

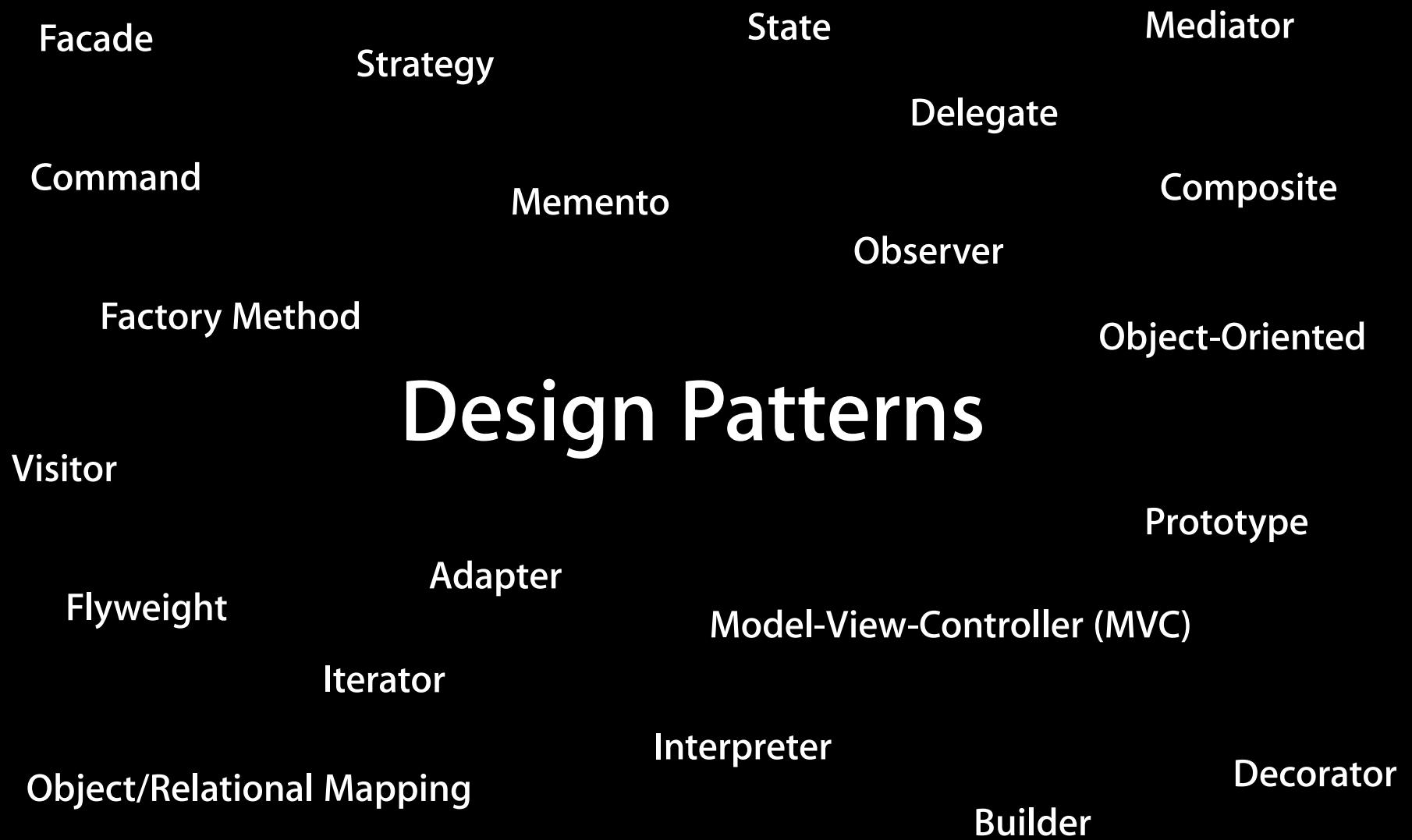


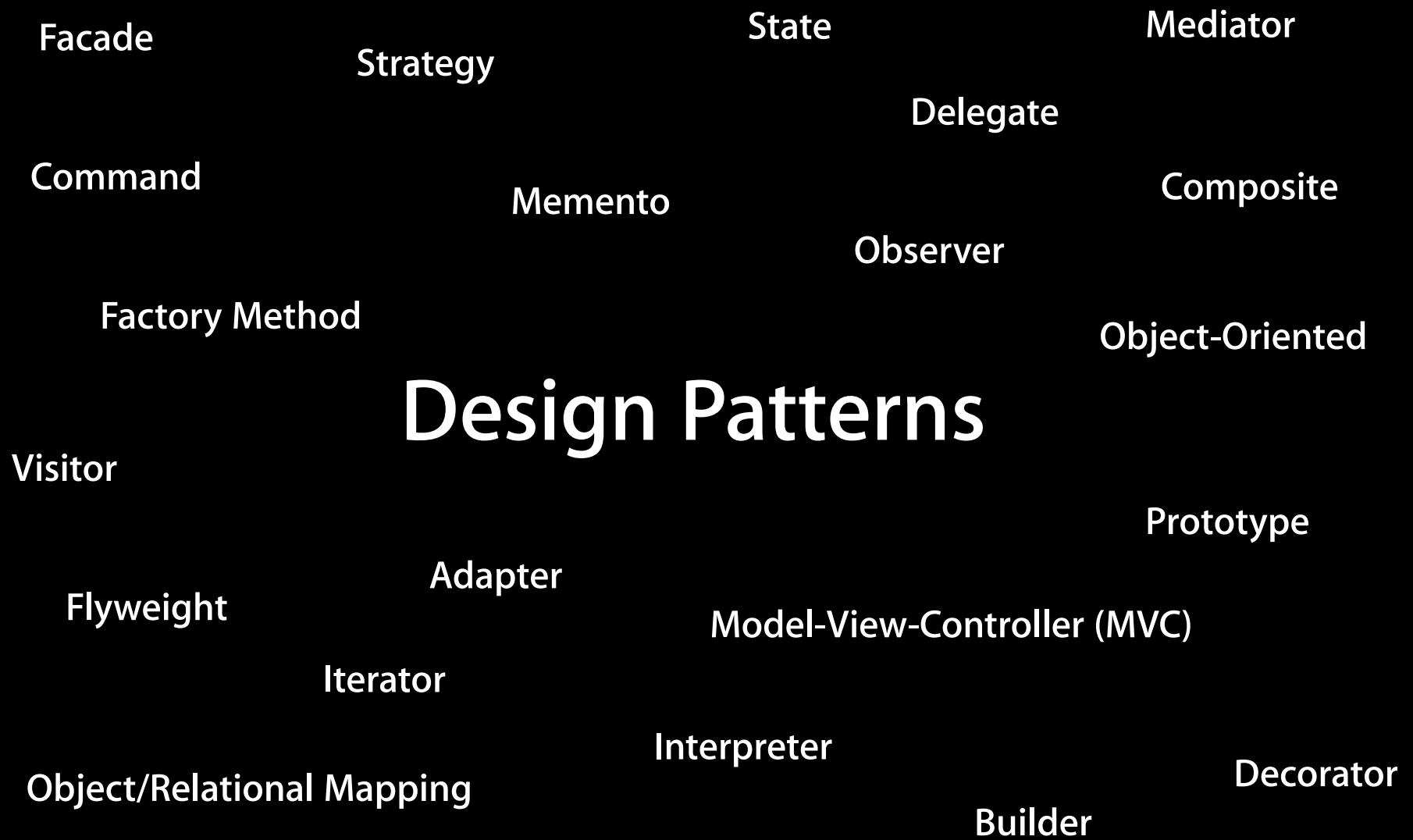
Model-View-Controller for iPhone OS

Essential Design Pattern for Flexible Software

Ken Kocienda

Principal Engineer, iPhone Software





Model-View-Controller (MVC)

Why Should You Care?

Great Apps

Development for iPhone

Small screen = simpler app organization



Development for iPad

Bigger screen = more complex app organization



Development for Both

Serving two masters at the same time

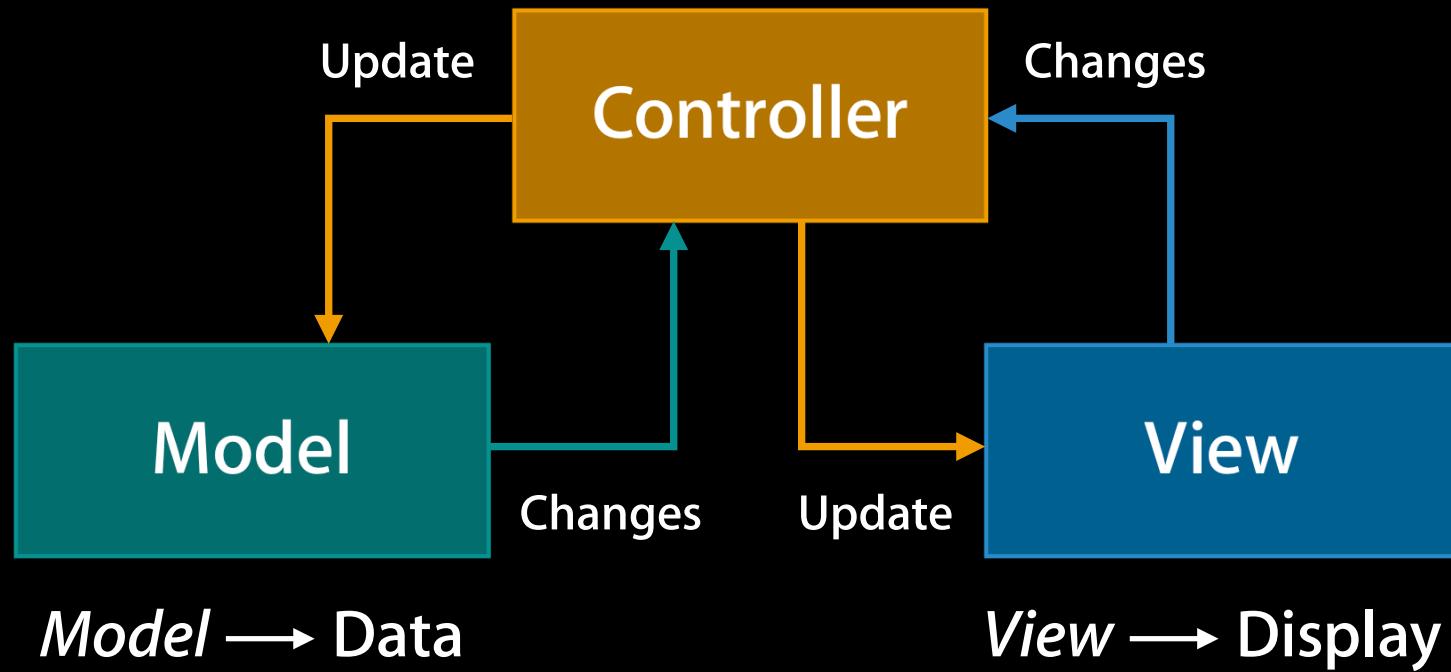


MVC Can Help

Model-View-Controller

There will be a test on Friday

Controller → Coordination



The “Real World”

The “Real World”

SUBSCRIBE HOME DELIVERY COMMUNITY PUBLISHED WEEKLY BY FAUX MAGAZINES, INC.

STARGAZER “*Keeping An Eye On The Stars*”

[HOME](#) [CELEBRITIES](#) [MOVIES](#) [TELEVISION](#) [GOSSIP](#)

THE 10 BEST CELEBRITY WEIGHT LOSS TIPS EVER

What do the stars know that we don't? Read on to find out their secrets!

[Email](#) [RSS](#) [Comment](#)



When the stars go on a diet, it often seems to work better than we normal folks try it. What is the secret? Read on to find out the 10 best tips for losing weight ever made known to those of us who aren't rich and famous!

