

STARTR

MVP EN

Order vs. confusion

There is no reason to use design patterns for a simple "Hello, World!" program. A good developer can understand a few lines of code at a quick look.

Complicated systems force developers to organize their code so that it is easy to understand, extend, discuss, and locate the cause of problems.

Developers often structure their code according to a design pattern instead of letting the patterns come out organically. We decide the name to give to a piece of code by thinking about its functional role.

We will use Model–View–Presenter. The Presenter contains the User Interface.

M. SOMMA

LEARN MORE AT STARTR.CA