

# Building UI with State Machines

Phil Tang, Engineer @ Spring

# New User Flow



# SPRING

Shop and discover  
over 800 amazing brands.

FREE SHIPPING. FREE RETURNS.



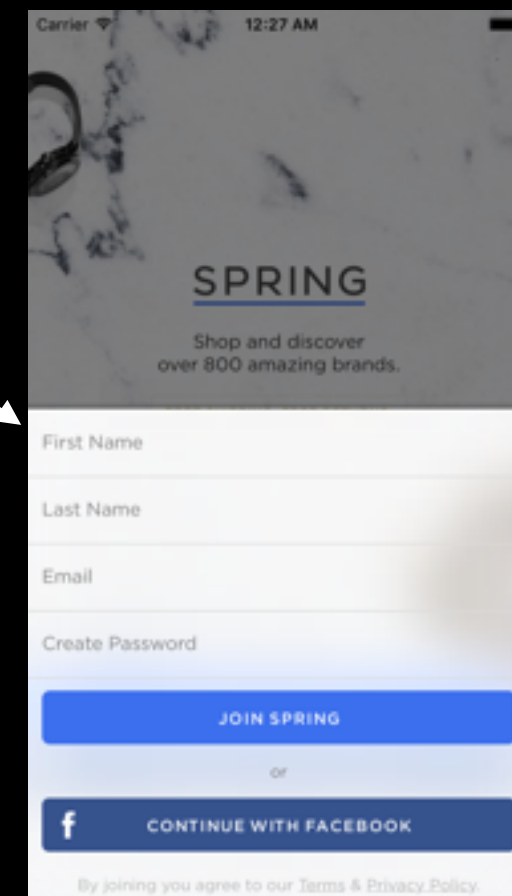
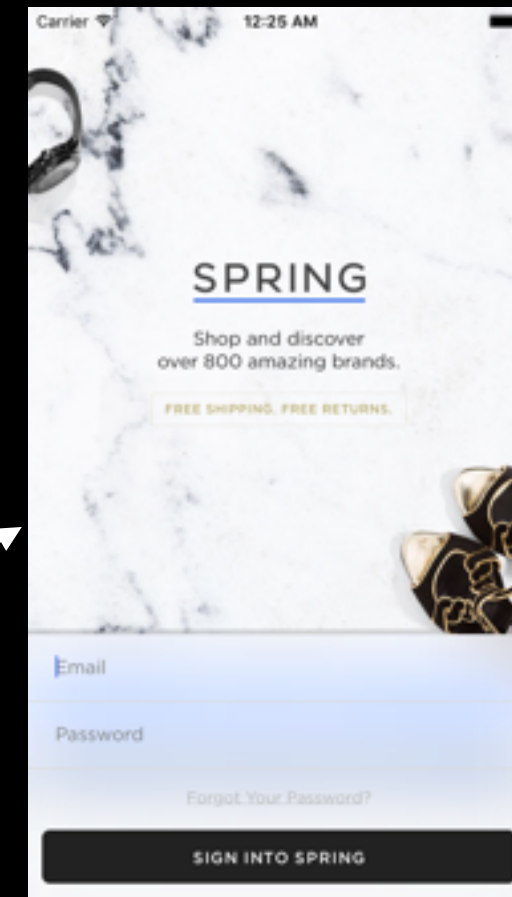
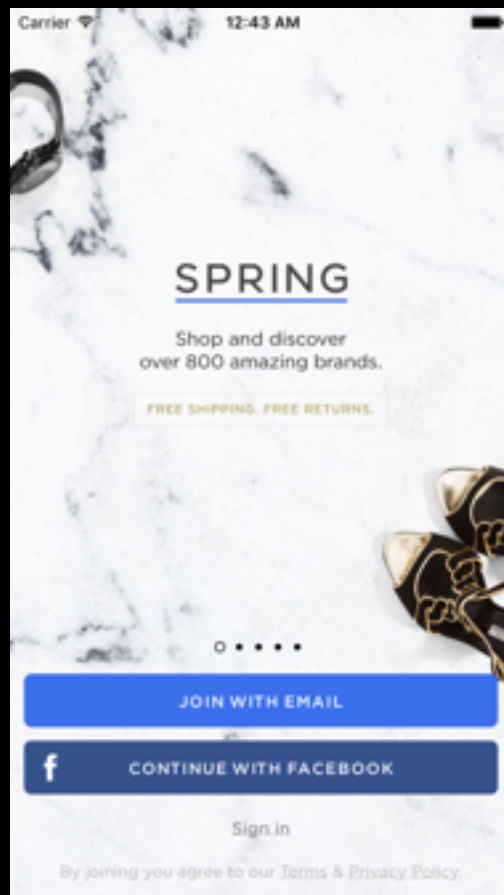
JOIN WITH EMAIL

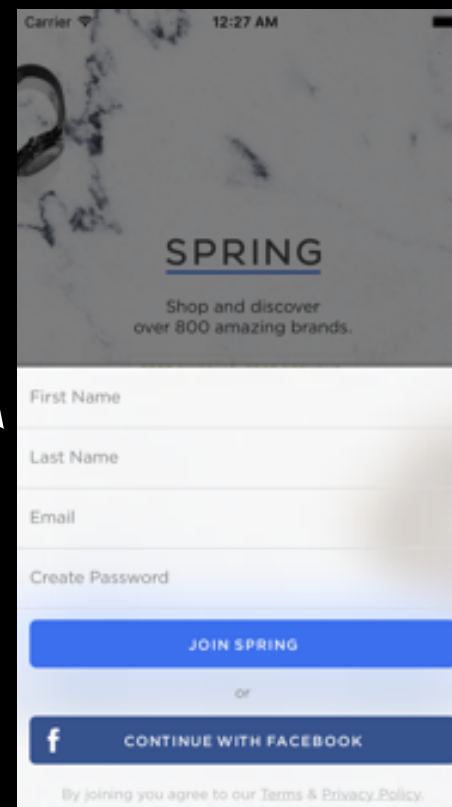
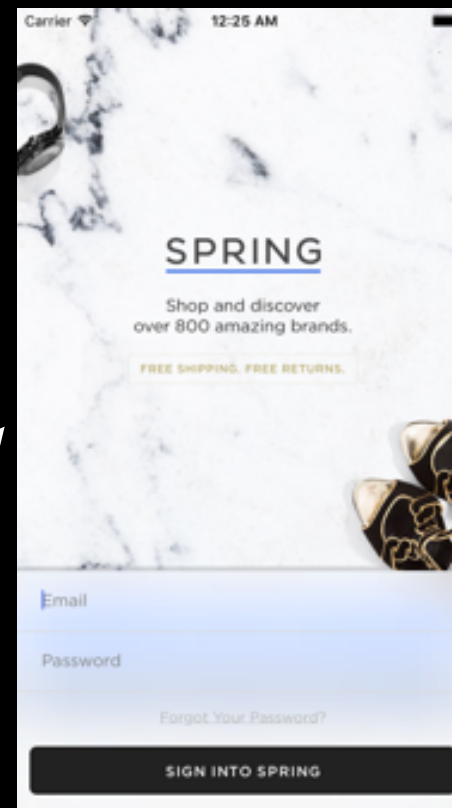
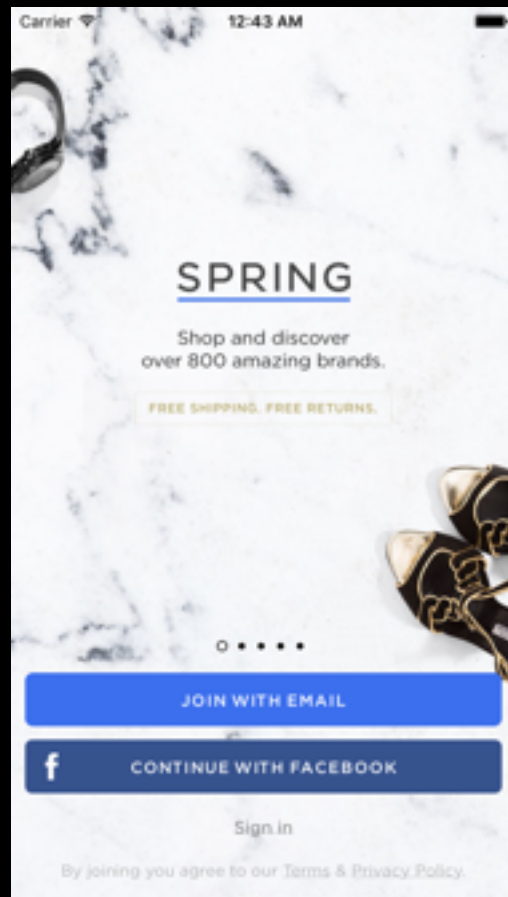