#1. Don't give up. The simplest way to make your diet work is to stick with it. Sure, the stars often have access to personal trainers and professional dieticians, but you can replace their high-end support teams with good old-fashioned determination. That's the word from Dr. Henry Crispin, research nutritionist at the International Center for Weight Loss Study. “Even with a good plan and the best intentions, dieters just aren't sufficiently patient

The 10 Best MVC Tips Ever

Flexible and Easy to Change

Great Apps

#1. Learn MVC for iPhone OS

#1. Learn MVC for iPhone OS

Common conventions

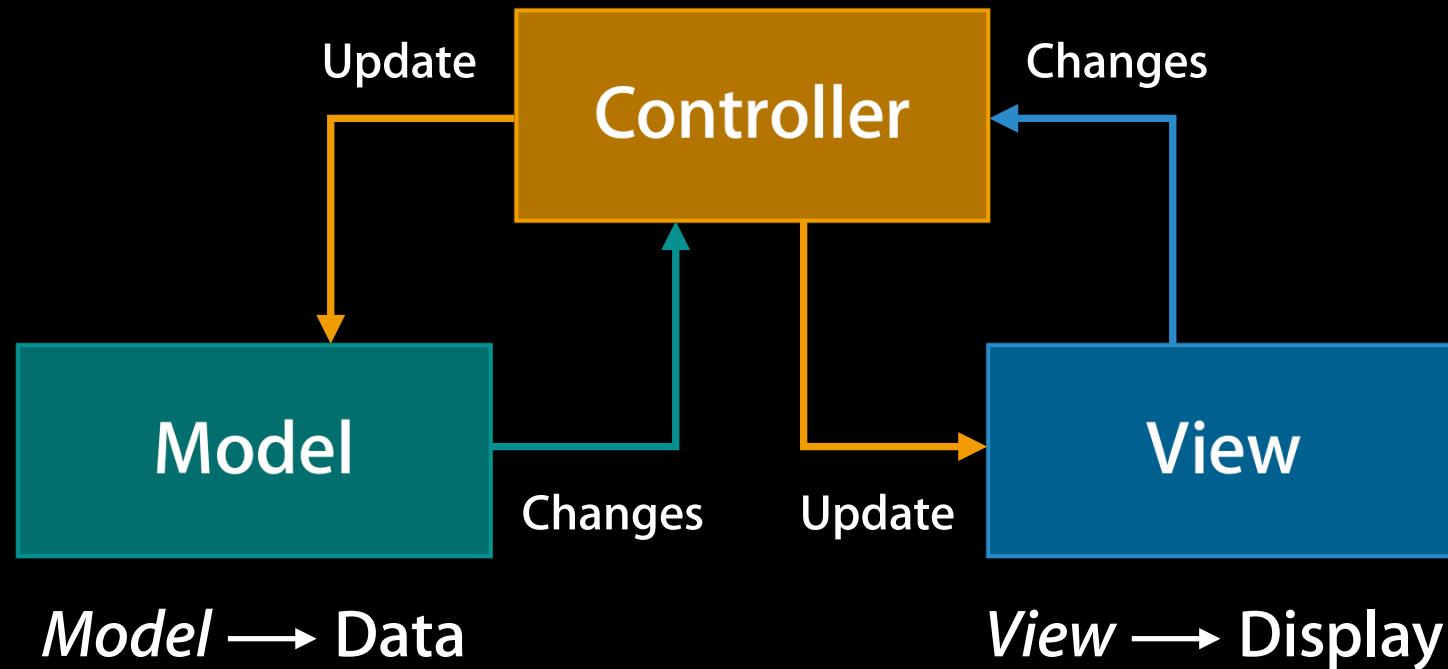
Built up from other design patterns

Connections Between Objects

Model-View-Controller

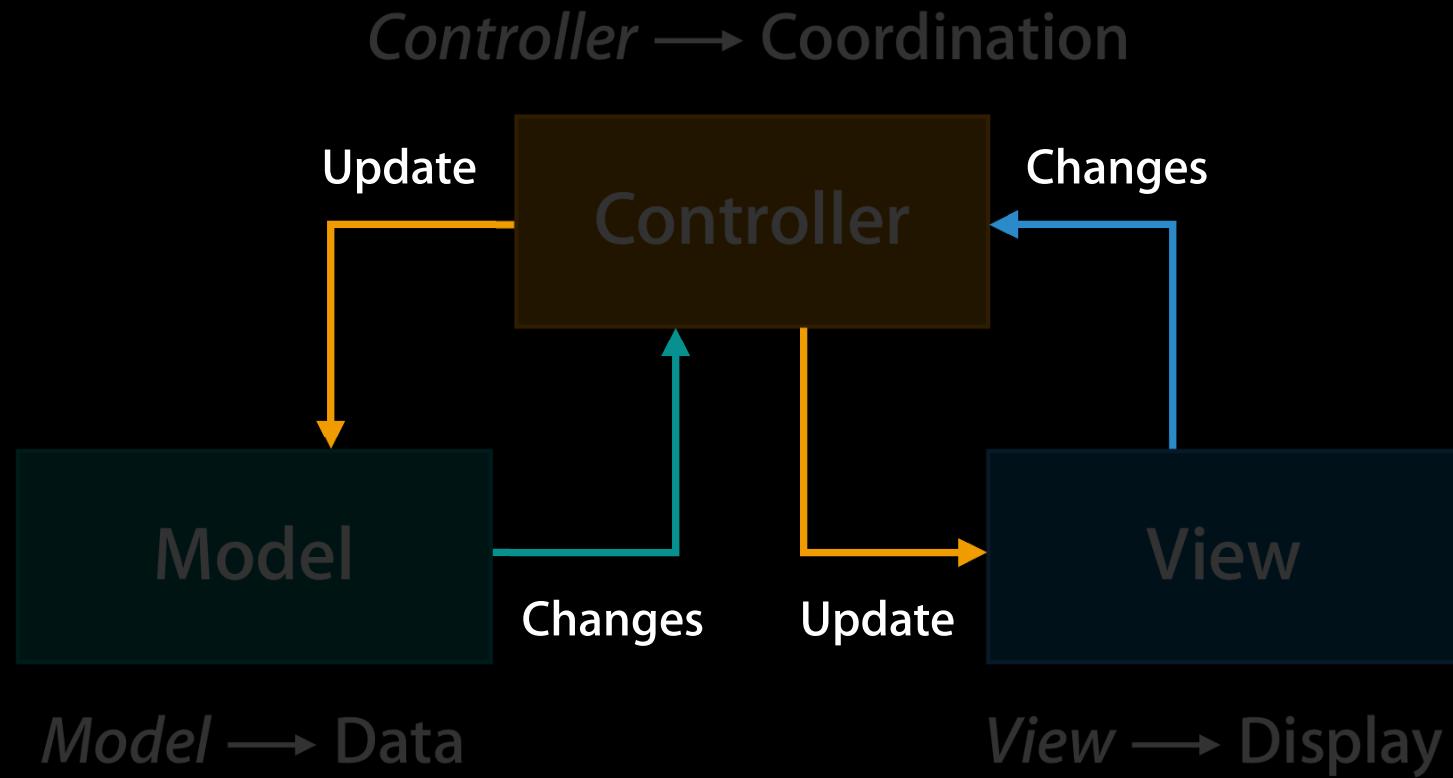
Connections between objects

Controller → Coordination



Model-View-Controller

Connections between objects



Model-View-Controller

Built on lower-level design patterns

Target-Action

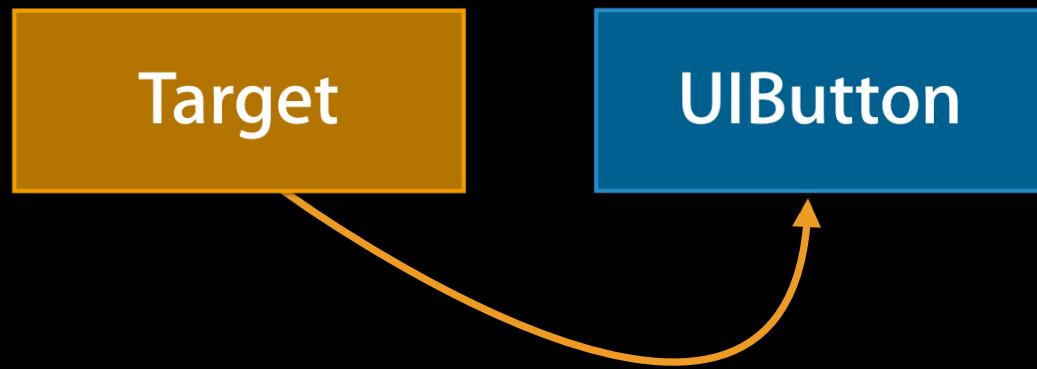
Notification

Delegation

Target-Action

Reusing controls without subclassing

*“When you’re tapped,
call this method on me”*



`-setTarget:(id)target action:(SEL)action...`

Notification

Broadcast channels for important news

Observer

Observer

"I'm going to appear."



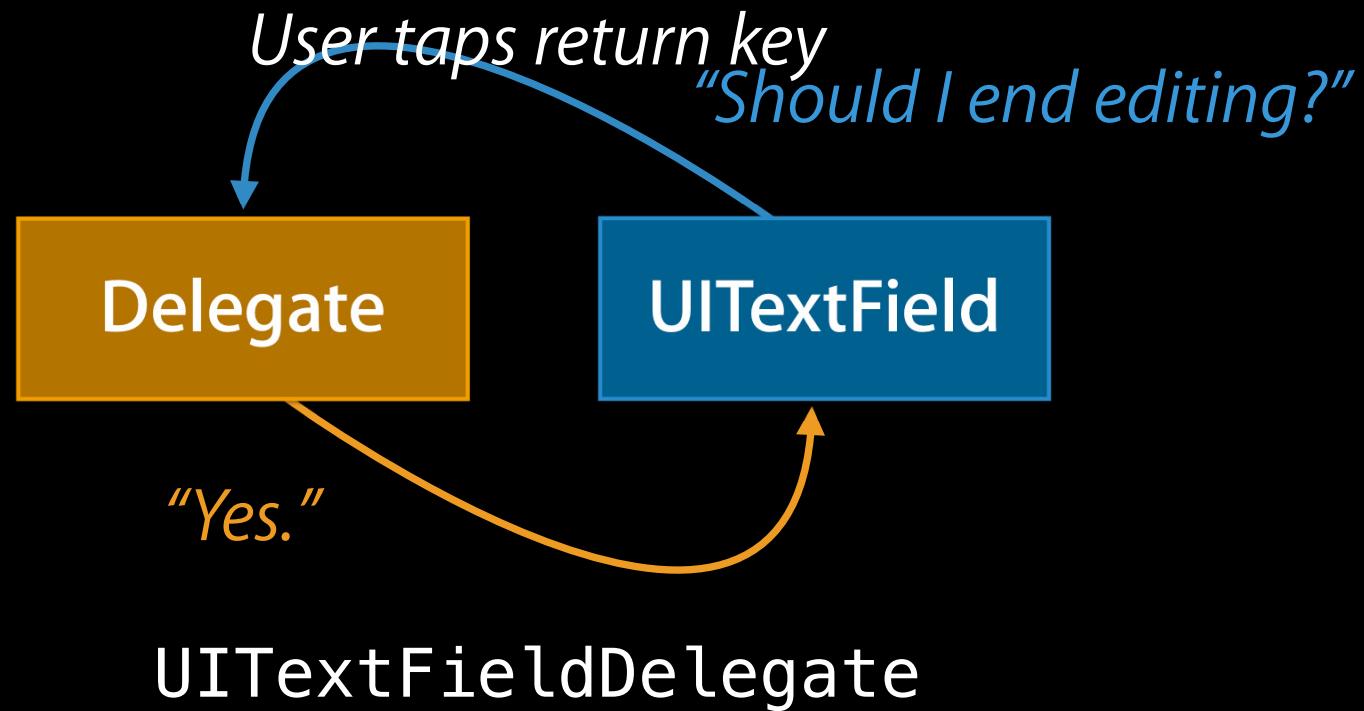
UIKeyboard

NSNotificationCenter

Delegation

Delegation

Reuse without subclassing



Delegation in UIKit

Many classes have a delegate

UITextField

UIApplication

UIScrollView

UITableView

UIWebView

Delegation in UIKit

Many classes have a delegate

will/did/should

Delegation in UIKit

UIApplicationDelegate

"I'm about to resign active."

- `(void)applicationWillResignActive:`

Delegation in UIKit

UIScrollViewDelegate

"I zoomed."

- `(void)scrollViewDidZoom:`

Delegation in UIKit

UITextFieldDelegate

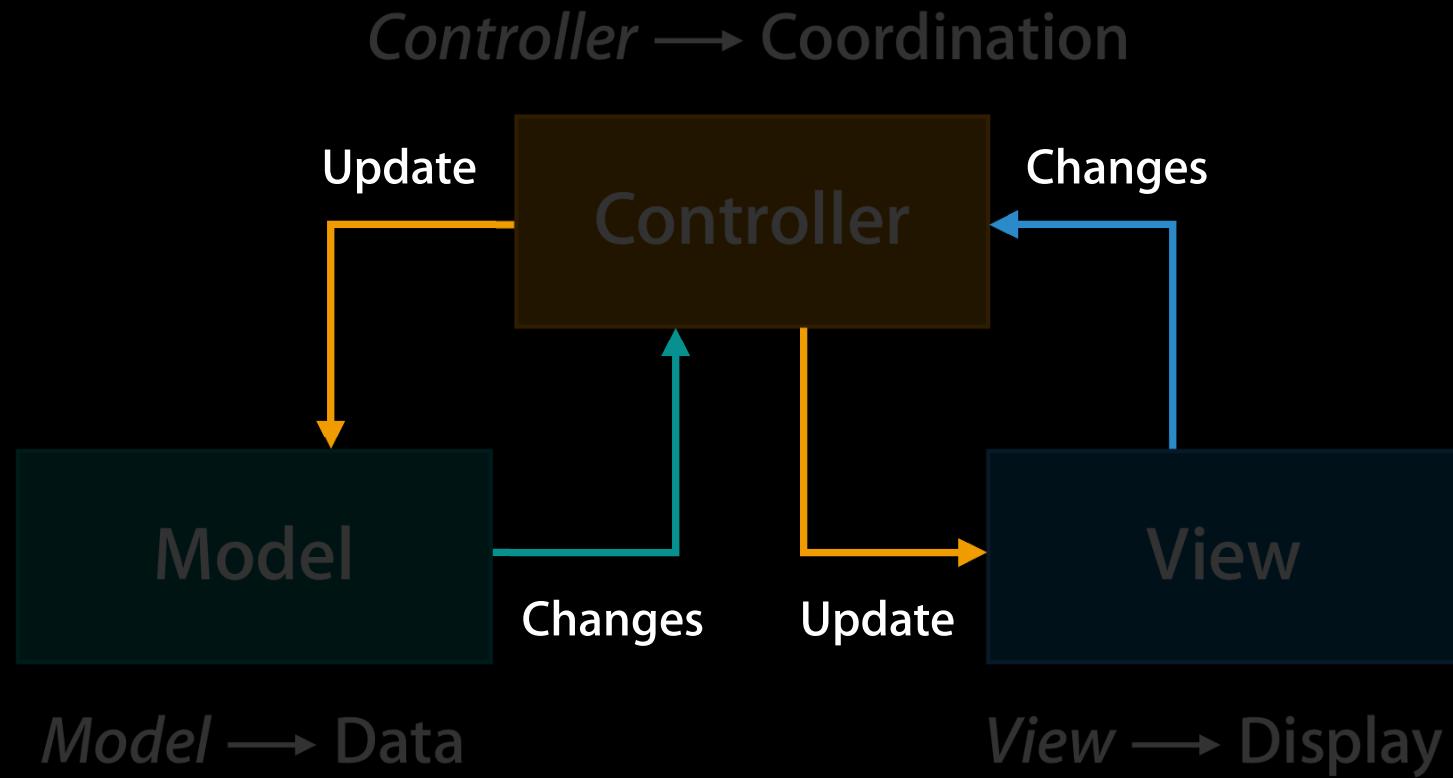
“Should I clear my contents?”

