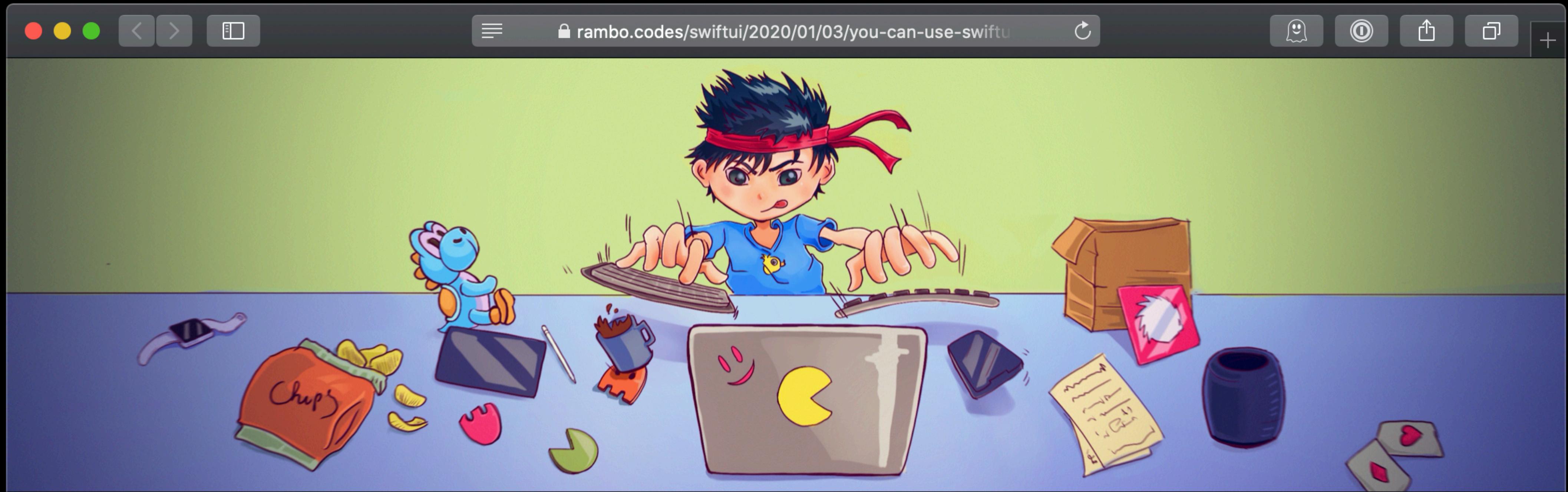


What if your controller  
isn't a controller?

