

View Model Communication

- View interacts with user
 - Load file
 - What method in model called?
 - Start new game
 - What method in model called?
 - User guesses word (when?)
 - What method in model called?
 - User responds with # letters in common (when?)
 - What method in model called?

CPS 100

jotto.1

Model View Communication

- Informative messages
 - I know 5432 words
 - `showMessage (...)`
- Messages requiring interaction (modal dialog)
 - You guessed my word
 - You've guessed that word before (or ...?)
 - `showModalInfo (...)`
- Model changes and notifies view
 - I'm thinking of a secret word
 - Your word has 4 letters in common, you've used one guess
 - `processModelResponse (...)`

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Inheritance and models

- We'll see other models in other programs
 - What interface in common?
 -
- `AbstractModel` implements code and calls unimplemented methods
 - Who implements these methods?
 - Hollywood principle, template pattern

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