Holds
Business Logic

Entity
(Business Object)

Build Scene from Assemlbly
and set up display

Router

navigation request
to handle

Handle Navigation
Request

ViewState

RawData

View

user interaction to handle

Presenter

User inited actions

Interactor

Requests Raw Data (Json Struct)

Worker

formatted data to display

formatted data to display

Raw data

Display formatted data
Emits user interaction events

Holds Application
Presentation Logic
(Content + Nav)

Holds
Use Case Logic

Retrieve datas
from different sources :
- WebServices
- DataStore

On this side
'import UIKit is not allowed
('import SwiftUI' discouraged)

On this side
'import Entities '
not allowed

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'import Entities '
not allowed

General abstraction rules
- Every dependency (arrow) defined by a protocol
- Cross boundary protocols don't depend on anything* : Cross Boundary Data are simple Struct/Enum of Float/Int/String

* Only exception for reactive streams (Rx or Combine)