



- h UIView+XYZLine.h
- m UIView+XYZLine.m
- h UIView+XYZThinLine.h
- m UIView+XYZThinLine.m
- h UIView+LineDrawingExtensions.h
- m UIView+LineDrawingExtensions.m

iOS Architecture

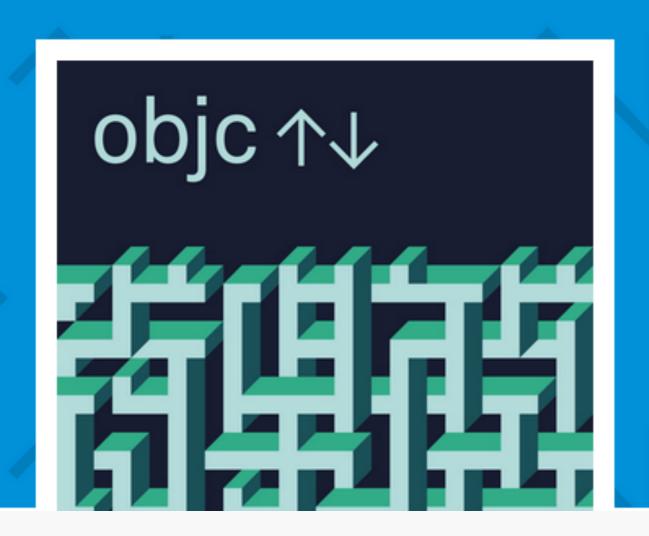
Real Life VIPER

iOS Tech Lead



Clean Architecture

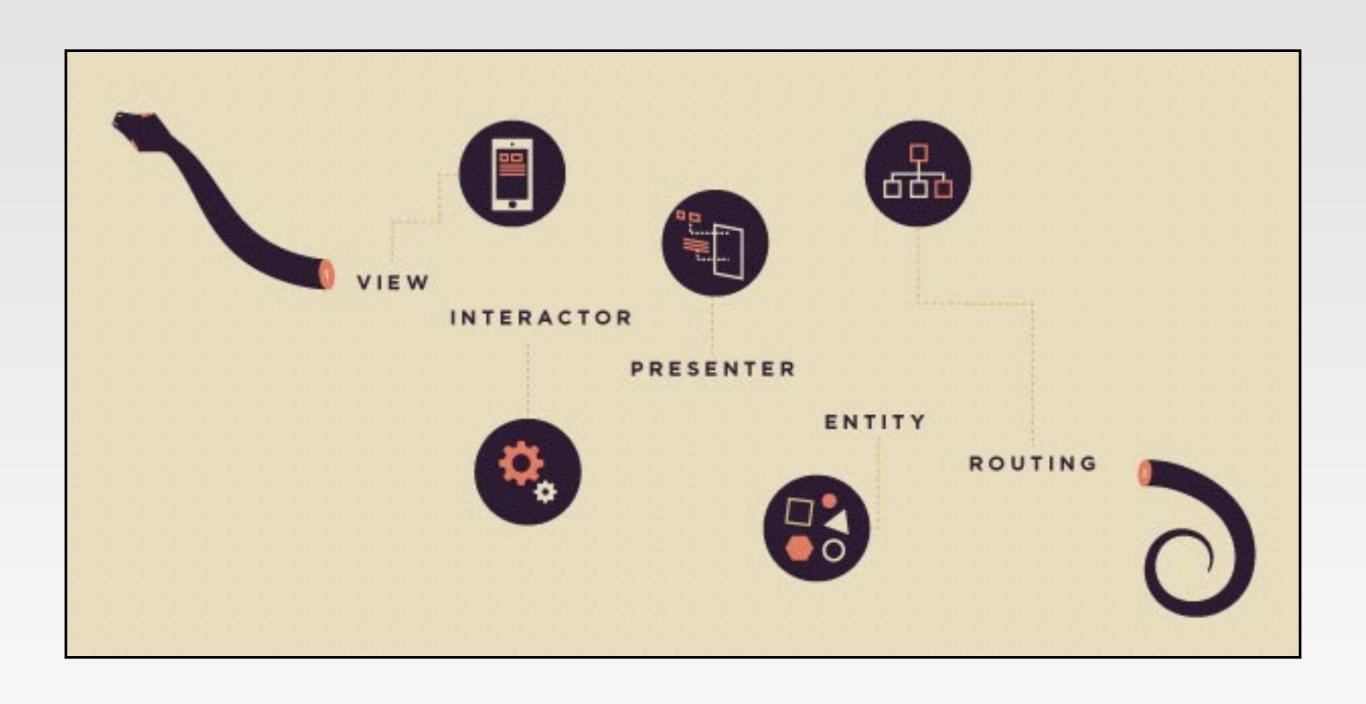
by Robert C Martin (Uncle Bob)



