mega very cool

The story of how the MVC pattern was developed

@nynnest


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OUR
FUTURE


Rails Girls


Cybernauterne

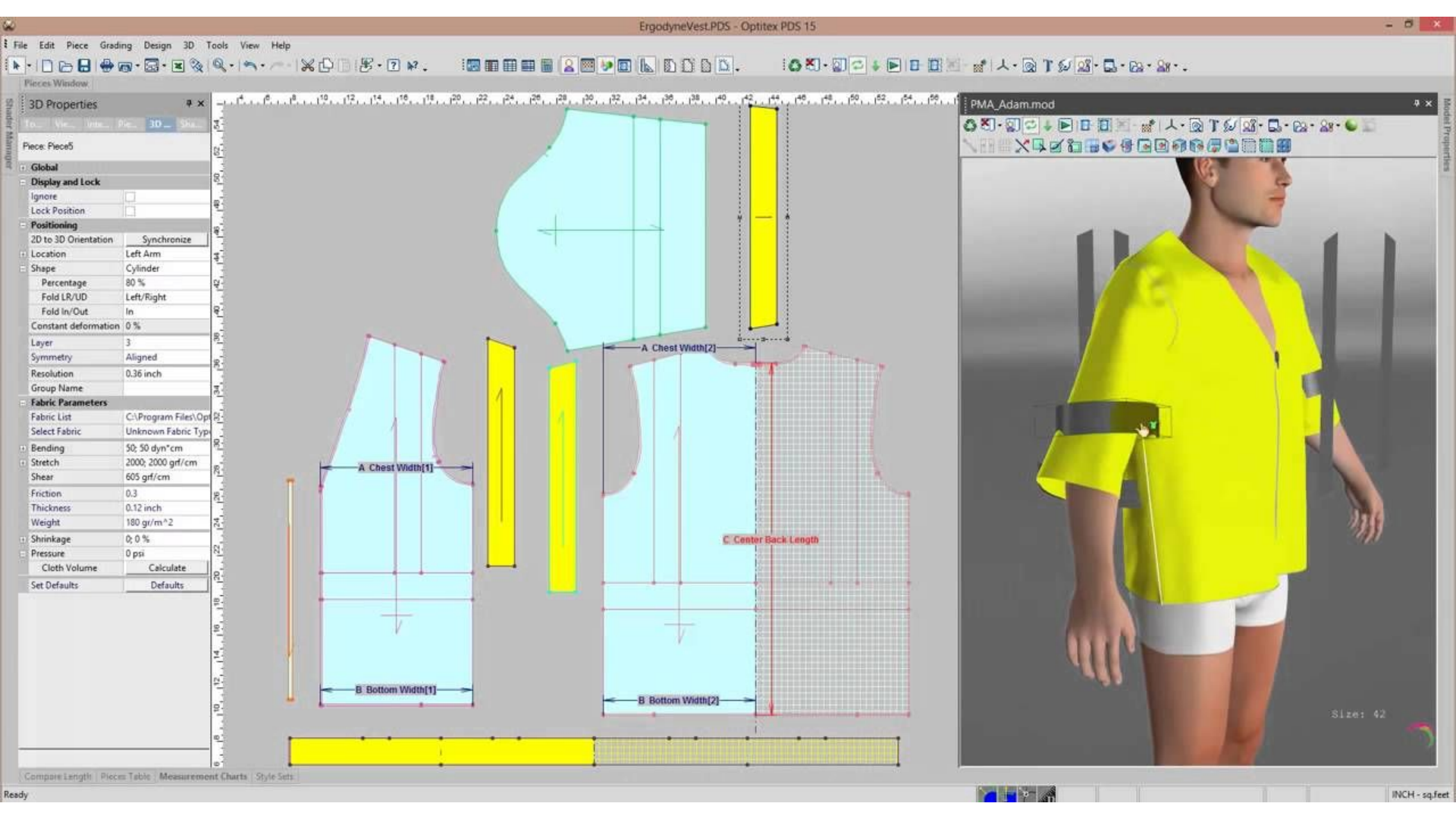

Women Techmakers


CPH.rb


Grant Compass

- What are design patterns
- What is the MVC pattern
- How did it come about
- Where do we go from here

What are Design Patterns?


