

CSE 3461 F10

Widget Models and MVC

behold a proliferation of diagrams...

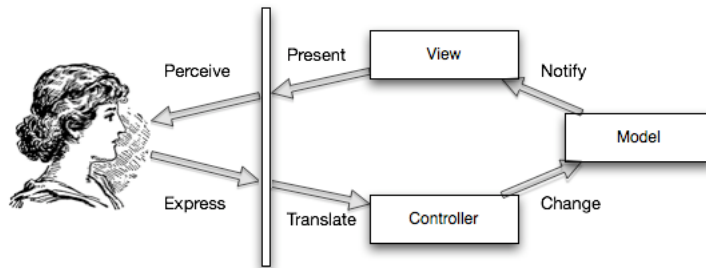


Figure 1.3 Model of Interaction

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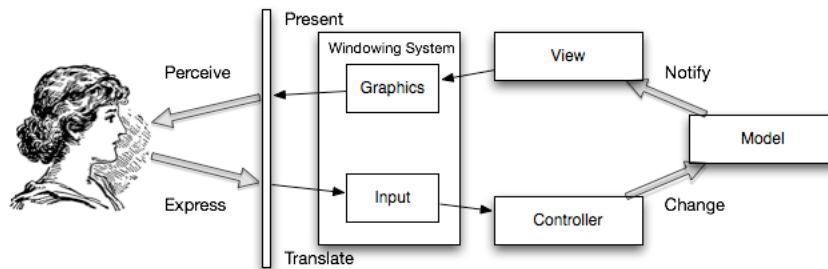


Figure 2.1 Graphical presentation architecture

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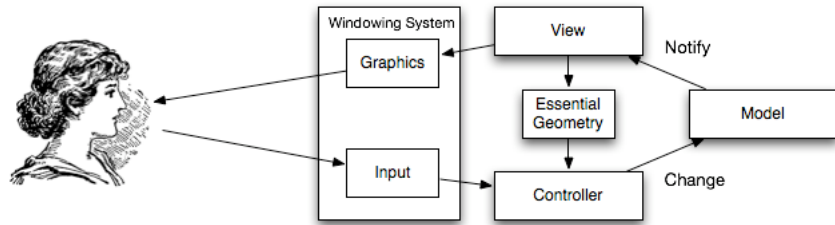
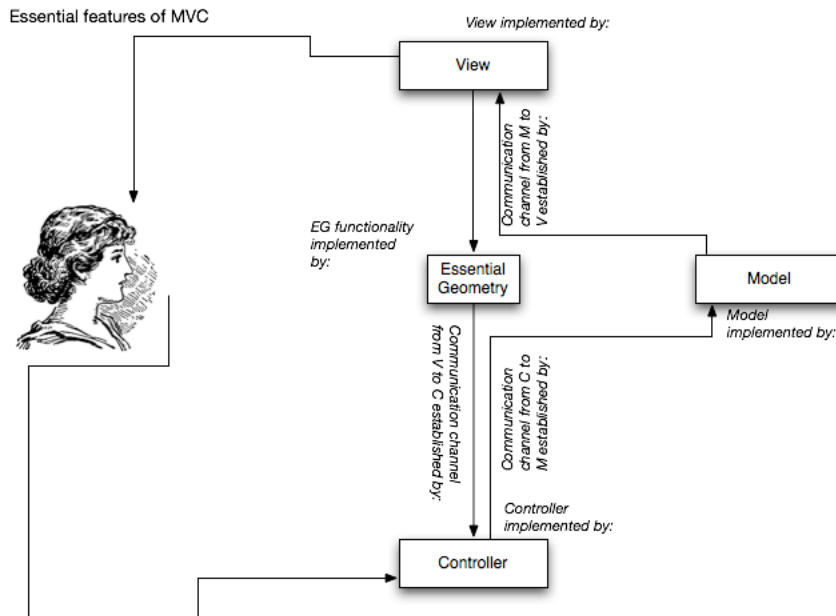


