



XAM320

Model-View-ViewModel in Xamarin.Forms

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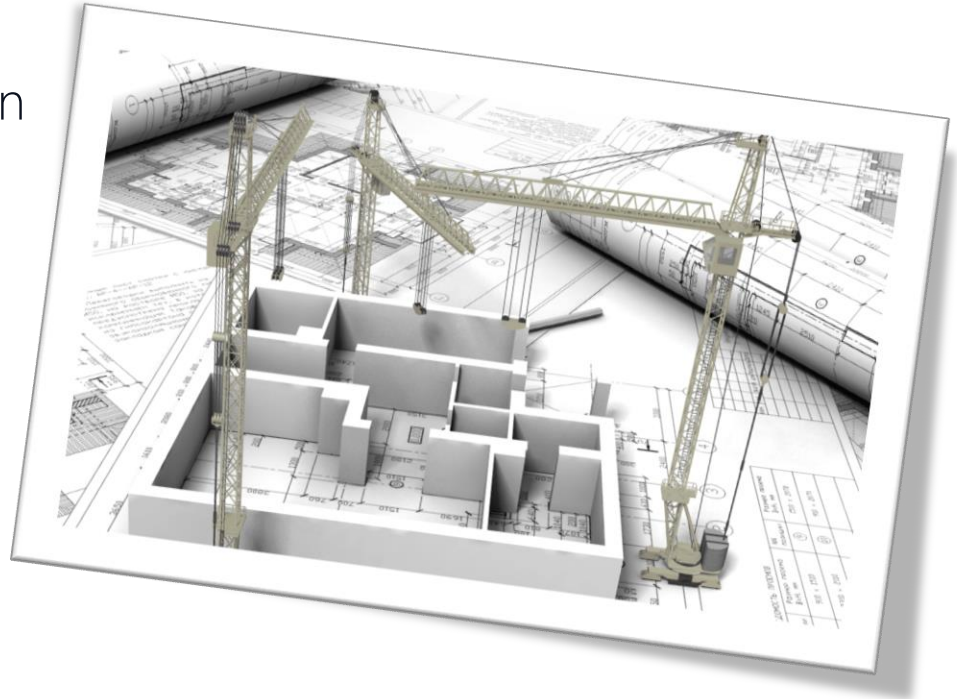
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Objectives

1. Decide where to place code in Model-View-ViewModel
2. Define Visual Behavior
3. Use Commands
4. Test MVVM based apps





Decide where to place code in Model-View-ViewModell



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Tasks

1. Define the layers in MVVM
2. Create a ViewModel



Separated Presentation

- ❖ Key to maximum code sharing is to *separate the presentation and domain layers*, this is referred to as the **Separated Presentation Pattern**

"Ensure that any code that manipulates presentation only manipulates presentation, pushing all domain and data source logic into clearly separated areas of the program." [1]

