

Stanford CS193p

Developing Applications for iOS

Spring 2020

Lecture 2



Architecture

👁 MVVM

Design paradigm

👁 Varieties of Types

struct

class

protocol

“Dont’ Care” type (aka generics)

enum

functions



MVVM

👁 Model-View-ViewModel

A “code organizing” architectural design paradigm.

Works in concert with the concept of “reactive” user-interfaces.

Must be adhered to for SwiftUI to work.

It is different from MVC (Model View Controller) that UIKit (old-style iOS) uses.



MVVM

Model

UI Independent
Data + Logic
"The Truth"

View



MVVM

Model

UI Independent
Data + Logic
"The Truth"

data flows this way (i.e. read-only)

View

Reflects the Model
Stateless
Declared
Reactive



MVVM

ViewModel

Binds View to Model
Interpreter

Model

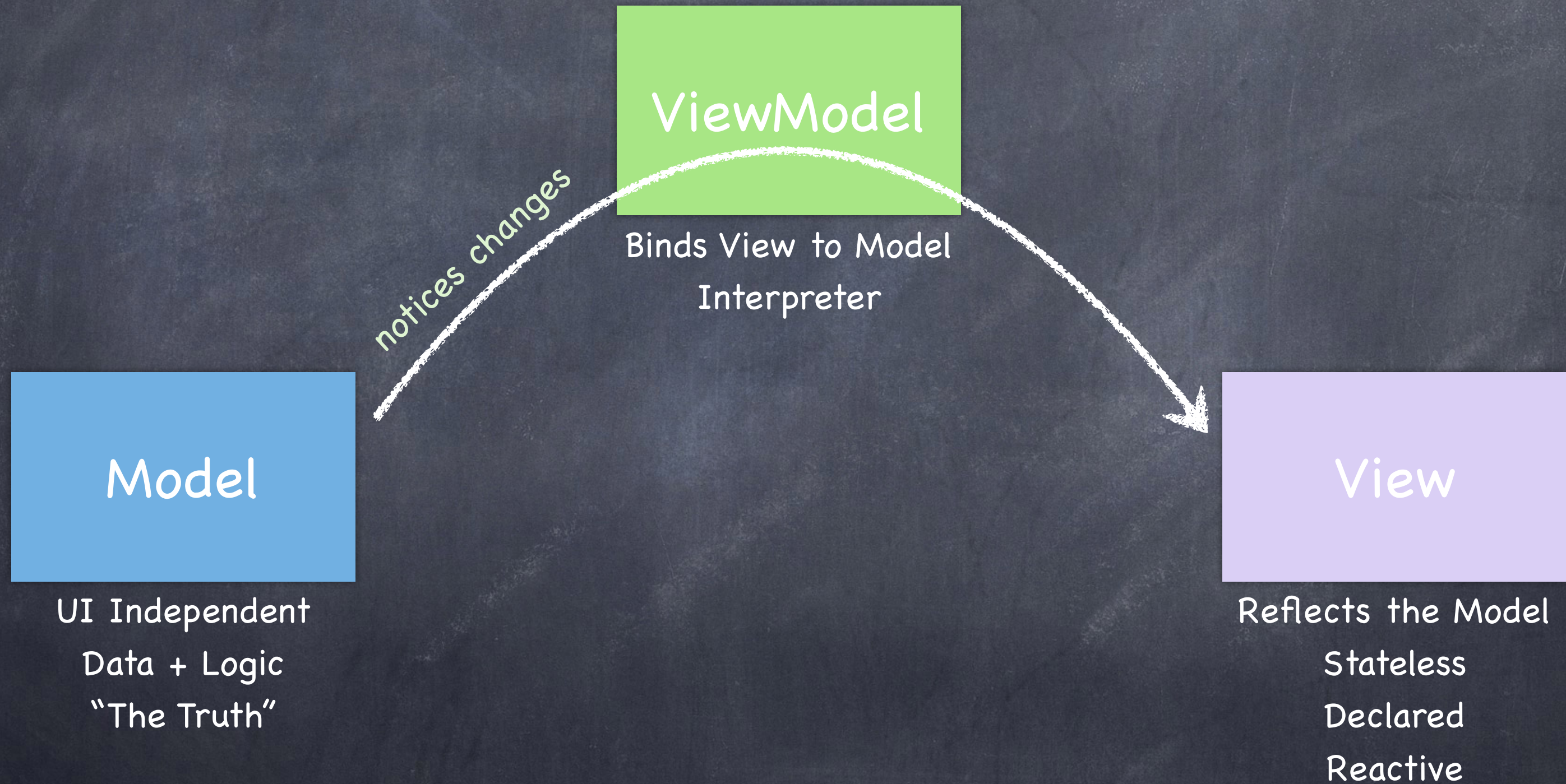
UI Independent
Data + Logic
"The Truth"

