

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 the Model is represented by WeaponsServiceImpl which implements the WeaponsService interface, Weapon, WeaponEntity, and WeaponsRepository. 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.