

11/28/2012

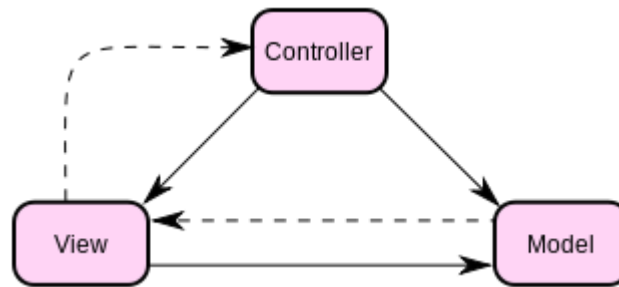
Design-Patter: Model-View- ViewModel (MVVM)

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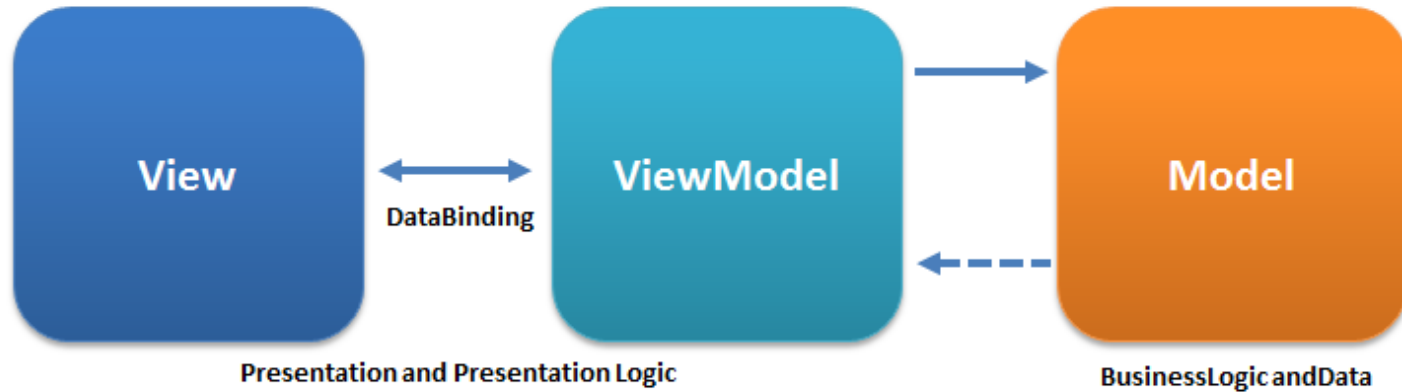
History

- Originated from Microsoft as an specialization of the presentation model design pattern.
- Conceived to support WPF and Silverlight
- Now being more broadly applied in other technology domains

- Model View ViewModel (MVVM) is an architectural pattern
- Largely based on the model–view–controller pattern (MVC)



- MVVM is targeted at modern UI development platforms which support Event-driven programming



- Model:
 - As in the classic MVC Pattern
- View:
 - As in the classic MVC Pattern
- ViewModel:
 - Abstraction of the view
 - Specialized aspect of a controller
 - Switch Information between View and Model

An example

The screenshot displays the Microsoft Visual Studio IDE with the following components:

- Code Editor (Top):** Shows XAML code for a configuration view. A mouse cursor is pointing to the `run configuration` checkbox. The code includes bindings for `IsChecked` and `Command` properties.
- Project Explorer (Left):** Shows the project structure for `SiroRex_Batch`, including folders for `Properties`, `Verweise`, `Ansichten`, and `Images`.
- UI Preview (Center):** Shows a visual representation of the configuration window. It features the `SiroRex` logo, three checkboxes labeled "choose custom configuration", "use custom parameters", and "run configuration", and an "Open File" button. A magnifying glass is positioned over the "run configuration" checkbox.
- XAML Editor (Bottom):** Shows the XAML code for the `run configuration` checkbox, including its `Height`, `HorizontalAlignment`, `Margin`, `Name`, `IsEnabled`, and `IsChecked` properties.
- Code Definition Window (Bottom):** Shows the message "Keine Definition ausgewählt" (No definition selected).