View

Reflects the Model
Stateless
Declared
Reactive



MVVM



MVVM

might "interpret"

ViewModel

Binds View to Model
Interpreter

notices changes

Model

UI Independent
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View

Reflects the Model
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MVVM

might "interpret"

publishes "something changed"

ViewModel

notices changes

Binds View to Model
Interpreter

automatically
observes
publications,
pulls data
and rebuilds

Model

UI Independent
Data + Logic
"The Truth"

View

Reflects the Model
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MVVM

ObservableObject
@Published
objectWillChange.send()
.environmentObject()

might "interpret"

publishes "something changed"

ViewModel

notices changes

Binds View to Model
Interpreter

automatically
observes
publications,
pulls data
and rebuilds

Model

UI Independent
Data + Logic
"The Truth"

@ObservedObject
@Binding
.onReceive
@EnvironmentObject

View

Reflects the Model
Stateless
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Reactive



MVVM

ViewModel

Binds View to Model
Interpreter

Model

UI Independent
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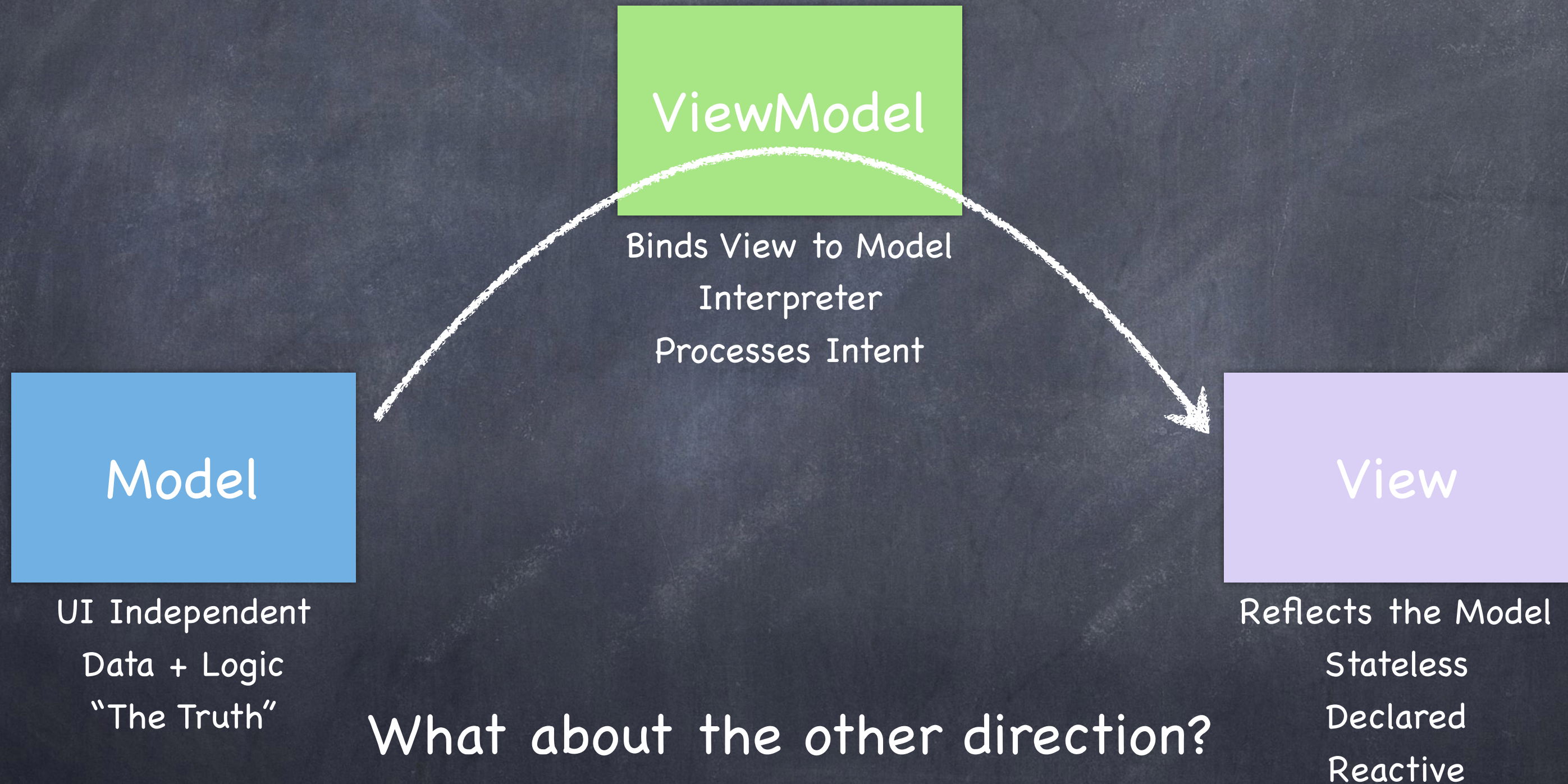
View