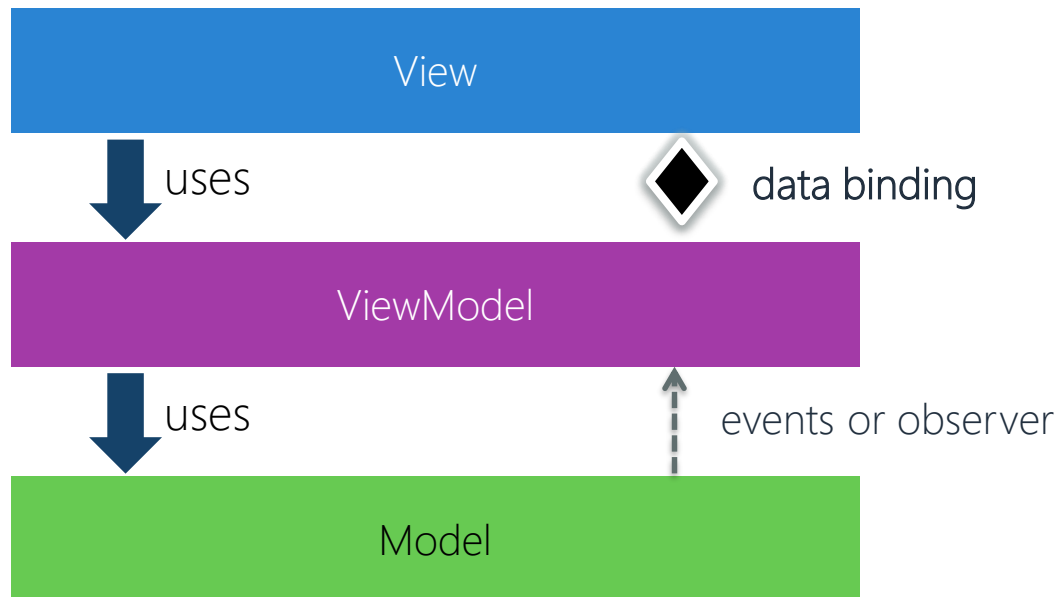
- Martin Fowler



Common examples of Separated Presentation Patterns include Model-View-Controller (MVC) and Model-View-Presenter (MVP), patterns you've likely used many times

Model-View-ViewModel (MVVM)

- ❖ MVVM is a layered, **separated presentation pattern** made popular by XAML based UI where a data binding engine takes the place of the controller / presenter



What is the Model?

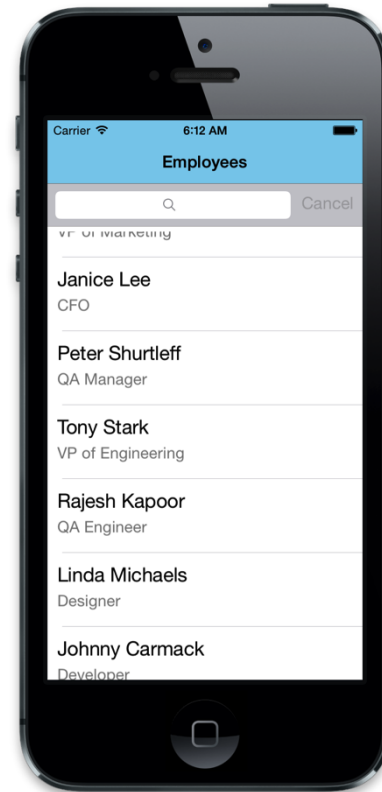
- ❖ Models **manage the application data** and may include any combination of domain logic, persisted state and validation, not necessarily in one object

Models are intended to be shared across platforms and should not depend on platform-specific features

```
public class Employee
{
    public int Id { get; set; }
    public string Name { get; set; }
    public string Title { get; set; }
    public DateTime HireDate { get; set; }
    public int Supervisor { get; set; }
    public static Employee GetById(int id);
    public static void UpdateRecord(Employee employee);
}
```


What is the View?

- ❖ View presents the information to the user in a platform-specific fashion
- ❖ Should not contain code you want to unit test
- ❖ Everything *visual* should be managed here – fonts, colors, etc.



What is the ViewModel?

- ❖ The ViewModel provides a **view-centric representation** of the data to display

exposes
bindable
properties and
implements
property change
notification

```
public class EmployeeViewModel : INotifyPropertyChanged
{
    private Employee model;

    public string Name {
        get { return model.Name; }
        set { model.Name = value; OnPropertyChanged("Name"); }
    }

    public EmployeeViewModel(Employee model) {
        model = model;
    }
    ...
}
```

often has a 1:1
relationship with
model

What is the ViewModel?

- ❖ ... enables easier conversion / coercion of methods or model properties

```
partial class EmployeeViewModel
{
    ...
    public string DateHiredText {
        get { return model.HireDate.ToString("MMM d, yyyy"); }
    }

    public EmployeeViewModel Supervisor {
        get { return new EmployeeViewModel(
            Employee.GetById(this.supervisor)); }
    }
}
```

What is the ViewModel?

❖ ... provides bindable way to access related data

```
partial class EmployeeViewModel
{
    ...
    public IEnumerable<string> ActiveProjects {
        get {
            return CompanyProjects.All
                .Where(p => p.Owner == model.Id
                    && p.IsActive)
                .Select(p => p.Name).ToList();
        }
    }
}
```

What is the ViewModel?

