

CLEAN ARCHITECTURE IN SWIFT

MARCIN KUPTTEL

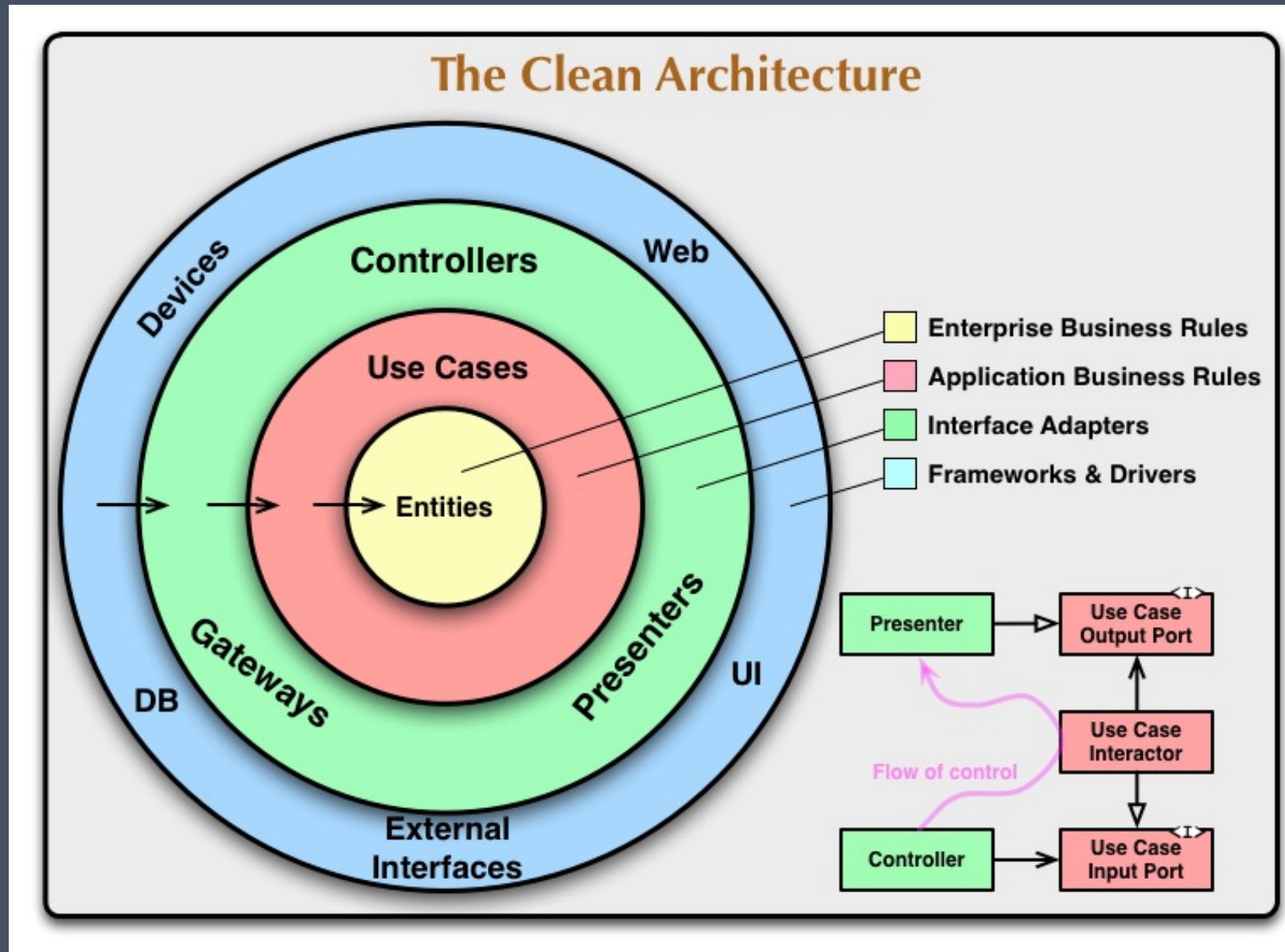
WE'VE ALL BEEN THERE ...



