K Tolliver

07 Ponder : Weekly Reflection

1. Did you fulfill all aspects of your team agreement this week, or if there was an infraction, did you fulfill the appropriate accountability measure? (If not, please explain.)

I completed all the aspects of the team agreement.

2. Did you hold your teammates accountable for upholding their commitments this week? (If not, please explain.)

Yes my teammates were held accountable.

3. What is the purpose of a UML class diagram?

UML class diagram is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, methods, and the relationships among objects.

4. What are some benefits of the MVC pattern?

Separation of concerns

Developer focus

Parallel development by separate team

Multiple view support

Change accommodation

5. What are some drawbacks to the MVC pattern?

Complexity and Cost of updates

6. A common design-pattern interview question is "Describe the difference between the MVC pattern and the MVP variant.". How would you answer that question?

MVC application traditionally has the view and the controller interact with the model. MVP designs have the Presenter access the model and interact with the view.

7. How would you explain to a new developer why they should go through the trouble of using the MVC pattern?

The MVC design pattern decouples these major components allowing for efficient code reuse and parallel development. Traditionally used for desktop graphical user interfaces (GUIs)

8. Give an example of when the MVC pattern would be overkill for a project.

Service Web Application that prevents duplication of code and sustainable.

9. How many hours did you spend on this class this week?

07 Prepare - 1

07 Teach - 1

07 Prove - 1

07 Ponder - 1

07 Team Project - 2

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Total Hours - 6