- ❖ ... and provides a convenient place to put inconvenient logic for the UI
 - Perform input validation prior to storing it in the model
 - Perform visual calculations or runtime status values for the UI

```
partial class DownloaderViewModel {  
    private int percentComplete;  
    public int PercentComplete {  
        get { return percentComplete; }  
        set {  
            if (percentComplete != value) {  
                percentComplete = value;  
                OnPropertyChanged("PercentComplete");  
            }  
        }  
    }  
}
```

Can use property to drive a UI progress report

Individual Exercise

Defining a ViewModel



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Creating ViewModels

- ❖ Apps often have multiple view models – one for each "data-bindable" entity being displayed
- ❖ Views and ViewModels often have a 1:1 relationship, but VMs can be shared across views to provide UI synchronization

MainViewModel

EmployeeViewModel

EmployeeViewModel

EmployeeViewModel

EmployeeViewModel

MainViewModel might expose collection of **EmployeeViewModel** objects to bind to a **ListView**

Connecting a View and ViewModel

- ❖ Main ViewModel is most often set as the **BindingContext** for the view in code behind, but can also be done in XAML if preferred

```
public partial class MainPage : ContentPage
{
    readonly MainViewModel viewModel = new MainViewModel();
    public MainPage ()
    {
        BindingContext = viewModel;
        InitializeComponent ();
    }
    ...
}
```

MVVM Pros and Cons

- ❖ MVVM is well suited for platforms with a data binding infrastructure such as Xamarin.Forms and is the preferred architecture for non-trivial apps

Pros	Cons
<ul style="list-style-type: none">■ Provides higher testable surface■ Centralizes the visual & business logic■ Can reduce converter code used to tie models to UI■ Takes advantage of binding infrastructure	<ul style="list-style-type: none">■ Requires infrastructure, more for some platforms than others■ Necessitates multiple layers which may not be worth it for smaller apps■ Bindings can be hard to debug and may not be efficient for large data sets

Flash Quiz

Flash Quiz

- ① When using MVVM, the ViewModel should be platform-specific and created for each specific platform you want to support
- a) True
 - b) False

Flash Quiz

- ① When using MVVM, the ViewModel should be platform-specific and created for each specific platform you want to support
- a) True
 - b) False

Flash Quiz

- ② What are the members of the `INotifyPropertyChanged` interface?
- a) `PropertyChanged` event and `OnPropertyChanged` method
 - b) `OnPropertyChanged` method
 - c) `PropertyChanged` event

Flash Quiz

- ② What are the members of the `INotifyPropertyChanged` interface?
- a) `PropertyChanged` event and `OnPropertyChanged` method
 - b) `OnPropertyChanged` method
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Flash Quiz

- ③ Some of the disadvantages to MVVM are: (pick all that apply)
- a) Requires additional infrastructure
 - b) Reduces the testability of the logic
 - c) Can end up duplicating property definitions between model and VM
 - d) It can only be used with XAML

Flash Quiz

- ③ Some of the disadvantages to MVVM are: (pick all that apply)
- a) Requires additional infrastructure
 - b) Reduces the testability of the logic
 - c) Can end up duplicating property definitions between model and VM
 - d) It can only be used with XAML



Individual Exercise

Creating ViewModel Collections



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Summary

1. Define the layers in MVVM
2. Create a ViewModel





Define Visual Behavior

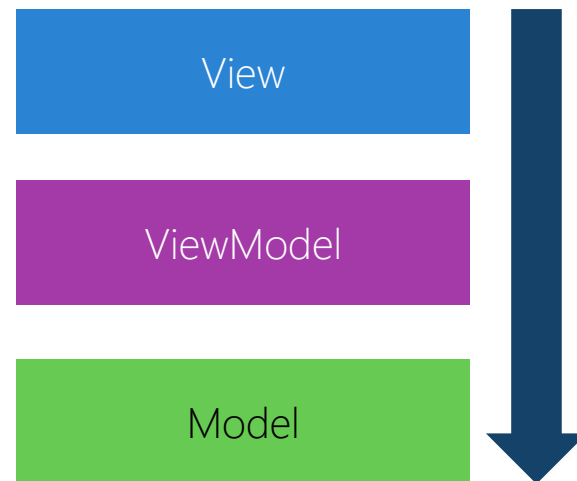
Tasks

1. Control and activate events with selection
2. Utilize properties to define Visual Behavior
3. Employ Data Triggers



View vs. ViewModel

- ❖ ViewModel is intentionally tied to the View, but should be written to be **UI-agnostic**
 - therefore, it should *not* have dependencies on anything in Xamarin.Forms