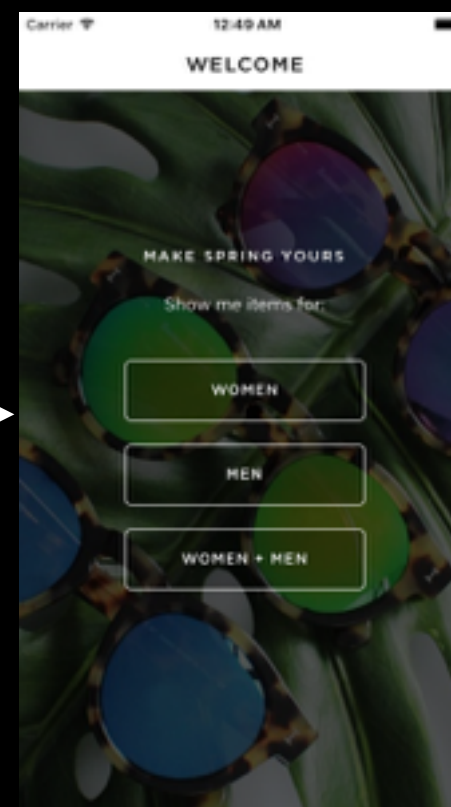
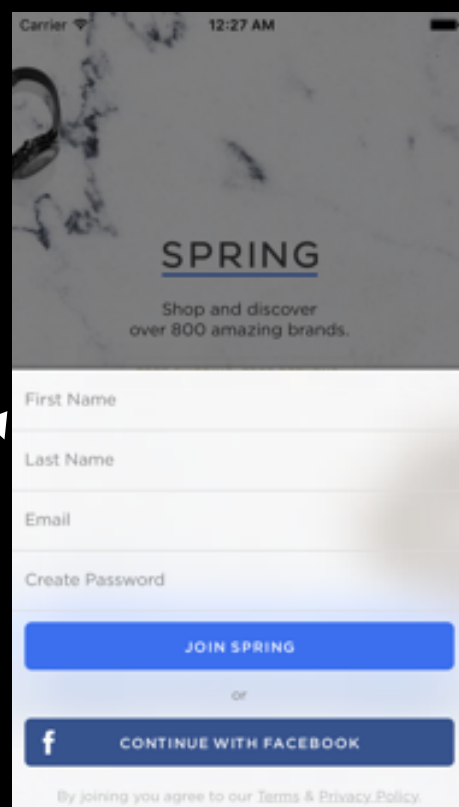
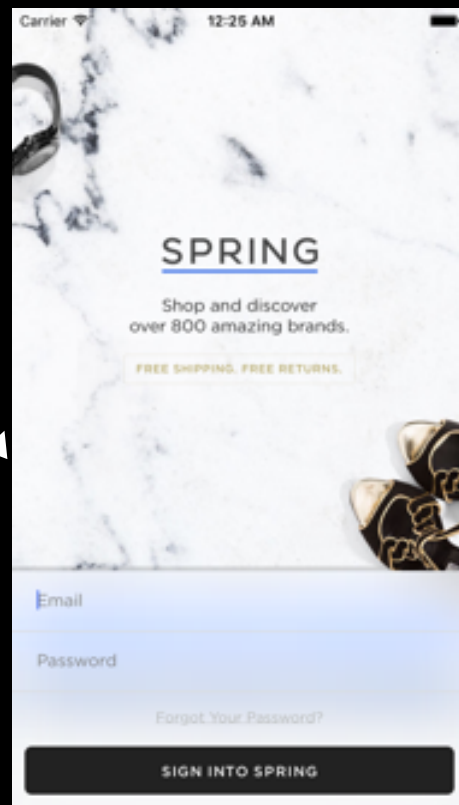
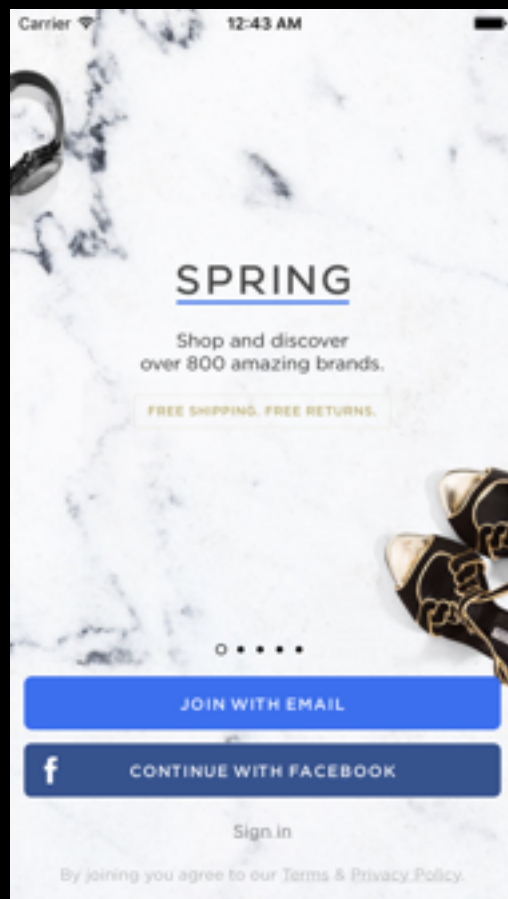
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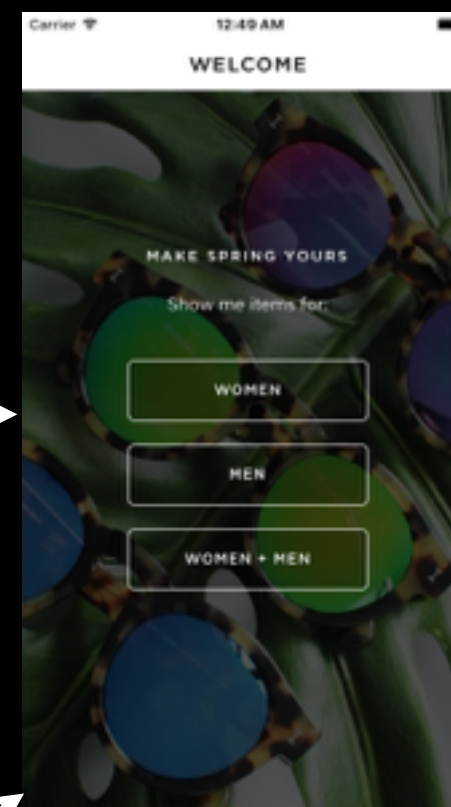
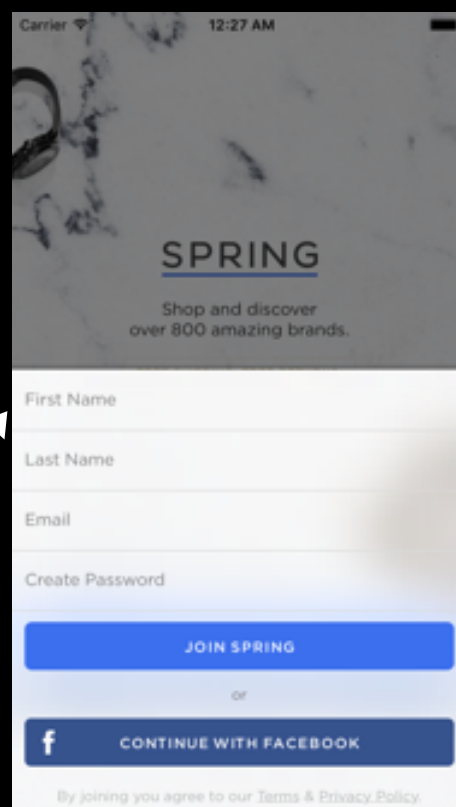
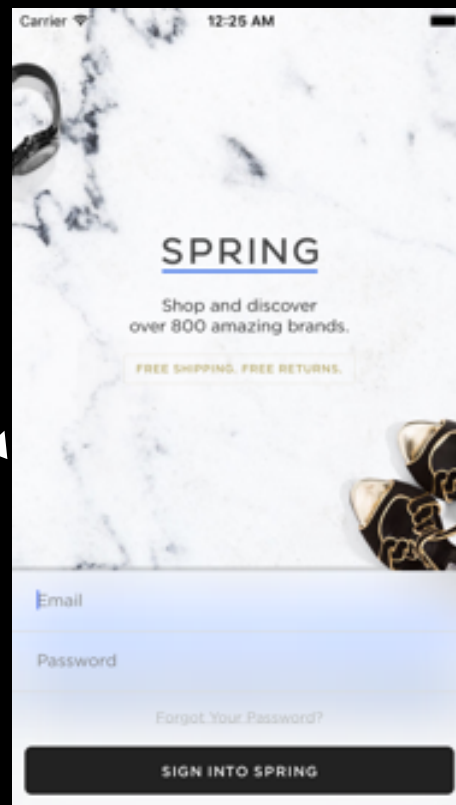
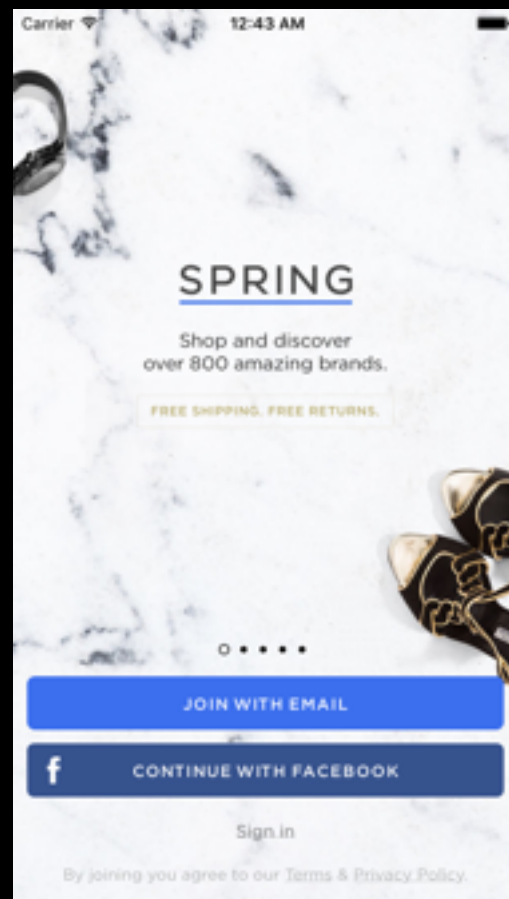
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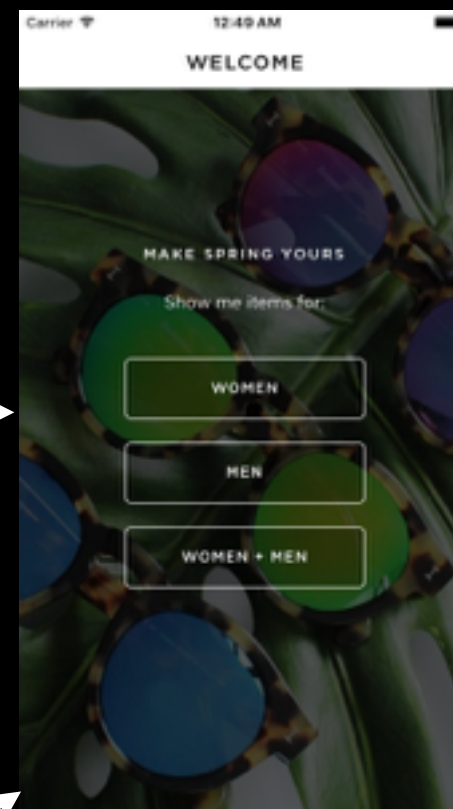
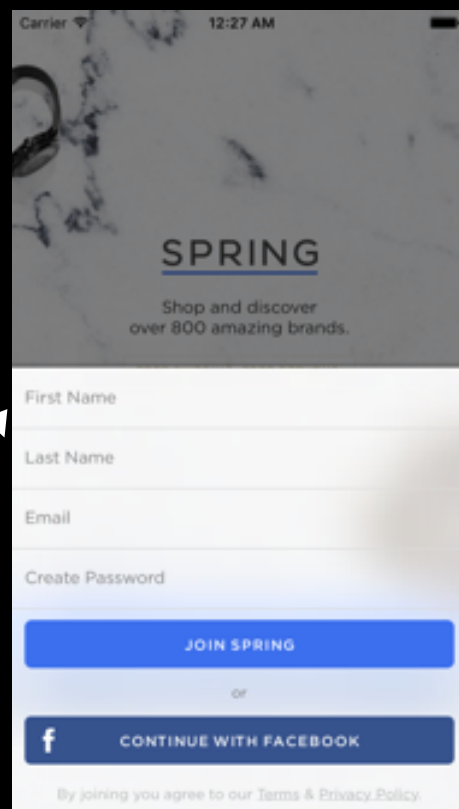
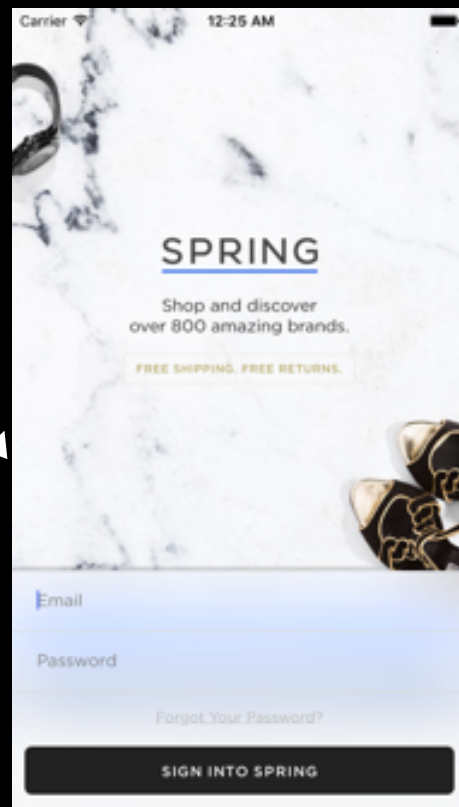
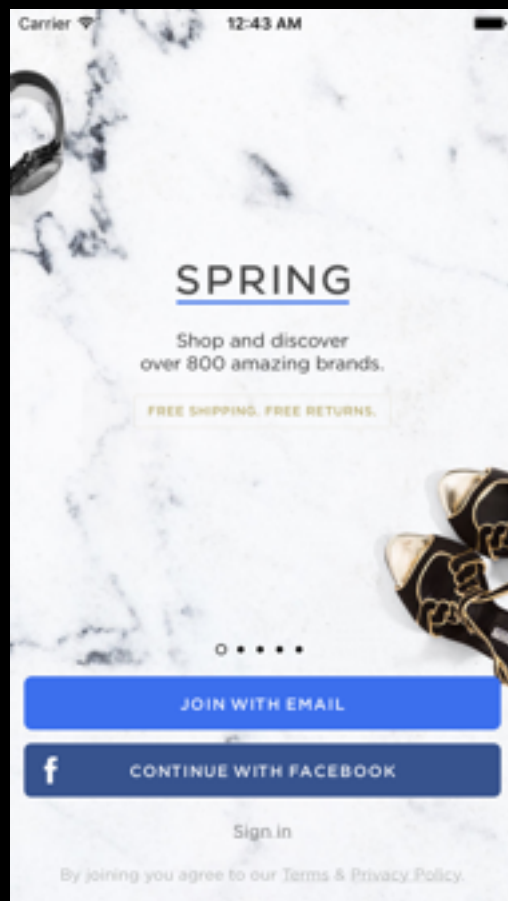






