# Application Coordinator в iOS приложениях

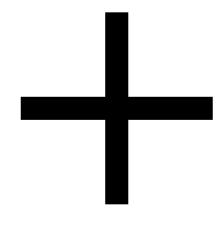
Павел Гуров pegurov@avito.ru





















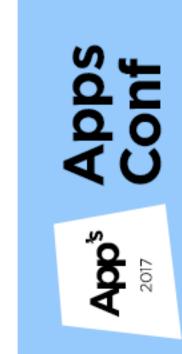
• Проблемы и их решение





- Проблемы и их решение
- Демо-проект

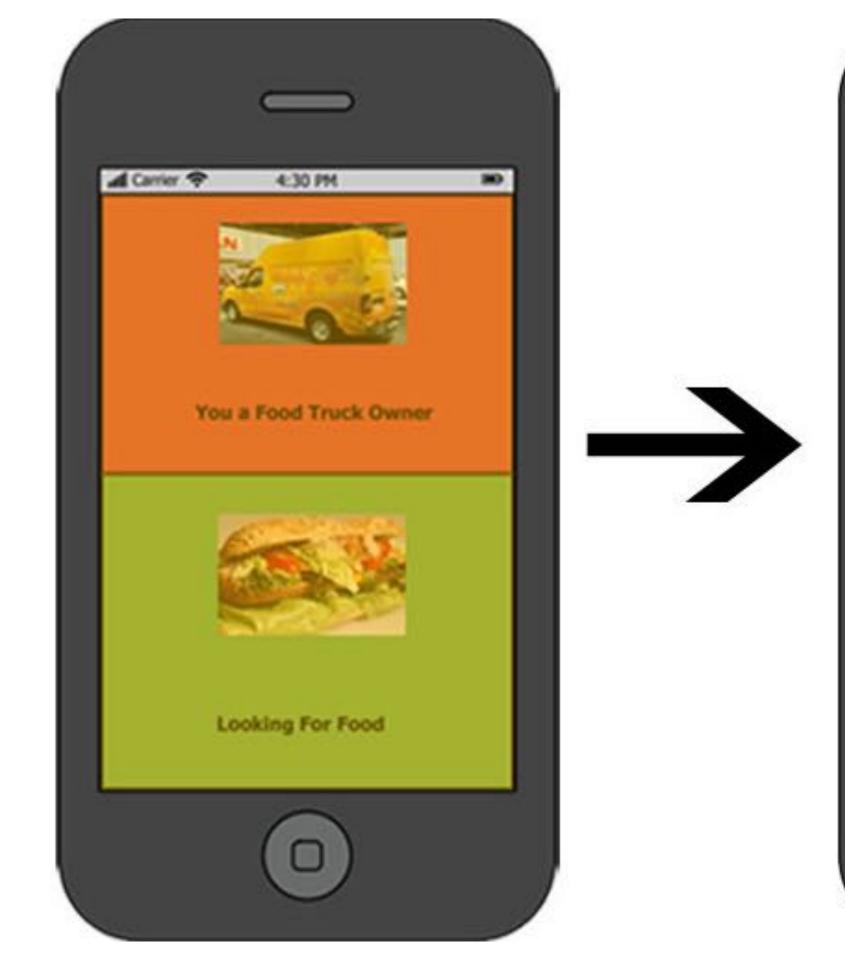


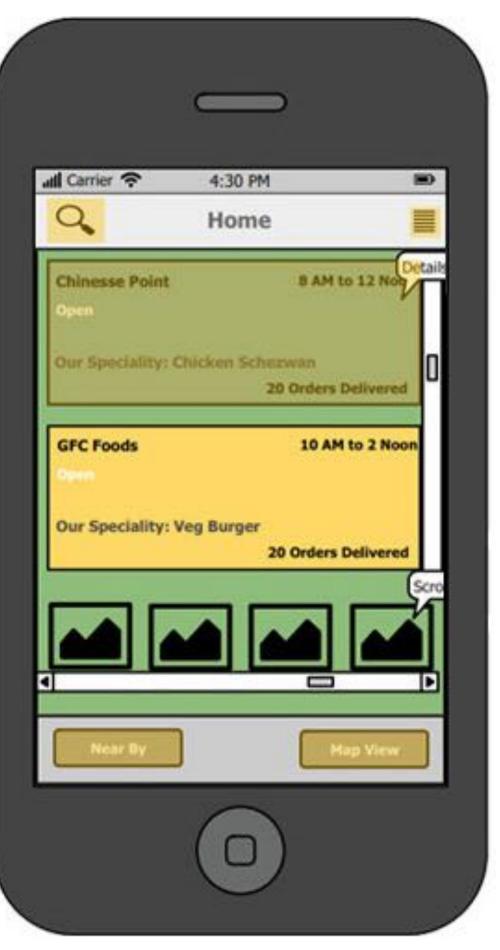


- Проблемы и их решение
- Демо-проект
- Внедрение в существующий код





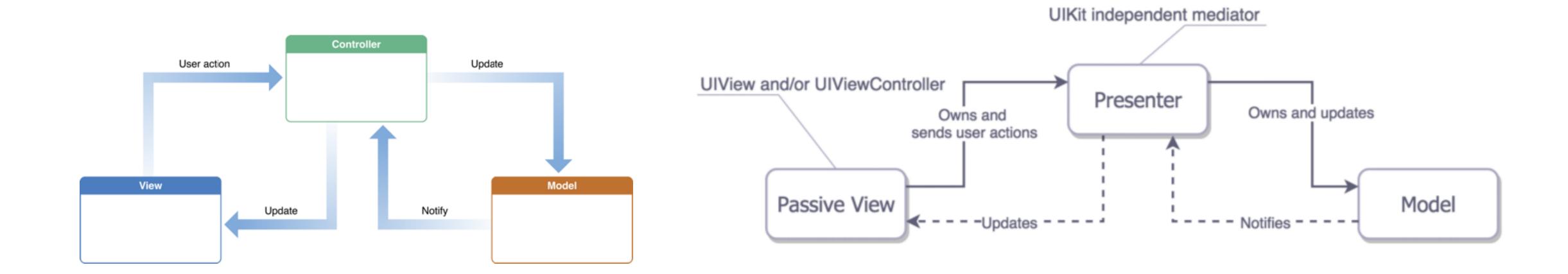


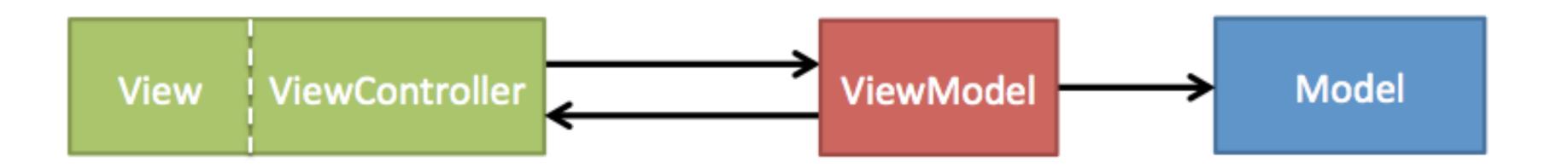






#### MVX













#### Containers





Containers

present(\_:animated:completion:)





Containers

present(\_:animated:completion:)





```
self.performSegue(withIdentifier: "", sender: self)
```

#### Containers

self navigationController

#### present(\_:animated:completion:)

```
self.present(next, animated: true, completion: nil)
```





```
/*
// MARK: - Navigation
// In a storyboard-based application,
you will often want to do a little
preparation before navigation
override func prepare(
    for segue: UIStoryboardSegue,
    sender: Any?) {
    // Get the new view controller using
    // segue.destinationViewController.
    // Pass the selected object to the
    // new view controller.
```





```
/*
// MARK: - Navigation
// In a storyboard-based application,
you will often want to do a little
preparation before navigation
override func prepare(
    for segue: UIStoryboardSegue,
    sender: Any?) {
    // Get the new view controller using
    // segue.destinationViewController.
    // Pass the selected object to the
    // new view controller.
```

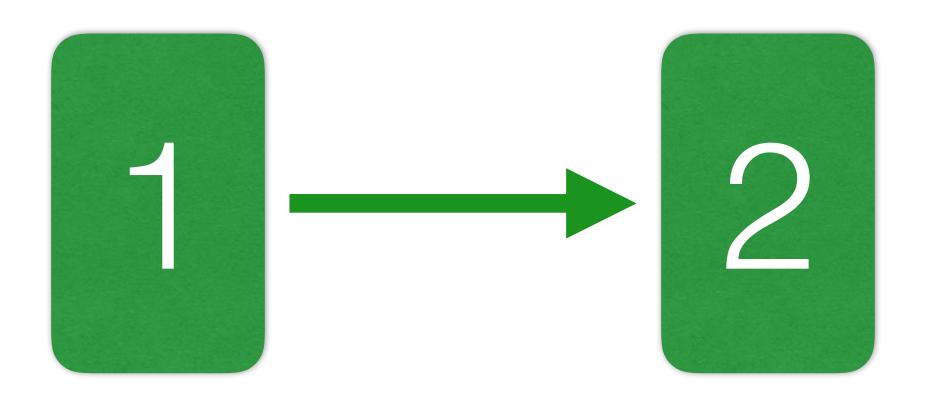




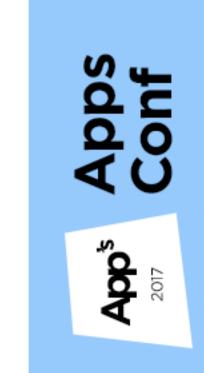
```
/*
// MARK: - Navigation
// In a storyboard-based application,
you will often want to do a little
preparation before navigation
override func prepare(
    for segue: UIStoryboardSegue,
    sender: Any?) {
    // Get the new view controller using
    // segue.destinationViewController.
    // Pass the selected object to the
    // new view controller.
```

