



RRRR...

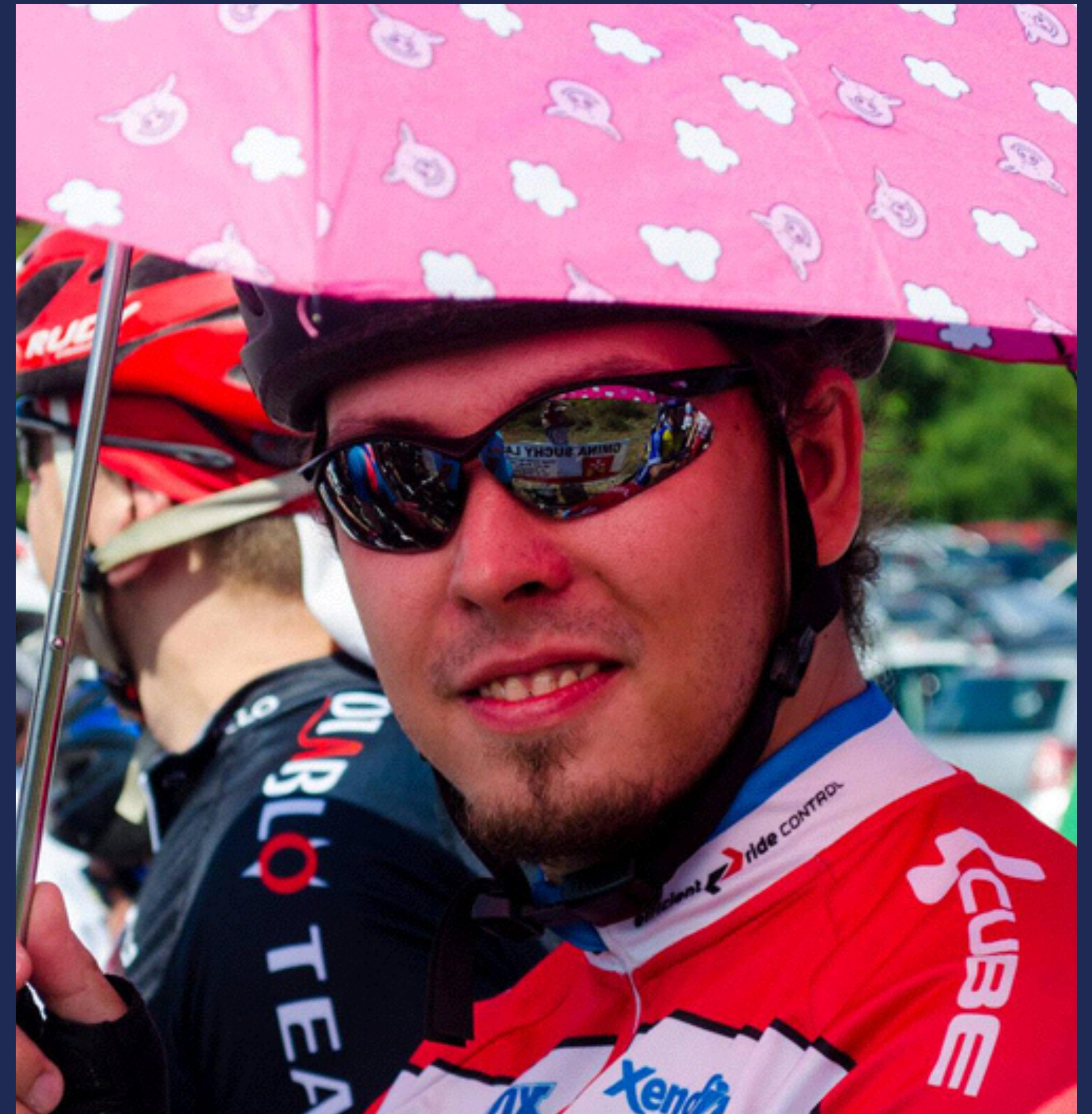
MVVM AND FUNCTIONAL REACTIVE PROGRAMMING

AGENDA

- ▶ Model - View - View Model
- ▶ Functional Reactive Programming
- ▶ Why these two belong together?
- ▶ Comparison of Frameworks

WHO AM I?

