Model-View-Controller

Dr. Sarah Abraham

University of Texas at Austin
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MVC

- Pattern of development to modularize features and design

- Objects have one of three roles:
  - Model
  - Viewer
  - Controller

- Object types separated by abstract boundaries and communicate across these boundaries
MVC Benefits

- Objects more reusable
- Interfaces better defined
- Applications more extensible
- Common pattern for interactive applications with GUI (graphical user interface)
MVC and Cocoa

- Cocoa designed around MVC model
- Good understanding of MVC leads to good design for Cocoa applications
- Custom objects in Cocoa applications must follow one of the MVC roles
How does the application receive and respond to this flow of events?
Event-driven Programming

- Events are triggered occurrences that the program receives and can respond to.

- Event-driven programming allows for efficient handling of:
  - Device input
  - Timers
  - Event loops

- Events determine flow of the program based on user input, sensor output, or messages from other programs.
Model Layer

- Defines logic and computation of the program
- Model objects encapsulate data specific to the application
  - Contains data loaded into app
  - Handles state of persistent data within the app
- Avoids explicit connection to view objects
  - No concerns about user-interface or presentation
  - Does not directly respond to user-input
Model Layer Communication

- User interfaces with view layer
  - Changes communicated via controller object to model layer
  - Based on event info, model object updates
- Backend database updates model object
  - Changes communicated via controller object to view layer
  - Based on event info, view objects update
View Layer

- Displays data from model objects to allow user to interact and modify this information
- View objects that are visible to the user
  - Draw themselves on the screen
  - Respond to user input
- UIKit and AppKit frameworks provide collections of view classes
- Interface Builder provides many view objects for building app GUI
View Layer Communication

- Controller objects notify view object about changes to model data
- User-initiated changes (buttons pressed, text-fields entered) passed from view layer to model layer via controller objects
Controller Layer

- Intermediary between one or more view objects and one or more model objects
- Conduits that allow view objects to learn about changes in model objects and vice versa
- Perform setup and coordinating tasks for an application
- Manage the life-cycles of other objects
Controller Layer Communication

- Interprets user actions made in view objects and communicates changes or new information to model layer
- Notified about changes to model objects and communicates new or updated data to the view objects for display
Using MVC with iOS

- iOS frameworks provide 2 of 3 MVC components:
  - View Controllers
  - Views

- Model component custom-defined based on application purpose
- Views customized based on desired user-interface
- View Controllers customized based on required communication between models and views
Creating a View-based Application

- Select Single View iOS Application:
Enter/select project options:
Set iPhone size in Storyboard’s View Controller:
Project is ready for prototyping!