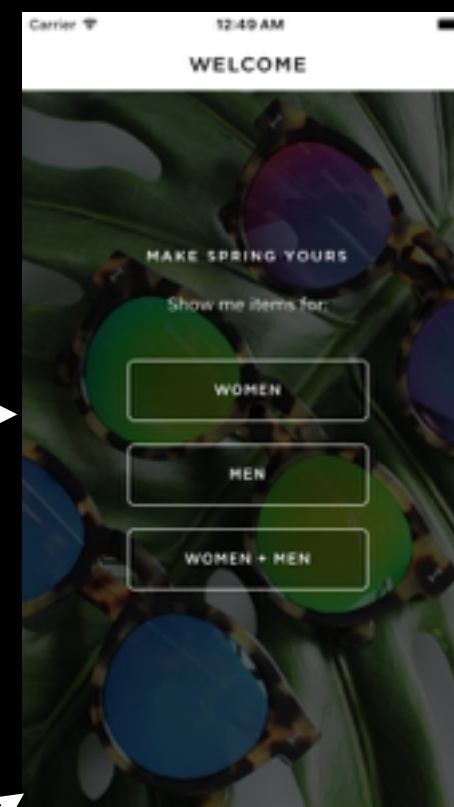
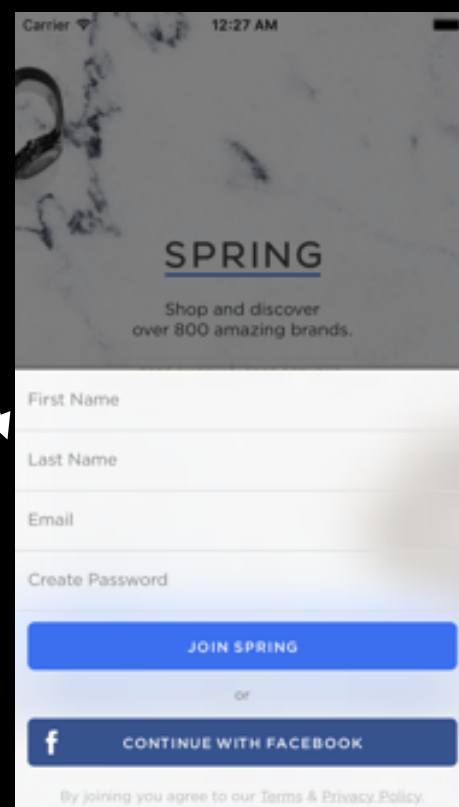
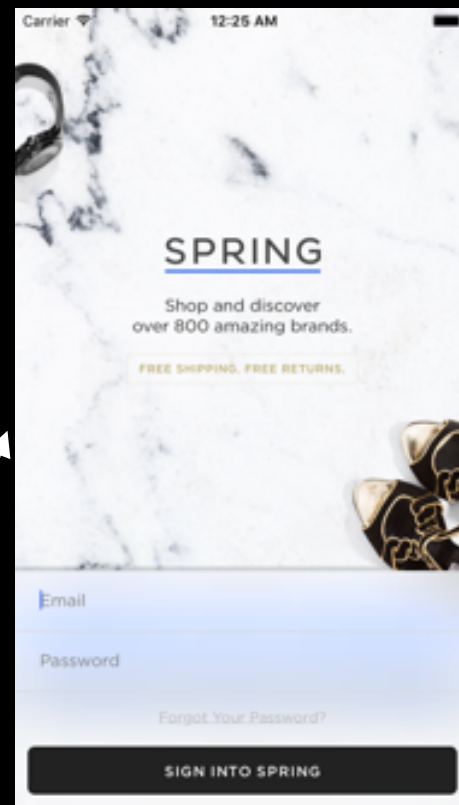
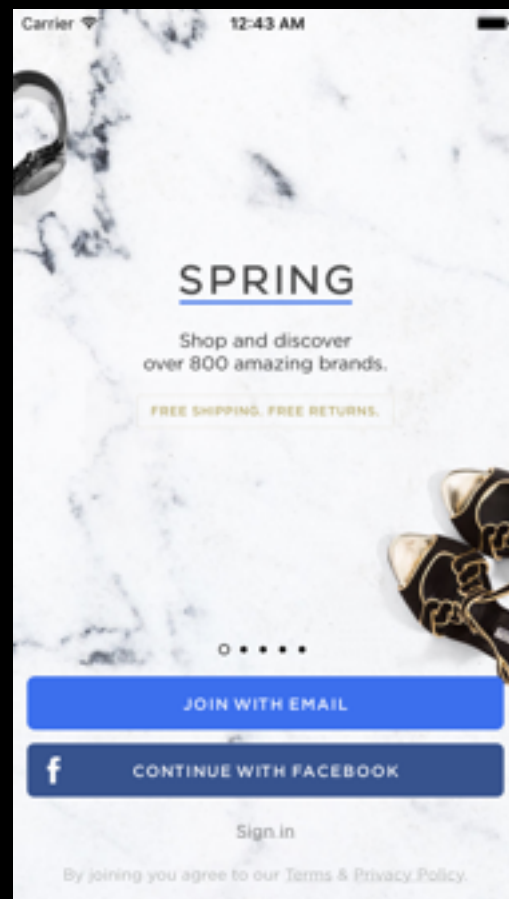


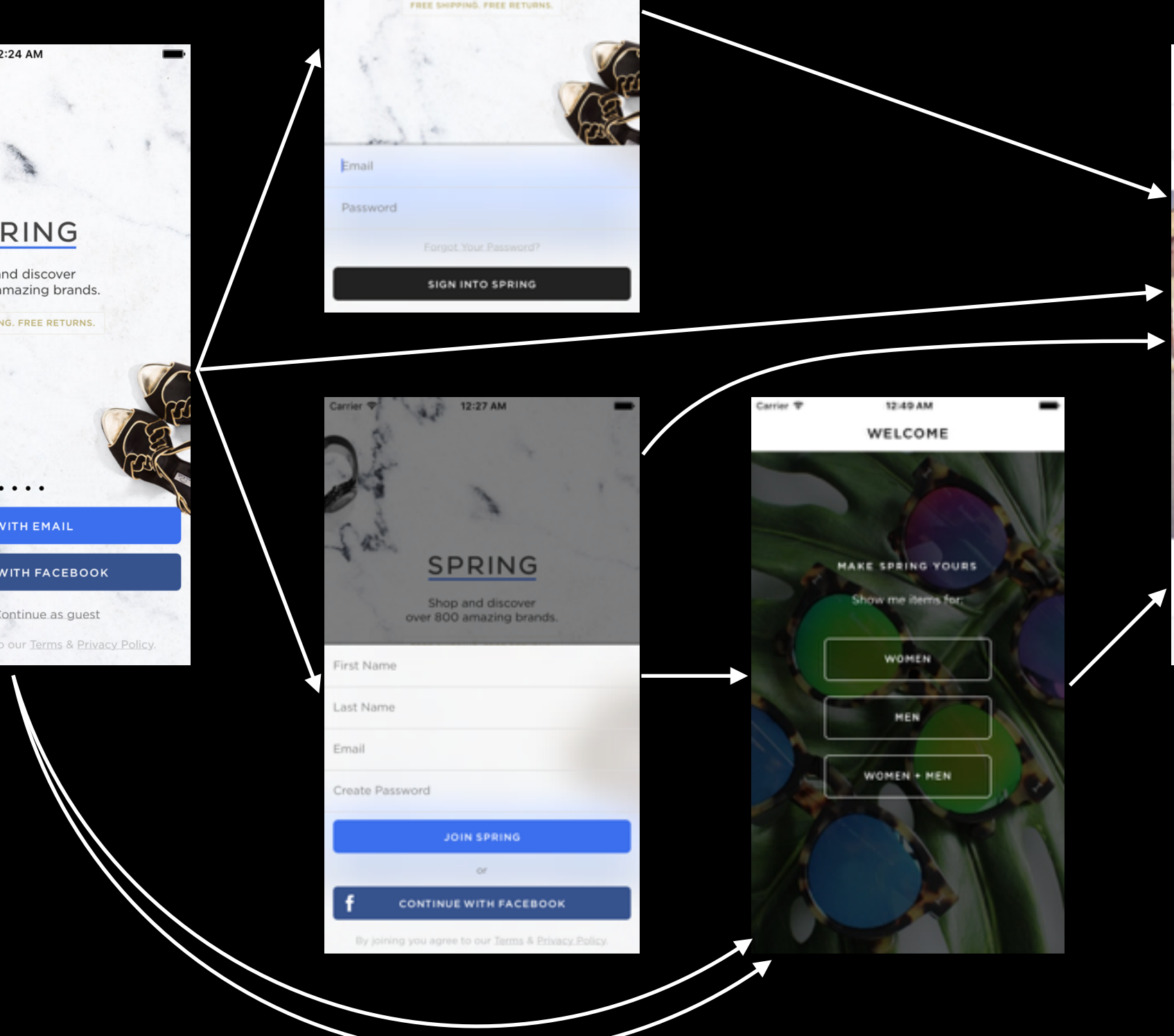
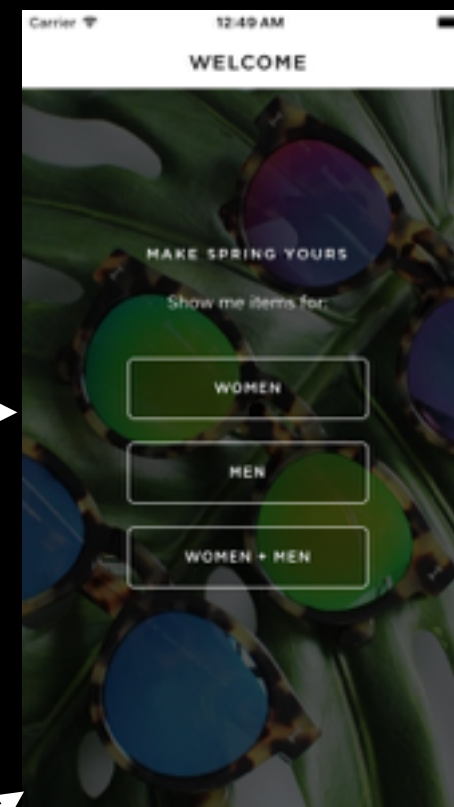
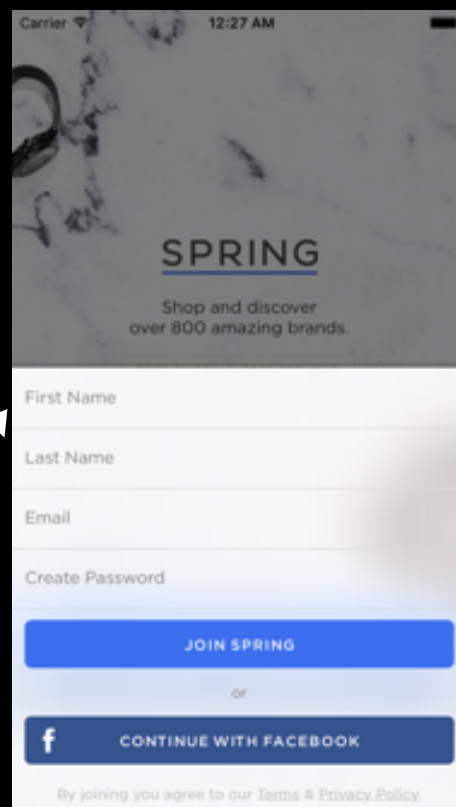
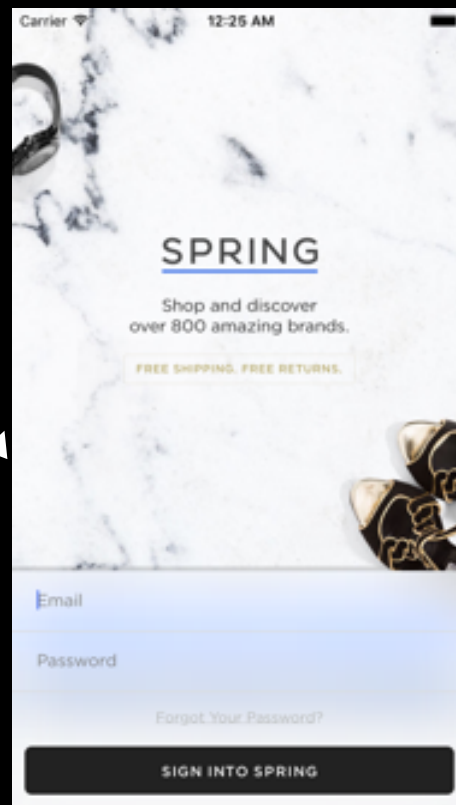
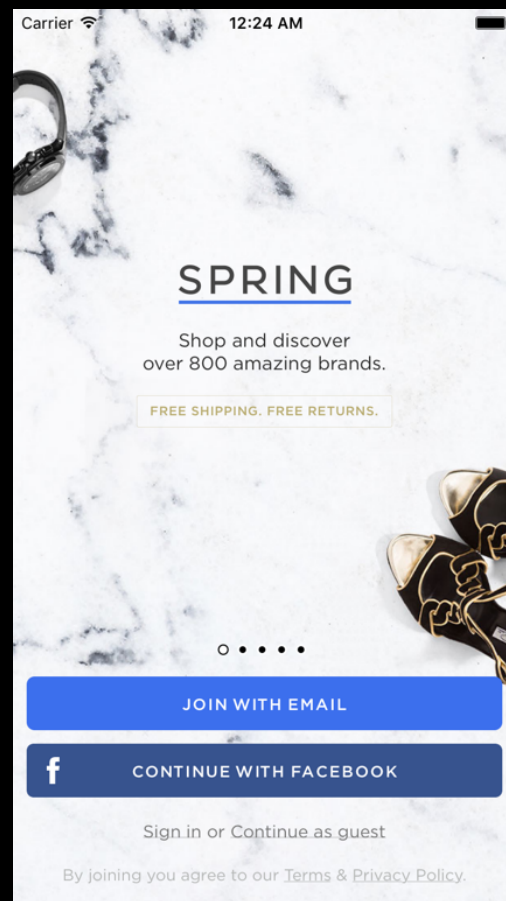




