

# PATTERNS FOR MOBILE

# MODEL - VIEW - PRESENTER

```
interface View : BaseView {  
    fun addDestination(pub: PubModel)  
    fun addSuggestions(routes: List<RouteElement>)  
    fun updateUserLocations(userLocations: List<UserLocationModel>)  
}
```

```
interface Presenter : BasePresenter<View> {  
    fun loadTripSuggestions(from: LatLng, to: PubModel)  
}
```