- `(BOOL)textFieldShouldClear:`

Flexible and Easy to Change

Model-View-Controller

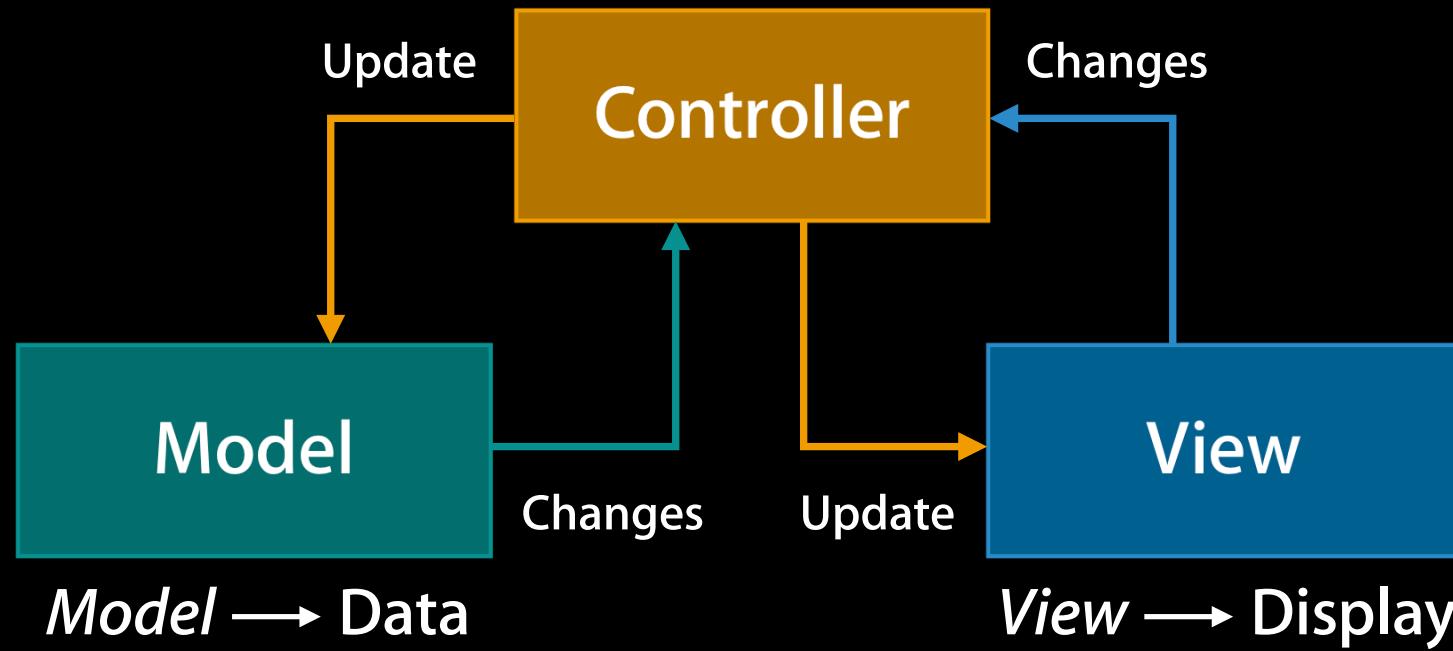
Connections between objects



Model-View-Controller

Connections between objects

Controller → Coordination



#1. Learn MVC for iPhone OS

Common conventions

Built up from other design patterns

#2. Use MVC to Divide Work

#2. Use MVC to Divide Work

Implement a big idea

Make manageable pieces

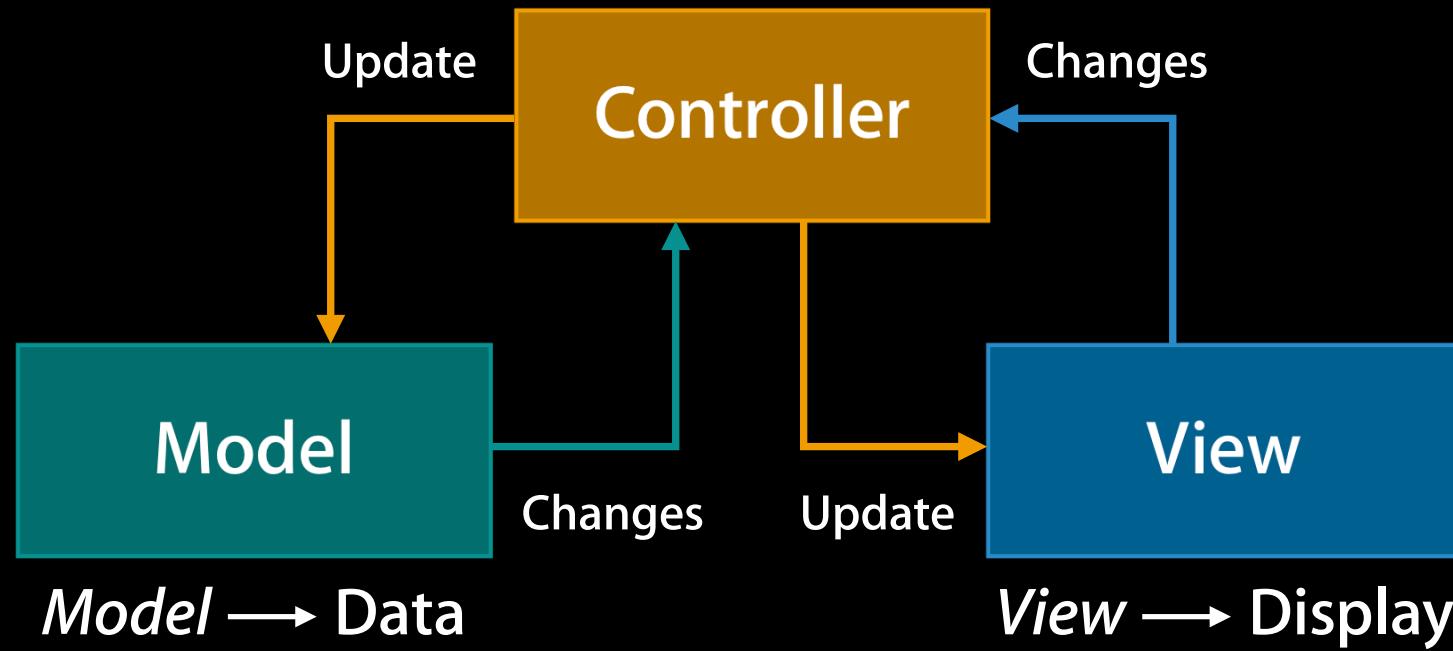
How Does MVC Help?