Figure 3.1 Input event architecture

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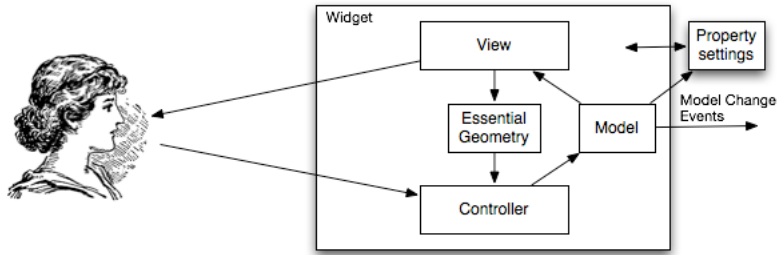


Figure 4.1 Widget architecture

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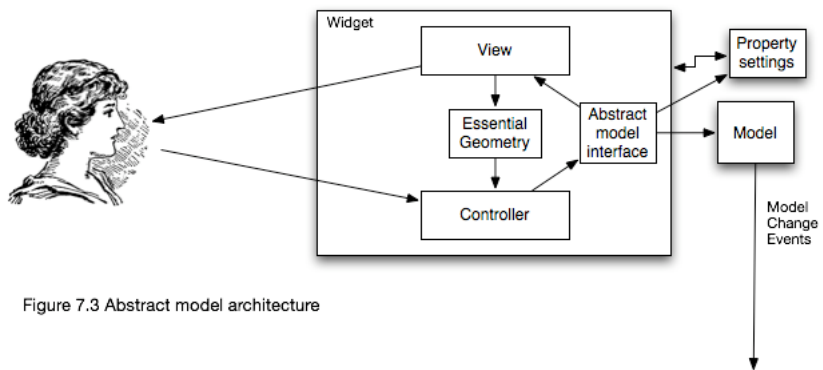


Figure 7.3 Abstract model architecture

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We have covered (or will cover) the following examples:

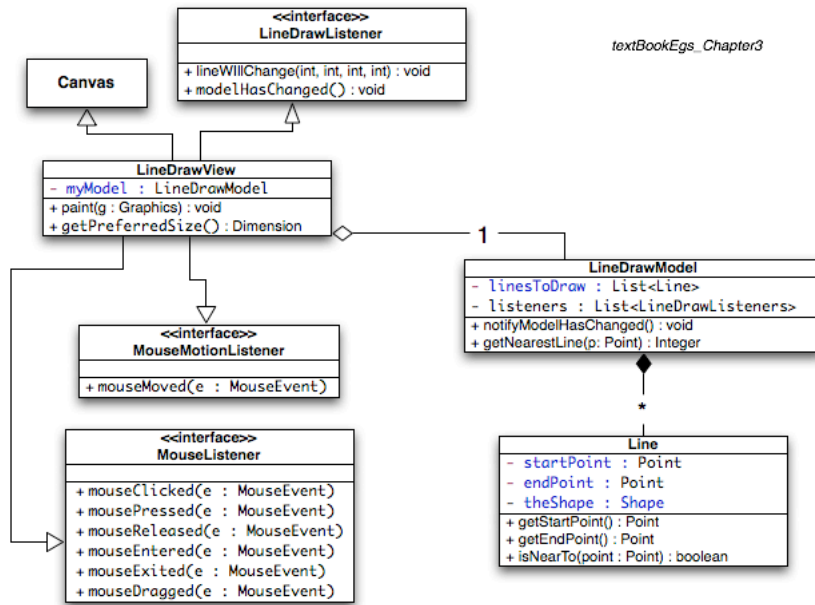
- an app that uses no simple or container widgets and only an application widget
 - `textBookEgs_Chapter3`
 - `textBookEgs_Chapter3_delegatedController`
 - `textBookEgs_Chapter3_exact`
- an app that uses a simple widget and an application widget
 - `soccerTeamExample_textbookVersion`
 - `soccerTeamExample_delegatedController`
- an app that uses an abstract model widget and an application widget
 - `soccerTeamExample_tableVersion`