ErgodyneVest.PDS - Optitex PDS 15
File Edit Piece Grading Design 3D Tools View Help
3D Properties
Piece: Piece5
Global
Display and Lock
Ignore
Lock Position
Positioning
2D to 3D Orientation
Synchronize
Location
Left Arm
Shape
Cylinder
Percentage
80 %
Fold LR/UD
Left/Right
Fold In/Out
In
Constant deformation
0 %
Layer
3
Symmetry
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Resolution
0.36 inch
Group Name
Fabric Parameters
Fabric List
C:\Program Files\Opt
Select Fabric
Unknown Fabric Typ
Bending
50; 50 dyn*cm
Stretch
2000; 2000 grf/cm
Shear
605 grf/cm
Friction
0.3
Thickness
0.12 inch
Weight
180 gr/m^2
Shrinkage
0; 0 %
Pressure
0 psi
Cloth Volume
Calculate
Set Defaults
Defaults
A Chest Width[2]
A Chest Width[1]
C Center Back Length
B Bottom Width[1]
B Bottom Width[2]
PMA_Adam.mod
Size: 42
Compare Length
Pieces Table
Measurement Charts
Style Sets
Ready
INCH - sq.feet

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10th Anniversary
Updated for Java 8

Head First Design Patterns

A Brain-Friendly Guide

Avoid those embarrassing coupling mistakes

Discover the secrets of the Patterns Guru

Find out how Starbuzz Coffee doubled their stock price with the Decorator pattern

Learn why everything your friends know about Factory pattern is probably wrong

Load the patterns that matter straight into your brain

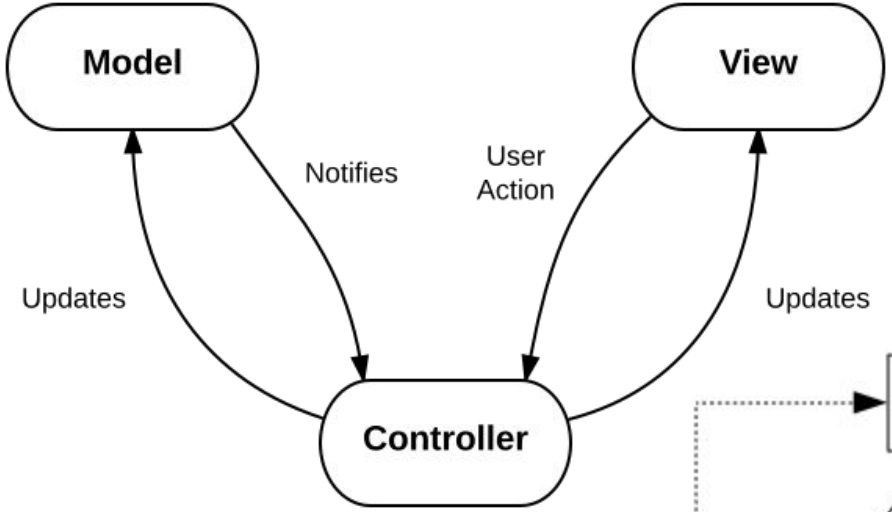
See why Jim's love life improved when he cut down his inheritance

