

## 21 The Model-View-Controller Pattern

The design patterns we've seen until now are either small-scale (the Specification pattern for how to derive an implementation from an ADT, for instance, talking about a single class hierarchy) or medium-scale (the Observer pattern, regulating the interaction between distinct classes).

We focus now on a design pattern that pertains to the structuring of an application as a whole. Those often are called *architectural patterns*, because they involve the design of the architecture of an application. Such patterns are useful to figure out where to start when implementing an application.

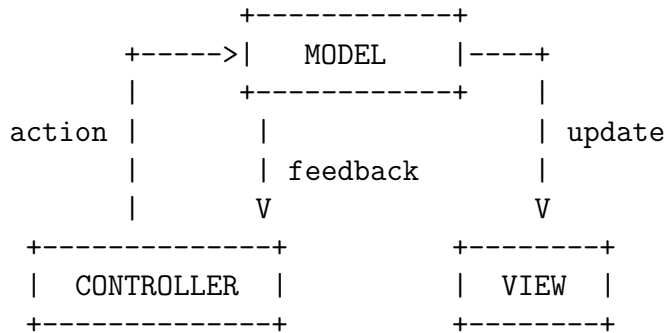
The *Model-View-Controller* (MVC for short) pattern goes back to the 70s, in the Smalltalk community. The idea of the MVC pattern is to separate the following aspects of an application:

- the *model*: capturing the state of an application and its internal logic dictating how its state changes when actions are performed;
- the *controller*: capturing how the model is informed of actions that are performed (generally, this is driven by input from the user);
- the *view*: capturing how the application displays its results to the user.

Why might we want to do that? This decoupling is useful for modern applications which have sometimes specific requirements:

- they may need to work on multiple platforms or operating systems — in which case the model is usually the same, but the details of how to get the view working for a particular operating system may be different, or how to get input from the user; even in the case of a single operating system, we may want an application to have a view that suitable for a mobile phone, and a view suitable for a desktop.
- they may require different models based on the size of data they operate on, or where they store their data (for instance, there may be a need to backup the application state for server application, requiring a different model than one for which the state is completely in memory.)
- they may need to work on the web, there the view (generally HTML code rendered in the browser) can change pretty drastically based on other requirements.

The interaction between the three components is slightly different depending on the application and who you talk to, but a first approximation can be captured by the following diagram:



Roughly, the controller is in charge of directing the model by invoking actions, and the model informs the view when the state has changed so that the view can update its display (thus, the view is really an observer of the model). Often, the model sends feedback to the controller, because changes in the state of the application may change the possibilities open to the controller in terms of what actions can be performed.

## 21.1 An Example: A Maze Game

The best way to illustrate an architectural pattern is to give a sample application implemented using the pattern. The example I have is a simple maze game. The code for it is available on the website, and I'll just give the highlights here.

The game: you're in a maze, and you have to find the exit. Movement in the maze involves moving forward, moving back, turning left, and turning right. For simplicity, we'll consider a model of the maze where the maze is on a square grid, movement back and forth is done one square at a time, and the directions one can be facing are one of north, east, south, or west.

Let's first describe the interfaces capturing the functionality of the model, the controller, and the view for the Maze game.

```

public interface Model {
    public boolean performLeft ();
    public boolean performRight ();
    public boolean performForward ();
    public boolean performBack ();
}

```

Basically, a model can respond to request to perform actions “turn left”, “turn right”, “move forward”, and “move backwards” applied to the player’s position and direction. When we create a model, we will supply it with a view and a controller, so that it can interact with them.

```
public interface Controller {  
    public void attachToModel (Model m);  
    public void run ();  
}
```

A controller, on the other hand, once created, can either be attached to a model (when the model is created, it will generally attach itself to the controller it is passed as an argument — see below — we need to do this kind of convolution because there is a dependency going both ways between a model and a controller, which both need to know about each other), or it can be “run”, meaning that it starts controlling the model.

```
public interface View {  
    public void attachToModel (Model m);  
    public void update (Visible vis);  
    public void win ();  
}
```

