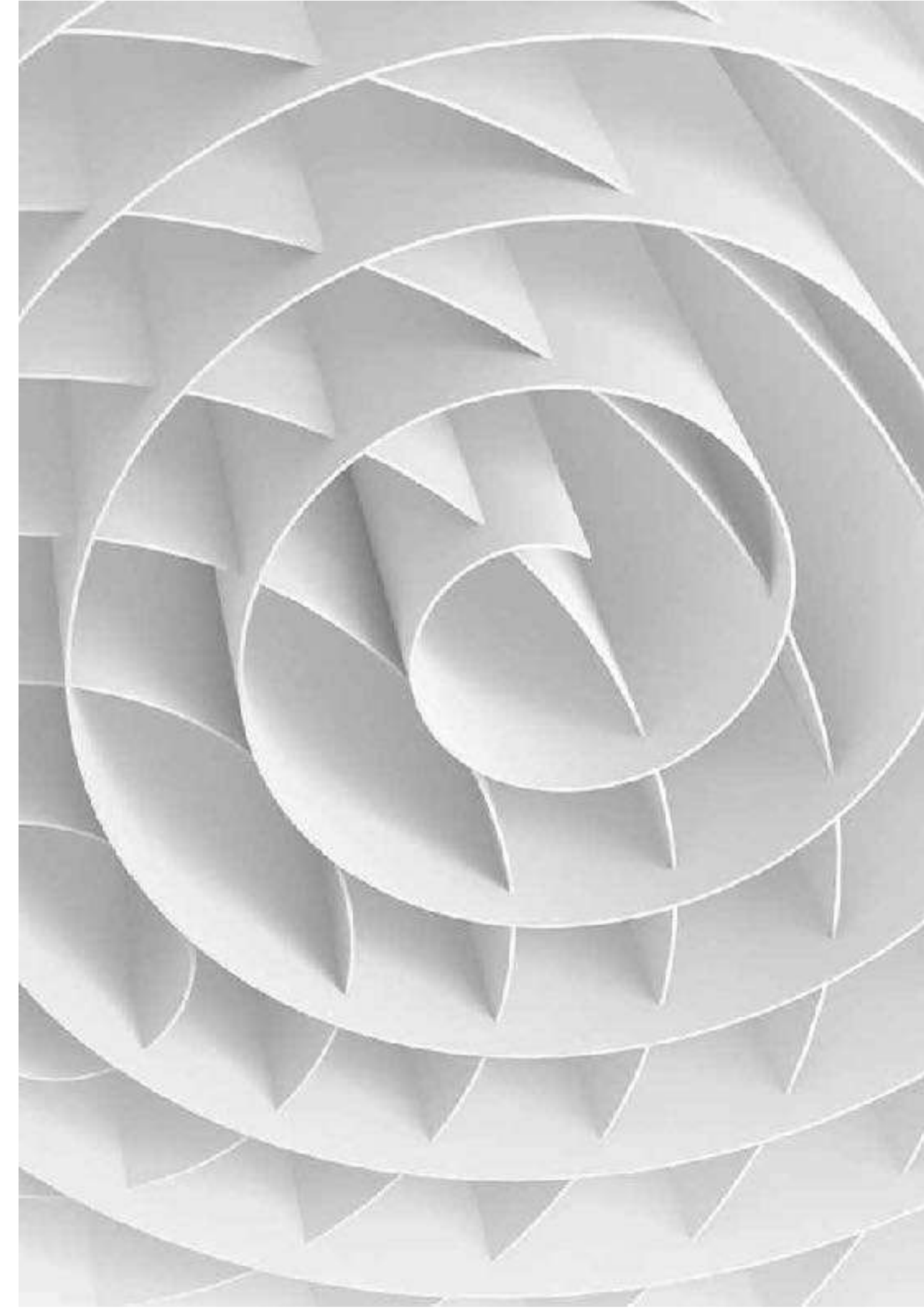


CLEAN ARCHITECTURE IN PRACTICE





ARQUITECTURA DE SOFTWARE

The goal of software architecture is to minimize the human resources required to build and maintain the required system.

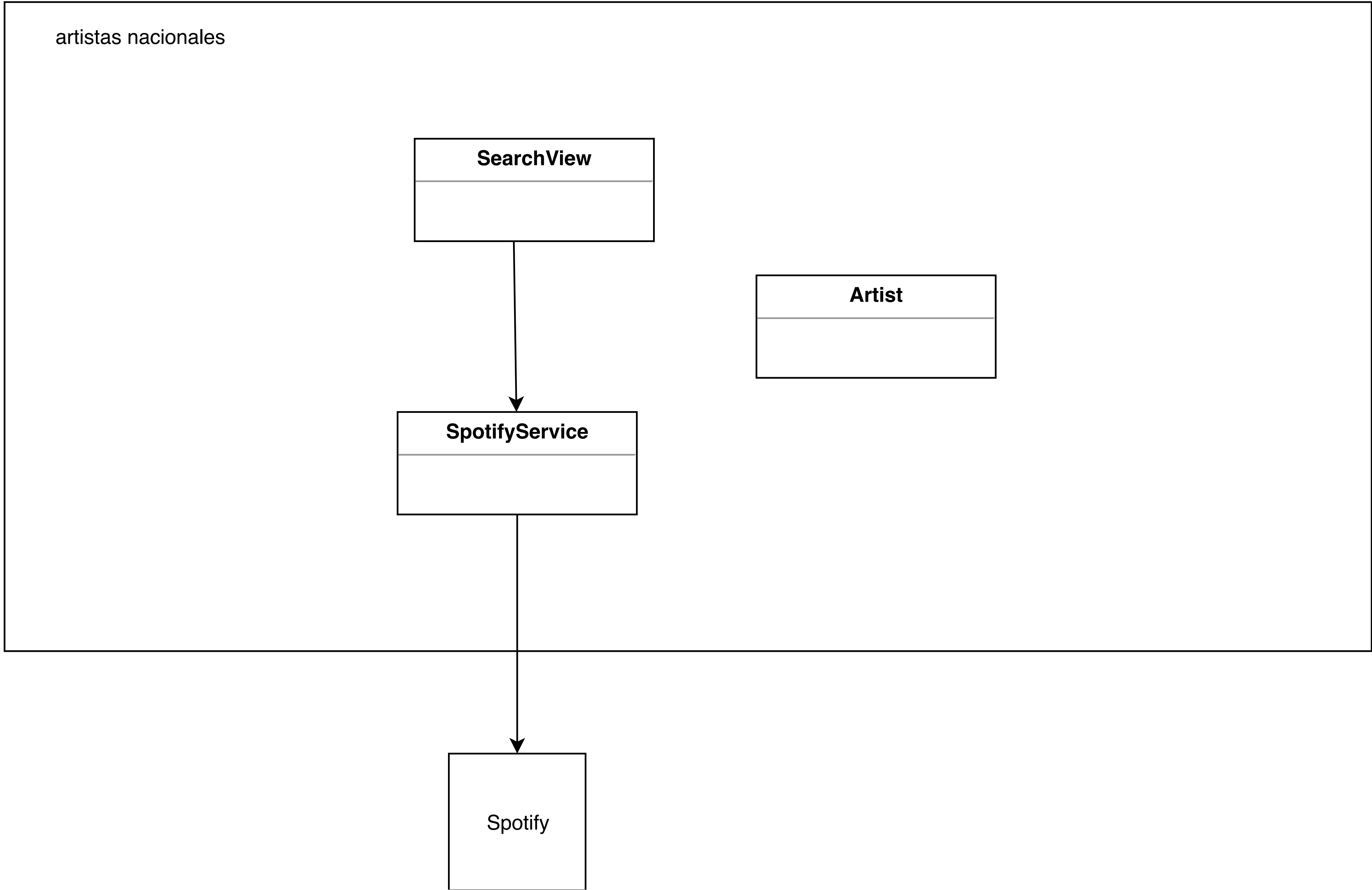
The measure of design quality is simply the measure of the effort required to meet the needs of the customer. If that effort is low, and stays low throughout the lifetime of the system, the design is good. If that effort grows with each new release, the design is bad.



