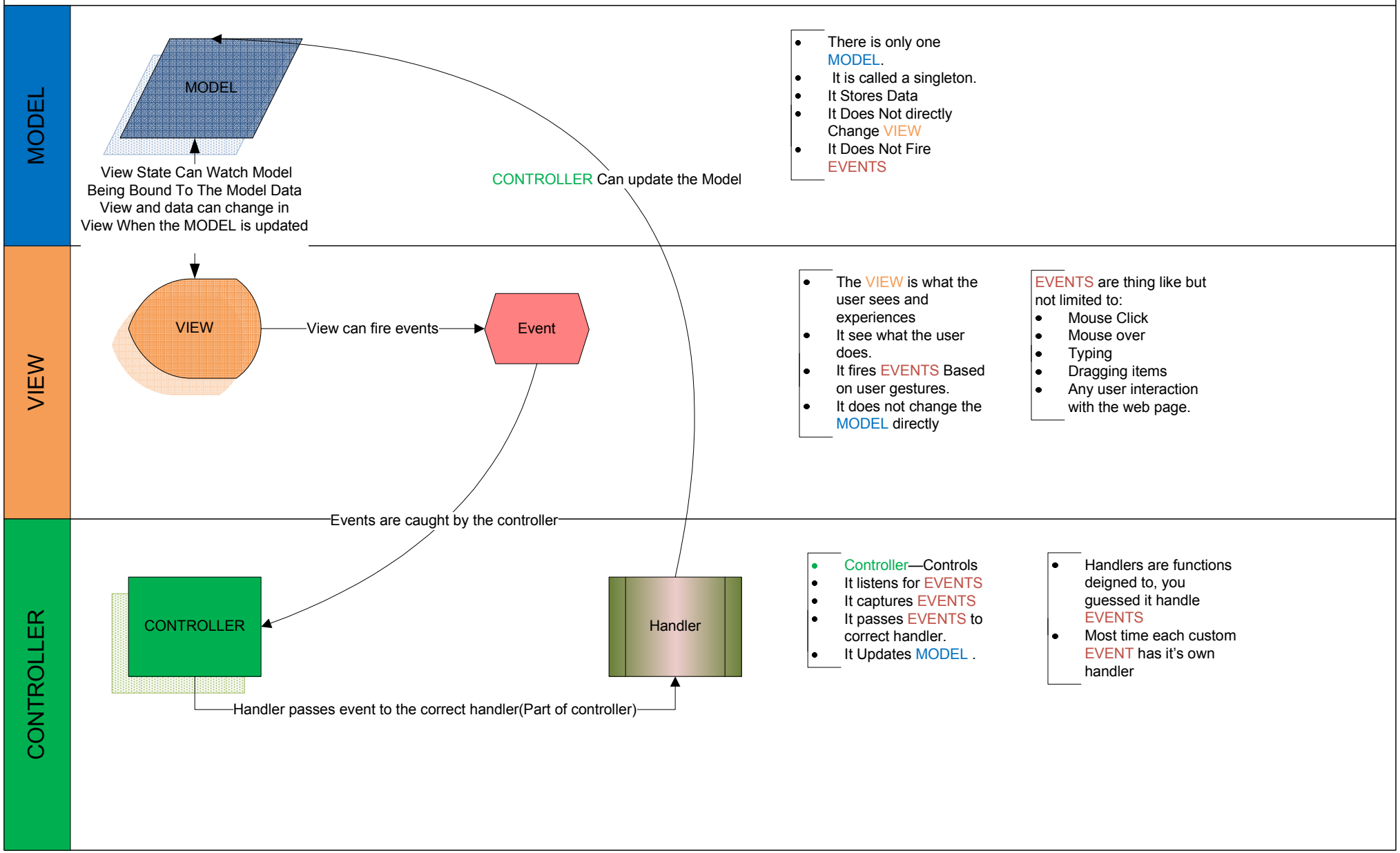
EASYMVC


MODEL
VIEW
CONTROLLER
MODEL
View State Can Watch Model
Being Bound To The Model Data
View and data can change in
View When the MODEL is updated
CONTROLLER Can update the Model
There is only one MODEL.
It is called a singleton.
It Stores Data
It Does Not directly Change VIEW
It Does Not Fire EVENTS
VIEW
View can fire events
Event
The VIEW is what the user sees and experiences
It see what the user does.
It fires EVENTS Based on user gestures.
It does not change the MODEL directly
EVENTS are thing like but not limited to:
Mouse Click
Mouse over
Typing
Dragging items
Any user interaction with the web page.
Events are caught by the controller
CONTROLLER
Handler
Handler passes event to the correct handler(Part of controller)
Controller—Controls
It listens for EVENTS
It captures EVENTS
It passes EVENTS to correct handler.
It Updates MODEL .
Handlers are functions deigned to, you guessed it handle EVENTS
Most time each custom EVENT has it's own handler