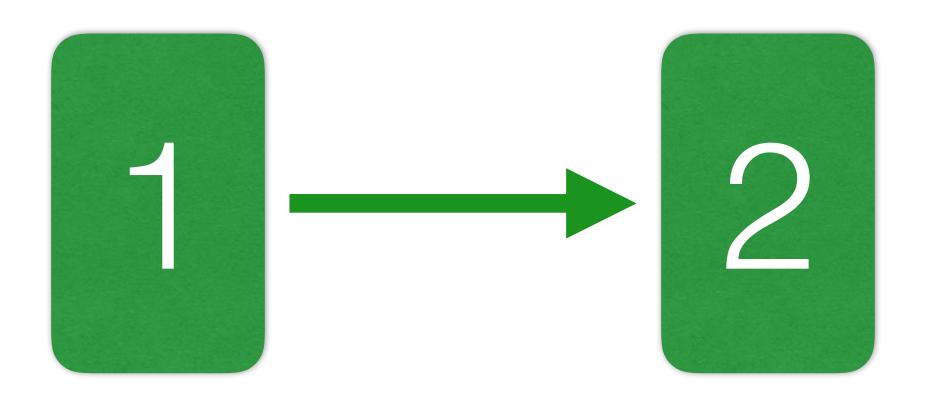




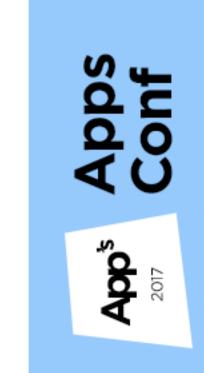


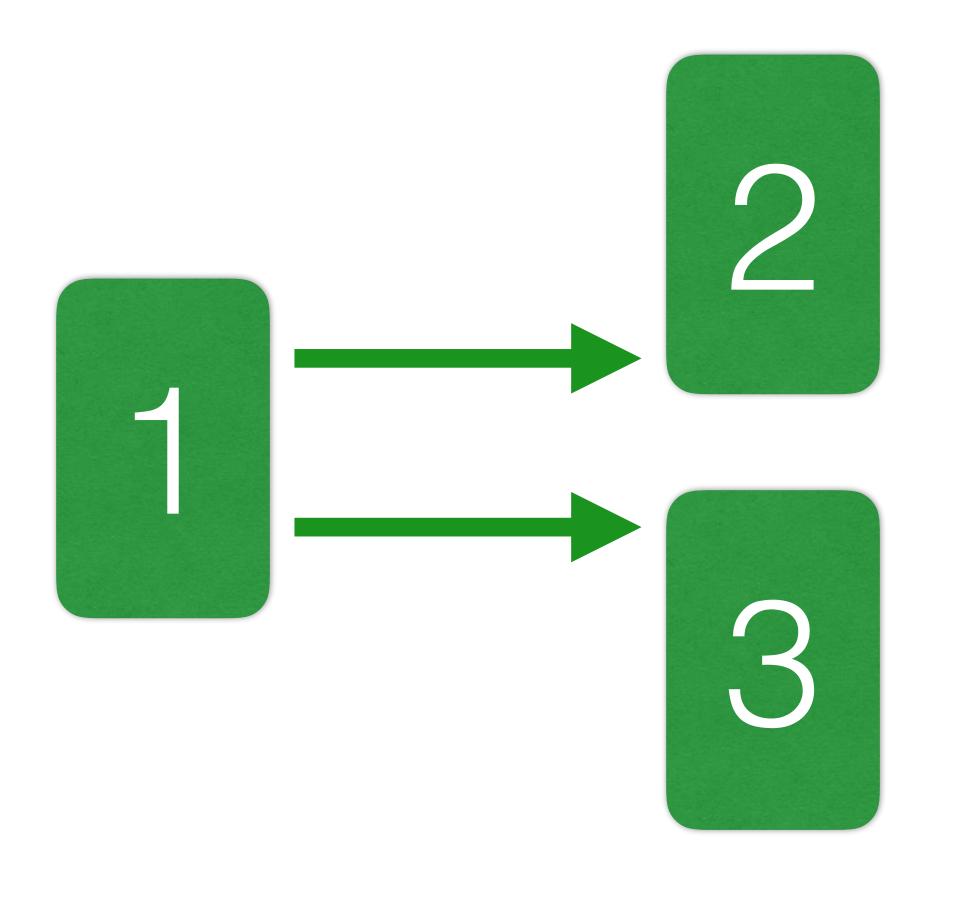






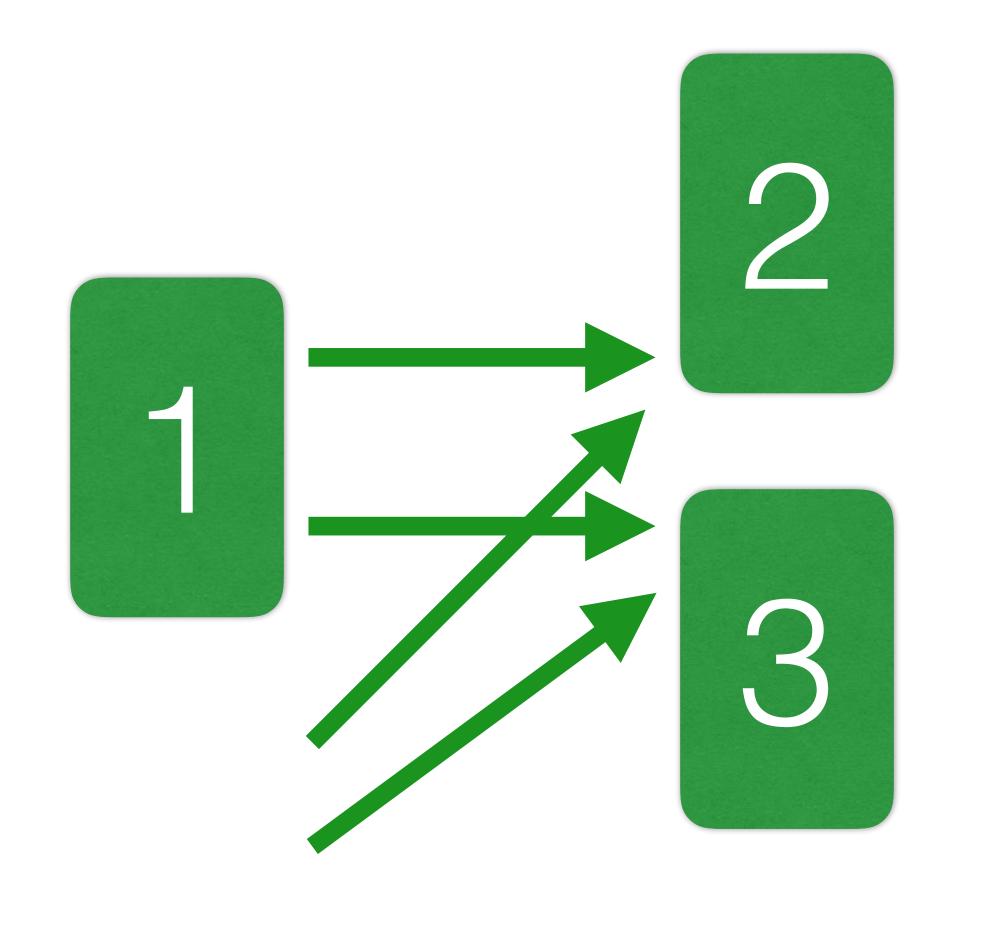








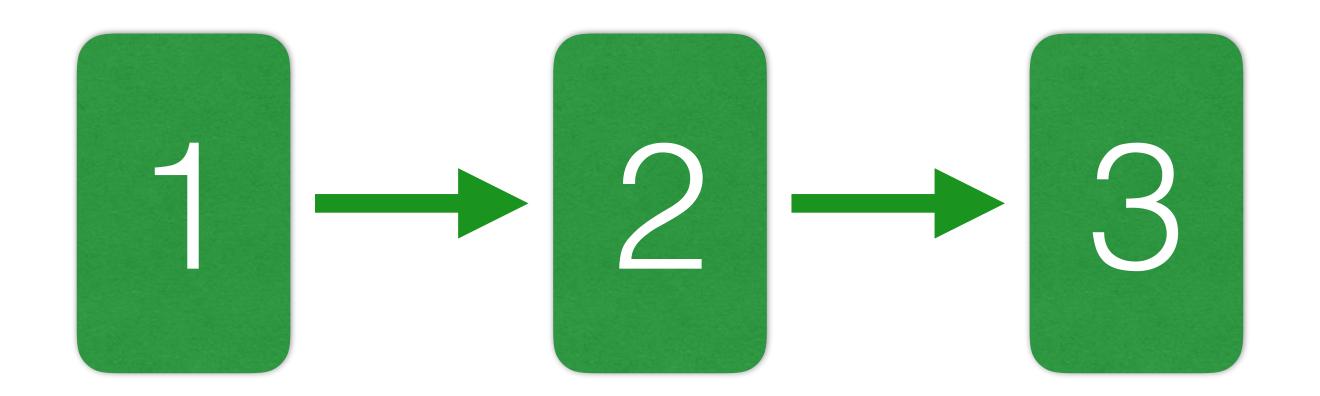




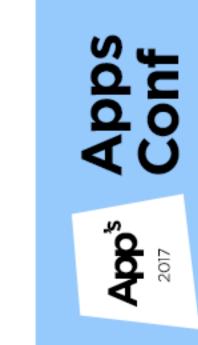




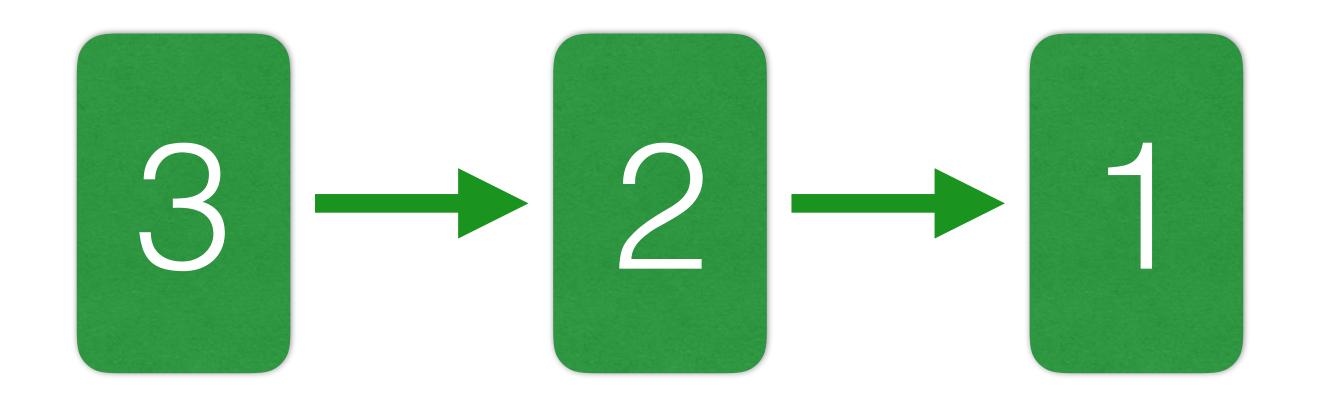
### Порядок







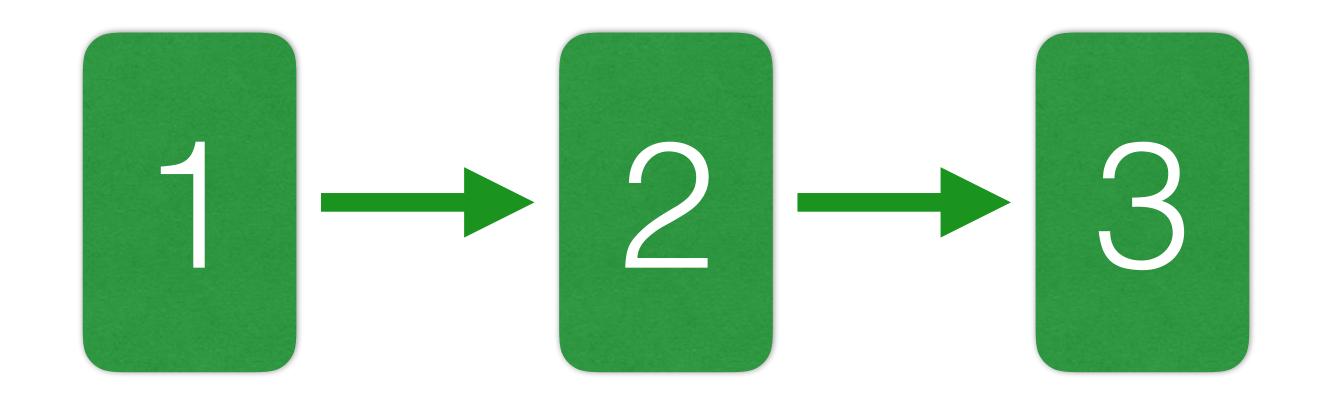
### Порядок







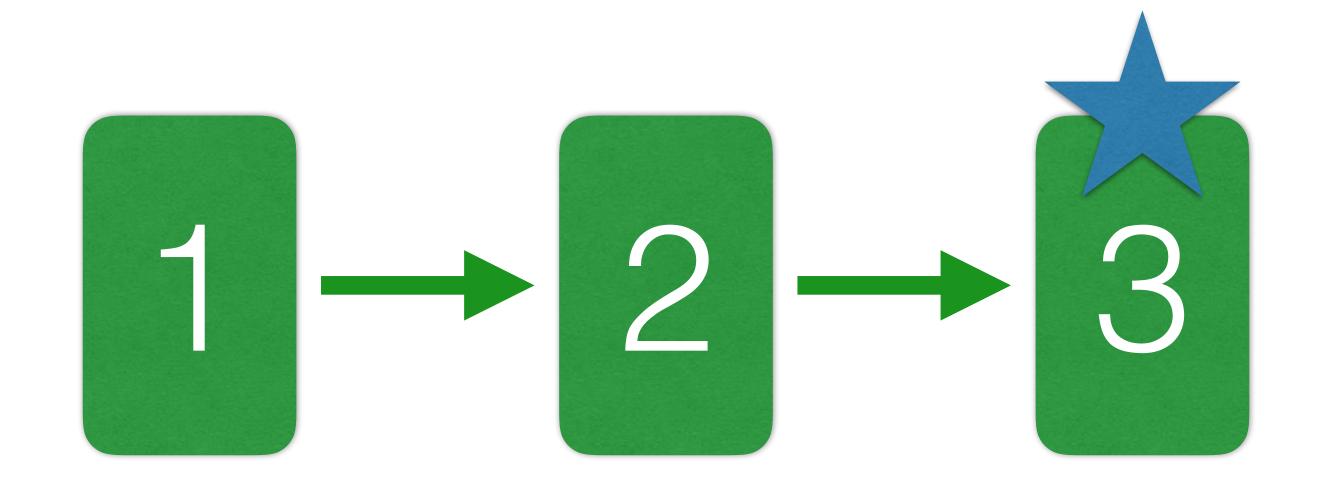