An example

The screenshot displays the Visual Studio IDE with the following components:

- Code Editor (Top):** Shows the `private void UserControl_Loaded(object sender, System.Windows.RoutedEventArgs e)` method in `ConfigView.xaml.cs`. The method name is highlighted in blue.
- Solution Explorer (Left):** Shows the project structure for "SiroRex_Batch", including folders like "Ansichten" and files like "ConfigView.xaml", "ConfigView.xaml.cs", "ConfigViewModel.cs", etc.
- Main Code Editor (Center):** Shows the full implementation of the `ConfigView` class, including the `InitializeComponent()` method and the `UserControl_Loaded` event handler.
- Code Definition Window (Bottom):** Shows the definition of the `UserControl_Loaded` method, which is currently empty.

```
private void UserControl_Loaded(object sender, System.Windows.RoutedEventArgs e)
{
}

namespace SiroRex_Batch.Ansichten
{
    using System.Windows.Controls;

    /// <summary>
    /// Interaktionslogik für ConfigView.xaml
    /// </summary>
    public partial class ConfigView : UserControl
    {
        /// <summary>
        /// Initializes a new instance of the <see cref="ConfigView"/> class
        /// </summary>
        public ConfigView()
        {
            this.InitializeComponent();
        }

        private void UserControl_Loaded(object sender, System.Windows.RoutedEventArgs e)
        {
        }
    }
}
```

An example

The screenshot displays the Visual Studio IDE with the following components:

- Project Explorer:** Shows the project structure for "SiroRex_Batch", including folders for "Ansichten" and "Models", and files like "ActionCommand.cs", "ConfigView.xaml", and "OpenViewModelTest.cs".
- Code Editor:** Displays the source code for "ActionCommand.cs". The class is defined as follows:

```
/// <summary>
/// Hilfsklasse für MWM-Commands
/// </summary>
public class ActionCommand : ICommand
{
    /// <summary>
    /// checkbox action
    /// </summary>
    private Action action;

    /// <summary>
    /// Tells whether a checkbox is enabled or not.
    /// </summary>
    private bool isEnabled;

    /// <summary>
    /// Initializes a new instance of the ActionCommand class
    /// </summary>
    /// <param name="action">action lars will tell us about l8r</param>
    public ActionCommand(Action action)
    {
        this.action = action;
        this.IsEnabled = true;
    }
}
```
- Code Definition Window:** Shows the definition of the "ICommand" interface from "System.Windows.Input.ICommand.cs":

```
using System.Windows.Markup;

namespace System.Windows.Input
{
    ..public interface ICommand
    {
        ..event EventHandler CanExecuteChanged;
    }
}
```

An example

The screenshot shows the Microsoft Visual Studio IDE. The main code editor displays the following C# code snippet:

```
/// <returns>If the CheckedConfiguration is enabled or disabled</returns>  
public static bool GetConfigViewCheckBoxCustomRunConfigurationIsChecked()  
{  
    return configViewCheckBoxCustomRunConfigurationIsChecked;  
}
```

The method name `GetConfigViewCheckBoxCustomRunConfigurationIsChecked()` is highlighted in blue. A magnifying glass icon is positioned over the code. The interface includes a Project Explorer on the left showing the project structure for "SiroRex_Batch", a Solution Explorer at the top, and a Code Definition Window at the bottom showing the `ICommand` interface.

- Model View ViewModel (MVVM) is an architectural pattern
- MVVM facilitates a clear separation of the development of the GUI from the development of the business logic
- For the Implementation:
 - Needs an extra ActionCommand-Class-Implementation
 - The View is replaceable
 - The ViewModel used as a switch between View and Model
 - The Model keeps the values

Questions