# MVC





# You can use SwiftUI today

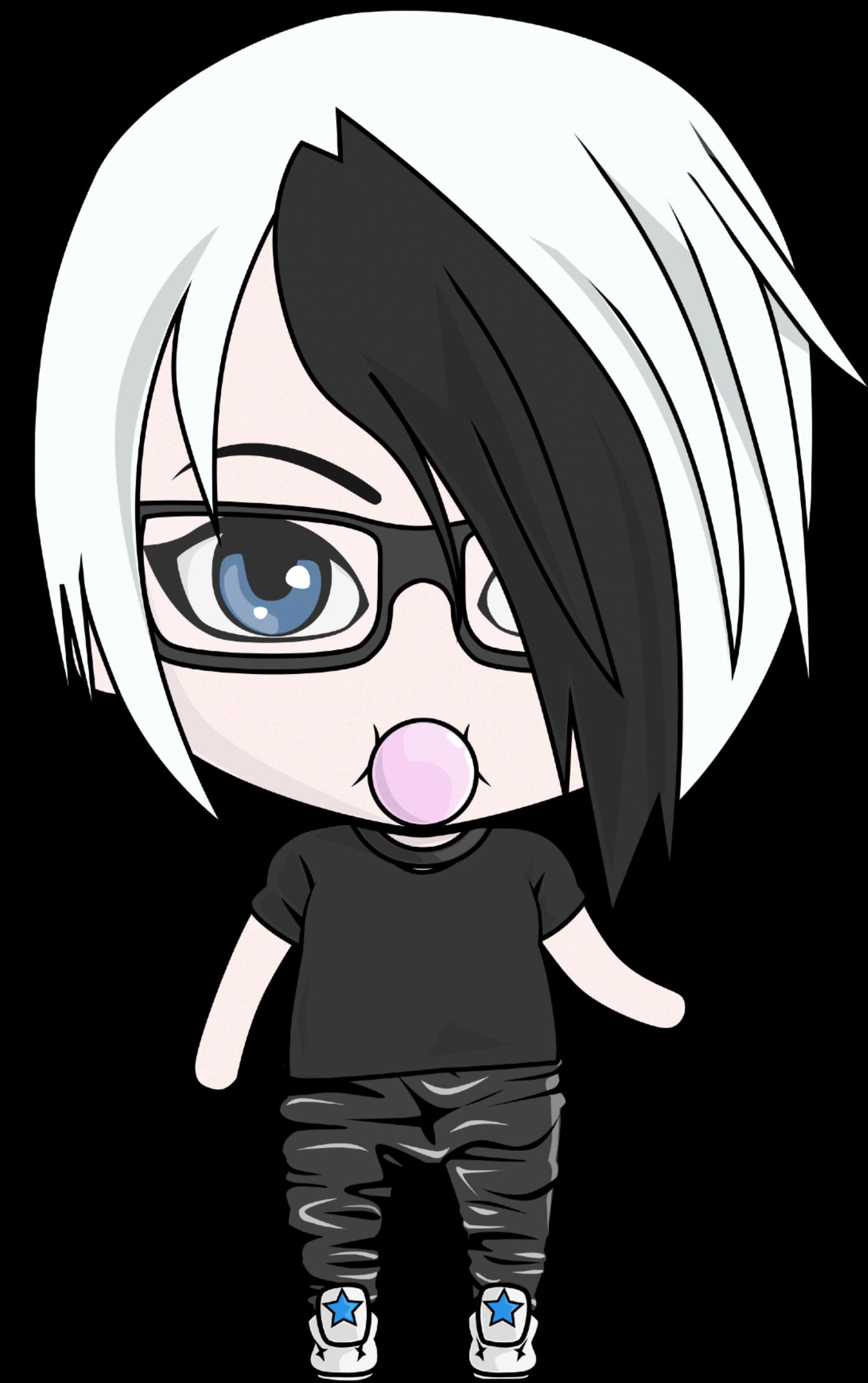
Jan 3, 2020

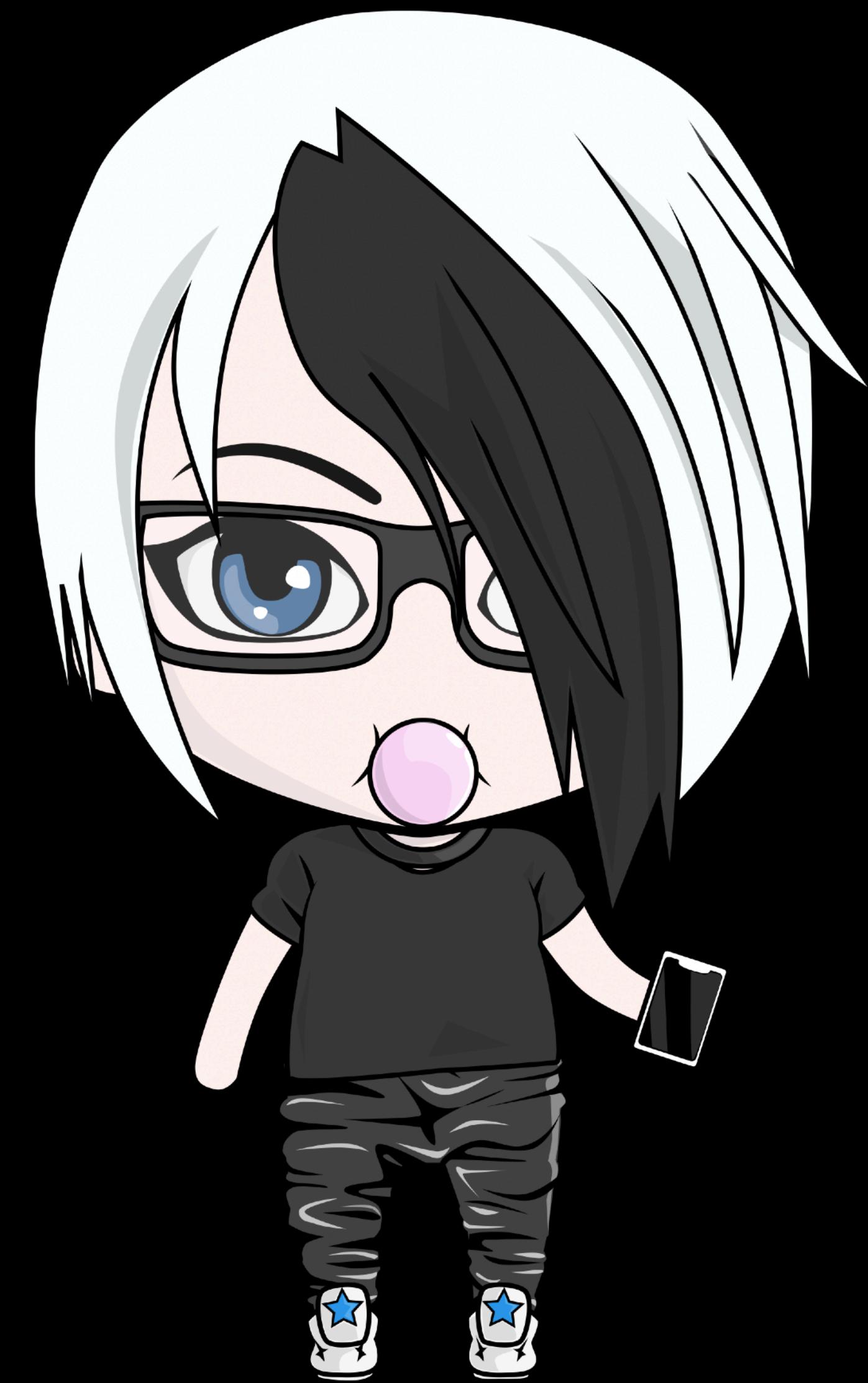
Whenever Apple introduces a new technology for developers, there's always the question: "Can I use this thing right now for my projects?". The answer many times ends up being the good, old, and boring "it depends", but more often than not it leans toward "probably better to wait for a few OS versions".

With SwiftUI, it's the same. While there are some brave developers using it to create production apps - especially on the Apple Watch - most developers seem to agree that it's kind of like using Swift when it first came out.

I've been asked the question many times, and I tend to agree that going all-in on SwiftUI right now for an app you plan on

# Story time













M D D

Medium-driven  
development



Acme Inc.

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Apr 16, 2019 · 11 min read ★

Today, we're very proud to introduce the best architecture for iOS apps, which we call PIE: "Presenter, Interactor, Entity". This new architecture is going to revolutionize how you write iOS apps, with functional, composable and testable protocol-oriented interfaces.









DEC

17

iOS Architecture Generator

**PIE**

Presenter Interactor Entity