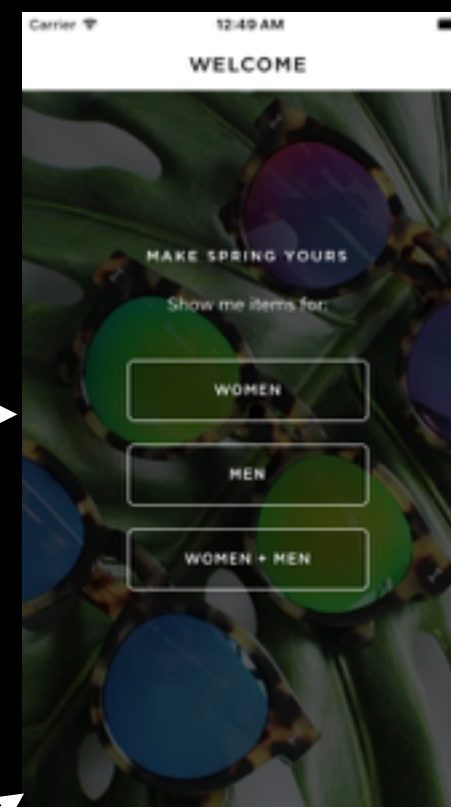
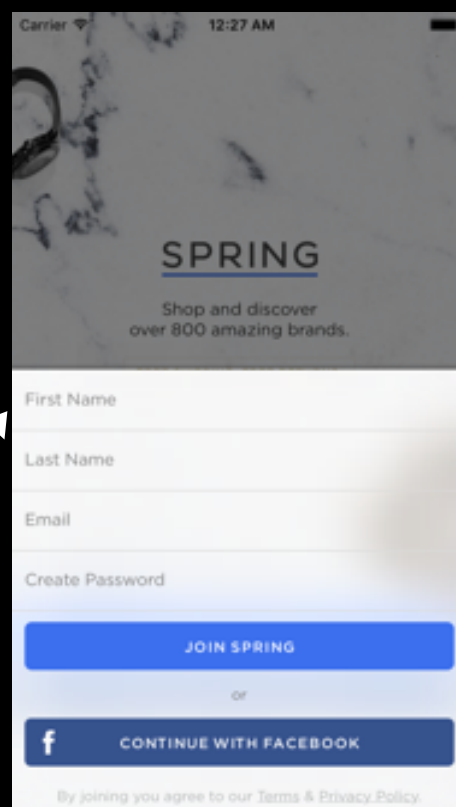
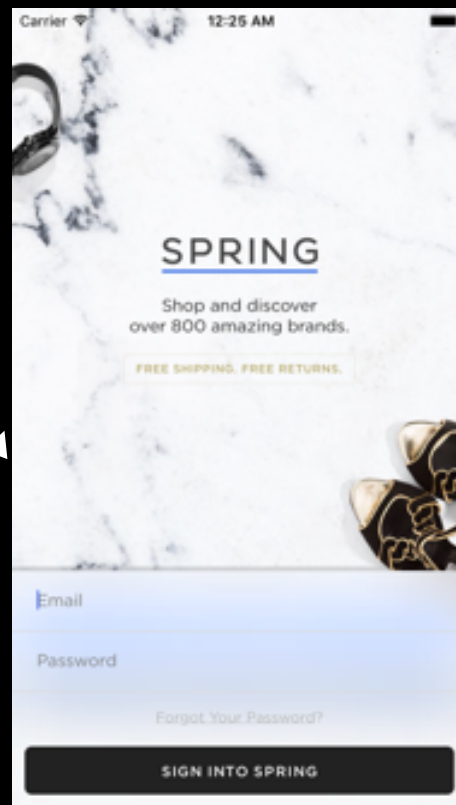
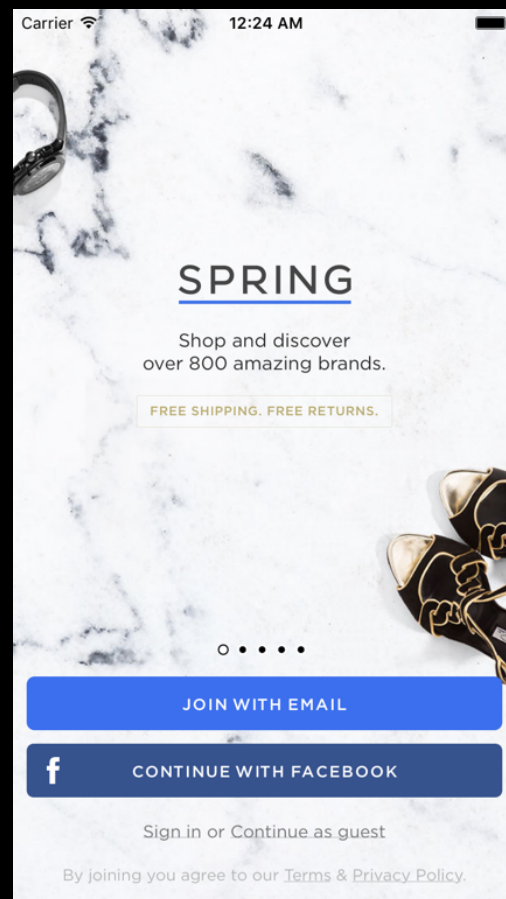


**17.2** Apps that require users to share personal information, such as email address and date of birth, in order to function will be rejected