### Передача данных







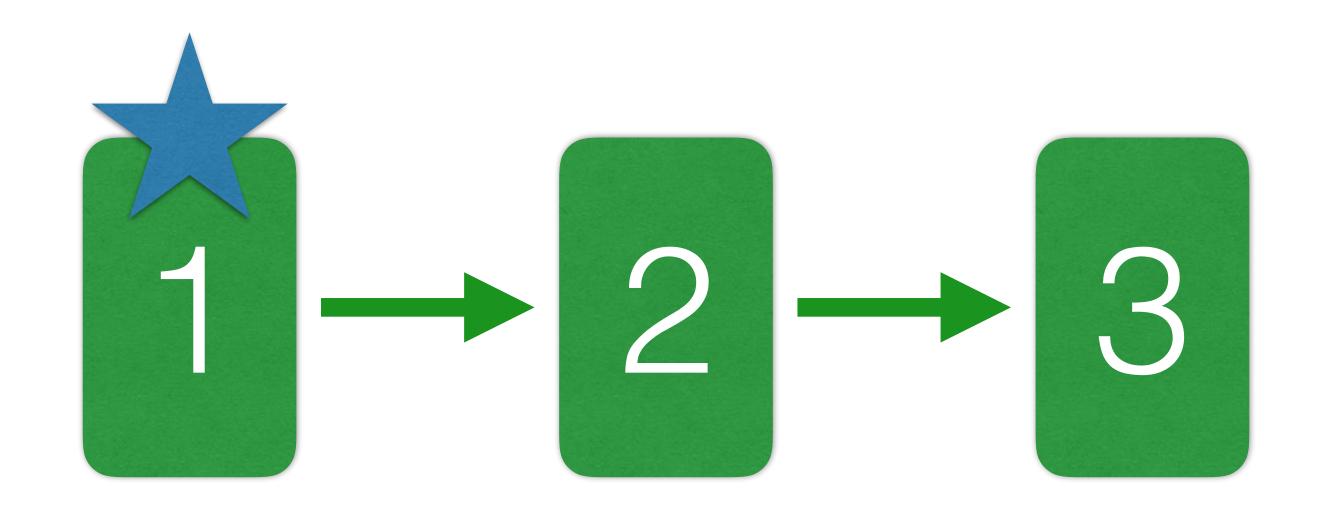
### Передача данных







### Передача данных

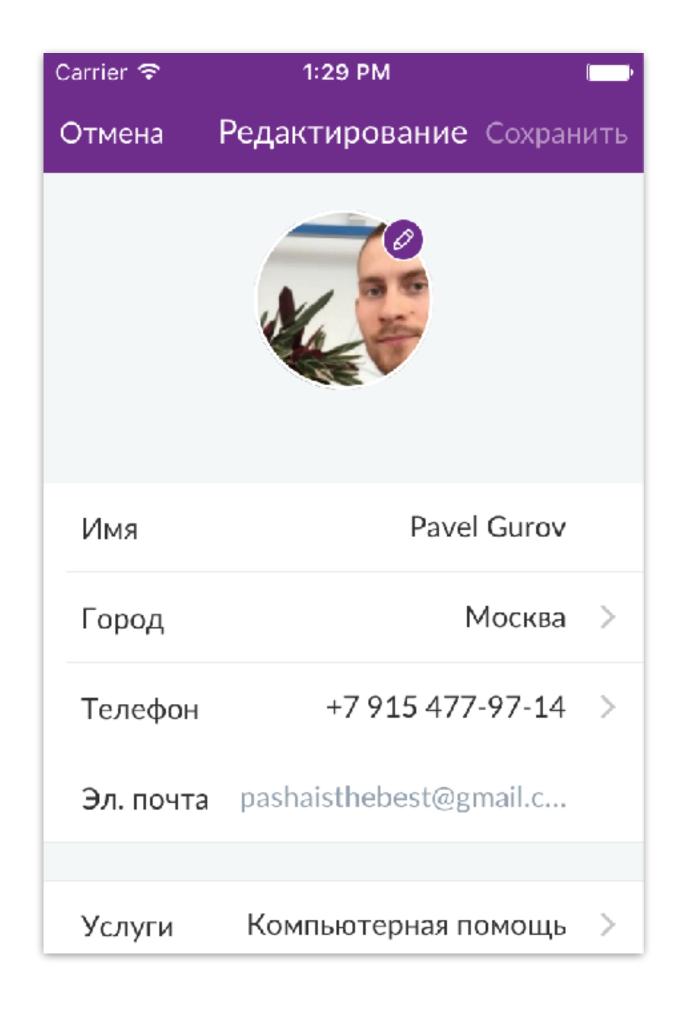






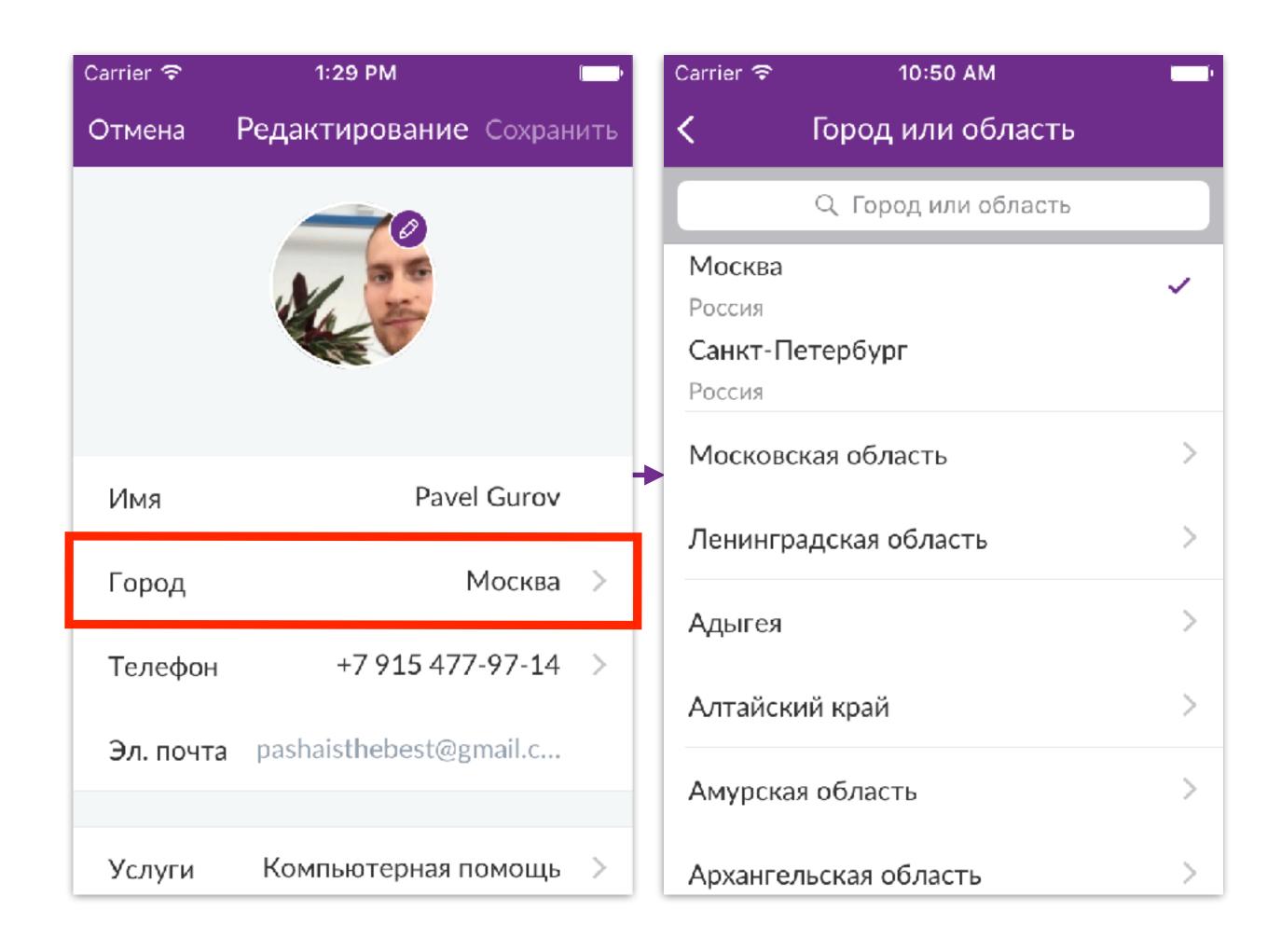




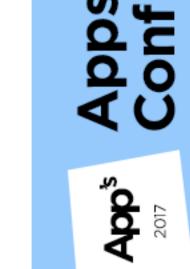


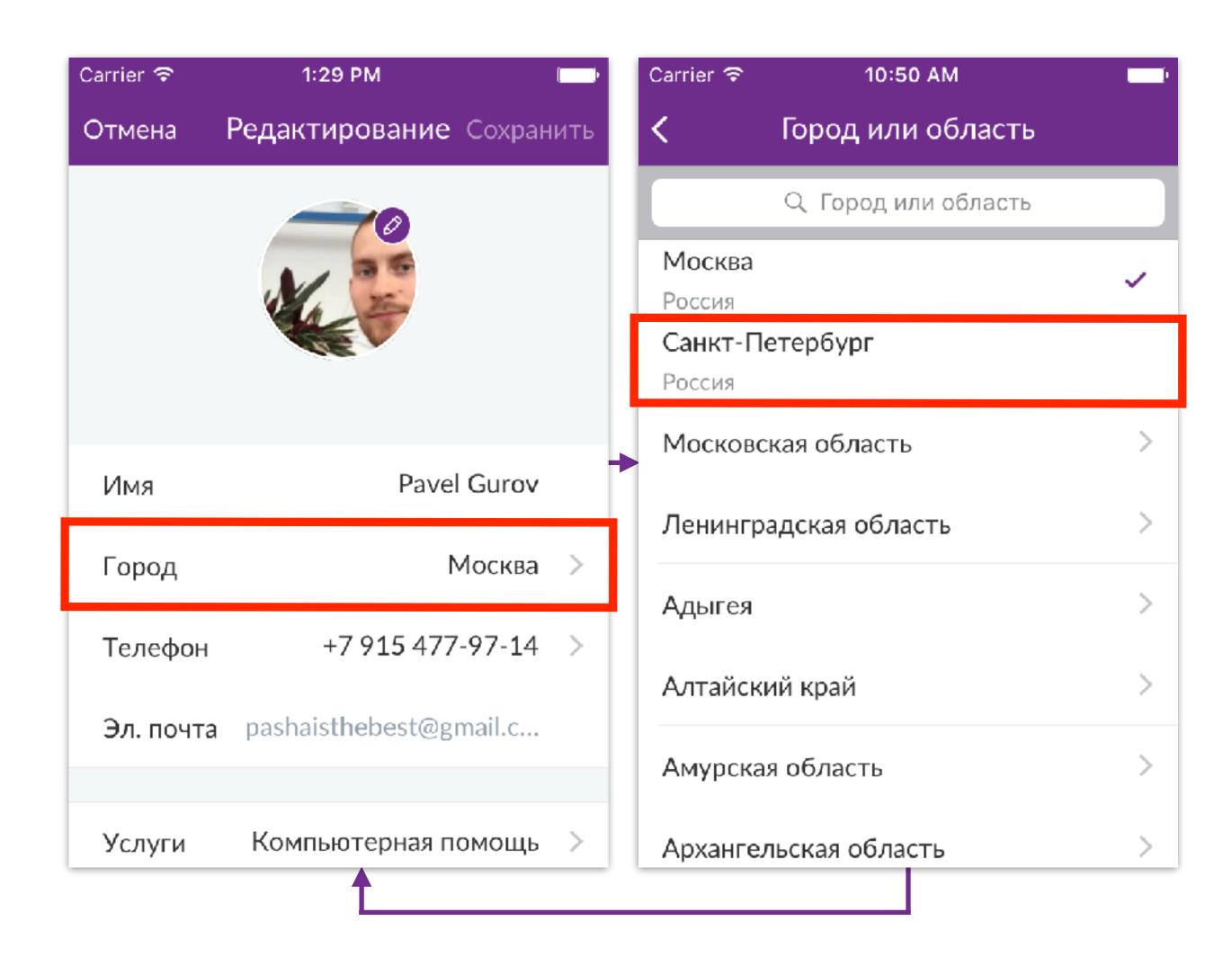




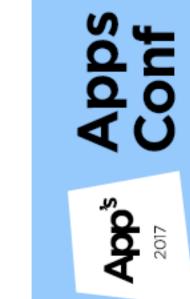


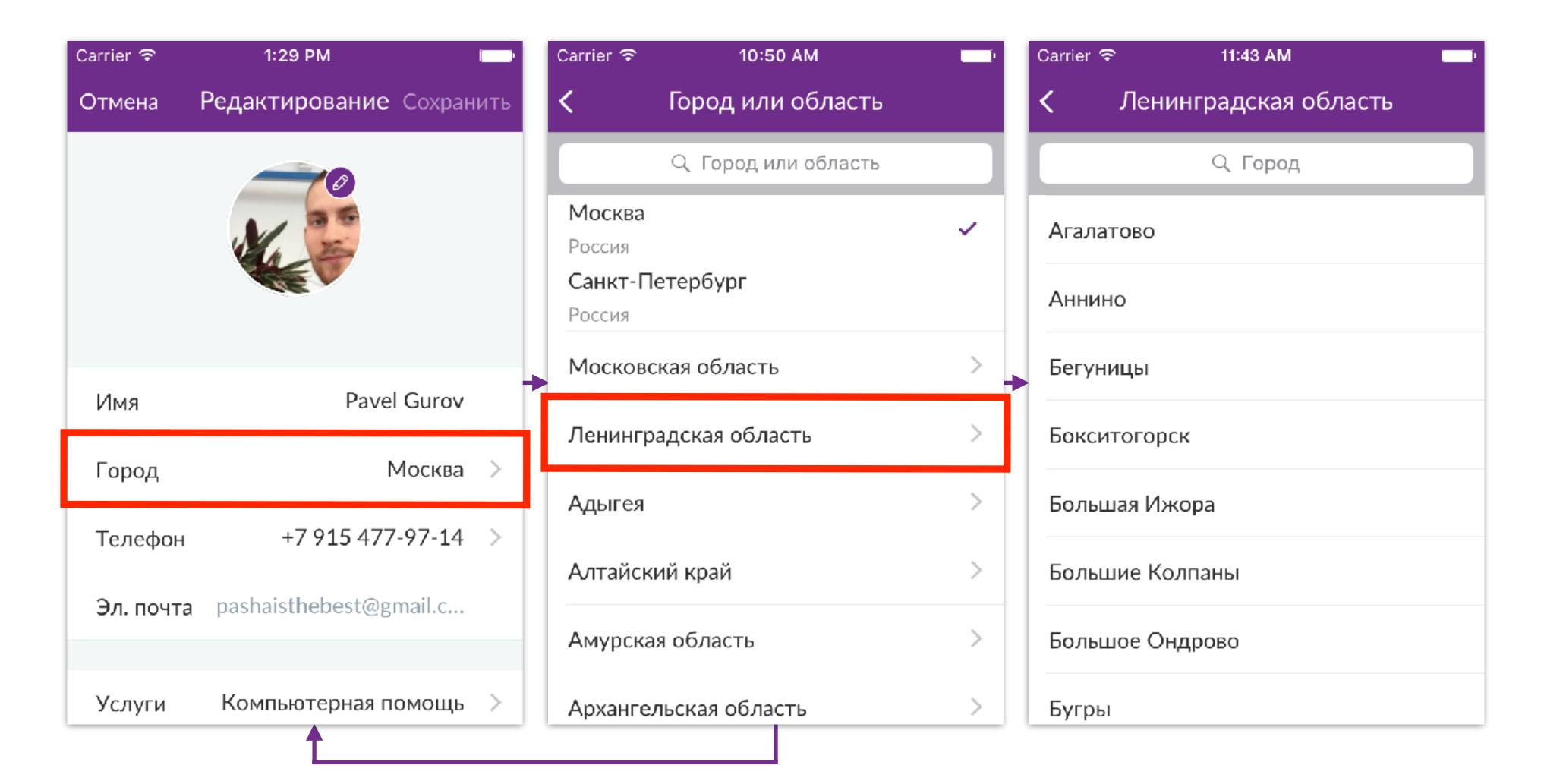






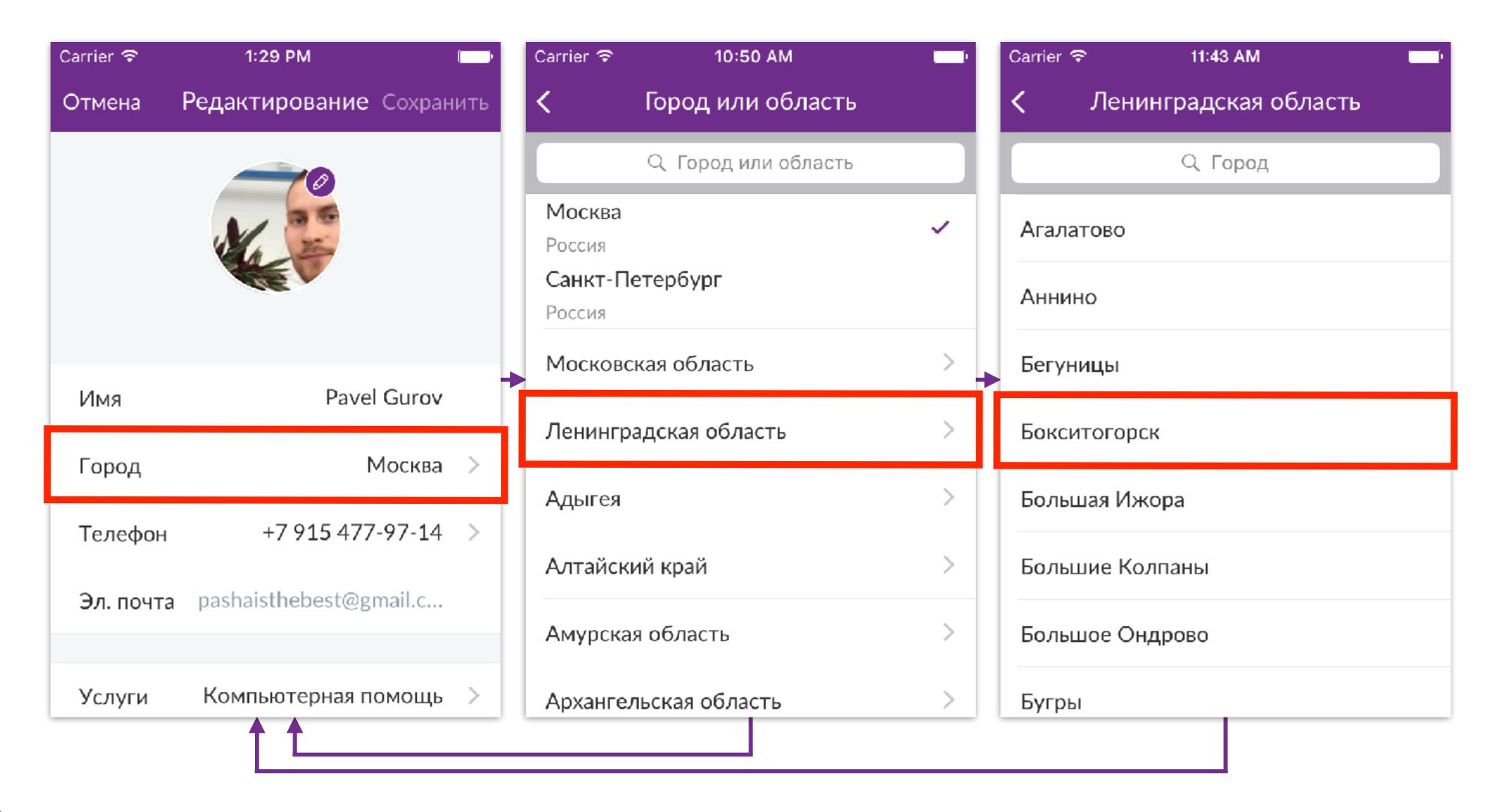








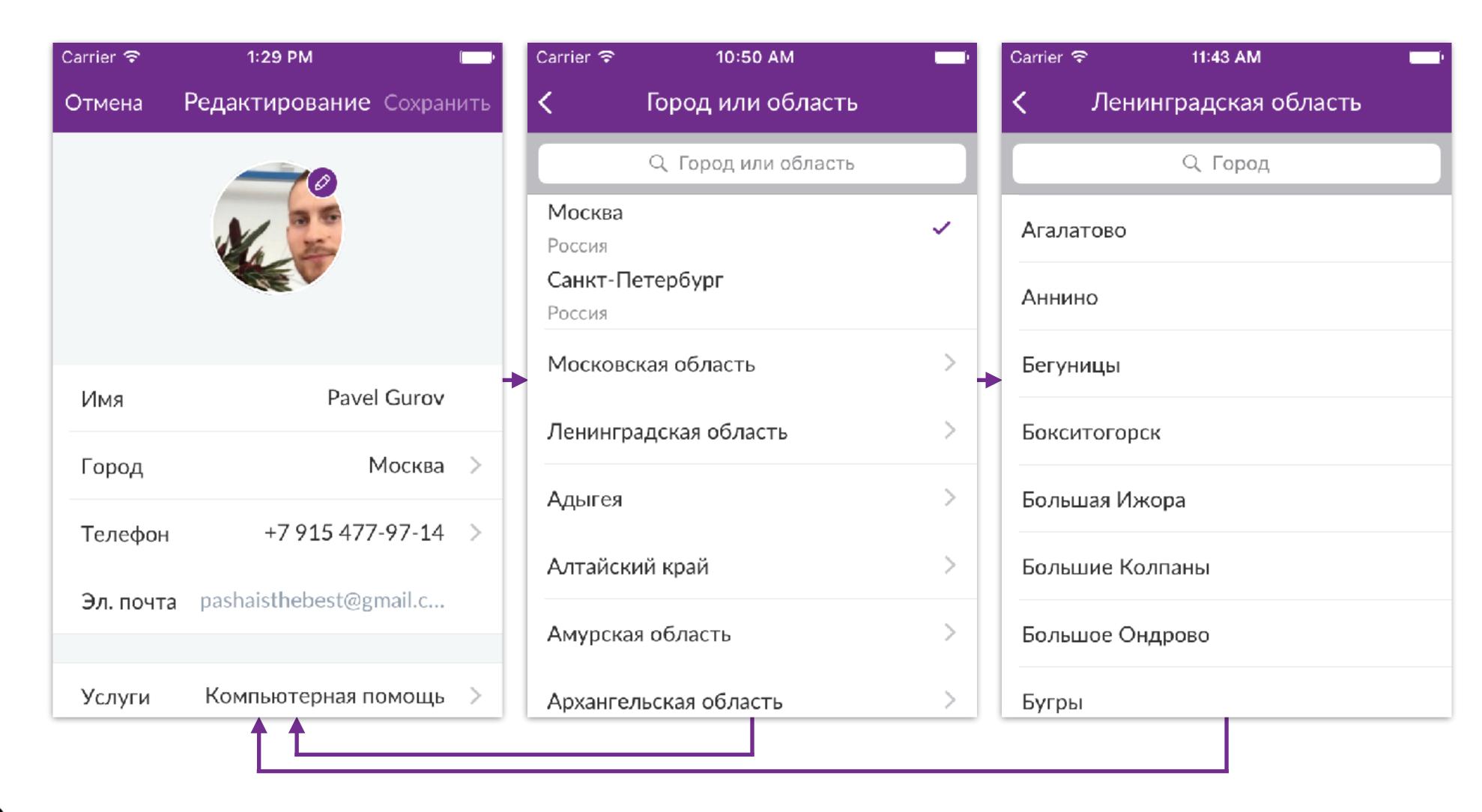






