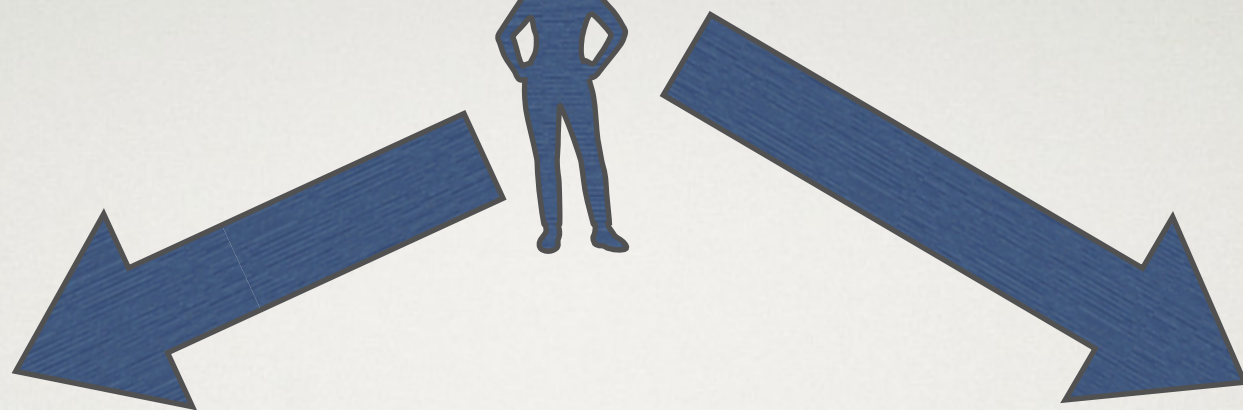


PROGRAMAÇÃO ORIENTADA POR OBJETOS

MODEL-VIEWS
ESTRUTURA E COMUNICAÇÃO



View (TUI)

```
Specify line and col
2
3
Disable position (2), (3)

Process finished with exit code 0
```

```
package pt.ipbeja.po2.tictactoe.model;

public interface View {

    void disablePosition(int line, int col);

}
```



View (GUI)

```
public class TUI implements View {

    private final GameModel gameModel;
```

```
public class TicTacToeBoard extends GridPane
    implements View {

    private static final int SIZE = 3;
    private GameModel gameModel;
    private BoardButton[][] buttons;
```

Model

```
package pt.ipbeja.po2.tictactoe.model;

public class GameModel {

    private View view;
    private int selectedLine;
    private int selectedCol;

    public GameModel(View board)
    {
        this.view = board;
    }

    public void selectedPosition(int line, int col) {

        // TO DO store line
        // TO DO store col

        view.disablePosition(line, col);
    }

}
```