- ▶ iOS developer 5+ years of experience
- ▶ Freelance Dev, former iOS Lead
- ▶ Interested in Game Dev and IoT
- ▶ Slight experience with FRP and MVVM

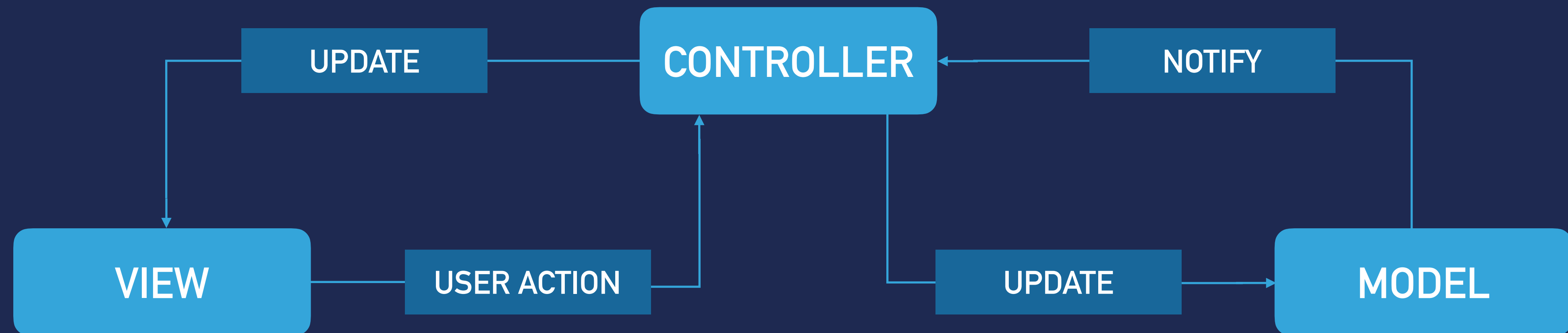


MODEL,
VIEW,
VIEW MODEL

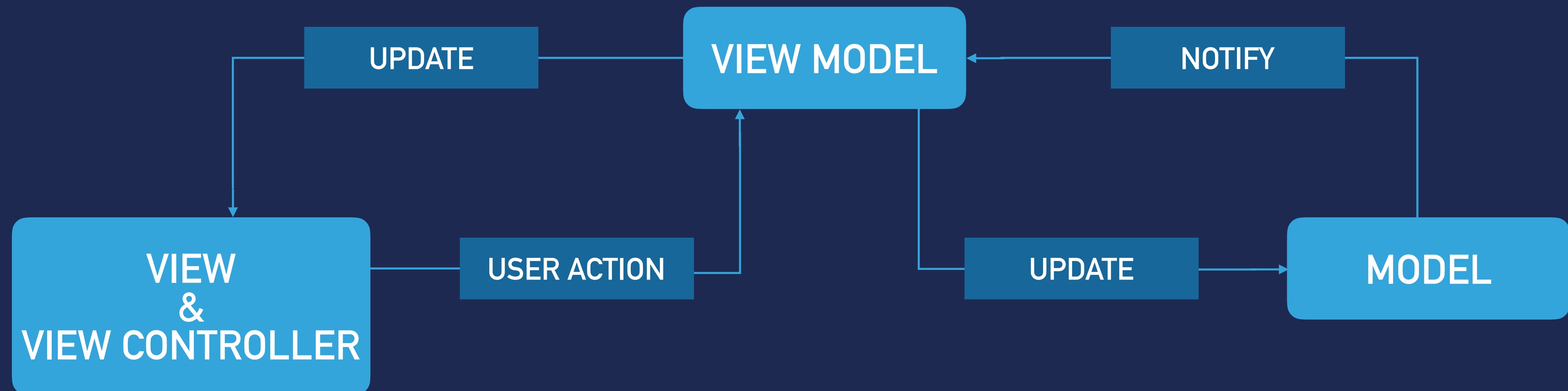
WHAT IS IT?