Reflects the Model
Stateless
Declared
Reactive

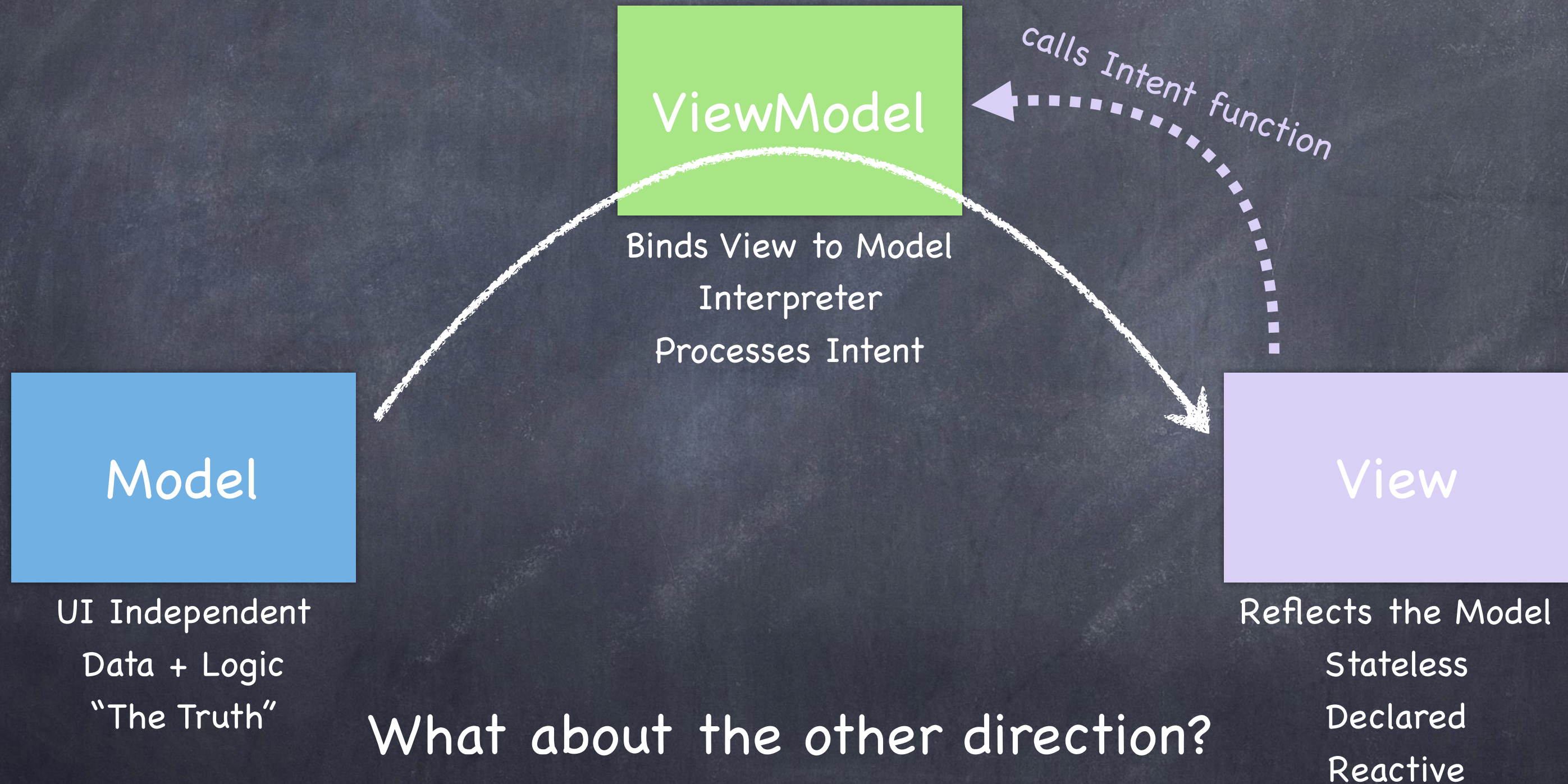
What about the other direction?



