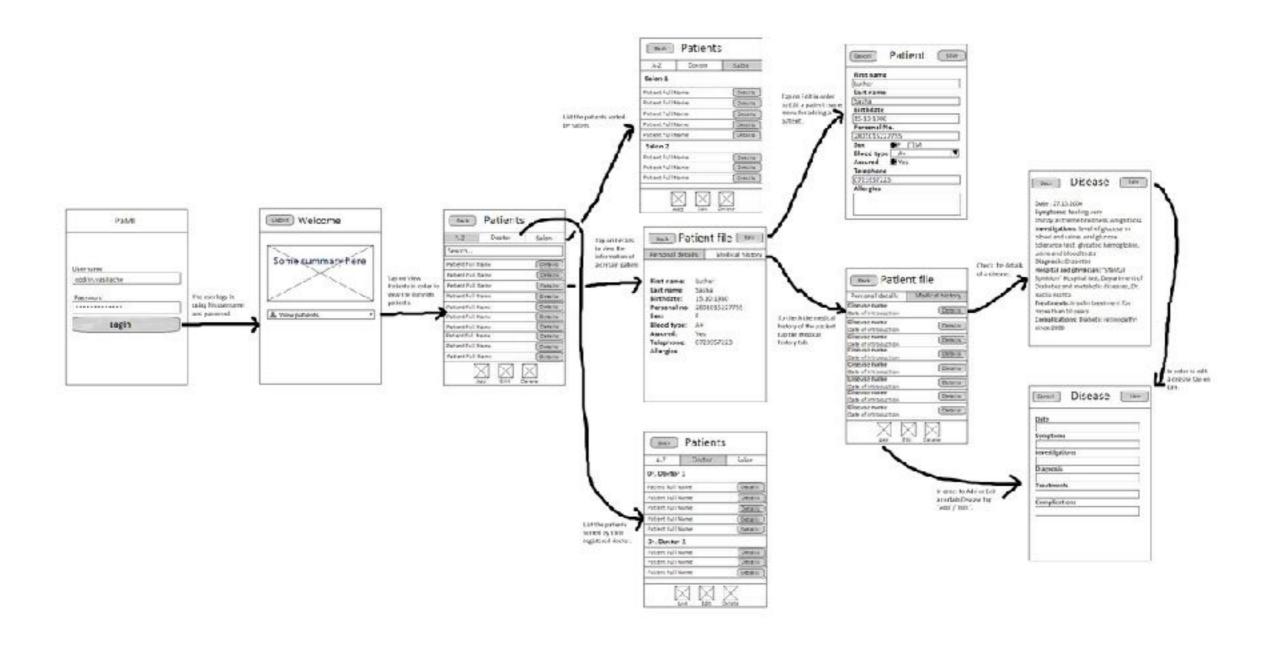
Павел Гуров pegurov@avito.ru



Application Coordinator в iOS приложениях



Навигация







UINavigationController



UINavigationController

present(_:animated:completion:)



UINavigationController

present(_:animated:completion:)



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

UINavigationController

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 seque: UIStoryboardSeque,
    sender: Any?) {
    // Get the new view controller using
    // segue.destinationViewController.
    // Pass the selected object to the
    // new view controller.
*/
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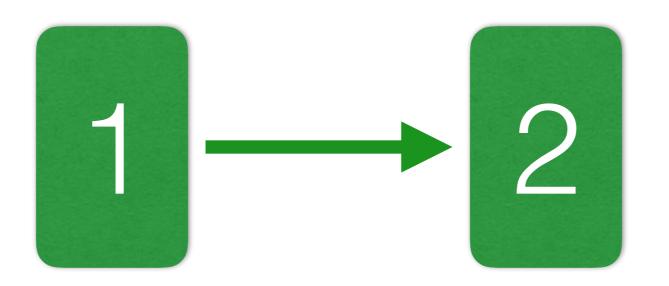


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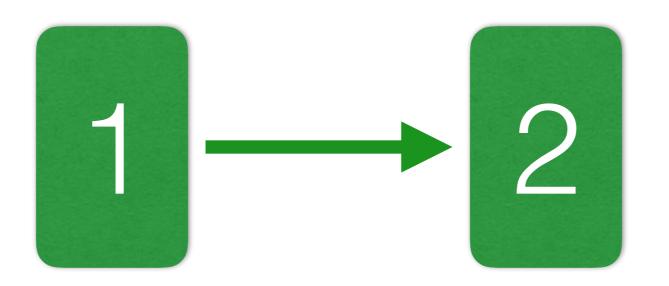


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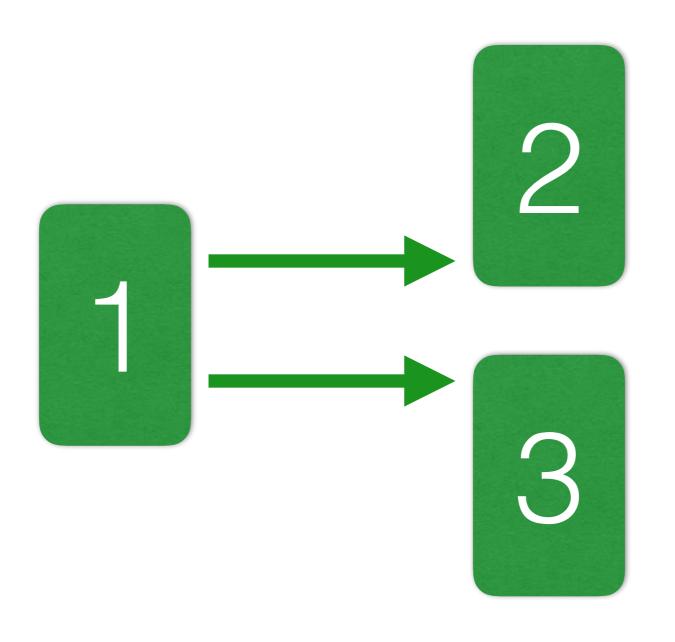




