

## **Design Pattern – MVC Pattern**

The MVC Pattern stands for the Model-View-Controller Pattern. The pattern is used to separate the application into organized parts. Model is the part of the pattern that contains the data related logic. It interacts with the database by making calls (`createWeapon()`, `findWeapon()`, `updateWeapon()`, `removeWeapon()`) and communicates with the controller. In `rpgd-api` `WeaponsService` and `WeaponsServiceImpl` represent the Model. The View portion of MVC is what the end user sees. This usually consists of HTML/CSS. `Vue.js` was used for `rpgd-api` to render the data stored in the database. To render the data `Vue` makes a GET request from the database using `Axios`, an HTTP client used to consume and display data from an API. The Controller of the MVC Pattern processes requests made to the database (GET, POST, PUT, DELETE). It gets data from the Model and passes it to the View. In `rpgd-api` the `WeaponsController` class represents the Controller. This processes the calls made from `WeaponsService` and `WeaponsServiceImpl` and makes requests to the database. The requests update the database and `Vue` creates a GET request using `Axios` to the database and renders the data to the end user.