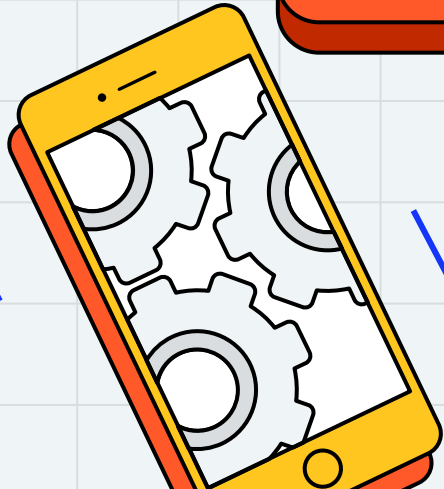




Application

Programming



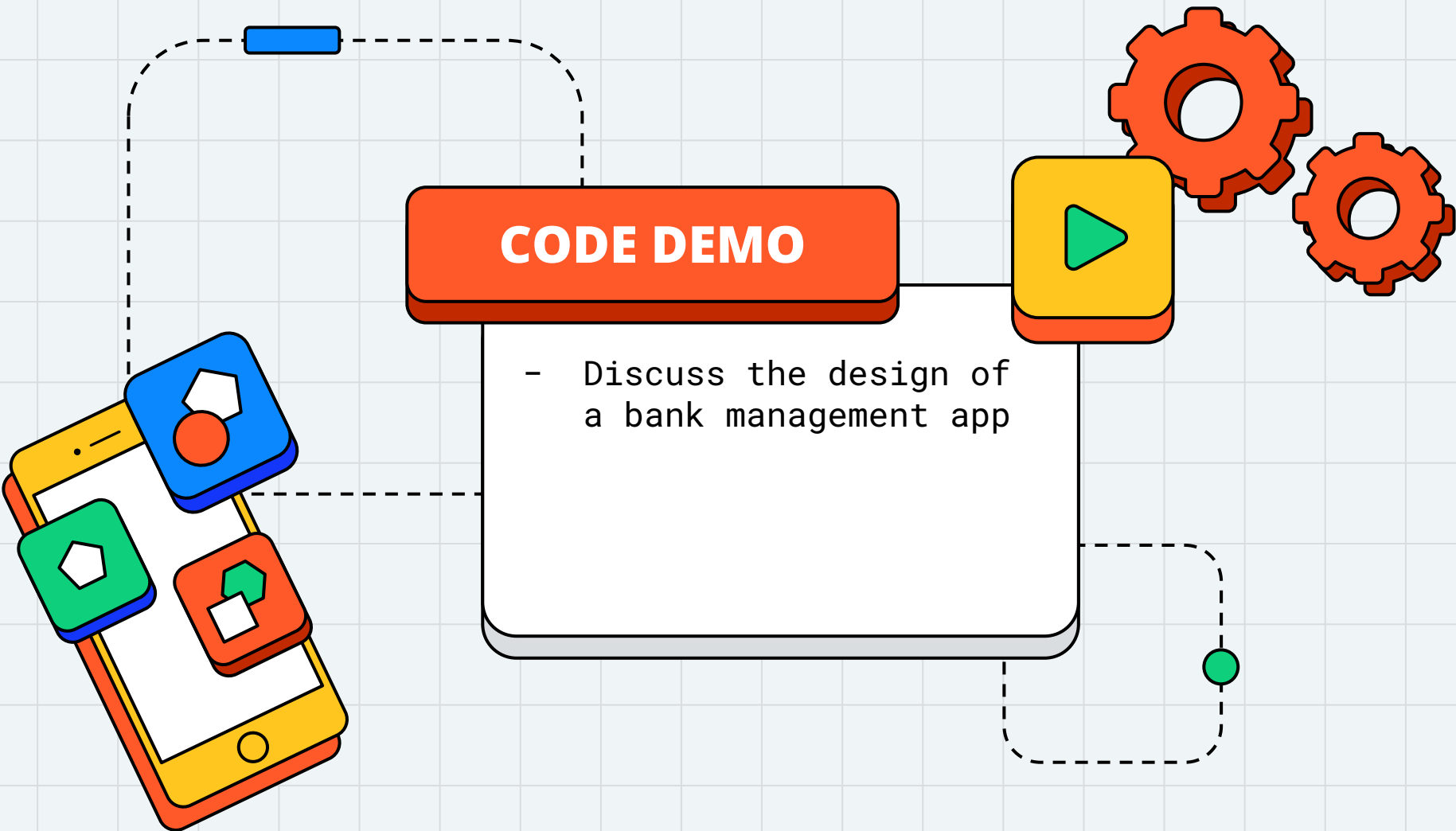
Hend Alkittawi





MVC Architectural Pattern

Model-View-Controller Architectural
Pattern



CODE DEMO

- Discuss the design of a bank management app

MODEL-VIEW-CONTROLLER

Welcome to UTSA Bank Management System

What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

1

Name: UTSA Bank

Account - name: Ash type: checking

Account - name: Sam type: saving

Account - name: Jen type: checking

Account - name: Mia type: saving

What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

3

Enter account name:

Mia

What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

2

Enter name and type:

Jim checking

What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

1

Name: UTSA Bank

Account - name: Ash type: checking

Account - name: Sam type: saving

Account - name: Jen type: checking

Account - name: Jim type: checking

What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

4

MODEL-VIEW-CONTROLLER

Welcome to UTSA Bank
Management System

What would you like to do?