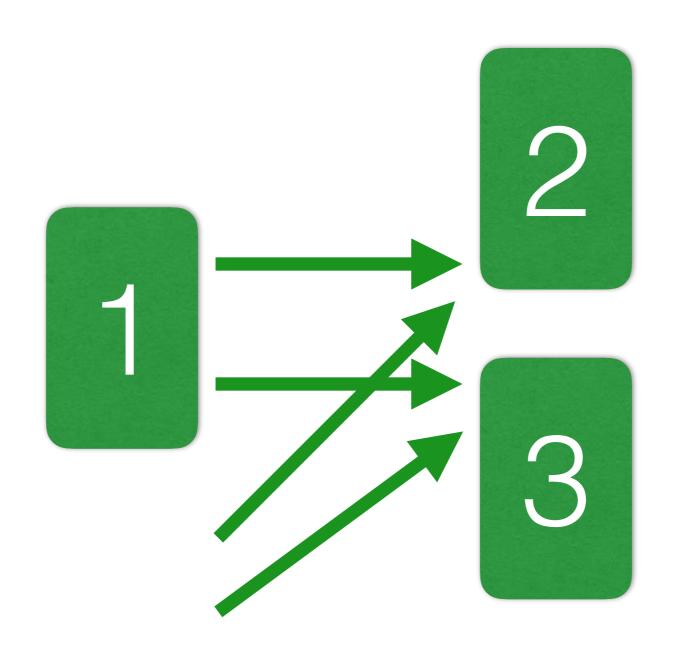






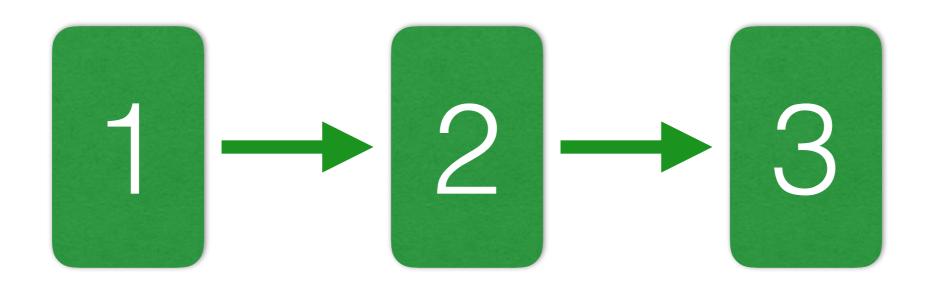






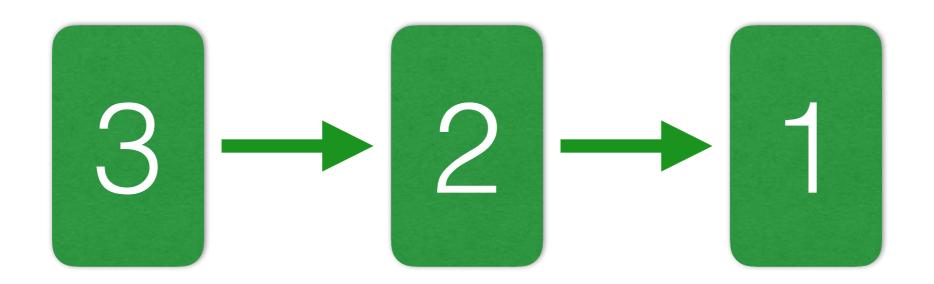


Порядок



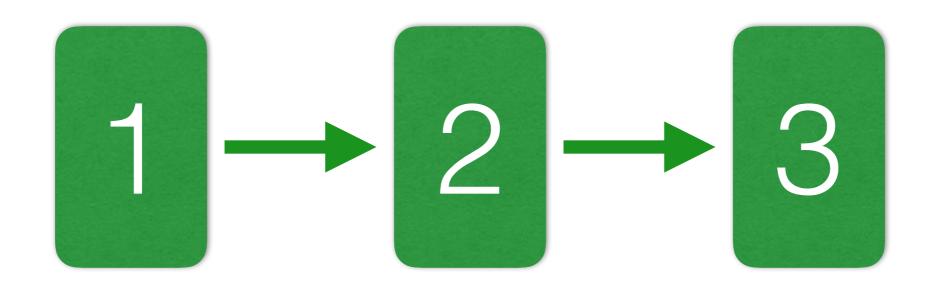


Порядок



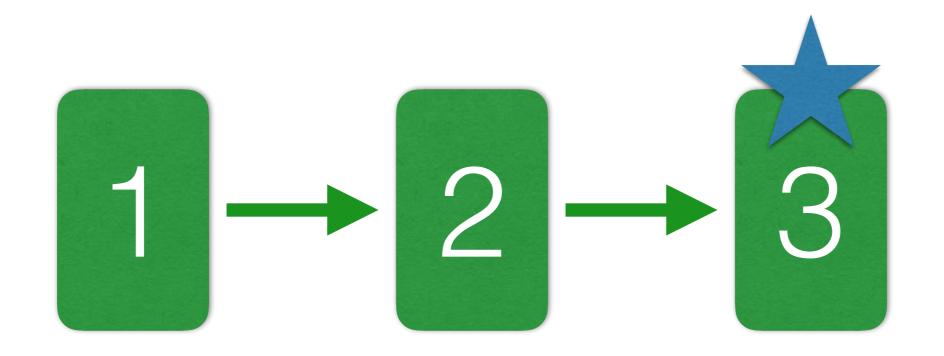


Передача данных



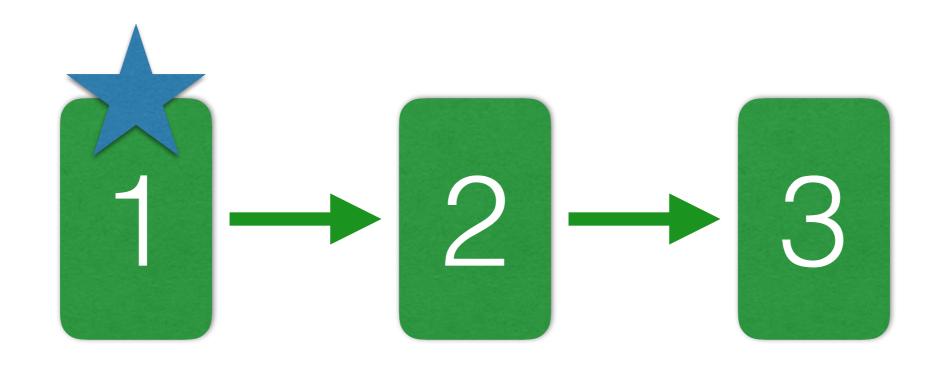


Передача данных



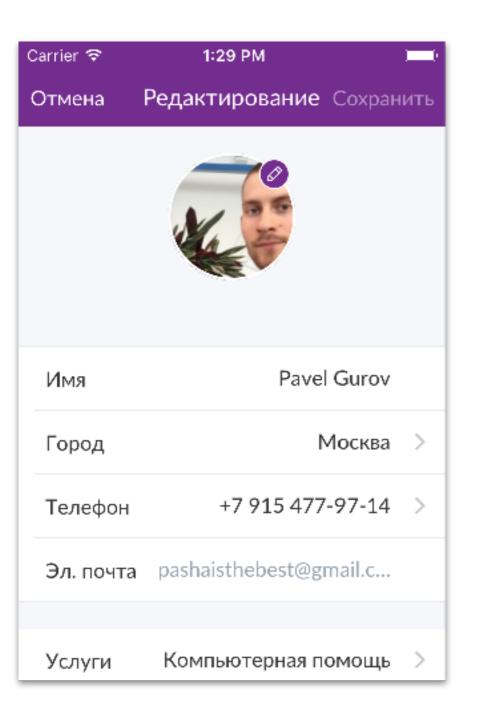


Передача данных

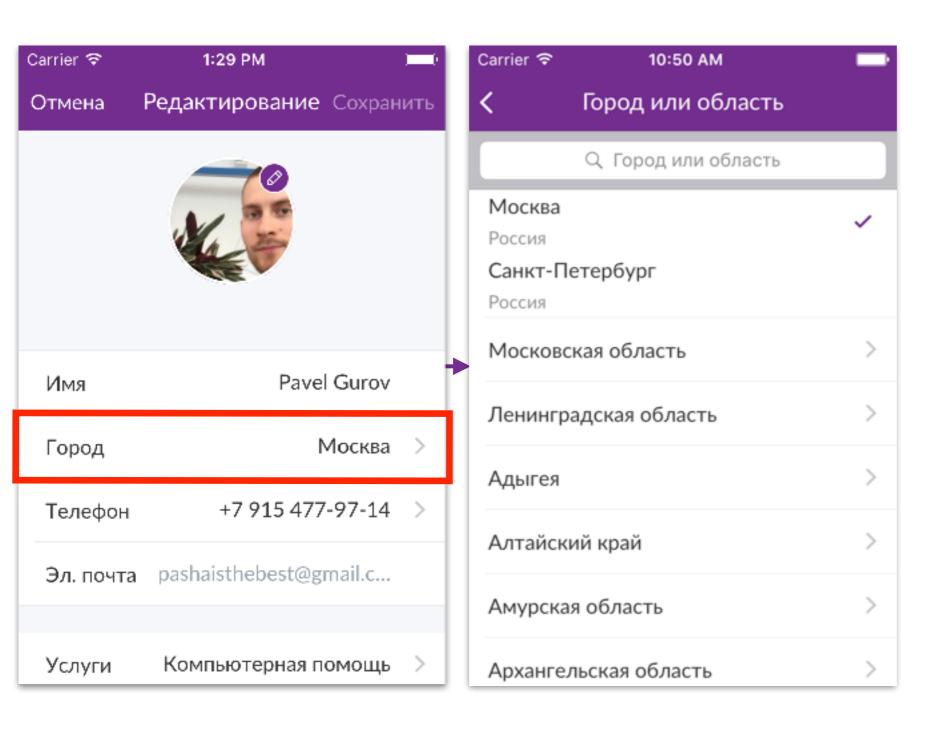




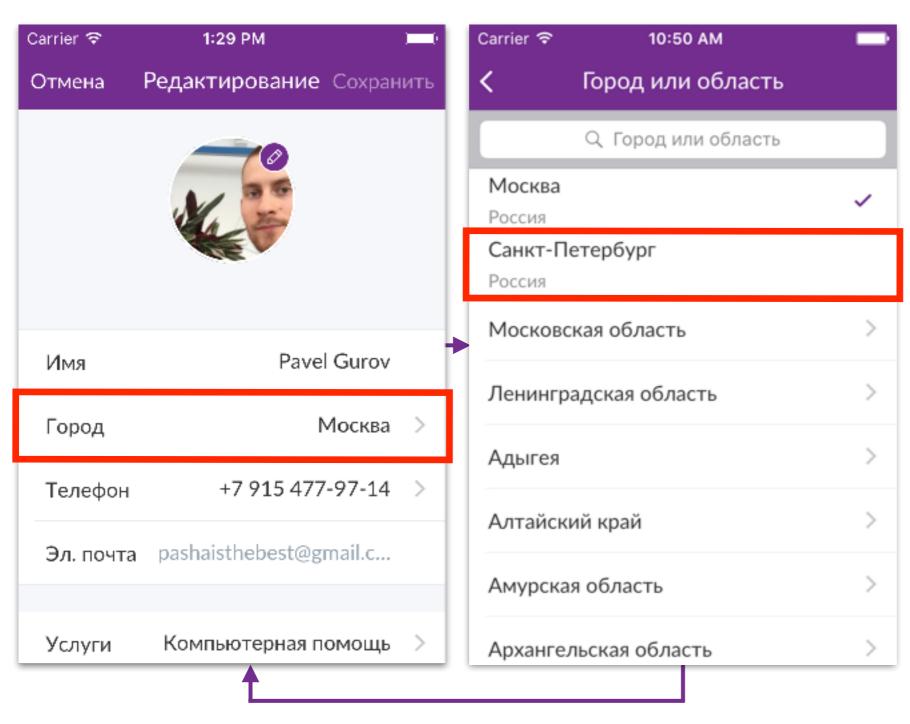