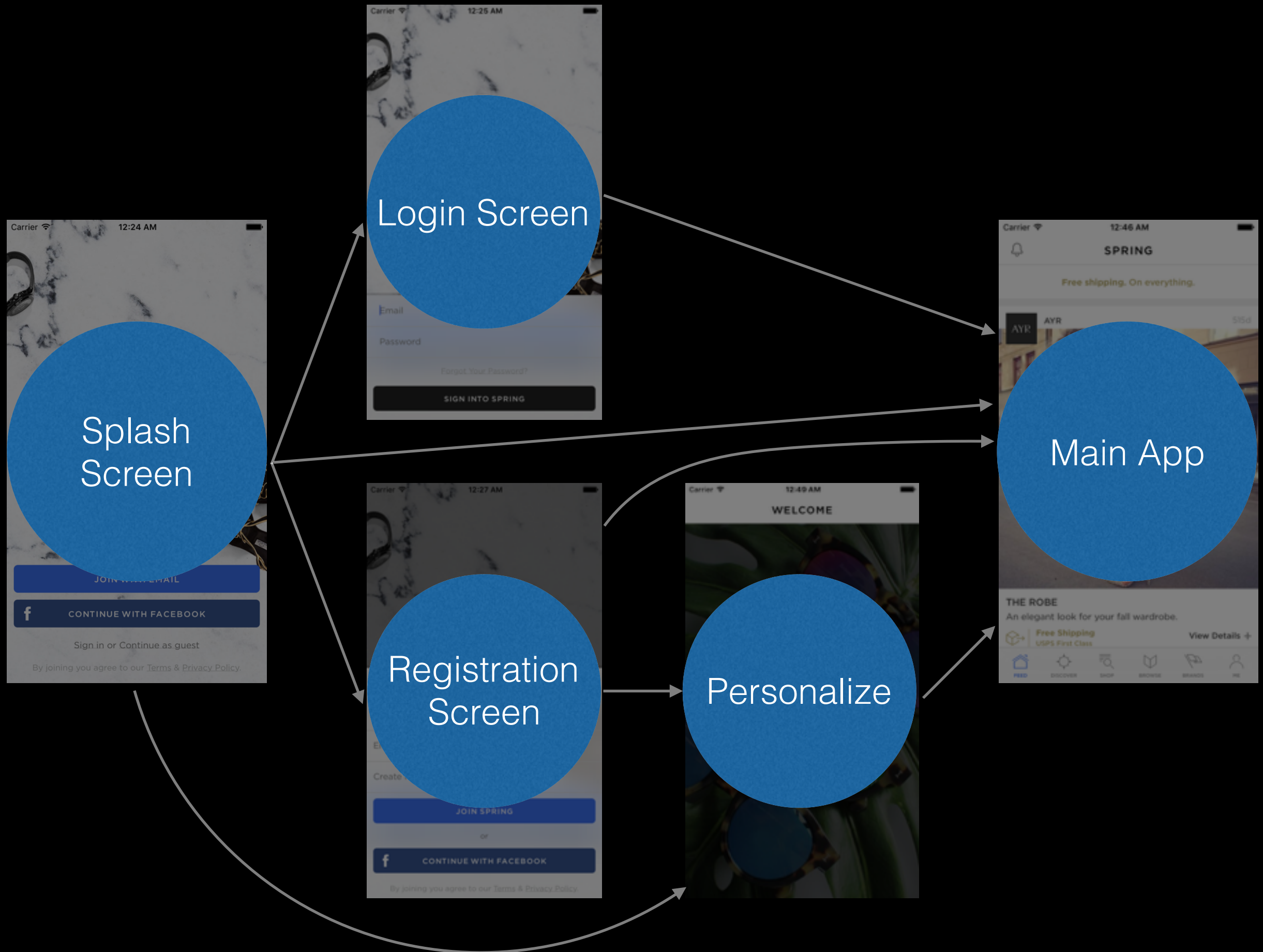


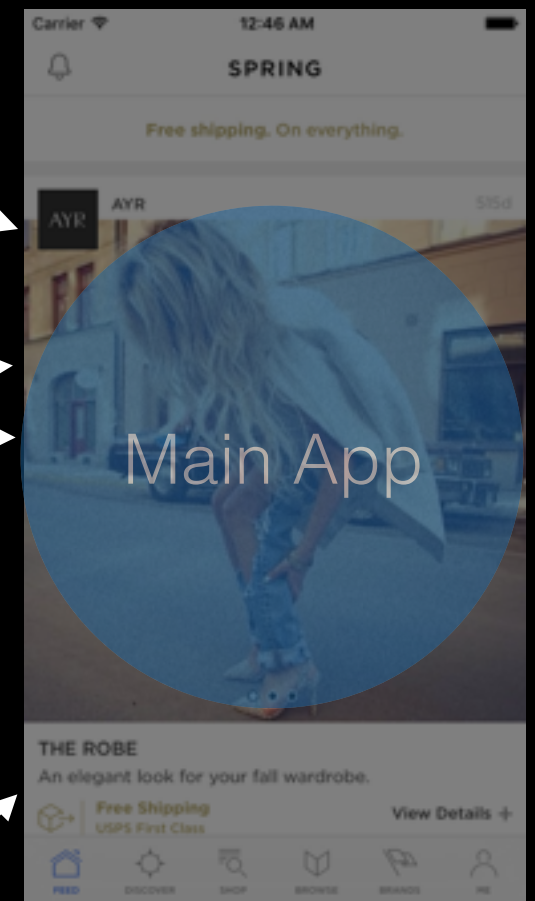
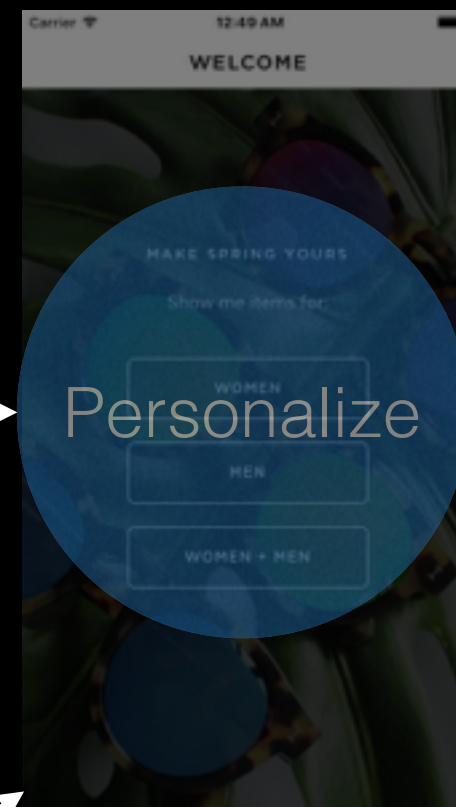
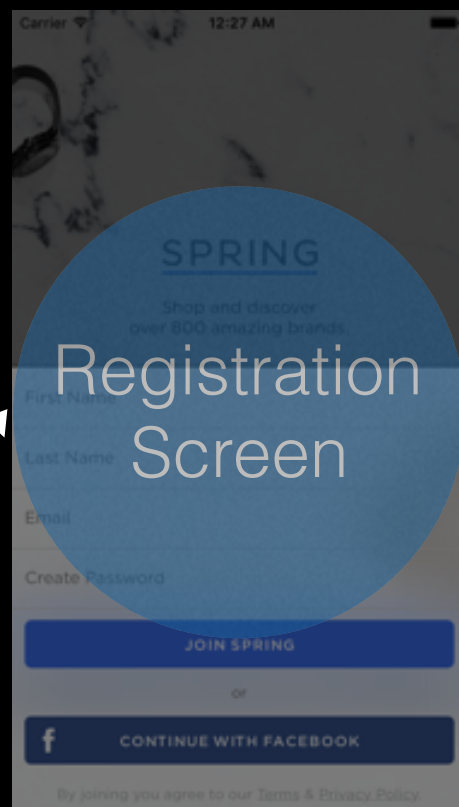
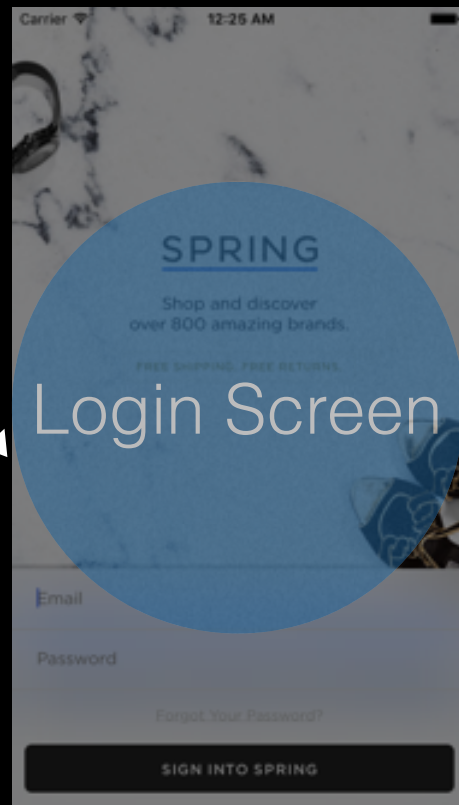
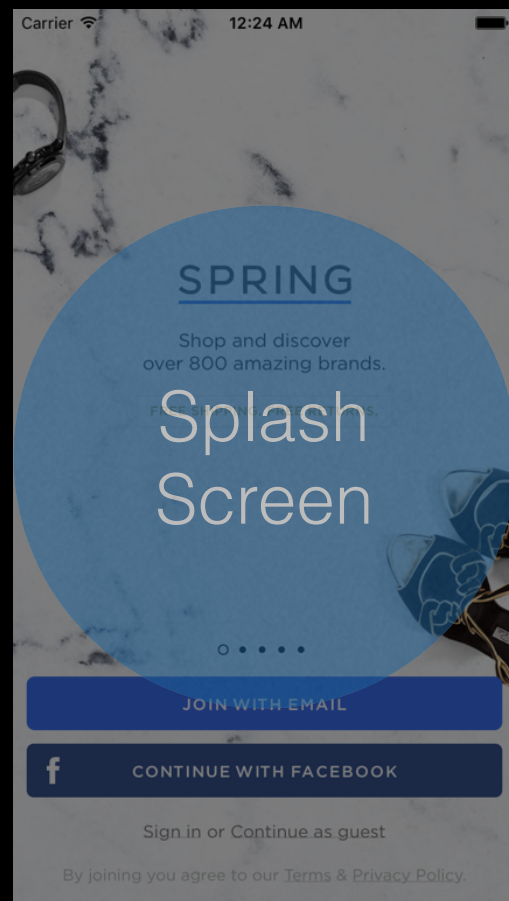


What does this have to  
do with state  
machines?









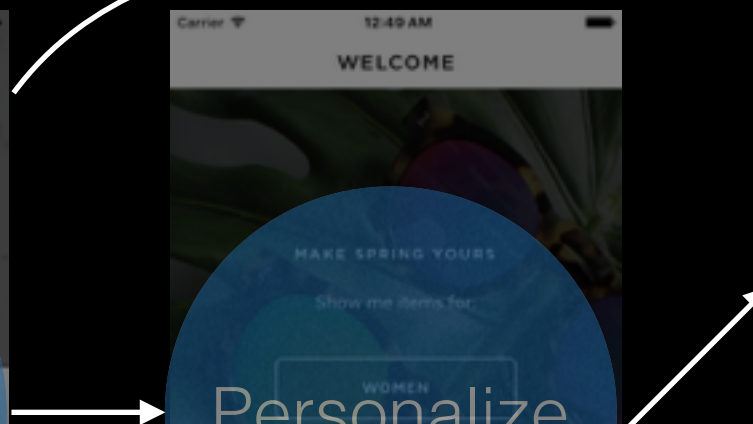
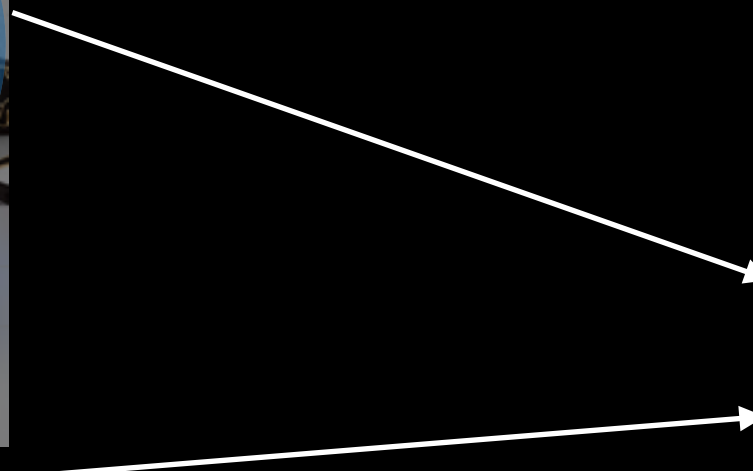
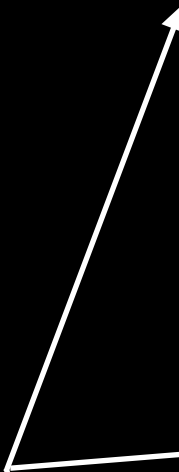
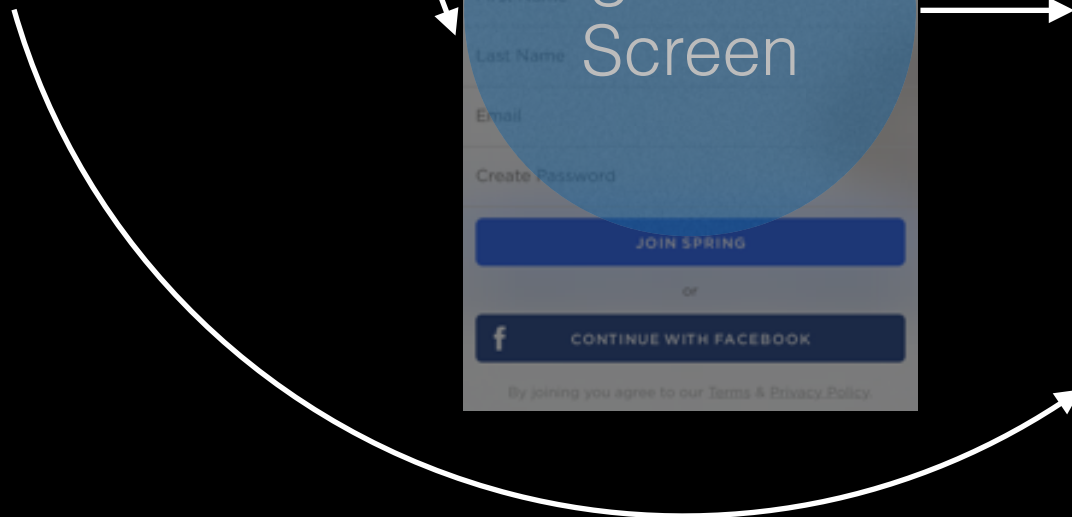
Login Screen