Useful Buckets

Model-View-Controller

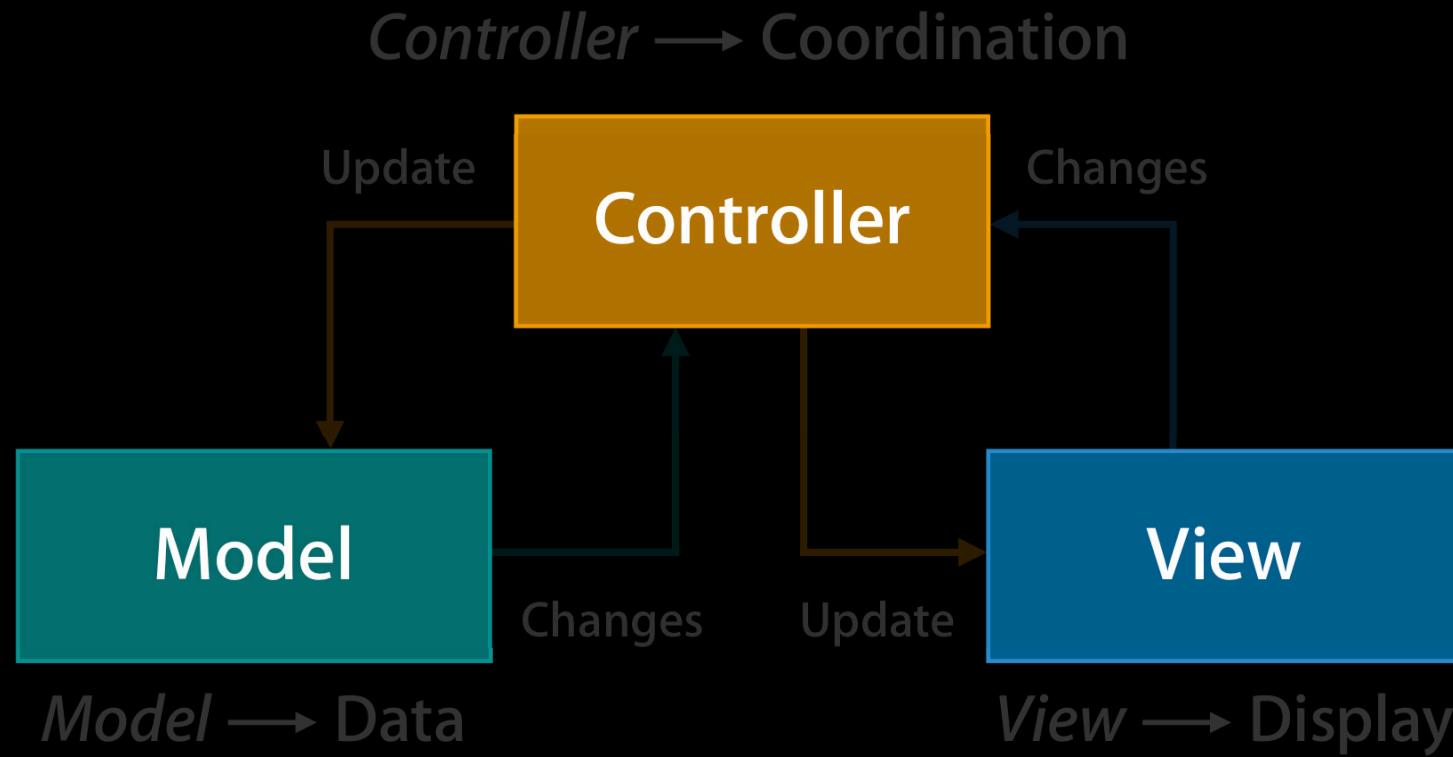
Dividing work into objects

Controller → Coordination



Model-View-Controller

Dividing work into objects



Model

Data/Algorithms/Networking

View

Display/Event Capture/Visual Appeal

Controller

Coordination/Delegation/Odd Jobs



Codebreaker Model

- Ciphertext
- Plaintext
- Cryptography

The focus of app-specific work



Codebreaker View

- List view
- Message view
- Add/Delete buttons

UIKit is a huge time-saver



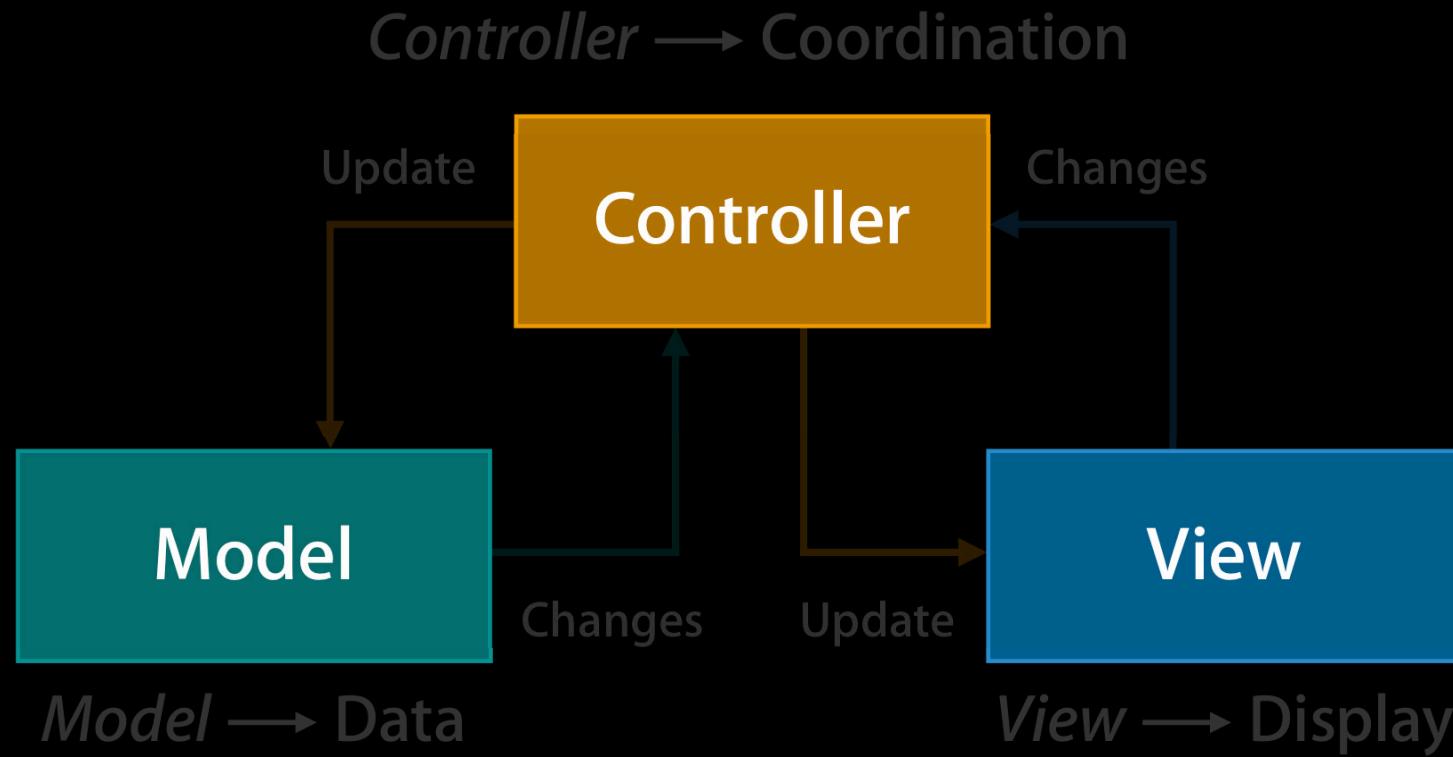
Codebreaker Controller

- Startup/Shutdown
- Navigation/Transitions
- Mediating between model and view

Match controllers to the right job

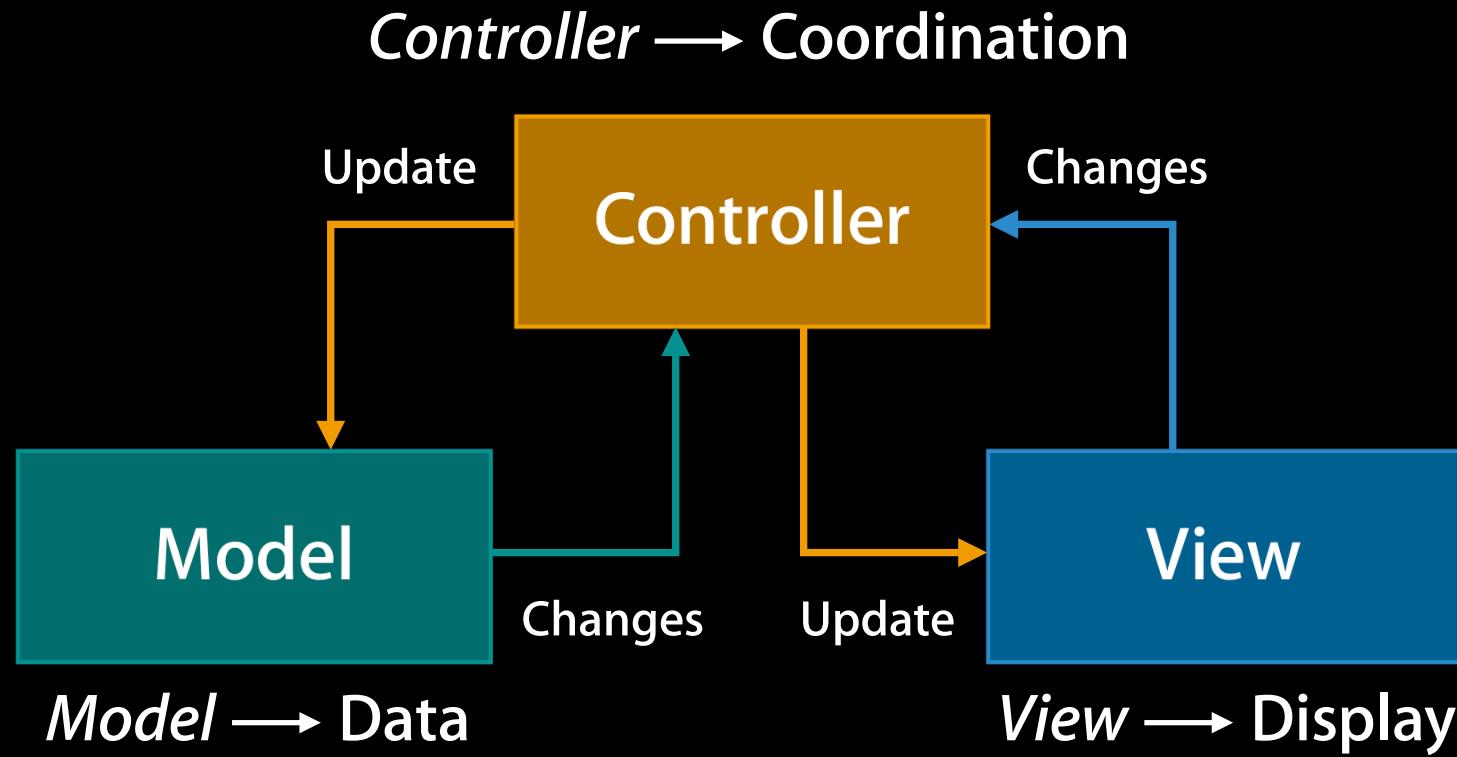
Model-View-Controller

Dividing work into objects



Model-View-Controller

Dividing work into objects



#2. Use MVC to Divide Work

Implement a big idea

Make manageable pieces

#3. Don't Fight the Framework

#3. Don't Fight the Framework

Color inside the lines

Make the framework work for you

Don't Fight the Framework

Three examples



Don't misuse framework classes

- └ Don't remove views from UIViewController



Don't re-implement framework classes

- └ If you need a split view, use UISplitViewController



Don't make trivial UIKit subclasses

- └ Use delegates and notifications

Make the Framework Work for You



Codebreaker Model

- Ciphertext
- Plaintext



- Cryptography





Codebreaker View

- List view

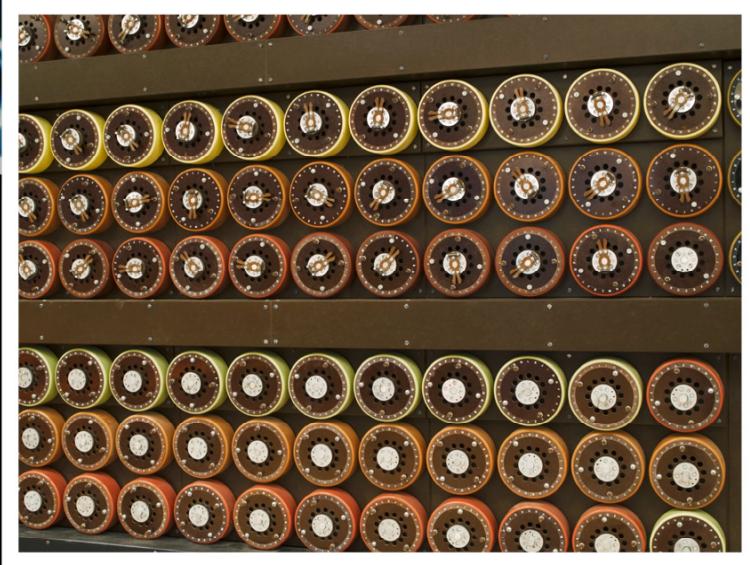
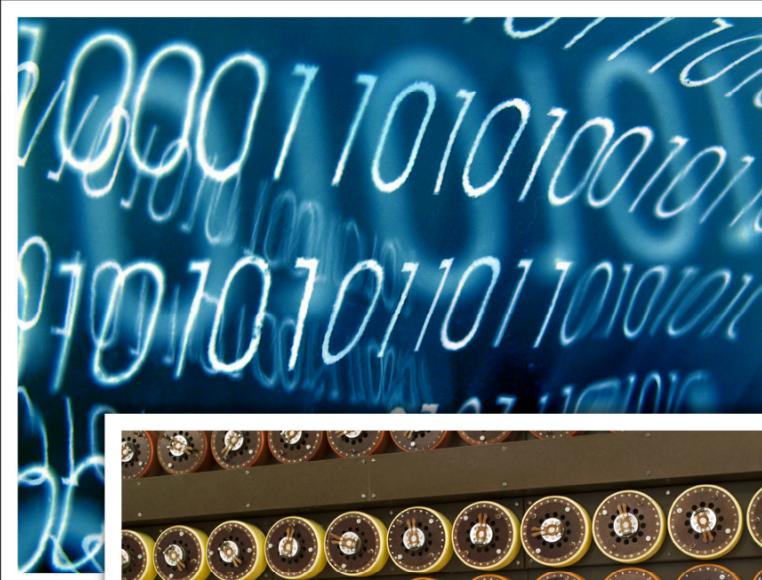
UITableView

- Message view

UIViewController

- Add/Delete buttons

UIControl/UIButton



Codebreaker Controller

- Startup/Shutdown



AppController

- Navigation/Transitions



UINavigationController

- Mediating between model and view



**Custom controller
UIKit delegate**

#3. Don't Fight the Framework

Color inside the lines

Make the framework work for you

#4. Don't Abuse Views

#4. Don't Abuse Views

Views don't own data

Data display and event capture

If You Remember One Thing...



Views Don't Own Data



Views Display Data, No?

Views Don't Own Data

The case against



Slippery slope

- └ First a little data, then data-change methods...



Locks you into a view implementation

- └ Change to a different view? Copy data?

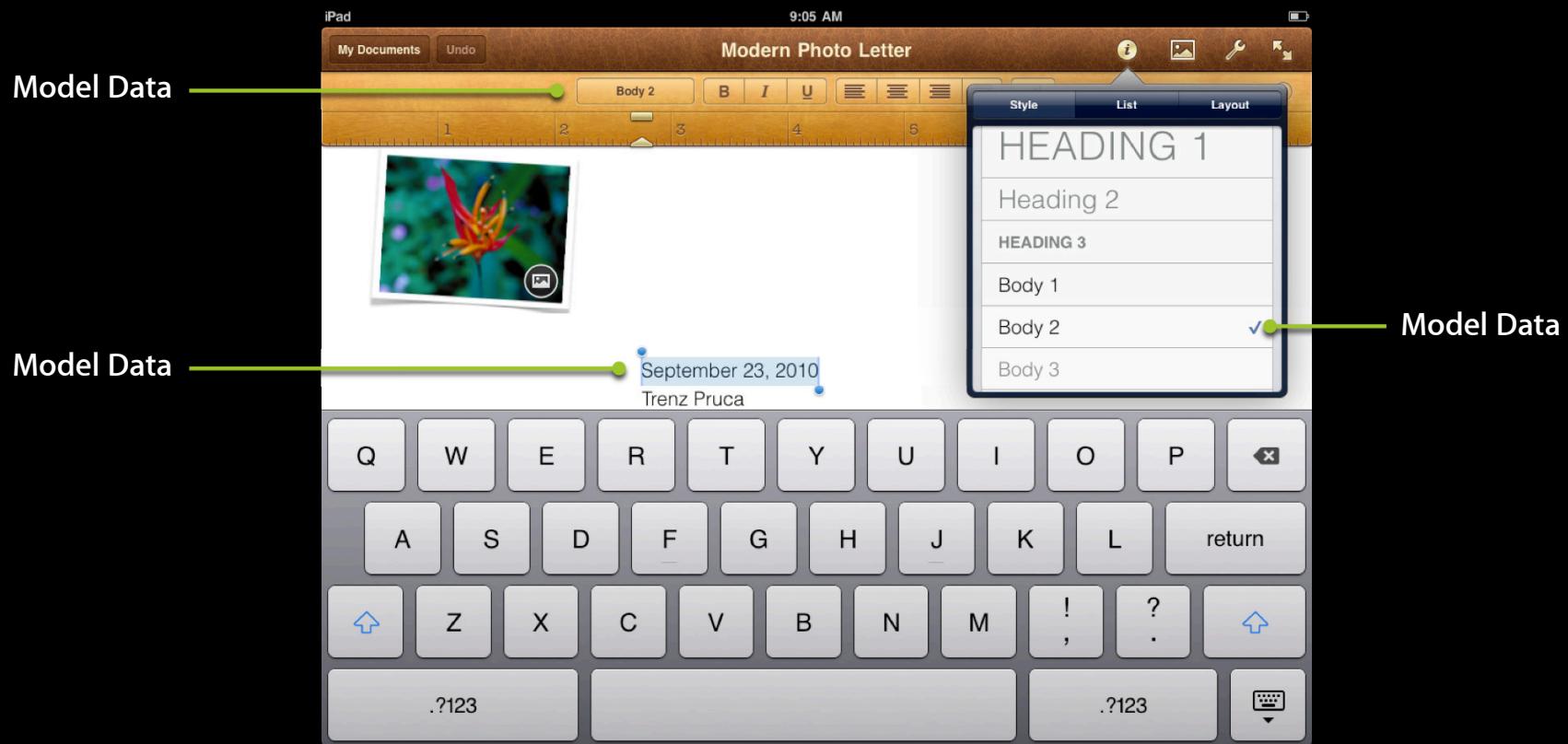


Tight coupling between data and display

- └ Where do model and controllers fit in?



Vary Data Display Inspectors



Vary Behavior

UIGestureRecognizer



Promote Reusability

Simple, but effective



Subclass for name?
Subclass for address?
Subclass for password?
Is there an echo in here?