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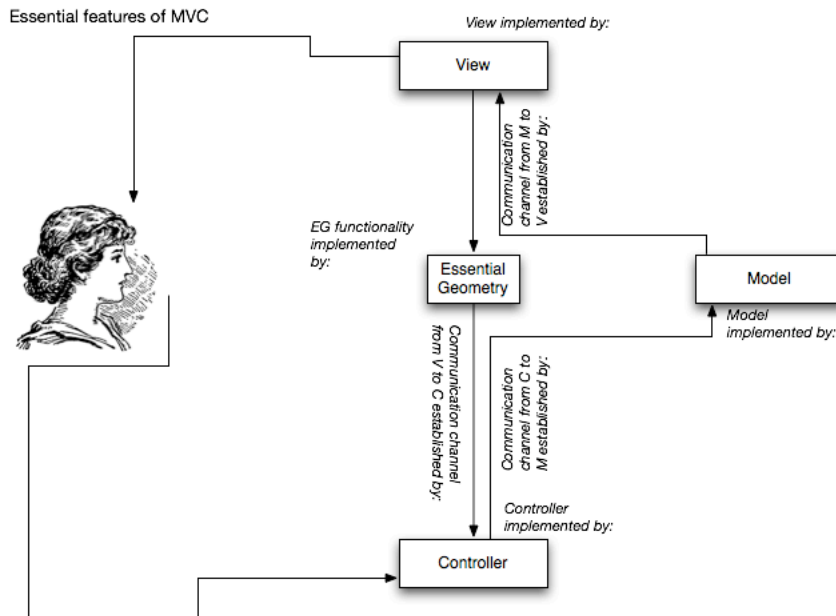
Exercise:

- for each app,
 - identify each of the MVC components
 - identify the mechanism whereby the information passes from source component to destination

