Dear Pavel,

Thank you for sharing your point of view on that matter. However I have to say it sounds quite strange to me when I recall all the books saying that Model should have nothing in common with View. I am creating my applications starting from PDC (Problem Domain Components - in other words: Model) and testing it when it is ready to do something useful in CLI (Command Line Interface). After this I am creating HIC (Human Interface Components - in other words: View). That way leads to a growing collection of higly specialized classes which can be reused in new projects. Including some GUI members in Model classes is something that I can not understand and even more - don't wanna do.

So, anyone can show me simple but complete U++ application built according to MVC paradigm? As a reference of course...
To encourage you a little bit to help me - attached you will find very simple U++ project with working model classes - it uses STL container and string classes - because I am still not sure which GUI library I will use in my project. All I ask you is to show me how to design View and Controller in U++. The model classes are: Client, Transaction, Line_Item and Product. The application creates demo Customer with some Transactions connected. I would like to have a simple dialog displaying Customer name and addres, his Transaction list and another list with Line_Items reflecting currently selected Transaction. That's it...

BR,
/RochK

File Attachments
1) Rachunki.7z, downloaded 590 times