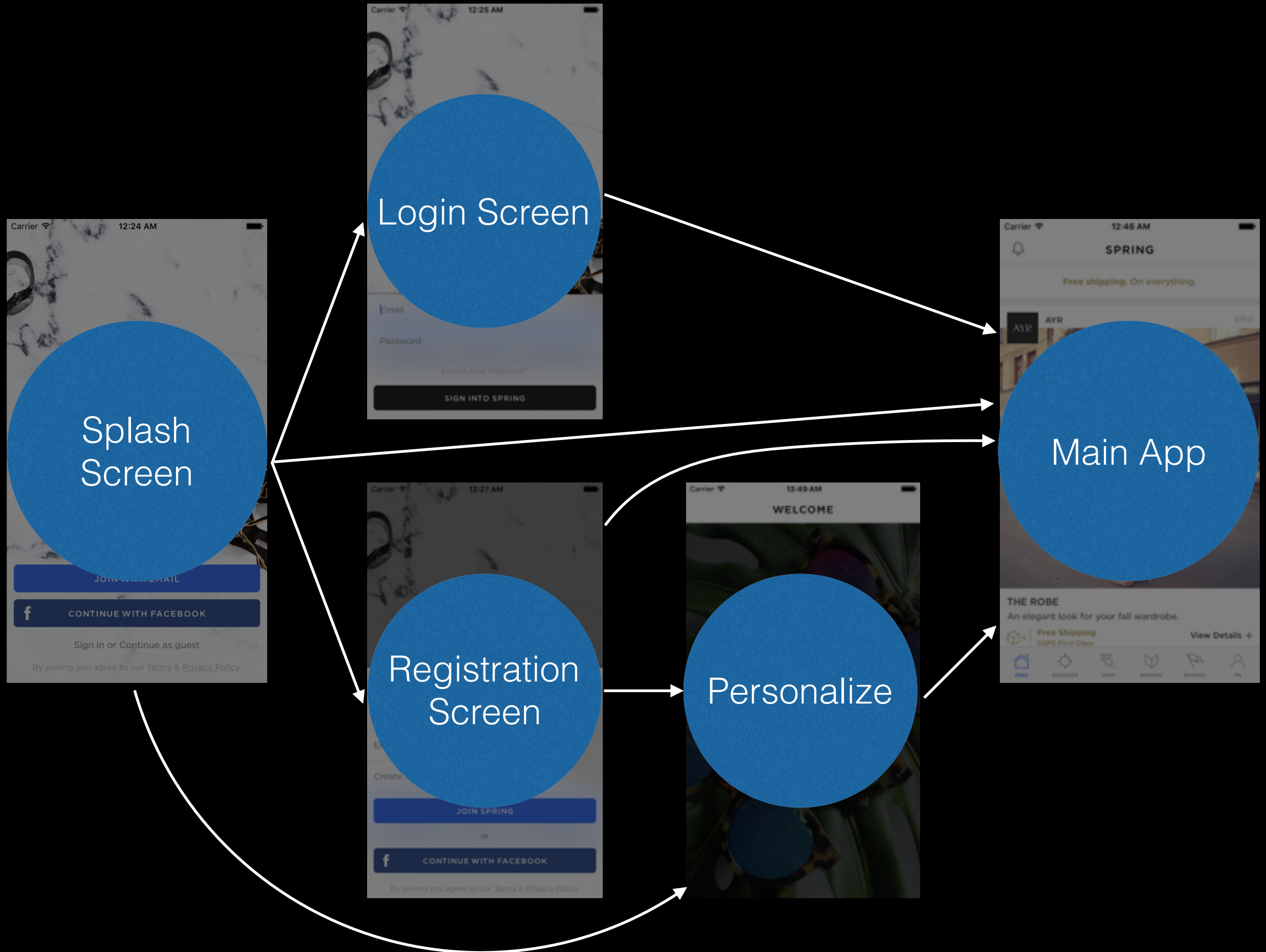
Splash Screen

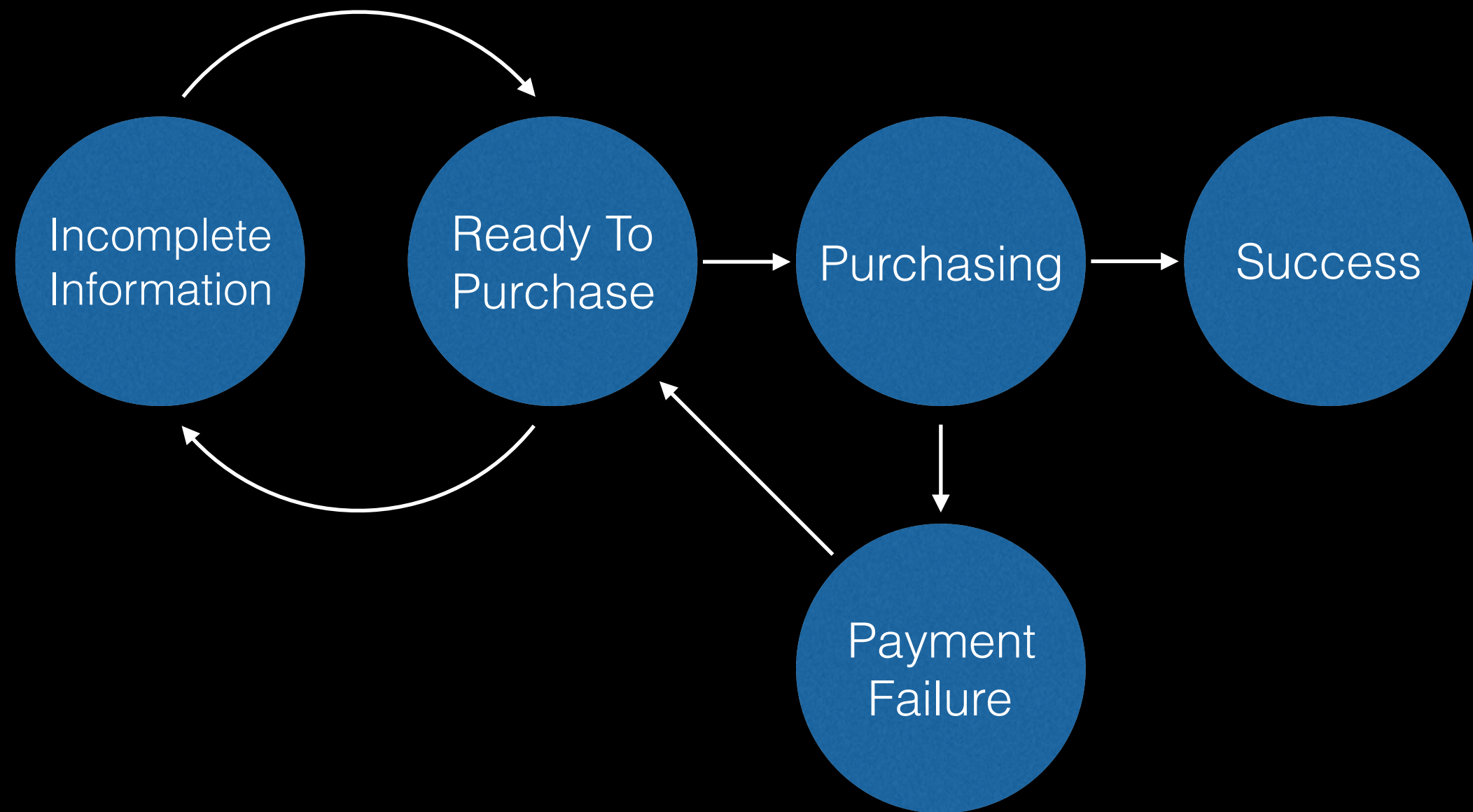
Registration Screen

Personalize

Main App









A



## NOTES:

1. Top bar = Category, Price, Brand
2. Category 'All' matches top level (ie. Women)
3. If user taps into category they see Women selected

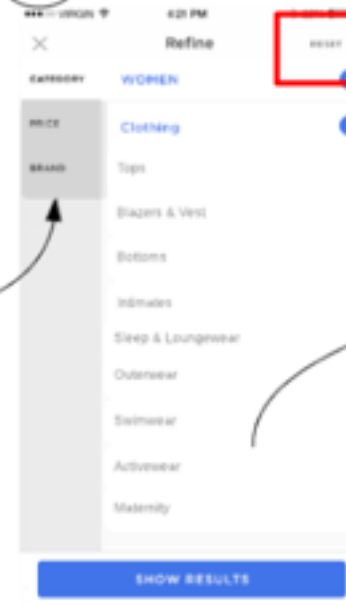
B



## NOTES:

1. Side nav reflects top nav
2. When user enters and no L2 selected, show all L2 (Mens/Bulk); expose L2 for L1
3. If user changes L1, update L2
4. User cannot deselect L1 (cannot be in no top level cat).

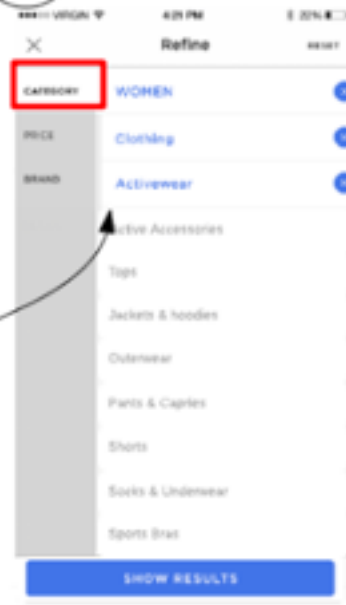
C



## NOTES:

1. Once user taps into L2, expose L3 (ie. L+1)
2. Reset moves user back to A clears all filters.
3. Tapping 'X' closes refine, forgets any changes.
4. User can submit at any time (show results all active).

