App's schemes

Colors: Protocol View View Controller Model Controller Model

MVC structure

ObjectsListCell

• Shows the details of a single object in a list of objects

CreateObjectViewController

- Manages the screen showing and editing of the object data
- Saves the changes to the object data into the StateController

ObjectsListViewController

- Shows the objects
- Manages the objects table view and its data source
- Passes the object to ObjectViewController
- Passes the object to CreateObjectViewController for edit or create new object
- Checks and sets App password

ObjectViewController

- Manages the screen showing the correspondent commands for a object
- Performs commands to the remote device using sms or internet
- Checks App password

ObjectsListDataSource

- Provides the data for the object list table view
- Configures the table view cells

StorageController

- Fetches the objects from the plist file
- Saves the data of the objects into a plist file in the app's documents directory

StateController

- Keeps the state of the objects
- Adds, updates, removes and stores the objects data into the StorageController

AppSettingsController

• Loads and saves the current app settings into the user defaults system

Object

- Represents the data of a object
- Converts to a property list dictionary and vice versa

DeviceType

• Represents the data of a device type

ObjectIcon

• Represents the data of a object icon

Dependency injection structure

Stateful AppSettings • Keeps a reference to the • Keeps a reference to the shared shared StateController AppSettingsController instance instance **UIStoryboard** • Creates the global instances of the model controllers • Performs dependency injection **State** • Keeps all the references to the shared model controller instances **AppSettingsController StateController** • Loads and saves the current • Keeps the state of the objects app settings into the user • Stores the objects data into defaults system the StorageController **StorageController** • Fetches the objects from the plist file

• Saves the data of the objects into a plist file