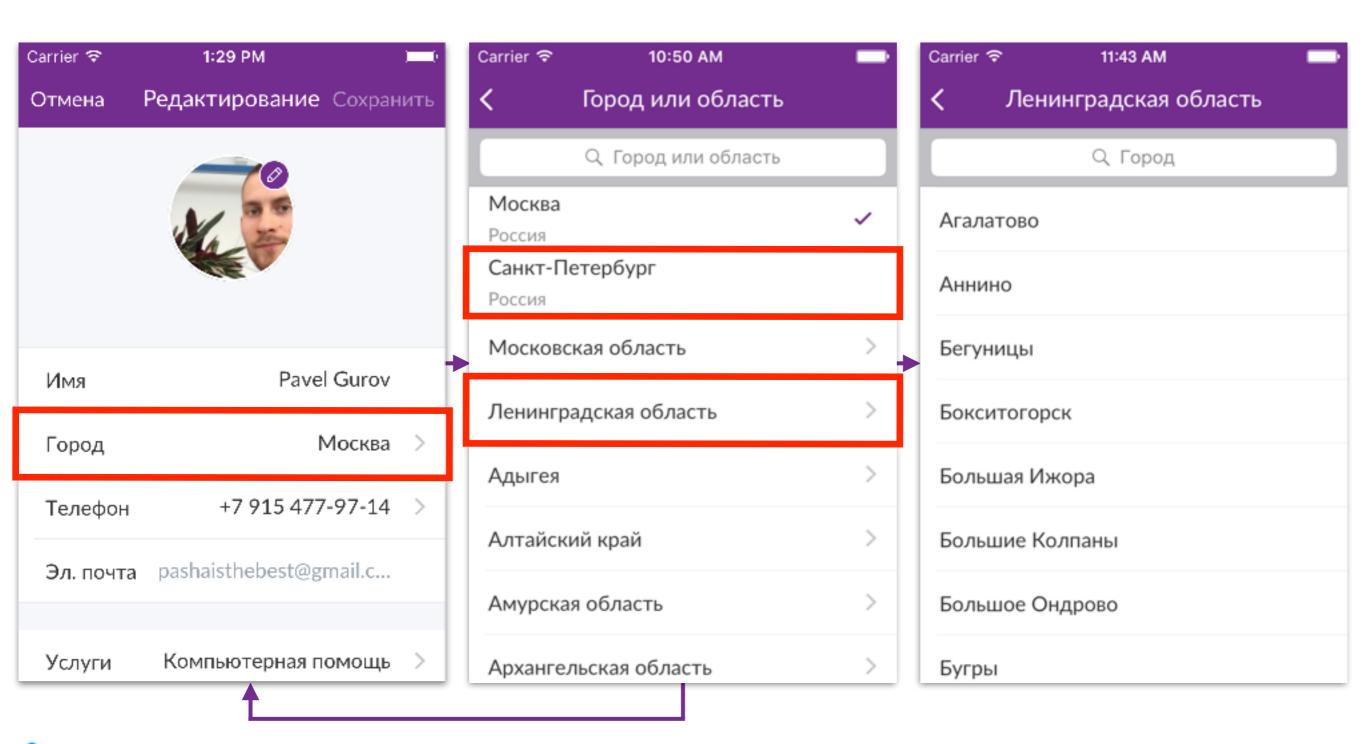




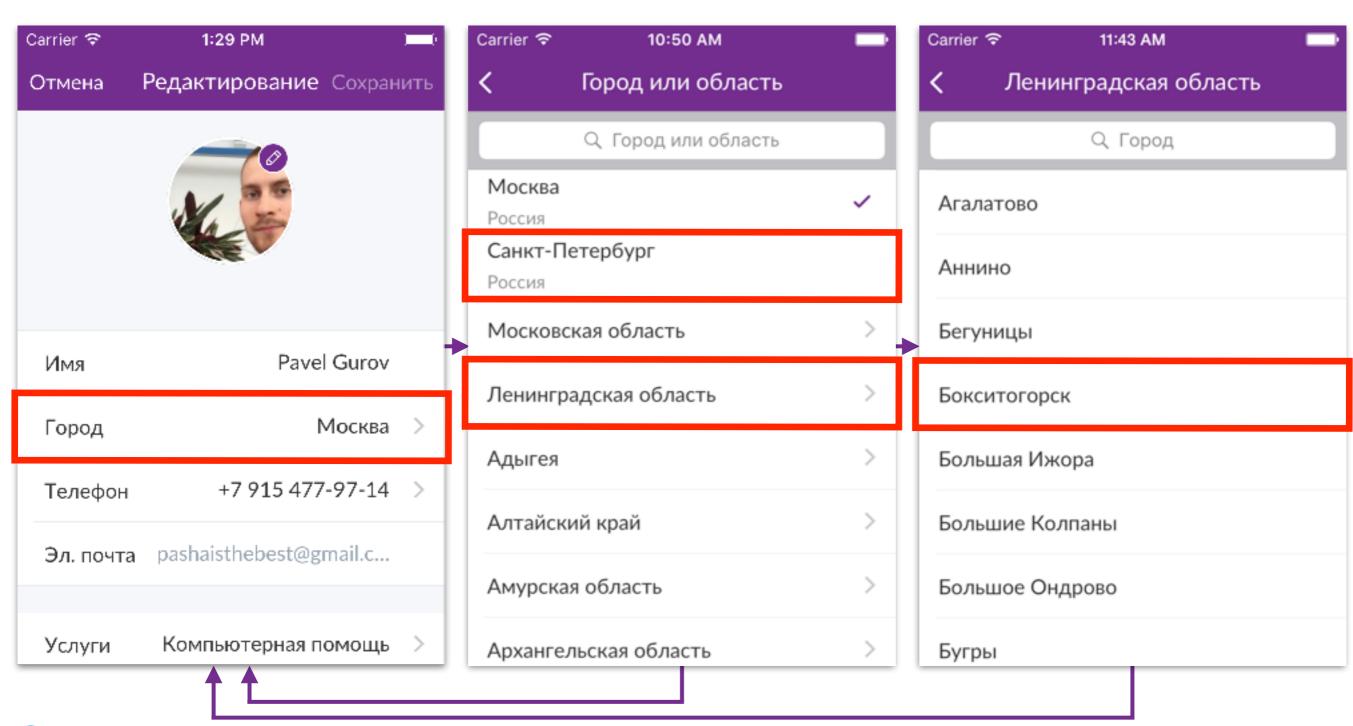




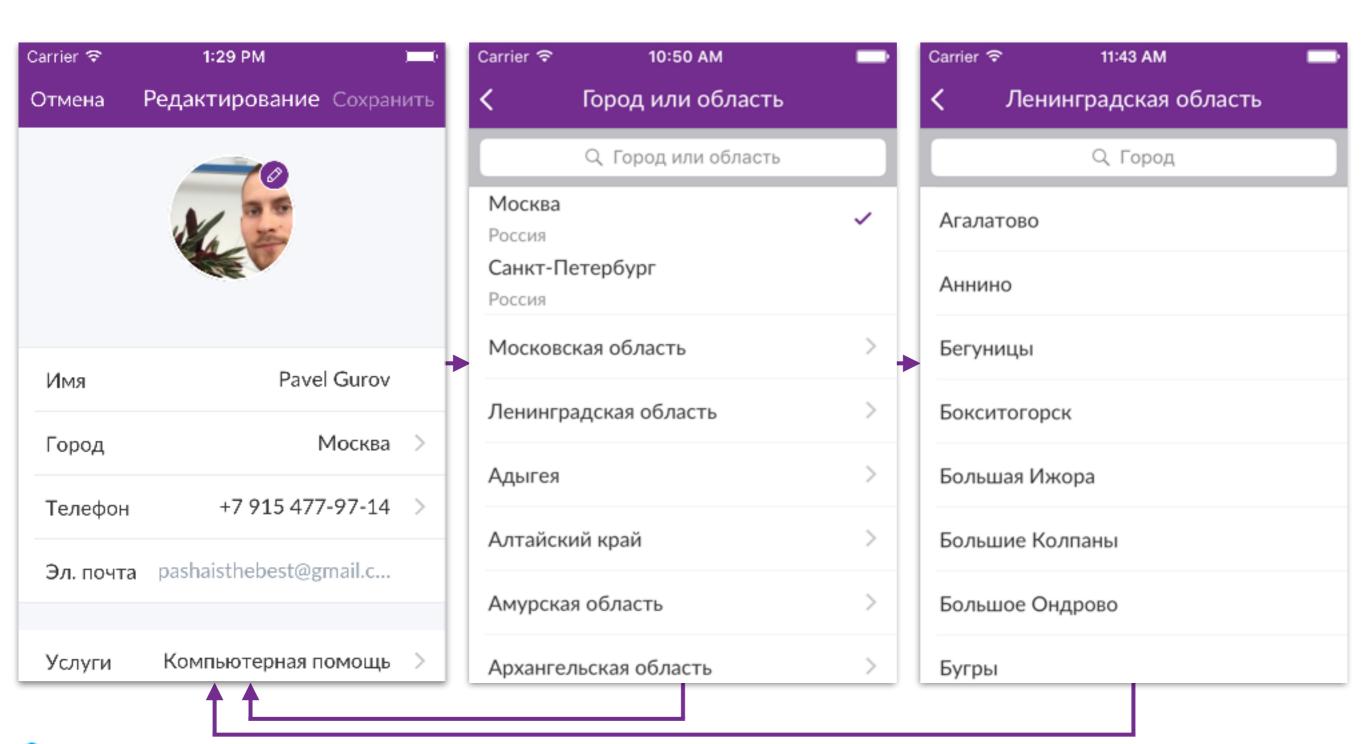




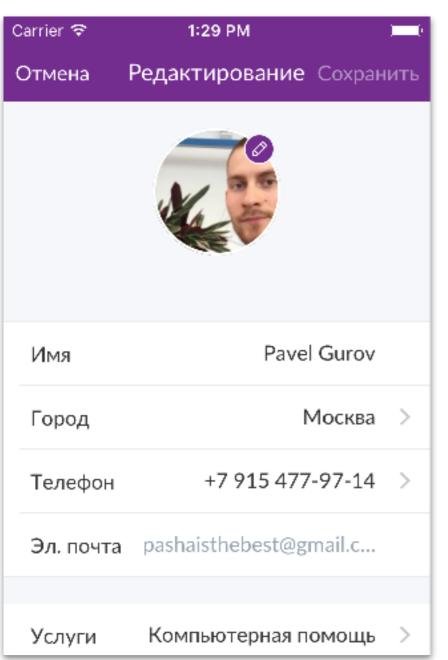


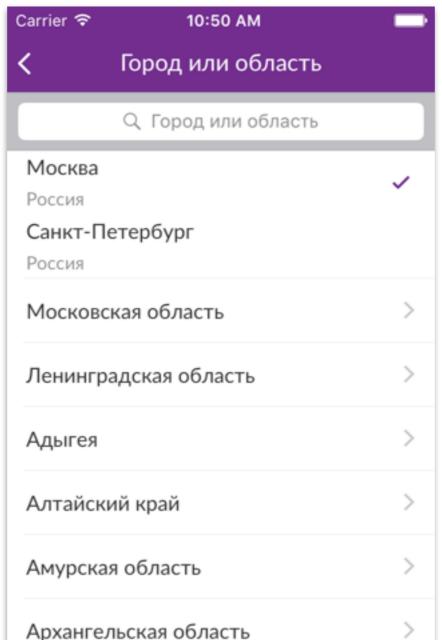


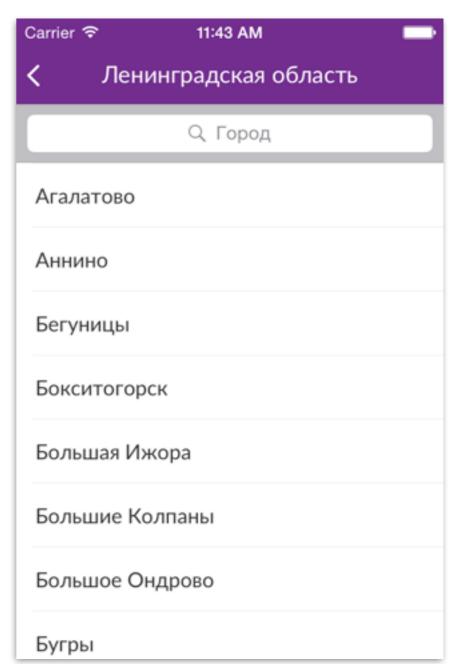






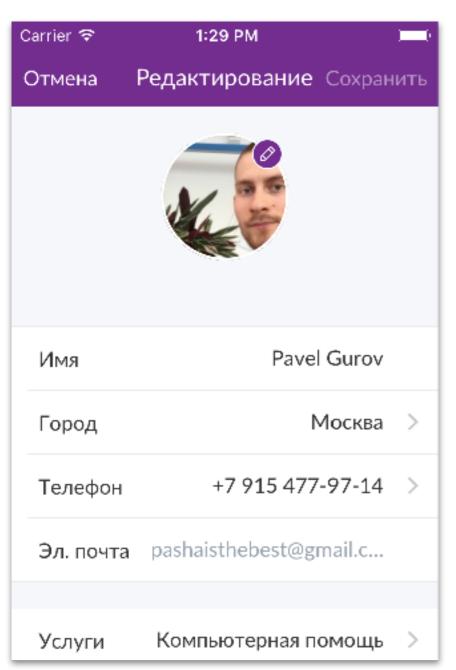


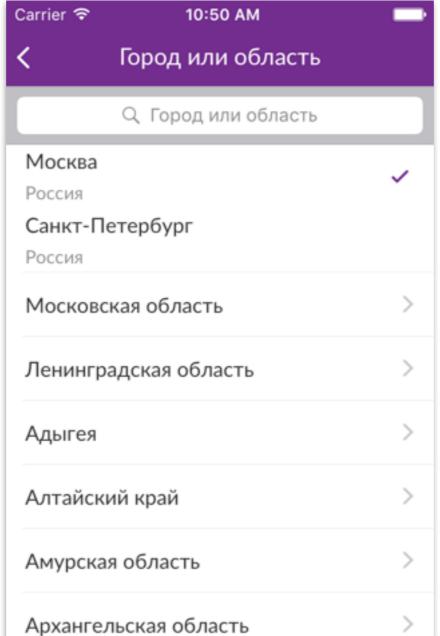


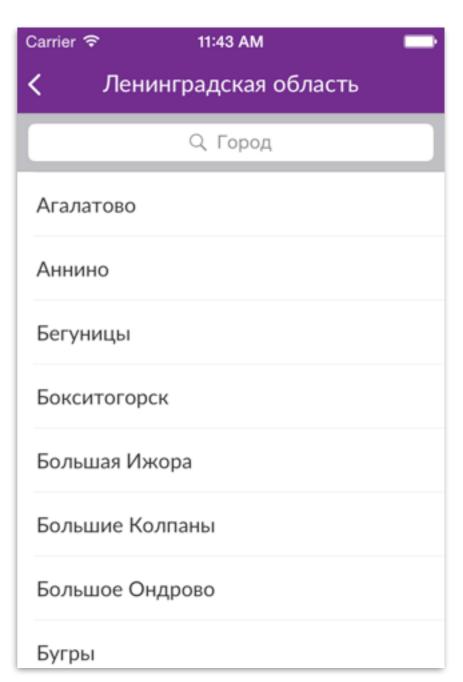




self.navigationController self.tabBarController

