

Model-View-Controller Design Pattern- Overview

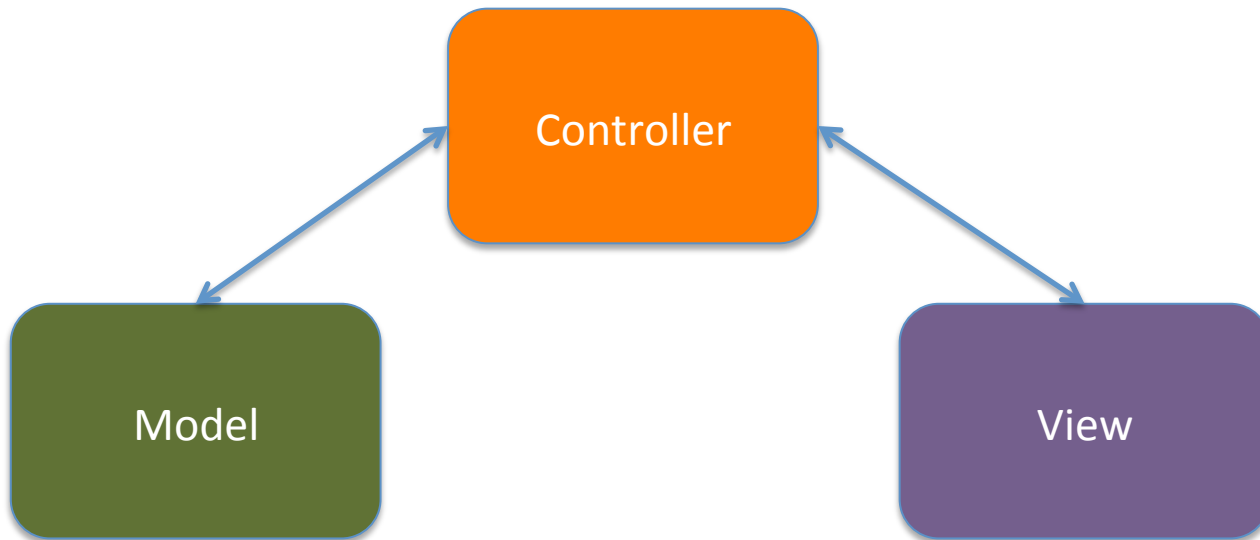
1DevDay, 2011

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Overview

- Architecture of your application
- Objects perform one three roles (M/V/C)
- Reusable , cleaner code



Model Objects

- Holds the data and logic for data manipulation
- Typically no direct connection with the UI
- Example: Objects that fetch and hold data from a network

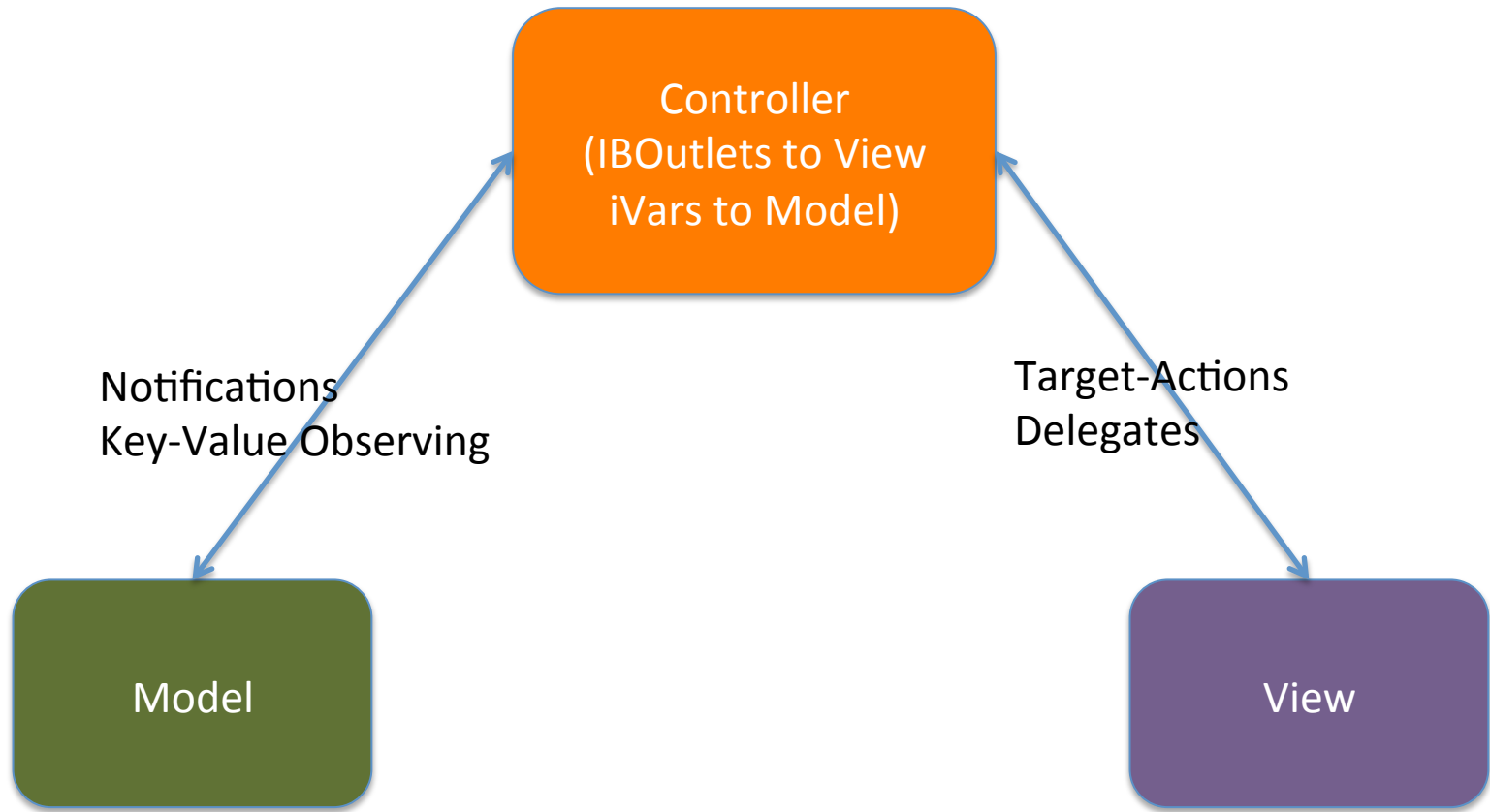
View Objects

- Concerned with the user interface, presentation of data
 - Eg: Buttons, Labels, Text boxes etc.
- Typically no direct connection with model
- Can use the Interface Builder (IB) tool for defining and laying out the view
 - iOS 5: Storyboards define view layout for an entire application

Controller Objects

- Intermediary between view and model objects
 - Handles input from view, process it and updates the model
 - Handles changes from model, updates the view

Communication Between the Objects



The Lines are often blurry...

- View Controllers
 - Controllers that also handle the UI
- Model Controllers
 - Controllers that manage the data