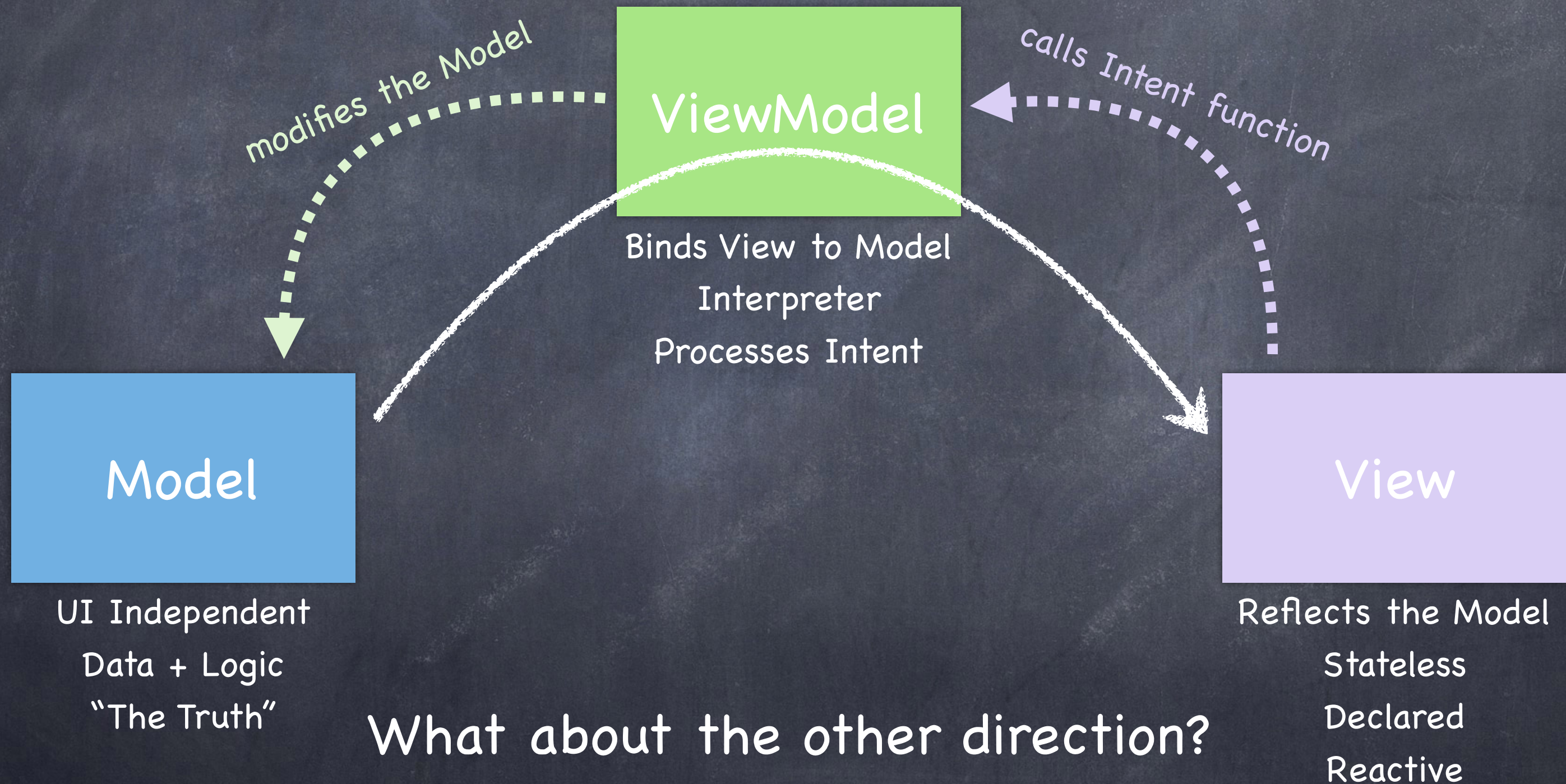
MVVM



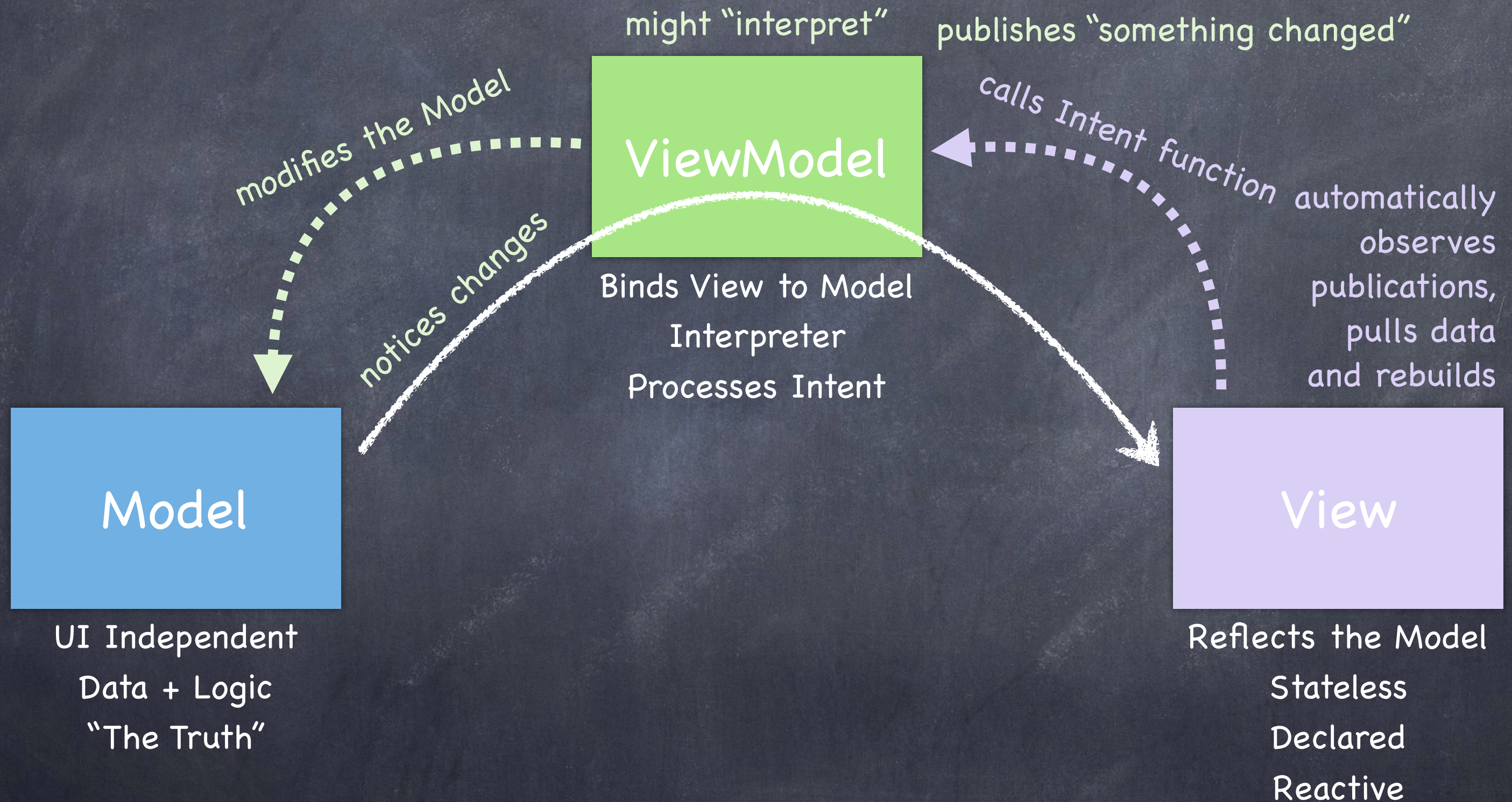
MVVM



MVVM

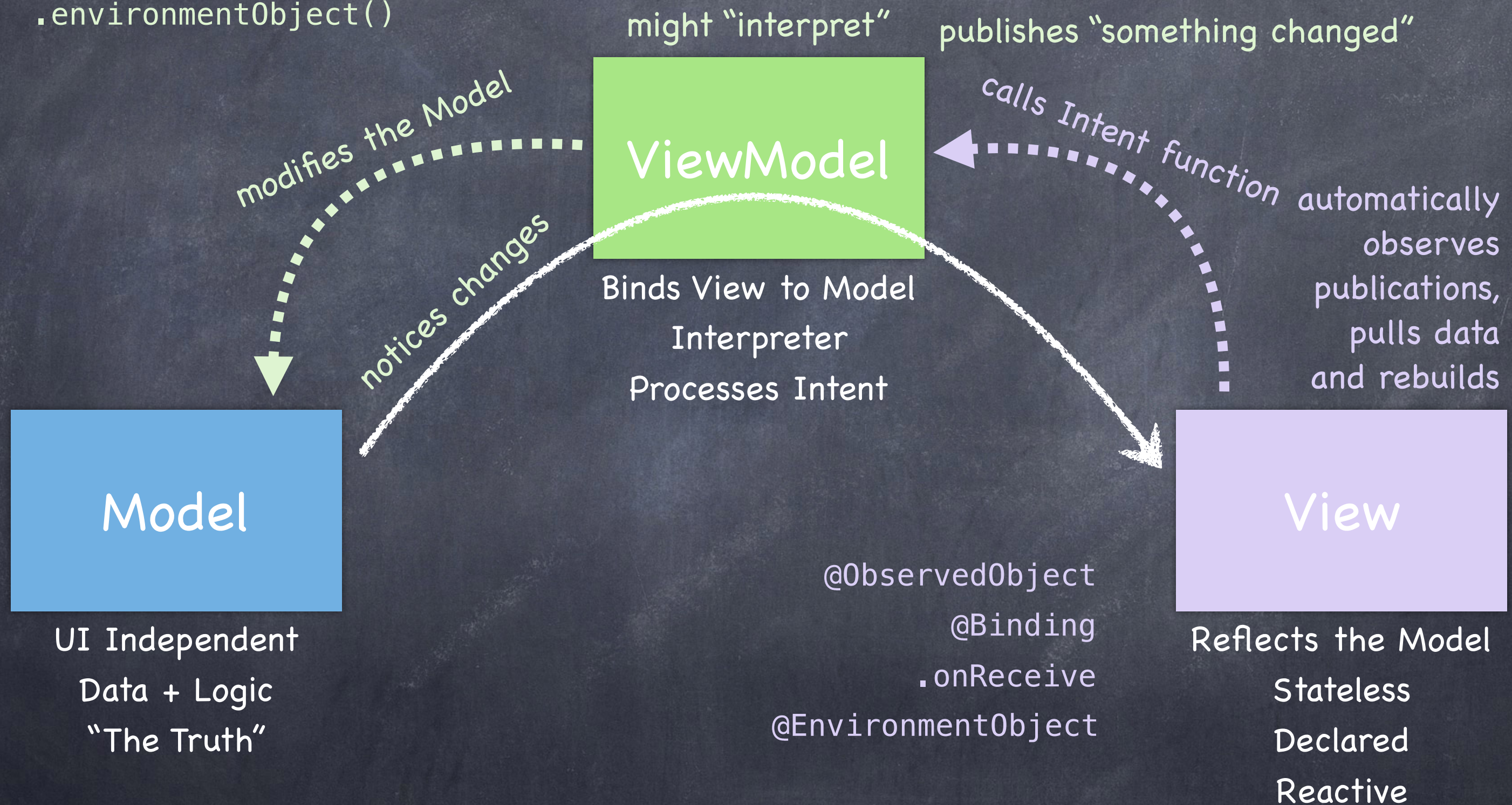


MVVM



ObservableObject
@Published
objectWillChange.send()
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MVVM



Architecture

👁 MVVM

Design paradigm

👁 Varieties of Types

struct

class

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functions



struct and class

- Both **struct** and **class** have ...
 - ... pretty much exactly the same syntax.
 - stored **vars** (the kind you are used to, i.e., stored in memory)
 - var isFaceUp: Bool**



struct and class

👁 Both `struct` and `class` have ...

... pretty much exactly the same syntax.

stored `vars` (the kind you are used to, i.e., stored in memory)

computed `vars` (i.e. those whose value is the result of evaluating some code)

```
var body: some View {  
    return Text("Hello World")  
}
```



struct and class

👁 Both **struct** and **class** have ...

... pretty much exactly the same syntax.

