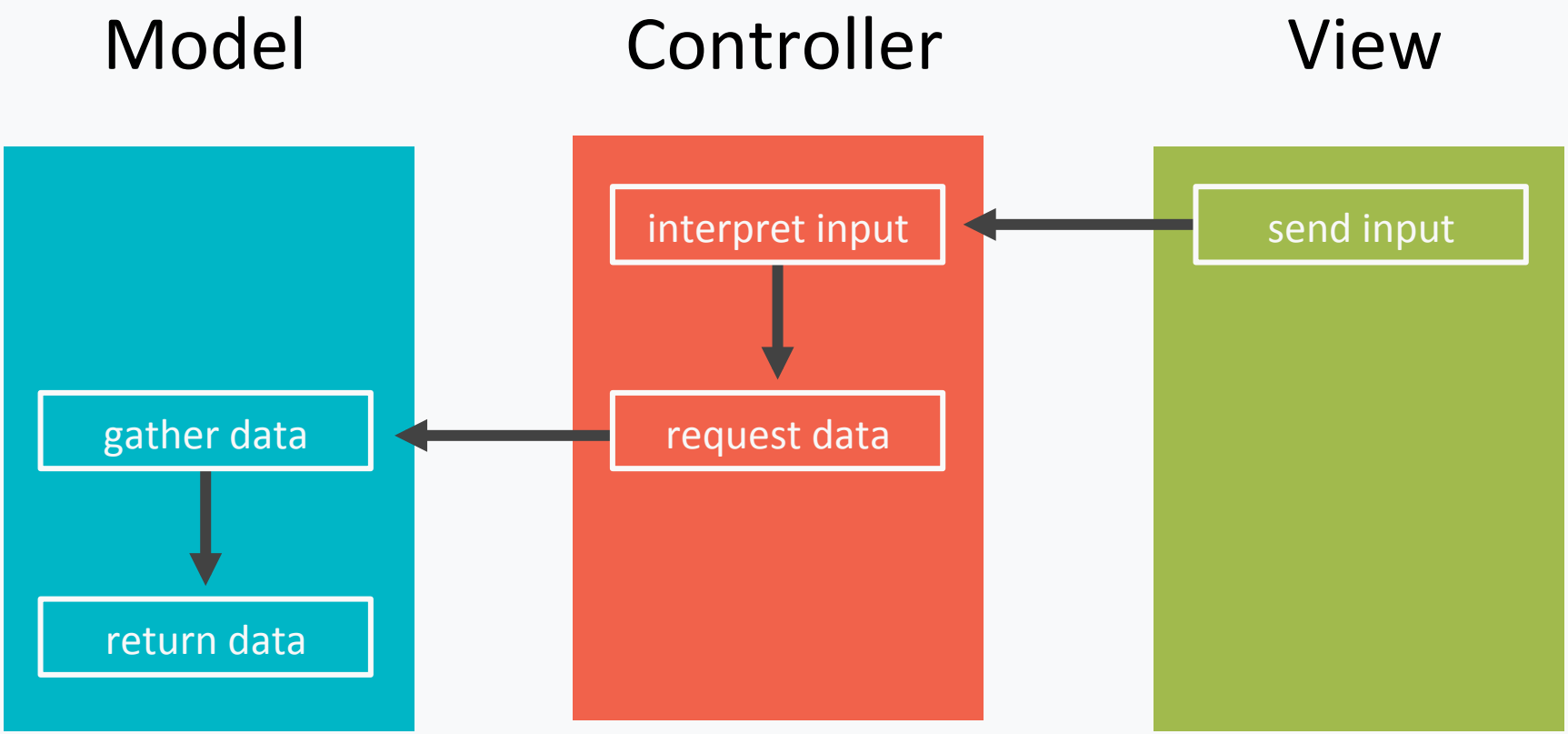

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