A view, just like a controller, can be attached to a model (and for the same reasons), and it can updated (to display the current position of the player and presumably what he or she sees), or it can be told that the game is won, in order to congratulate the player. To ensure that the update does not depend too much on the details of the implementation of the model, we use an interface `Visible` to abstract away the information that the model sends to the view about what the player sees. For simplicity, I defined `Visible` to be a set of predicates that lets the view ask about what openings are visible in the current square (to the left, to the right, to the front), which openings are visible one square in front of the player, if visible (to the front left, to the front right, to the front front), and one square beyond, if visible (to the front front left, to the front front right, to the front front front). The view can also query for whether the square in front or the one beyond is a winning square.

```
public interface Visible {  
  
    public Direction direction ();  
    public boolean left ();  
    public boolean right ();  
    public boolean front ();  
    public boolean frontleft ();  
    public boolean frontright ();  
}
```

```

public boolean frontfront ();
public boolean frontfrontleft ();
public boolean frontfrontright ();
public boolean frontfrontfront ();
public boolean frontwin ();
public boolean frontfrontwin ();
}

```

And that's it. That defines the interactions between the model, the controller, and the view, in the context of the Maze game. Everything else is filling in the details.

We have interface, now we need implementations for those interfaces. First, let's define the basic model for the maze, which represents the maze as a set of connected cells, where each cell can be connected to up to four other cells, one in each of the four cardinal directions.

```

public class BasicModel implements Model {

    private View view;
    private Controller controller;

    private Cell cell;
    private Direction direction;

    protected BasicModel (View v, Controller c) {
        view = v;
        controller = c;
    }

    public static BasicModel create (View v, Controller c) {
        BasicModel m = new BasicModel(v,c);
        m.initializeMaze();
        v.attachToModel(m);
        c.attachToModel(m);
        // initial display of information
        m.updateView();
        return m;
    }

    private static class BasicVisible implements Visible {
        private Direction direction;
        private boolean left,right,front;
        private boolean fleft,fright,ffront;
        private boolean fleft,ffright,fffront;
    }
}

```

```

private boolean fwin,ffwin;

public BasicVisible (Direction d, boolean l, boolean r, boolean f,
                    boolean fl, boolean fr, boolean ff,
                    boolean ffl, boolean ffr, boolean fff,
                    boolean fw, boolean ffw) {
    direction=d;
    left=l; right=r; front=f;
    fleft=fl; fright=fr; ffront=ff;
    fleft=ffl; fright=ffr; ffront=fff;
    fwin=fw; fwin=ffw;
}

public Direction direction () { return direction; }
public boolean left () { return left; }
public boolean right () { return right; }
public boolean front () { return front; }
public boolean frontleft () { return fleft; }
public boolean frontright () { return fright; }
public boolean frontfront () { return ffront; }
public boolean frontfrontleft () { return fleft; }
public boolean frontfrontright () { return fright; }
public boolean frontfrontfront () { return ffront; }
public boolean frontwin () { return fwin; }
public boolean frontfrontwin () { return fwin; }
}

private boolean isOpening (Option<Cell> oc) {
    return (!(oc.isNone()));
}

private void updateView () {
    Visible vis;
    boolean l = isOpening(cell.exit(direction.left()));
    boolean r = isOpening(cell.exit(direction.right()));
    Option<Cell> front = cell.exit(direction);
    if (!isOpening(front)) {
        view.update(new BasicVisible(direction,l,r,false,false,false,false,
                                     false,false,false,false,false));
    }
    return;
}
boolean fl = isOpening(front.valOf().exit(direction.left()));

```

```

boolean fr = isOpening(front.valOf().exit(direction.right()));
Option<Cell> ffront = front.valOf().exit(direction);
boolean fwin = front.valOf().isWin();
if (!isOpening(ffront)) {
    view.update(new BasicVisible(direction,l,r,true,fl,fr,false,
                                false,false,false,fwin,false));

    return;
}
boolean ffl = isOpening(ffront.valOf().exit(direction.left()));
boolean ffr = isOpening(ffront.valOf().exit(direction.right()));
Option<Cell> fffront = ffront.valOf().exit(direction);
boolean ffwin = fffront.valOf().isWin();
view.update(new BasicVisible(direction,l,r,true,fl,fr,true,
                                ffl,ffr,isOpening(fffront),
                                fwin,ffwin));
}

private void initializeMaze () {
    Cell[] cells = new Cell[8];

    // create cells
    for (int i=0; i<8; i++)
        cells[i] = Cell.create();
    Cell wincell = WinCell.create();

    // connect cells
    cells[0].connect(Direction.SOUTH,cells[1]);
    cells[1].connect(Direction.SOUTH,cells[2]);
    cells[2].connect(Direction.EAST,cells[3]);
    cells[3].connect(Direction.EAST,cells[4]);
    cells[4].connect(Direction.NORTH,cells[5]);
    cells[5].connect(Direction.NORTH,cells[6]);
    cells[6].connect(Direction.WEST,cells[7]);
    cells[7].connect(Direction.WEST,cells[0]);

    cells[4].connect(Direction.SOUTH,wincell);

    // choose starting cell + starting direction
    cell = cells[0];
    direction = Direction.NORTH;
}

