MVC

It allows you to make your program more modular. Programmers might use the term loosely coupled. Essentially, you are breaking your program into separate pieces that don't rely upon each other to function. The idea is that you can switch out each piece without affecting the others. The pieces are "M" for Model layer which contains classes used to create objects (i.e. a student, a car, etc.). The "V" is for View layer, which is the interface to the program. This is how you program will receive input and send output. Finally, there is "C" for Controller layer, which controls the flow of data from the view layer to the model layers.

A good example is if you had an application that was built using forms for the UI, and the MVC design pattern was used, then you could easily change the UI to a web based UI.

<https://github.com/hord-brayden/CIT-360/tree/master/14 Topics/Afghan-Trail-master/Afghan_Trail/src/byui/cit260/afghan_trail>