#4. Don't Abuse Views

Views don't own data

Data display and event capture

#5. Plan for iPhone and iPad

#5. Plan for iPhone and iPad

Divide code into modules

Higher-level design than MVC



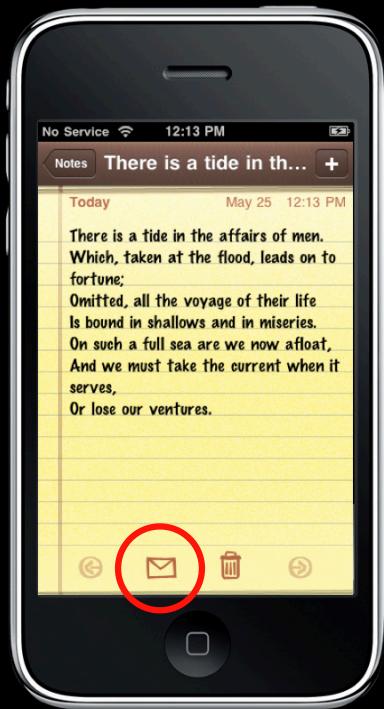
Mail on iPhone

Mail on iPhone Shipped in 1.0



Mail as a System Feature

Other applications can send mail



Notes



Photos

Mail as a System Feature

Other applications can send mail



Notes

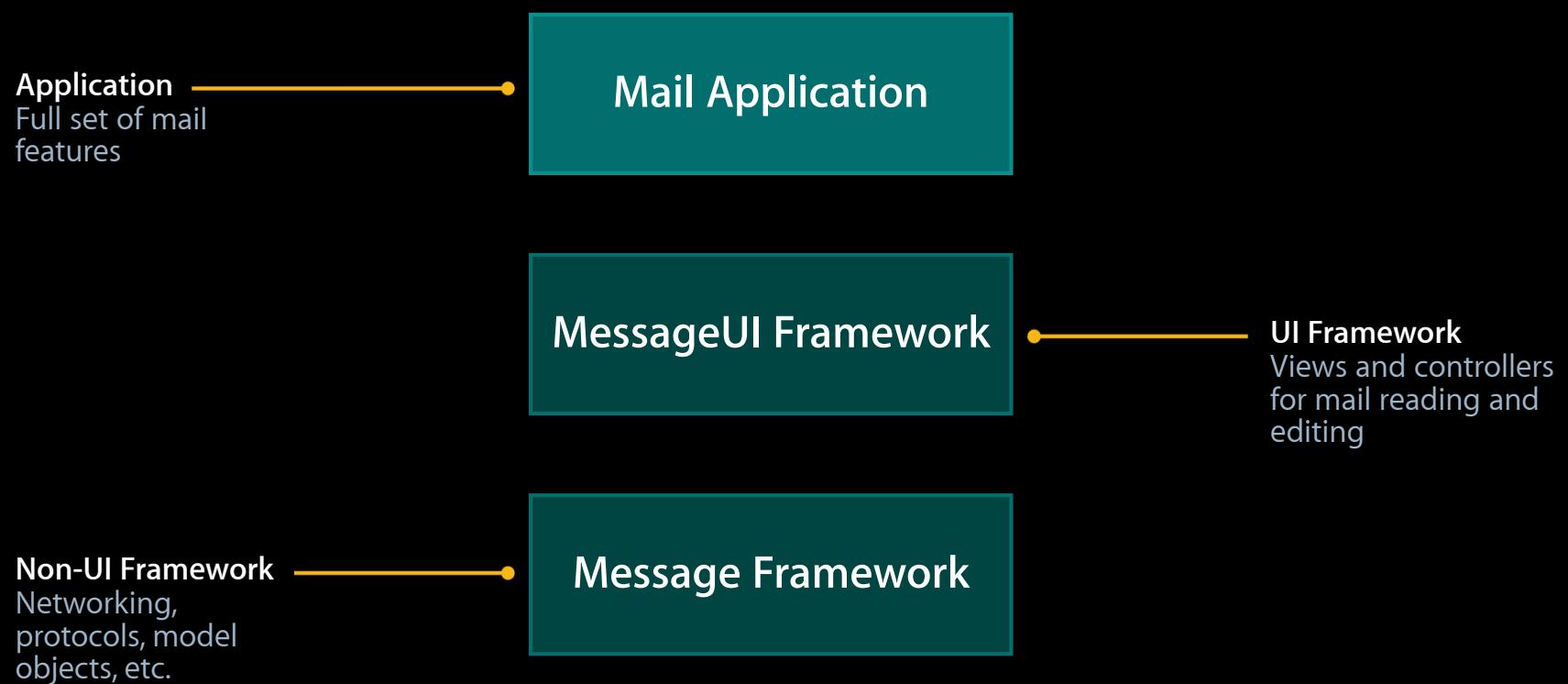


Photos

Factor Out Common Pieces

Factor Out Common Pieces

Three-part arrangement



Factor Out Common Pieces

Support additional applications

Notes Application

Mail Application

Photos Application

MessageUI Framework

Message Framework

Hello iPad



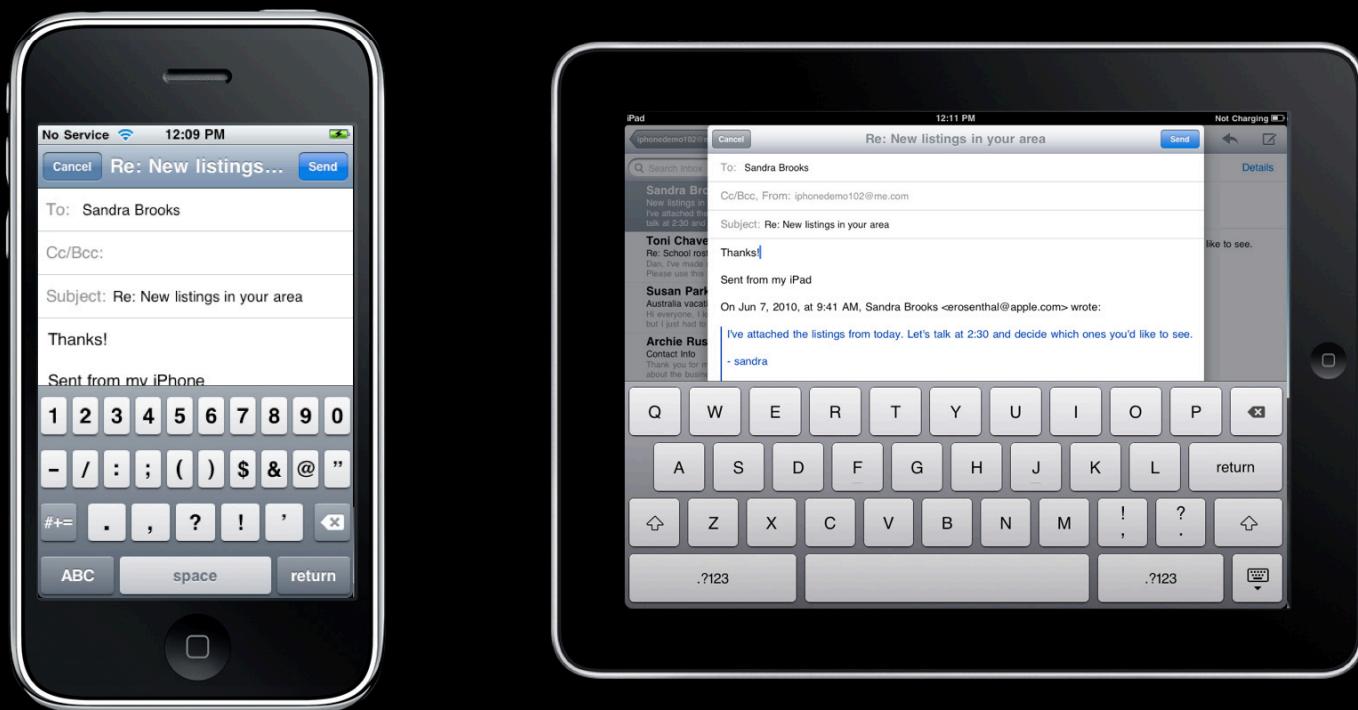
Hello iPad

Make great new versions of existing programs



Real World Code Reuse

Compose View is the same



Hello iPad

Make great new versions of existing programs

Notes Application

Mail Application

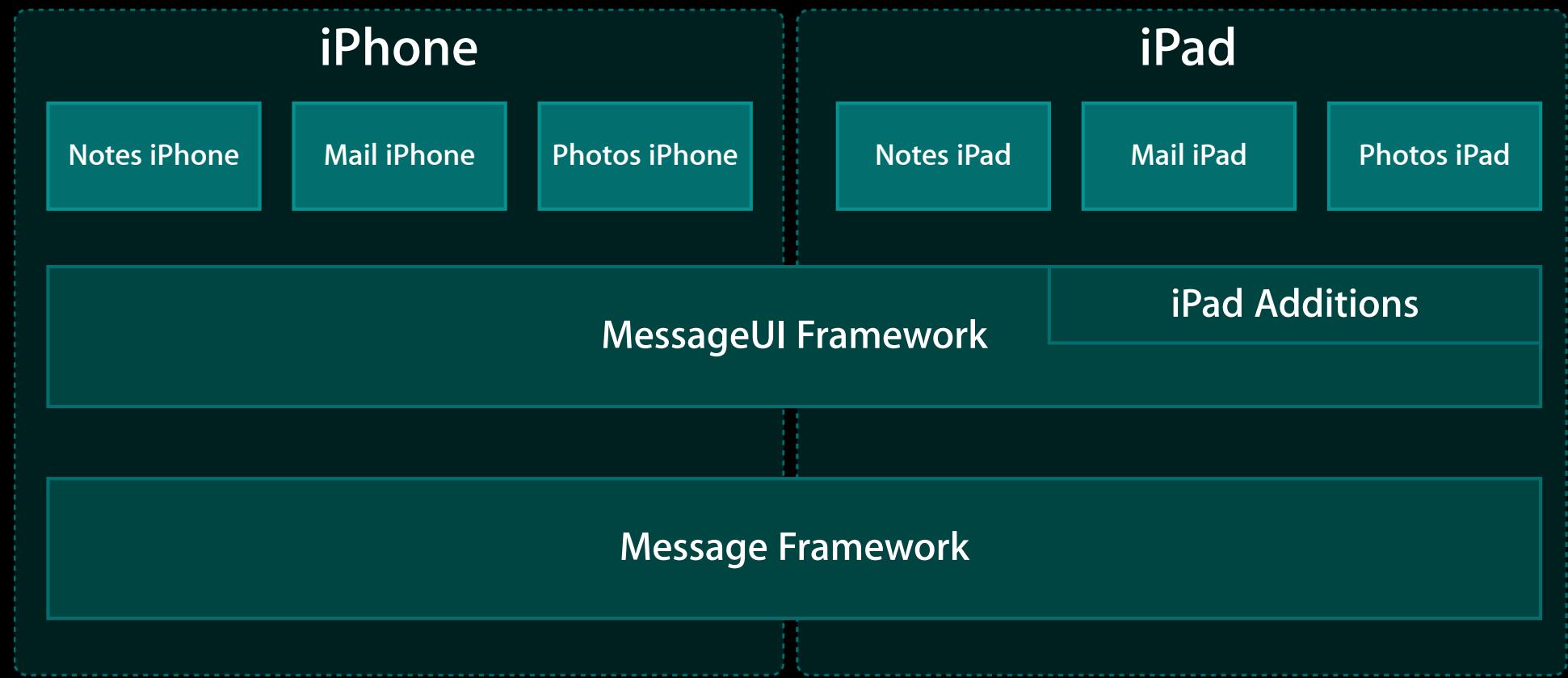
Photos Application

MessageUI Framework

Message Framework

iPhone/iPad Architecture

Support both devices



Real World?

No Third-Party Frameworks!

