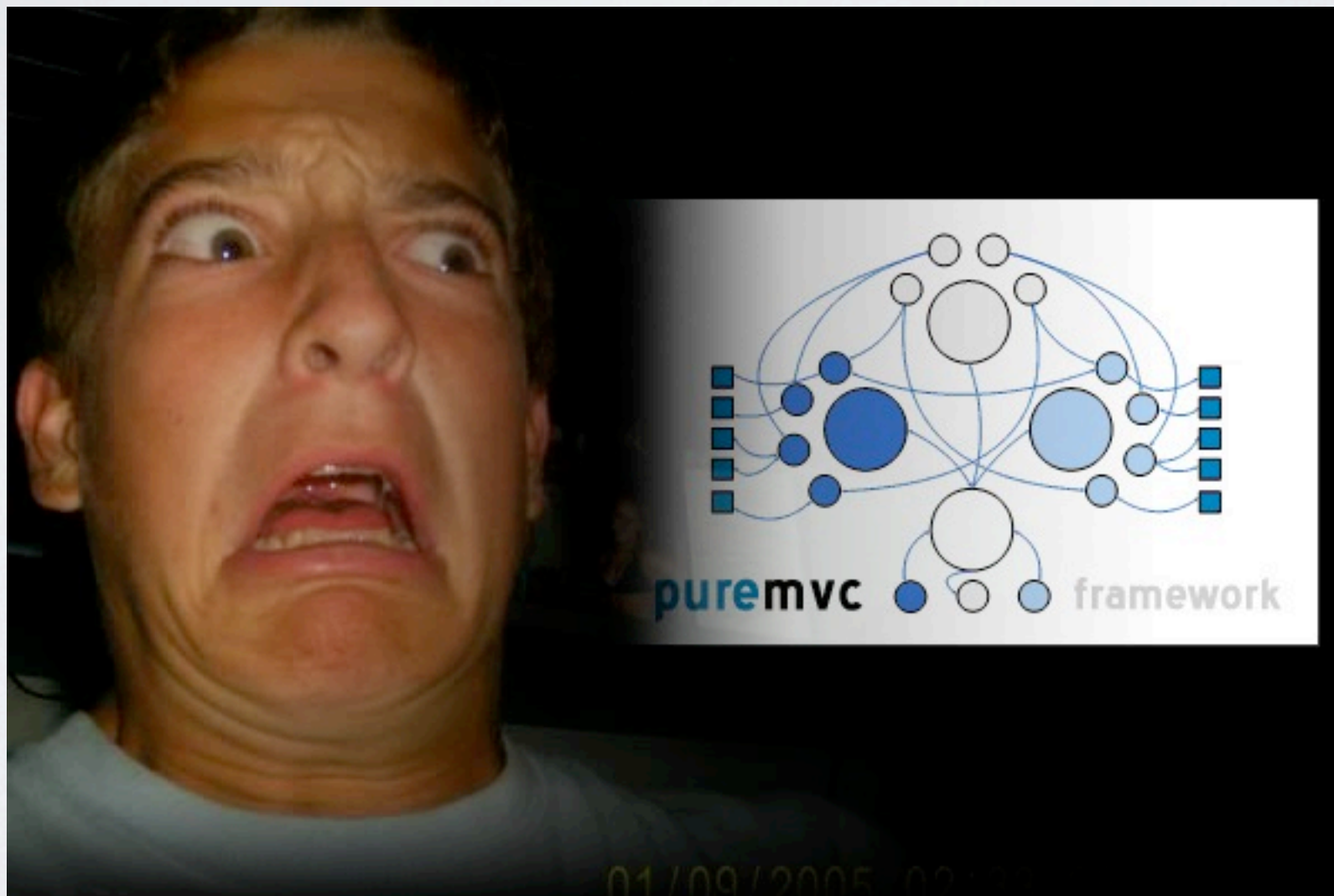


PRACTICAL PURE MVC

it isn't that scary!



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Started web development in 2000,
Flash sense 2002, Currently a Flash
Platform Developer specializing in
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PureMVC is a lightweight framework for creating applications based upon the classic [Model, View and Controller](#) concept.

It's based upon proven design patterns, its free, open source, and was originally implemented in the ActionScript 3

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Why do I like PureMVC of over other frameworks?

- It's Fast
- Small codebase - light weight
- Easy to use on Flex or Pure AS3 Projects

Cairngorm - Good pattern to follow but is Flex only.

Parsley and Robotlegs - Pretty awesome frameworks. Both use what's called dependency injection and are really geared toward Flash

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Why Use PureMVC?

- It has become a standard in Actionscript and is quickly becoming prominent among other programming languages.
- Light weight and easy to implement.
- Follows basic MVC Pattern.
- Ultra cool to use and if you do you will look like a badass to the noobs. (tattoos give you bonus points)

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BONUS!



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The Basics : Here are the classes that you will be using

- Facade
- Command
- Mediator
- Proxy

It's also considered best practice to use a Delegate when making server calls.

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Facade: the main Singleton that is pretty much in charge of everything.

- Initializing the `Model`, `View` and `Controllers`.
- Providing all the methods defined by the `IModel`, `IView`, & `IController` interfaces.
- Providing the ability to override the specific `Model`, `View` and `Controller` Singletons created.
- Providing a single point of contact to the application for registering `Commands` and notifying `Observers`

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Notifications: screw events, bubbling and all that. Notifications are where it's at!

If you want Pure to tell the app that something happened then all you have to do is the following.

facade.sendNotification(“myNotificationName”, args);

PureMVC either has registered a Command that it is going to run when a notification is sent or a Mediator is listening for the notification and takes action.

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SimpleCommand: This class takes action when a notification is sent and usually is used to make a call to the server for some data.

If you want PureMVC to have you app make a call to the server then SimpleCommand is usually what take part in that.

facade.registerCommand(“myNotificationName”, MyCommand);

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Proxy: This class is basically your Model for a particular view. All your data goes here.

```
facade.registerProxy( new MyProxy());
```

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Mediator: The mediator's job is to know about a particular proxy and view. It's job is to get data from Proxy if needed and take action on the view based on notifications for the facade.

facade.registerMediator(new MyMediator(myView));

Note: The mediator creates an array of Notifications that it is going to listen or observe and run a handler function when it hears one of the notifications. The Mediator will be your most tightly coupled class in your applications that use pureMVC.

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