View Accounts

Add Account

Remove an Account

Welcome to UTSA Bank
Management System

*Here is a list of
accounts ...*

Welcome to UTSA Bank
Management System

Enter Account Name

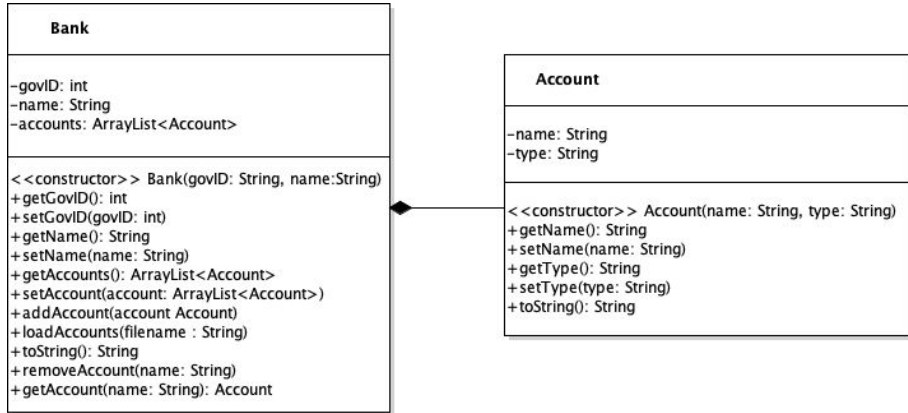
Select Account type

Add Account

Welcome to UTSA Bank
Management System

Enter Account Name

Remove Account



Welcome to UTSA BankManagement System

What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

1

Name: UTSA Bank

Account - name: Ash type: checking

Account - name: Sam type: saving

Account - name: Jen type: checking

Account - name: Mia type: saving

What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

3

Enter account name:

Mia

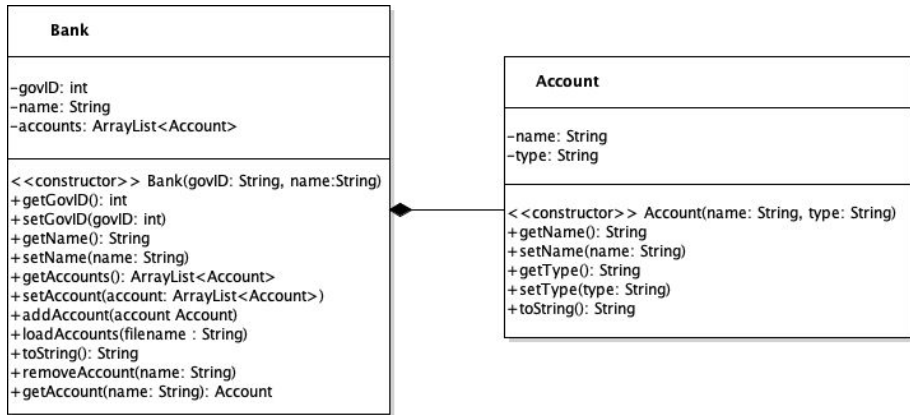
What would you like to do?

1. Display Accounts
2. Add Account
3. Remove Account
4. Exit

2

Enter name and type:

Jim checking



Welcome to UTSA Bank Management System

What would you like to do?