Static Library

Simple Code Sharing

#5. Plan for iPhone and iPad

Divide code into modules

Higher-level design than MVC

#6. Strive for Loose Coupling

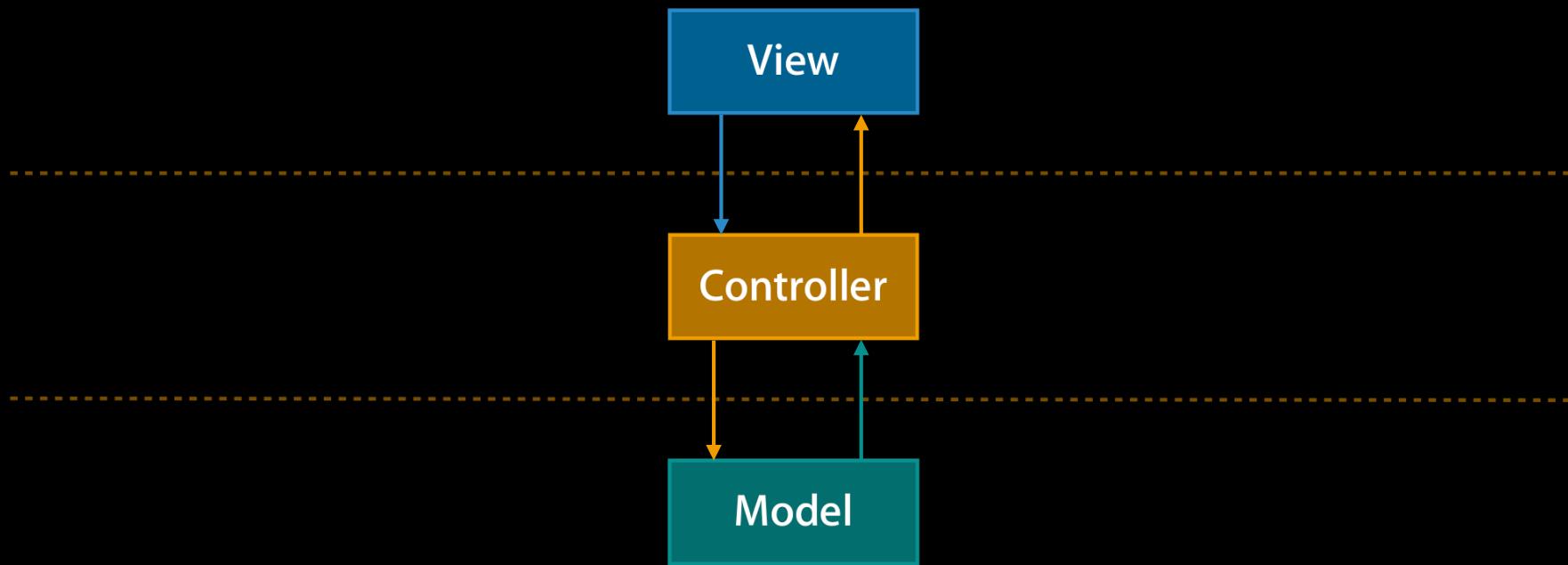
#6. Strive for Loose Coupling

Goal is flexibility

Minimizing mutual dependencies

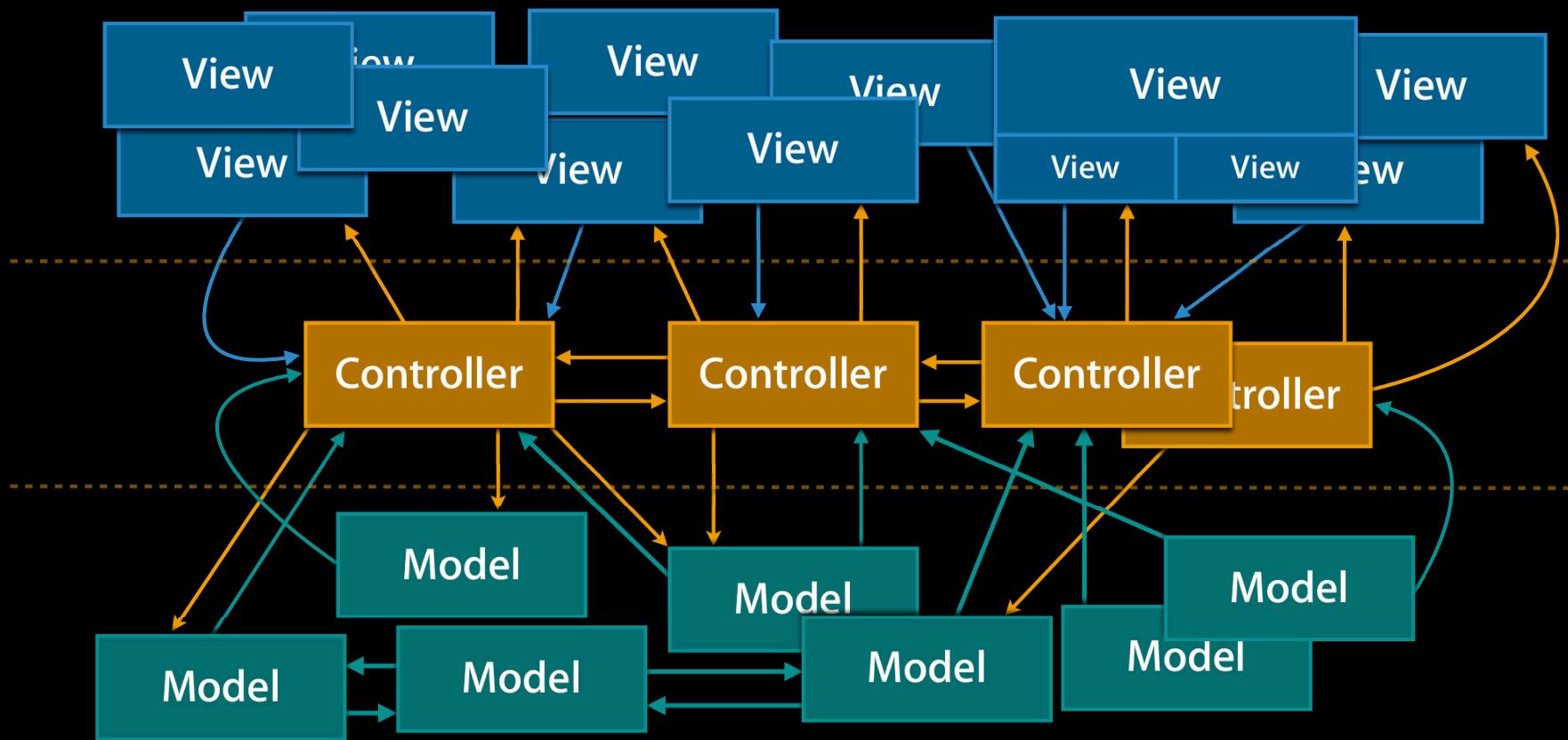
MVC Architecture

In concept



MVC Architecture

In the real world



Strive for Loose Coupling

Design for flexibility



Don't skip MVC layers when messaging

- └ Use controllers to coordinate messages



Don't mix MVC roles in one object

- └ Avoid gathering too much work into one place

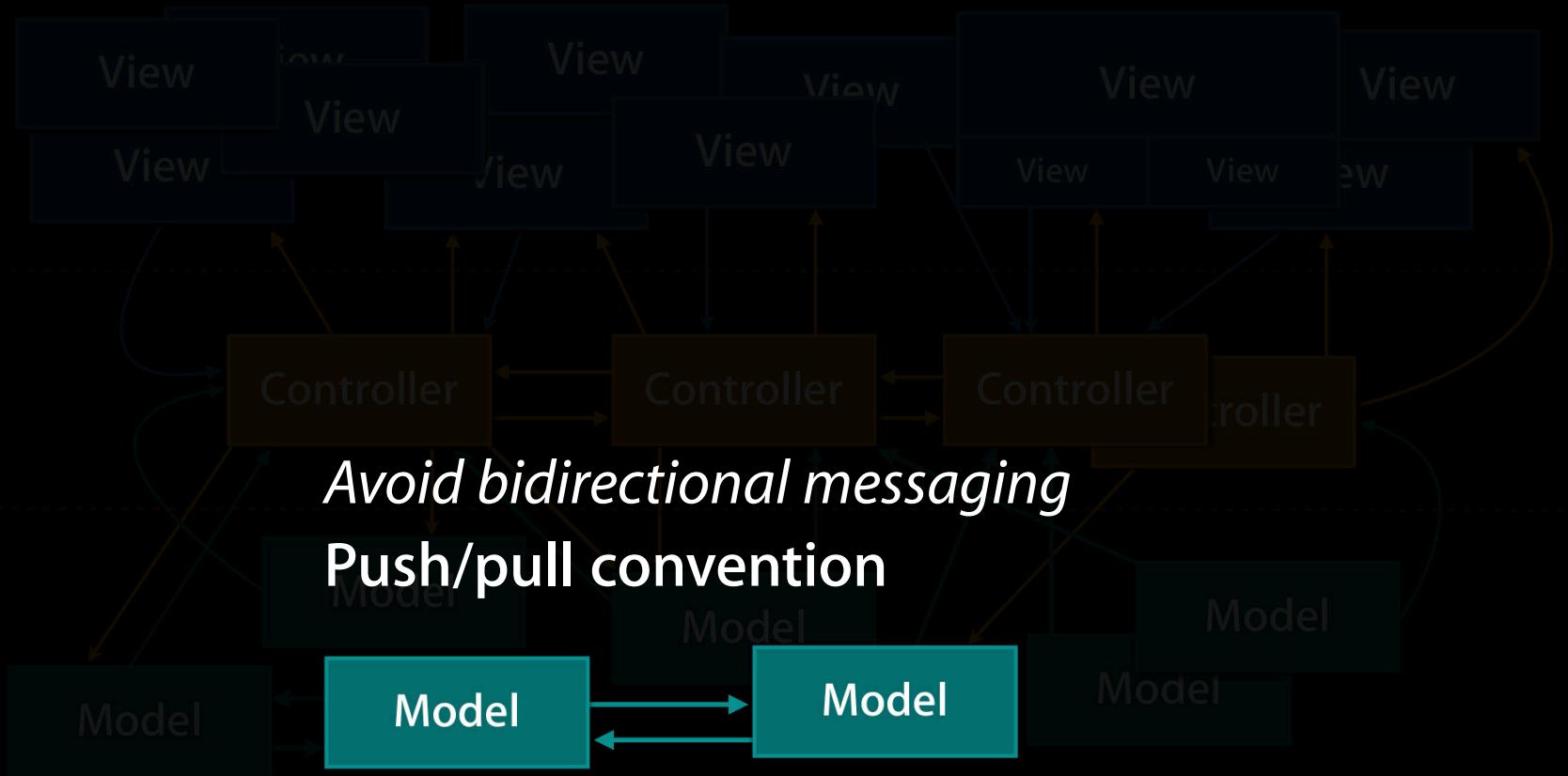


Don't declare model data in your view classes

- └ Is there an echo in here?