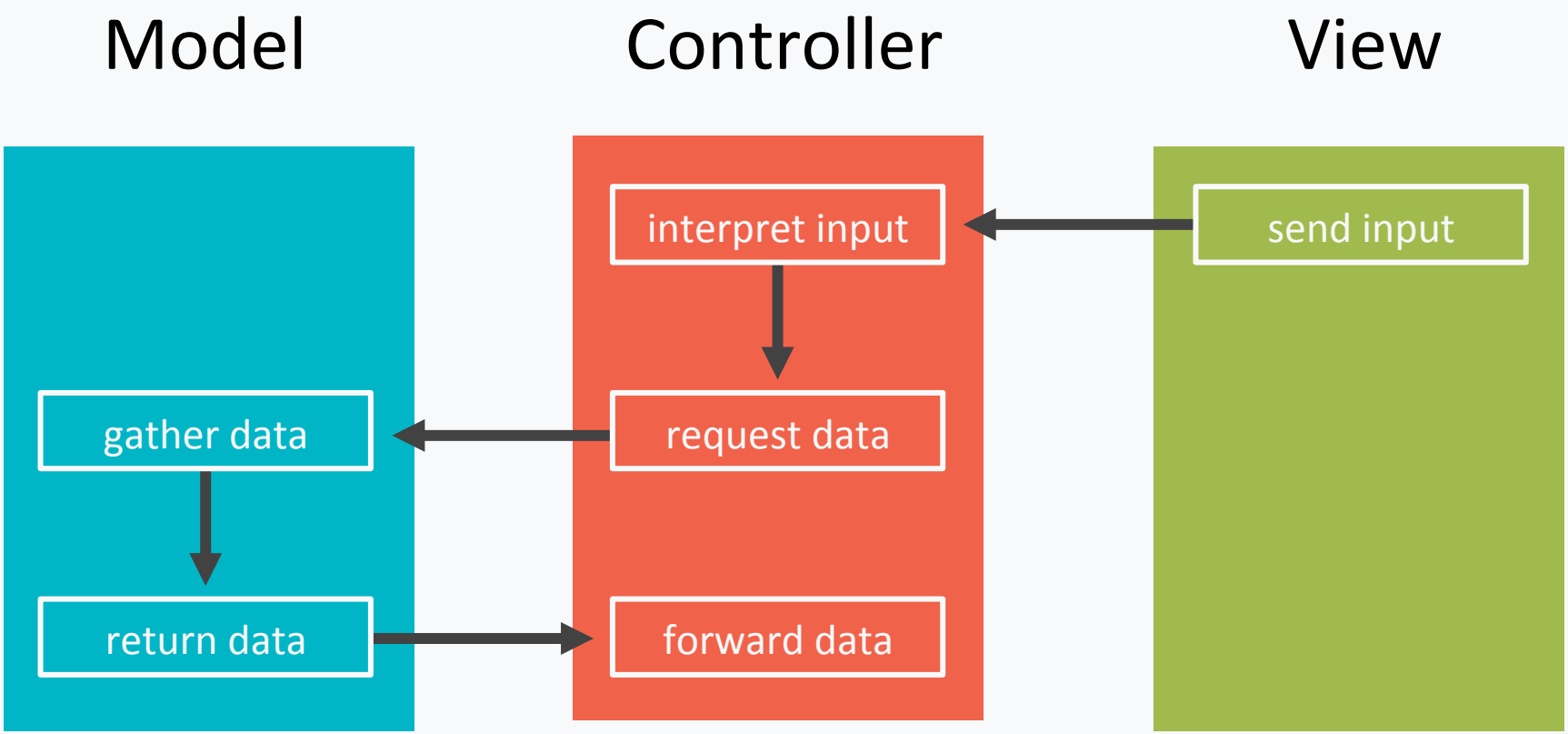
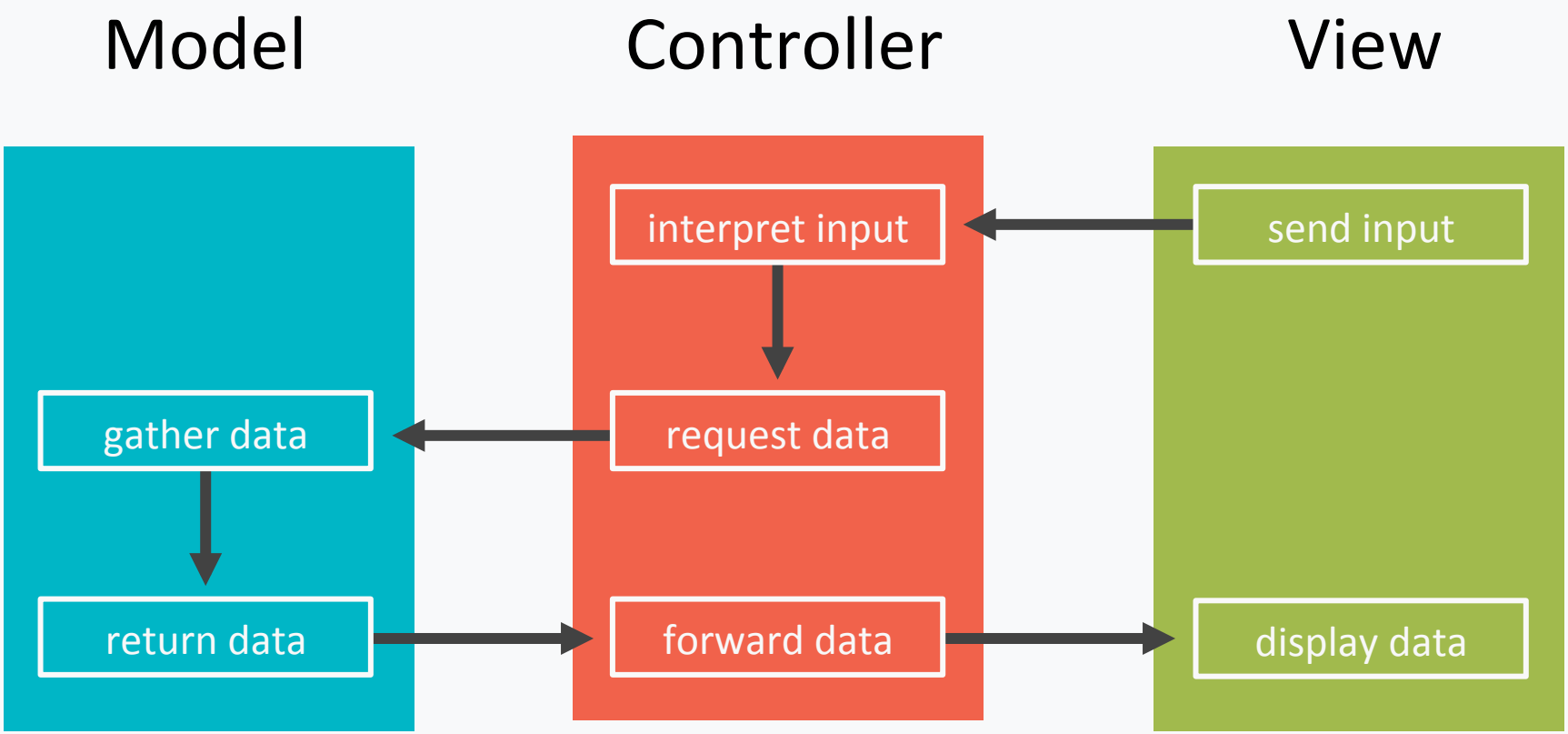
Bernie's Bistro: List