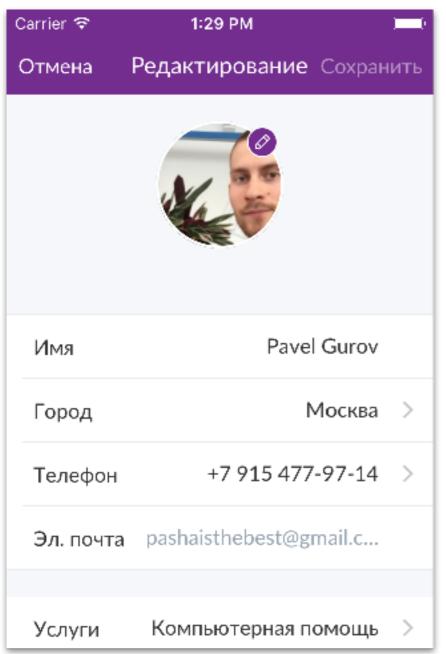


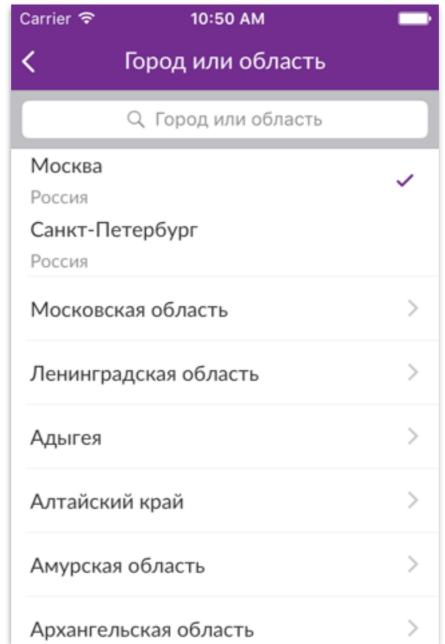


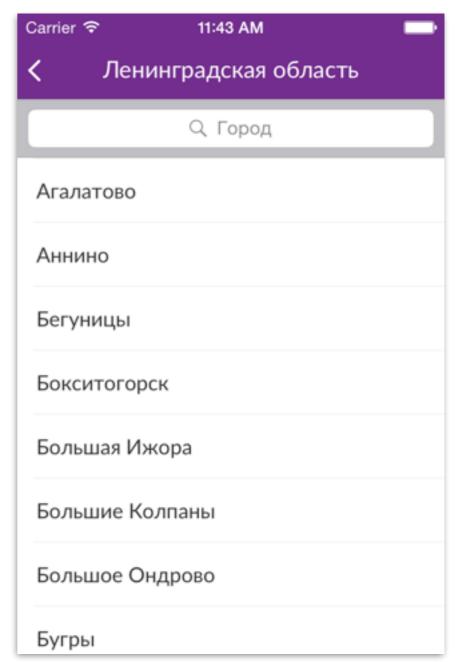




performSegue(withIdentifier: "next", sender: self) prepare(for segue: UIStoryboardSegue, sender: Any?)

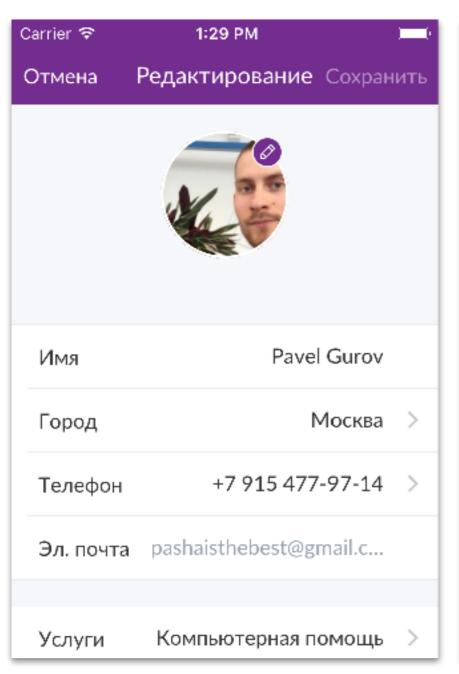


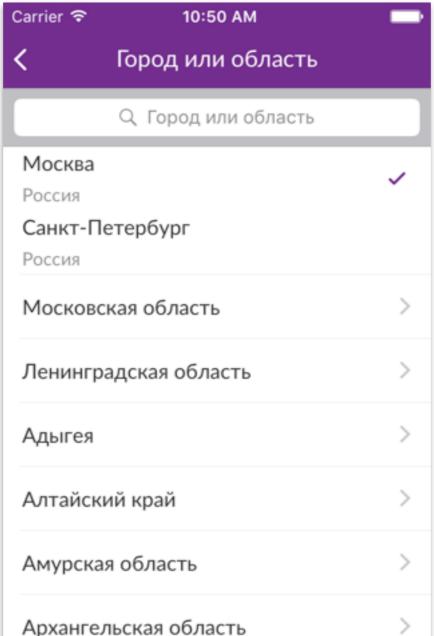


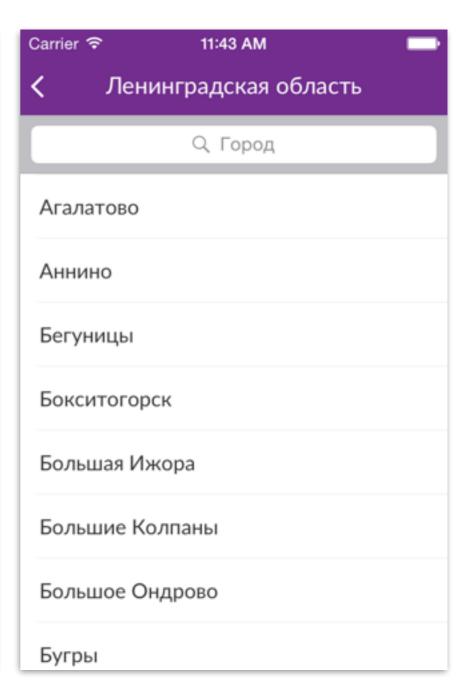




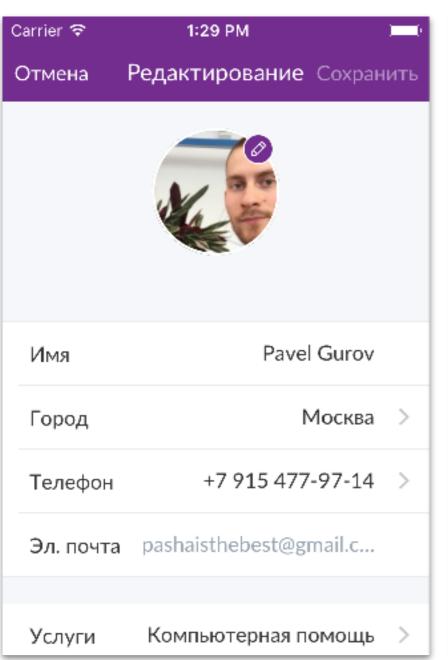
let next = CitiesViewController() next.city = City(name: "Moscow")

