# CMSC 4113/5313

Human-Computer Interaction

Assignment 2

Re-implement your assignment 1 Java Swing-based image viewer application (or develop one from scratch) using the Model-View-Controller achitecture pattern as presented in class. Create a separate Java package for each of the Model, View, and Controller sections of the program. Recall that MVC implies:

1. Model class never access (directly) class from Controller or View. The observer pattern allows Model classes to notify View classes of changes.
2. View classes are only passive presenters of information from the Model. They contain no fundamental logic to the applications beyond determining how to show data from the Model.
3. Controller classes are the portion of the UI which enact behavior based on user interactions (e.g. listeners on UI widgets).
4. Some portion of the program outside of any of the Model, View, or Controller, will have to setup and start the application by instantiating and "hooking up" the various Model, View, and Controller objects.

All of the same requirements that applied to assignment 1 apply to assignment 2.

Additionally, apart from the code you write, please write a small (about one paragraph) description about two (or more) Gestalt principles your user interface (UI) relies on to group related controls/widgets. Submit this description as a Word (*.docx) or PDF file.

You must complete the assignment by Monday, January 23 at 11:59 PM and submit the source code (not compiled class files, nor a JAR) on Blackboard. Should Blackboard be down or unavailable, you may e-mail the source code files to nicolas.grounds@oc.edu

| **Assignment Component** | **Possible Points** |
|---|---|
| Image Viewer Functionality | 6 |
| MVC pattern followed | 6 |
| Gestalt principles description | 3 |
| Total | 15 |