GENERAL ASSEMBLY

APP ARCHITECTURE

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LEARNING OBJECTIVES

+ Sketch an app's software architecture
+ Refactor types for modularity
+ Manage data effectively

YOUR APP'S BLUEPRINT

Exercise:

1) Sketch out the design of your app from a developer's perspective. Include what frameworks you'll use, what your types will be named and which components will reference each other.

DO NOT list specific methods or properties. **DO NOT** organize your blueprint by specific files or folders.

THINKING MODULARLY

Looking over your blueprint, ask:

- Which components are written by me and which by outsiders?
- Of those written by outsiders, what do I do if they break? What if they get updated?
- Of those written by me, what purpose or purposes does each serve?
- If a component serves more than one purpose, can it be broken down into smaller components that each serve one purpose?

THINKING MODULARLY

Guidelines that will keep your design more modular and better organized:

- Types should represent one thing.
- Functions should do one thing.
- Each file should clearly fall into one category: model, view or controller.
- Minimize state.
- Wrap all uncertainties in optionals and error handling.
- Use extensions to subcategorize functionality.
- Keep your file structure as git-friendly as possible.