Each layer should only have direct knowledge about the layer below it

Dealing with Selection

- ❖ Managing selection with MVVM provides a clean way to control and activate elements without dealing with events

```
<ListView ItemsSource="{Binding Employees}"  
          SelectedItem="{Binding SelectedEmployee, Mode=TwoWay}" />
```

Make sure to mark it *two-way* so ViewModel is notified when selection is altered by the UI

Dealing with Selection

- ❖ Managing selection with MVVM provides a clean way to control and activate elements without dealing with events

```
public partial class MainViewModel : BaseViewModel
{
    ...
    private EmployeeViewModel selectedEmp;
    public EmployeeViewModel SelectedEmployee {
        get { return selectedEmp; }
        set { selectedEmp = value; RaisePropertyChanged("SelectedEmployee"); }
    }

    public MainViewModel() {
        SelectedEmployee = Employees
    }
}
```

Setter called when selection is changed

Dealing with Selection

- ❖ Managing selection with MVVM provides a clean way to control and activate elements without dealing with events

```
public partial class MainViewModel : BaseViewModel
{
    ...
    private EmployeeViewModel selectedEmp;
    public EmployeeViewModel SelectedEmployee
    {
        get { return selectedEmp; }
        set { selectedEmp = value; Raise
    }

    public MainViewModel() {
        SelectedEmployee = Employees.FirstOrDefault();
    }
}
```

When UI supports "selection" vs. activation, view model can default or change selection based on runtime decisions, all in a unit-testable way

Working with visual properties

- ❖ Assume a business requirement is to change the color of the employee's name in the UI if they are a supervisor

```
partial class EmployeeViewModel
{
    public Color NameColor { get; }
}
```

Avoid this! **Color** is a
Xamarin.Forms specific type



... this is better but still not ideal –
colors should be determined by the
designer role and view code

```
partial class EmployeeViewModel
{
    public string NameColor { get; }
}
```

What we *really* want to do here is to have our UI change based on state properties such as **bool** or enumerations – we could do this with bindings and value converters

Working with visual properties

- ❖ Assume a business requirement is to change the color of the employee's name in the UI if they are a supervisor

```
partial class EmployeeView
{
    public Color TitleColor { get; set; }
}
```

```
partial class EmployeeViewModel
{
    public bool IsSupervisor {
        get { ... }
        private set { ... }
    }
}
```

is a
specific type

Let's expose a boolean property indicating whether the employee has subordinates ...

```
public string TitleColor { get; }
}
```

... this is better but still not ideal – colors should be determined by the designer role and view code

Working with visual properties

- ❖ Data Triggers support dynamic UI property changes based on bindings with conditional tests

```
<Label Text="{Binding Name}" TextColor="Gray">
  <Label.Triggers>
    <DataTrigger TargetType="Label"
                  Binding="{Binding IsSupervisor}"
                  Value="True">
      <Setter Property="TextColor" Value="Blue" />
    </DataTrigger>
  </Label.Triggers>
</Label>
```

Visual Behavior through properties

- ❖ Data Triggers support dynamic UI property changes based on bindings with conditional tests

```
<Label Text="{Binding Name}" TextColor="Gray">
  <Label Text="Supervisor" />
  <DataTrigger Binding="{Binding IsSupervisor}"
    <Setter Property="TextColor" Value="Blue" />
  </DataTrigger>
</Label.Triggers>
</Label>
```

Assign default value – this is used when no trigger is matched

Visual Behavior through properties

- ❖ Data Triggers support dynamic UI property changes based on bindings with conditional tests

```
<Label Text="{Binding Name}" TextColor="Gray">
  <Label.Triggers>
    <DataTrigger TargetType="Label"
      Binding="{Binding IsSupervisor}"
      Value="True">
      <Setter Property="TextColor" Value="Blue" />
    </DataTrigger>
  </Label.Triggers>
</Label>
```

