

Applied MVVM - Hierarchies and Navigation



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Introduction



Naming and locating components

Hierarchical MVVM & navigation

MVVM app building



There are no correct names,
only good or bad ones in the
eye of the beholder.

What matters is having a
pattern and using it
consistently.



View Naming Guidance



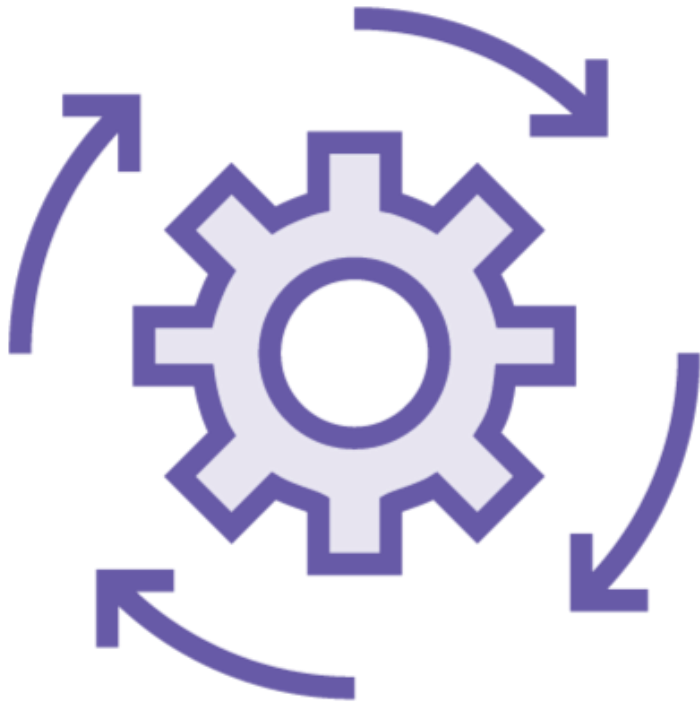
Typically named “<Name>View”

May have other name suffixes (i.e. Window, Page, Dialog)

Recommendation: Don’t include “View” in the type name unless it has a corresponding ViewModel



ViewModel Naming Guidance



If the View name ends in “View”, append “Model”

- CustomerEditView
- CustomerEditViewModel

If the View name does not end in “View”, append “ViewModel”

- MainWindow
- MainWindowViewModel

The rest of the ViewModel name should match the View name

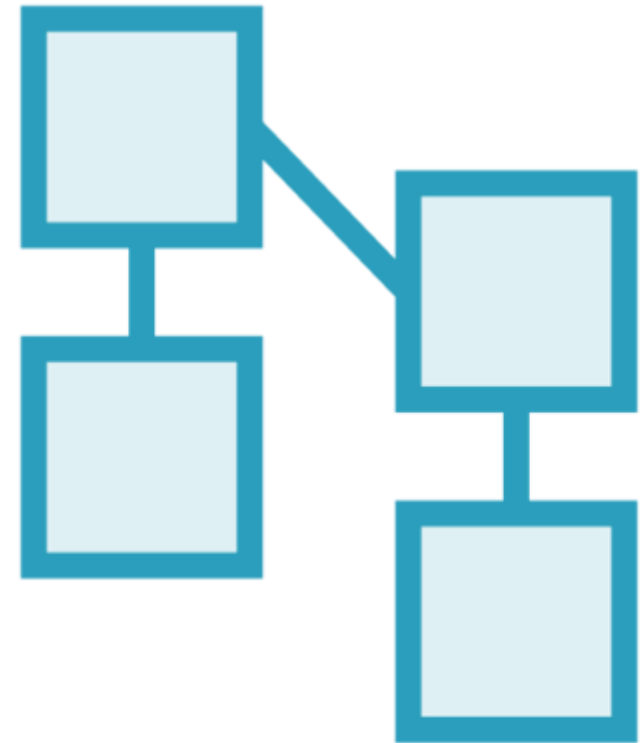
Naming Models

Model objects are mostly data objects or Plain Old CLR Objects (POCOs) – aka “Entities”