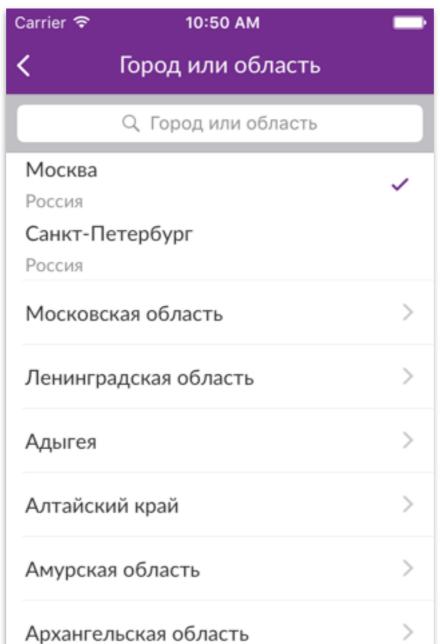


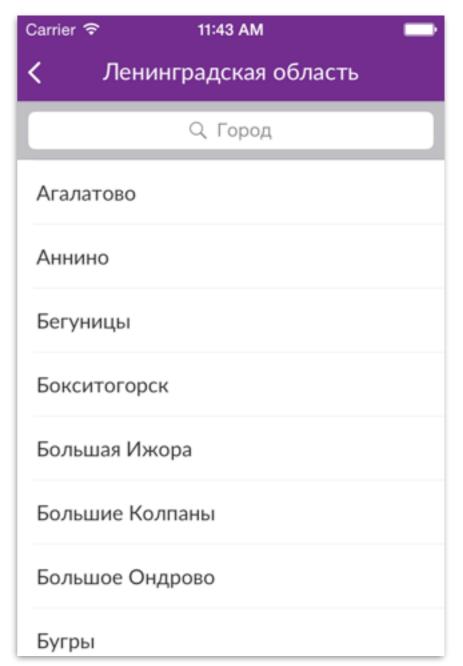




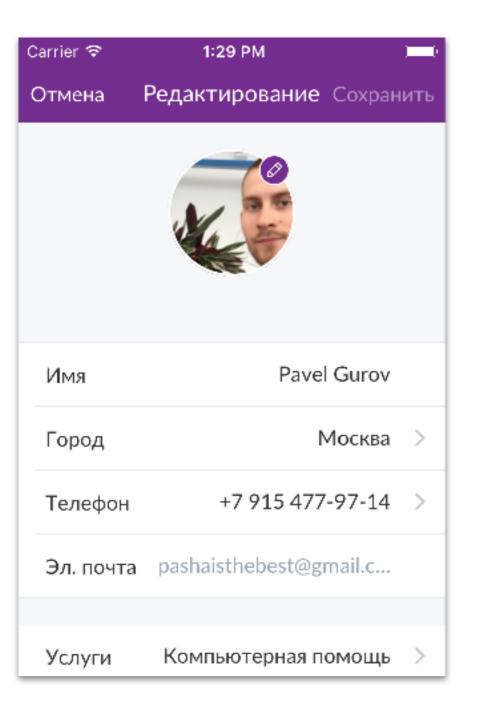




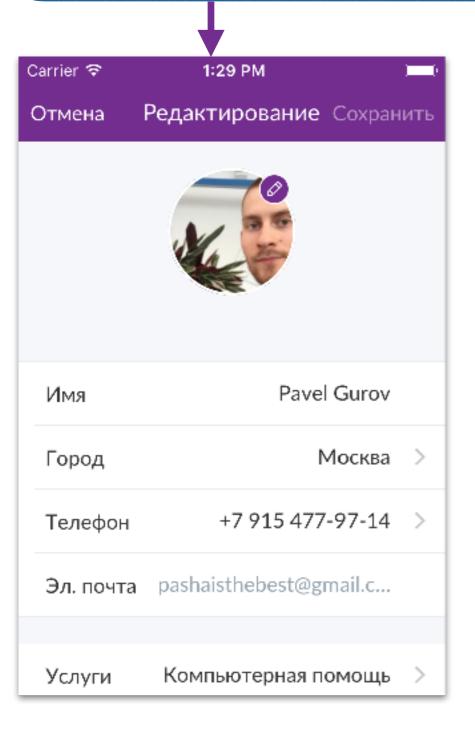




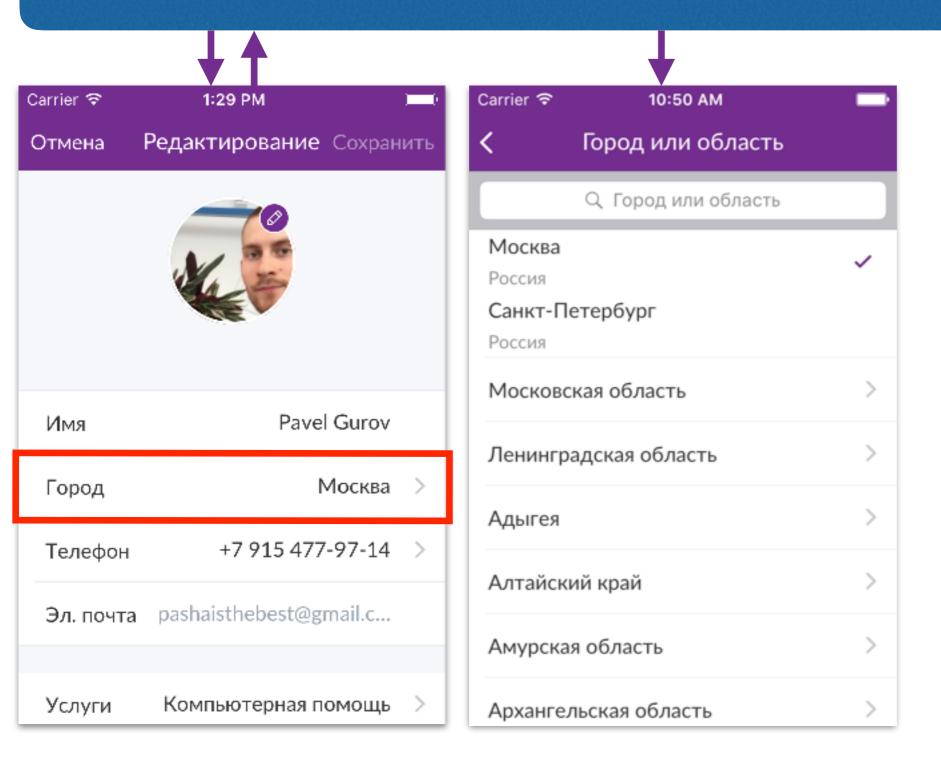




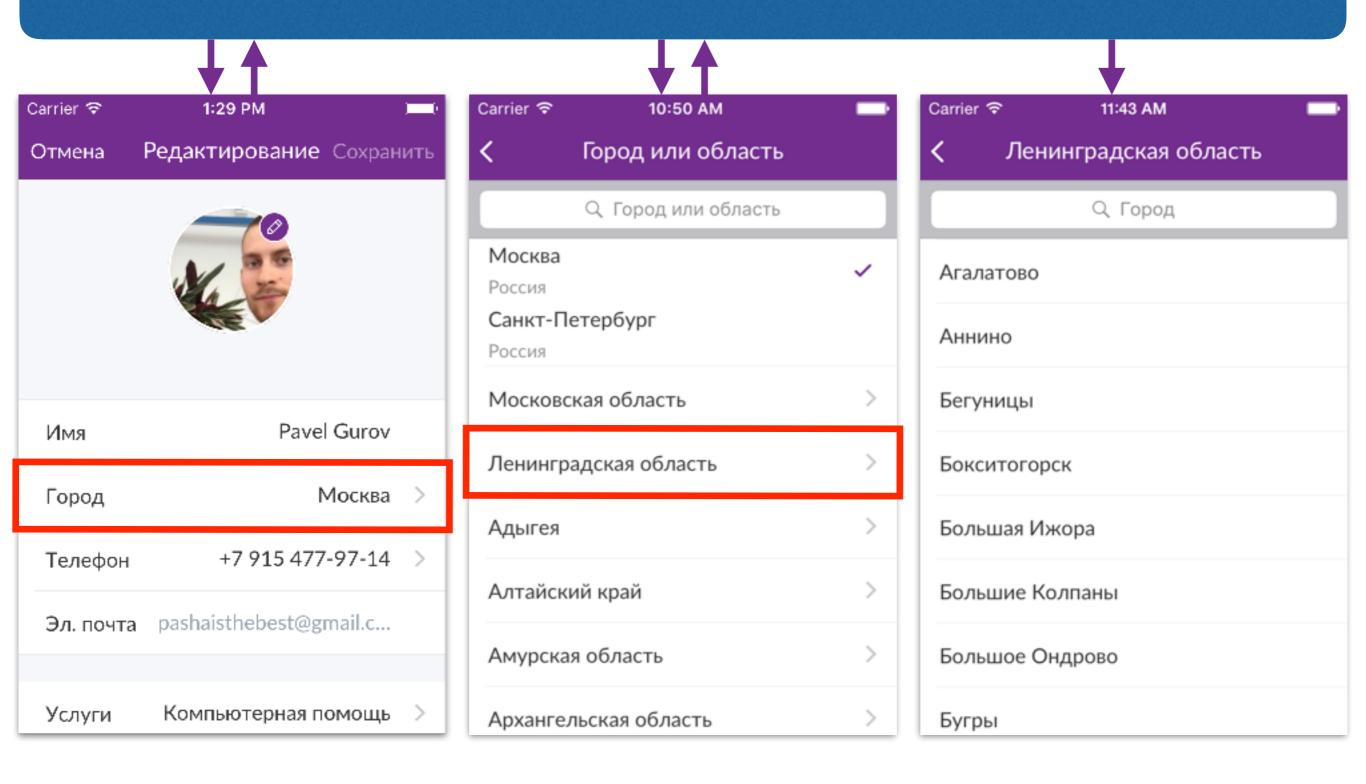




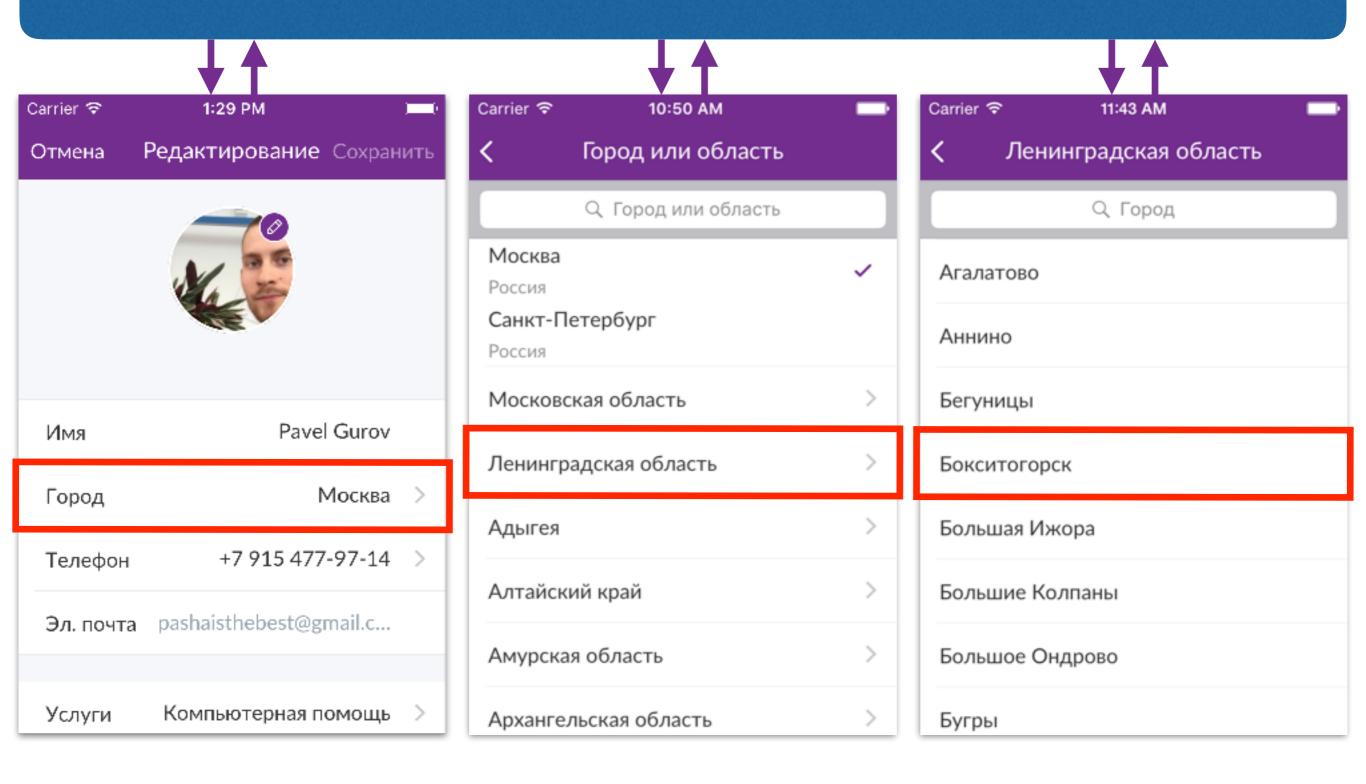




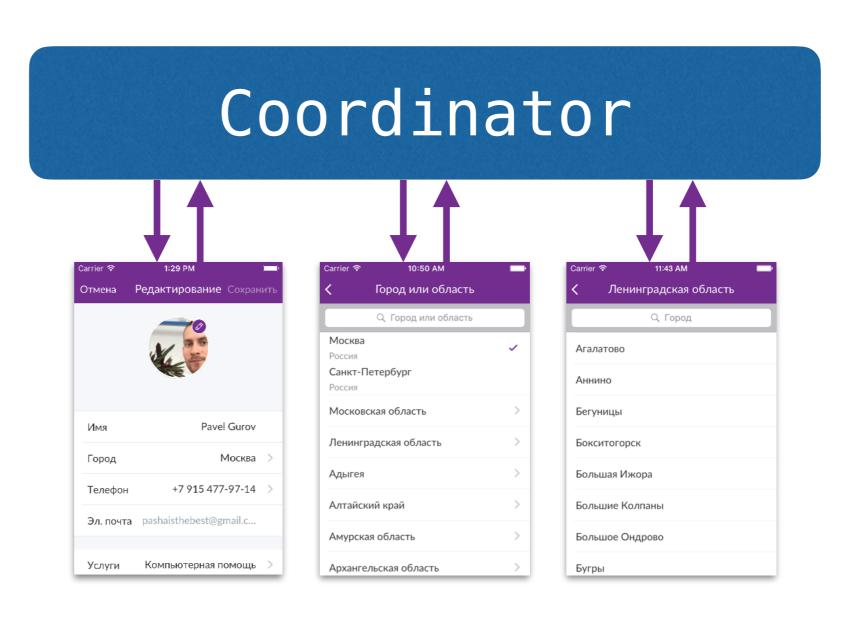










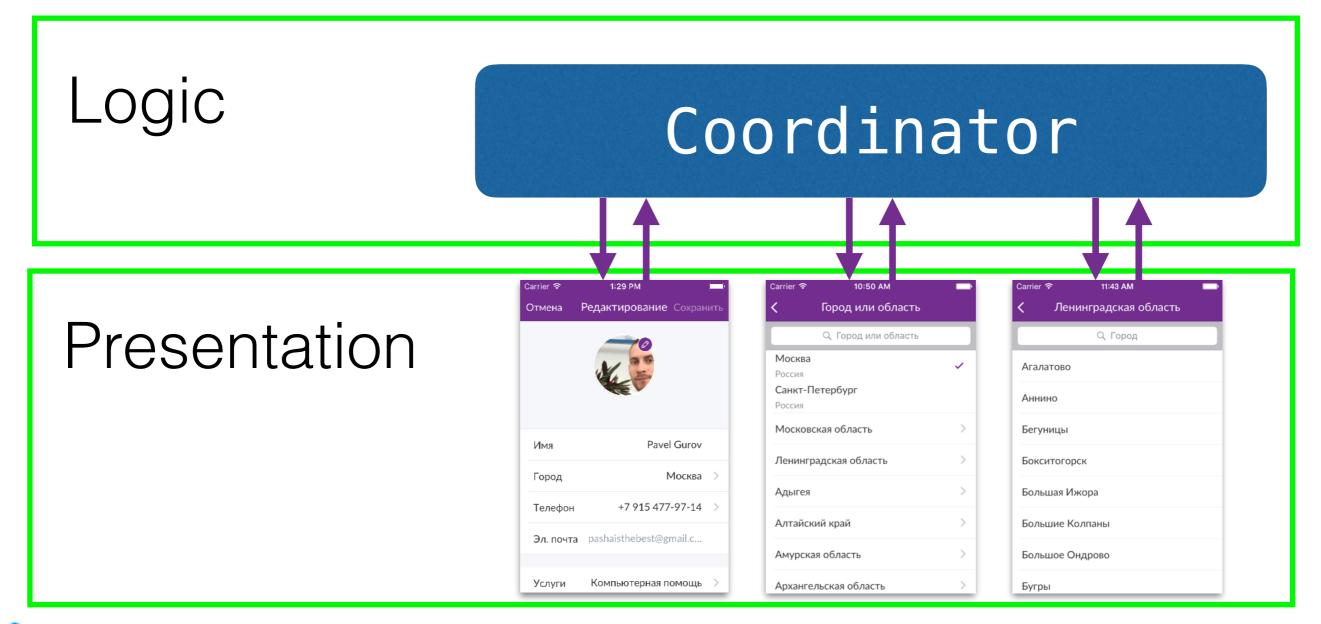




Data

Database

Storage





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)?
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    // MARK: - Output -
