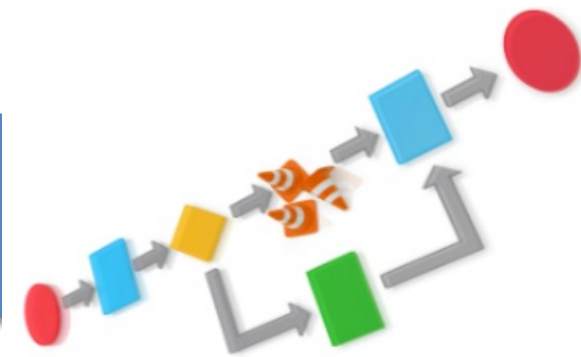


# Wright example - MVC

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*b6b36nss*



```
public final void onSensorChanged(SensorEvent event)
{
    m_flightIntensity = event.values[0];
    m_etAmblight.setText("" + m_flightIntensity + " lx");
}

private void resume()
{
    light, ... (NORMAL);
}
```

# Analýza

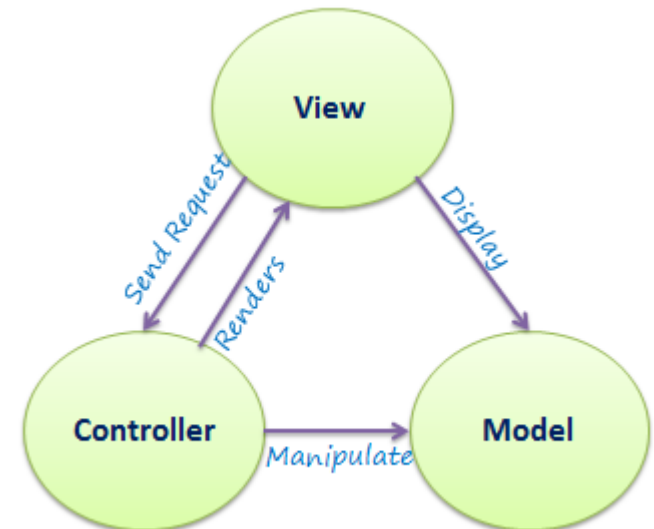
2 typy mvc

- aktivní

(navíc relace z M do V)

- pasivní

(viz obrázek)



2 možnosti jak modelovat:

- 3 konektory a 3 komponenty

- 1 konektor a 3 komponenty

# Příklad 1 (pouze konektory)

connector V-C-connector =  
role View = (request!x --> response?y --> View) | X  
role Controller = (invoke!v --> return?w -->  
Controller) |=| X  
glue = (View.request?x --> Controller!x -->  
Controller.return?y --> View.result!y --> Glue)

*X – konečný stav*

*|=| – (ctverecek) externí větvení*

# Příklad 1 (pouze konektory)

```
connector C-M-connector =  
  role Controller = outcome?x --> Controller  
  role Model = income!y --> Model  
  glue = (Controller.outcome!x --> Model.income!x -->  
    Glue)
```

# Příklad 1 (pouze konektory)

connector M-V-connector =  
  role View = income?x --> View  
  role Model = outcome!y --> Model  
  glue = (Model.outcome!x --> View?y --> Glue)

# MVC 2 vše v jednom konektoru

connector MVC

```
role UI=(action!x-->UI)| end
```

```
role Controller=(action?a-->request!r-->Controller)| end
```

```
role Computation=(request?r-->return!w-->Computation)  
| end
```

```
glue=(UI.action-->Controller.request-->  
Computation.return -->glue)
```

//domácí úkol, co zde chybí dodělat ...