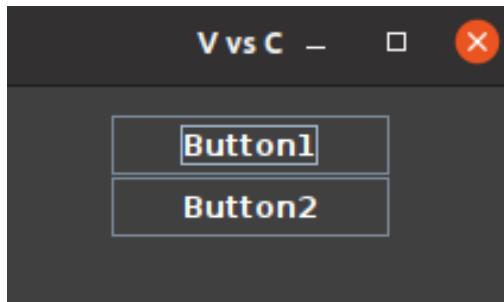


Software Ingeniaritzan

MVC Eclipse-n

MVC-ko Kontroladorea Eclipsen

- Eclipse-k defektuz klasses 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 Controler controler = null;  
.....  
private Controler getControler() {  
    if (controler == null) {  
        controler = new Controler();  
    }  
    return controler;  
}  
.....  
private class Controler {.....}}
```

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

MVC-ko Kontroladorea Eclipsen

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

2) Controller implementatu:



```
private class Controler 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  
        }  
    }  
}
```