Abstractly, we can think of the MemoPad design being separated into two parts:
- the “Model” - the representation of the part of the world we want to model
- the “View” - the user’s window into the model

1. What advantage does using an interface have over just declaring?
   ```java
class MemoPad extends CloseableFrame {
    private DefaultMemoDatabase database;
```
2. For the Lundar lander simulator,

   a. What objects can you identify?

   b. What behaviors must these objects perform?
3. What would the interface for the between the Lunar Lander model and view contain?