stored **vars** (the kind you are used to, i.e., stored in memory)

computed **vars** (i.e. those whose value is the result of evaluating some code)

constant **lets** (i.e. **vars** whose values never change)

```
let defaultColor = Color.orange
```

```
... 
```

```
CardView().foregroundColor(defaultColor)
```



struct and class

• Both **struct** and **class** have ...

... pretty much exactly the same syntax.

stored **vars** (the kind you are used to, i.e., stored in memory)

computed **vars** (i.e. those whose value is the result of evaluating some code)

constant **lets** (i.e. **vars** whose values never change)

functions

```
func multiply(operand: Int, by: Int) -> Int {  
    return operand * by  
}
```

```
multiply(operand: 5, by: 6)
```

```
func multiply(_ operand: Int, by otherOperand: Int) -> Int {  
    return operand * otherOperand  
}
```

```
multiply(5, by: 6)
```



struct and class

• Both `struct` and `class` have ...

... pretty much exactly the same syntax.

stored `vars` (the kind you are used to, i.e., stored in memory)

computed `vars` (i.e. those whose value is the result of evaluating some code)

constant `lets` (i.e. `vars` whose values never change)

`functions`

`initializers` (i.e. special functions that are called when creating a `struct` or `class`)

```
struct MemoryGame {  
    init(numberOfPairsOfCards: Int) {  
        // create a game with that many pairs of cards  
    }  
}
```



struct and class

- Both **struct** and **class** have ...
 - ... pretty much exactly the same syntax.
 - stored **vars** (the kind you are used to, i.e., stored in memory)
 - computed **vars** (i.e. those whose value is the result of evaluating some code)
 - constant **lets** (i.e. **vars** whose values never change)
 - functions**
 - initializers** (i.e. special functions that are called when creating a **struct** or **class**)
- So what's the difference between **struct** and **class**?



struct and class

struct

Value type

Copied when passed or assigned

Copy on write

Functional programming

No inheritance

“Free” `init` initializes ALL `vars`

Mutability must be explicitly stated

Your “go to” data structure

Everything you’ve seen so far is a `struct`
(except `View` which is a `protocol`)

class

Reference type

Passed around via pointers

Automatically reference counted

Object-oriented programming

Inheritance (single)

“Free” `init` initializes NO `vars`

Always mutable

Used in specific circumstances

The ViewModel in MVVM is always a `class`
(also, UIKit (old style iOS) is `class`-based)



Generics

👁 Sometimes we just don't care

We may want to manipulate data structures that we are “type agnostic” about.

In other words, we don't know what type something is and we don't care.

But Swift is a strongly-typed language, so we don't use variables and such that are “untyped.”

So how do we specify the type of something when we don't care what type it is?

We use a “don't care” type (we call this feature “generics”) ...