Manage Messaging

Design for flexibility

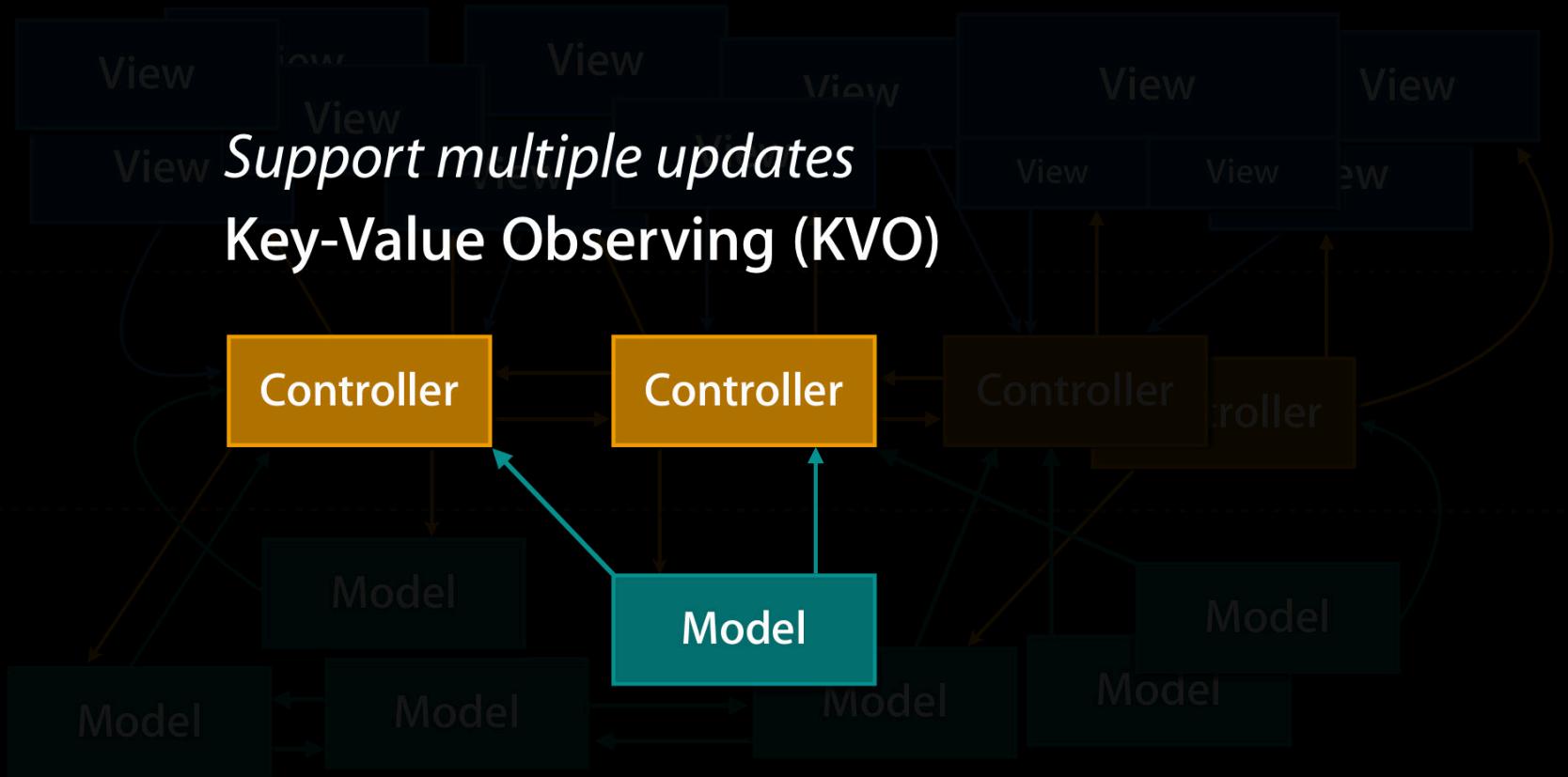


Manage Messaging

Design for flexibility

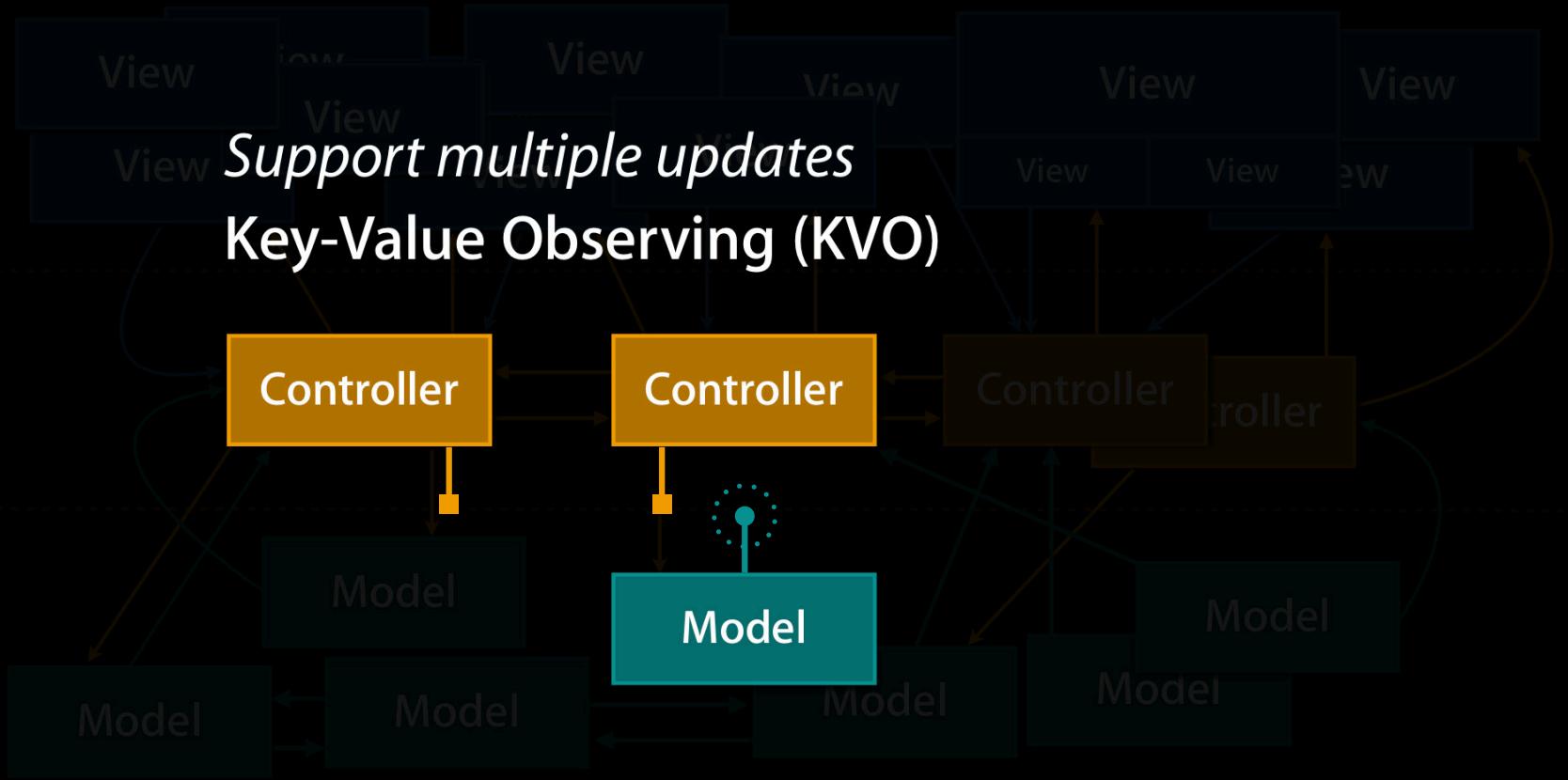
View *Support multiple updates*

Key-Value Observing (KVO)