Can have zero or more *triggers* in the *triggers collection* exposed by the *Triggers* property

Visual Behavior through properties

- ❖ Data Triggers support dynamic UI property changes based on bindings with conditional tests

```
<Label Text="{Binding Name}" TextColor="Gray">
  <Label.Triggers>
    <DataTrigger TargetType="Label"
                  Binding="{Binding IsSupervisor}"
                  Value="True">
      /="TextColor" Value="Blue" />
    </DataTrigger>
  </Label.Triggers>
</Label>
```

DataTrigger is used to change visual properties of an **Element** based on data binding

Visual Behavior through properties

- ❖ Data Triggers support dynamic UI property changes based on bindings with conditional tests

```
<Label Text="{Binding Name}" TextColor="Gray">
  <Label.Triggers>
    <DataTrigger TargetType="Label"
      Binding="{Binding IsSupervisor}"
      Value="True">
      <Setter Property="TextColor" Value="Blue" />
    </DataTrigger>
  </Label.Triggers>
</Label>
```

Binding property identifies the ViewModel property the Data Trigger is watching

Visual Behavior through properties

- ❖ Data Triggers support dynamic UI property changes based on bindings with conditional tests

```
<Label Text="{Binding Name}" TextColor="Gray">
  <Label.Triggers>
    <DataTrigger TargetType="Label"
      Binding="{Binding IsSupervisor}"
      Value="True">
      <Setter Property="TextColor" Value="Blue" />
    </DataTrigger>
  </Label.Triggers>
</Label>
```

... and a comparison test for that binding; e.g. when
`IsSupervisor = true`

Visual Behavior through properties

- ❖ Data Triggers support dynamic UI property changes based on bindings with conditional tests

Has one or more **setters** to change properties when the trigger condition is matched

```
<Label Text="{Binding Name}" TextColor="Red">
  <Label.Triggers>
    <DataTrigger TargetType="Label"
      Binding="{Binding IsSupervisor}"
      Value="True">
      <Setter Property="TextColor" Value="Blue" />
    </DataTrigger>
  </Label.Triggers>
</Label>
```

This is completely dynamic and is driven completely through the binding engine – so if the property changes at runtime, the trigger is re-evaluated and applied or removed!

Value Converters

- ❖ Value Converters allow for *type mismatch* conversions – e.g. when the data does not match the UI requirements
- ❖ This conversion task is often taken up by the VM instead – reducing the need for value converters
- ❖ Still useful to have more primitive converters for bindings

BooleanToColorConverter

ArrayToStringConverter

DoubleToIntegerConverter

NotBooleanConverter

IntegerToBooleanConverter

MVVM + other patterns

- ❖ MVVM is not the only design pattern needed, often need to utilize **other patterns** to provide necessary features through **abstractions**

Dependency
Injection

Factory and
Singleton

Command

Navigation

Alerts +
Prompts

Messages

Managing navigation

- ❖ Screen navigation can be handled in different ways – easiest is just to have an app-specific service that *knows* the screens which the VM uses

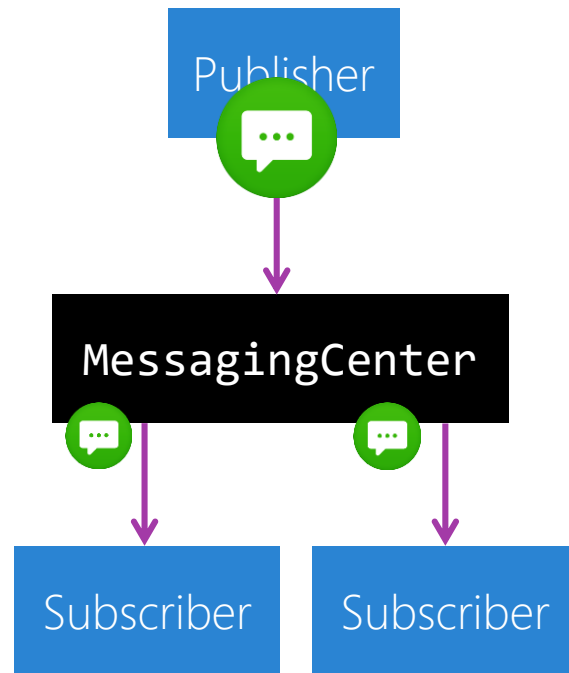
```
public enum AppScreen { Main, Detail, Edit, ... }

public class NavigationManager
{
    public Task<bool> GotoScreen(AppScreen screen) {...}
    public Task<bool> GoBack() { ... }
}
```