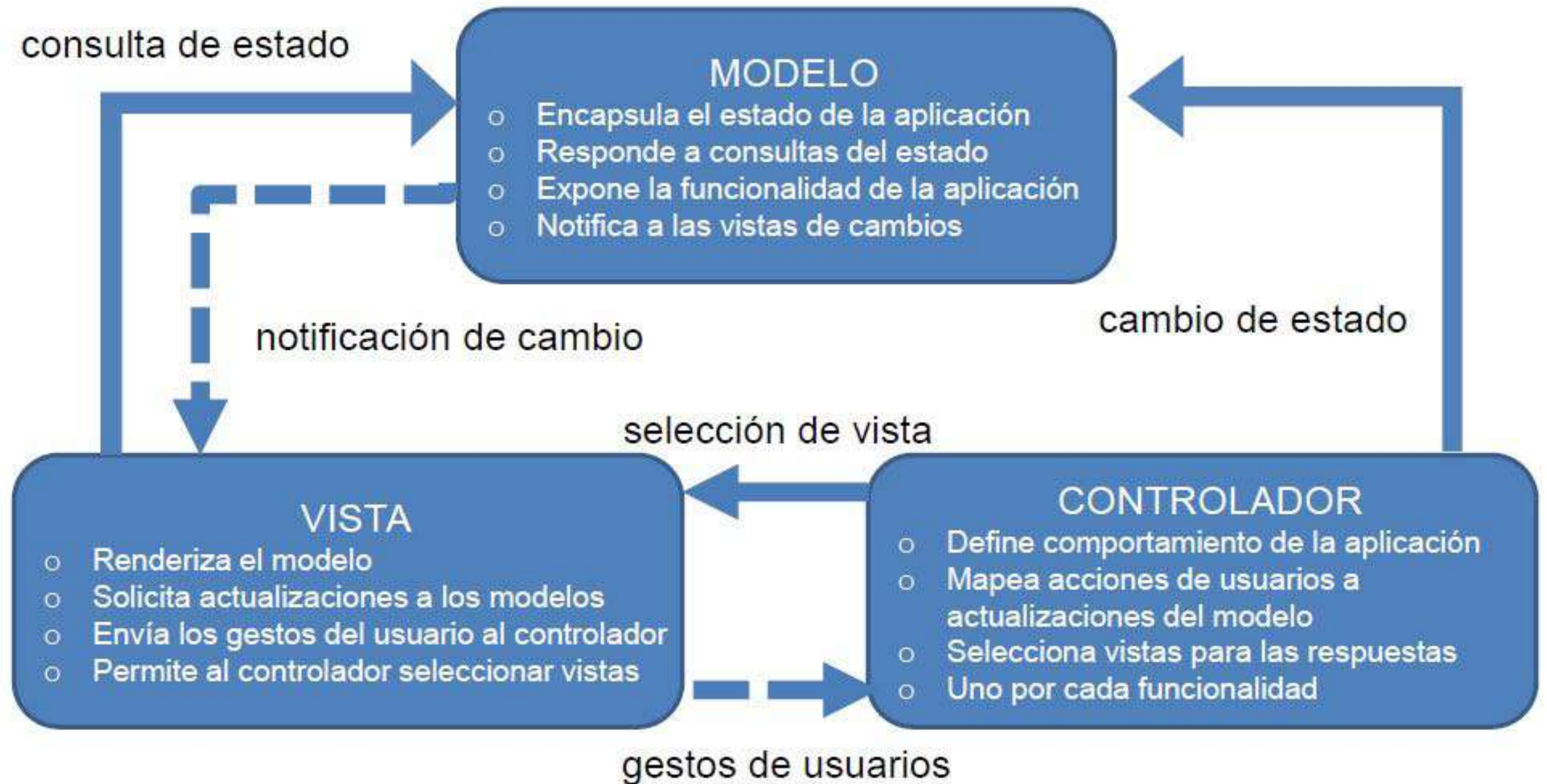
PATRONES ARQUITECTÓNICOS COMUNES

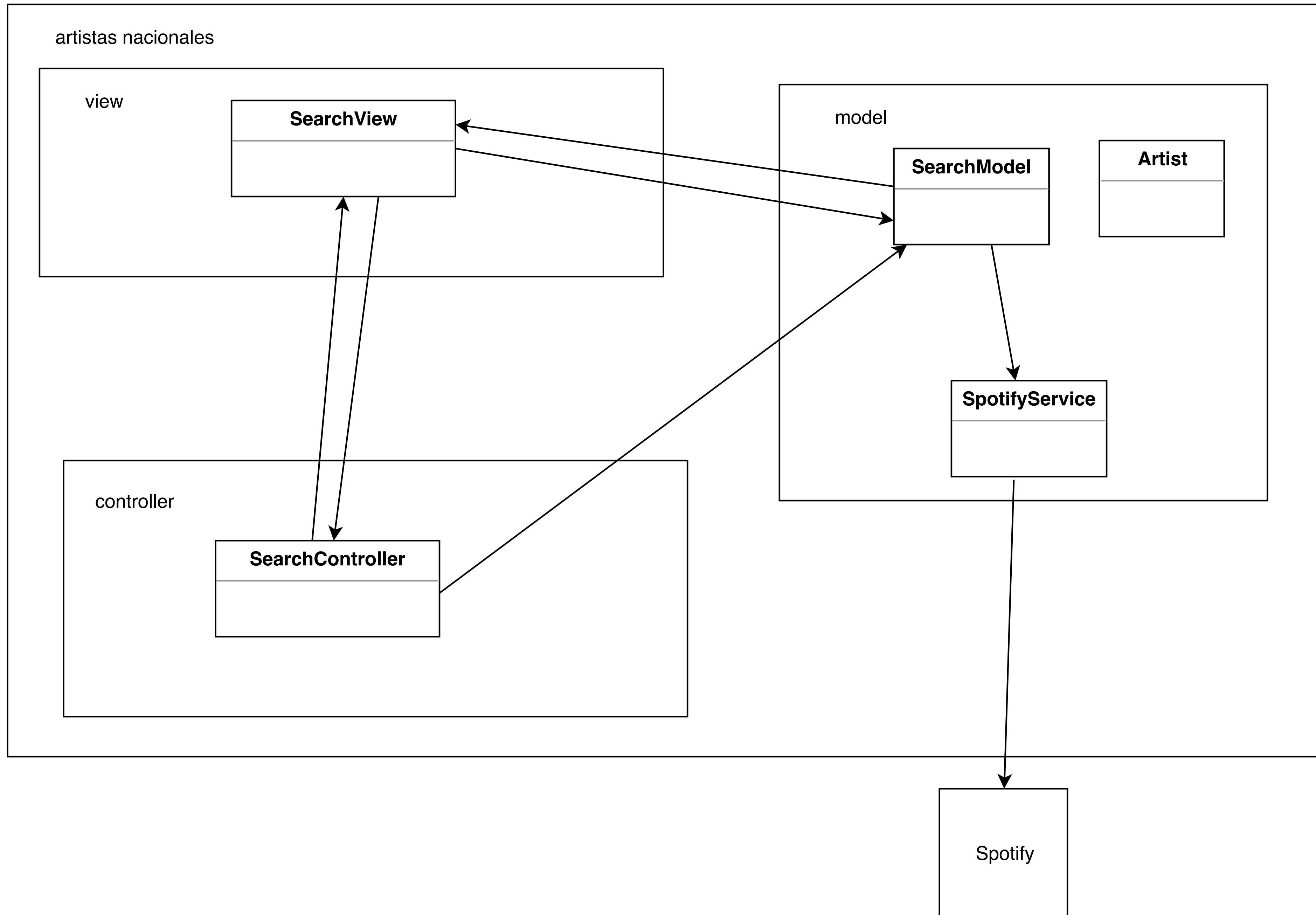
BAG OF CATS



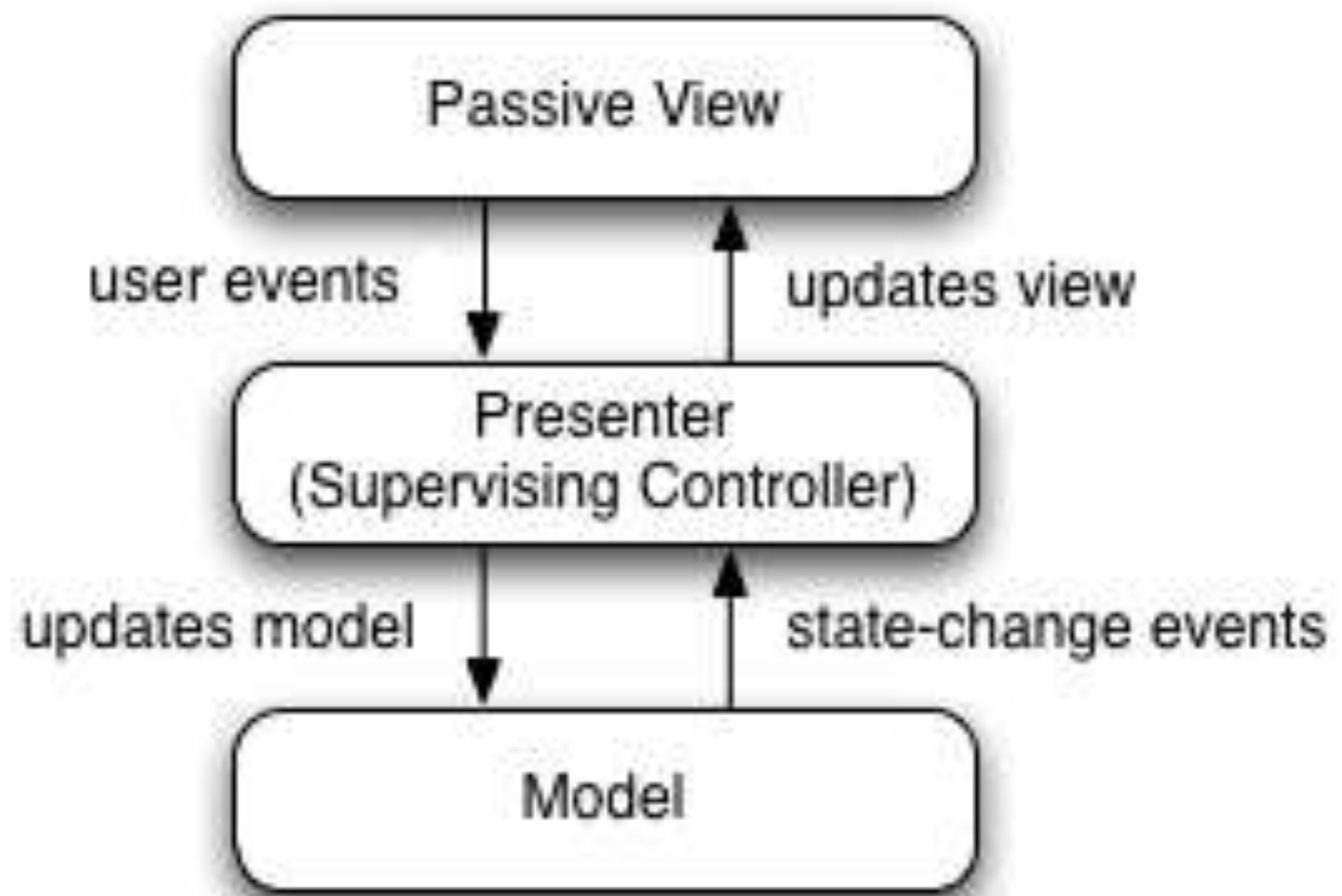


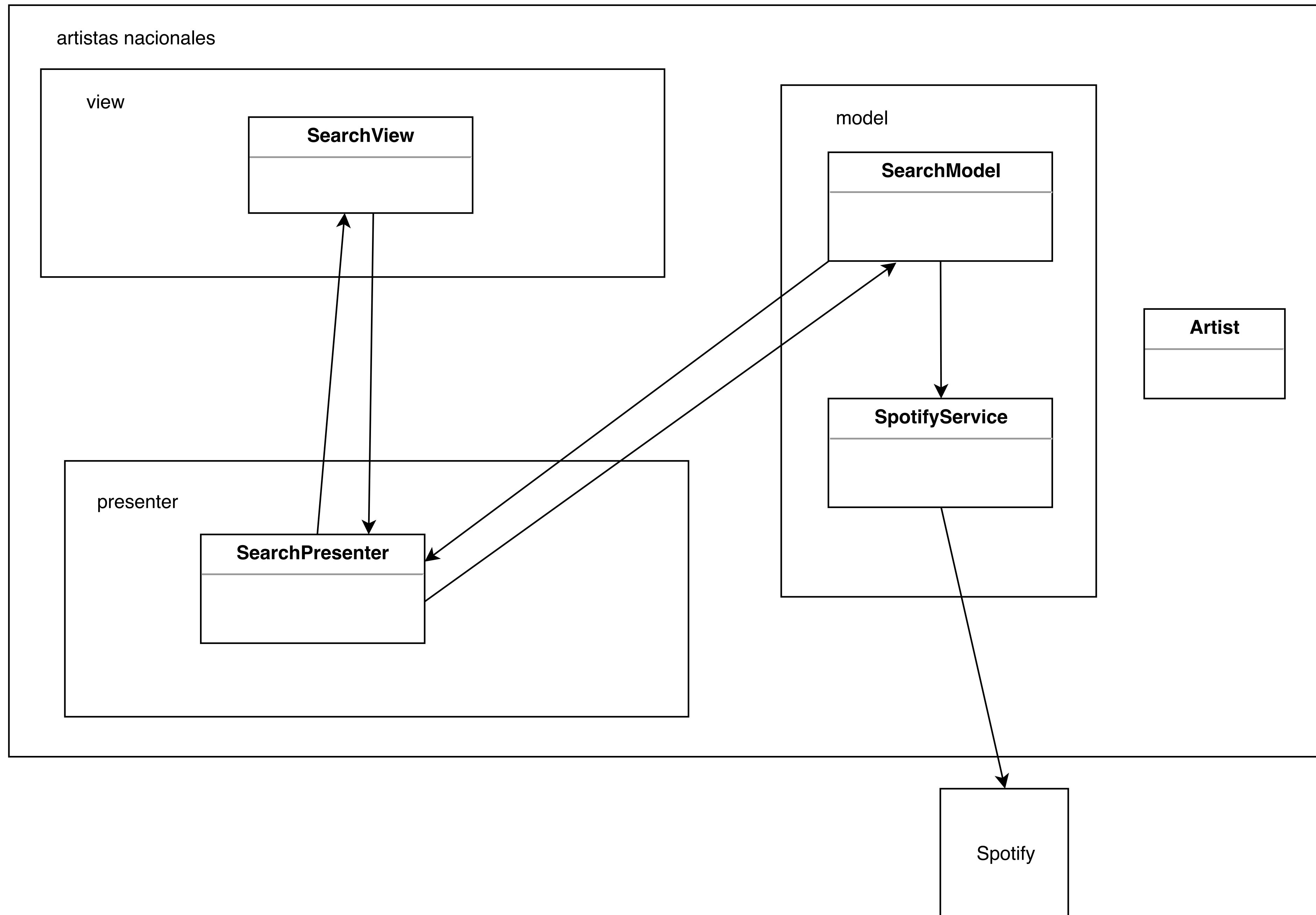
