

Application Structure

- No hard rules on how to organize an interactive application
- But there is a “best practice,” and it is called *model-view-controller* (MVC)

These days, it’s not enough that an application “just works” — we also want:

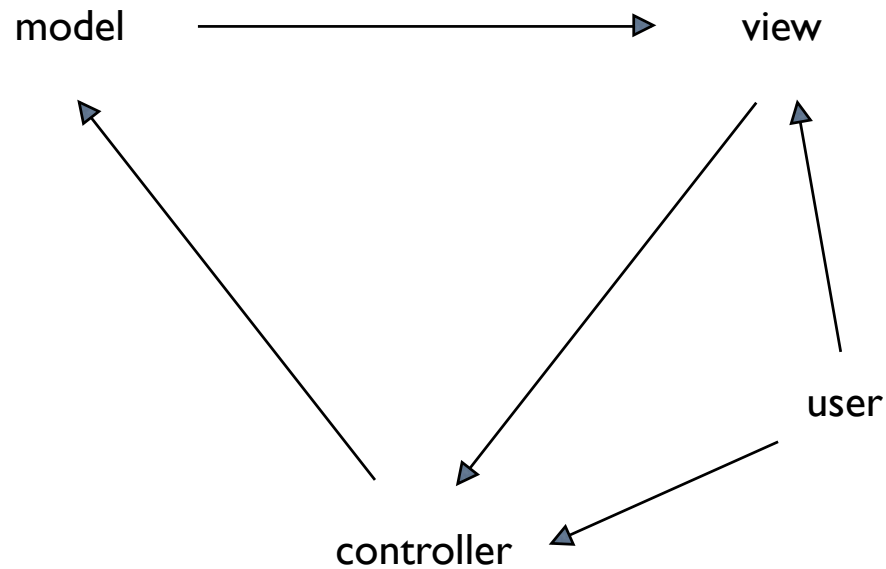
- *Reusability* — code or assets can be included in another application with little additional work
- *Ease of modification* — “one change, one place (code, file, or resource)”
- *Understandability* — these days, software development is a team effort

Definitions

- *Model* — the information within the application
- *View* — the mechanism by which the model is displayed
- *Controller* — how the application handles input from its user

Synonyms

model	content	data
view	presentation	display
controller	interaction	logic



- MVC is a *design approach*, or *paradigm*
- Technology-independent — though some technology fits it better than others
- Generally not enforced, but supported or, at best, encouraged