var onCitySelected: ((City) -> Void)?
```



Protocols

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



Storyboards



Storyboards

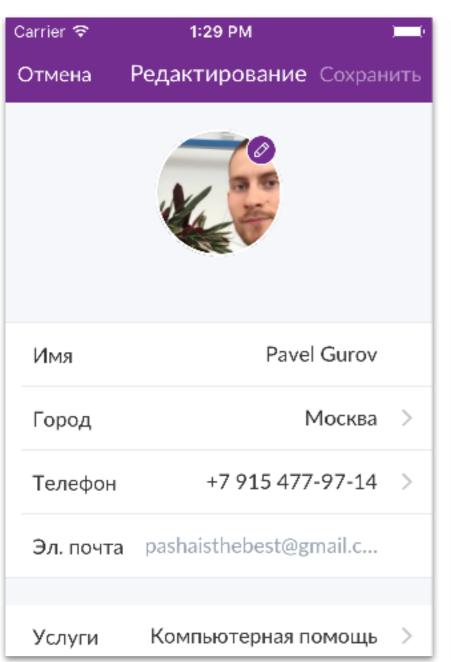
```
class BaseViewController: UIViewController {
   var onPrepareForSegue: ((UIStoryboardSegue, Any?) -> ())?
   override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
        onPrepareForSegue?(segue, sender)
   }
}
```

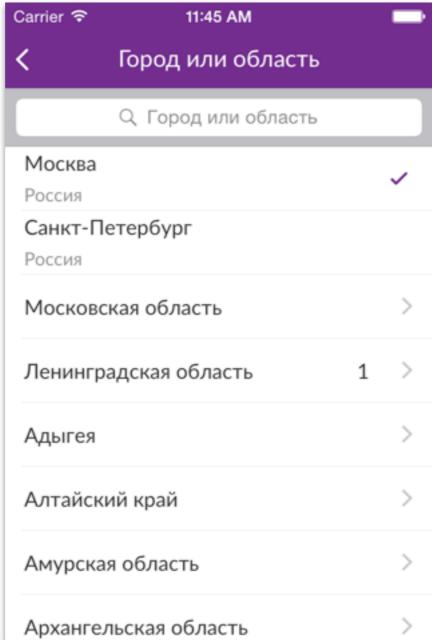


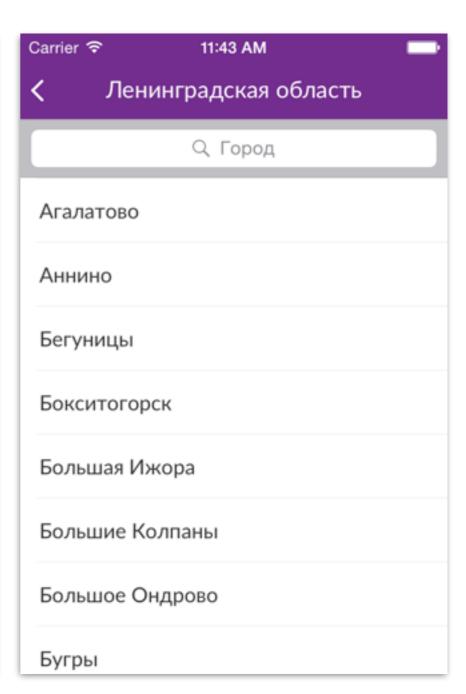
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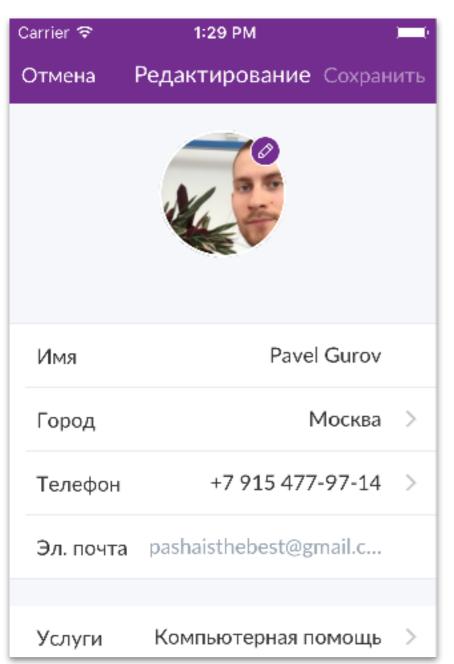