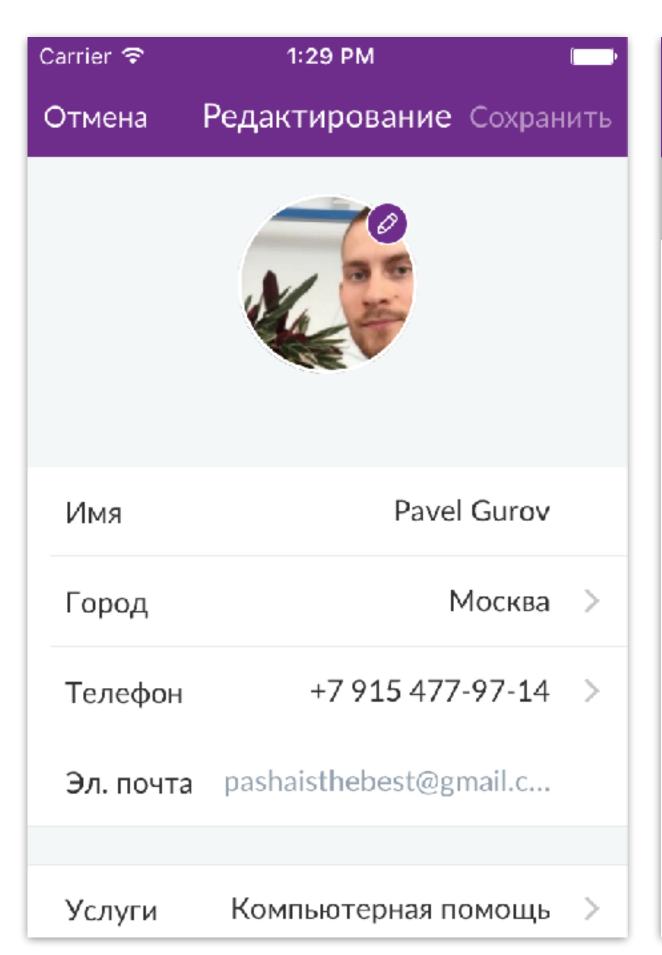


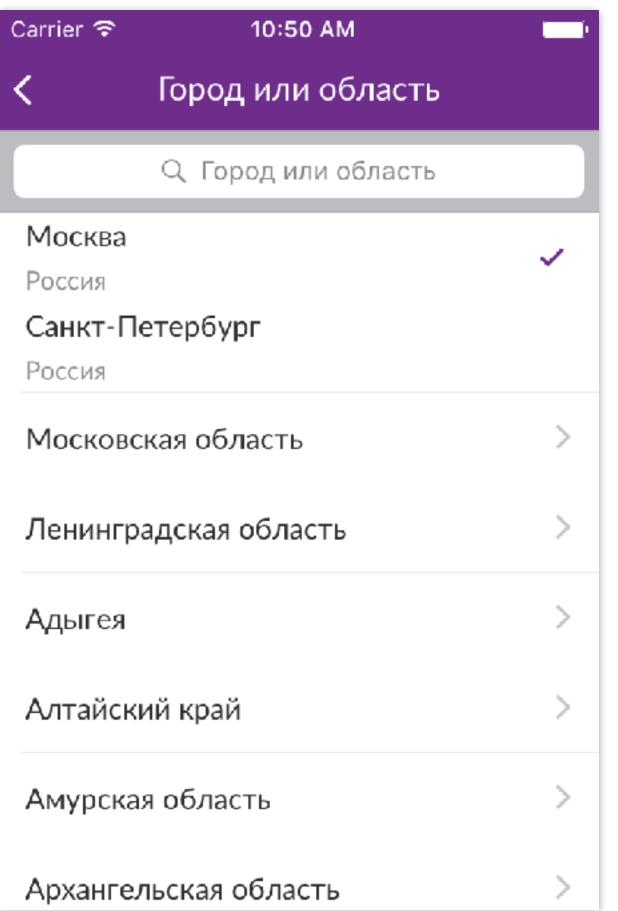


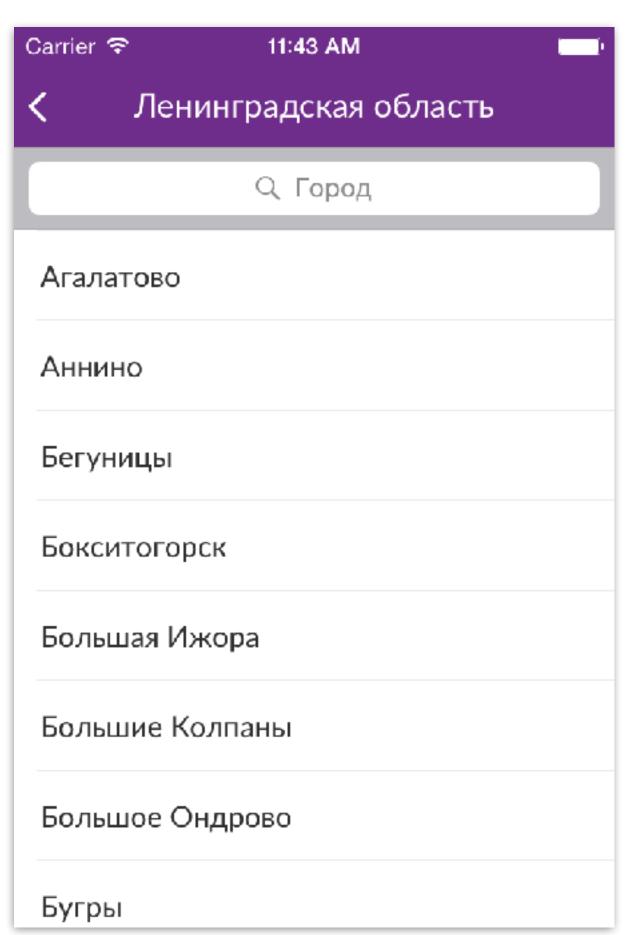












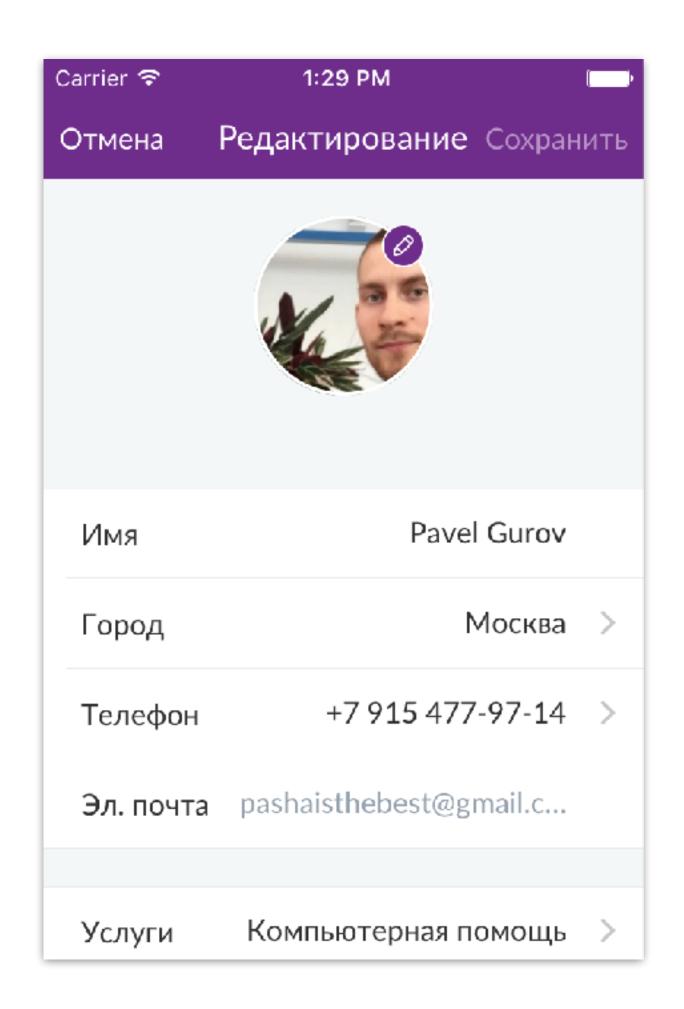


# self.navigationController self.tabBarController

```
performSegue(
    withIdentifier: "next",
    sender: self
prepare(
    for segue: UIStoryboardSegue,
    sender: Any?
```

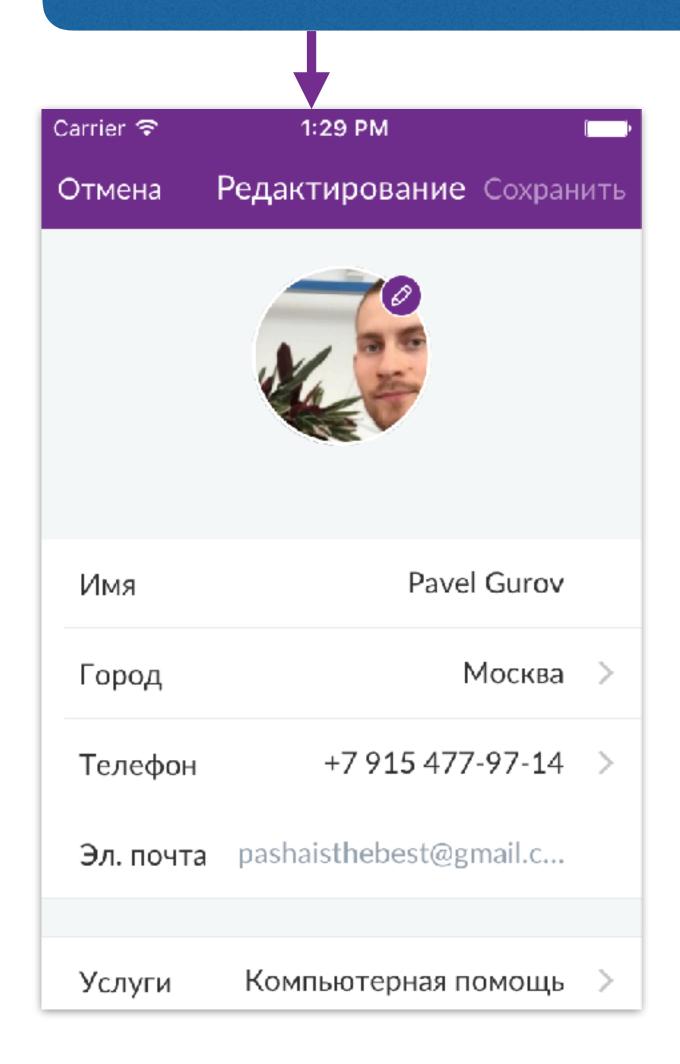
```
let next = CitiesViewController()
next.city = City(name: "Moscow")
```