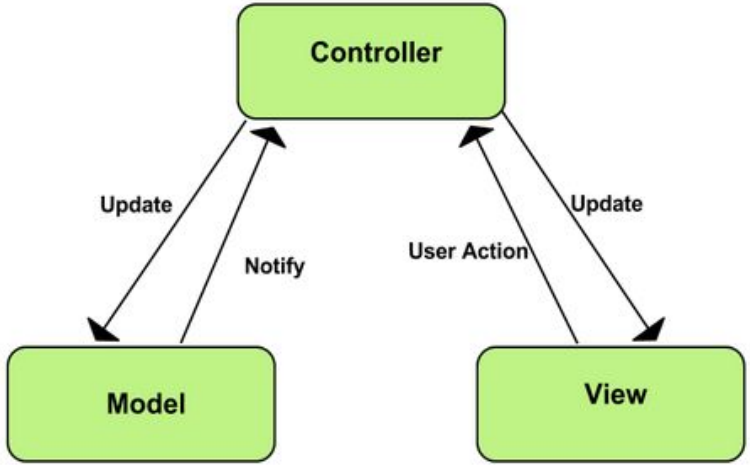
Eric Freeman & Elisabeth Robson
with Kathy Sierra & Bert Bates

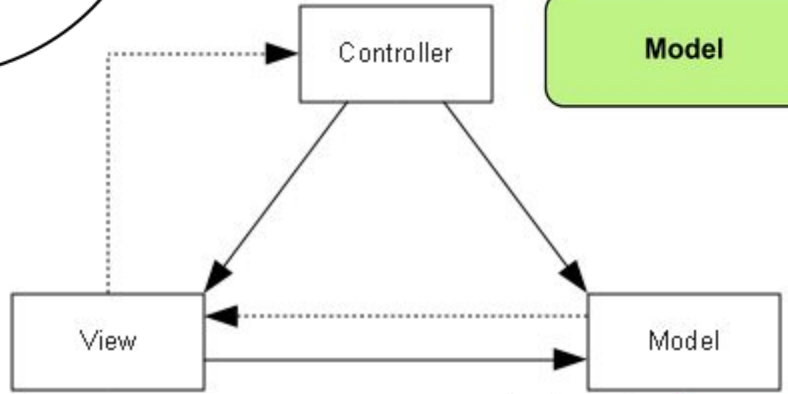
Wouldn't it be dreamy if there were a way to build software so that when we need to change it, we could do so with the least possible impact on the existing code? We could spend less time reworking code and more making the program do cooler things...

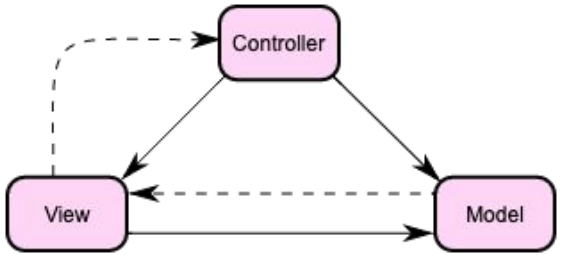
- Reusable solution to commonly occurring problem
- Description or template for how to solve a problem that can be reused
- Formalized best practices

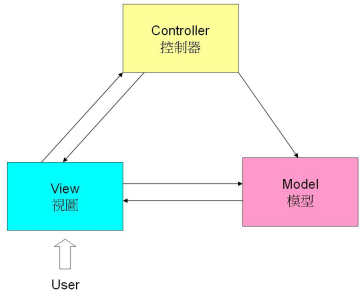
What is the MVC pattern? How did it come about?