MVC



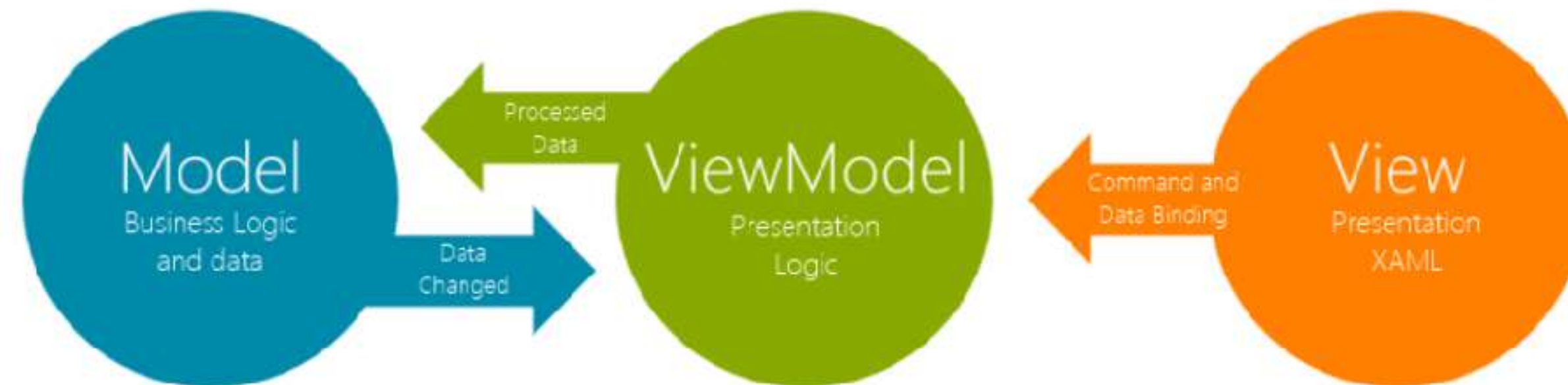


MVP





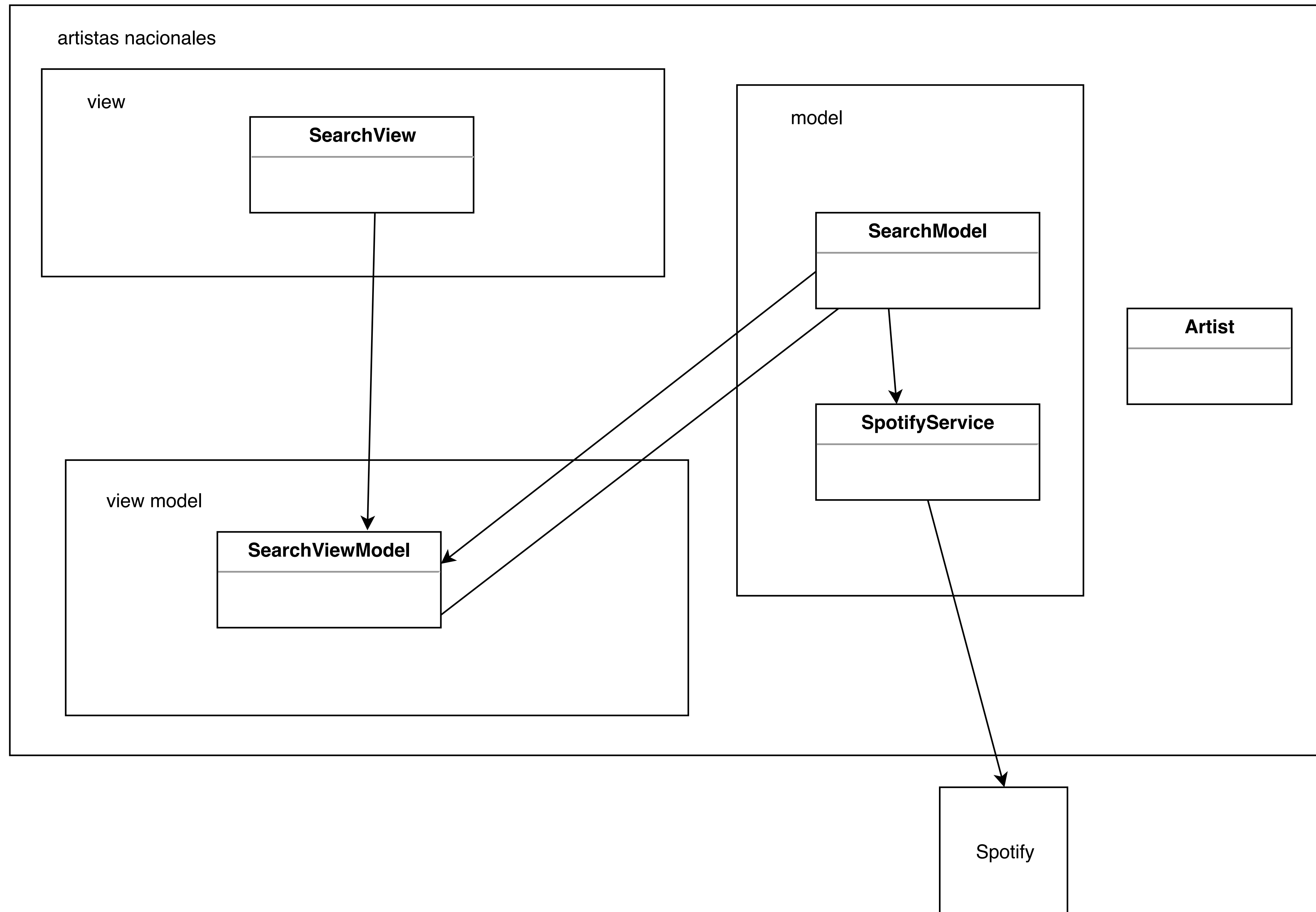
MVVM



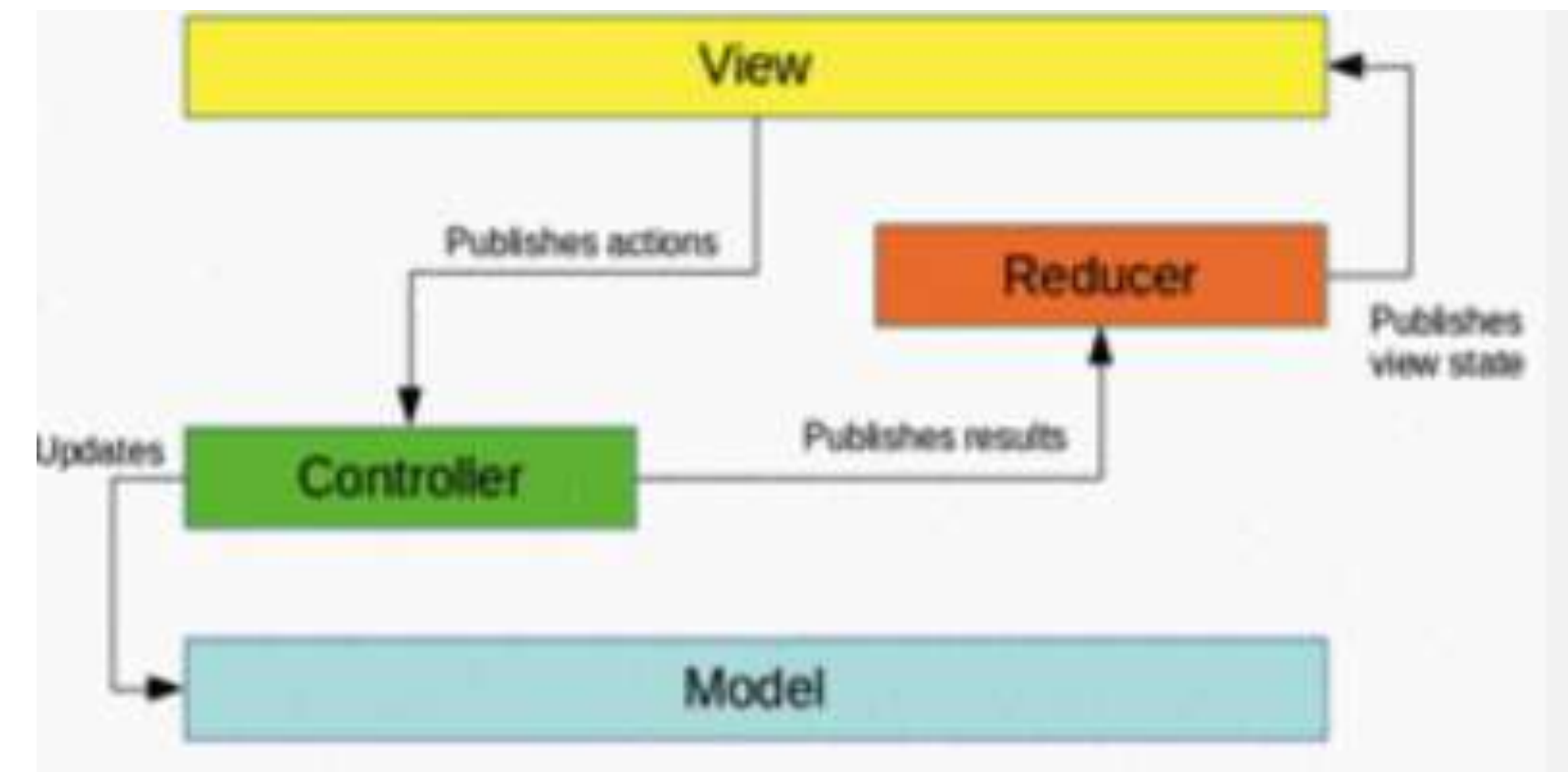
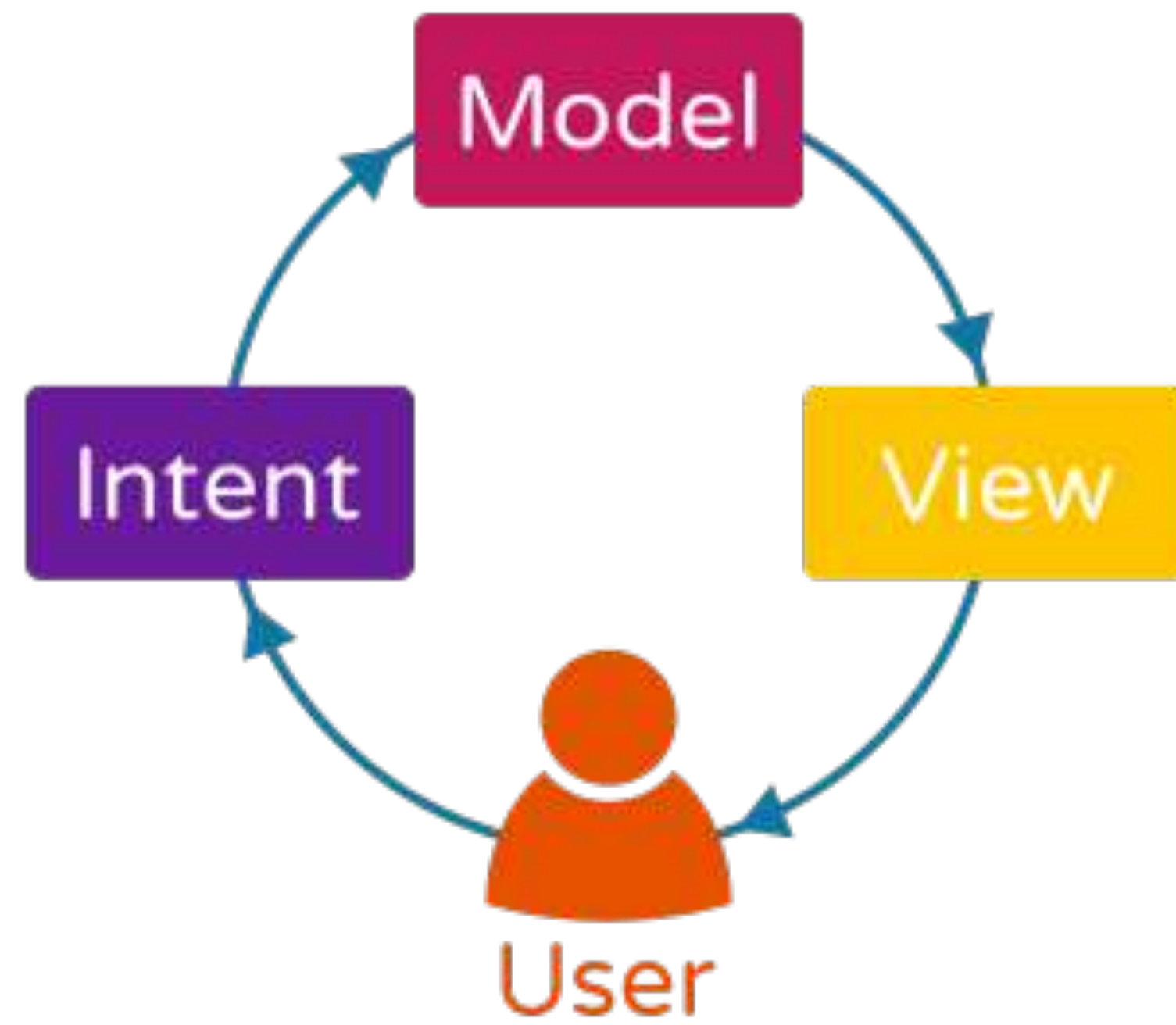
MVVM