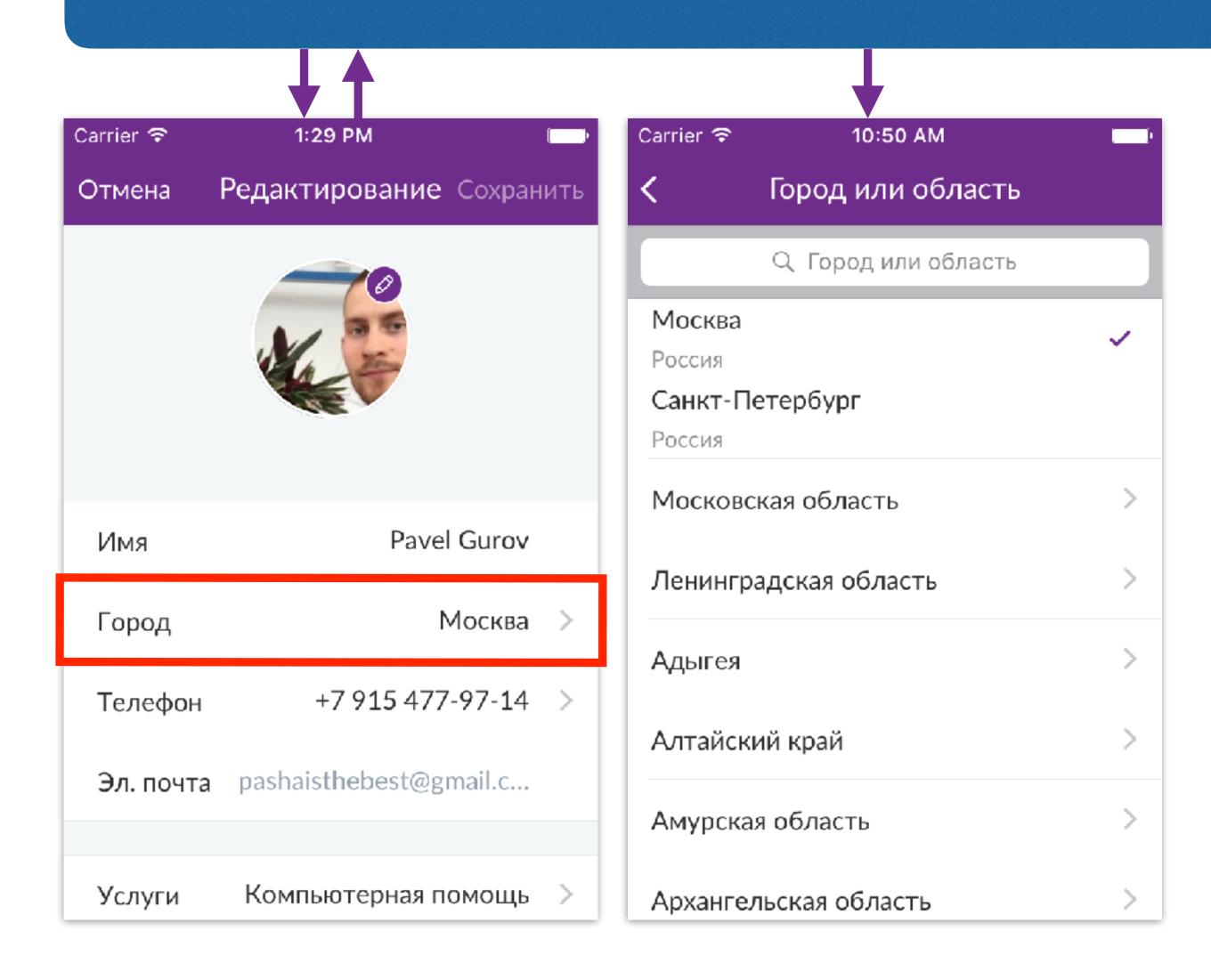








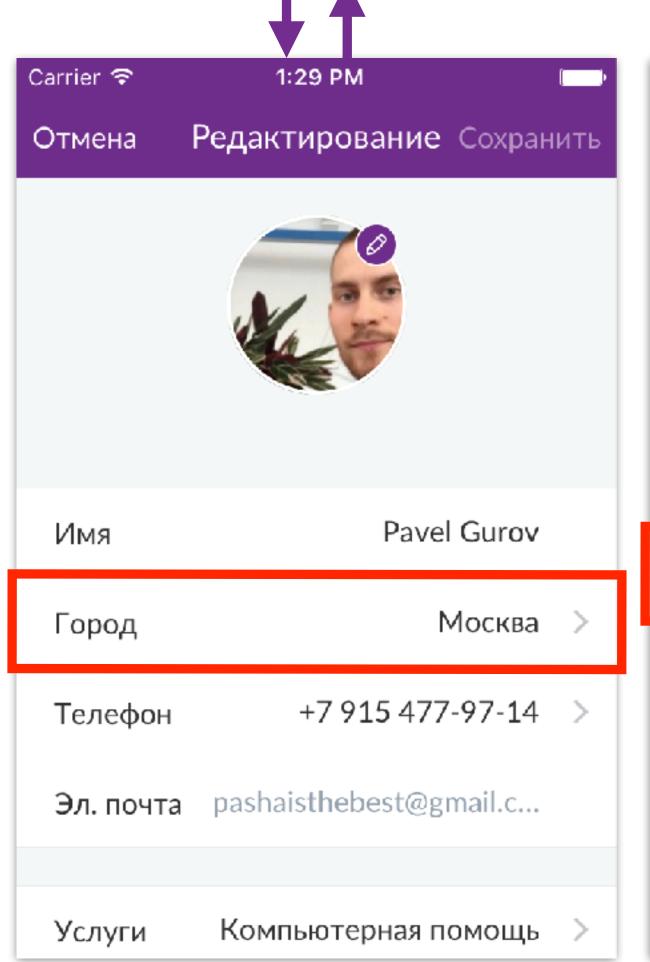


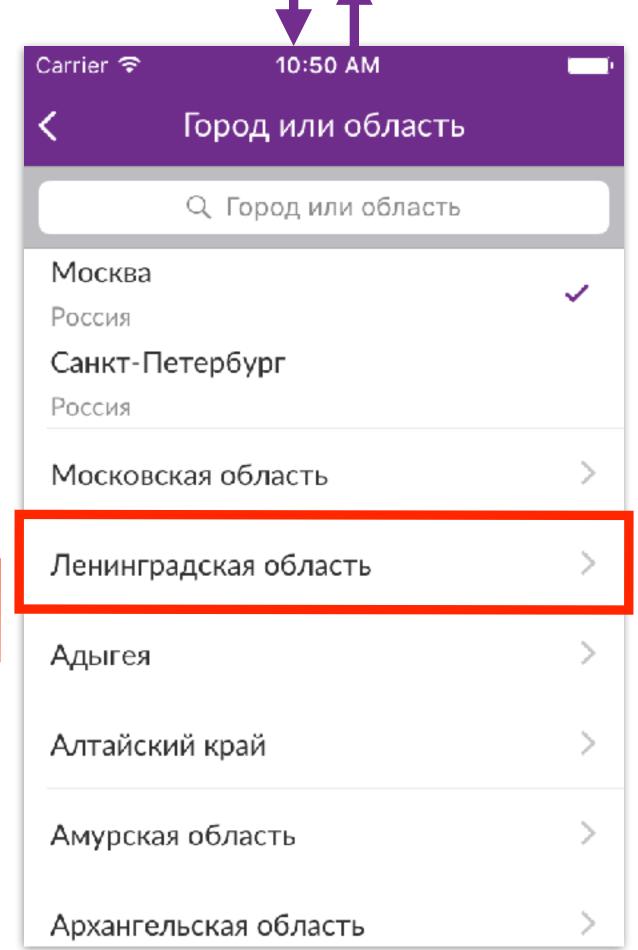


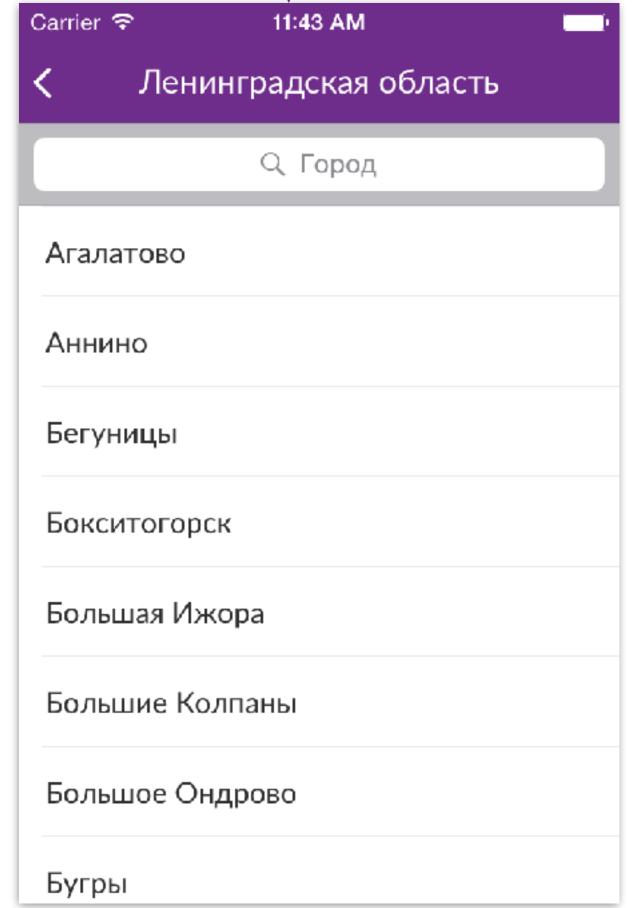


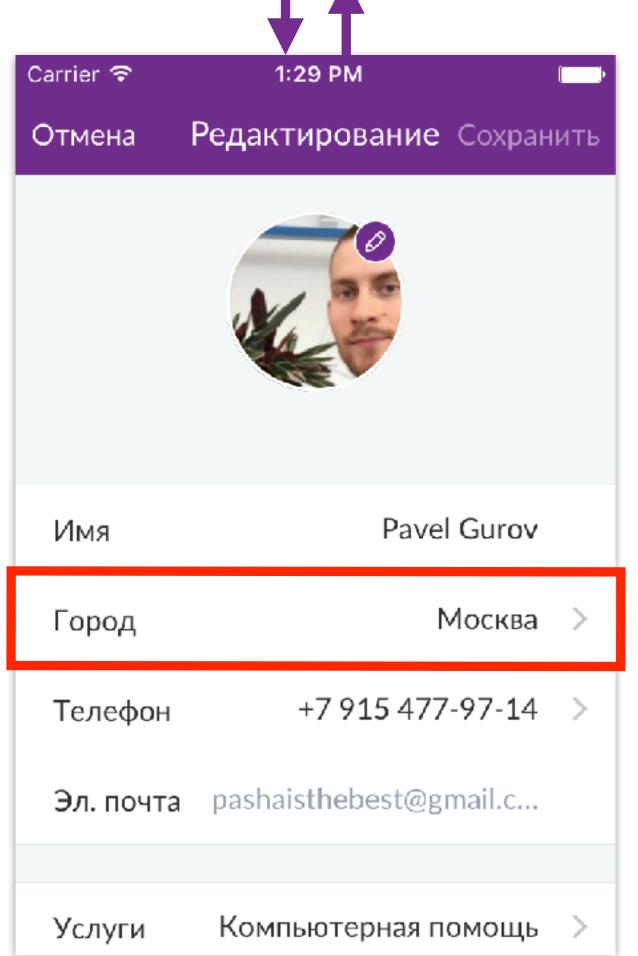


# **App**\* 2017

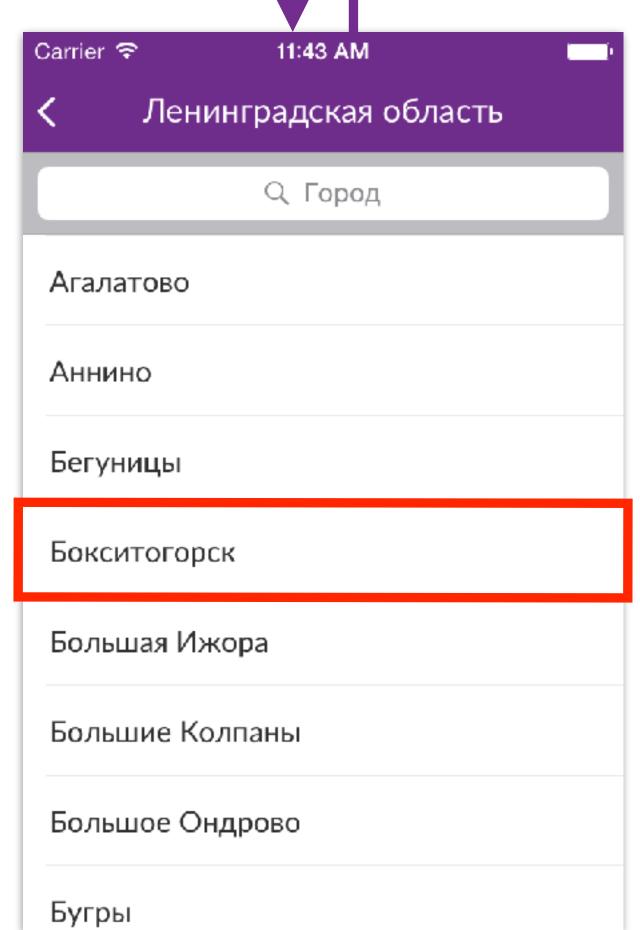






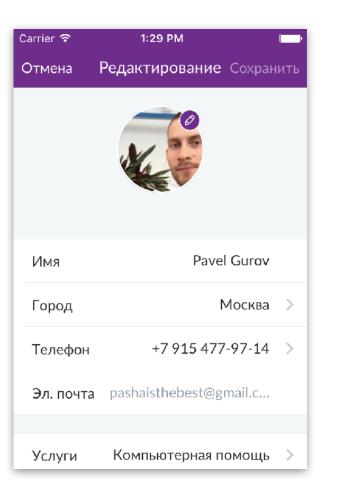


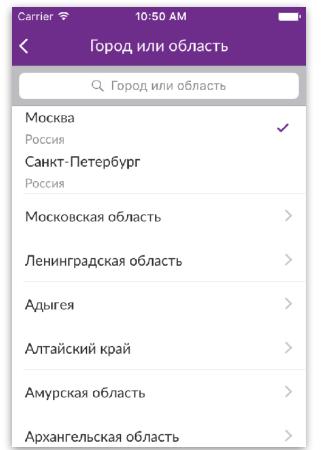
Carrier 🖘	10:50 AM	
<b>&lt;</b> Fc	род или область	
0	<b>С</b> Город или область	
Москва Россия Санкт-Пете	ербург	~
Московская область		>
Ленинградская область		>
Адыгея		>
Алтайский край		>
Амурская область		>
Архангельс	кая область	>

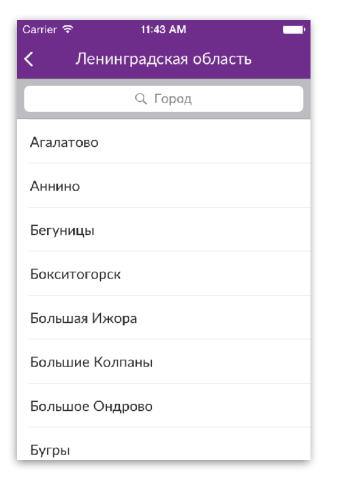
















Data

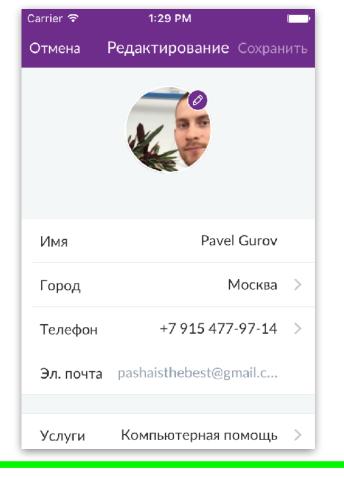
Database

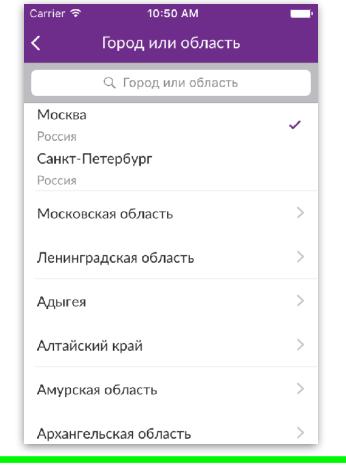
Storage

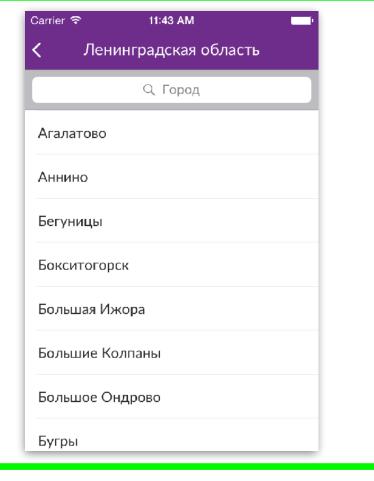
Logic

### Coordinator

Presentation





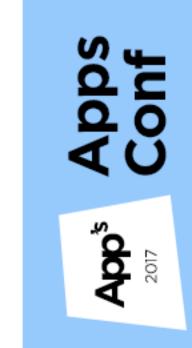






### Demo





# Inputs and outputs

```
class UserEditViewController: UIViewController {
   // MARK: - Input -
   var user: User? { didSet { updateView() } }
   // MARK: - Output -
   var onSelectCity: (() -> Void)?
class CitiesViewController: UITableViewController {
   // MARK: - Output -
    var onCitySelected: ((City) -> Void)?
```





# Inputs and outputs

```
class UserEditViewController: UIViewController {
   // MARK: - Input -
var user: User? { didSet { updateView() } }
    // MARK: - Output -
    var onSelectCity: (() -> Void)?
class CitiesViewController: UITableViewController {
    // MARK: - Output -
    var onCitySelected: ((City) -> Void)?
```





# Inputs and outputs

```
class UserEditViewController: UIViewController {
    // MARK: - Input -
    var user: User? { didSet { updateView() } }
   // MARK: - Output -
var onSelectCity: (() -> Void)?
class CitiesViewController: UITableViewController {
    // MARK: - Output -
var onCitySelected: ((City) -> Void)?
```









```
protocol CitiesOutput {
    var onCitySelected: ((City) -> Void)? {
        get set
    }
}
```

# "interface" CitiesOutput

+ onCitySelected: (City)->()





```
protocol CitiesOutput {
    var onCitySelected: ((City) -> Void)? {
        get set
    }
}

class CitiesViewController: CitiesOutput {
    var onCitySelected: ((City) -> Void)?
}
```

# "interface" CitiesOutput

+ onCitySelected: (City)->()



**Cities View Controller** 





#### **UserEditCoordinator**

- + start()
- + controllerFactory: ControllerFactory

```
protocol CitiesOutput {
    var onCitySelected: ((City) -> Void)? {
        get set
    }
}

class CitiesViewController: CitiesOutput {
    var onCitySelected: ((City) -> Void)?
}
```

# "interface" CitiesOutput

+ onCitySelected: (City)->()

**Cities View Controller** 





#### **UserEditCoordinator**

- + start()
- + controllerFactory: ControllerFactory

#### ControllerFactory

+ cityOutput(): CitiesOutput

```
protocol CitiesOutput {
    var onCitySelected: ((City) -> Void)? {
        get set
    }
}
```

```
class CitiesViewController: CitiesOutput {
   var onCitySelected: ((City) -> Void)?
}
```

# "interface" CitiesOutput

+ onCitySelected: (City)->()



#### **Cities View Controller**





#### **UserEditCoordinator**

- + start()
- + controllerFactory: ControllerFactory

```
protocol CitiesOutput {
    var onCitySelected: ((City) -> Void)? {
        get set
    }
}
```

```
class CitiesViewController: CitiesOutput {
   var onCitySelected: ((City) -> Void)?
}
```