Does not imply Entity Framework

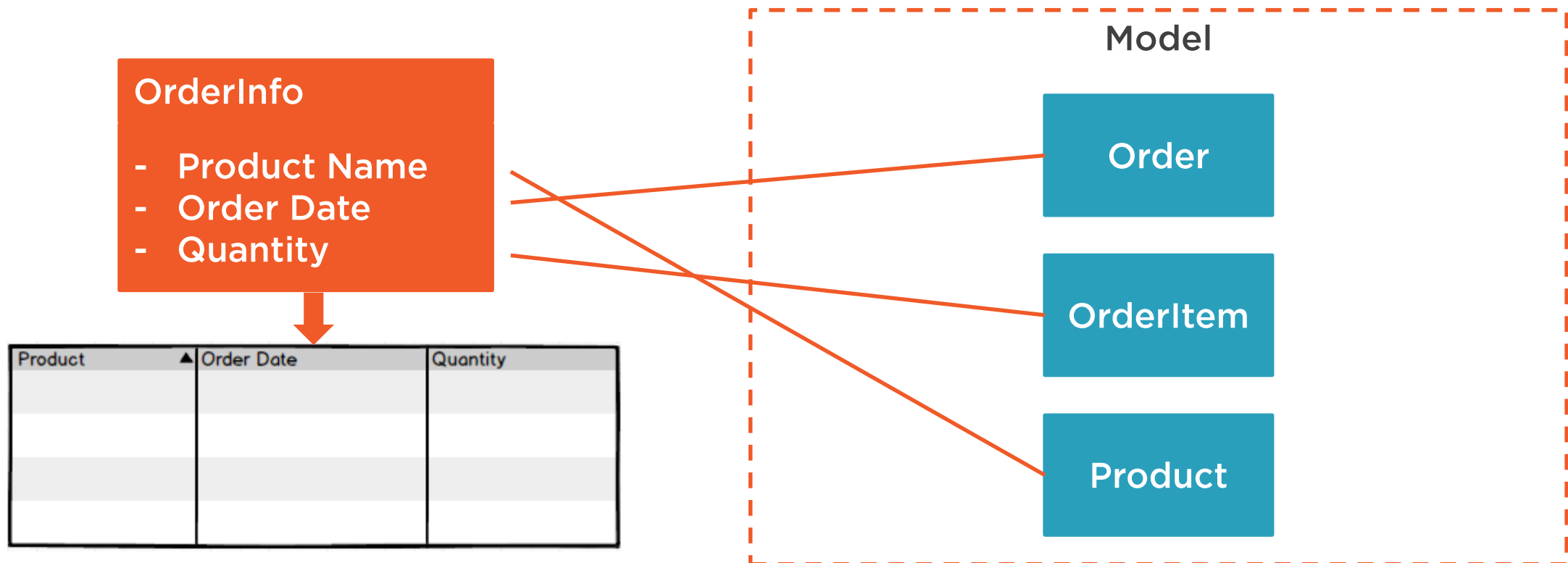
Name them for the data or state that they contain

Customer, Order, Product, Patient, Prescription, etc.



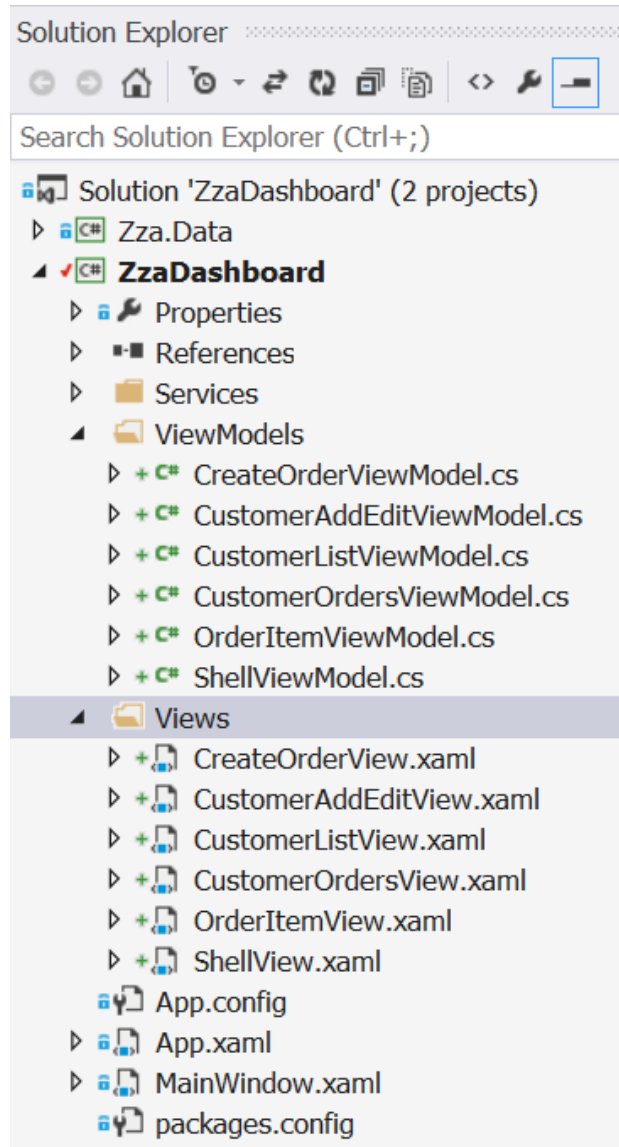
Wrapped Model Naming Guidance

- Don't name data objects that don't have a corresponding View a "ViewModel"
- But put them somewhere different from your Model types