RECOGNIZE THE
PROBLEM

**WHAT IS CLEAN
ARCHITECTURE?**

OVERVIEW

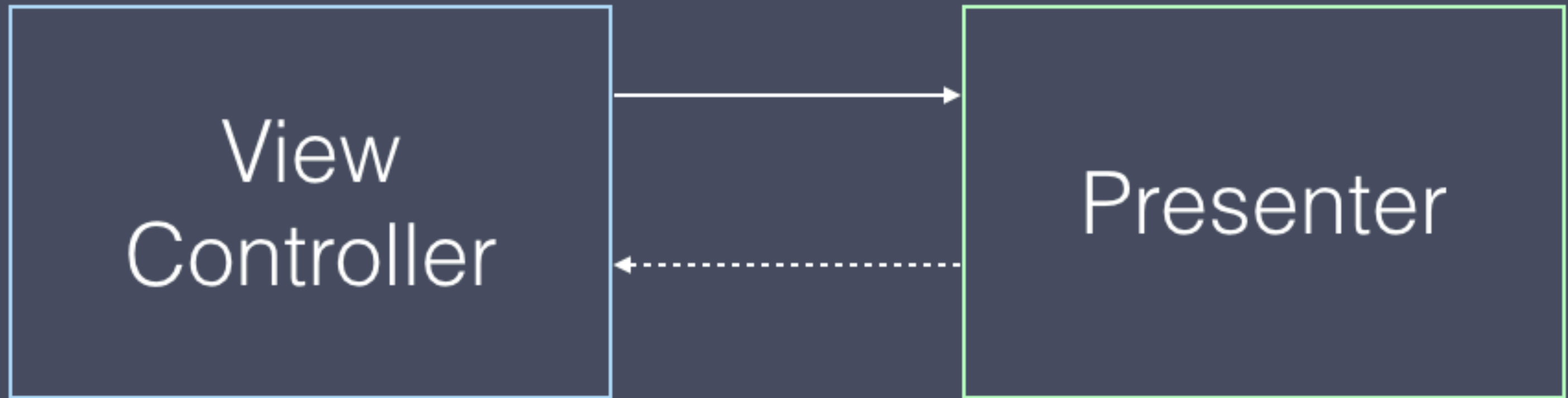


VIEW CONTROLLER

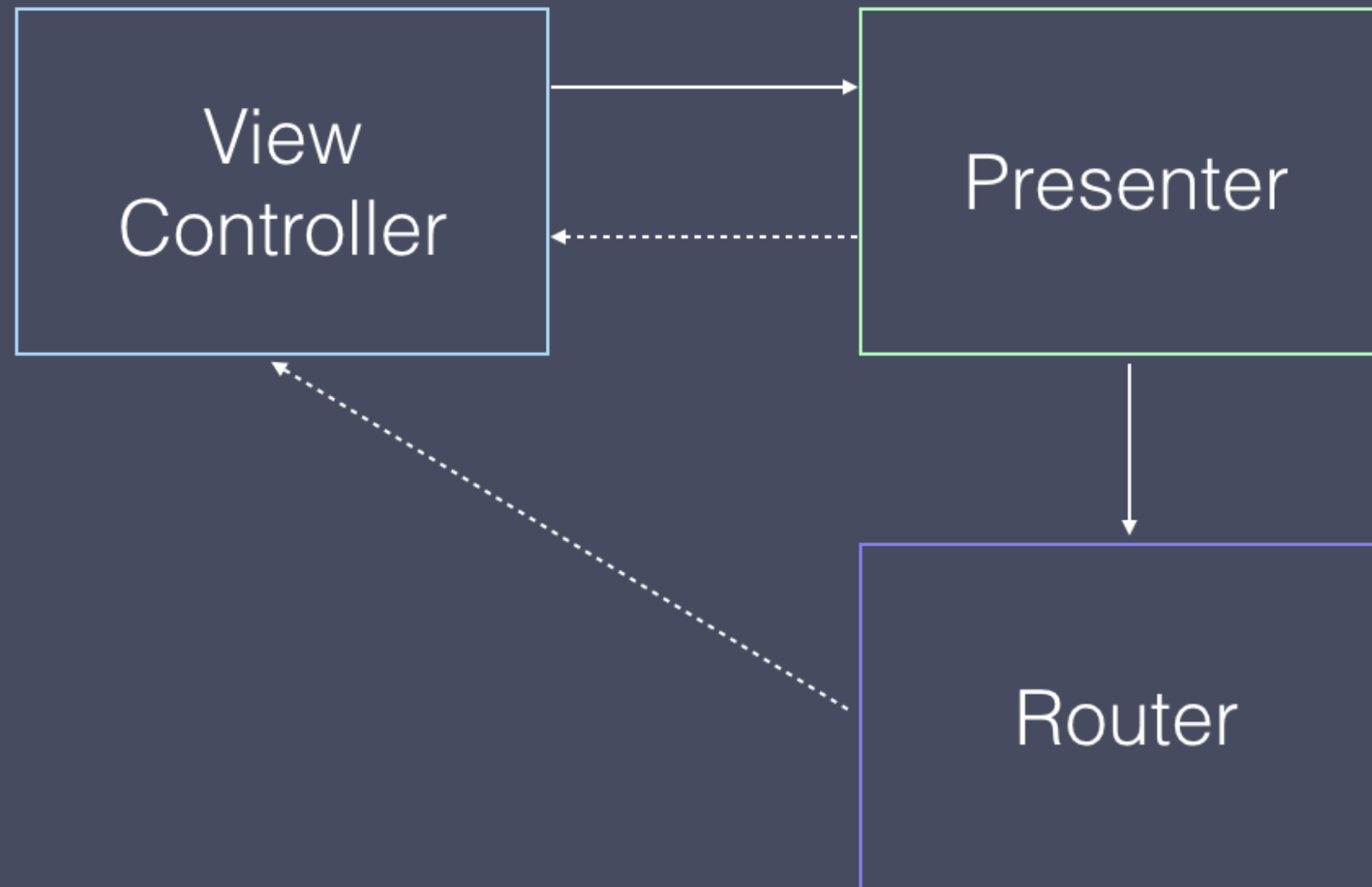


View
Controller

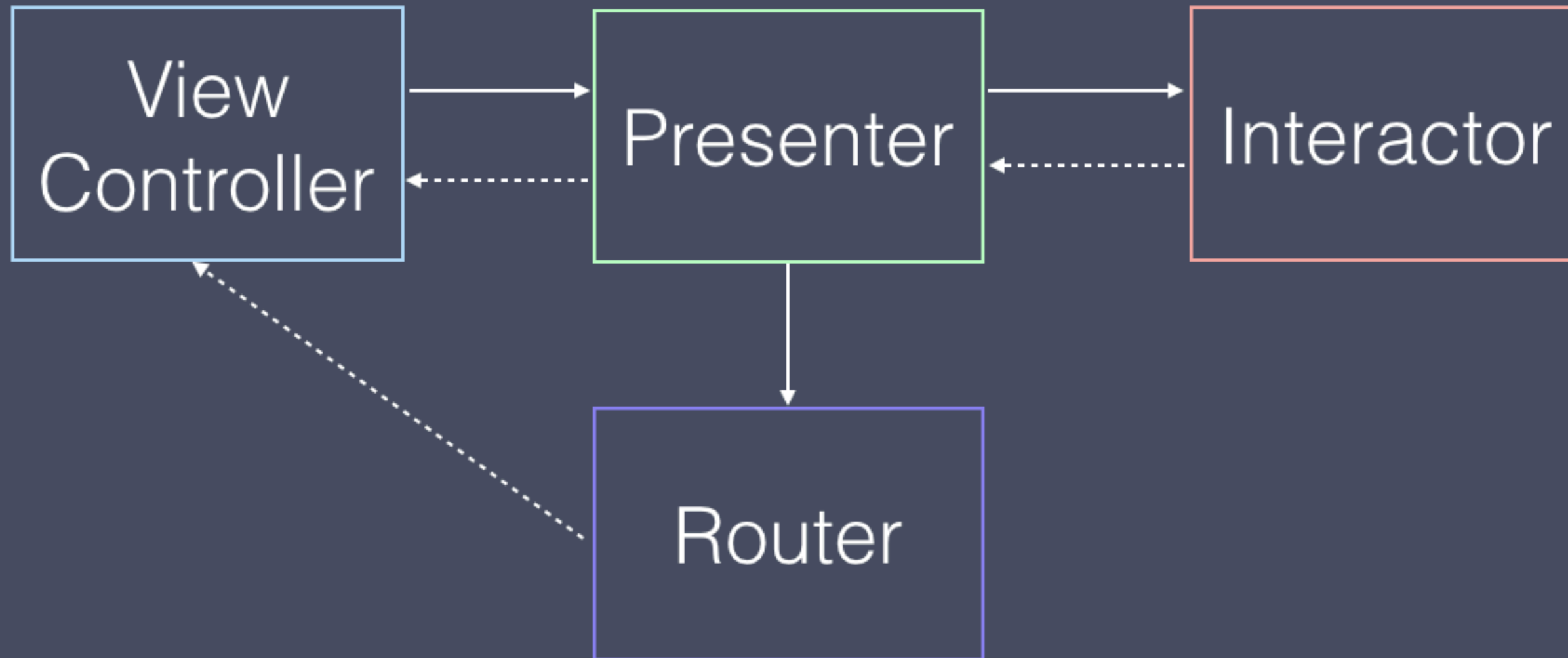
PRESENTER