Generics

👁 Example of a user of a “don’t care” type: `Array`

Awesome example of generics: `Array`.

An `Array` contains a bunch of things and it doesn’t care at all what type they are!

But inside `Array`’s code, it has to have variables for the things it contains. They need types.

And it needs types for the arguments to `Array` functions that do things like adding items to it.

Enter ... GENERICS.



Generics

• How Array uses a “don’t care” type

Array’s declaration looks something like this ...

```
struct Array<Element> {  
    ...  
    func append(_ element: Element) { ... }  
}
```

The type of the argument to `append` is `Element`. A “don’t care” type.

Array’s implementation of `append` knows nothing about that argument and it does not care.

`Element` is not any known struct or class or protocol, it’s just a placeholder for a type.

The code for using an Array looks something like this ...

```
var a = Array<Int>()  
a.append(5)  
a.append(22)
```

When someone uses Array, that’s when `Element` gets determined (by `Array<Int>`).



Generics

• How Array uses a “don’t care” type

Array’s declaration looks something like this ...

```
struct Array<Element> {  
    ...  
    func append(_ element: Element) { ... }  
}
```

Note that `Array` has to let the world know the names of all of its “don’t care” types in its API.

It does this with the `< >` notation on its struct declaration `Array<Element>` above.

That’s how users of `Array` know that they have to say what type `Element` actually is.

```
var a = Array<Int>()
```

It is perfectly legal to have multiple “don’t care” types in the above (e.g. `<Element, Foo>`)



Generics

👁 Type Parameter

I will often refer to these types like Element in Array as a “don’t care” type.

But its actual name is Type Parameter.

Other languages most of you may know (e.g. Java) have a similar feature.

However, Swift combines this with protocols to take it all to the next level.

We’ll talk about that next week!



Functions as Types

👁 Functions are people* too! (* er, types)

You can declare a variable (or parameter to a func or whatever) to be of type “function”.
The syntax for this includes the types of the arguments and return value.
You can do this anywhere any other type is allowed.

Examples ...

```
(Int, Int) -> Bool // takes two Ints and returns a Bool
```

```
(Double) -> Void // takes a Double and returns nothing
```

```
() -> Array<String> // takes no arguments and returns an Array of Strings
```

```
() -> Void // takes no arguments and returns nothing (this is a common one)
```

All of the above are just types. No different than Bool or View or Array<Int>. All are types.

```
var foo: (Double) -> Void // foo's type: "function that takes a Double, returns nothing"
```

```
func doSomething(what: () -> Bool) // what's type: "function, takes nothing, returns Bool"
```



Functions as Types

👁 Functions are people* too! (* er, types)

Example ...

```
var operation: (Double) -> Double
```

This is a var called `operation`.

It is of type “`function that takes a Double and returns a Double`”.

Here's a simple function that takes a Double and returns a Double ...

```
func square(operand: Double) -> Double {  
    return operand * operand  
}
```

`operation = square` // just assigning a value to the operation var, nothing more

`let result1 = operation(4)` // `result1` would equal 16

Note that we don't use argument labels (e.g. `operand:`) when executing function types.

`operation = sqrt` // `sqrt` is a built-in function which happens to take and return a `Double`

`let result2 = operation(4)` // `result2` would be 2

We'll soon see an example of using a function type for a parameter to a function in our demo.



Functions as Types

👁 Closures

It's so common to pass functions around that we are very often "inlining" them. We call such an inlined function a "closure" and there's special language support for it. We'll cover this in the demo and again later in the quarter.

Remember that we are mostly doing "functional programming" in SwiftUI. As the very name implies, "functions as types" is a very important concept in Swift. Very.



Back to the Demo

👁 MVVM and Types in Action

Now that we know about MVVM, let's implement it in our Memorize application

In doing so, we'll see a lot of what we just talked about ...

We're going to use the special `init` function (in both our Model and our ViewModel)

We're going to use generics in our implementation of our Model

We're going to use a function as a type in our Model

We're going to see a `class` for the first time (our ViewModel will be a class)

We're going to implement an "Intent" in our MVVM

And finally, we will make our UI "reactive" through our MVVM design

Whew! Let's get started ...