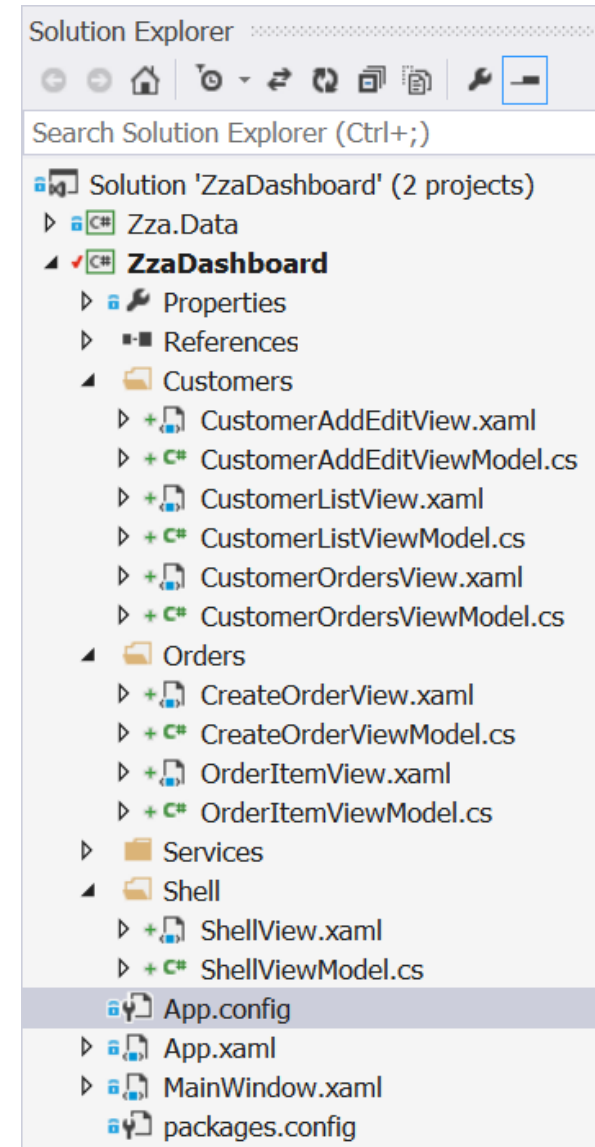


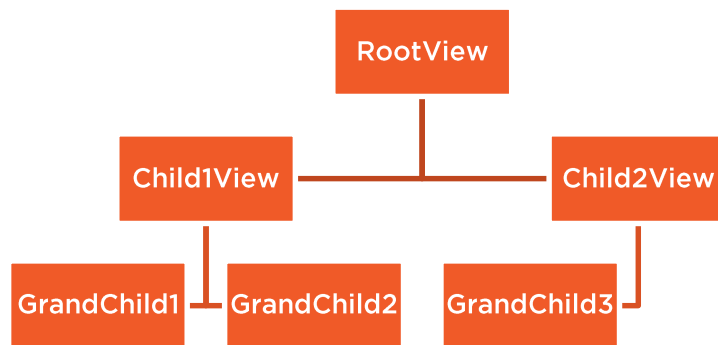
Locating Components

By Type:



By Feature:





Hierarchical MVVM and Navigation

Views are commonly nested

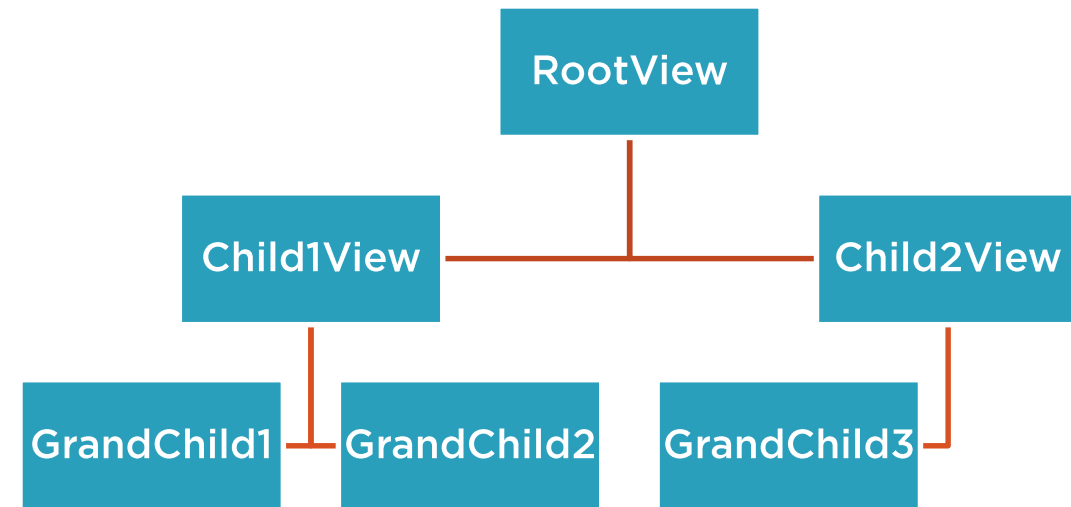
Nested content may or may not need to be Views with ViewModels

If no encapsulated data management or interaction logic, no need for a ViewModel

Parent ViewModels can construct child ViewModels

And cause navigation, or view switching through DataTemplates

Parent ViewModels can supervise and mediate between children



Applied MVVM Demo Use Cases



List customers



Place orders for a customer



Add/edit customers



Monitor order preparation



Summary



Naming and location of components is important for maintainability

Hierarchical MVVM mirrors the way we normally compose complex screens

Building out an MVVM app is a progressive sequence of defining Views, ViewModels, navigation and communications to satisfy the requirements