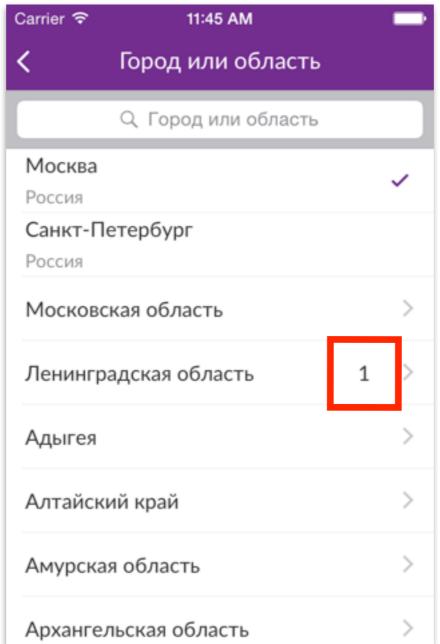


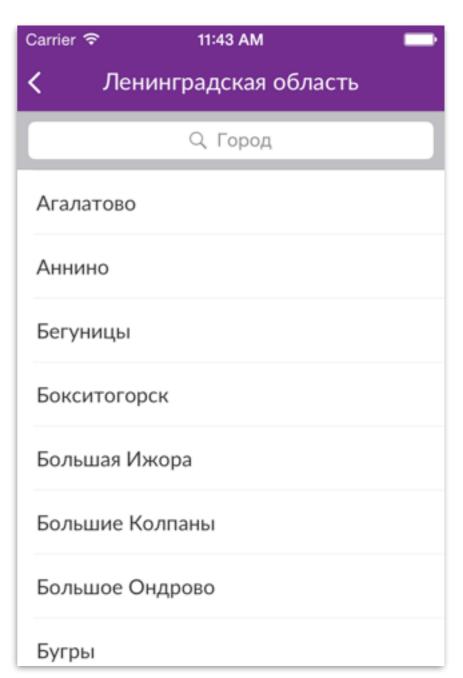




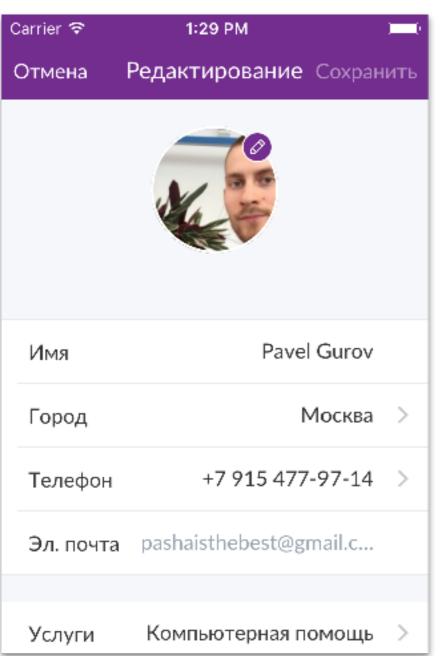


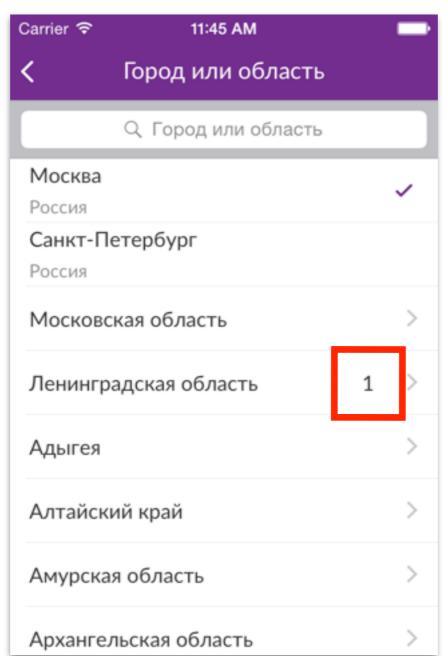


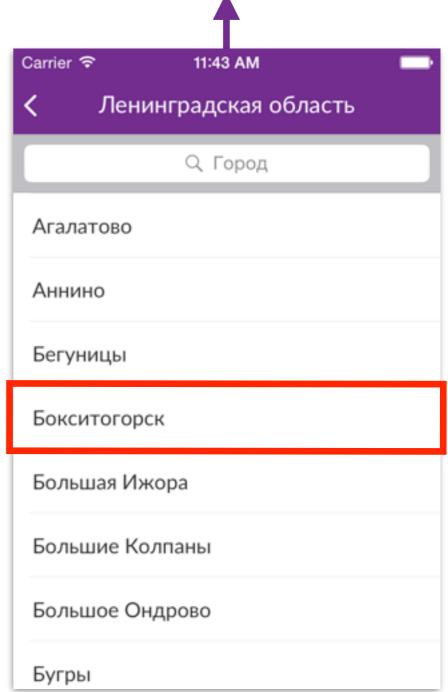




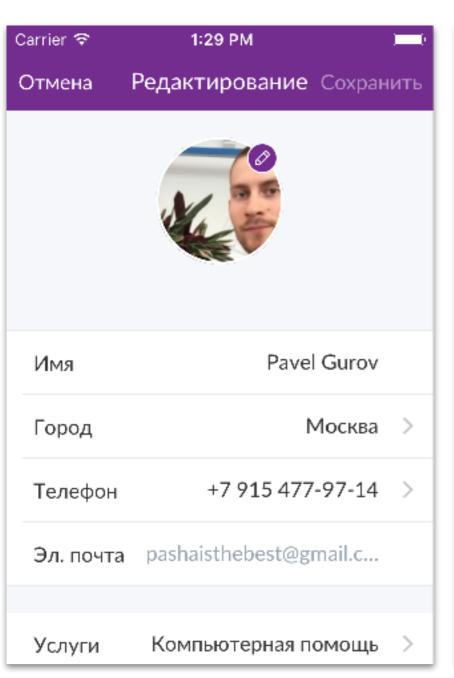


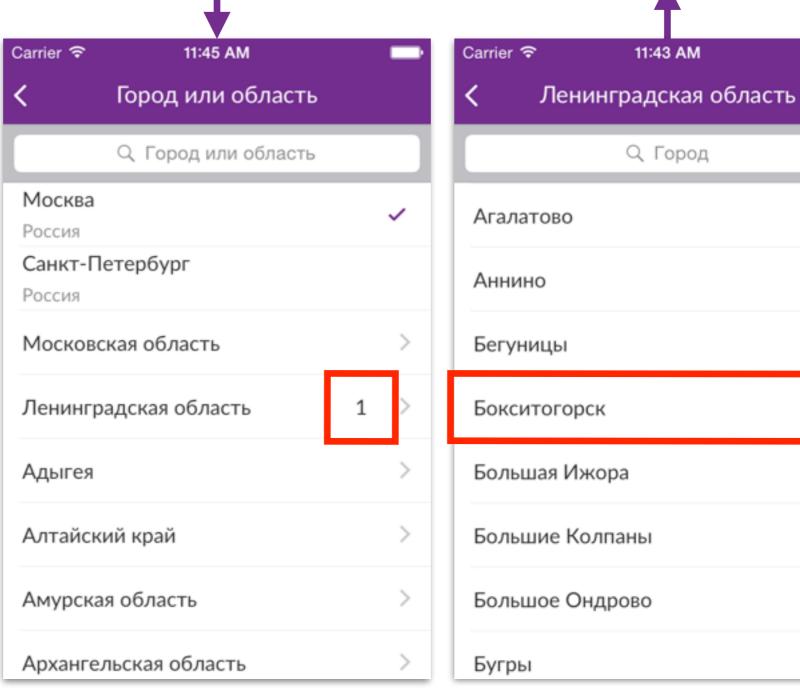








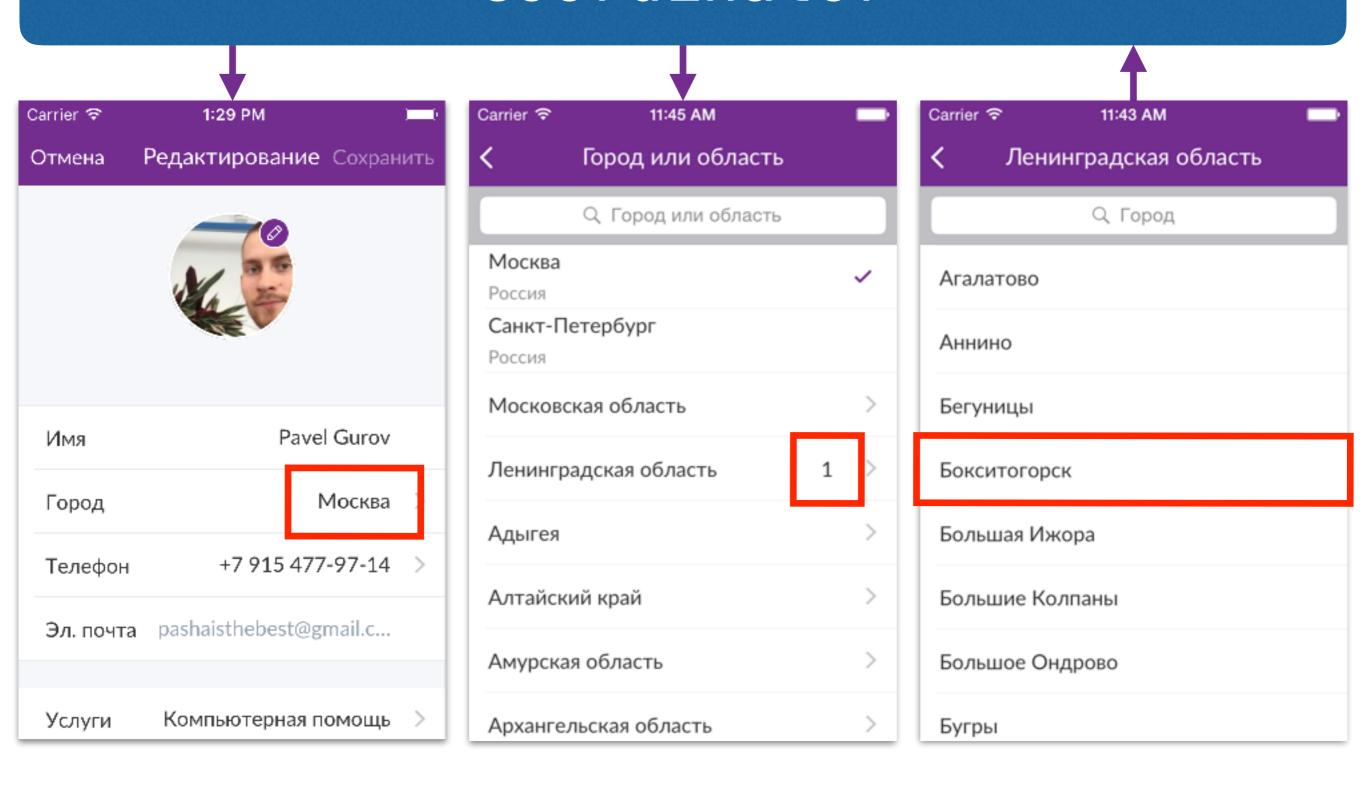




11:43 AM

Q Город

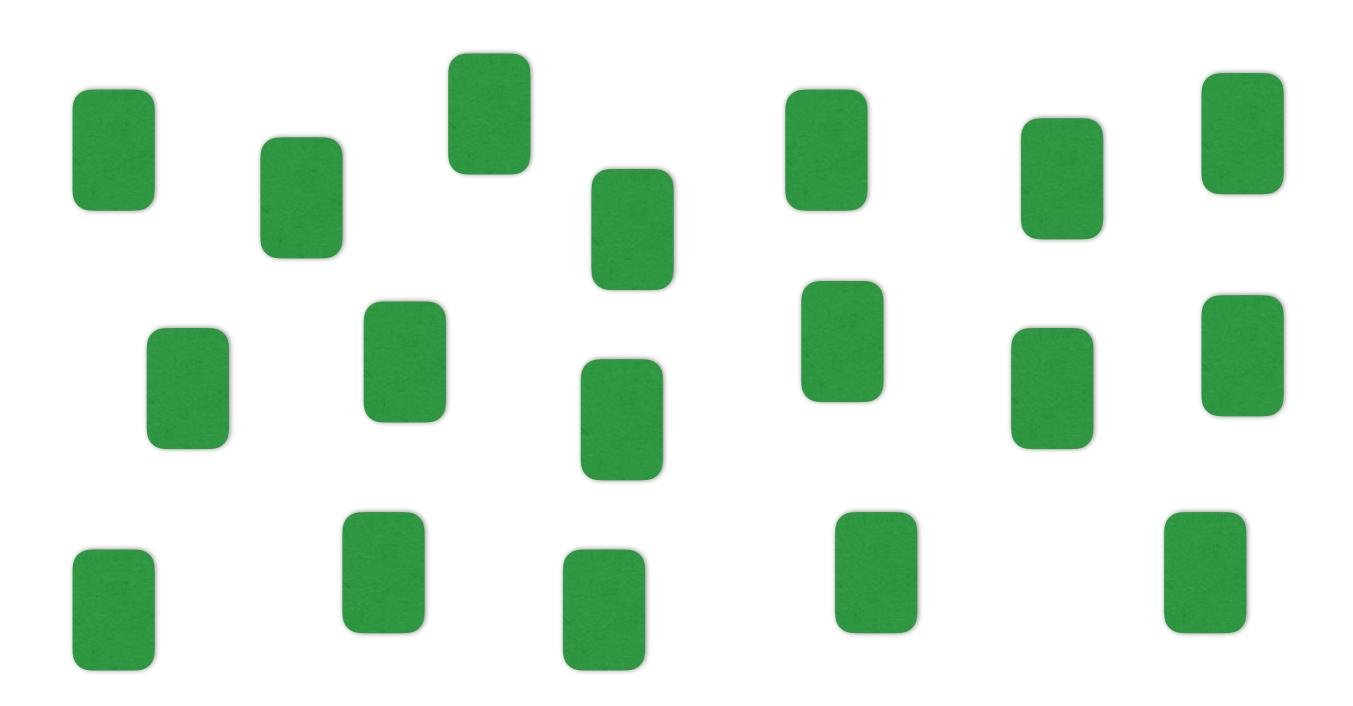






Рефакторинг существующего кода







LoginCoordinator









UserEditCoordinator













FeedCoordinator











LoginCoordinator