**GENERATE ANOTHER ONE**

Real artists ship



- Containers
- Generic <>
- View controllers
- Flow controllers

- Containers
- Generic <>
- View controllers
- Flow controllers



# Containers





```
let child = MyViewController()  
  
addChild(child)  
  
child.view.translatesAutoresizingMaskIntoConstraints = false  
view.addSubview(child.view)  
  
NSLayoutConstraint.activate([  
    child.view.leadingAnchor.constraint(equalTo: view.leadingAnchor),  
    child.view.trailingAnchor.constraint(equalTo: view.trailingAnchor),  
    child.view.topAnchor.constraint(equalTo: view.topAnchor),  
    child.view.bottomAnchor.constraint(equalTo: view.bottomAnchor)  
])  
  
child.didMove(toParent: self)
```

```
public extension UIViewController {
    func install(_ child: UIViewController) {
        addChild(child)

        child.view.translatesAutoresizingMaskIntoConstraints = false
        view.addSubview(child.view)

        NSLayoutConstraint.activate([
            child.view.leadingAnchor.constraint(equalTo: view.leadingAnchor),
            child.view.trailingAnchor.constraint(equalTo: view.trailingAnchor),
            child.view.topAnchor.constraint(equalTo: view.topAnchor),
            child.view.bottomAnchor.constraint(equalTo: view.bottomAnchor)
        ])
    }

    child.didMove(toParent: self)
}
```