#### ControllerFactory

+ cityOutput(): CitiesOutput

# "interface" CitiesOutput

+ onCitySelected: (City)->()









# Composition VS Inheritance





### Composition VS Inheritance

Coordinator

UINavigationController





### Composition VS Inheritance

Coordinator UINavigationController

Coordinator: UINavigationController





# Storyboards





# Storyboards

```
class BaseViewController: UIViewController {
   var onPrepareForSegue: ((UIStoryboardSegue, Any?) -> ())?
   override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
        onPrepareForSegue?(segue, sender)
   }
}
```





# Storyboards

```
class BaseViewController: UIViewController {
    var onPrepareForSegue: ((UIStoryboardSegue, Any?) -> ())?
    override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
        onPrepareForSegue?(segue, sender)
    }
}
```





```
class StoryboardCoordinator<RootType: UIViewController> {
    let navigationController: UINavigationController
    let rootViewController: RootType
    init(storyboard: UIStoryboard) {
        navigationController = storyboard.initialNavigation
        rootViewController =
           navigationController! topViewController as! RootType
```



typealias UserEditCoordinator =



StoryboardCoordinator<UserEditViewController>

```
class StoryboardCoordinator<RootType: UIViewController> {
    let navigationController: UINavigationController
let rootViewController: RootType
    init(storyboard: UIStoryboard) {
         navigationController = storyboard.initialNavigation
         rootViewController =
            navigationController! topViewController as! RootType
typealias UserEditCoordinator =
```





StoryboardCoordinator<UserEditViewController>

```
class StoryboardCoordinator<RootType: UIViewController> {
    let navigationController: UINavigationController
    let rootViewController: RootType
    init(storyboard: UIStoryboard) {
        navigationController = storyboard.initialNavigation
        rootViewController =
           navigationController! topViewController as! RootType
```

typealias UserEditCoordinator =
 StoryboardCoordinator<UserEditViewController>



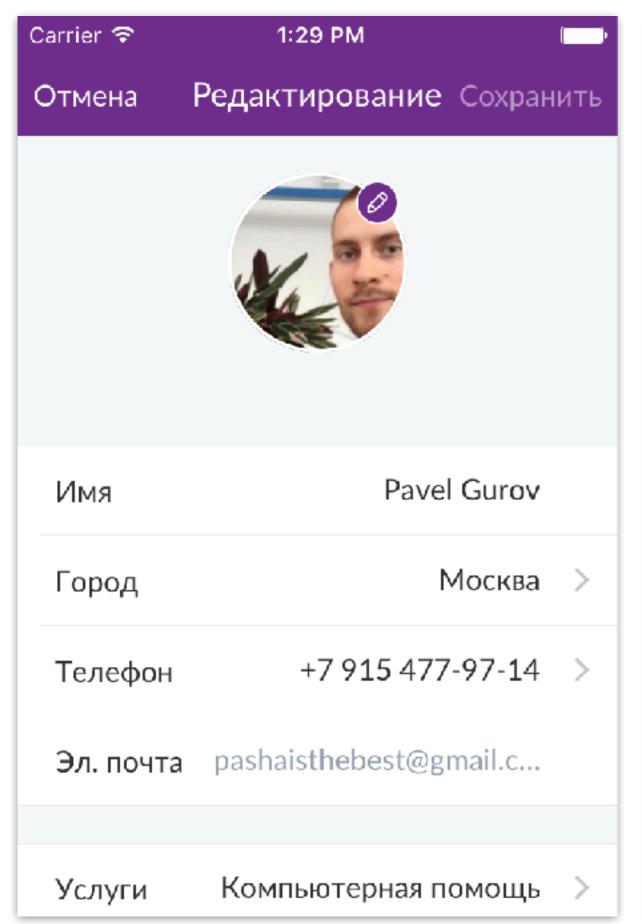


```
class StoryboardCoordinator<RootType: UIViewController> {
    let navigationController: UINavigationController
    let rootViewController: RootType
    init(storyboard: UIStoryboard) {
        navigationController = storyboard.initialNavigation
        rootViewController =
           navigationController! topViewController as! RootType
```

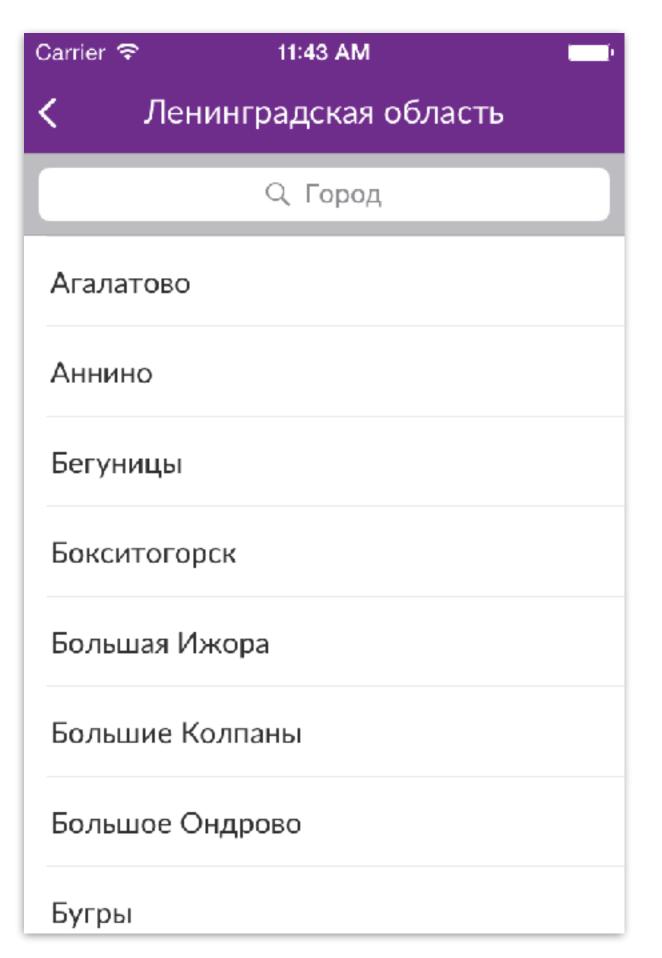
typealias UserEditCoordinator =
 StoryboardCoordinator<UserEditViewController>







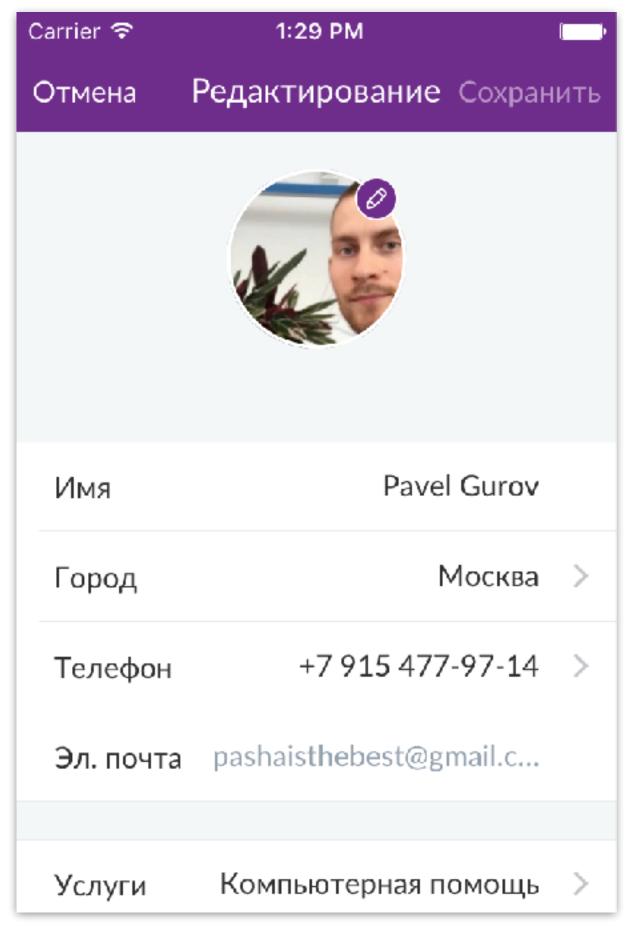
Carrier   11:45 AM		
<b>&lt;</b> Город или область		
Q Город или область		
Москва		_
Россия		-
Санкт-Петербург		
Россия		
Московская область		>
Ленинградская область	1	>
Адыгея		>
Алтайский край		>
Амурская область		>
Архангельская область		>