```

```
public boolean performLeft () {
    direction=direction.left();
    updateView();
    return true;
}

public boolean performRight () {
    direction=direction.right();
    updateView();
    return true;
}

public boolean performForward () {
    Option<Cell> res = cell.exit(direction);
    if (res.isNone())
        return false;
    cell=res.valueOf();
    updateView();
    if (cell.isWin())
        view.win();
    return true;
}

public boolean performBack () {
    Option<Cell> res = cell.exit(direction.opposite());
    if (res.isNone())
        return false;
    cell=res.valueOf();
    updateView();
    return true;
}
}
```

Private fields hold the view and controller the model is connected to, as well as a `Cell` holding the current position of the player in the maze, as well as the direction the player is facing. Directions are given as an *enumeration type*, which is a way to represent constants in a nice way that allows you to define methods for those constants. I will send you to the online Java tutorials for more details about enums, but here is the code for `Direction`:

```
public enum Direction {
    NORTH, EAST, SOUTH, WEST;
```

```

public Direction left () {
    switch(this) {
        case NORTH:
            return WEST;
        case EAST:
            return NORTH;
        case SOUTH:
            return EAST;
        case WEST:
            return SOUTH;
    }
    throw new Error("Unknown direction: " + this);
}

public Direction right () {
    switch(this) {
        case NORTH:
            return EAST;
        case EAST:
            return SOUTH;
        case SOUTH:
            return WEST;
        case WEST:
            return NORTH;
    }
    throw new Error("Unknown direction: " + this);
}

public Direction opposite () {
    switch(this) {
        case NORTH: return SOUTH;
        case EAST: return WEST;
        case SOUTH: return NORTH;
        case WEST: return EAST;
    }
    throw new Error("Unknown direction: " + this);
}
}

```

Intuitively, there are four constants of type `Description`, `NORTH`, `SOUTH`, `EAST`, and `WEST`, and there are three methods defined for those constants, `left()`, `right()`, `opposite()`, that



gives us the direction 90 degrees counter-clockwise, 90 degrees clockwise, and 180 degrees from the direction these methods are applied to.

Back to `BasicModel`: in the creator `create()`, we see that the model attaches itself to the view and to the controller, after having initialized the maze — basically creating and connecting the cells making up the maze, which also sets the starting cell and the starting direction — and then calls helper method `updateView()` that will give the first rendering to the player. That method takes the current cell and the cells in the direction the player is facing and uses that information to create an instance of `BasicVisible`, which is a class implementing the `Visible` interface, and that can be passed to the view for displaying purposes.

Operations `performLeft()`, `performRight()`, `performForward()`, and `performBack()` update the position or direction of the player, updating the view after every action.

I will not say much about cells, except to give their signature (the code is on the website, as I said):

```
public static Cell create ();
public void connect (Direction d, Cell c);
public Option<Cell> exit (Direction d);
public boolean isWin ();
```

Once created, a cell is not connected to any other cell. Calling `connect(d,c)` mutates the cell so that its exit in the `d` direction leads to cell `c` — this also has the effect of mutating cell `c` so that its exit in the `d.opposite()` direction leads to the original cell. To get the exit of a cell in a particular direction `d`, call `exit(d)` — the result is either `none()` if there is no exit in that direction (i.e., it is a wall), or `some(c)` where `c` is the cell that the direction leads to. Method `isWin()` checks whether the cell is a winning cell. (Winning cells are implemented as a subclass of cells.)

So this essentially takes care of the model. What we're missing is a controller and a view. First, the controller. I'm going to describe a simple controller here, driven by commands from the player that he or she types at a simple command line.

```
import java.io.*;

public class TextController implements Controller {

    private Option<Model> maze;

    protected TextController () {
        maze = Option.none();
    }
}
```

```

public static TextController create () {
    return new TextController();
}

public void attachToModel (Model m) {
    maze = Option.some(m);
}

private String getInput () {

    BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
    String response = "";

    try {
        response = br.readLine();
        if (response==null) {
            return "";
        }
    } catch (IOException ioe) {
        System.out.println("IO error reading from terminal\n");
        System.exit(1);
    }
    return response;
}

private boolean process (String response) {
    if (response.equals("forward") || response.equals("f"))
        return maze.valOf().performForward();
    else if (response.equals("back") || response.equals("b"))
        return maze.valOf().performBack();
    else if (response.equals("left") || response.equals("l"))
        return maze.valOf().performLeft();
    else if (response.equals("right") || response.equals("r"))
        return maze.valOf().performRight();
    else if (response.equals("quit") || response.equals("q"))
        System.exit(0);
    return false;
}

public void run () {
    String response;

```

```

    if (maze.isNone())
        throw new Error("TextController not initialized with model");

    while (true) {
        System.out.print("> ");
        response = getInput();
        if (!process(response))
            System.out.println("Cannot perform action");
    }
}
}

```

Nothing really special here, it is similar to other command loops we have played with in the last few lectures. The thing is that when a response is recognized as a command, the appropriate method from the model is called, from that model that is attached to the controller.

