## OOAD Workshop 3 – grade 4

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### Notes about creating another user interface, Windows Form

Had to change c# project settings from output Console to Windows Application (and vice versa to change back).

No big issues constructing the new Form type of view, and to use the controller with most functions intact. The biggest issue was the GetInput function, to retrieve what input action the user like to do. This was because a Form type of view doesn’t really have the possibility to wait for an input. It is instead much easier done the other way, with the view sending the action once performed to the receiver instead. I solved this by using the observer pattern and a new Interface ModernView so that the controller could tell if it is a view that like to send input action that way instead.