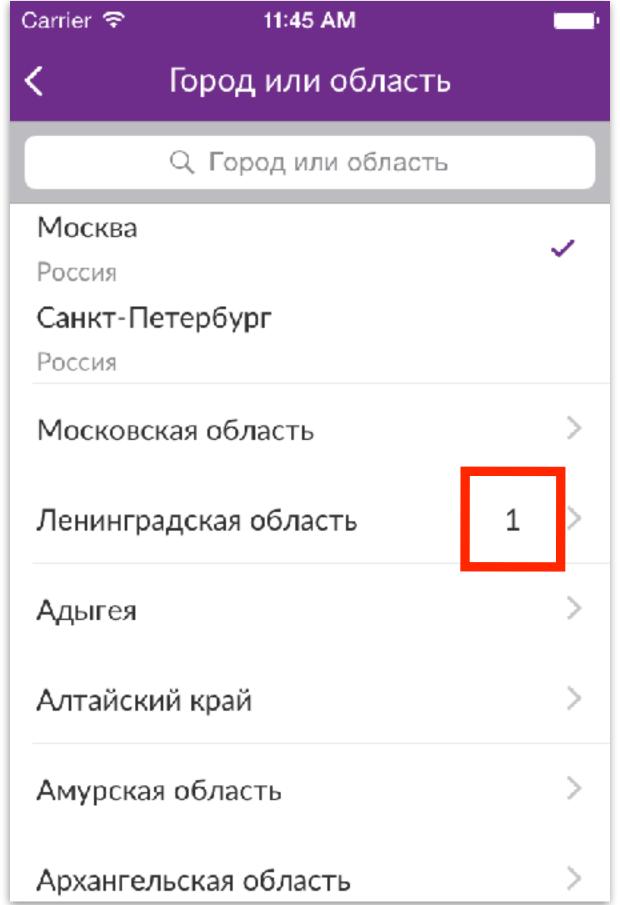


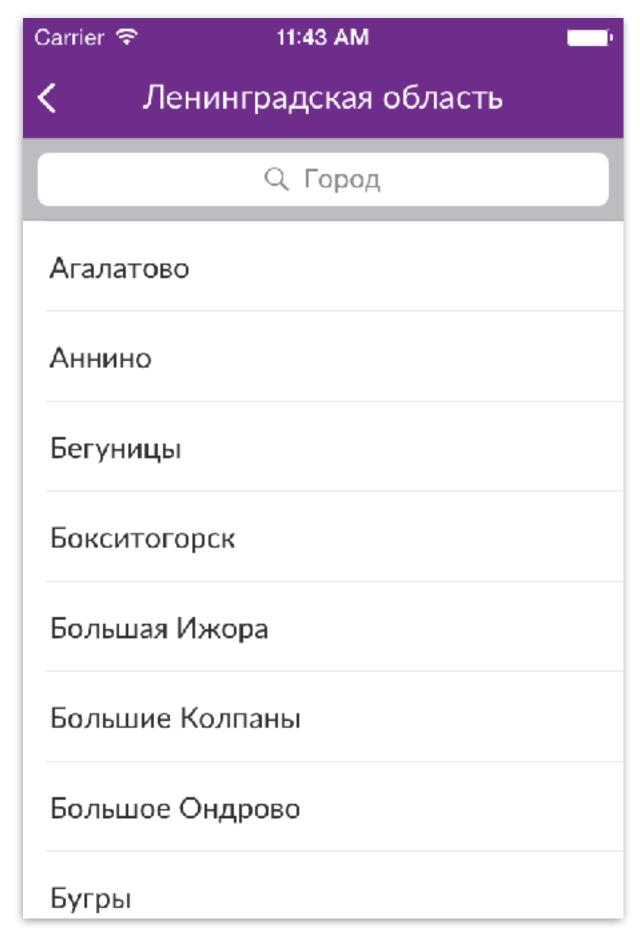








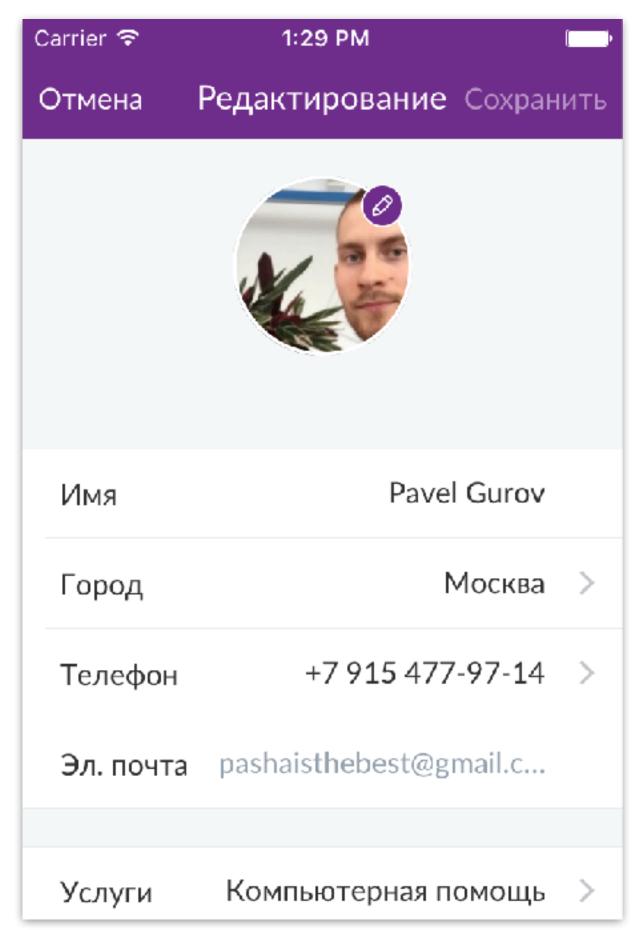


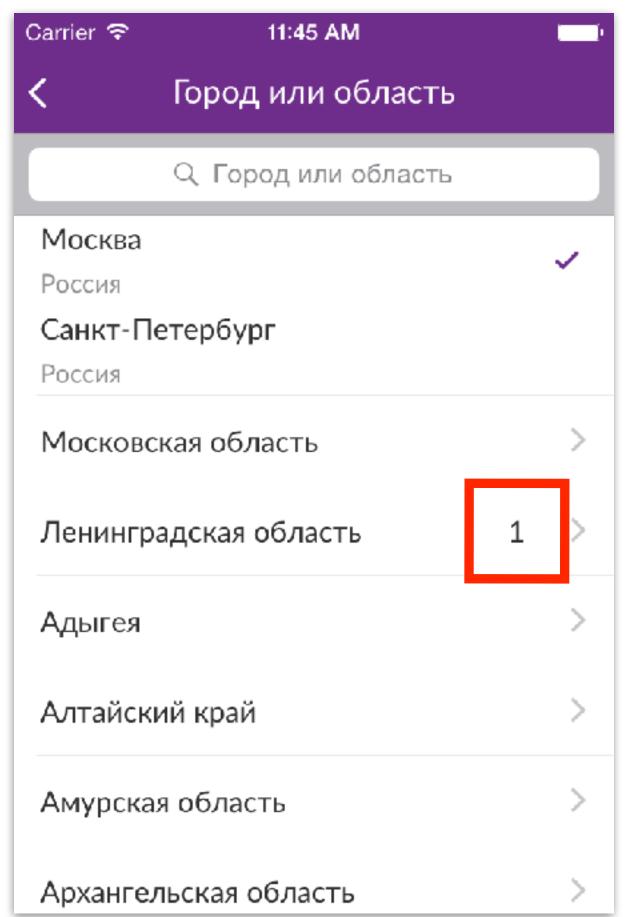


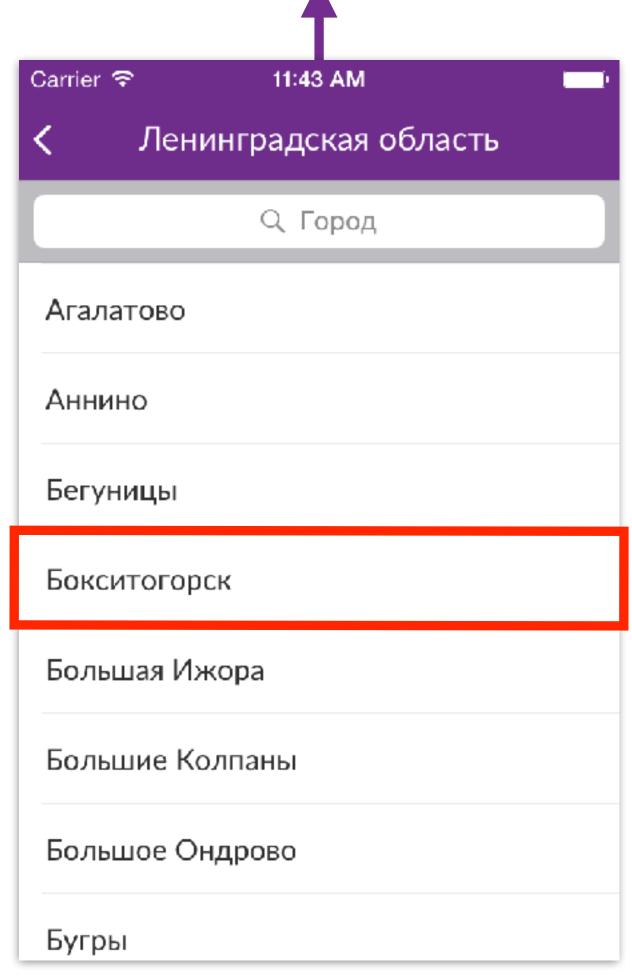






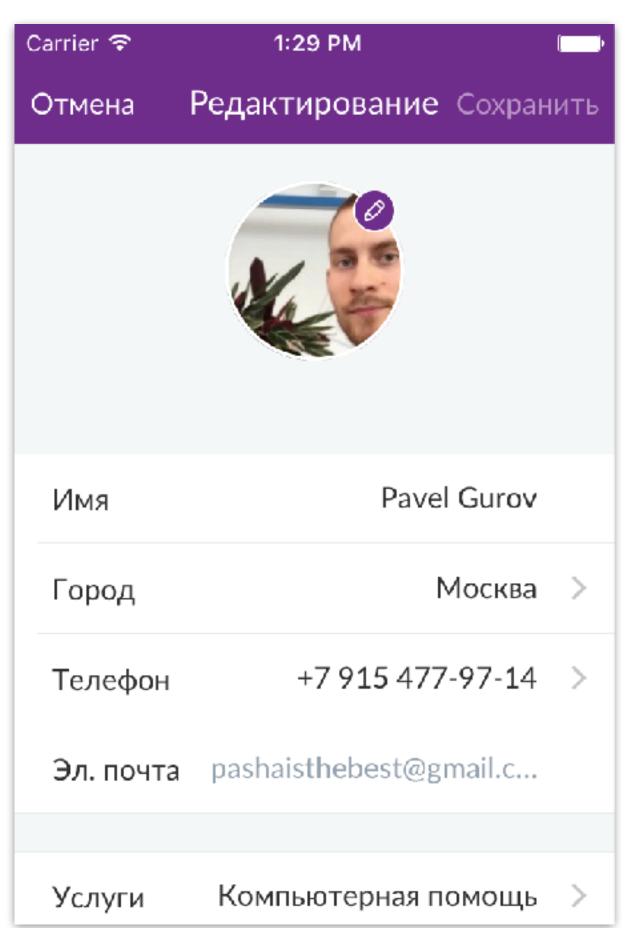


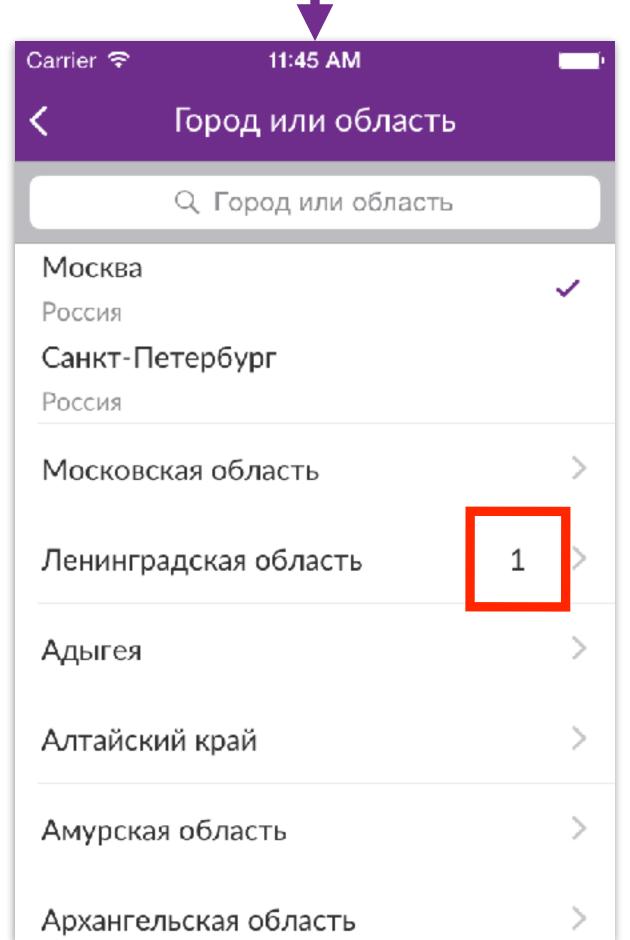


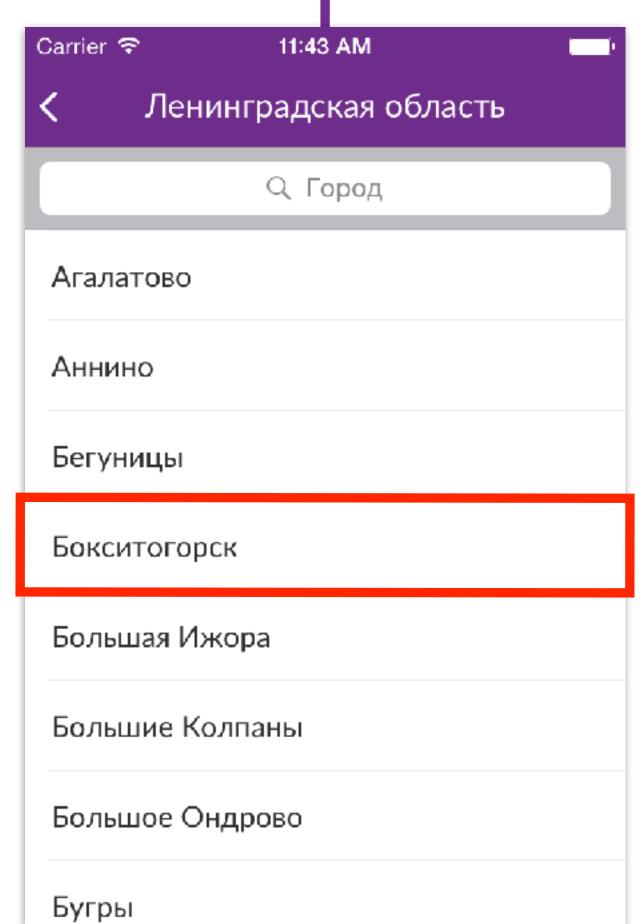








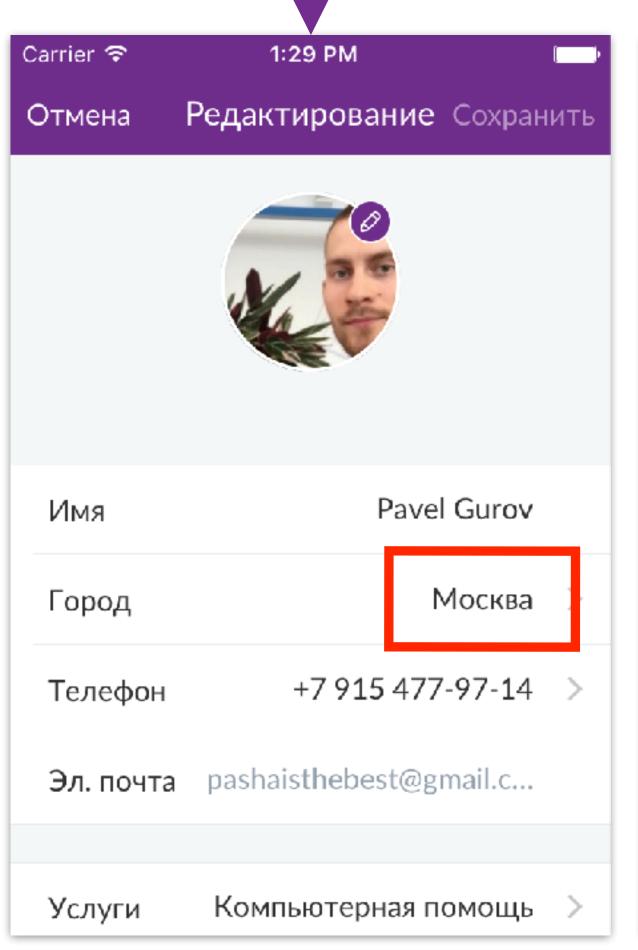


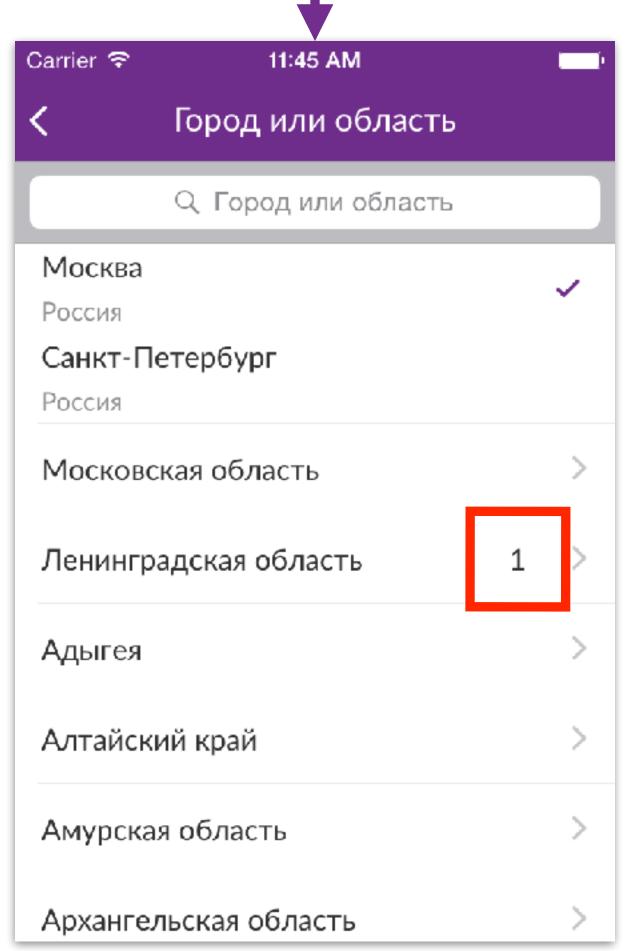


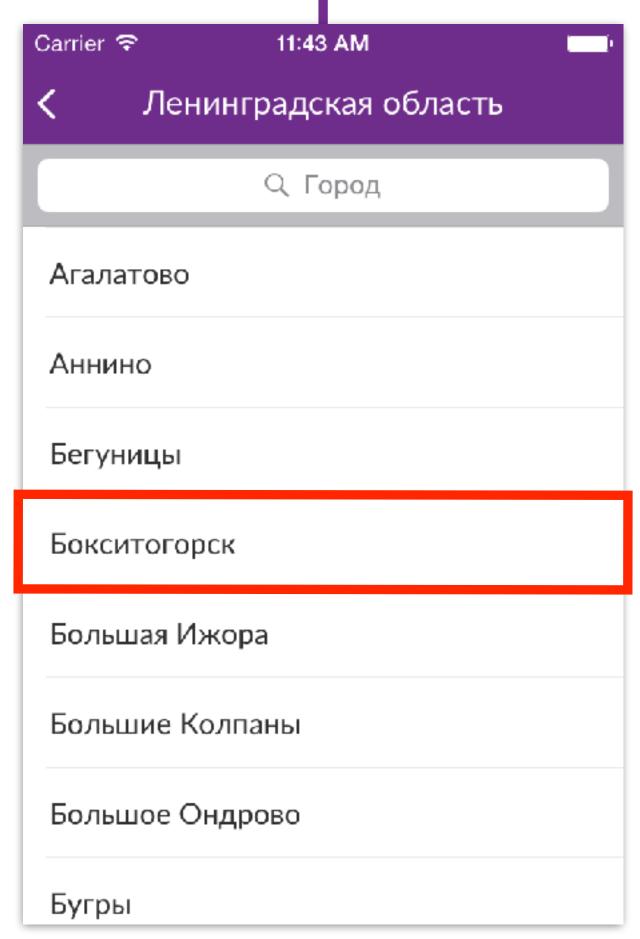












# Рефакторинг существующего кода

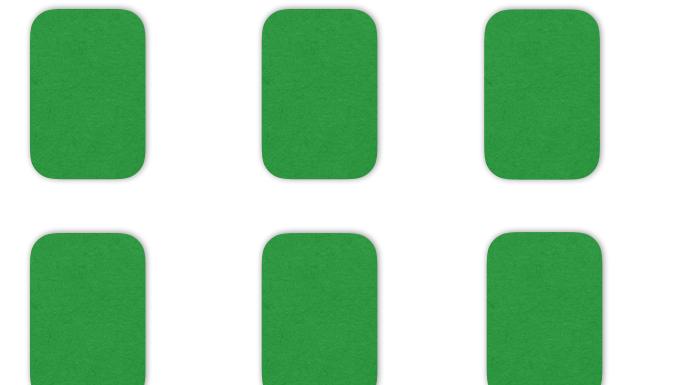




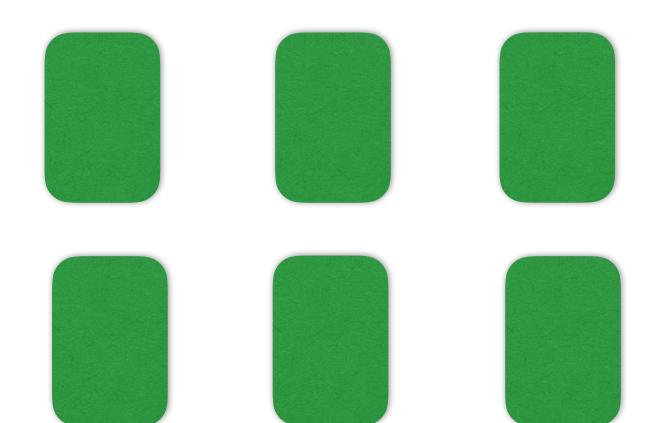




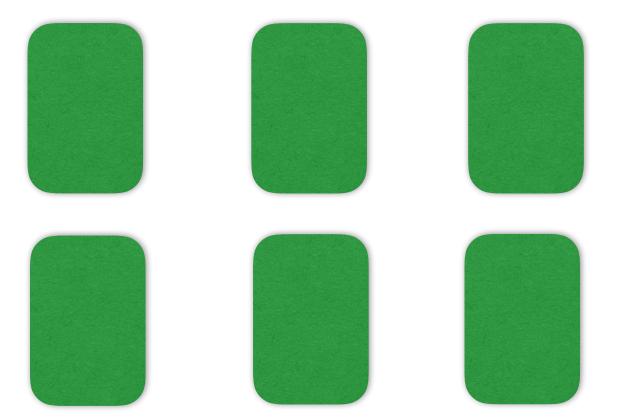
#### LoginCoordinator



#### UserEditCoordinator



#### FeedCoordinator







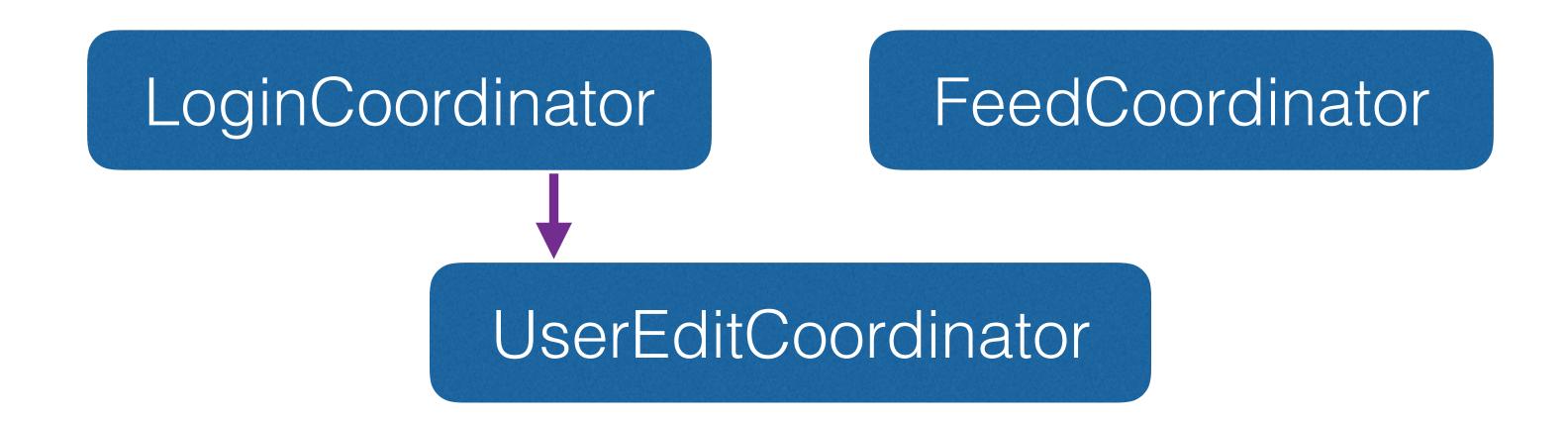
LoginCoordinator

FeedCoordinator

UserEditCoordinator