Enum defines the screens, and the class implements the navigation using the known app structure – master / detail, **NavigationPage**, etc.

Loosely-coupled messages

- ❖ Another common requirement is communication between unrelated app components in a loosely-coupled fashion
 - VM to VM
 - service to VM
- ❖ This is easily solved with the built-in **MessagingCenter**



Publishing a message

- ❖ Publisher passes message key and optional parameter

Publisher identifies sending type and parameter type through generic parameters



```
MessagingCenter.Send<MainViewModel, ItemViewModel>(
    this, "Select", selectedItem);
```

Subscribing to a message

- ❖ Subscribers identify the message by the sender type and message key and provide a delegate callback to run when message is received

```
MessagingCenter.Subscribe<MainViewModel, ItemViewModel> (  
    this, "Select",  
    (mainVM, selectedItem) => {  
        // Action to run when "Select" is received  
        // from MainViewModel  
    });
```

Combination of the **sender type**, **string message**, and **parameter type** is the key for the message recipient – these must match between publisher and subscriber

Individual Exercise

Driving behavior through properties

Summary

1. Control and activate events with selection
2. Utilize properties to define Visual Behavior
3. Employ Data Triggers



Use Commands

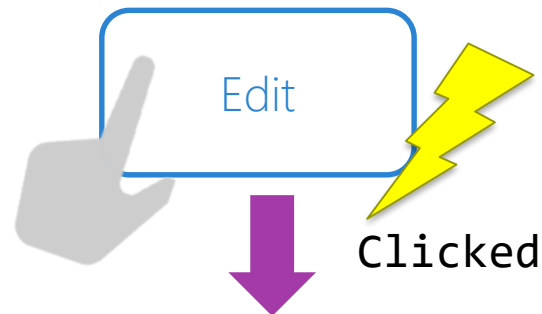
Tasks

1. Implement the ICommand interface
2. Generalize a command



Event Handling

- ❖ UI raises events to notify code about user activity
 - **Clicked**
 - **ItemSelected**
 - ...
- ❖ The downside is that these events **must be handled** in the code behind file



```
public MainPage()
{
    ...
    Button editButton = ...;
    editButton.Clicked += OnClick;
}

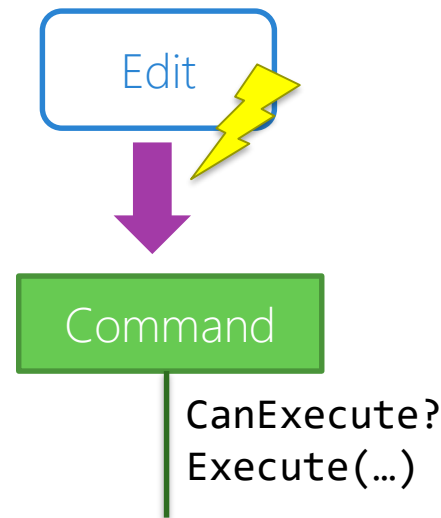
void OnClick (object sender, EventArgs e)
{
    ...
}
```


Commands

- ❖ Microsoft defined the **ICommand** interface to provide a commanding abstraction for their XAML frameworks

```
public interface ICommand
{
    bool CanExecute(object parameter);
    void Execute(object parameter);
    event EventHandler CanExecuteChanged;
}
```

Can provide an optional parameter (often **null**) for the command to work with for context