So the controller sends actions to the model, which invokes a view to display results to the player. Here is a simple view, that textually describes what the player sees in his immediate vicinity:

```

public class TextView implements View {

    private Option<Model> maze;

    protected TextView () {
        maze = Option.none();
    }

    public static TextView create () {
        return new TextView();
    }

    public void attachToModel (Model m) {
        maze = Option.some(m);
    }

    private String status (boolean b) {
        if (b)
            return "open";
        else
            return "blocked";
    }
}

```

```

public void update (Visible vis) {
    System.out.println("Facing: " + vis.direction());
    System.out.println("Passage in front is " + status(vis.front()));
    System.out.println("Passage on left is " + status(vis.left()));
    System.out.println("Passage on right is " + status(vis.right()));
    if (vis.frontwin())
        System.out.println("Winning square is up front");
}

public void win () {
    System.out.println("You won");
    System.exit(0);
}
}

```

It is pretty much self-explanatory.

Now that we have all the components of the application, we can connect them together to create the Maze game with textual input and output:

```

public class MainText {

    public static void main (String[] argv) {

        View v = TextView.create();
        Controller c = TextController.create();
        Model m = BasicModel.create(v,c);

        c.run();
    }
}

```

And that's it. Running it gives:

```

Facing: NORTH
Passage in front is blocked
Passage on left is blocked
Passage on right is open
> r
Facing: EAST
Passage in front is open

```

```

Passage on left  is blocked
Passage on right is open
> f
Facing: EAST
Passage in front is open
Passage on left  is blocked
Passage on right is blocked
> f
Facing: EAST
Passage in front is blocked
Passage on left  is blocked
Passage on right is open
> r
Facing: SOUTH
Passage in front is open
Passage on left  is blocked
Passage on right is open
> f
Facing: SOUTH
Passage in front is open
Passage on left  is blocked
Passage on right is blocked
> f
Facing: SOUTH
Passage in front is open
Passage on left  is blocked
Passage on right is open
Winning square is up front
> f
Facing: SOUTH
Passage in front is blocked
Passage on left  is blocked
Passage on right is blocked
You won

```

What's more exciting is that we can change the view or the controller, and get different variants of the game. I won't show it here, but in the code I give on the website is a different view, the `GUIView`, which displays what the player sees as a 3D-ish rendering. Creating a version of the Maze game with that view is a simple matter of using:

```

public class MainGUI {

    public static void main (String[] argv) {

```

```

    View v = GUIView.create();
    Controller c = TextController.create();
    Model m = BasicModel.create(v,c);

    c.run();
}

```

Very little change, but the game feels quite different. Even more so if we replace the `TextController` by one that can recognize key strokes in the display window, such as the `GUIController` I give on the website. Have a look, although to be honest the GUI code is somewhat clunky, and does not scale well. Nevertheless, it illustrates my point.

Finally, we can play interesting games with views. Here is a special view that multiplexes updates to two sub-views:

```

public class DualView implements View {

    private View view1;
    private View view2;

    protected DualView (View v1, View v2) {
        view1 = v1;
        view2 = v2;
    }

    public static DualView create (View v1, View v2) {
        return new DualView(v1,v2);
    }

    public void attachToModel (Model m) {
        view1.attachToModel(m);
        view2.attachToModel(m);
    }

    public void update (Visible vis) {
        view1.update(vis);
        view2.update(vis);
    }

    public void win () {
        view1.win();
    }
}

```

```
    view2.win();  
  }  
}
```

With this, we can very quickly implement a version of the Maze game that both displays a GUI window, and that gives a textual output of the player status, as follows:

```
public class MainDual {  
  
    public static void main (String[] argv) {  
  
        View v1 = GUIView.create();  
        View v2 = TextView.create();  
        View v = DualView.create(v1,v2);  
        Controller c = TextController.create();  
        Model m = BasicModel.create(v,c);  
  
        c.run();  
    }  
}
```