D



## NOTES:

1. Continue down all 5 levels.

E



## NOTES:

1. Once user is at bottom of branch, no more sub-cats.
2. Tapping 'X' at each level exposes Levels right below.
3. Tapping 'X' at top brings user back to A, same as reset.

F



## NOTES:

1. Upon submission display lowest level refinement on top nav.
2. Exception: if user has no L2 selected, show 'All' and user is filtered to top nav.



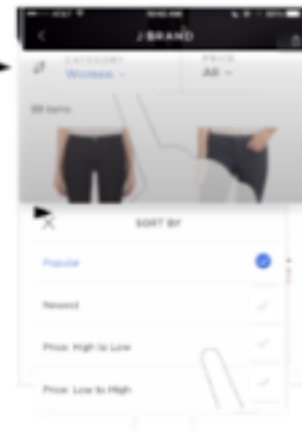


Note: Hero is pulled down when user lands on this page. Include share button in phase #1.



Note: Tapping on shop by category brings user to product category page. L1 category should be active. Top Nav options in Brand: Category, Price.

Note: Categories on Brand Page: Category, Price. Ideal: Detect L1, L2, L3, L4, L5 from page prior, expose taxonomy on for what this brand has. Interactions / behaviour should match browse.



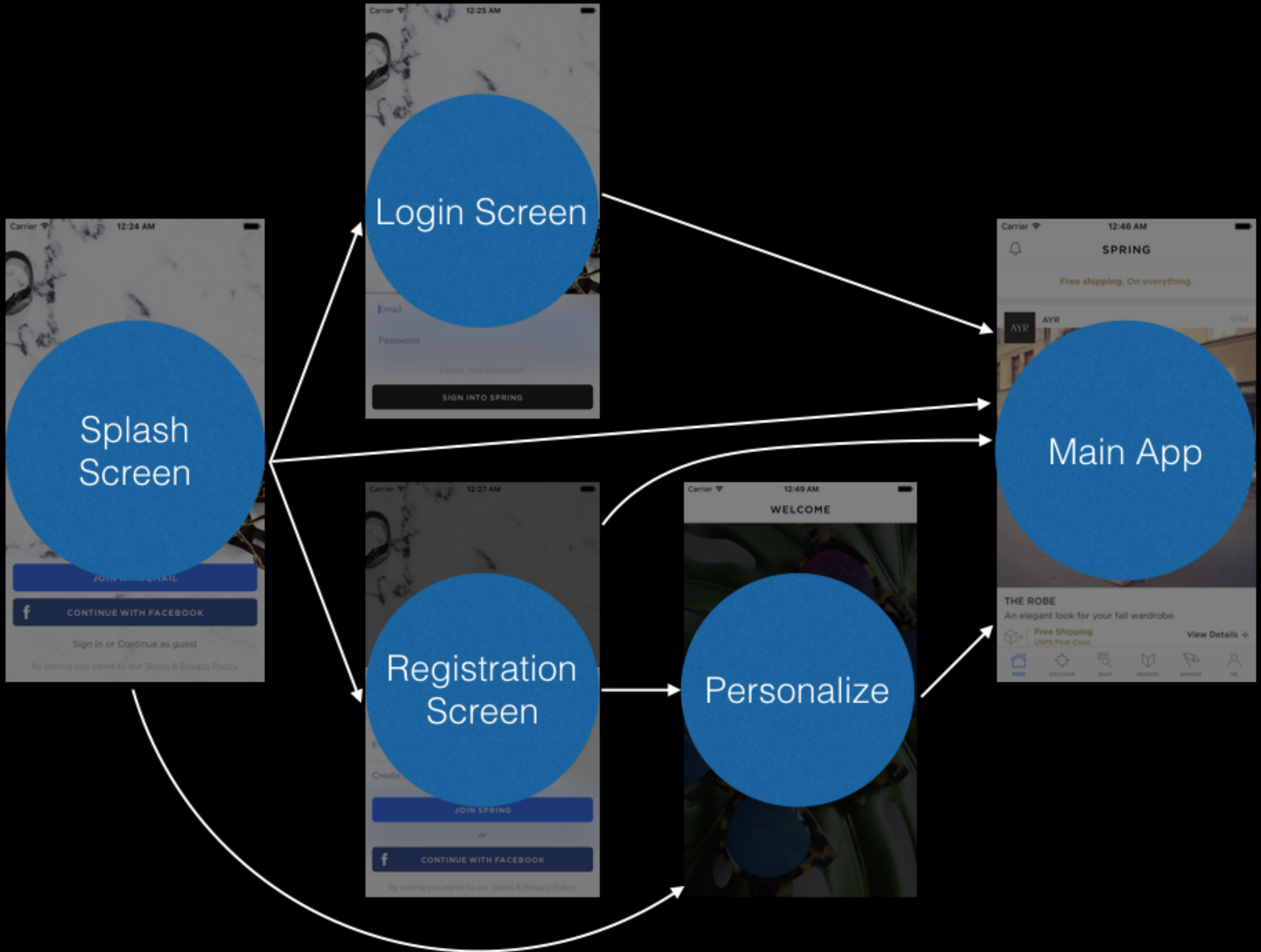
Note: Sort default to popular on brand page, like Recess

TBD: header collapsing/open - depend on scroll?

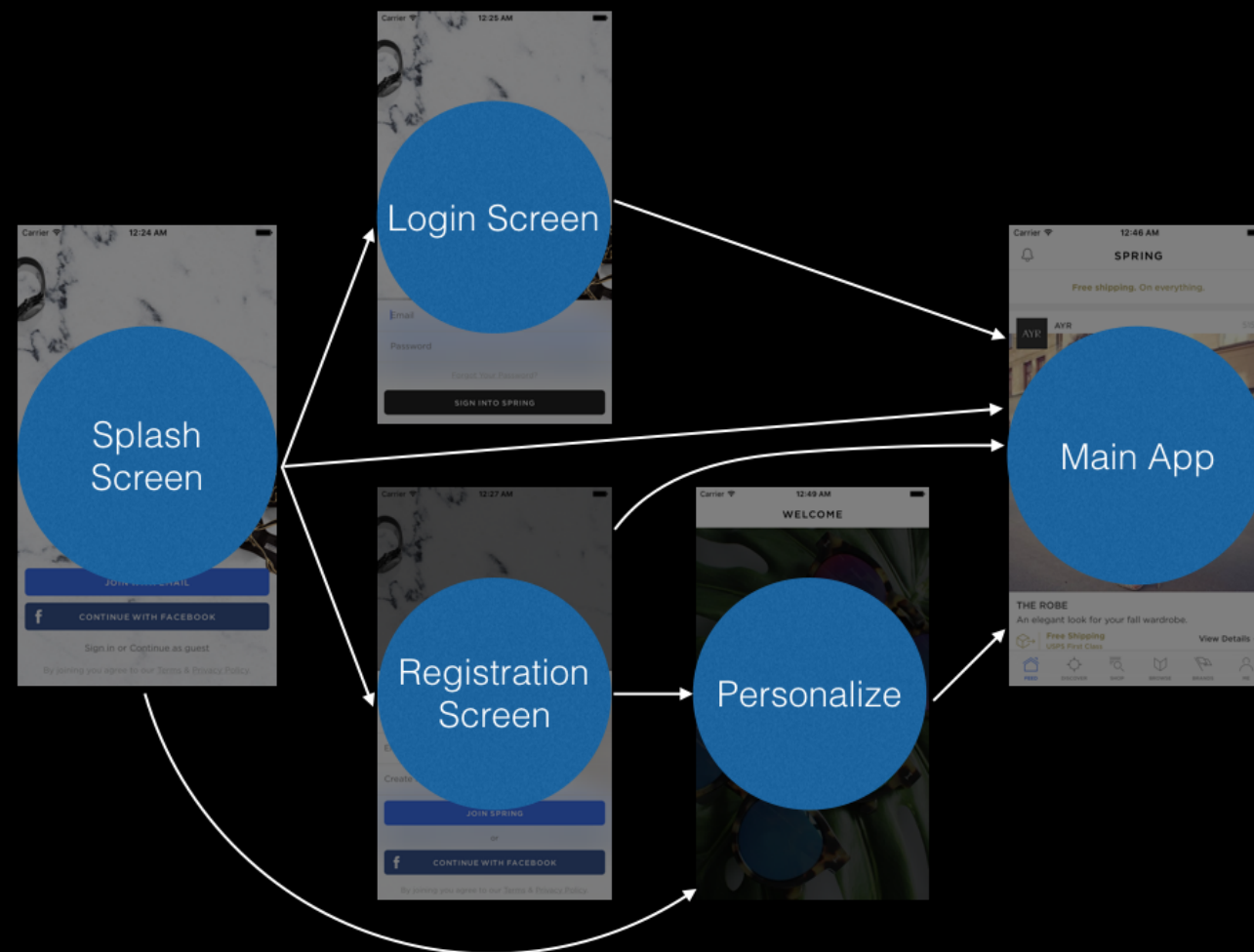


NOTES:  
1. If user taps on Price, filter sort? Price screen opens.  
2. Default, most relevant, 'show results in section'.  
3. Check boxes are grey.  
4. If user taps on back to go to previous screen selected.  
5. Sort is inactive until selections are made.

NOTES:  
1. The only multi-select allowed is 'On Sale' and price range.  
2. Only one price-range screen at a time.  
3. If user only selects on sale and no price, screen shows ON SALE.



