ANNOUNCEMENTS

- No posting of code in the forum
- Check class announcements daily
MODEL-VIEW-CONTROLLER (MVC)

- Model for GUI programming (Xerox PARC ’78)
- Separates GUI into 3 components
  1. Model $\Rightarrow$ application data
  2. View $\Rightarrow$ visual interface
  3. Controller $\Rightarrow$ user interaction
MVC MODEL OF GUI DESIGN

- **Model**
  - Should perform actual work
  - Should be independent of the GUI
  - But can provide access methods

- **Controller**
  - Lets user **control** what work the program is doing
  - Design of controller depends on model

- **View**
  - Lets user see what the program is doing
  - Should not display what controller **thinks** is happening
    (base display on model, not controller)
How should we design our systems using this model?

Example: AverageComputation.html

Example: AverageComputationMVC.html

Let’s think about our projects and the use of MVC
**INNERTML PROPERTY**

- Property defining:
  - HTML code
  - Text occurring between the opening and closing tags of the element
- Allows you to modify/define HTML content
- **Example:** GetContent.html
- **Example:** ModifyContent.html
  - What happens if you keep selecting the Modify button?
PROJECT #3

- Quick overview of what you need to do
- Any questions?
IN-CLASS LAB