

# Activities and MVC

# Model

- Application data and logic
- Unaware of User Interface
- Typically inherit directly from `java.lang.Object` or from another custom object

# View

- Know how to draw themselves on the screen
- Are often provided by Android, but can be custom
- Pretty much anything you can see on the screen
- Often referred to as "widgets"

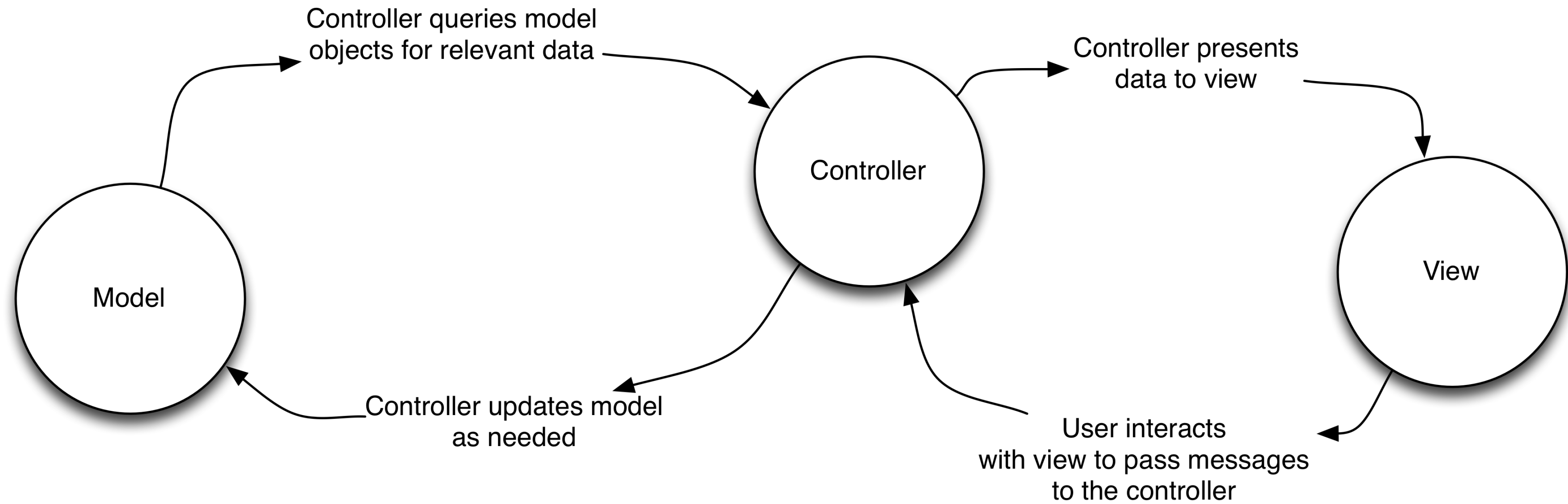
# Controller

- Connect model objects with view objects
- Activities, Fragments, and Services
- Ensures that models and views are decoupled and reusable

# Interfaces

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Interfaces are used in Android to define contracts; stating how different components interact with each other



# Activity

- Subclass Activity to encapsulate controller logic
- Applications can have many activities
- Activities interact with or inflate layouts

# Context

- Activities are subclasses of Context
- Provide global application environment info
- Will often get passed between Activities and related classes such as adapters and asyncTasks (as 'this')