# Flow Controller



```
class MyFlowController: UINavigationController {  
    ...  
}
```

```
let flowController = MyFlowController(completion: {  
    self.dismissViewControllerAnimated(true, completion: nil)  
});  
self.presentViewController(flowController,  
                           animated: true,  
                           completion: nil)
```



```
@IBAction private func didTapLogin(sender: UIButton) {  
    let loginController = LoginController()  
    loginController.delegate = self  
    self.presentViewController(loginController,  
                                animated: true,  
                                completion: nil)  
}
```

```
@IBAction private func didTapLogin(sender: UIButton) {  
    self.delegate.splashScreenControllerDidTapLogin(self)  
}
```

So how do we code a  
state machine?

```
private enum OnboardingFlowStep {  
    case SplashPage  
    case LoginPage  
    case RegistrationPage  
    case PersonalizationPage(User)  
    case Complete(User)  
}
```

```
private enum OnboardingFlowStep {  
    case SplashPage  
    case LoginPage  
    case RegistrationPage  
    case PersonalizationPage(User)  
    case Complete(User)  
}
```



```
typedef NS_ENUM(NSInteger, OnboardingFlowStep) {  
    OnboardingFlowStepSplashPage,  
    OnboardingFlowStepLoginPage,  
    OnboardingFlowStepRegistrationPage,  
    OnboardingFlowStepPersonalizationPage,  
    OnboardingFlowStepComplete,  
};
```

```
@interface MyFlowController ()  
@property(nonatomic, strong) User *card;  
@end
```

```
private enum OnboardingFlowStep {  
    case SplashPage  
    case LoginPage  
    case RegistrationPage  
    case PersonalizationPage(User)  
    case Complete(User)  
}
```

```
func performStep(nextStep: OnboardingFlowStep)
{
    switch(nextStep) {
    case .SplashPage:
        ...
    case .LoginPage:
        ...
    case .RegistrationPage:
        ...
    case .PersonalizationPage(let user):
        ...
    case .Complete(let user):
        ...
    }
}
```

```
func performStep(nextStep: OnboardingFlowStep) {  
    switch(nextStep) {  
    case .RegistrationPage:  
        let c = RegistrationController()  
        c.delegate = self  
        self.presentViewController(c,  
                                   animated: true,  
                                   completion: nil)  
        ...  
    }  
}
```

```
func regController(controller _: RegController,  
    didRegisterWithNew: Bool,  
    user: User)  
{  
    self.dismissViewControllerAnimated(true,  
                                    completion: nil)  
    if isNewUser {  
        self.performStep(.PersonalizationPage(user))  
    } else {  
        self.performStep(.Complete(user))  
    }  
}
```

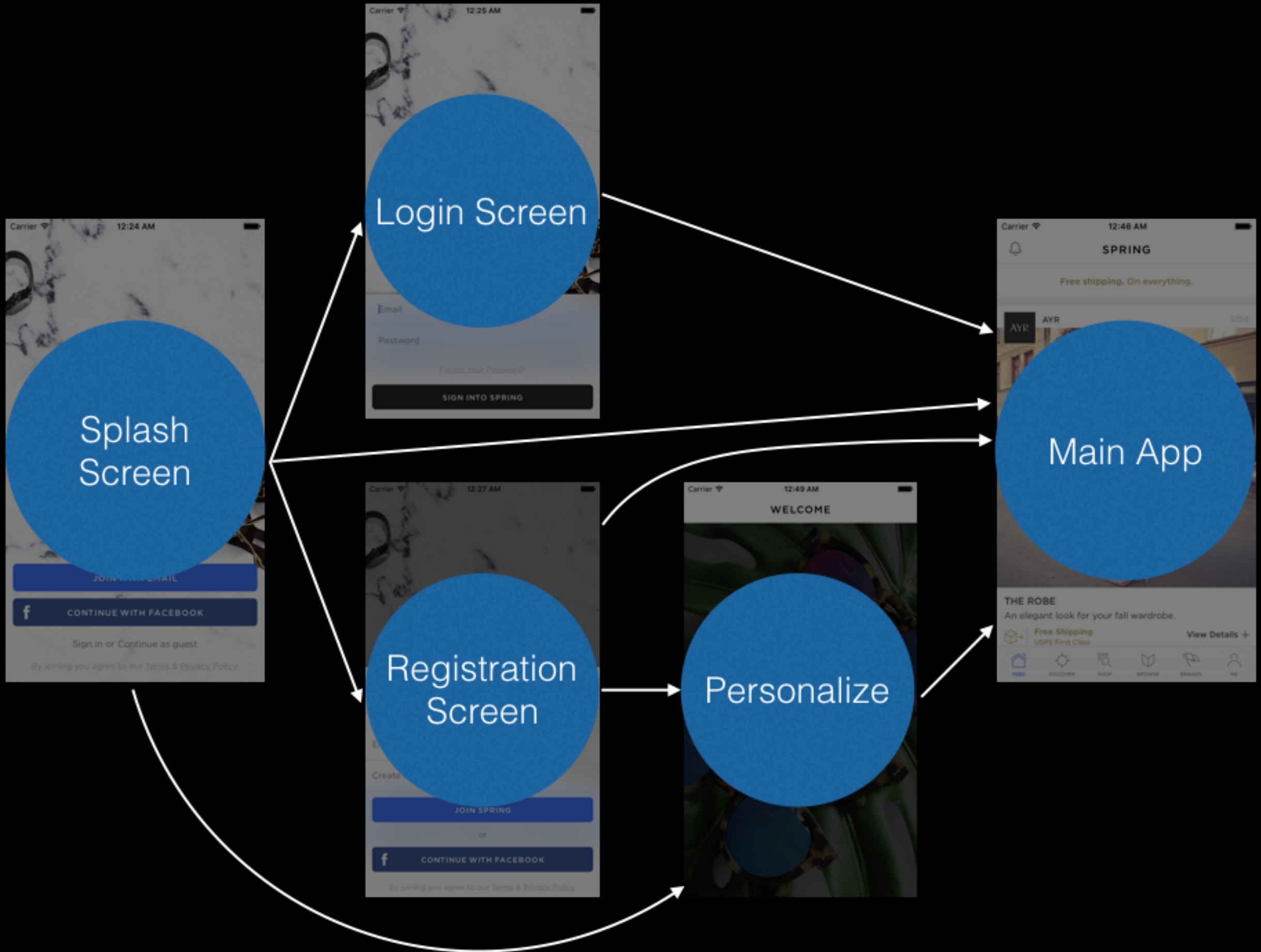
```
func performStep(nextStep: OnboardingFlowStep) {  
    switch(nextStep) {  
    case .RegistrationPage:  
        let c = RegistrationController()  
        c.delegate = self  
        self.presentViewController(c,  
                                   animated: true,  
                                   completion: nil)  
        ...  
    }  
}
```



```
extension MyFlowController: RegistrationControllerDelegate {  
    ...  
}  
extension MyFlowController: LoginControllerDelegate {  
    ...  
}  
extension MyFlowController: SplashScreenControllerDelegate {  
    ...  
}  
extension MyFlowController: PersonalizationControllerDelegate {  
    ...  
}
```

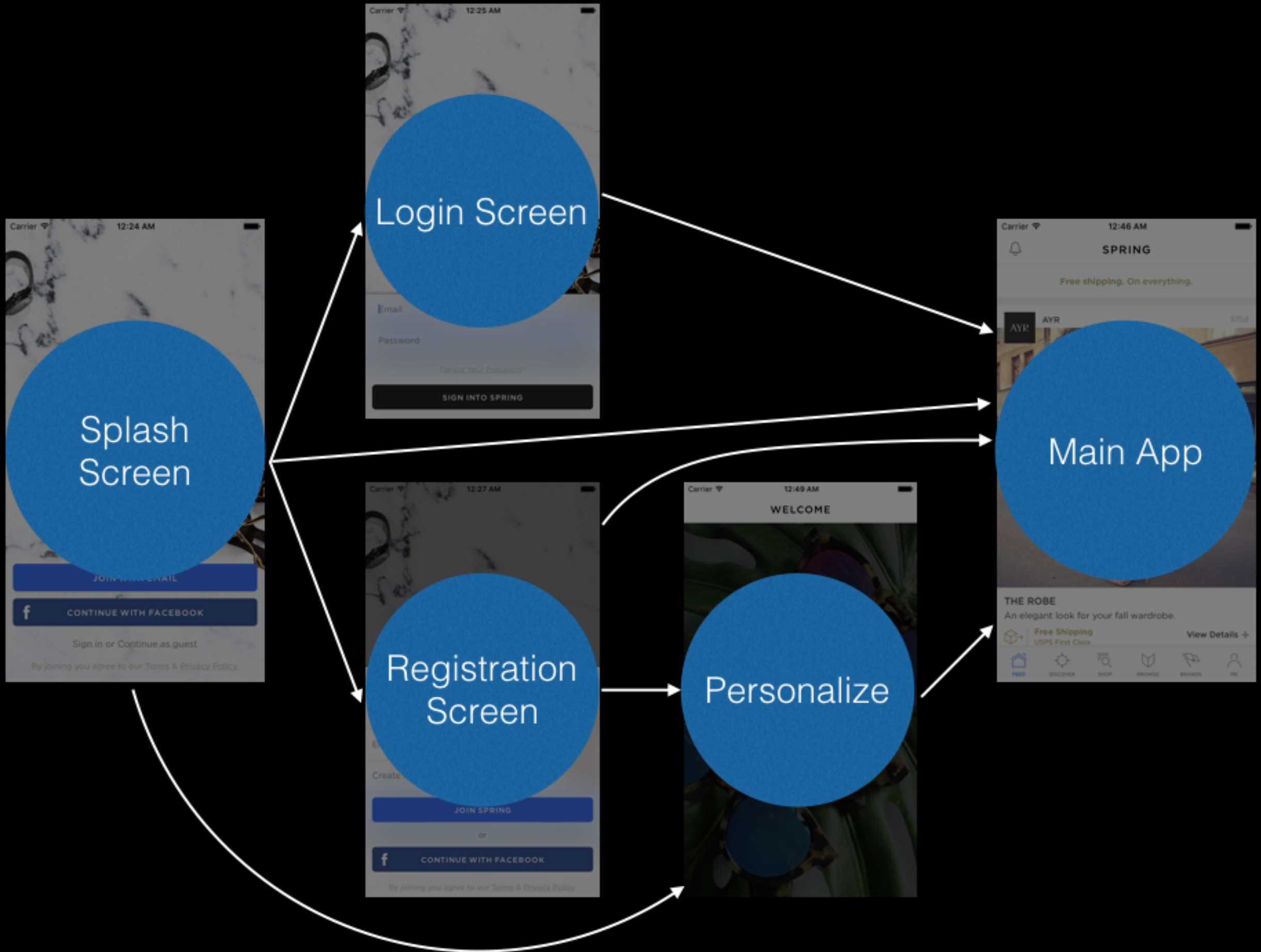
```
case .RegistrationPage:
    let c = RegController(completion: {user, isNewUser in
        self.dismissViewControllerAnimated(true, completion: nil)
        if isNewUser {
            self.performStep(.PersonalizationPage(user))
        } else {
            self.performStep(.Complete(user))
        }
    })
    self.presentViewController(c, animated: true, completion: nil)
```

```
27
28 private func performStep(nextStep: OnboardingFlowStep) {
29     switch(nextStep) {
30     case .SplashPage:
31         let splashPage = SplashPage(completion: {loginType in
32             switch(loginType) {
33             case .Login:
34                 self.performStep(.LoginPage)
35             case .Registration:
36                 self.performStep(.RegistrationPage)
37             case .LoggedIn(let user):
38                 self.performStep(.Complete(user))
39             case .Registered(let user):
40                 self.performStep(.PersonalizationPage(user))
41             }
42         })
43         self.pushViewController(splashPage, animated: true)
44     case .RegistrationPage:
45         let registrationController = RegistrationController(completion: {user, isNewUser in
46             self.dismissViewControllerAnimated(true, completion: nil)
47             if isNewUser {
48                 self.performStep(.PersonalizationPage(user))
49             } else {
50                 self.performStep(.Complete(user))
51             }
52         })
53         self.presentViewController(registrationController, animated: true, completion: nil)
54     case .LoginPage:
55         let loginController = LoginController(completion: {user in
56             self.dismissViewControllerAnimated(true, completion: nil)
57             self.performStep(.Complete(user))
58         })
59         self.presentViewController(loginController, animated: true, completion: nil)
60     case .PersonalizationPage(let user):
61         let personalizationController = PersonalizationController(user: user, completion: {user in
62             self.performStep(.Complete(user))
63         })
64         self.pushViewController(personalizationController, animated: true)
65     case .Complete(let user):
66         completion(user)
67     }
68 }
69
```



Demo

When do I use this?





Questions?

# Code on Github!

[github.com/tangphillip/state-machine-talk](https://github.com/tangphillip/state-machine-talk)