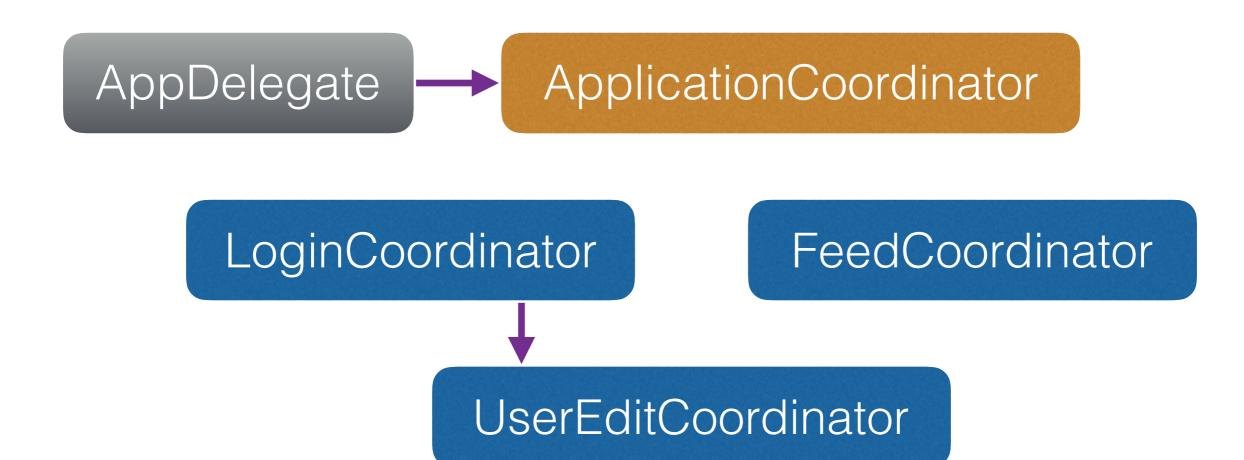
FeedCoordinator

UserEditCoordinator

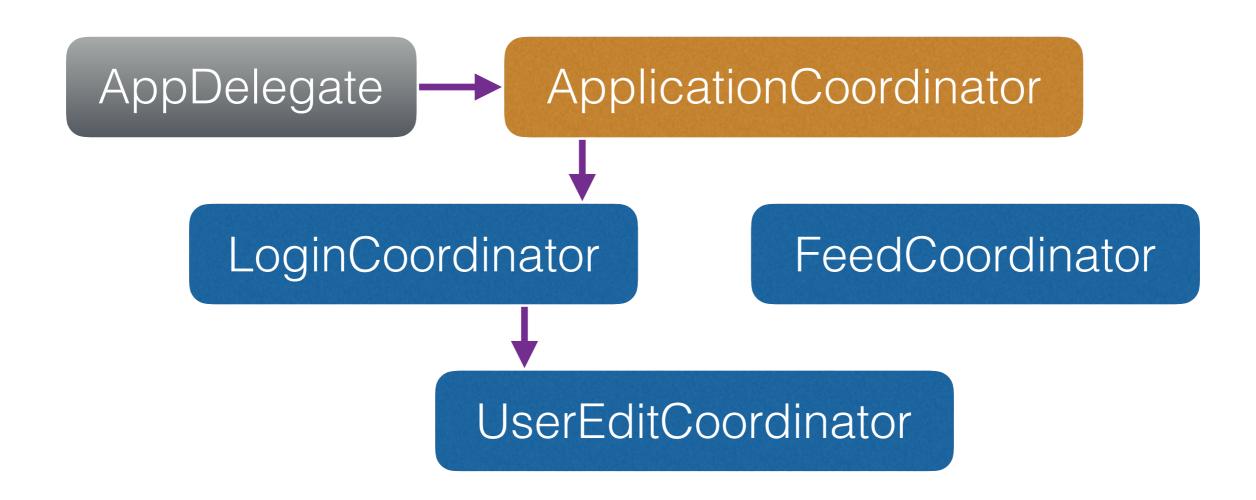




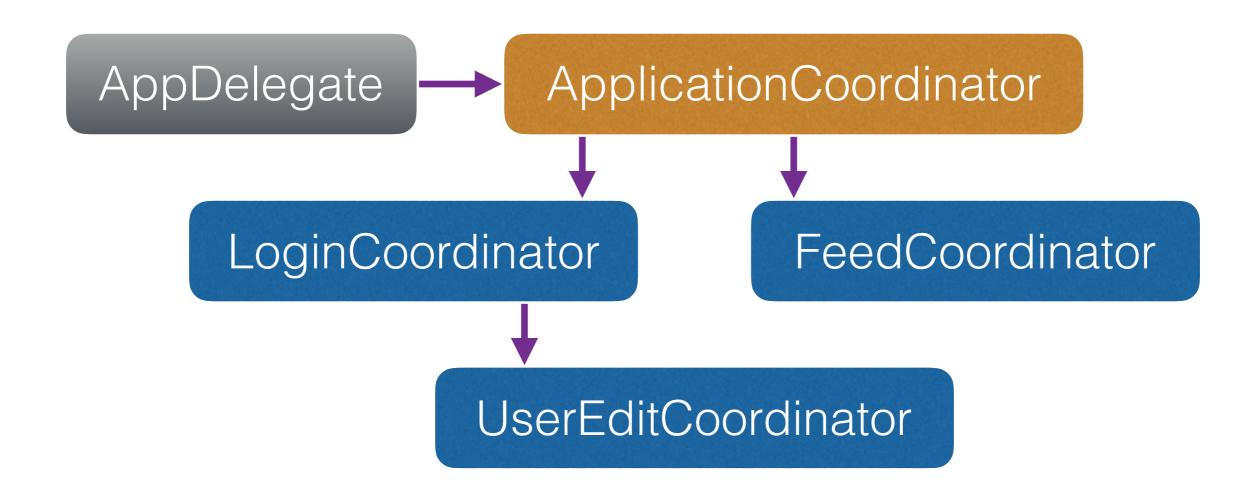




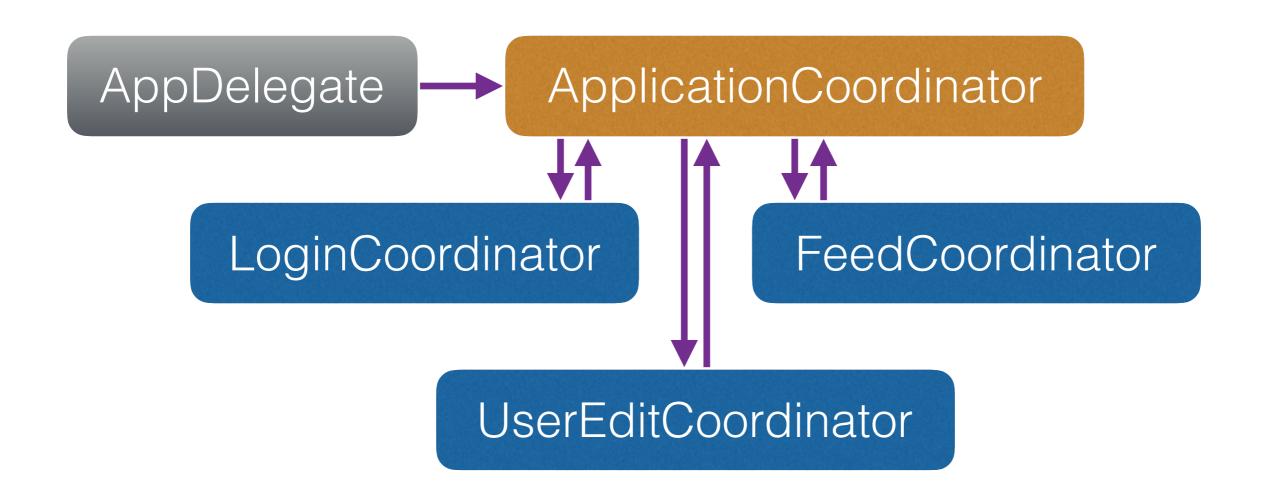














Временный старт Coordinator внутри UIViewController





• Независимые экраны и сценарии



- Независимые экраны и сценарии
- Легко менять порядок



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



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- Никаких сторонних зависимостей =)



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

