







**View**

- Represents what the user sees and interacts with
  - Text entry boxes, buttons, scrolling lists, windows, menus...
- Rarely unit-testable
- Usually re-usable



# Controller



- Represents a mediator between your Views and your Models
- Somewhat testable
  - Lots of associated objects: **side-effects**
  - *Mock objects*
- Rarely re-usable



# View



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