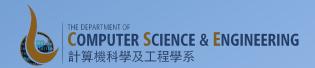
The Model View Controller Framework

Jogesh K. Muppala





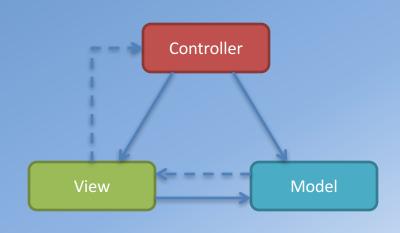
Design Patterns

- Well-documented solution to a recurring problem
 - Also referred to as an architectural pattern
- Software design pattern
 - Reusable solution to commonly occurring problems
 - Gang of four: E. Gamma et al. Design Patterns: Elements of Reusable Object-Oriented Software, Addison-Wesley, 1994

https://en.wikipedia.org/wiki/Software_design_pattern

The Model-View-Controller (MVC) Framework

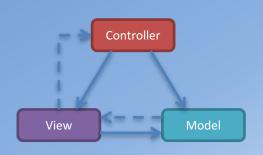
- Software engineering architecture pattern
 - Isolation of domain logic from user interface
 - Permits independent development, testing and maintenance (separation of concerns)



MVC Framework

Model

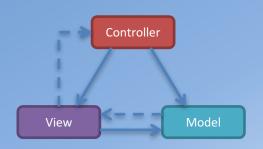
- manages the behavior and data of the application domain
- responds to requests for information about its state (usually from the view)
- responds to instructions to change state (usually from the controller)
- In event-driven systems, the model notifies observers (usually views) when the information changes so that they can react



MVC Framework

View

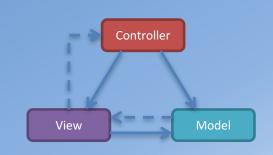
- renders the model into a form suitable for interaction, typically a user interface element
- Multiple views can exist for a single model for different purposes
- A viewport typically has a one to one correspondence with a display surface and knows how to render to it



MVC Framework

Controller

- receives user input and initiates a response by making calls on model objects
- A controller accepts input from the user and instructs the model and viewport to perform actions based on that input



Model View View-Model (MVVM)

- Descendent of MVC
- Sometimes called Model-View-Binder
- View model
 - Abstraction of the view that exposes public properties and commands
 - Declarative data binding