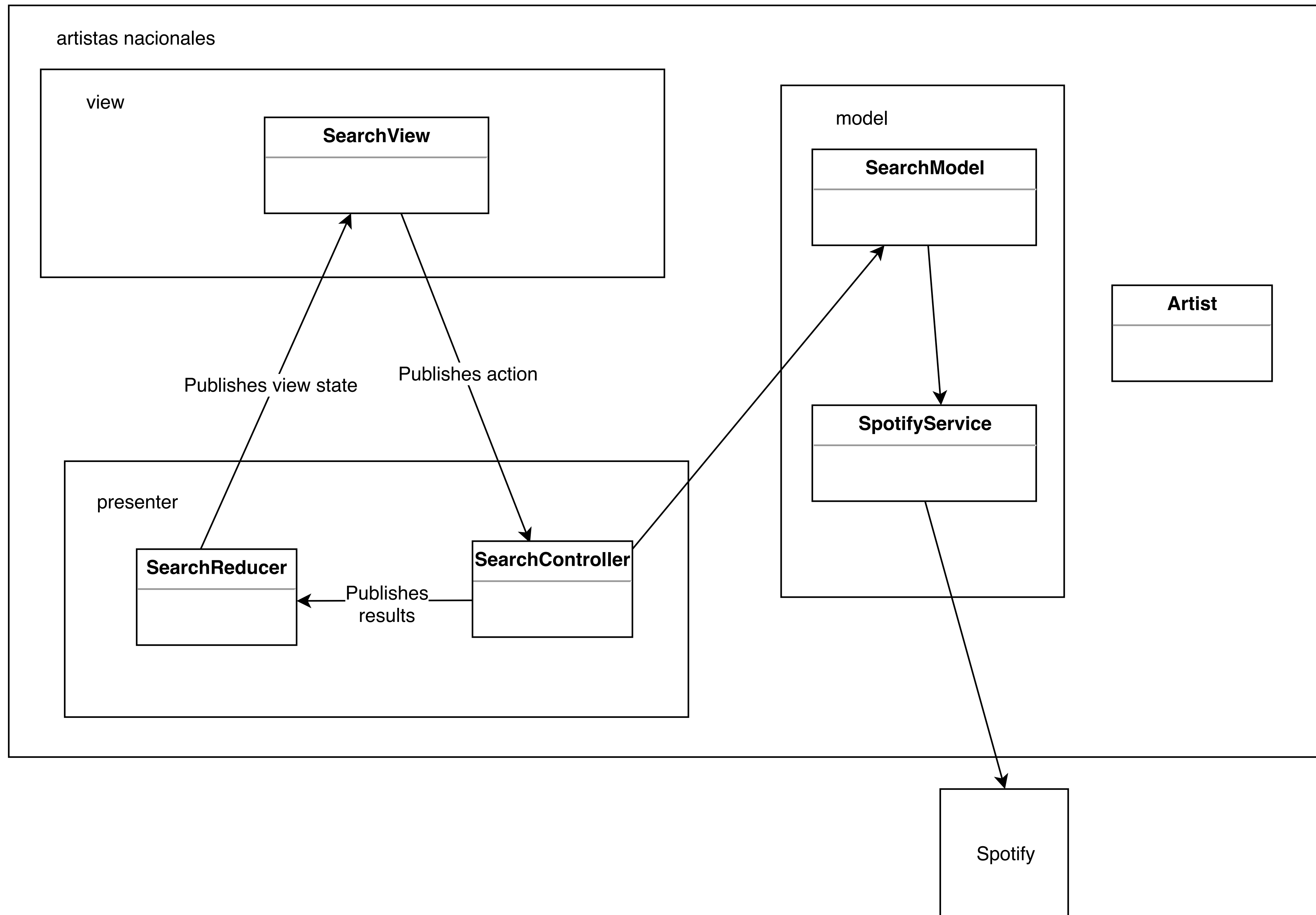
MODEL VIEW VIEWMODEL





MVI

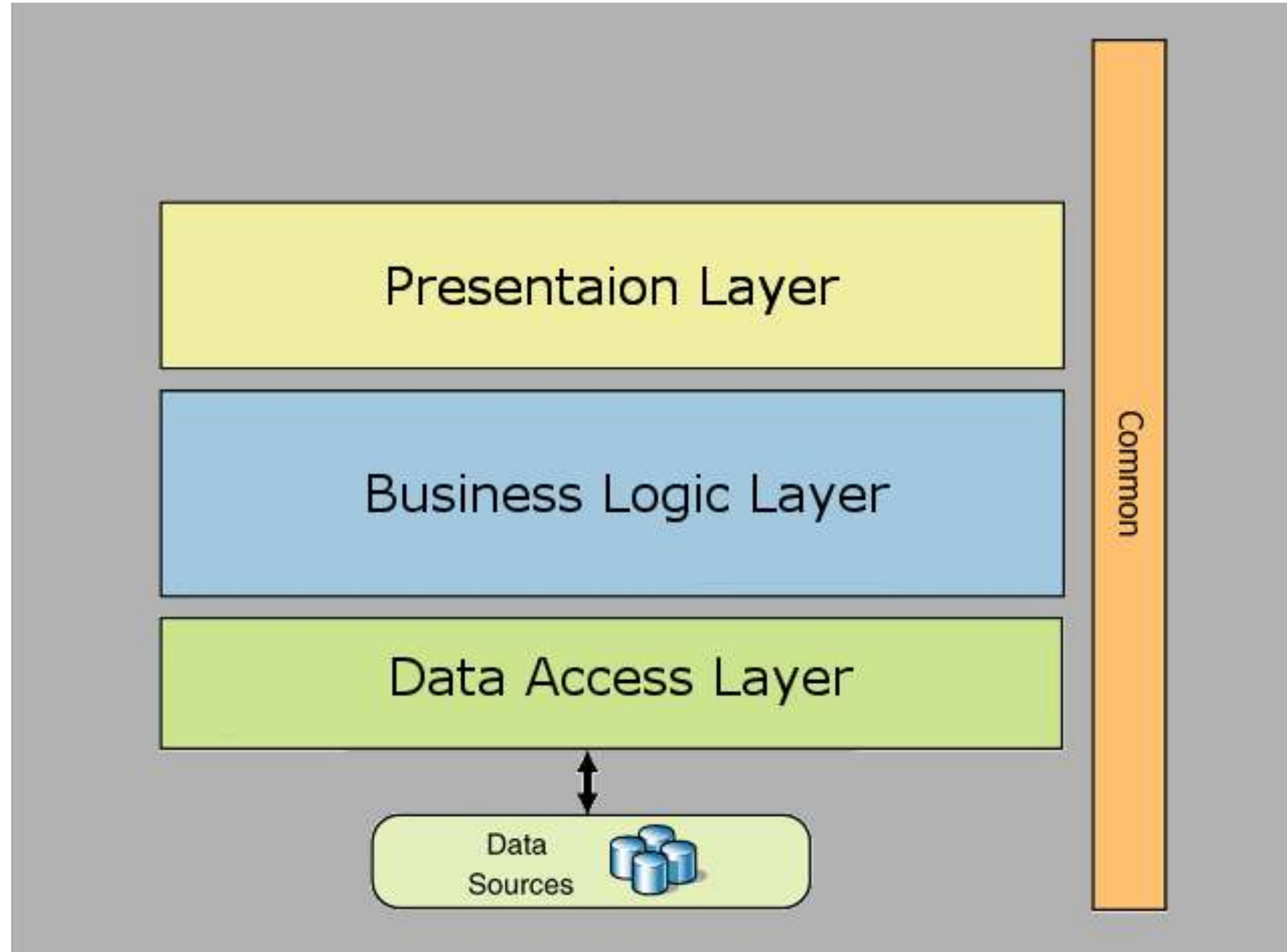


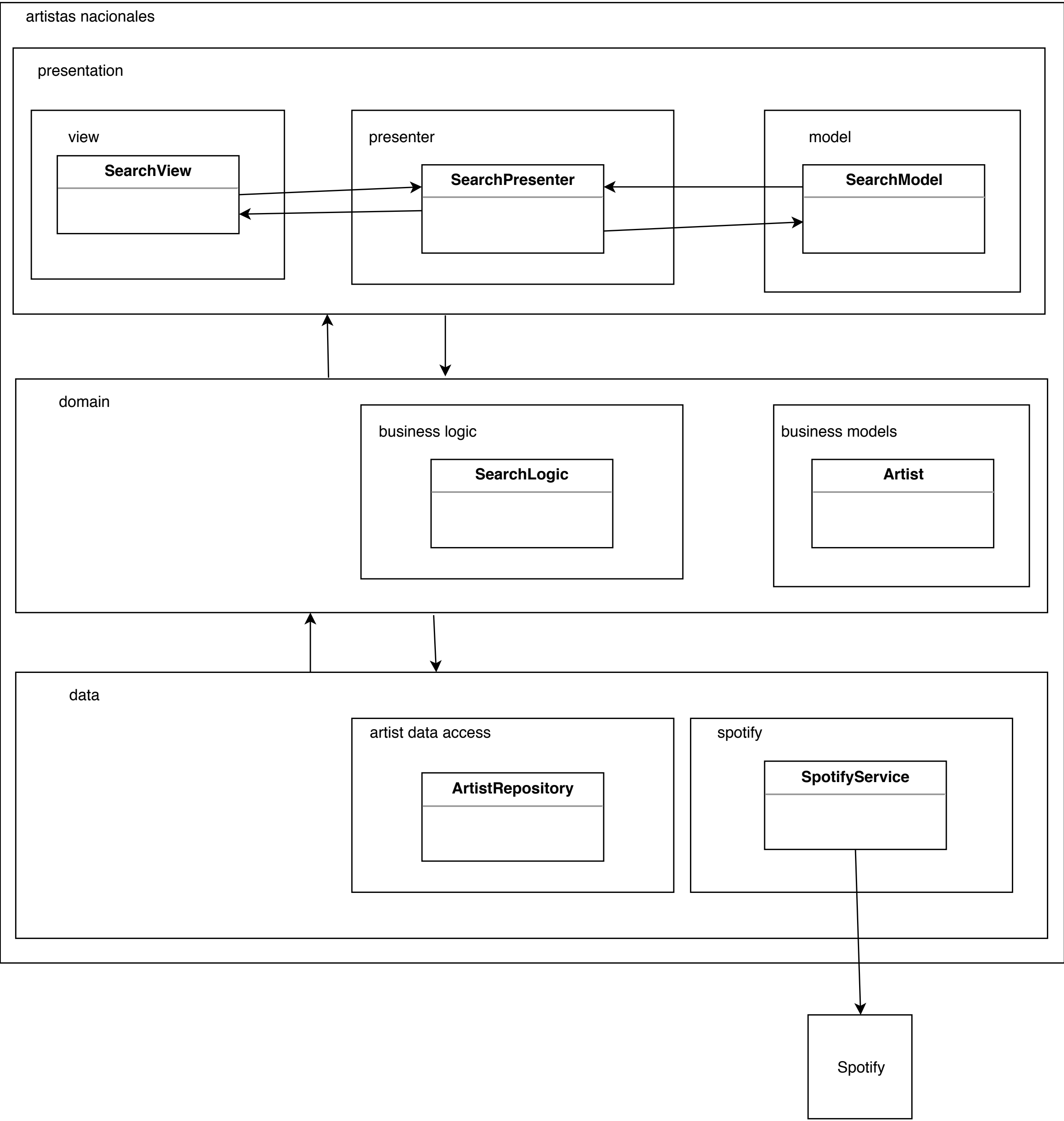


