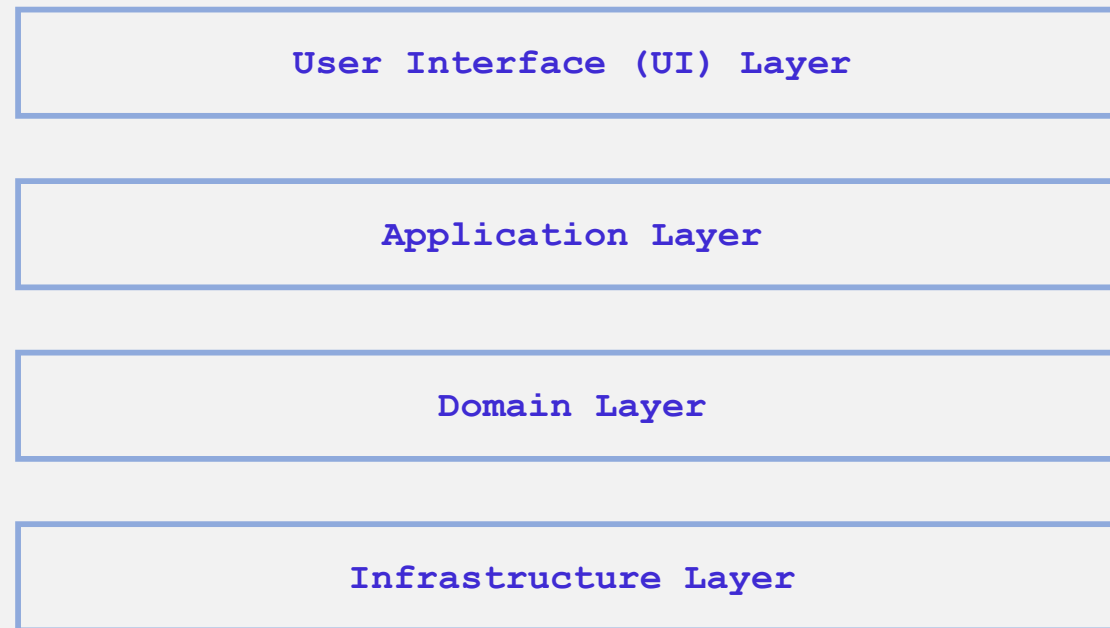


Presentation Layer Architectural Pattern

Logical layers

Logic in a system with graphical user interface (GUI) can be seen as segregated into four abstract layers:



User Interface (UI) Layer

Render system output

Capture user interactions with UI elements and route them into the system
(no handling)

Application Layer

Control user flow inside the system

Pass system output to UI layer

Handle user interactions with UI layer

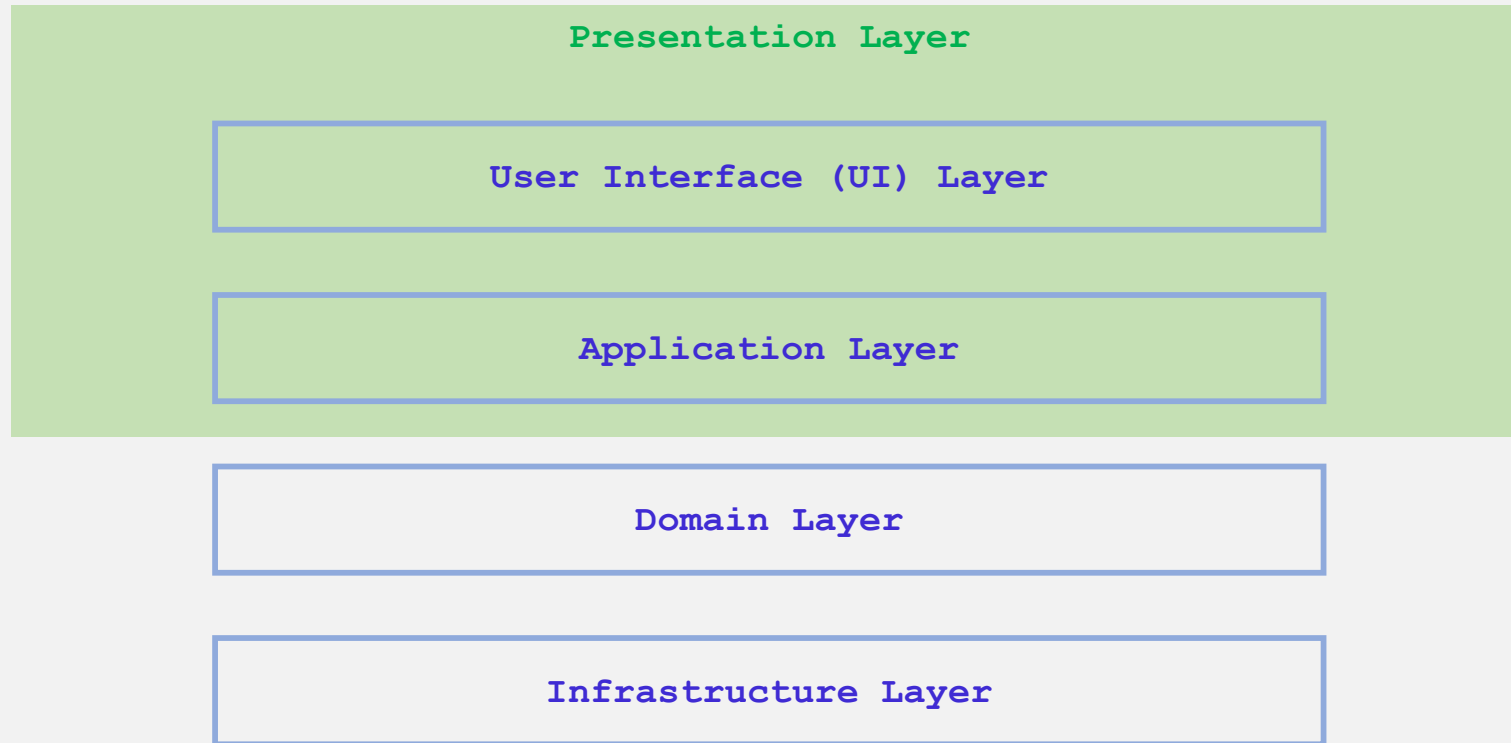
Domain Layer

Execute business domain flows (also known as business logic)

Infrastructure Layer

Provide general functionality not specific to business domain

Presentation Layer



Presentation Layer

Render system output

Capture and handle user interactions with UI elements

Control user flow inside the system

Presentation Layer Architectural Pattern

Architectural Pattern

Reusable high level structure for system organization

High level = independent of implementation details

Presentation Layer Architectural Pattern

Reusable high level structure for presentation layer organization

MV_x

Family of presentation layer architectural patterns

Family = multiple closely related members (MVC, MVP, MVVM, etc.)

MVx Structure

Model:

State and/or business logic and/or data structures

View:

User interface The same in all MVx!

X:

Business logic and/or flow control logic and/or state and/or data structures

Udemy Review System

How would you rate your experience with the course so far?



Ask me later



Ask me at the end of the course