Commands in Xamarin.Forms

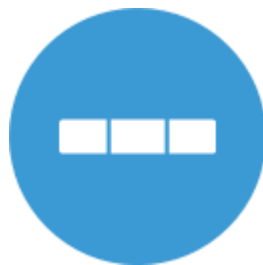
- ❖ A few Xamarin.Forms controls expose a **Command** property for the main action of a control



Button



Menu



ToolbarItem




TextCell

Commands in Xamarin.Forms

- ❖ A few Xamarin.Forms controls expose a **Command** property for the main action of a control

```
public ICommand GiveBonus { get; }
```

```
<Button Text="Give Bonus"  
        Command="{Binding GiveBonus}" />
```



Can data bind a property of type **ICommand** to the **Command** property

Gesture-based commands

- ❖ Xamarin.Forms also includes a **TapGestureRecognizer** which can provide a command interaction for other controls or visuals

```
<Image Source="IDareYouToTapMe.jpg">  
  <Image.GestureRecognizers>  
    <TapGestureRecognizer  
      Command="{Binding BeBraveCommand}"  
      CommandParameter="TheyTookTheDare!" />  
  </Image.GestureRecognizers>  
</Image>
```




CommandParameter property supplies the command's parameter – in this case as a **string**

Implementing commands in the VM

- ❖ Command should be exposed as a public property from the ViewModel

```
public class EmployeeViewModel : INotifyPropertyChanged
{
    public ICommand GiveBonus { get; private set; }
    ...
    public EmployeeViewModel(Employee model) {
        this.model = model;
        GiveBonus = new GiveBonusCommand(this);
    }
    ...
}
```




```
public class GiveBonusCommand : ICommand
```

Implementing ICommand

❖ **ICommand** has three required members you must implement

CanExecute is called to determine whether the command is valid, this can enable / disable the control which is bound to the command



```
public interface ICommand
{
    bool CanExecute(object parameter);
    void Execute(object parameter);
    event EventHandler CanExecuteChanged;
}
```

Implementing ICommand

❖ **ICommand** has three required members you must implement

Execute is called to actually run the logic associated with the command when the control is activated – it will only be called if **CanExecute** returned **true**

```
public interface ICommand
{
    bool CanExecute(object parameter);
    void Execute(object parameter);
    event EventHandler CanExecuteChanged;
}
```

Implementing ICommand

❖ **ICommand** has three required members you must implement

CanExecuteChanged

is an event which the binding will subscribe to, the ViewModel should raise this event when the validity of the command changes

```
public interface ICommand
{
    bool CanExecute(object parameter);
    void Execute(object parameter);
    event EventHandler CanExecuteChanged;
}
```

The binding will then call **CanExecute** and enable / disable the UI in response


```
public partial class GiveBonusCommand : ICommand
{
    public event EventHandler CanExecuteChanged = delegate {};

    MainViewModel viewModel;
    public GiveBonusCommand(MainViewModel vm) {
        this.viewModel = vm;
    }

    public bool CanExecute(object parameter) {
        return this.viewModel.SelectedEmployee != null
            && (DateTime.Now - this.viewModel.SelectedEmployee.HireDate)
                .TotalHours > 8;
    }

    public void Execute(object parameter) {
        this.viewModel.SelectedEmployee.GiveBonus(1000);
    }

    public void RaiseCanExecuteChanged() {
        CanExecuteChanged(this, EventArgs.Empty);
    }
}
```

Command relies heavily
on the data in the
ViewModel ... could we
move this logic?

Implementing commands generically

- ❖ Can use built-in **Command** and **Command<T>** to forward command to VM

```
public class Command<T> : ICommand
{
    Action<T> _function;
    public void Execute(object parameter) {
        _function.Invoke((T) parameter);
    }

    public bool CanExecute(object parameter) {...}
    public event EventHandler CanExecuteChanged;
}
```

Initialize with delegates for each of the required methods – then you can define each command with logic in the ViewModel

Using delegate commands

- ❖ **Command<T>** and **Command** provides mechanism to centralize the logic for the commands into the VM

```
public class EmployeeViewModel : INotifyPropertyChanged
{
    public ICommand GiveBonus { get; private set; }
    public EmployeeViewModel(Employee model) {
        GiveBonus = new Command(OnGiveBonus, OnCanGiveBonus);
    }

    void OnGiveBonus() { ... }
    bool OnCanGiveBonus() { return ... }
}
```

