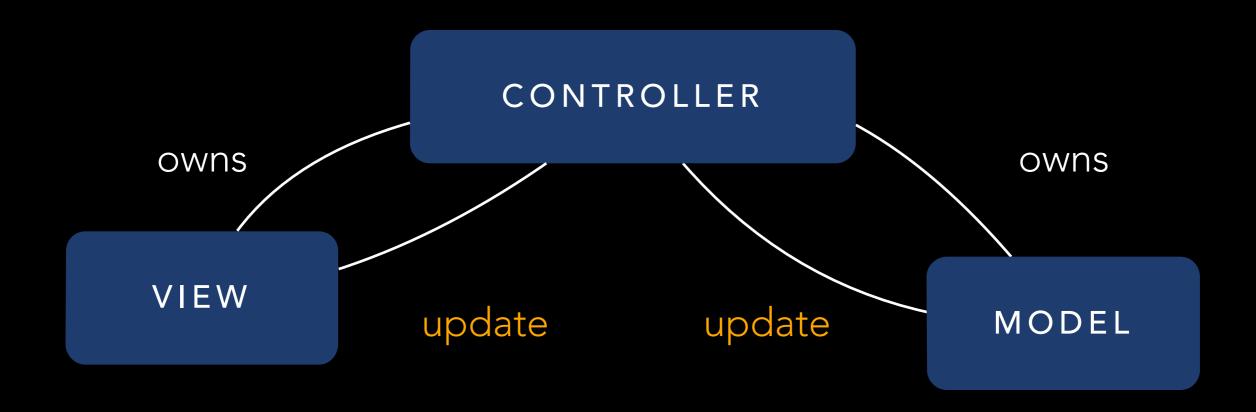


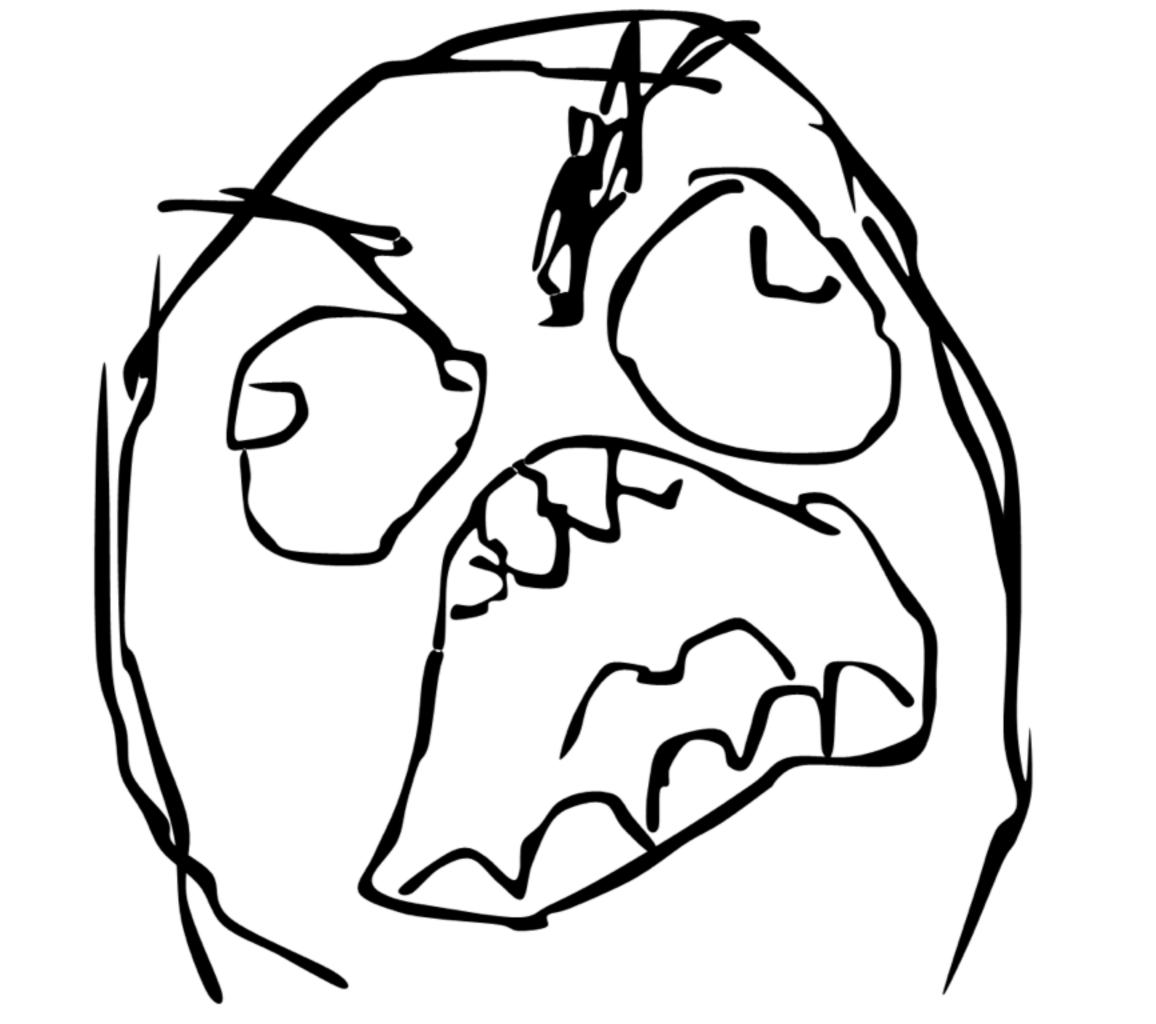
# MODEL VIEW CONTROLLER



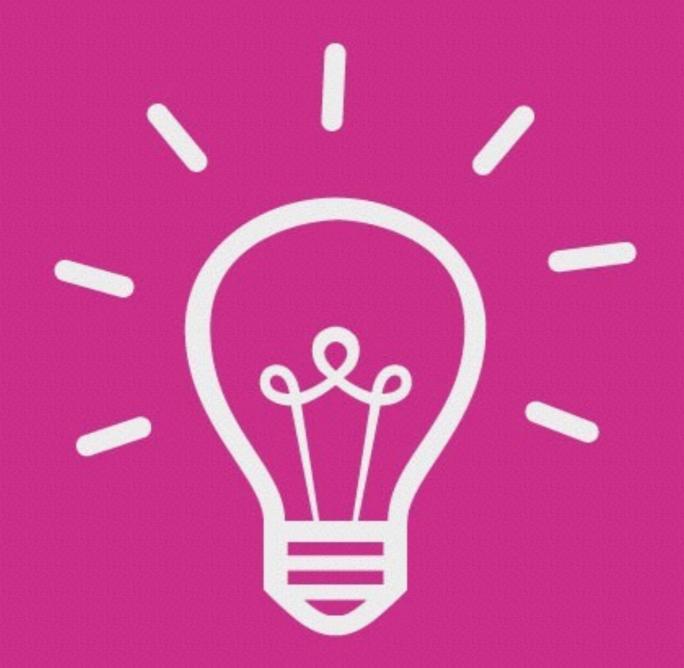
# MVC ARCHITECTURE



```
If (_deals.count > 0) {
- (OSFloat)tableView:(UITableView *)tableView heightFormeaderInSection:(NSInteger)section
    If (section mm 0) {
   )else (
- (NSInteger)tableView: (UITableView *)tableView numberOfRowsInSection: (NSInteger)section
      f (_ceals.count mm 0) {
        section +m 1;
      (section == 0) {
    ]else if (section == 1) {
    jeise if (section ** 2) {
- (COFIDET)tableView:(UITableView *)tableView heightForRowAtIndexPath:(NSIndexPath *)IndexPath
    MSInteger section = indexPath.section;
     if (_deals.count == 0) [
        section += 1;
      (section == 0) (
    return [DiscountDell cellHeight:_deals[indexPath.row]];
]eise if (section == 1) {
          f (indexPath_row == 0) {
  return CORectGetHeight(_aboutCell_frame);;
           If (section == 2) {
          f (indexPath.row == 8) {
       return CGRectGetHeight(_mapCell.frame);
}else if (indexPath.row == 1) {
   jeise {
   if (indexPath.row == 0) {
       return CGRectGetHeight(_phoneCell.frame);
}eise {
- (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
    NSInteger section = IndexPath.section;
       section += 1;
      (section == 0) {
        static NSString *identifier = @"DiscountCell";
DiscountCell *cell = [tableView dequeseReusableCellWithIdentifier:identifier];
          f (foett) {
           cell = [[NS8undle mainBundle] loadNibNamed:@"DiscountCell" owner;self options;nil)[0];
        [cell initWithData:_deals[indexPath.row]];
       DealCellBackgroundView *custview = [[DealCellBackgroundView alloc] initWithFrame:CGRectMake(0, 0, 320, 35)]; custview.filiColor = [Utils colorWithHeaString:AColorDetailDealBg]; NSInteger sectionRows = [tableView numberOfRowsInSection:IndexPath.section];
           (sectionRows == 1) {
           custriew.position = DealCellBackgroundVlewPositionSingle;
cell.line.hidden = YES;
             if(indexPath.row == 0){
                custview.position = DealCeliBackgroundViewPositionTop;
               se if (indexPath.row == (sectionRows-1)){
                custview.position = DealCellBackgroundViewPositionBottom;
```