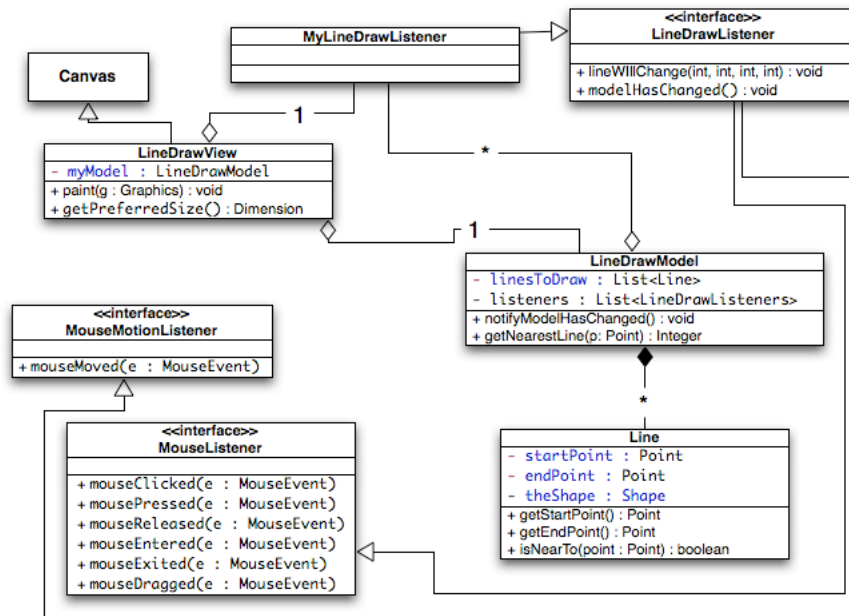
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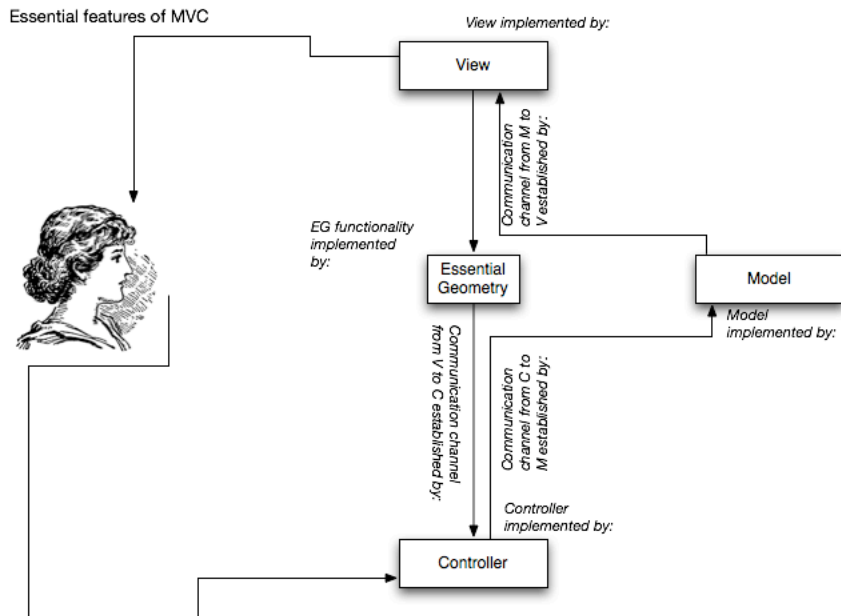
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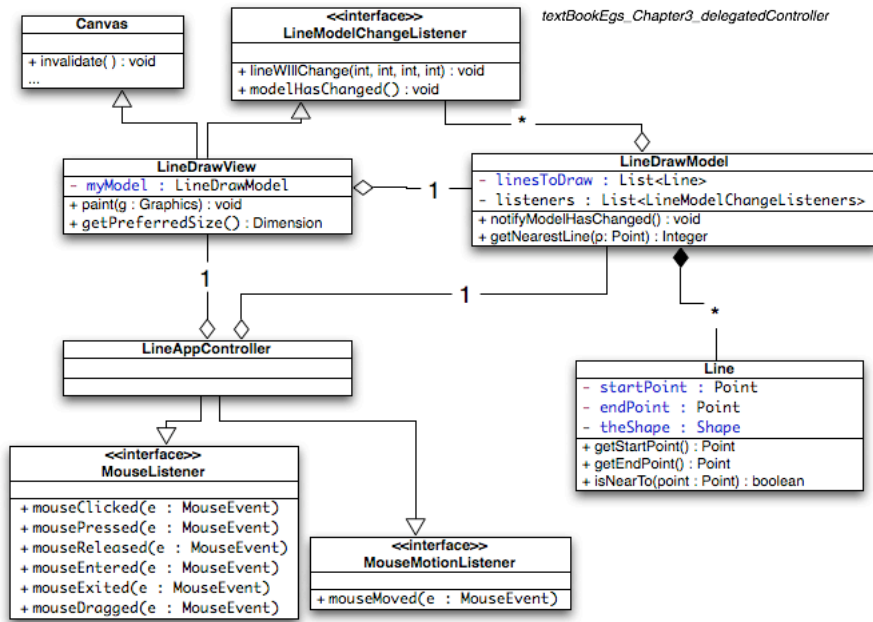
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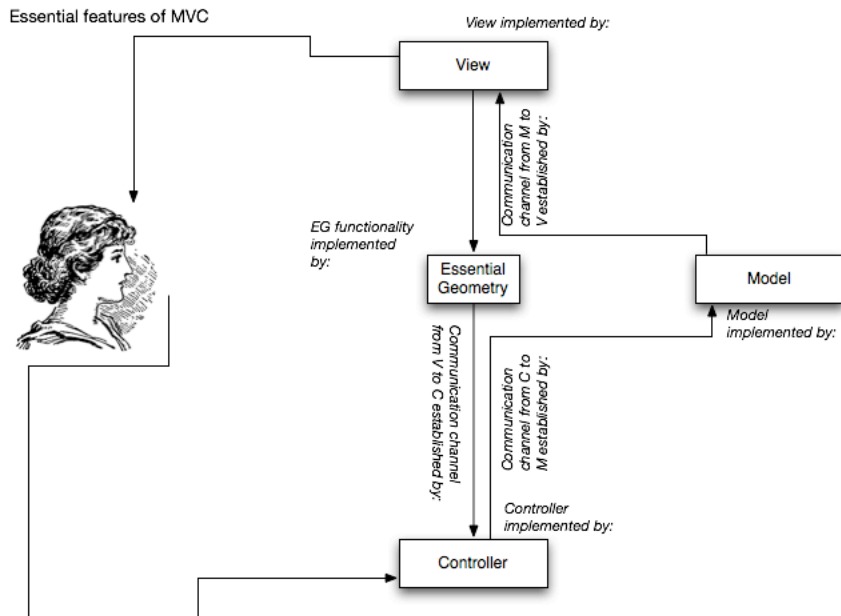