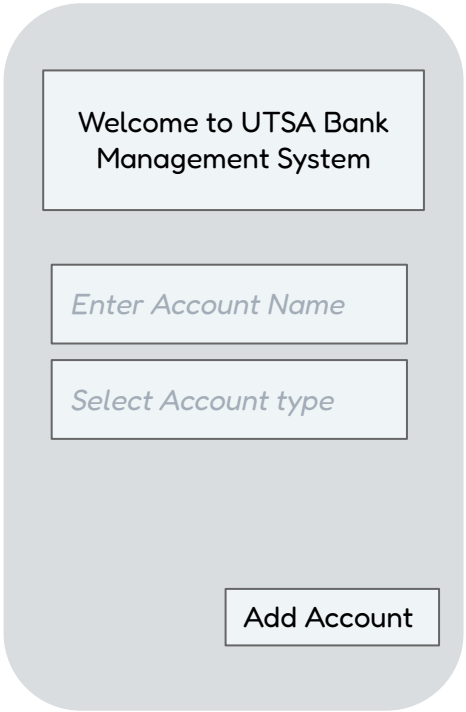
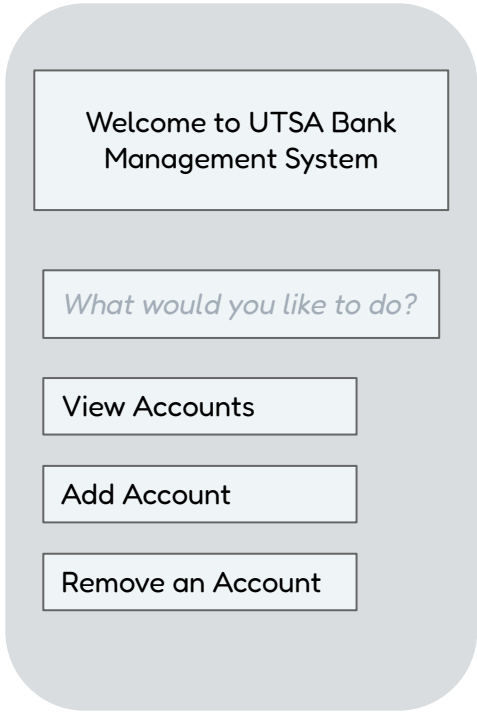
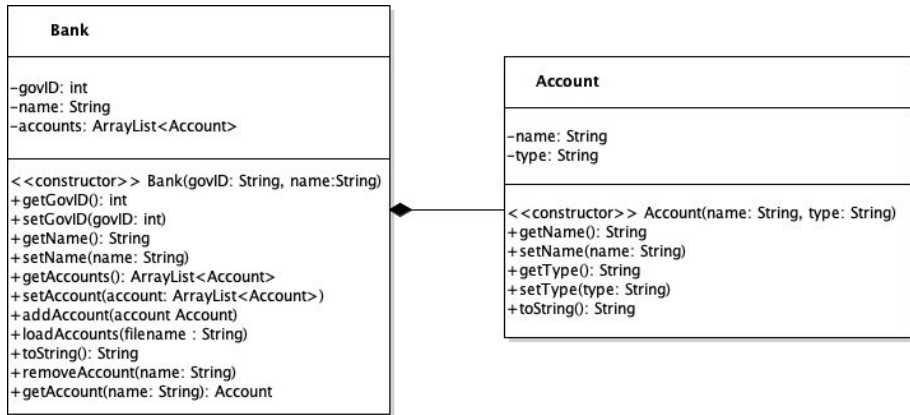
View Accounts

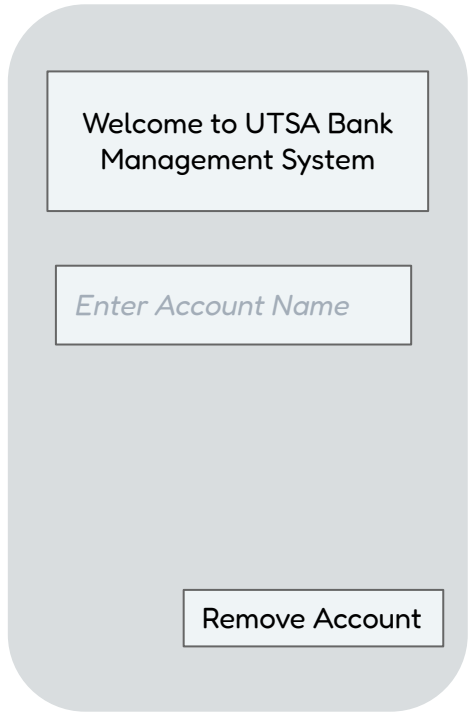
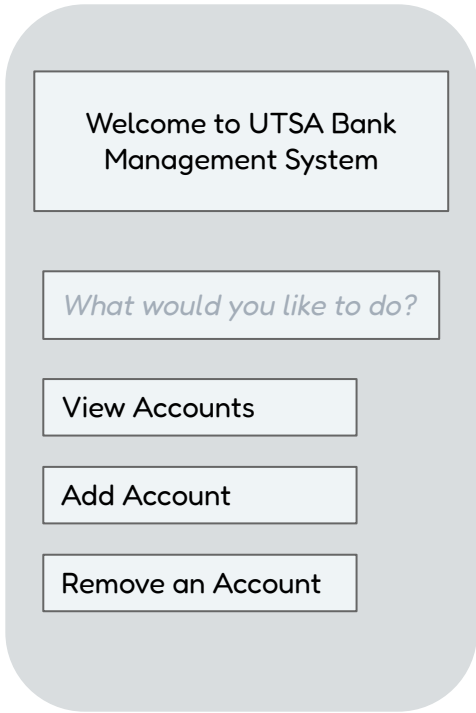
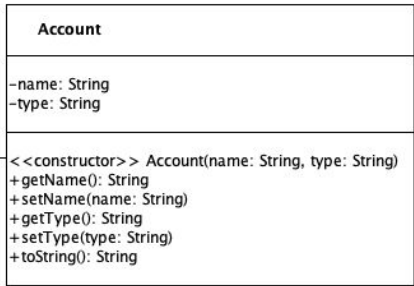
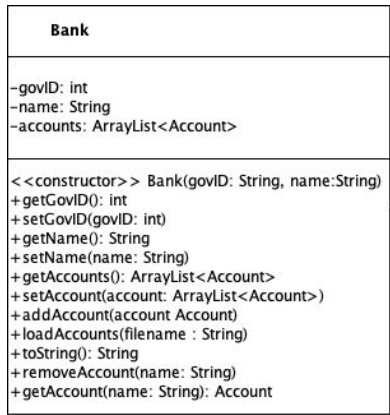
Add Account

