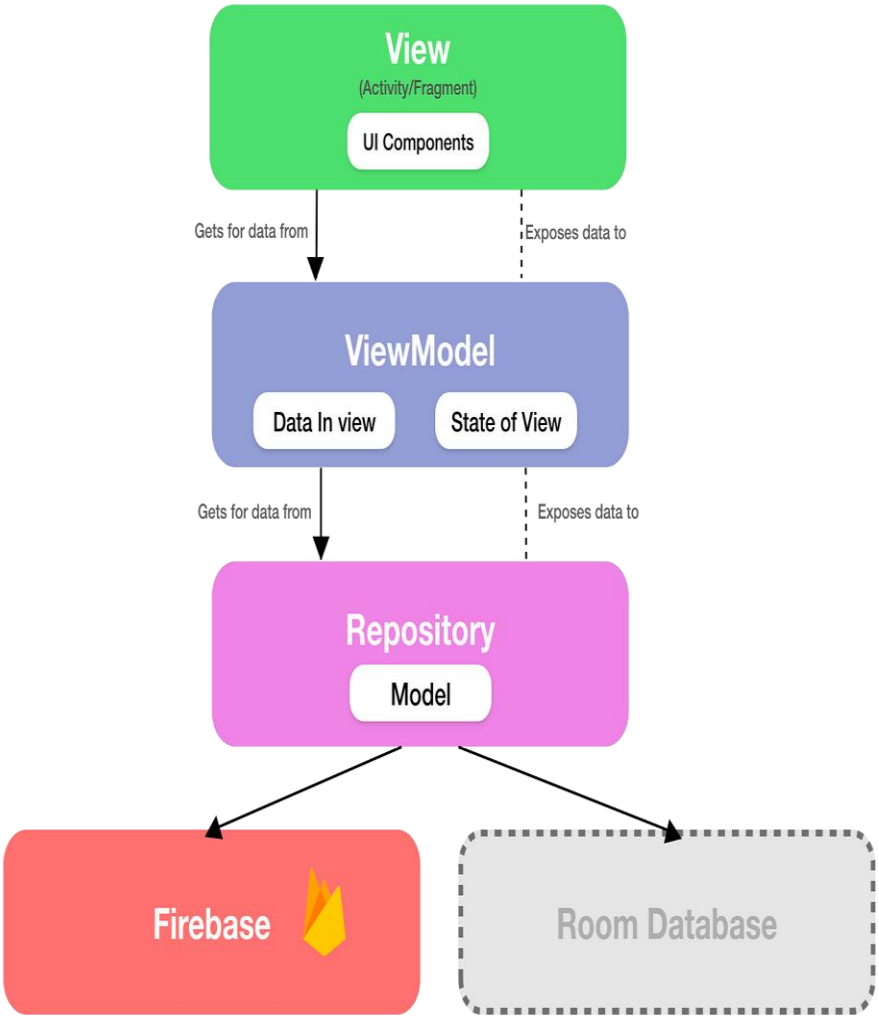
Chapter No 4

Architecture

4. Architecture

The primary static and dynamic components of our application are represented by the architecture. By highlighting the key components and excluding extraneous information, it offers a clear picture of the overall system. Because the Model-View-ViewModel (MVVM) architecture aids in the construction of a neat, orderly, and maintainable structure, we are using it.



4.1 Model-View-ViewModel (MVVM)

Model-View-ViewModel, or MVVM, is a design pattern that helps maintain code organization and cleanliness. This pattern aids in creating manageable, testable, and maintainable apps in Flutter. It divides the application into three sections: View (the user interface), Model (the data and logic), and ViewModel (which links Model and View). This increases the code's flexibility and ease of use, particularly in collaborative projects.

4.1.1 Model

The data for your app is kept in the Model. To store and handle this data, you can make a Dart class in Flutter.

4.1.2 View

What the user sees on the screen is called the View. Widgets that show the data supplied by the ViewModel are used in Flutter.

4.1.3 ViewModel

The View and the Model are connected via the ViewModel. It manages user actions and the logic of the application. It is written in Flutter as a Dart class that prepares data for the View and controls the state of the application.