- ▶ Created by Microsoft
- ▶ Based on MVC architecture
- ▶ Separates Logic from views
- ▶ Adds an intermediate object between view and model
- ▶ One can test it easily

MVC - MASSIVE VIEW CONTROLLER



SOLUTION? MVVM



VIEW MODEL

- ▶ Acts as a model value transformer
- ▶ Interacts with the data
- ▶ Is independent of the presentation layer, it is portable
- ▶ Reacts to user input, already filtered by view

AND VIEW CONTROLLER?

- ▶ Controls the view
- ▶ Manages user input
- ▶ Is a view itself!

FUNCTIONAL REACTIVE PROGRAMMING

FRP IS A PROGRAMMING PARADIGM
FOR REACTIVE PROGRAMMING (ASYNCHRONOUS DATAFLOW
PROGRAMMING)
USING THE BUILDING BLOCKS OF FUNCTIONAL PROGRAMMING
(E.G. MAP, REDUCE, FILTER)

Wikipedia

WHAT IS THE WORST ENEMY OF A PROGRAMMER?

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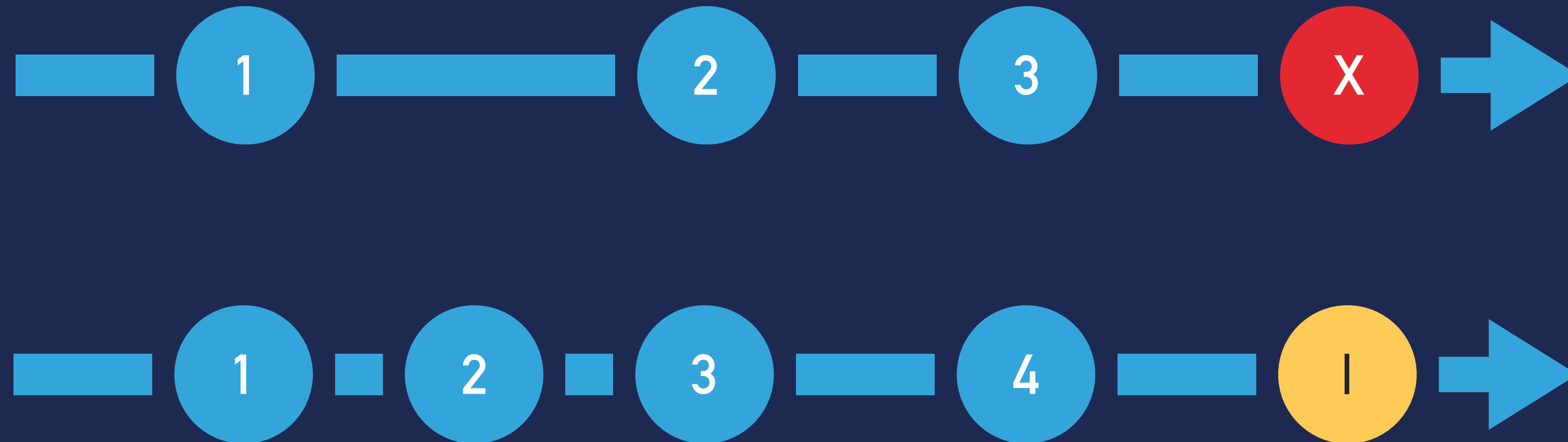
STATE

