Last Week…
- Stk GUI Programming with Qt
- A2 handed out

Today…
- GUI programming review
- Advanced GUI programming topics
  - Events
  - MVC
- Image
- OpenGL

Model, View, & Controller
- Breaks an application into 3 main categories
  - model: manages the app data and state, not concerned with UI or presentation
  - view: displays the model objects to the user
  - controller: coordinates the model and the view, keeps the view updated when model changes, etc. typically where app “logic” is.

Model, View, Controller
- Coordinates between Model & View
  - Controller
  - Model: contains data
    - API boundaries
  - View: presents data
  - Dashed lines indicate where the controller interacts with other components
Example: BeeThree

Example: Theremin

Example: ColorProbe

Factoring Code

- Creating your own methods
- Don’t copy/paste code
- If you have the same code in numerous places, it’s time to factor!
  - Break common chunks of code out into smaller units
    - Makes it more maintainable
    - If there is a bug, only exists in one place