Project Documentation

An architectural pattern is a general, reusable solution to a commonly occurring problem in software architecture within a given context. Architectural patterns are similar to software design pattern but have a broader scope.

The architectural pattern we used for this project is Model-view-controller pattern.

This architecture has become popular for designing web applications. Popular programming languages like JavaScript, Python, Ruby, PHP, Java, and C# have MVC frameworks that are used in web application development straight out of the box.

This pattern, also known as MVC pattern, divides an interactive application in to 3 parts as,

1. **model**—contains the core functionality and data

2. **view**—displays the information to the user (more than one view may be defined)

3. **controller**—handles the input from the user

This is done to separate internal representations of information from the ways information is presented to, and accepted from, the user. It decouples components and allows efficient code reuse.
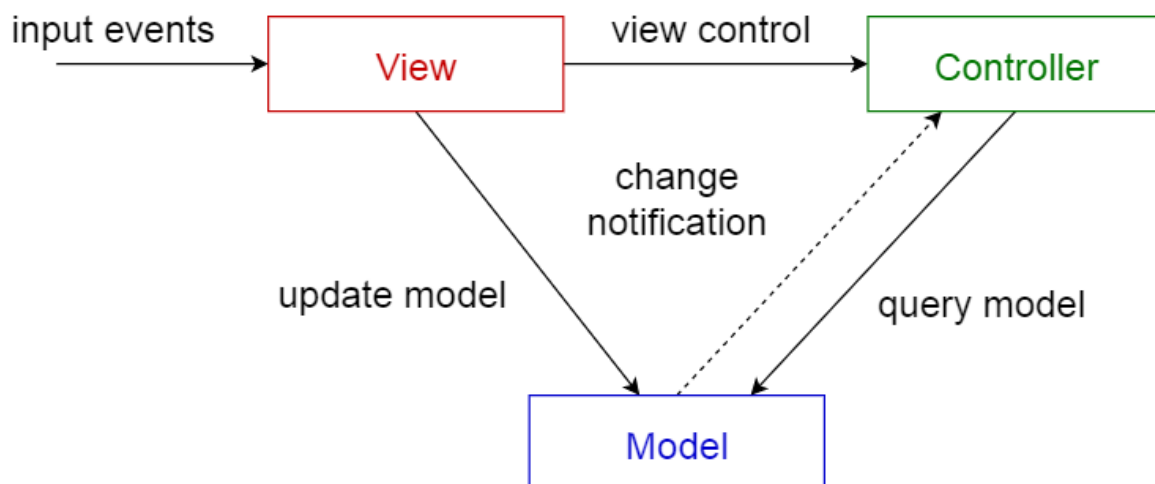
Advantages:

Makes it easy to have multiple views of the same model, which can be connected and disconnected at run-time.

Disadvantages:

Increases complexity and may lead to man unnecessary updates for user actions.