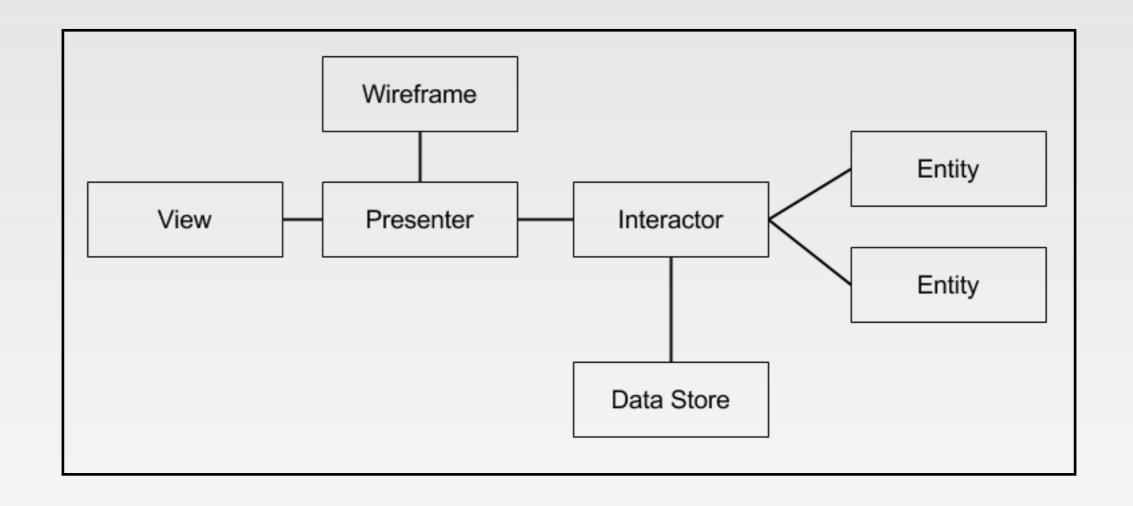
Architecture

June 2014

Cover art by Sarah Lincoln
@sarahlincoln



Artist unknown
Sourced from objc.io article



Artist unknown Sourced from objc.io article

Appeal of VIPER

- Use of PONSOs (Plain Old NSObjects)
- Dependency Inversion Principle
- Router

Real Life Use

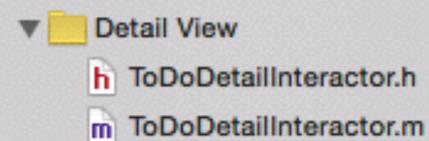
In a (reasonably) big enterprise project

Benefits of a Clean Architecture

- Clear cut blocks
- Smaller files
- Better code coverage
- Consistency

Clear cut blocks

- Makes it obvious what goes where
- Presentation logic / Business logic



- h ToDoDetailPresenter.h
- m ToDoDetailPresenter.m
- h ToDoDetailViewController.h
- m ToDoDetailViewController.m
- ☑ ToDoDetailViewController.xib
- h ToDoDetailViewModel.h
- m ToDoDetailViewModel.m

Smaller files

- Shorter files
- Straight to the point
- No file bigger than 450 LOC
- Average 60 LOC
- Caveat

Better code coverage

- Better tests
- Tests are less hacky
- Barrier to entry is lower
- Tests used as documentation

Consistency

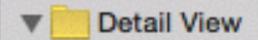
- Uniformity of codebase
- All modules look the same
- Any developer can maintain any module

Problems

- Verbosity
- Developer On-Boarding
- Developer Engagement

Verbosity

- #1 complaint among developers
- Module have ~10 files
- Xcode isn't good at jumping through protocols



- h ToDoDetailEventHandler.h
- h ToDoDetailInteractor.h
- m ToDoDetailInteractor.m
- h ToDoDetailModuleFactory.h
- m ToDoDetailModuleFactory.m
- h ToDoDetailPresentationModel.h
- m ToDoDetailPresentationModel.m
- h ToDoDetailPresenter.h
- m ToDoDetailPresenter.m
- h ToDoDetailUserInterface.h
- h ToDoDetailViewController.h
- m ToDoDetailViewController.m
- ToDoDetailViewController.xib
- h ToDoDetailViewModel.h
- m ToDoDetailViewModel.m

Developer On-Boarding

- 3 weeks to not feel lost anymore
- 1,5 months to feel confident

Developer Engagement

- Share the architecture with your team
- Not everyone is excited about VIPER, etc.

Easy Improvements

- Naming Convention
- Dogma

Naming Convention

- Chose a sensible naming convention early
- Stick to it
- Enforce it
 - During code review?

Dogma

- Not everything is a nail
- Custom UI components aren't

What we learned with VIPER

V-I-P-E-R

View, Interactor, Presenter, Entity, Router

V-C-VM-M-R

View, Controller, ViewModel, Model, Router

VIPER®

VIPERTM

MVC

Massive View Controller

Design Patterns

should be prescriptive

Help make small choices upfront

so you can spend more time on the code that matters

Facts

- Best test coverage ever
 - · 80+%
 - 5000+ test cases
 - ViewControllers all smaller than 450 lines
- Pretty good for a big project
 - 10+ developers
 - 8+ months

Forced us to think about architectural design

more than before

Epilogue

How the "One more thing" thing was called before the "One more thing" thing became a thing.

Epilogue

- Processes
- Tooling
 - Xcode templates
 - Scripting
 - Anything that reduces boilerplate

Acknowledgements

- Jeff Gilbert and Conrad Stoll (Mutual Mobile)
 - "Inventors" of VIPER
- Robert C Martin aka Uncle Bob
- Objc.io
 - Sara Lincoln (Issue #13 artwork)

Links

Founding article: http://www.objc.io/issues/13-architecture/viper/

Source: http://mutualmobile.github.io/blog/2013/12/04/viper-introduction/

MVVM: http://www.objc.io/issues/13-architecture/mvvm/

Clean Architecture by Robert C Martin http://blog.8thlight.com/uncle-bob/2012/08/13/the-clean-architecture.html https://vimeo.com/43612849

UIKonf 2015 - Brian Gesiak: iOS API Design: Swift Patterns - "Parameter Objects" https://www.youtube.com/watch?v=yu6KND7dJBA

Justin Spahr-Summers - Enemy of the State https://www.youtube.com/watch?v=7AqXBuJOJkY

Theses slides: https://github.com/jeanetienne/viper-slides

Jet

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Questions?

Thank you!