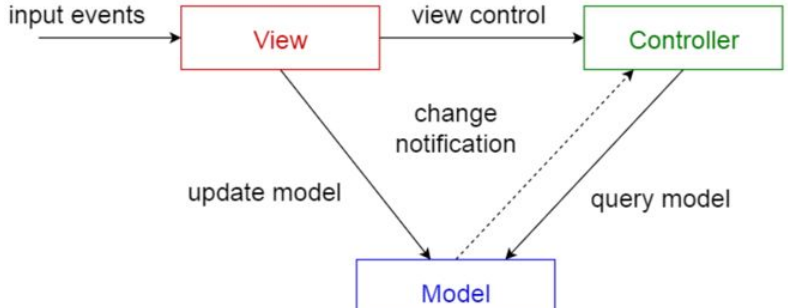

Model
View
Notifies
User Action
Updates
Updates
Controller


Controller
Update
Notify
User Action
Update
Model
View

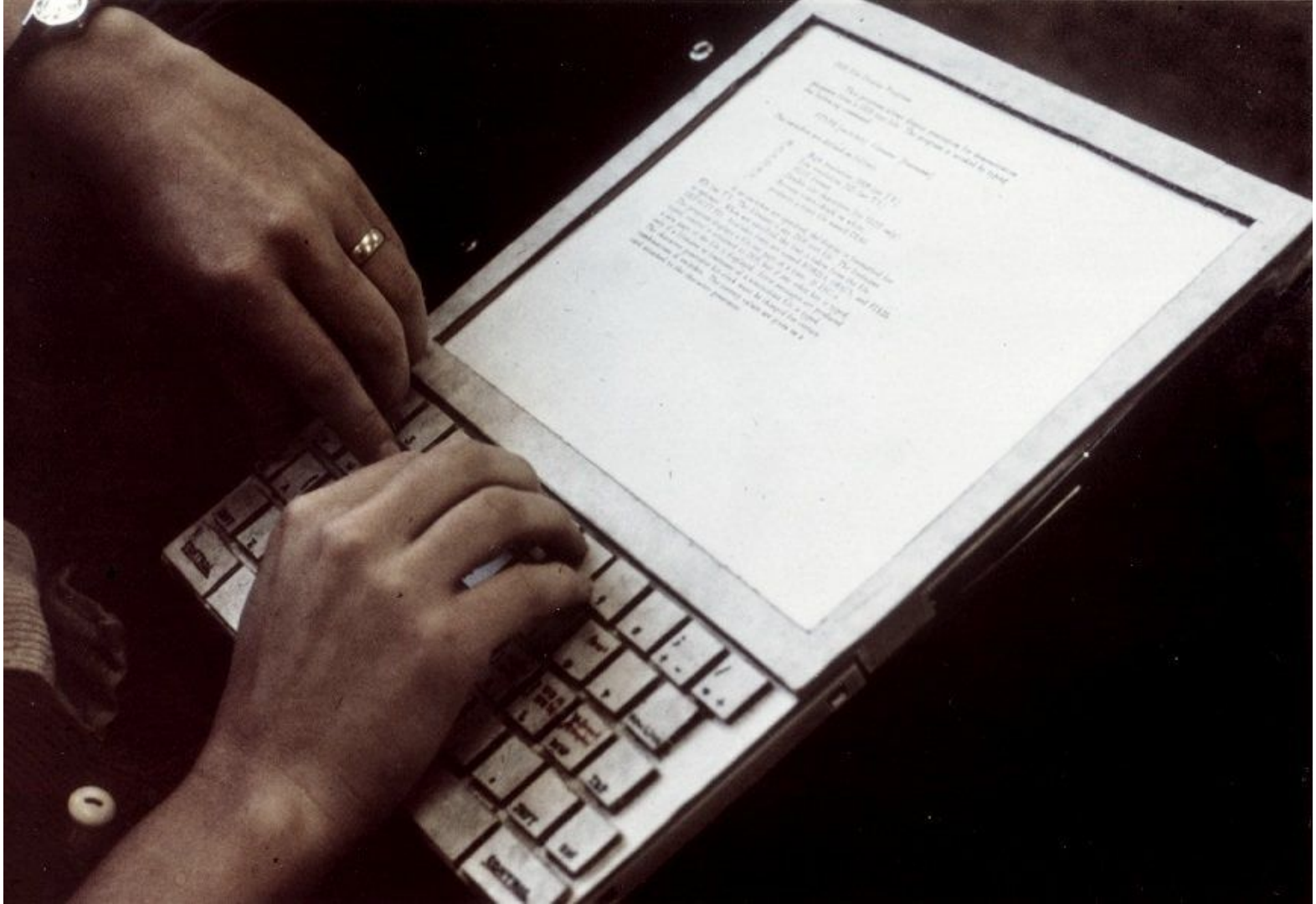

Controller
View
Model


Controller
View
Model


Controller
控制器
View
視圖
Model
模型
User


input events
View
view control
Controller
change
notification
update model
query model
Model

- A pattern in software design commonly used to implement user interfaces, data, and controlling logic
- It emphasizes a separation between the software's business logic and display.
- This "separation of concerns" provides for a better division of labor and improved maintenance.