Remove an Account

Welcome to UTSA Bank Management System

Here is a list of accounts ...



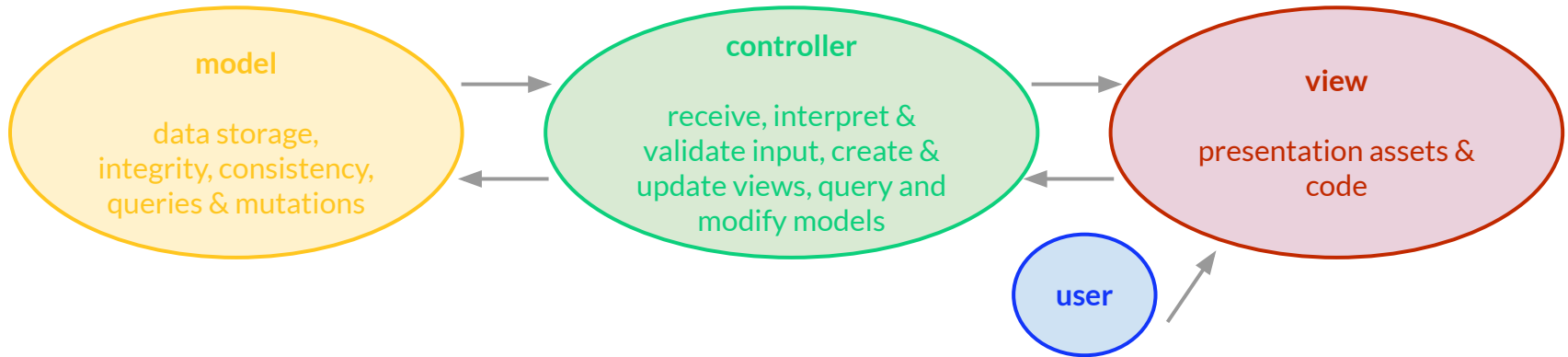


MODEL-VIEW-CONTROLLER

- An **architectural pattern** captures the design structures of various systems and elements of software so that they can be reused.
- Android applications can be designed around an architecture called **model-view-controller** or **MVC**.
- In MVC, all objects in your application must be a **model object**, a **view object**, or a **controller object**.
- MVC helps you design and understand an application, and makes classes easier to reuse.

MODEL-VIEW-CONTROLLER

- MVC is an architectural pattern which helps separate
 - the application logic from the user interface
 - the control between the user interface and the application logic



MODEL

- The **model** represents the **data** and the rules that govern access to and updates of this data, and the **business logic**
- A model often serves as a software **approximation of a real-world process**
- Designed and implemented as one or more classes
 - typically model the things your app is concerned with such as a user, a product, a photo, a television show, ... etc.
- Model objects have no knowledge of the UI; its purpose is holding and managing data.

VIEW

- View objects know how to draw themselves on the **screen**
- The view **renders** the contents of a model
- The view specifies exactly how the model data should be **presented**
- If the model data changes, the view must update its presentation as needed
- Android provides a wealth of configurable view classes. You can also create custom view classes.

CONTROLLER

- Controller objects tie the View and Model objects together. They contain **application logic**.
- Controllers are designed to **respond** to various events triggered by view objects and to **manage the flow of data** between the model layer and the view layer.
 - The controller translates the user's interactions with the view into actions that the model will perform
- In Android, a controller is typically a subclass of **Activity**, **Fragment**, or **Service**.
- Implemented as one or more classes



THANK

YOU!



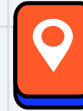
DO YOU HAVE ANY QUESTIONS?



hend.alkittawi@utsa.edu



By Appointment



Online