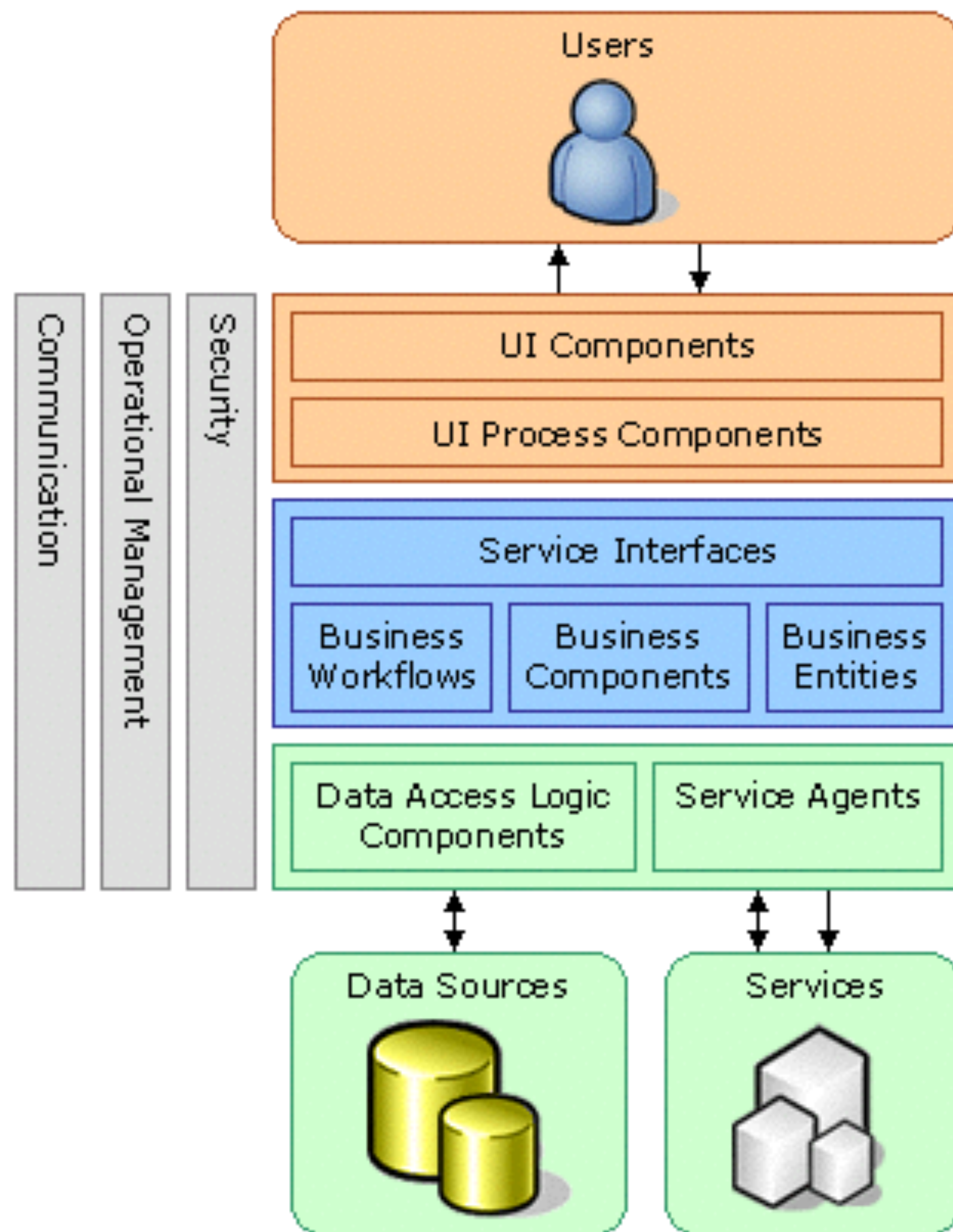


PATRONES EMPRESARIALES

3 CAPAS



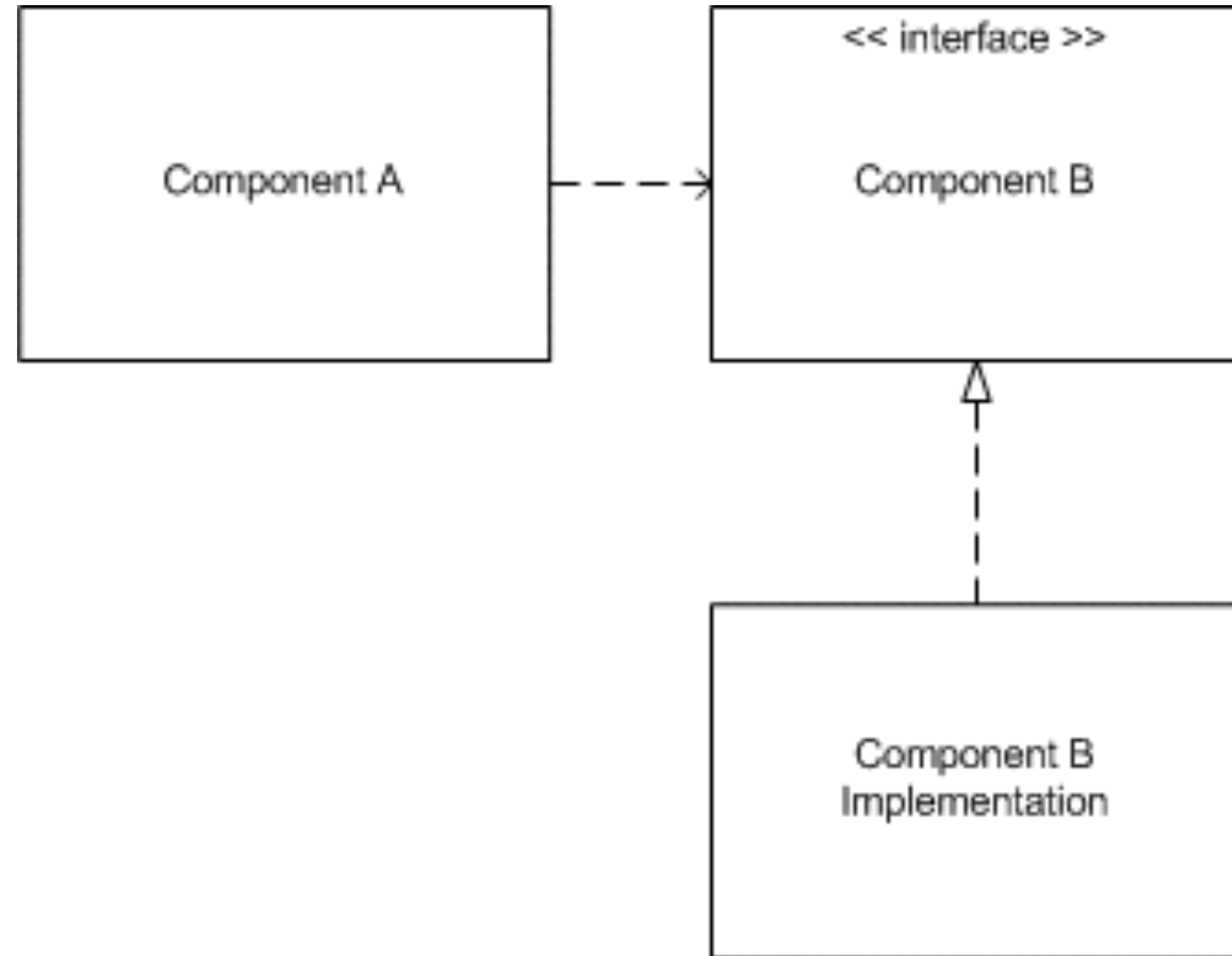


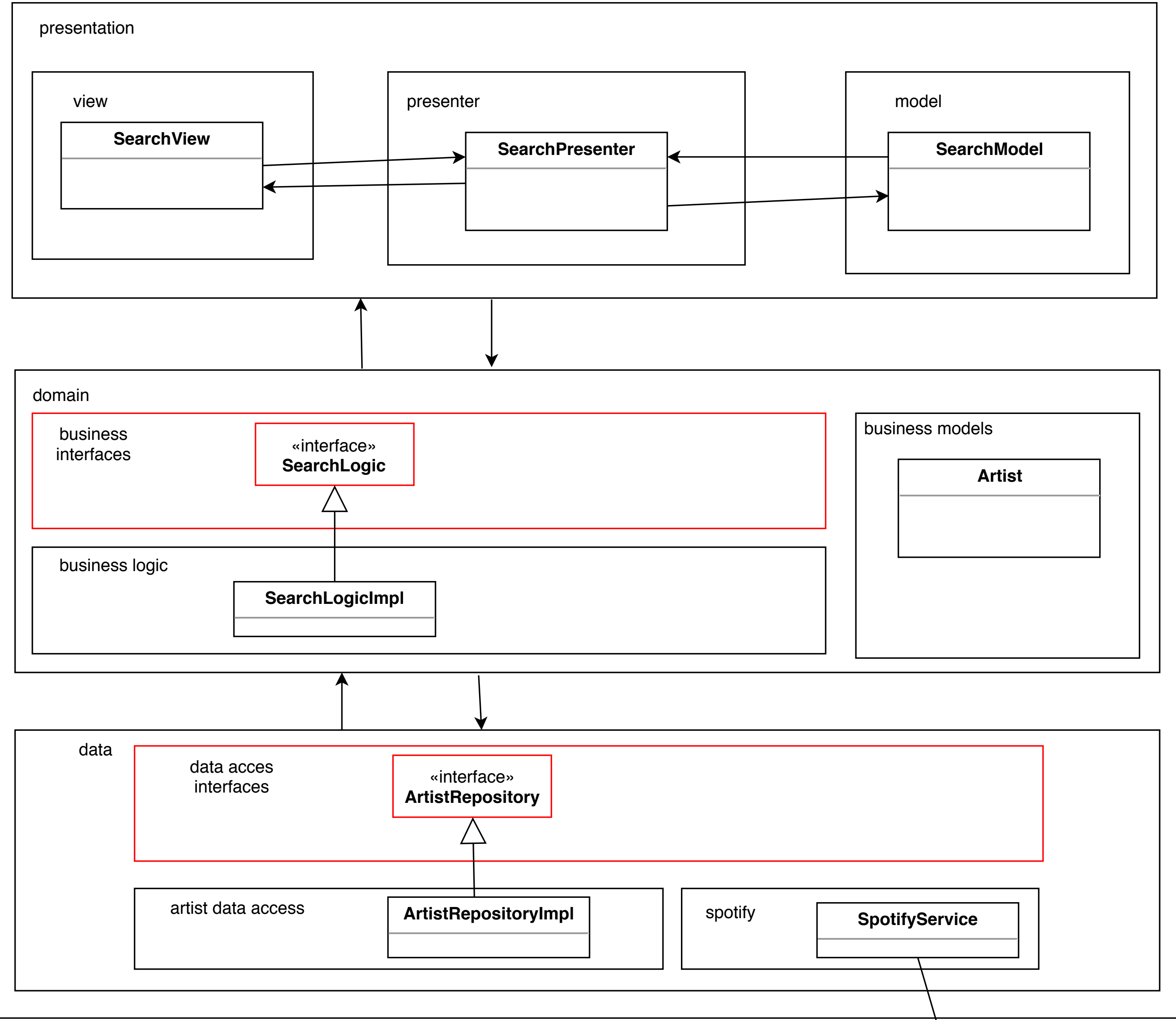




¿Y LAS INTERFACES?

