Model-View-Controller

- MVC consists of three kinds of objects.
  - The Model is the application object,
    - The counter object in our example
  - the View is its screen presentation, and
    - The label, the increment button, the decrement button, the window
  - the Controller defines the way the user interface reacts to user input.
    - The increment/decrement button controller, the window controller
Observer Pattern
Class diagram

translate user action over widget into domain processing

MainWin

Observer

BunntonController

Button

Observer

Label

Observer

Counter

+bumpUp()
+bumpDown()

self disable when counter limit reached
Collaboration diagram
Design patterns in MVC

- Model is decoupled from view by Observer
- Model is decoupled from controller by Observer
- A view uses an instance of a Controller subclass to implement a particular response strategy
- View creates a default controller by the Factory Method
- View can be composite.