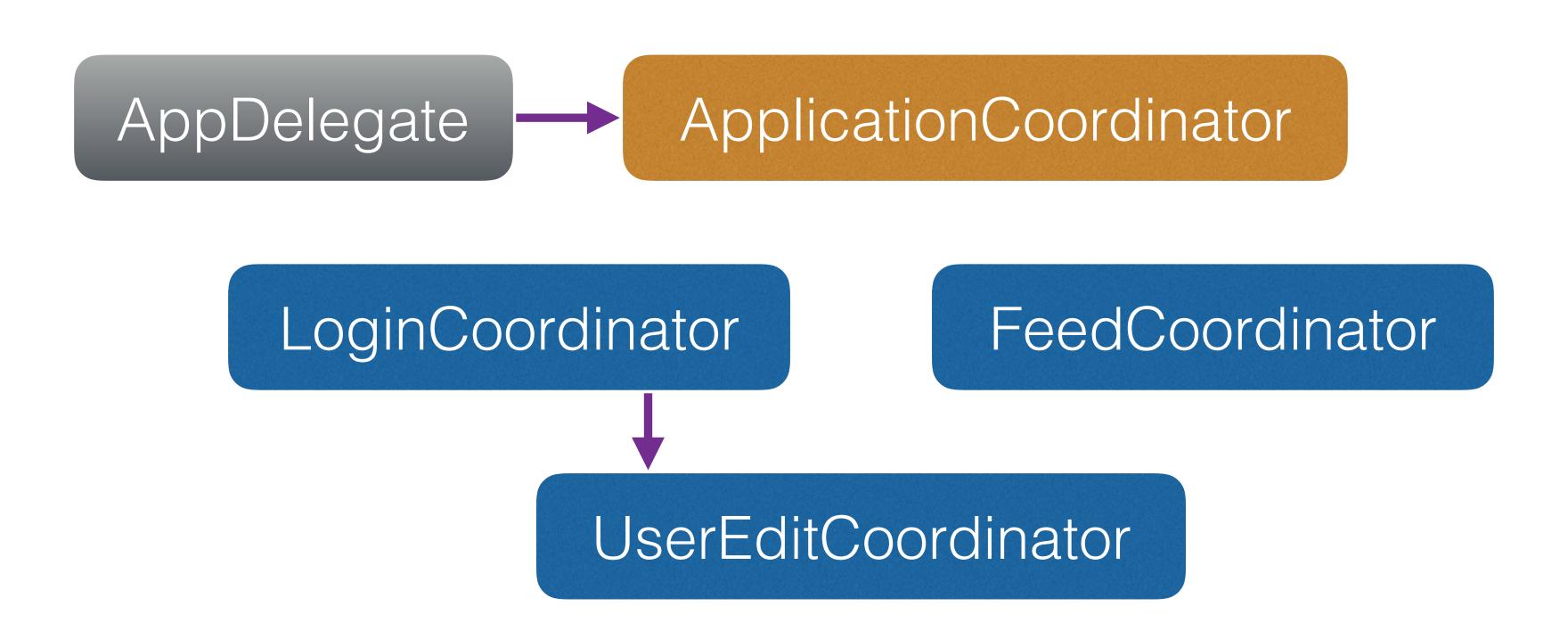






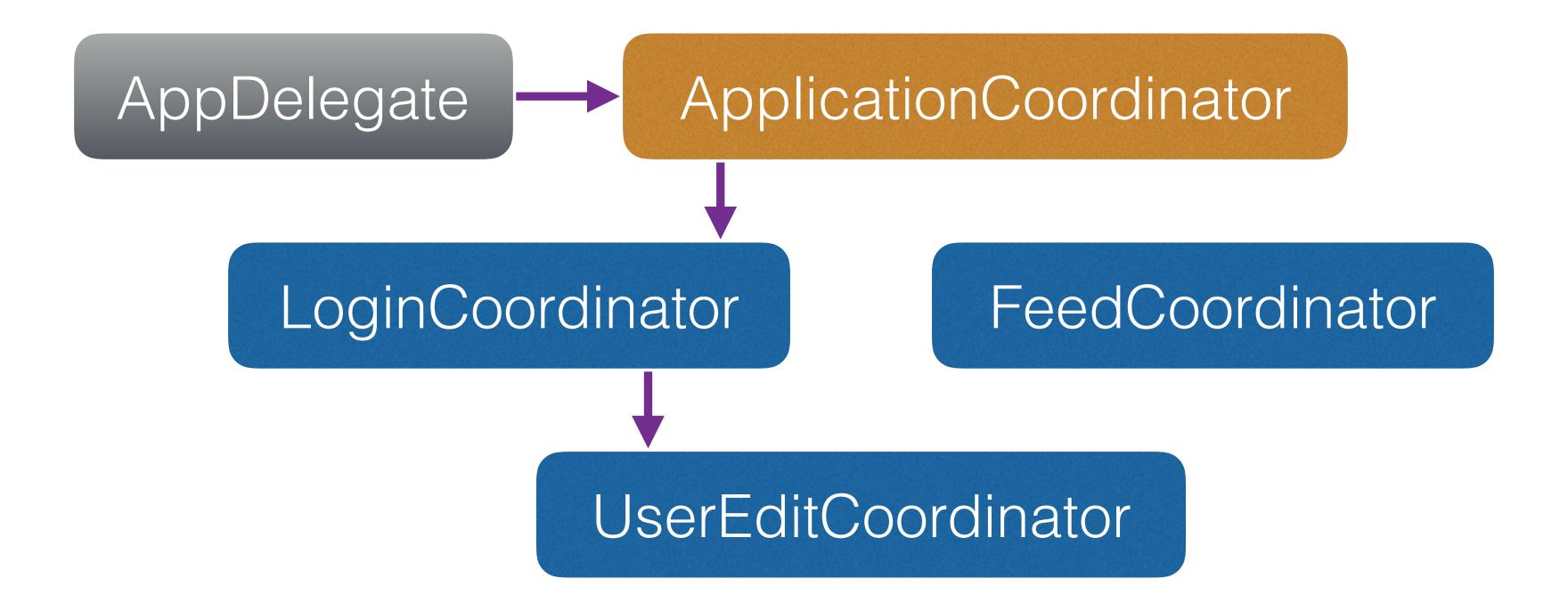






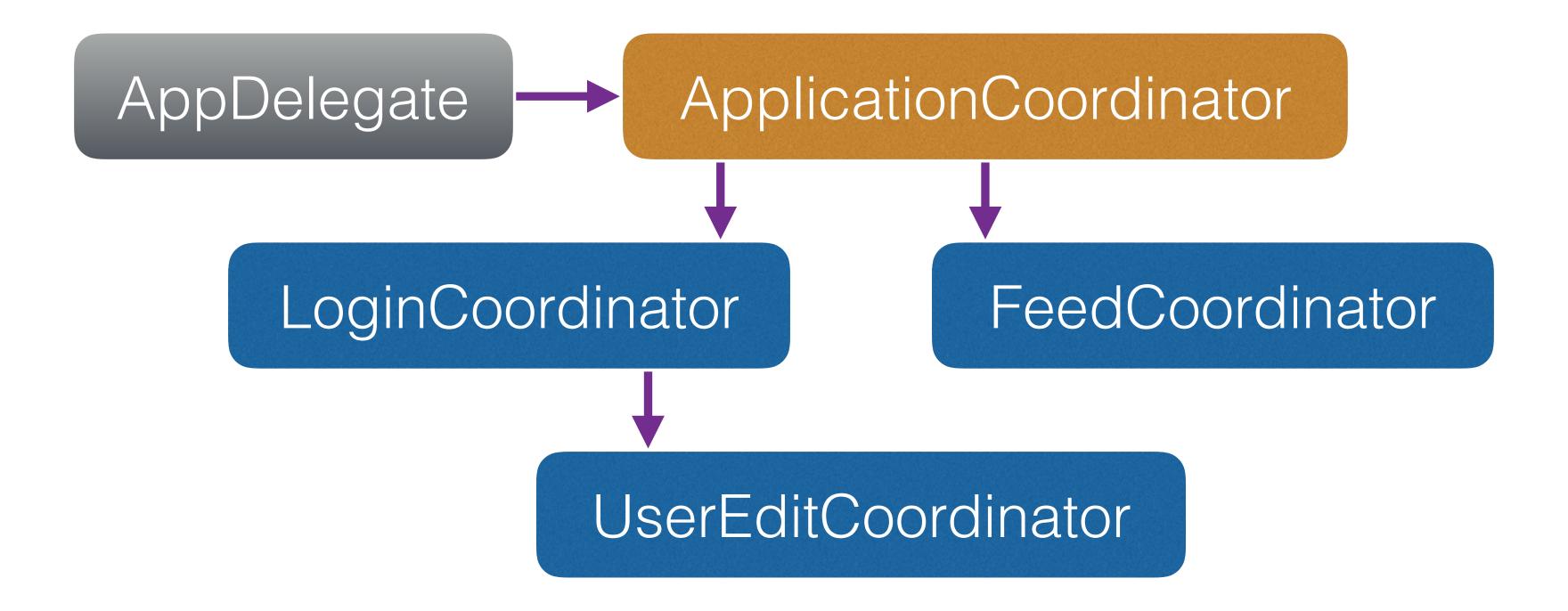




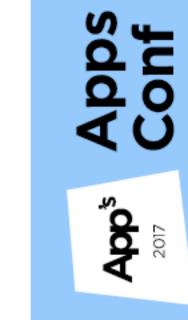


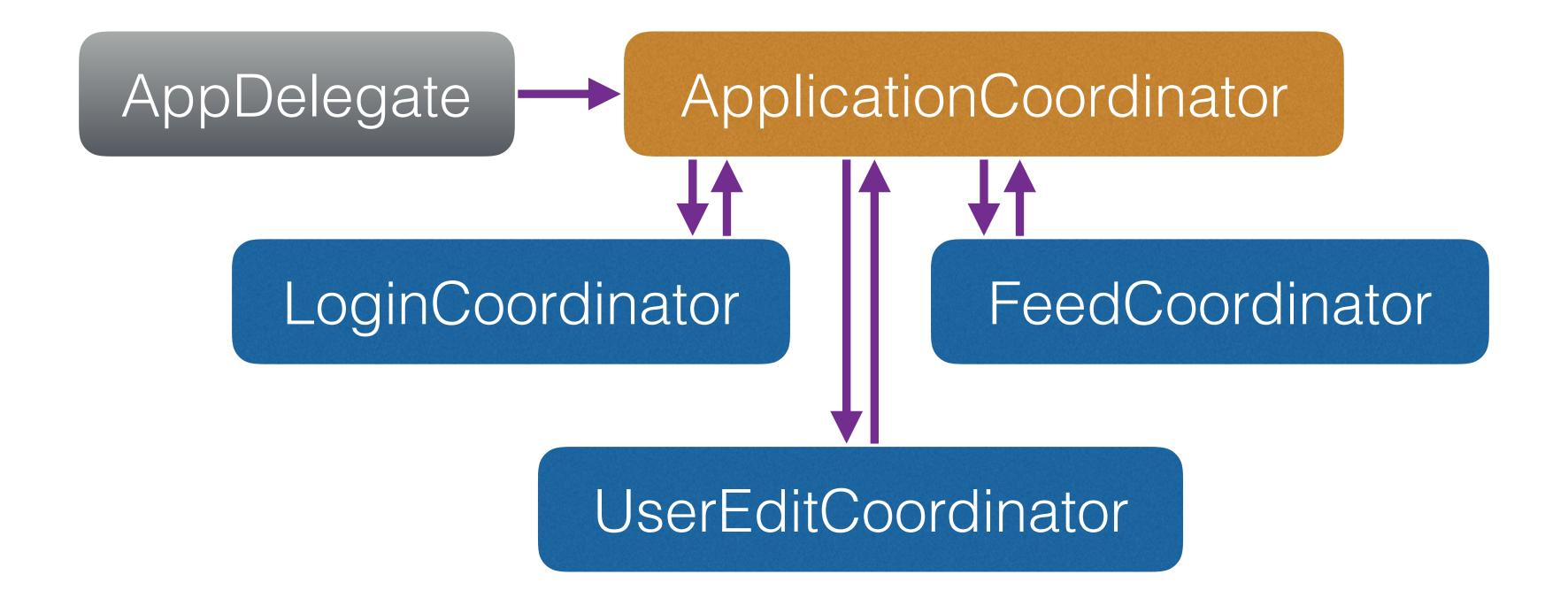
















# Временный старт Coordinator внутри UIViewController









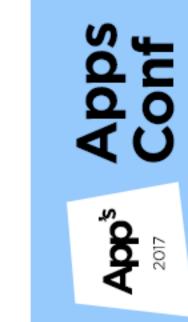
• Независимые экраны и сценарии





- Независимые экраны и сценарии
- Легко менять порядок





- Независимые экраны и сценарии
- Легко менять порядок
- Упрощается передача данных между экранами





- Независимые экраны и сценарии
- Легко менять порядок
- Упрощается передача данных между экранами
- Никаких сторонних зависимостей =)





- Независимые экраны и сценарии
- Легко менять порядок
- Упрощается передача данных между экранами
- Никаких сторонних зависимостей =)

github.com/pegurov/CoordinatorsDemo pegurov@avito.ru