INVERSIÓN DE DEPENDENCIAS

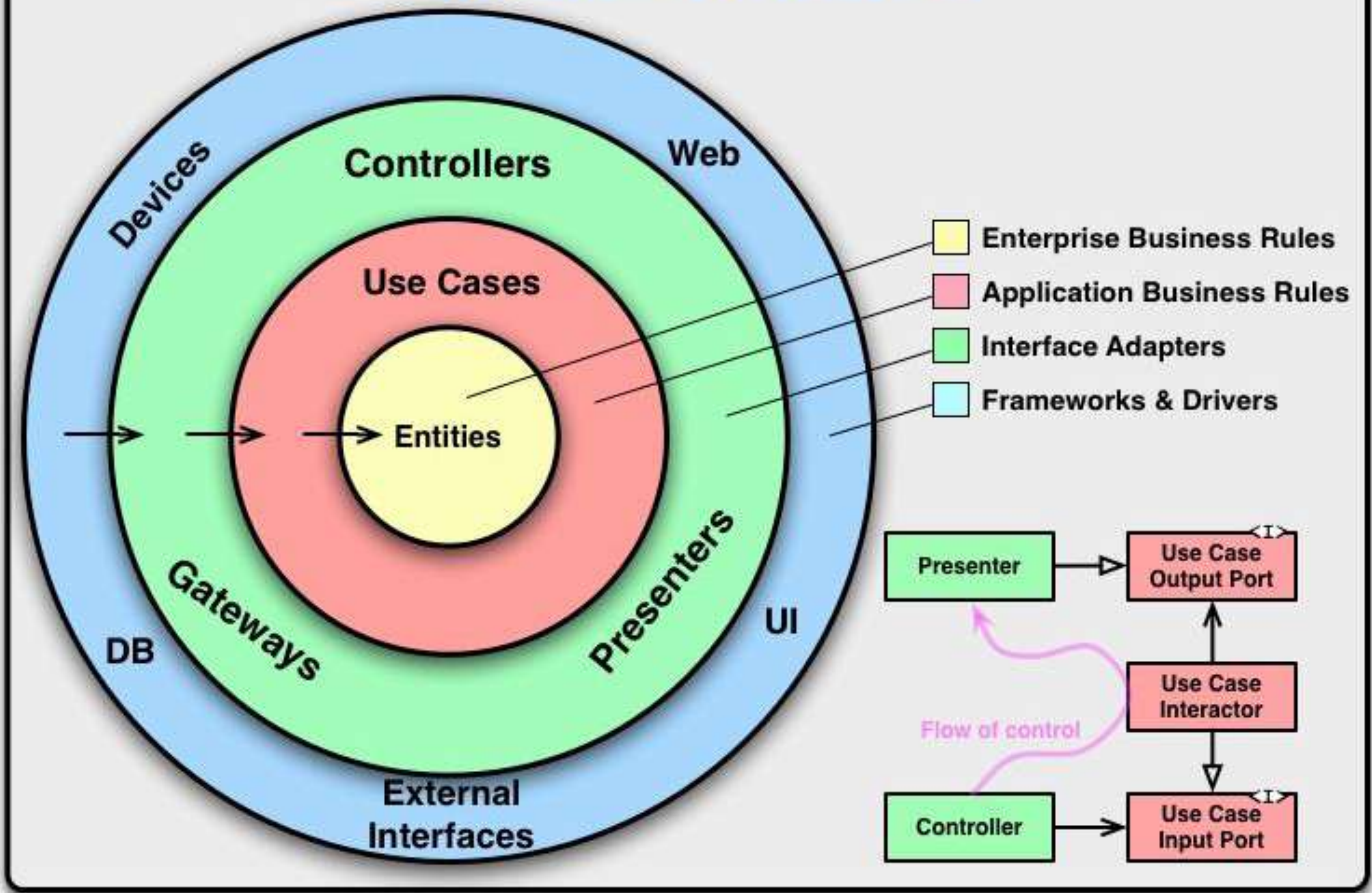


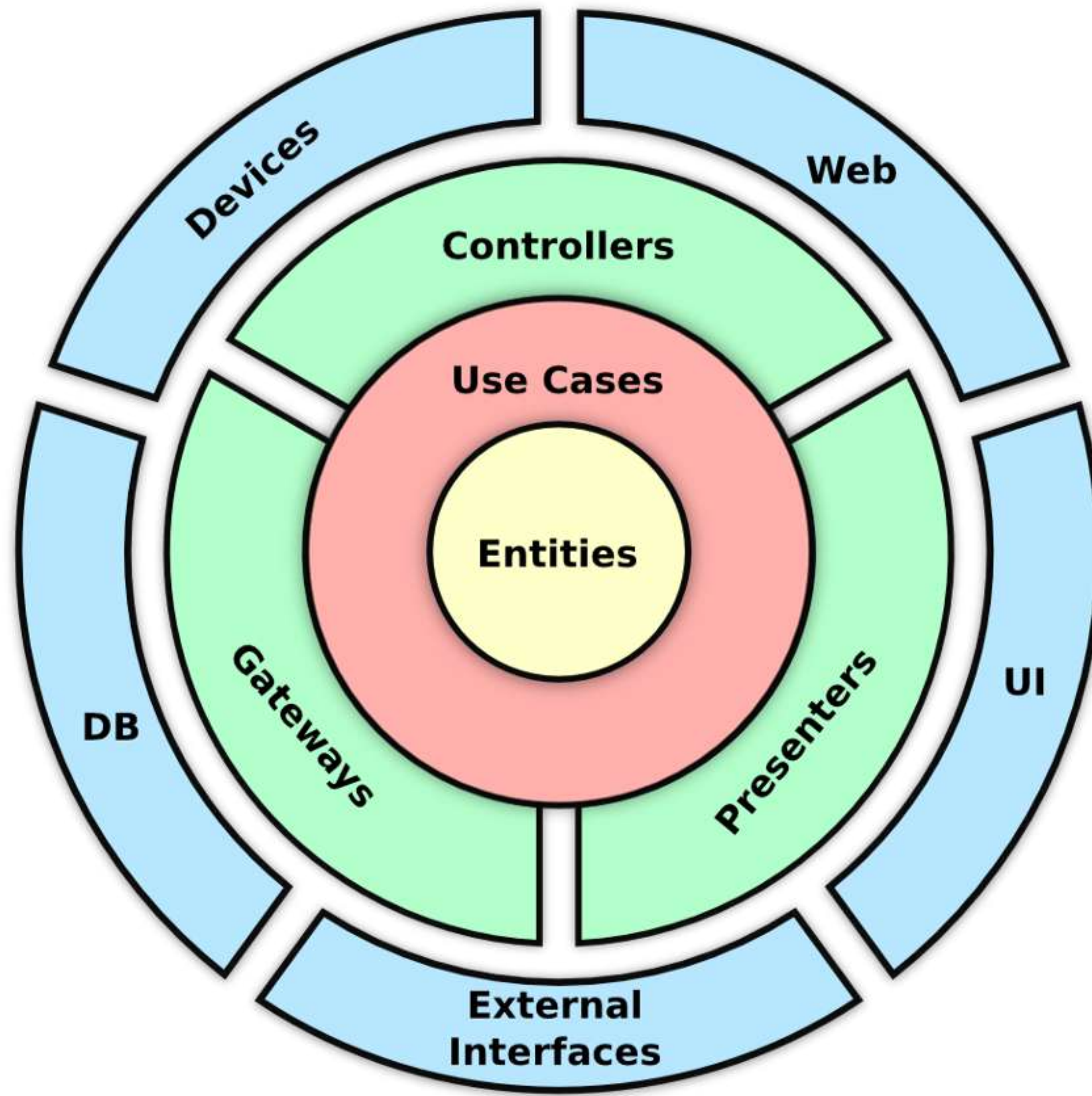




CLEAN ARCHITECTURE

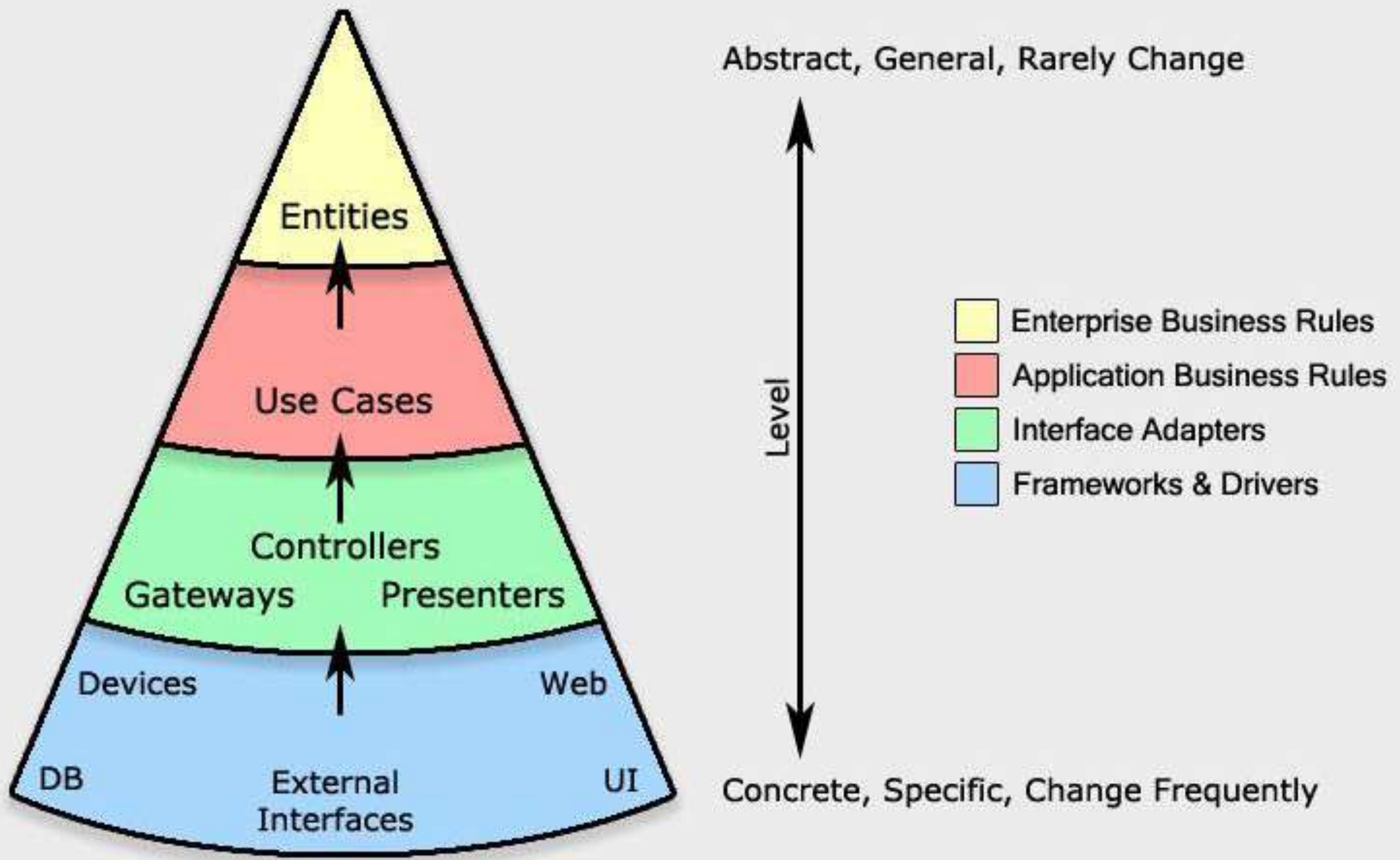
The Clean Architecture

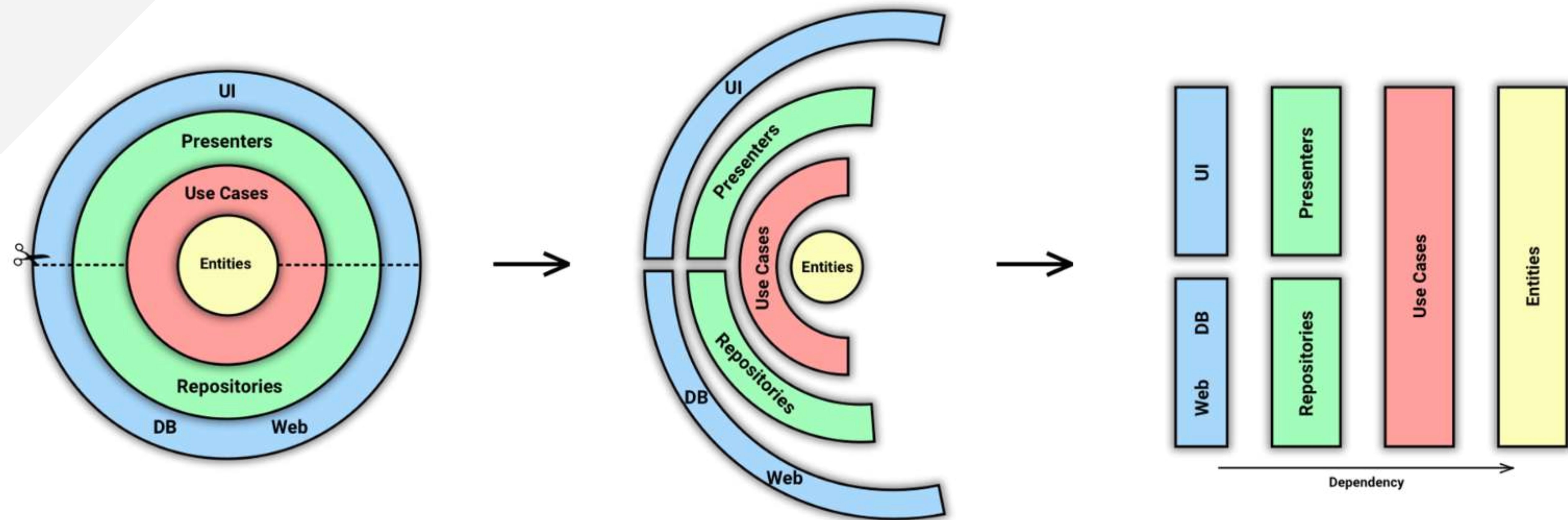


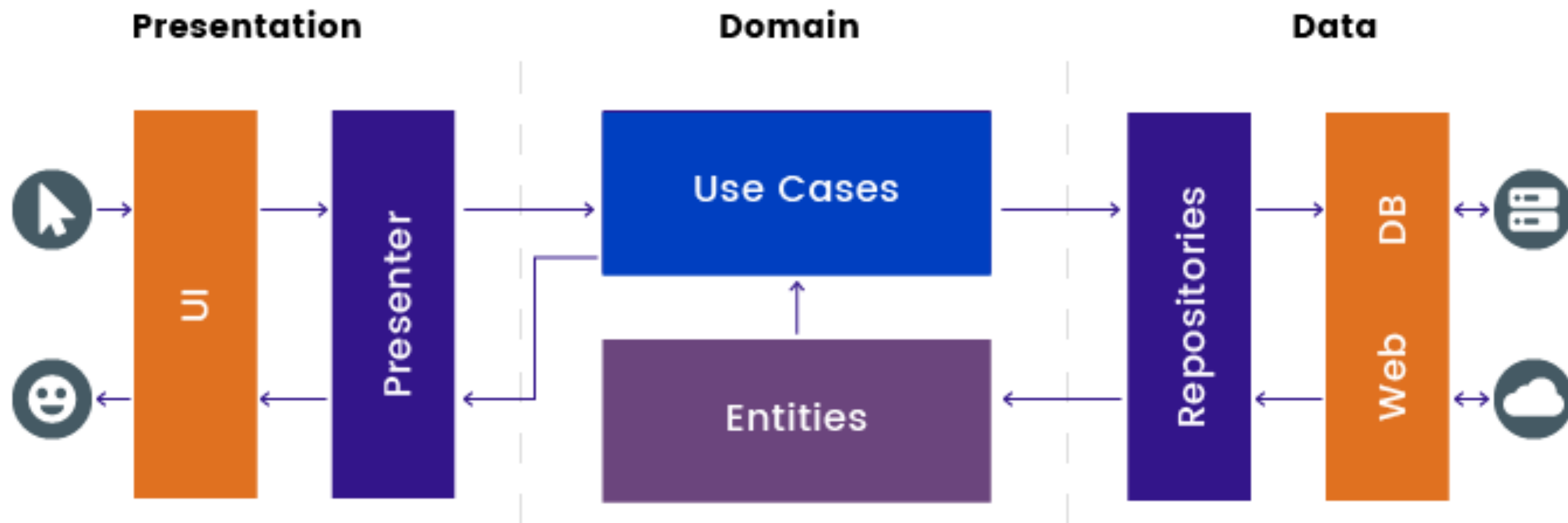


- Enterprise Business Rules
- Application Business Rules
- Interface Adapters
- Frameworks & Drivers