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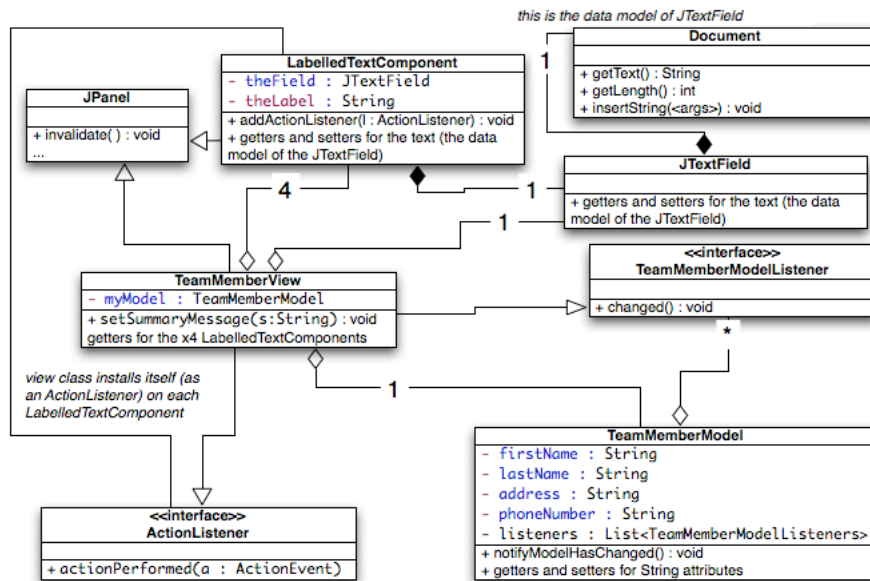
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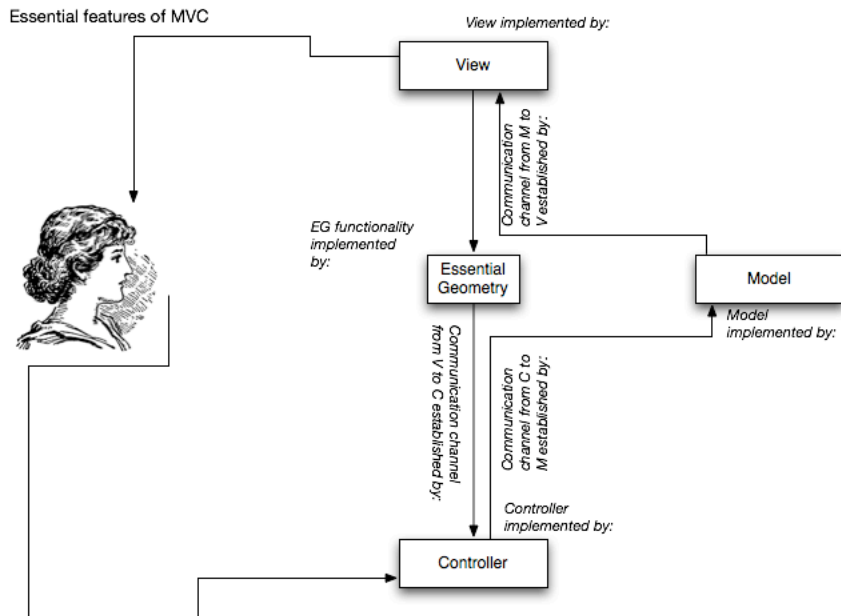
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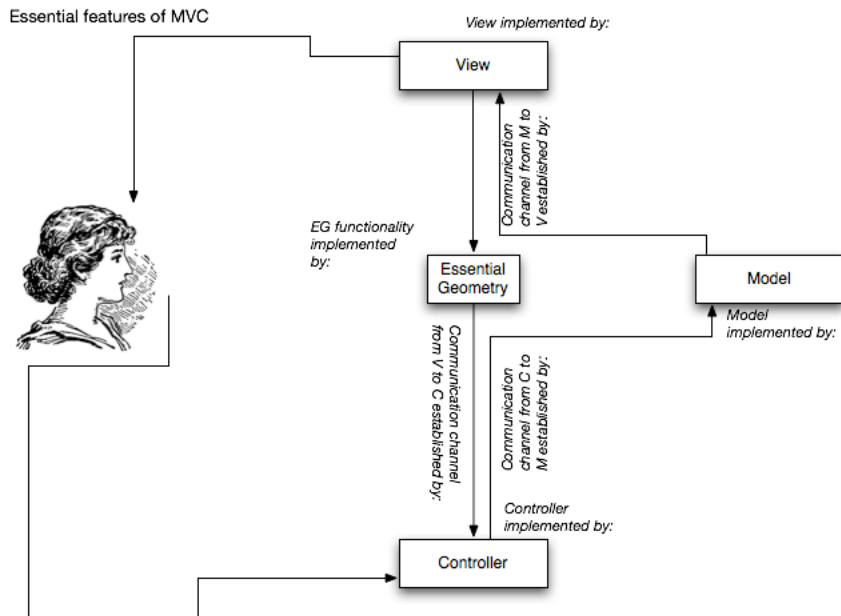
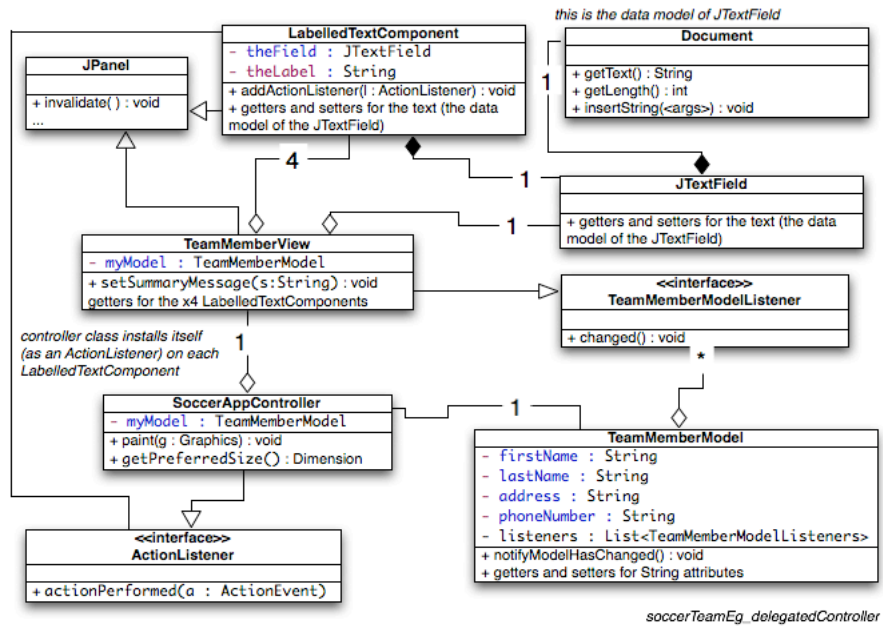