"One of the most ill-understood patterns in the software world"

-Martin Fowler

THING-MODEL-VIEW-EDITOR
an Example from a planningsystem

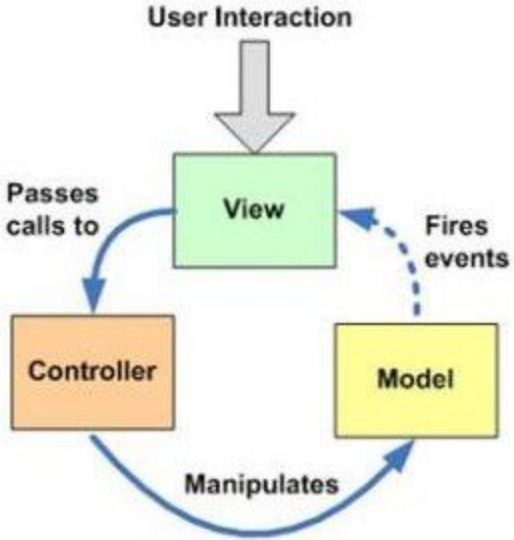
To LRG

From Trygve Reenskaug

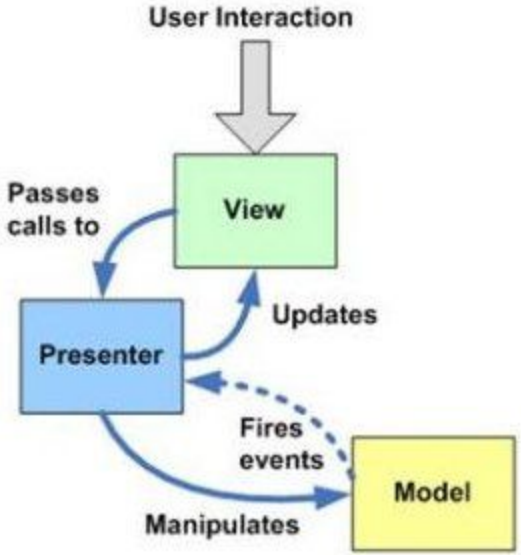
Filed on [IVY]<Reenskaug>SMALL> TERMIN0LOGY2.DOC

Date 12 MAY 1979

The purpose of this note is to explore the *thing-model-view-editor* metaphors through a coherent set of examples. The examples are all drawn from my planningsystem, and illustrate the above four notions. All examples have been implemented, albeit not within the clean class structure described here. The metaphors correspond to *real world-Model-view-Tool* as proposed in *A note on DynaBook requirements* ([Ivy]<Reenskaug>DynaBook.doc).



Model-View-Controller



Model-View-Presenter

Model-View-Controller means a lot of different things

Where do we go from here?