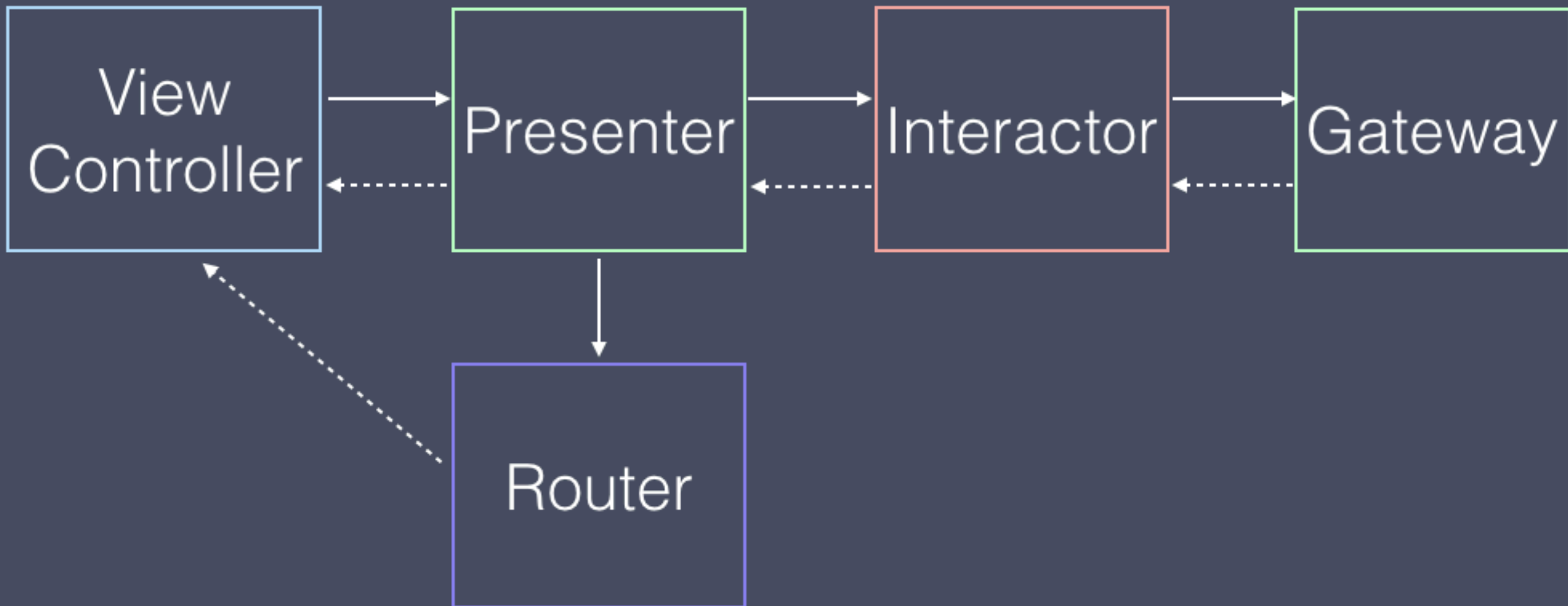
ROUTER



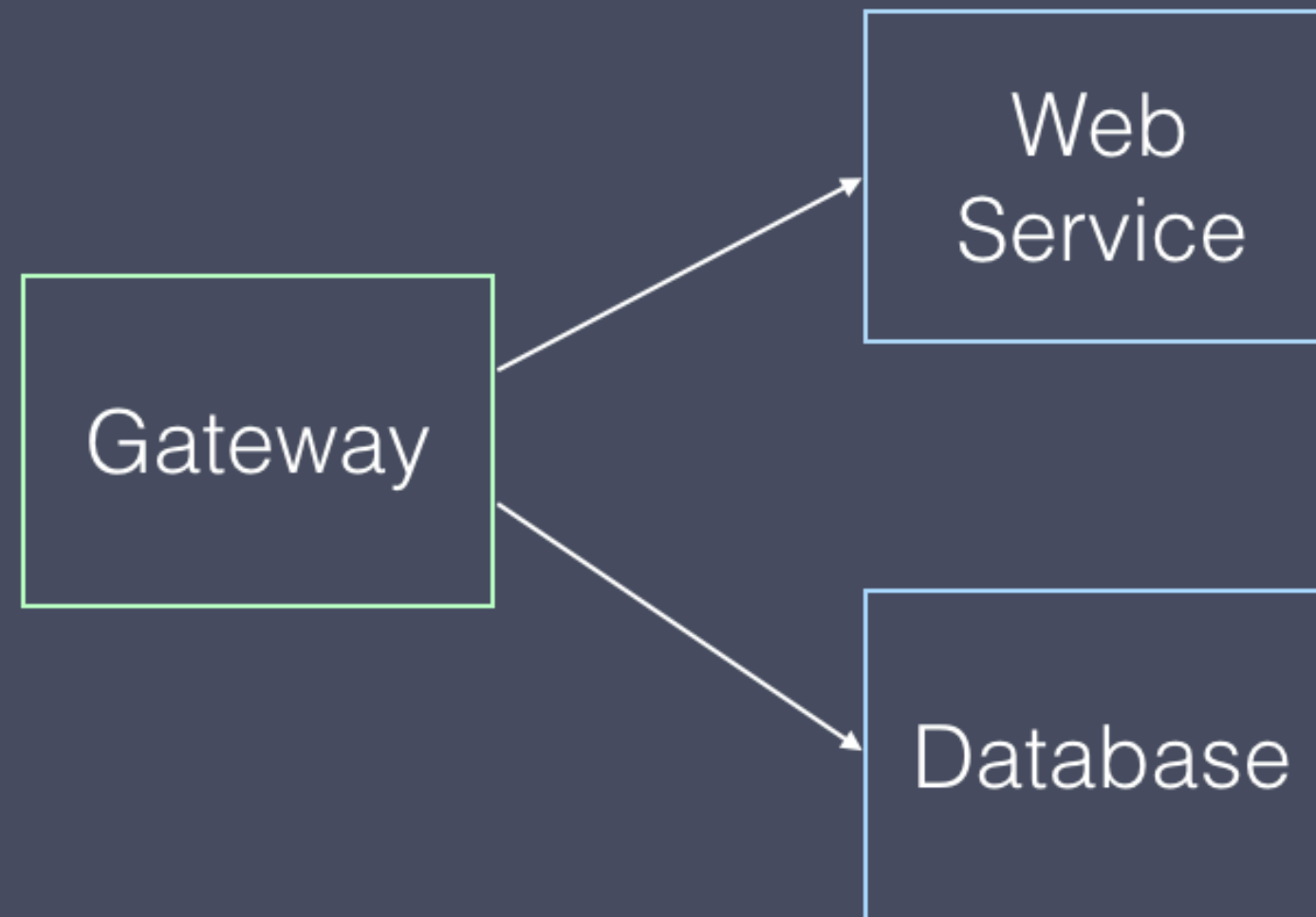
INTERACTOR



GATEWAY



ONE STEP FUTHER



CONCRETE EXAMPLE

WHAT WE GET

- > A RECOGNIZABLE STRUCTURE
- > WELL DEFINED RESPONSIBILITIES
 - > MODULARITY
 - > EASY TESTING

WHAT TO BEAR IN MIND

- > CAN BE AN OVERKILL FOR SMALLER PROJECTS
 - > REQUIRES A LARGE NUMBER OF CLASSES

REFERENCES

- > [HTTPS://BLOG.8THLIGHT.COM/UNCLE-BOB/2012/08/13/THE-CLEAN-ARCHITECTURE.HTML](https://blog.8thlight.com/uncle-bob/2012/08/13/the-clean-architecture.html)
- > [HTTPS://WWW.OBJC.IO/ISSUES/13-ARCHITECTURE/VIPER/](https://www.objc.io/issues/13-architecture/viper/)
- > [HTTP://ALISTAIR.COCKBURN.US/HEXAGONAL+ARCHITECTURE](http://alistair.cockburn.us/hexagonal+architecture)

THANKS!

@MARCINKUPTTEL