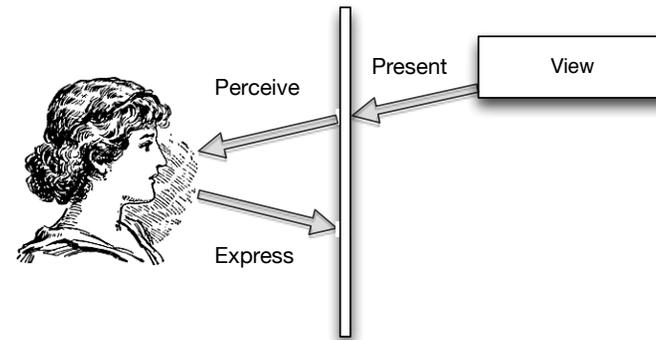


# CSE 1720

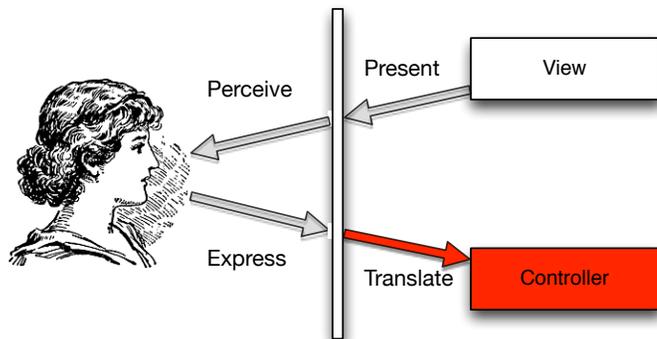
## Lecture 20 Model-View-Controller

### L15App1



2

### L15App2

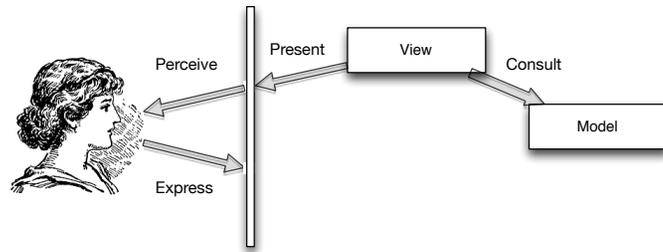


3

- L20App1
  - Introduce PolkaDot class
  - Introduce PolkaDotDataModel
  - Discuss how
    - model is passed to view
    - the view consults the model when determining how to paint itself (CanvasPanel)
  - Note use of L20FrameBasicVersion
  - **But this app is not interactive!**
- L20App2
  - introduce class DotControllerTrivial
    - glorified MouseListener, can detect mouse events but doesn't translate them into any impact on the GUI)
  - **but this app is still not interactive**
- L20App3
  - introduce class L20Frame
    - a listener of the model, redraws itself when the model changes
  - introduce controller DotController
    - MouseListener that detects mouse events and translate them into an impact on the GUI
  - **now this app is interactive!**

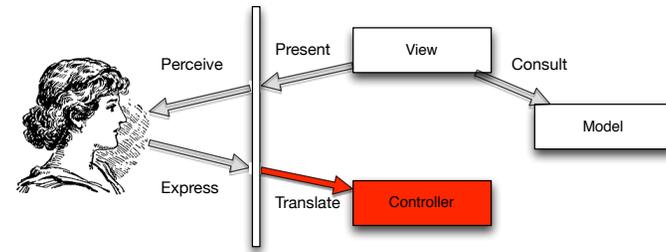
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## L20App1



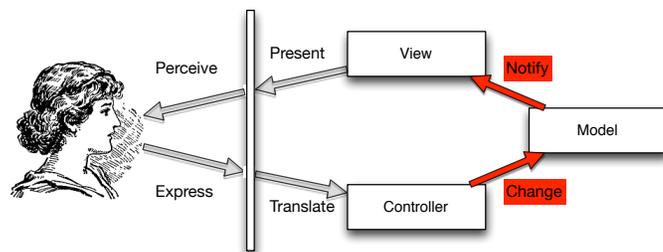
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## L20App2



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## L20App3



7