- Loading

- Loaded

- Empty

- Error

```
public final class StateViewController: UIViewController {  
  
    public enum State {  
        case loading(message: String)  
        case content(controller: UIViewController)  
        case error(message: String)  
        case empty(message: String)  
    }  
  
    // ...  
  
}
```



# Generic

<>

```
public final class ContainerCollectionViewCell<V: UIView>: UICollectionViewCell {  
  
    public lazy var view: V = {  
        return V()  
    }()  
  
    public override init(frame: CGRect) {  
        super.init(frame: frame)  
  
        view.translatesAutoresizingMaskIntoConstraints = false  
        contentView.addSubview(view)  
  
        NSLayoutConstraint.activate([  
            view.leadingAnchor.constraint(equalTo: contentView.leadingAnchor),  
            view.trailingAnchor.constraint(equalTo: contentView.trailingAnchor),  
            view.topAnchor.constraint(equalTo: contentView.topAnchor),  
            view.bottomAnchor.constraint(equalTo: contentView.bottomAnchor)  
        ])  
    }  
}
```

```
class GenericCollectionViewController<V: UIView, C: ContainerCollectionViewCell<V>>: UICollectionViewController {

    init(viewType: V.Type) {
        super.init(collectionViewLayout: makeDefaultLayout())
    }

    var numberOfRowsInSection: () -> Int = { 0 } {
        didSet {
            collectionView?.reloadData()
        }
    }

    var configureView: (IndexPath, V) -> () = { _, _ in }
        didSet {
            collectionView?.reloadData()
        }
    }

    var didSelectView: (IndexPath, V) -> () = { _, _ in }

    // ...
}
```

# View controllers

DUMB = GOOD

# Flow controllers

# Coordinator

MainCoordinator  
(NSObject)

ViewController1

MainCoordinator  
(NSObject)

ViewController1

present!

DetailCoordinator  
(NSObject)

ViewController2

MainCoordinator  
(NSObject)

ViewController1

dismiss!

Still here 🤘

DetailCoordinator  
(NSObject)

FlowController  
: UIViewController

MainFlowController  
(UIViewController)

child >

ViewController1

MainFlowController  
(UIViewController)

child >

ViewController1

present!

(viewDidLoad,  
viewWillAppear,  
viewDidAppear)

DetailFlowController  
(UIViewController)

child >

ViewController2

MainFlowController  
(UIViewController)

child >

ViewController1

dismiss!

## Regions

Auvergne-Rhône-Alpes

Bourgogne-Franche-Comté

Centre-Val de Loire

Hauts-de-France

Nouvelle-Aquitaine

Pays de la Loire

Corse

Île-de-France

Provence-Alpes-Côte d'Azur

Bretagne

Grand Est

Normandie

Occitanie

Regions

Region Detail

Auvergne-Rhône-Alpes

RegionsFlowController

UINavController

RegionsController

RegionsFlowController

UINavController

RegionDetailController

RegionsFlowController

UINavController

RegionDetailController

More

M, V or C?

# ViewModel

```
struct Post: Hashable, Codable {  
    let title: String  
    let author: String  
    let publishedAt: Date  
}
```

```
struct PostViewModel: Hashable {
    let title: String
    let author: PersonNameComponents
    let publishedAt: String
}

extension PostViewModel {
    init(post: Post) {
        // ...
    }
}
```

# MVC

# Takeaways

You'll be fine

Products are more important  
than the tools used to make them



Thank You  
rambo.codes  
 @\_inside  
[github.com/insidegui](https://github.com/insidegui)