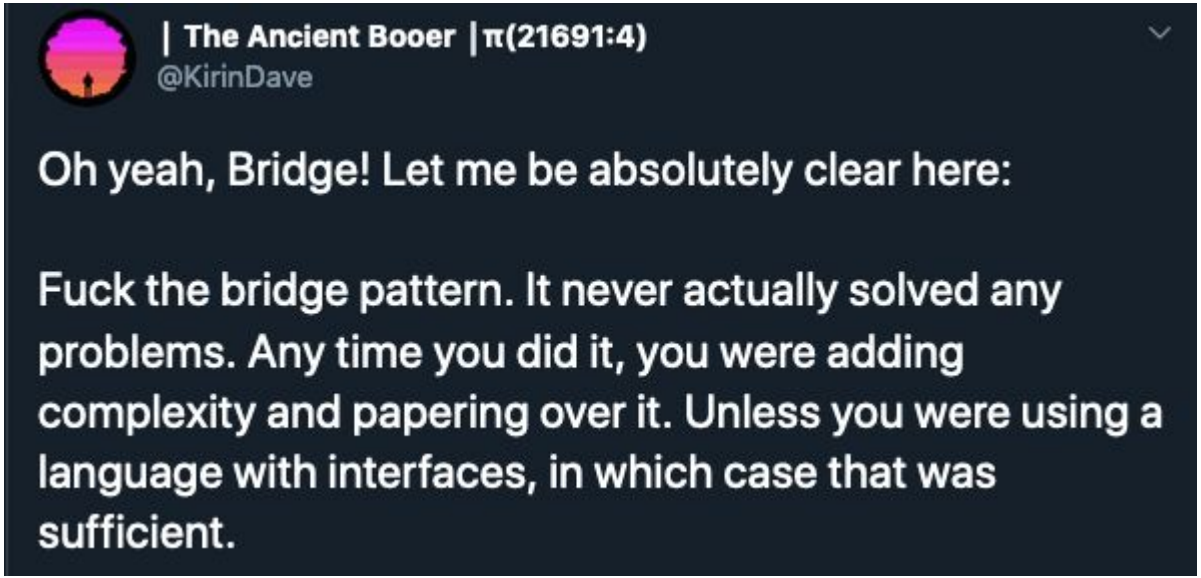
Design Patterns

Elements of Reusable Object-Oriented Software

Erich Gamma
Richard Helm
Ralph Johnson
John Vlissides

Foreword by Grady Booch

ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES


| The Ancient Booer |π(21691:4)
@KirinDave
Oh yeah, Bridge! Let me be absolutely clear here:
Fuck the bridge pattern. It never actually solved any problems. Any time you did it, you were adding complexity and papering over it. Unless you were using a language with interfaces, in which case that was sufficient.

Why did we build React?

June 05, 2013 by Pete Hunt

There are a lot of JavaScript MVC frameworks out there. Why did we build React and why would you want to use it?

React isn't an MVC framework.

React is a library for building composable user interfaces. It encourages the creation of reusable UI components which present data that changes over time.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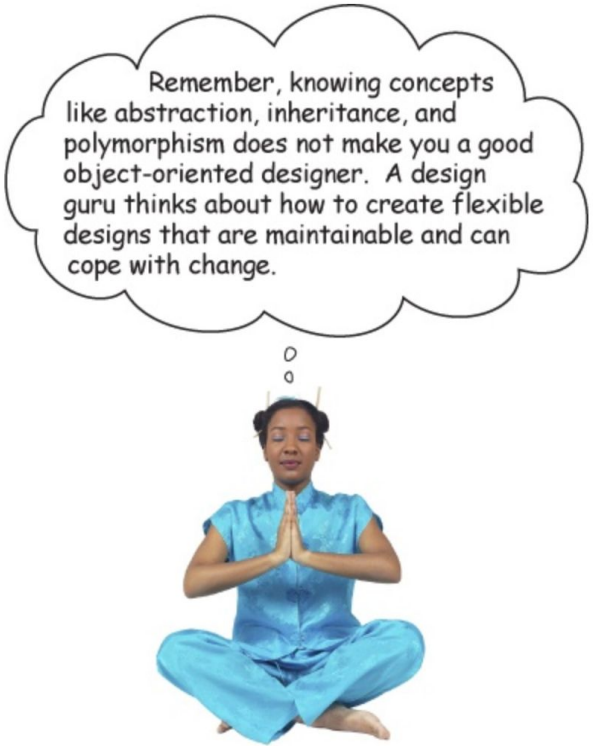
Remember, knowing concepts like abstraction, inheritance, and polymorphism does not make you a good object-oriented designer. A design guru thinks about how to create flexible designs that are maintainable and can cope with change.

thank you!

@nynnest