DIFFERENT APPROACH



<https://gist.github.com/staltz/868e7e9bc2a7b8c1f754>

STREAM



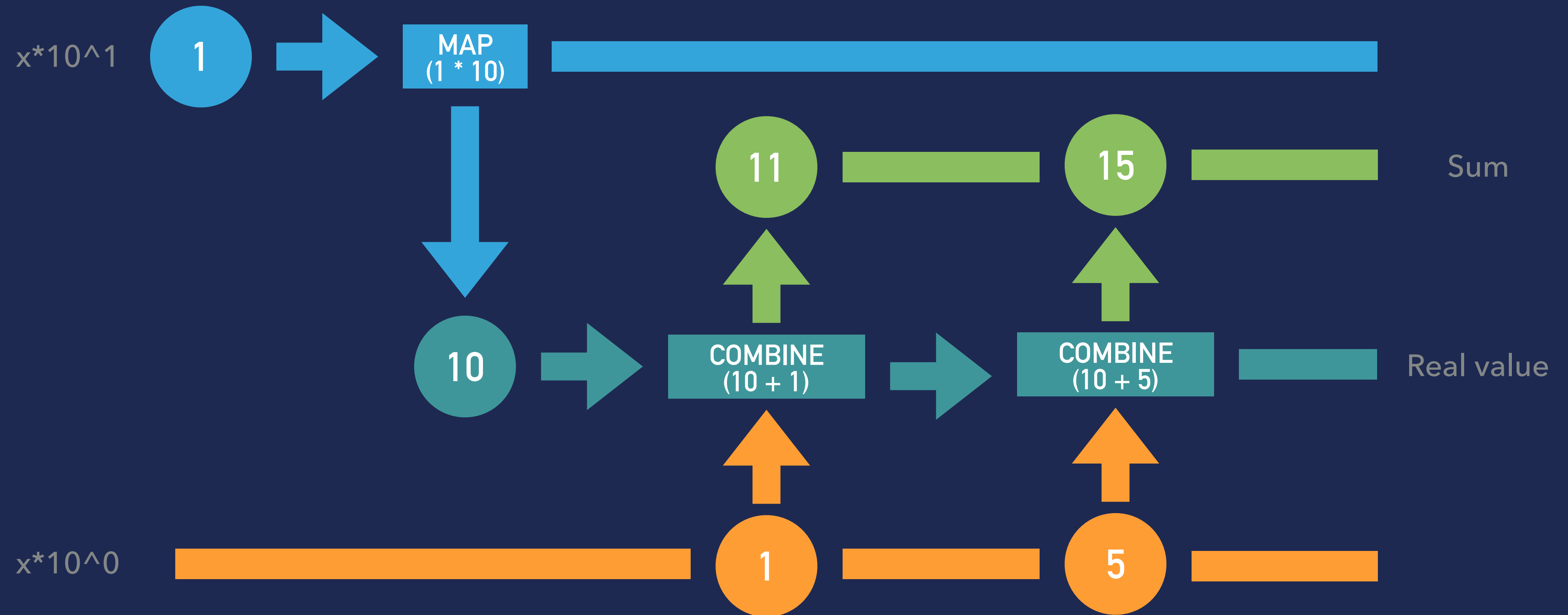
PULL AND PUSH DRIVEN STREAM

- ▶ Pull is when there is a set of data and you use one at a time (eg. Array)
- ▶ Push is when you subscribe to changes overtime (eg. changes in model)

ITS REACTIVE, BUT WHAT ABOUT FUNCTIONAL?

- ▶ map
- ▶ filter
- ▶ reduce
- ▶ merge

STREAM MANIPULATION



SIDE EFFECTS

Sometimes flow of data needs to create something, maybe a new model or trigger non reactive part of code. This is a side effect.

WHY THESE TWO
BELONG TOGETHER?

MVVM WAS CREATED WITH BINDINGS IN MIND!

- ▶ No need to manually refresh views
- ▶ View model applies transformations to streams instead of values
- ▶ Provides easy interface for viewModel (w/o callback hell)

THE
FRAMEWORKS!

SWIFT

- ▶ Reactive Cocoa
- ▶ RxSwift
- ▶ ReactKit

OBJECTIVE - C

- ▶ Reactive Cocoa 2.x

RX SWIFT

- ▶ Based on Rx library
- ▶ Observables and Observers
- ▶ Lots of documentation on <http://reactivex.io>
- ▶ Many concepts are cross-platform

REACTIVE COCOA

- ▶ Available for Obj-C and Swift
- ▶ Focuses on being more Cocoa-ish
- ▶ Some issues with Obj-C implementation
- ▶ Largest iOS specific community.

REACT KIT

- ▶ Own concept of syntax
- ▶ Smaller community
- ▶ Uses stream pipelining operator |>

DEMO :)



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QUESTIONS?