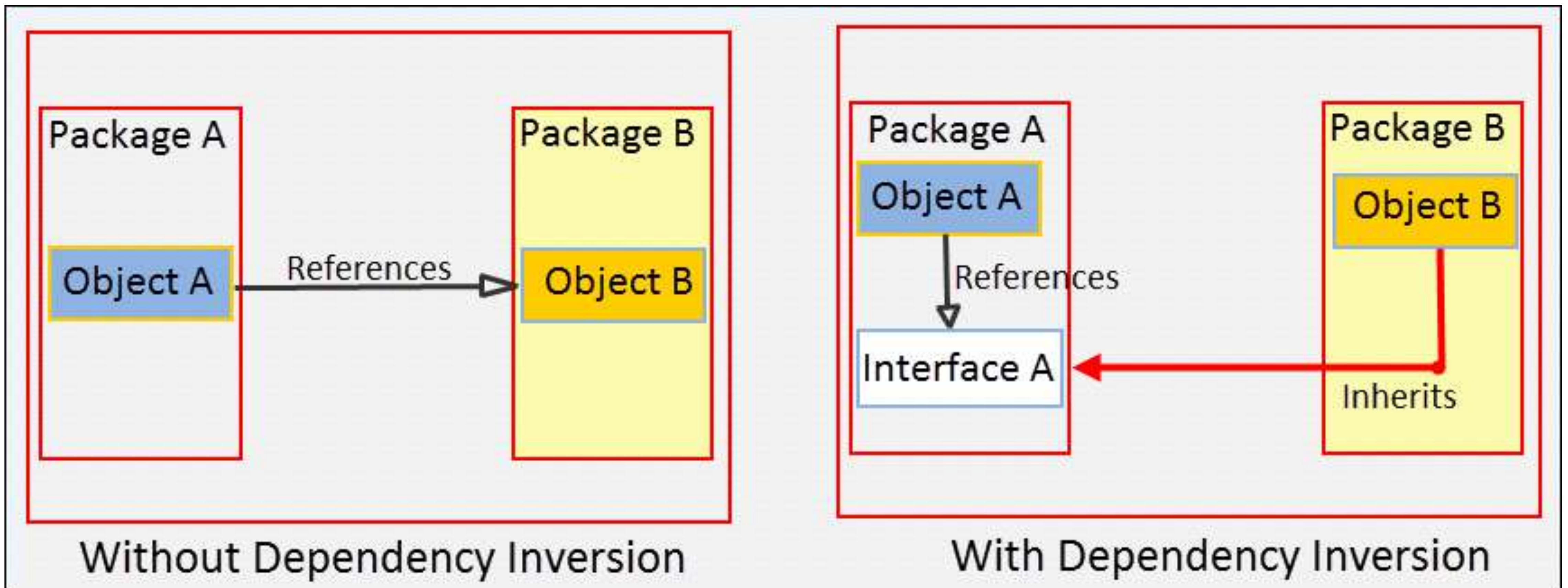
The Clean Architecture Cone

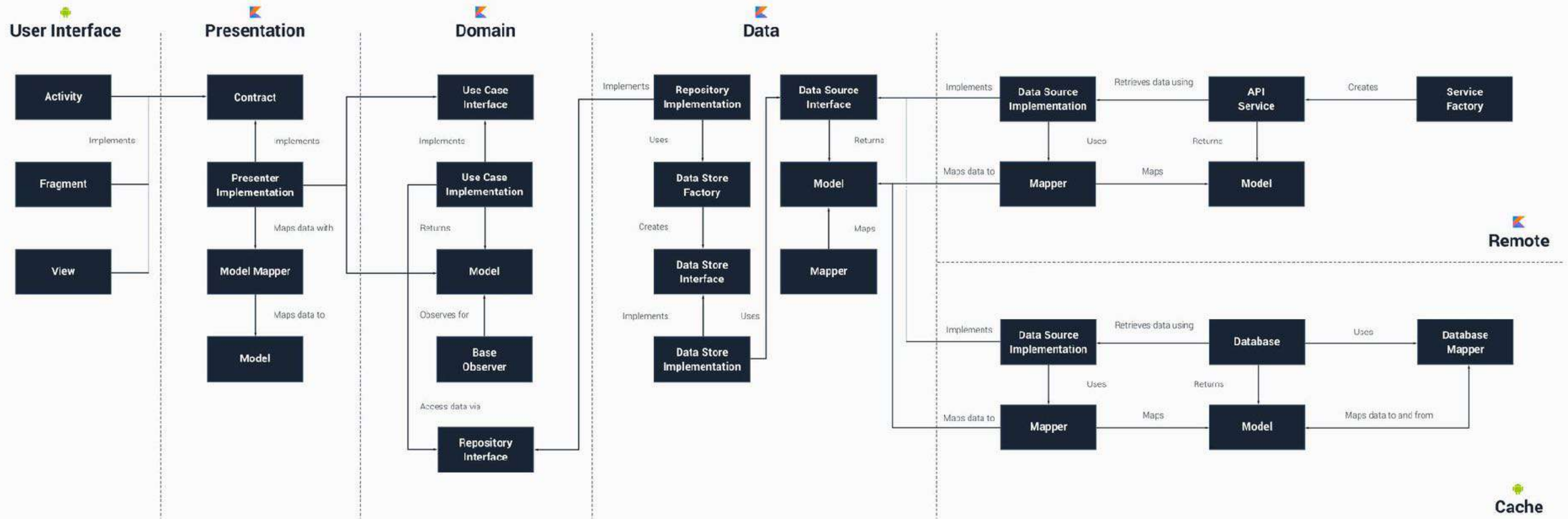




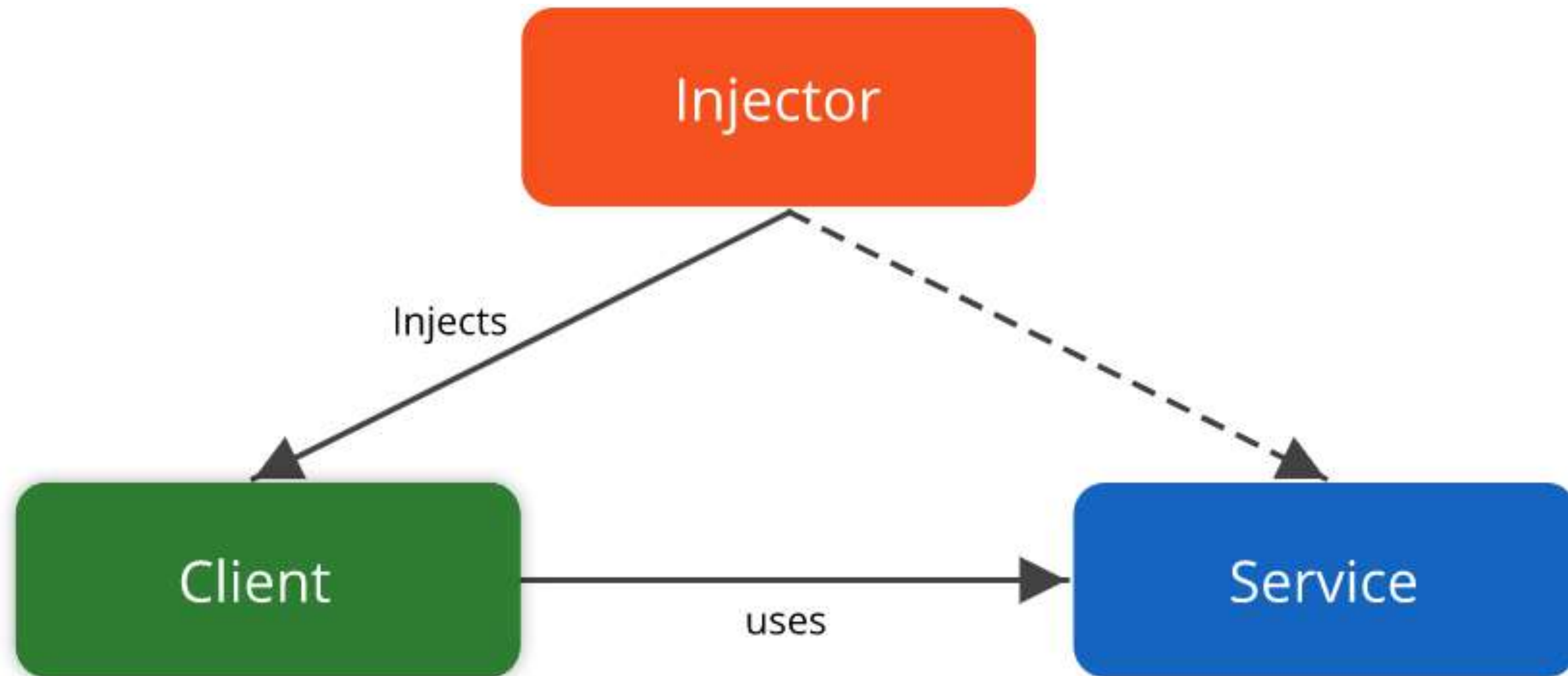


INVERSIÓN DE DEPENDENCIAS





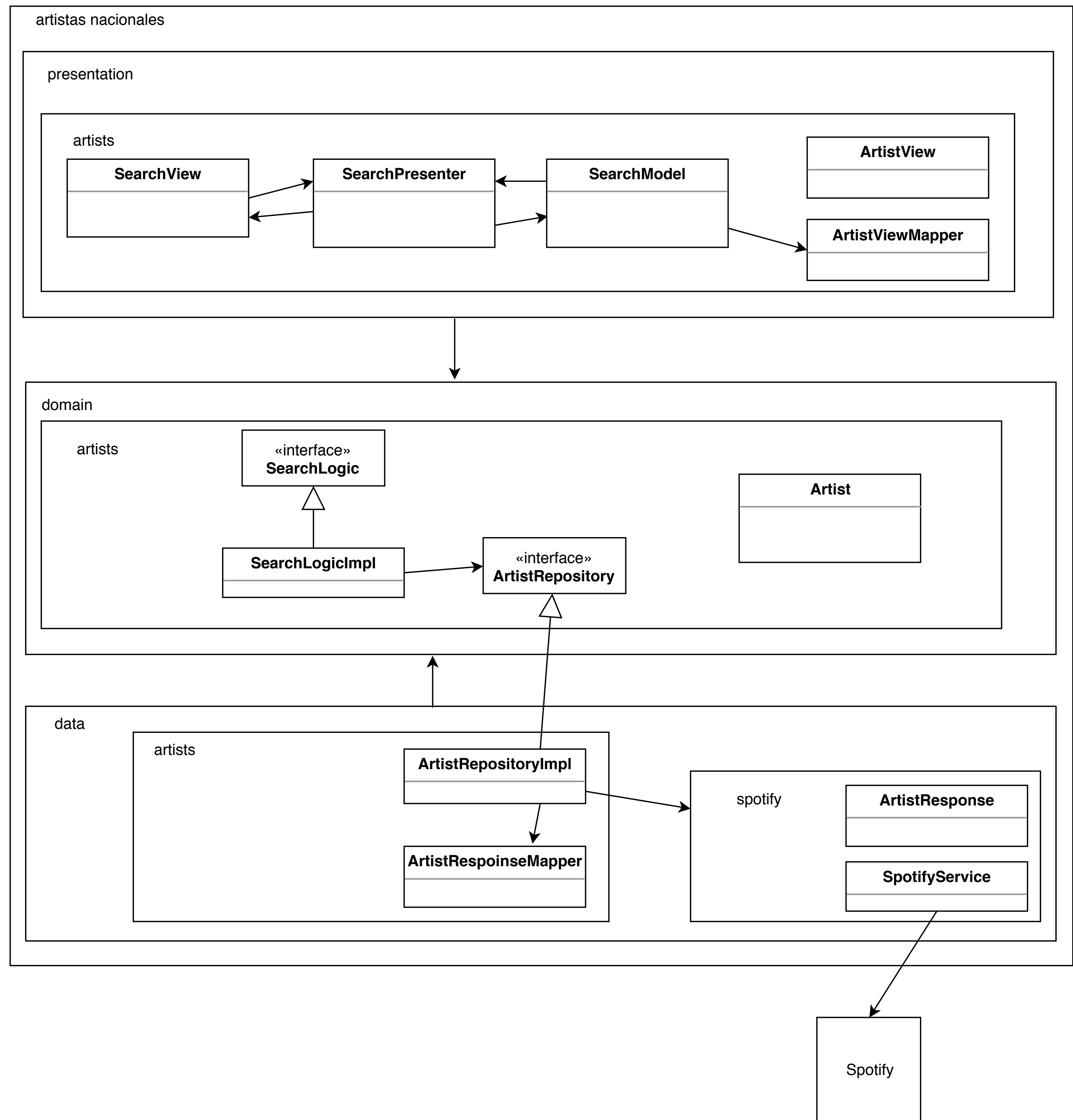
INYECCIÓN DE DEPENDENCIAS



INYECTORES DE DEPENDENCIAS



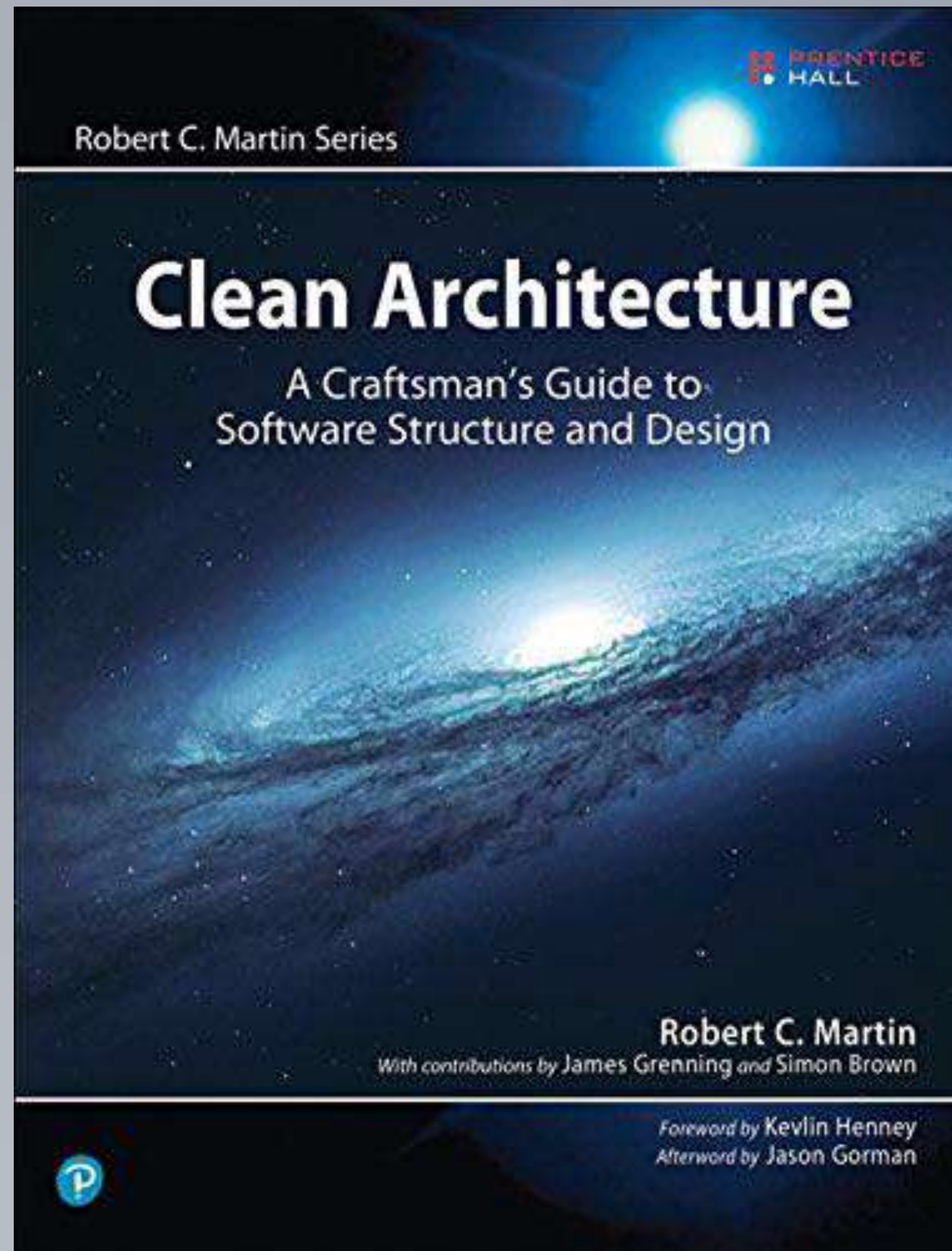
PACKAGE BY FEATURE VS PACKAGE BY LAYER



SHUT UP AND



**SHOW ME THE
CODE**



<https://blog.cleancoder.com/uncle-bob/2011/09/30/Screaming-Architecture.html>

<https://blog.cleancoder.com/uncle-bob/2012/08/13/the-clean-architecture.html>

<https://fernandocejas.com/2014/09/03/architecting-android-the-clean-way>