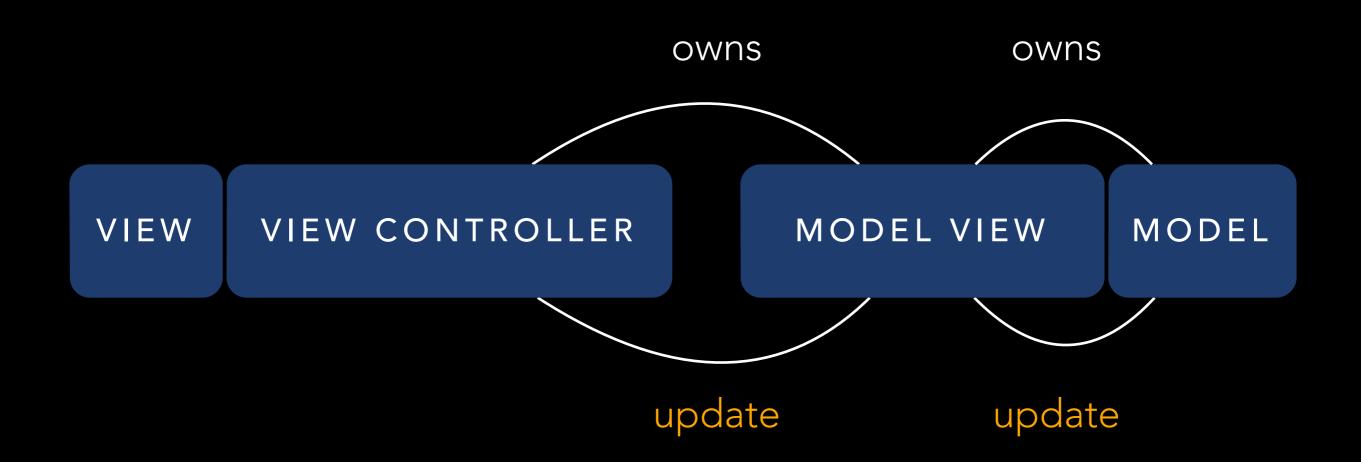






MVVM OR MVC++

### MVVM ARCHITECTURE



#### WITHOUT MVVM

```
override func viewWillAppear(animated: Bool)
کی
   super.viewWillAppear(animated)
   self.contentLabel.text = data.text
   let calendar = NSCalendar.currentCalendar();
   let unit:NSCalendarUnit = NSCalendarUnit.CalendarUnitMinute
   let dateComponent = calendar.components(unit, fromDate:
data.createdAt, toDate: NSDate(), options: nil)
   self.descriptionLabel.text = "\(data.firstname) \(data.lastname),
\(dateComponent.minute) ago"
   self.commentButton.setTitle("\(data.numberOfComments)
comments", forState: UIControlState.Normal)
```

#### WITH MVVM

#### Create a viewModel class

```
class DataViewModel: NSObject
   var contentText = ""
   var descriptionText = ""
   var commentTitle = ""
   func initWithData(data: Data) -> DataViewModel {
       let dataViewModel = DataViewModel()
       dataViewModel.contentText = data.text
       let calendar = NSCalendar.currentCalendar();
       let unit:NSCalendarUnit = NSCalendarUnit.CalendarUnitMinute
       let dateComponent = calendar.components(unit, fromDate: data.createdAt, toDate:
NSDate(), options: nil)
       dataViewModel.descriptionText = "\(data.firstname) \(data.lastname), \
(dateComponent.minute) ago"
      dataViewModel.commentTitle = "\(data.numberOfComments)"
       return dataViewModel
```

