Lecture 7: Introduction to Patterns, Model View Controller Pattern

- What is a Pattern? (me, 10 min)
- Model View Controller Pattern (me, 10 min)
- Apply MVC to your Project (you, 5 min)
- Pattern Categorization (me, 20 min)
- ESDL installation (we, second lesson)
Design pattern: Gang of Four’s description

“A design pattern names, abstracts, and identifies the key aspects of a common design structure that make it useful for creating a reusable object-oriented design.”

Erich Gamma et al., Design Patterns: Elements of Reusable Object-Oriented Software, 1995, p 3.

Description of a design pattern

A design pattern is given by one or more of

- A description of the pattern’s intent
- Use cases
- A software architecture for typical implementations

Model View Controller

A = 50%
B = 30%
C = 20%
Model View Controller (2/2)

- **Model**
  - Encapsulates application state
  - Exposes application functionality
  - Notifies view of changes

- **View**
  - Renders the model
  - Sends user gestures to controller
  - Allows controller to select view

- **Controller**
  - Defines application behavior
  - Maps user actions to model updates
  - Selects view for response
  - One for each functionality

GoF’s description of a design pattern

- Pattern name and classification
- Intent
- Also known as
- Motivation
- Applicability
- Structure
- Participants
- Collaborations
- Consequences
- Implementation
- Sample code
- Known uses
- Related patterns

The GoF design patterns

- **Creational**
  - Abstract Factory
  - Builder
  - Factory Method
  - Prototype
  - Singleton

- **Structural**
  - Adapter
  - Bridge
  - Composite
  - Decorator
  - Façade
  - Flyweight
  - Proxy

- **Behavioral**
  - Chain of Responsibility
  - Command
  - Interpreter
  - Iterator
  - Mediator
  - Memento
  - Observer
  - State
  - Strategy
  - Template Method
  - Visitor
Creational design patterns (1/2)

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Structural design patterns (1/2)

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Creational design patterns (2/2)

- Goal:
  - Put more flexibility into the instantiation process
- How:
  - Through inheritance or delegation
- What:
  - Defer parts of object creation

Structural design patterns (2/2)
Structural design patterns (2/2)

- **Goal:**
  - Compose software elements into bigger structures

- **How:**
  - Through inheritance (static binding) or composition (flexibility)

Behavioral design patterns (1/2)

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Behavioral design patterns (2/2)

- **Deal with:**
  - Algorithms
  - Assignment of responsibilities between objects
  - Communication between objects

- **How:**
  - Through inheritance or composition
Exercise 5

- Start implementing your project now
- We will put an updated version of Exercise 5 on the web

Manually Deinstalling ESDL (1/2)

- Remove Environment Variables
  - ESDL
  - GOBO
  - EWG
  - SDL
  - SDL_HEADER
  - ISE_EIFFEL
  - ISE_C_COMPILER
  - GOBO_CC
  - GOBO_EIFFEL

Manually Deinstalling ESDL (2/2)

- Delete ESDL directory
- Delete dll’s in Windows System Directory
  - jpeg.dll
  - libpng1.dll
  - SDL.dll
  - SDL_image.dll
  - SDL_mixer.dll
  - sdlgfx.dll
  - zlib.dll
  - Reboot
Installing ESDL 0.6.0

- Download EiffelStudio 5.5
  - [http://se.inf.ethz.ch/download/games/developer](http://se.inf.ethz.ch/download/games/developer)
  - Download esdl_bcb_0.6.0.exe and install

End of lecture 7