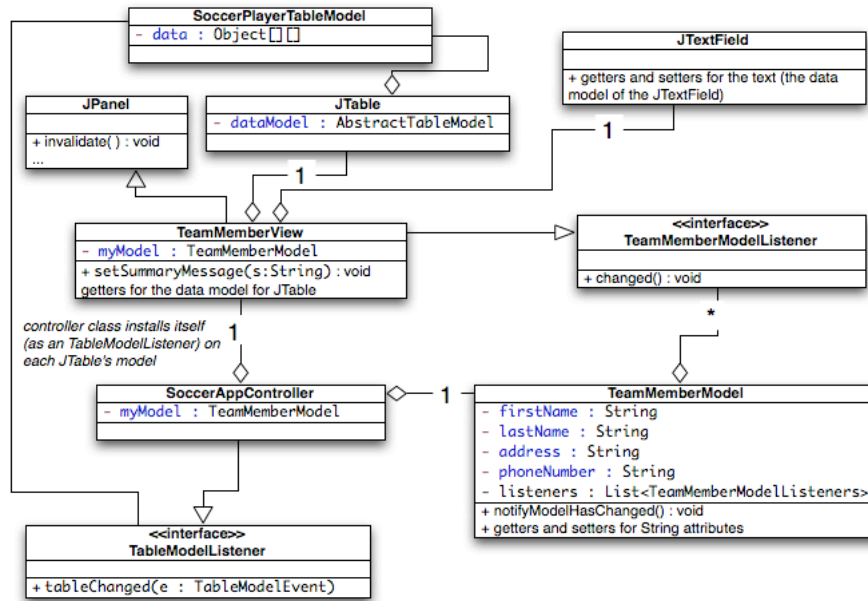
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Essential features of MVC