#### WITH MVVM

After you initialized viewModel

```
override func viewWillAppear(animated: Bool)
{
    super.viewWillAppear(animated)

    self.contentLabel.text = viewModel.contentText
    self.descriptionLabel.text = viewModel.descriptionText
    self.commentButton.setTitle(viewModel.commentTitle, forState:
UIControlState.Normal)
}
...
```

#### WHY MVVM ?

- MVVM is compatible with your existing MVC architecture.
- MVVM makes your apps more testable
- Because Microsoft



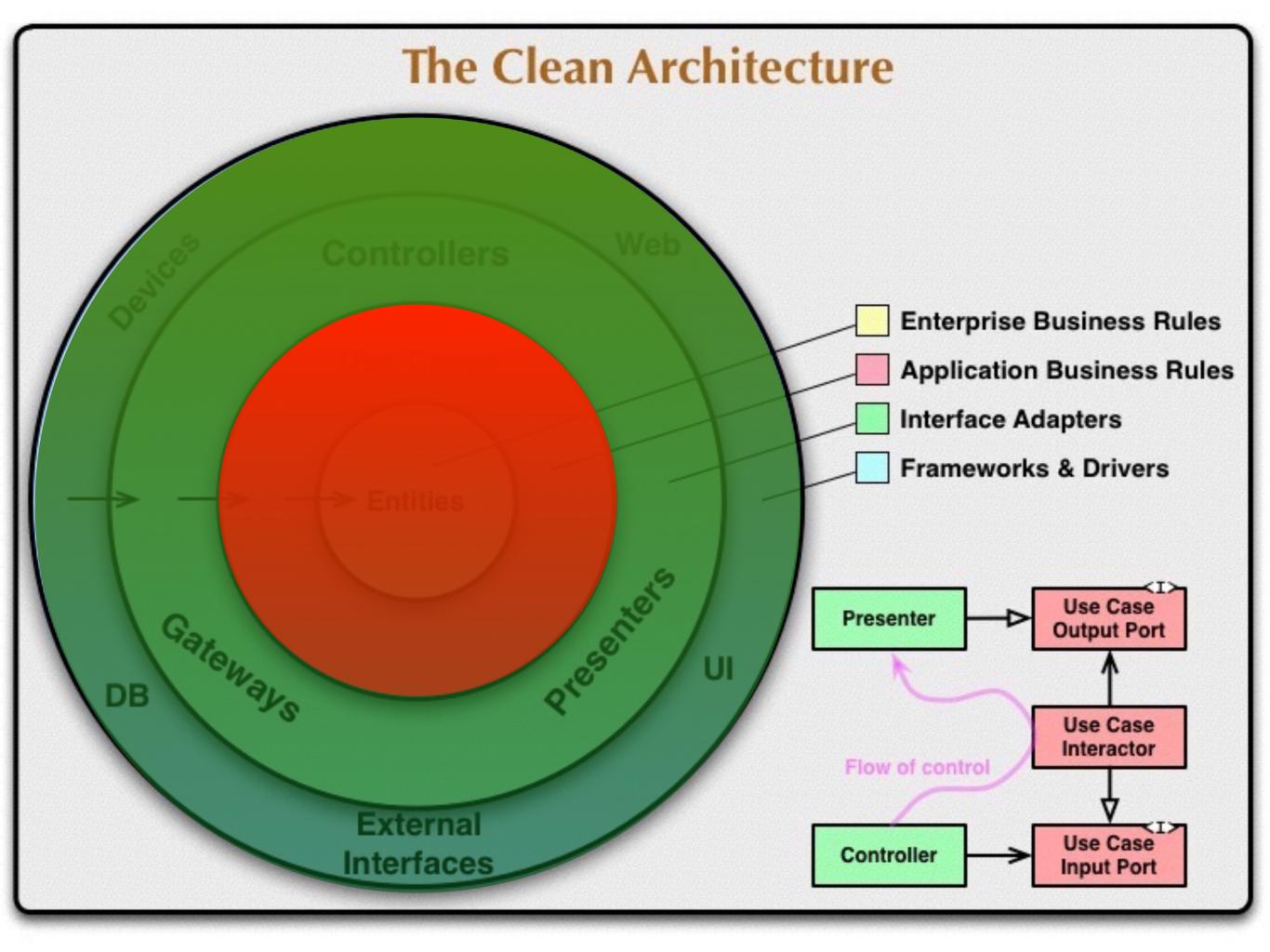




# The Single Responsibility Principle

# VIPER

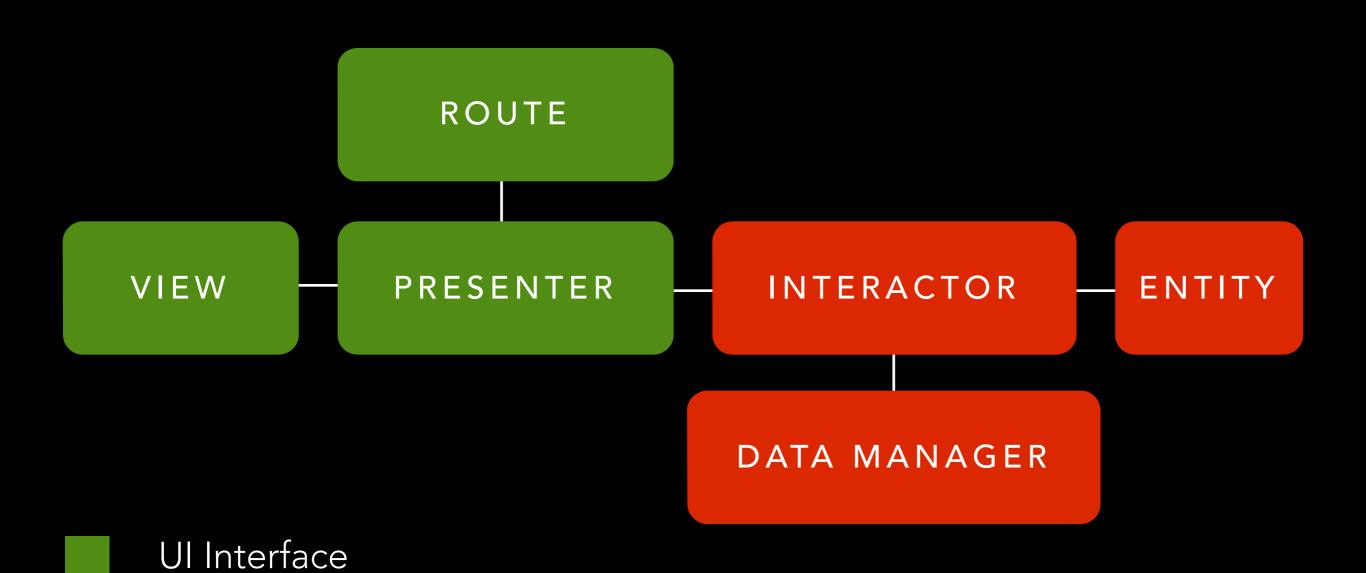






## VIPER ARCHITECTURE

Business Logic



## DEMO







#### RESOURCES

- Introduction to MVVM <u>http://www.objc.io/issue-13/mvvm.html</u>
- The Clean Architecture <u>http://blog.8thlight.com/uncle-bob/2012/08/13/the-clean-architecture.html</u>
- The Principles of OOD <u>http://www.butunclebob.com/ArticleS.UncleBob.PrinciplesOfOod</u>
- Introduction to VIPER
   <a href="http://mutualmobile.github.io/blog/2013/12/04/viper-introduction/">http://mutualmobile.github.io/blog/2013/12/04/viper-introduction/</a>

#### THANK YOU

My email is <u>romain.asnar@gmail.com</u> if you would like to chat. Follow me @romsi94 because I like tweeting about dishes. I know that you prefer reading my slide, that's why I wrote a lot. But first, I would like to say thanks to my parents. As developer you should know that 80% of your product development takes as much effort as the last 20%, prepare yourself for those detail challenge ahead. You can imagine how much time I spent to write all of these. I forget to tell you that if you continue to read this I can tell you another story but in French. C'est I'histoire d'un petit garçon qui avait eu un ordinateur pour son anniversaire. Il était très heureux et il apprit le développement. Bon, j'en ai marre d'écrire et si vous continuez de lire meme si c'est en français, je ne peux plus rien pour vous. Thank you for reading it.



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