MVC Architecture

This step should be done as a group.

You will use the Model-View-Controller (MVC) architectural pattern for the global organization of your software. You will use the Sprint 1 User Stories as examples for this learning activity; however, you should focus on understanding MVC concepts rather than developing project code at this stage. You'll start developing code later.

Use AI with the following prompts.

Goal: **Learn what an MVC Architecture is**

Prompt:

Explain MVC simply and include a diagram. Describe Model, View, Controller responsibilities, provide a Java example, and list common mistakes.

Prompt:

Show a simple example of MVC using JavaFX for a desktop GUI application.

Prompt:

How do you make sure a user story's implementation adheres to MVC?

Prompt:

What is one common MVC mistake we want to avoid in our project.

Prompt:

What is separation of concerns in software development?

Prompt:

Using the Sprint 1 user stories (attached), identify the likely Model, View, and Controller classes that might be needed. Do not generate code.

Prompt:

Consider User Story US-5 (Create Reservation). Describe the responsibilities of the Model, View, and Controller when implementing this user story.

Prompt:

Using the Sprint 1 user stories (attached), provide examples of logic that belongs in the Model and examples of logic that should not be placed in the View.