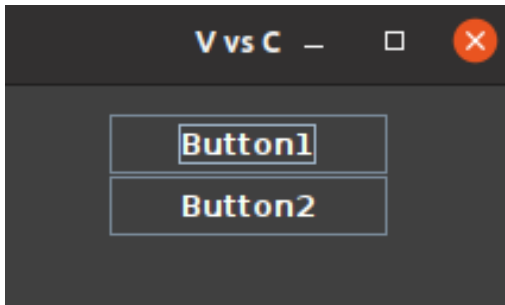


Software Ingeniaritza

MVC Eclipse-n

MVC-ko Kontroladorea Eclipsen

- Eclipse-k defektuz klases anonimoak gertakariak kudeatzeko. Guk klase pribatu batetan gertakari oro zentralizatu.



```
private JButton getBntB1() {  
    if (bntB1 == null) {  
        bntB1 = new JButton("Button1");  
        bntB1.addActionListener(new ActionListener() {  
            public void actionPerformed(ActionEvent arg0) {  
                System.out.println("Click1!");  
            }  
        });  
    }  
    return bntB1;  
}  
  
private JButton getBtnB2() {  
    if (btnB2 == null) {  
        btnB2 = new JButton("Button2");  
        btnB2.addActionListener(new ActionListener() {  
            public void actionPerformed(ActionEvent arg0) {  
                System.out.println("Click2!");  
            }  
        });  
    }  
    return btnB2;  
}
```

MVC-ko Kontroladorea Eclipsen

- Zuzenean, *Source* atalean klase berri batetan kontroladorea sartu. Hiru pausutan egin:

1) Interfaze grafikoaren barruan, kontroladorearentzat klase pribatua sortu (EMA):



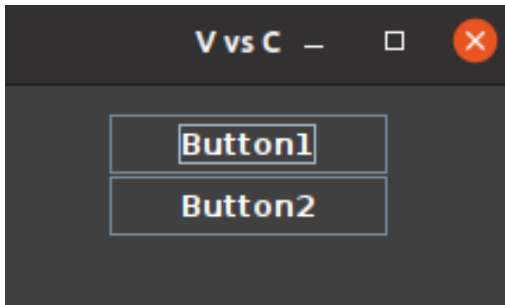
```
private Controller controller = null;
.....
private Controller getController() {
    if (controller == null) {
        controller = new Controller();
    }
    return controller;
}
.....
private class Controller {.....}
```

Kontroladorea
klase batetan!

MVC-ko Kontroladorea Eclipsen

- Zuzenean, *Source* atalean klase berri batetan kontroladorea sartu. Hiru pausutan egin:

2) `ActionListener` bakoitzaren barruan kontroladorearen instantzia gehitu:

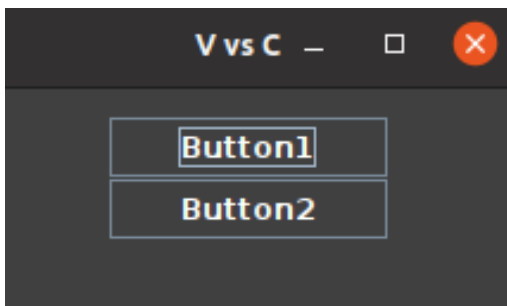


```
private JButton getBtnB1() {  
    if (btnB1 == null) {  
        btnB1 = new JButton("Button1");  
        btnB1.addActionListener(getController());  
    }  
    return btnB1;  
}  
private JButton getBtnB2() {  
    if (btnB2 == null) {  
        btnB2 = new JButton("Button2");  
        btnB2.addActionListener(getController());  
    }  
    return btnB2;  
}
```

MVC-ko Kontroladorea Eclipsen

- Zuzenean, *Source* atalean klase berri batetan kontroladorea sartu. Hiru pausutan egin:

2) Controller implementatu:



```
private class Controller implements ActionListener {  
    public void actionPerformed(ActionEvent e) {  
        if (e.getSource().equals(btnB1)) {  
            System.out.println("Click1!"); //Ereduko X ekintza  
        }  
        if (e.getSource().equals(btnB2)) {  
            System.out.println("Click2!"); //Ereduko Z ekintza  
        }  
    }  
}
```