Existing MVVM Libraries

- ❖ Easy to roll your own MVVM support, but there are several really good MVVM libraries available for cross platform development which include a lot of additional features
 - Prism [pnpmvvm.codeplex.com]
 - MvvmCross [github.com/MvvmCross]
 - MvvmLight [codeplex.com/MvvmLight]
 - ReactiveUI [reactiveui.net]
 - Caliburn.Micro [github.com/Caliburn-Micro]
 - MvvmHelpers [codeplex.com/MvvmHelpers]
 - [your favorite goes here] 😊

Flash Quiz

Flash Quiz

- ① Commands are *not* supported on which control?
- a) Button
 - b) Switch
 - c) MenuItem
 - d) Trick question - commands are supported on all of them!

Flash Quiz

- ① Commands are *not* supported on which control?
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 - d) Trick question - commands are supported on all of them!

Flash Quiz

- ② Commands are described through _____.
- a) IDelegateCommand
 - b) DelegateCommand
 - c) ICommand
 - d) Command

Flash Quiz

- ② Commands are described through _____.
- a) `IDelegateCommand`
 - b) `DelegateCommand`
 - c) `ICommand`
 - d) `Command`

Group Exercise

Using commands to run behavior



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Summary

1. Implement the ICommand interface
2. Generalize a command



Test MVVM based apps

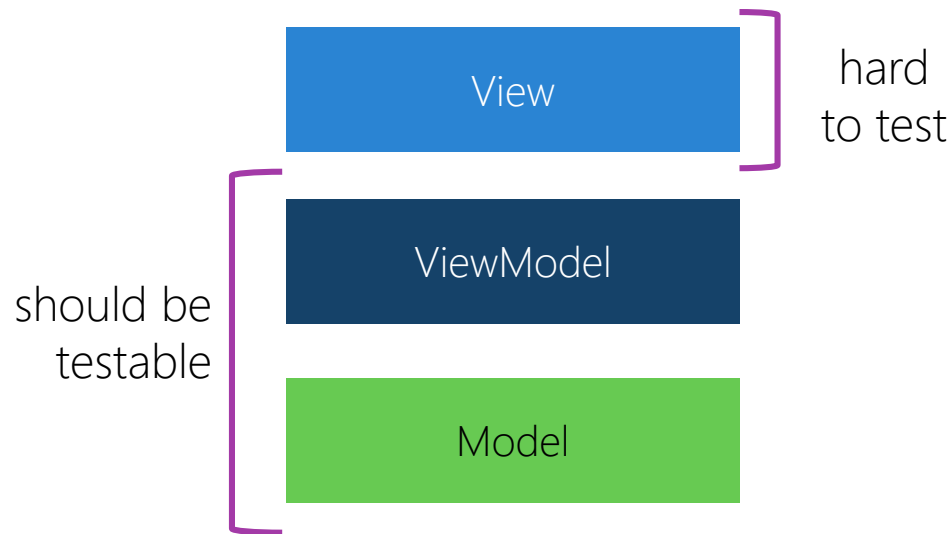
Tasks

1. UnitTest the ViewModel



Testing Surface

- ❖ Unit tests involve testing small, isolated pieces of our application independently; that's very hard to do for tightly coupled GUI applications
- ❖ Testable code is code which does not have dependencies on a UI being present



Testing the ViewModel

- ❖ ViewModel can be tested independently of the UI / platform
- ❖ Allows for testing of business logic *and* visual logic
- ❖ Can use well-known unit testing frameworks such as NUnit or MSTest



Testing the ViewModel

set properties
and invoke
command – just
like UI would

```
[TestMethod]
void Employee_GiveBonus_Succeeds()
{
    var data = new Employee(...);
    var vm = new EmployeeViewModel(data);
    vm.GiveBonus.Execute("500");

    Assert.AreEqual(500,
                    data.GetNextPaycheckData().Extras);
}
```

... and then test the results to verify it does what you expect

Demonstration

Adding unit tests for View Models

Summary

1. UnitTest the ViewModel



Thank You!

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