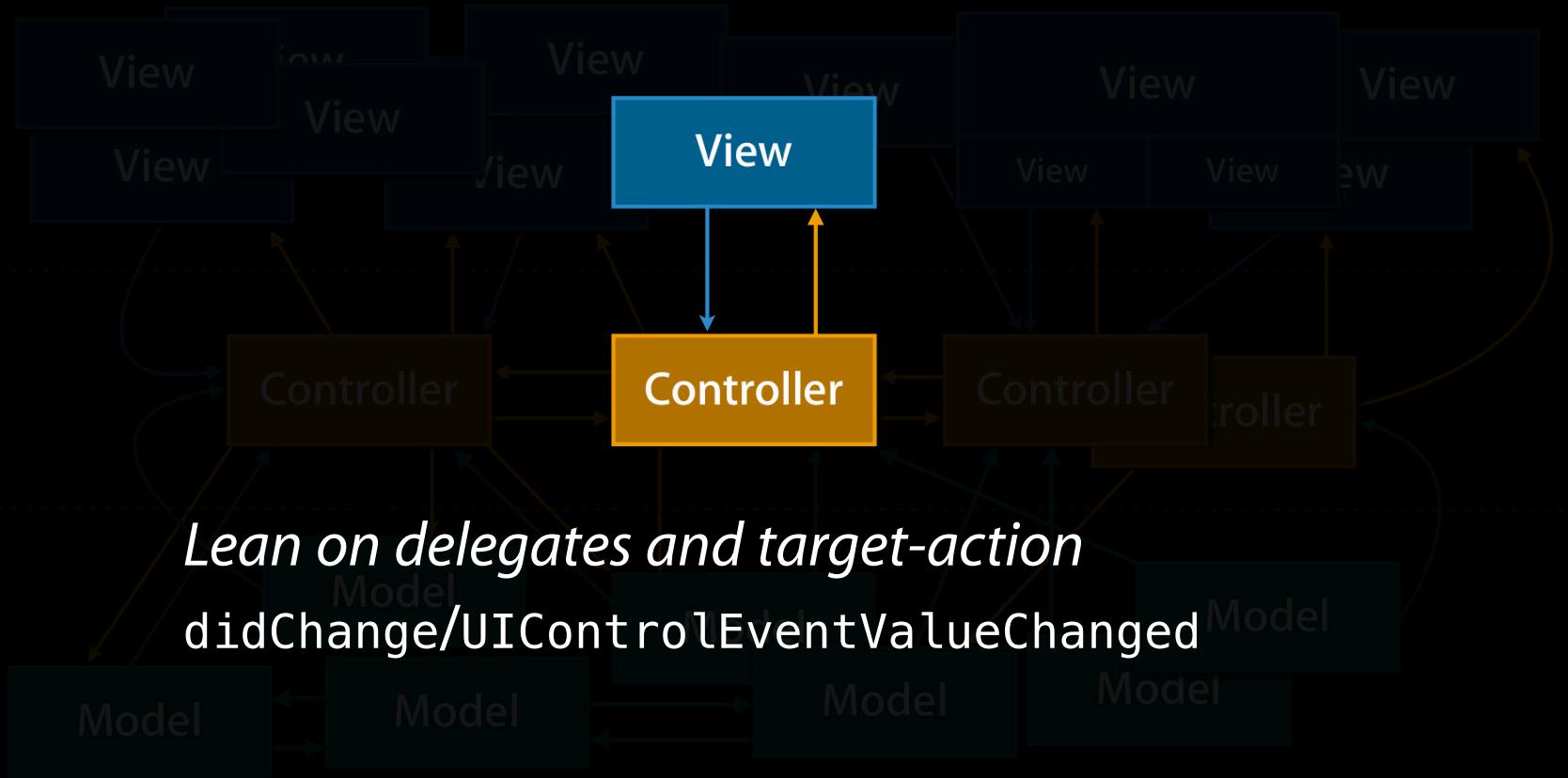
Manage Messaging

Design for flexibility



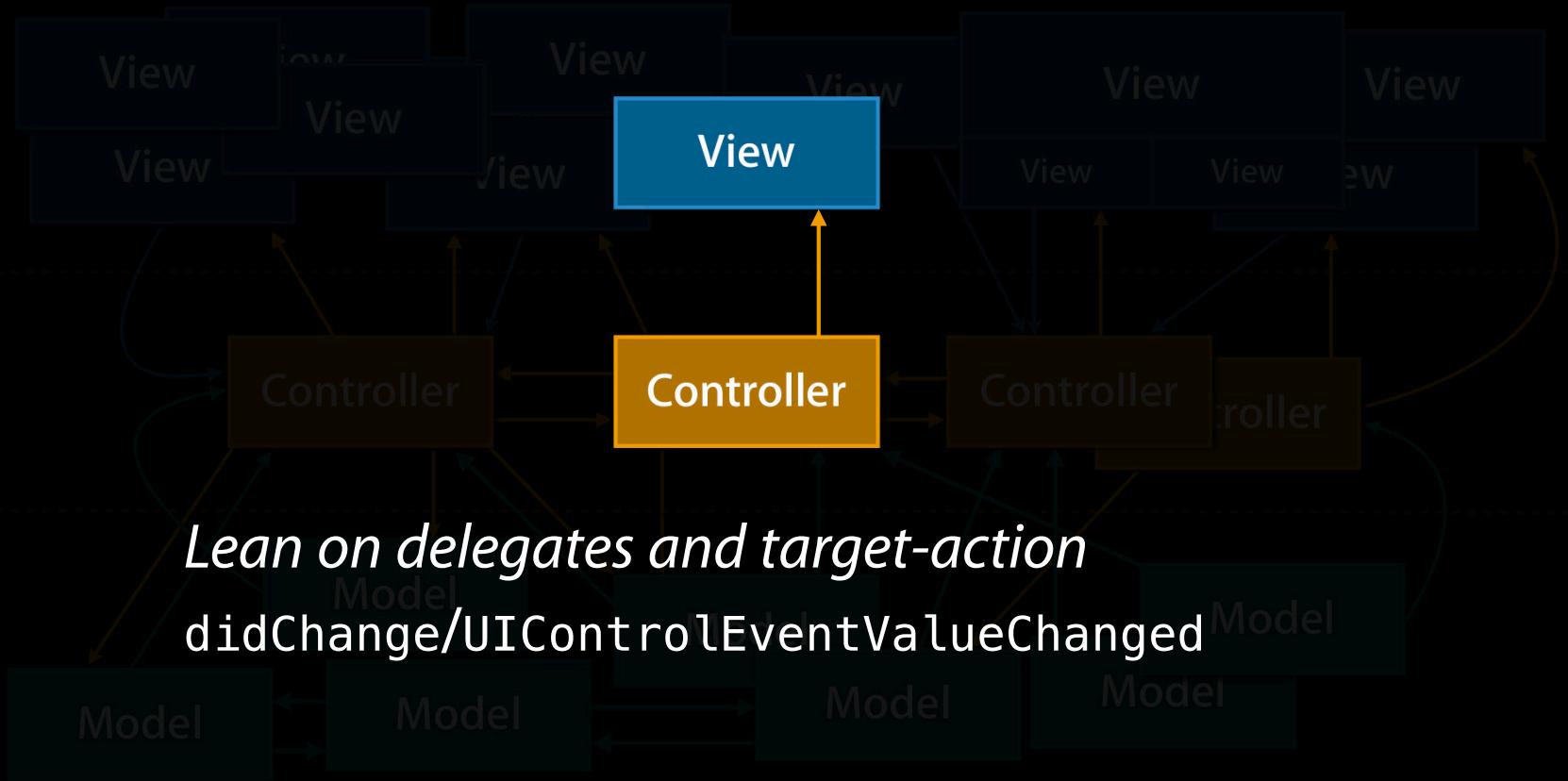
Manage Messaging

Design for flexibility



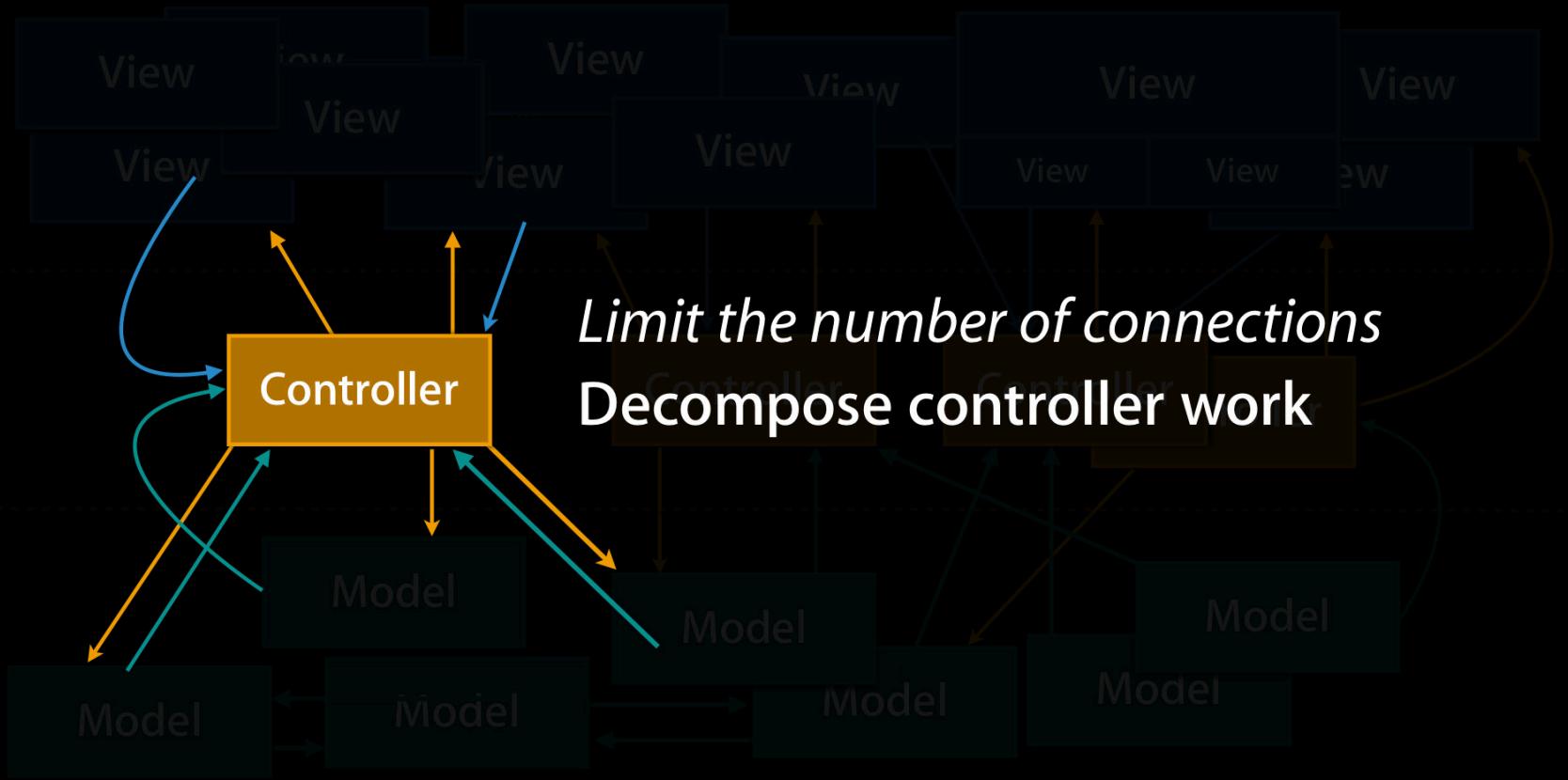
Manage Messaging

Design for flexibility



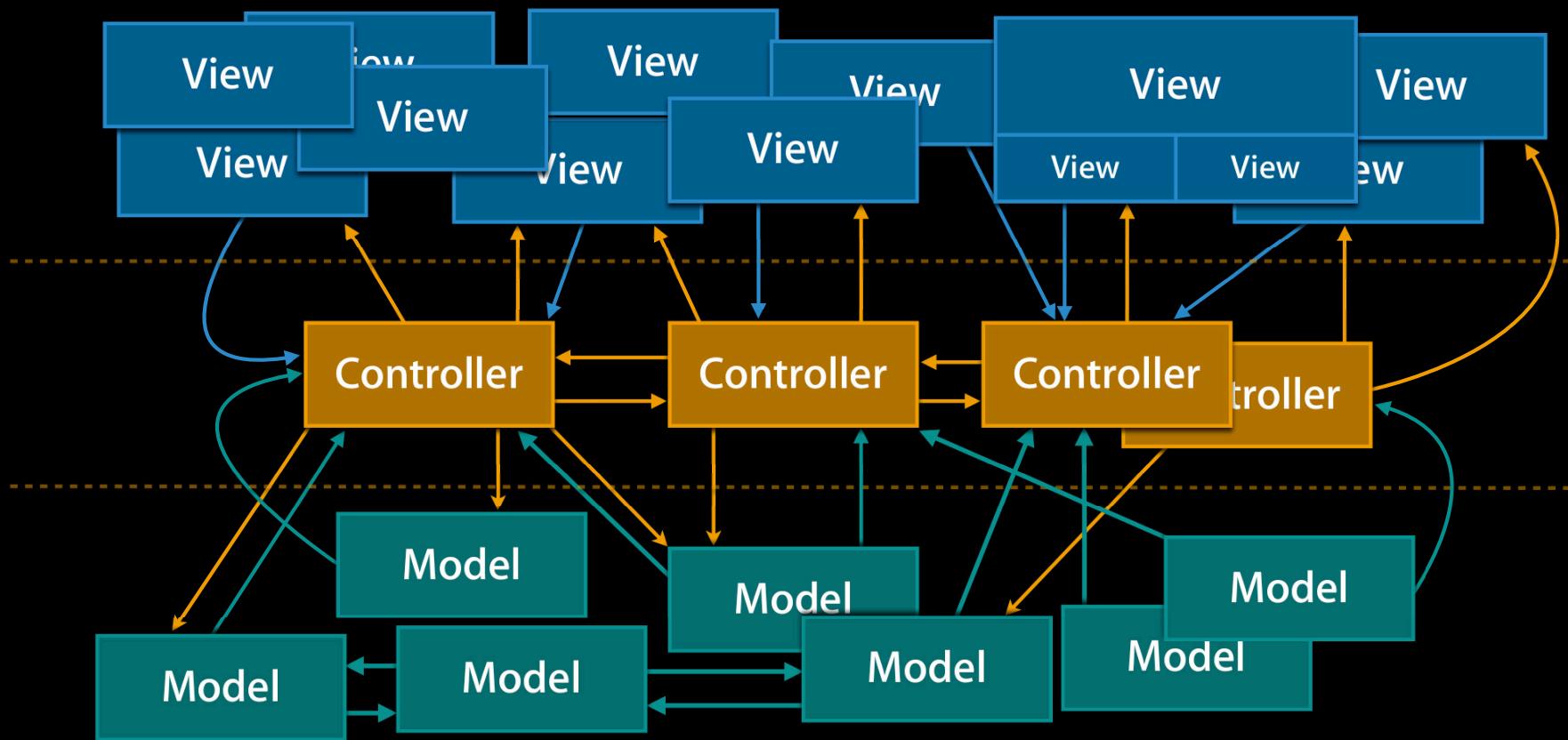
Manage Messaging

Design for flexibility



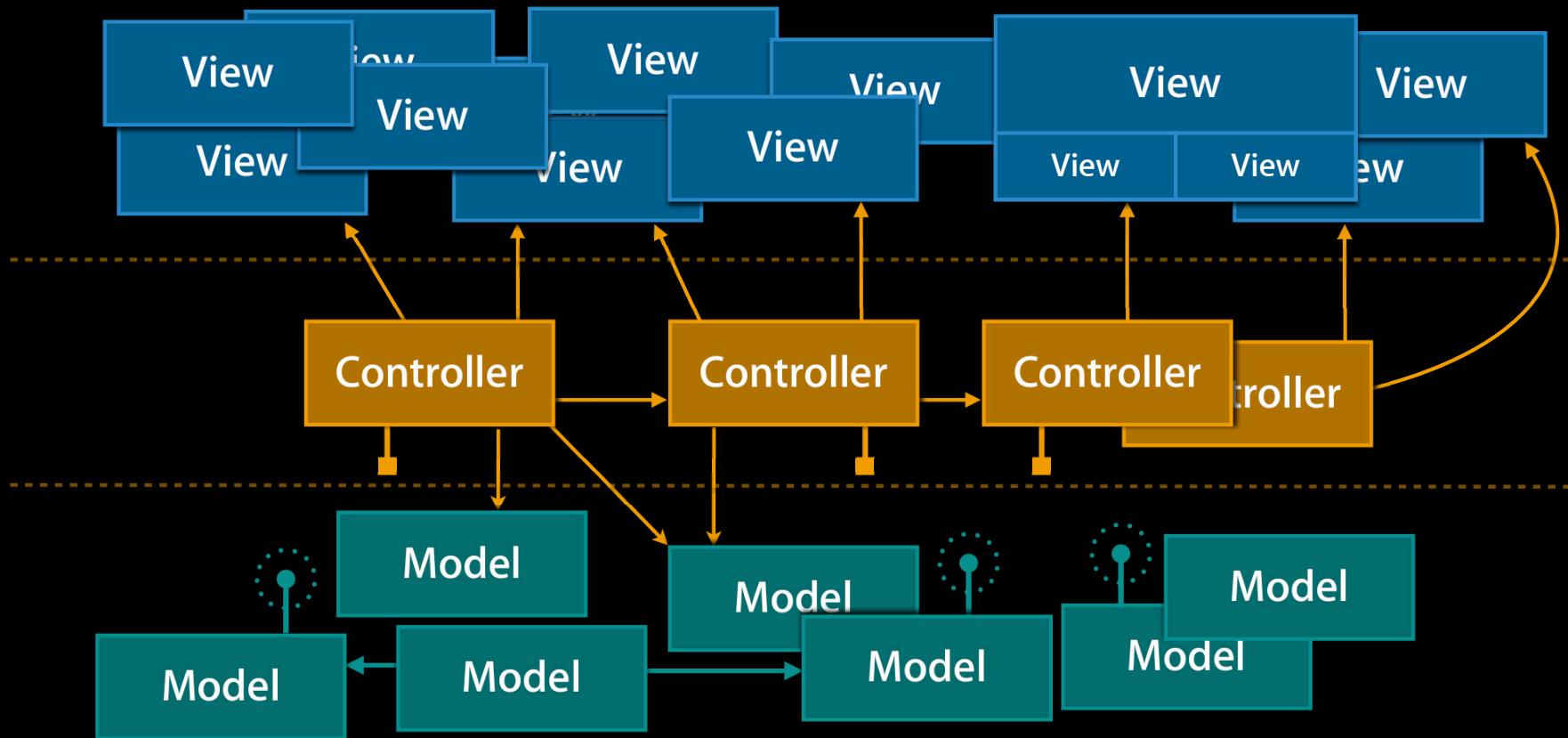
MVC Architecture

In the real world



MVC Architecture

In the real world



#6. Strive for Loose Coupling

Goal is flexibility

Minimizing mutual dependencies

#7. Choose the Right Data Model

#7. Choose the Right Data Model

iPhone OS gives you many options

Finding the right fit

Academic Purity?

A relvar R [table] is in *sixth normal form*...if and only if it satisfies no nontrivial join dependencies at all — where, as before, a join dependency is trivial if and only if at least one of the projections (possibly U_projections) involved is taken over the set of all attributes of the relvar [table] concerned.

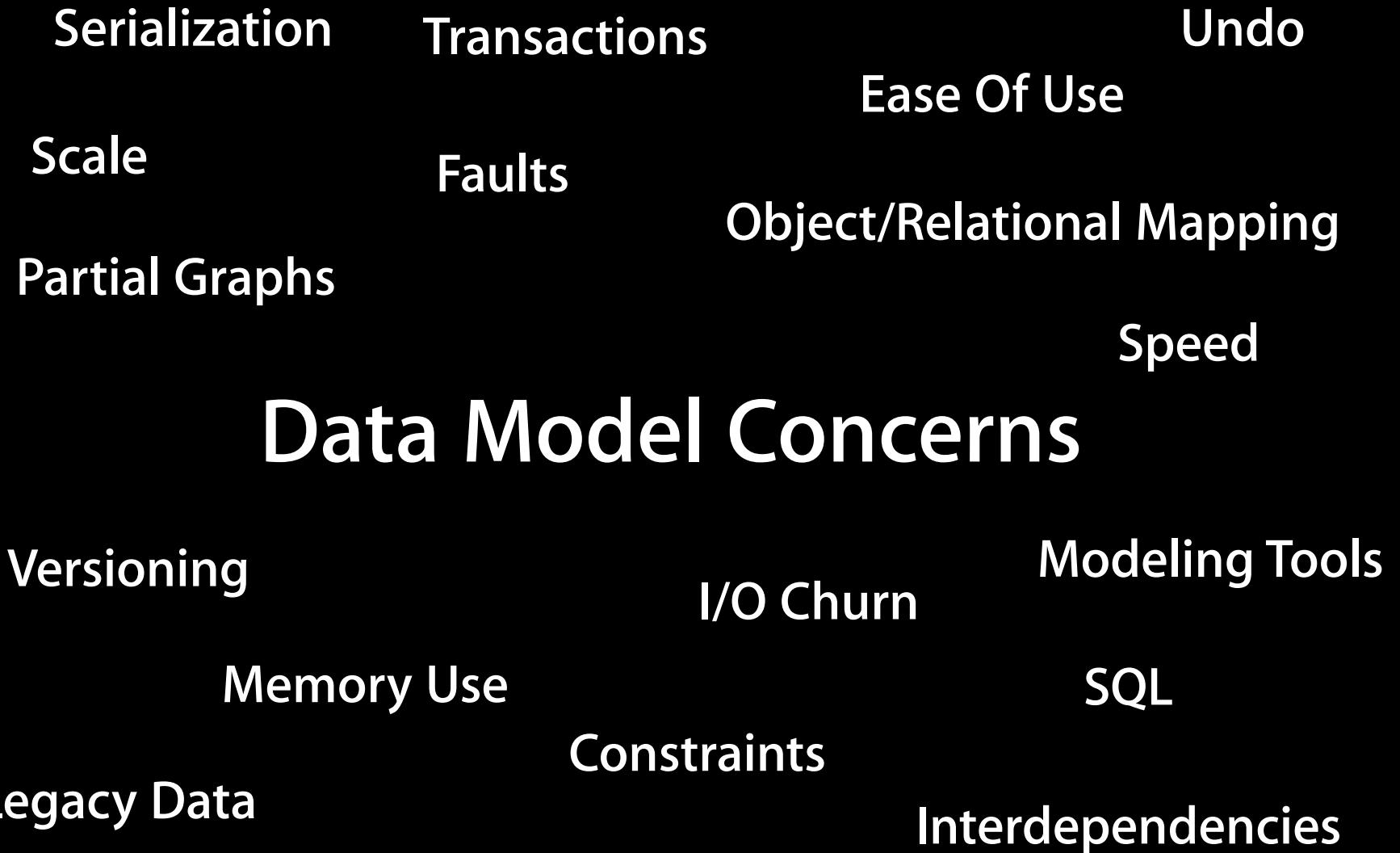
Date, C.J. (2006). The relational database dictionary: a comprehensive glossary of relational terms and concepts, with illustrative examples. O'Reilly Series Pocket references. O'Reilly Media, Inc.. p. 90. ISBN 9780596527983.

http://en.wikipedia.org/wiki/Sixth_normal_form

Sixth Normal Form?

Objects

Runtime → Saved → Runtime



Model Options

Model Options



Property Lists



Server/Cloud



Archives



SQLite



Custom Files



CoreData

Defaults/Preferences



Wrong tool for the job

Settings Panel test

Property Lists



Simple to use

Strings, numbers, arrays, dictionaries, etc.

Archives



Simple to use

- initWithCoder:
- encodeWithCoder:

Custom Files



Legacy Code and Data

Create NSObject-based graph

Server/Cloud



High-score list

NSURL loading classes. Server is up to you.

SQLite



Familiar with SQL

Object/Relational Mapping

CoreData



Wealth of features

Investment

Strongly Consider CoreData

Strongly Consider CoreData

Wealth of features

Modeling tools

Simple saving/Restoring

Queries

Undo

Partial graphs

Model Options



Property Lists



Server/Cloud



Archives



SQLite



Custom Files



CoreData

#7. Choose the Right Data Model

iPhone OS gives you many options

Finding the right fit

#8. Decompose Controller Work

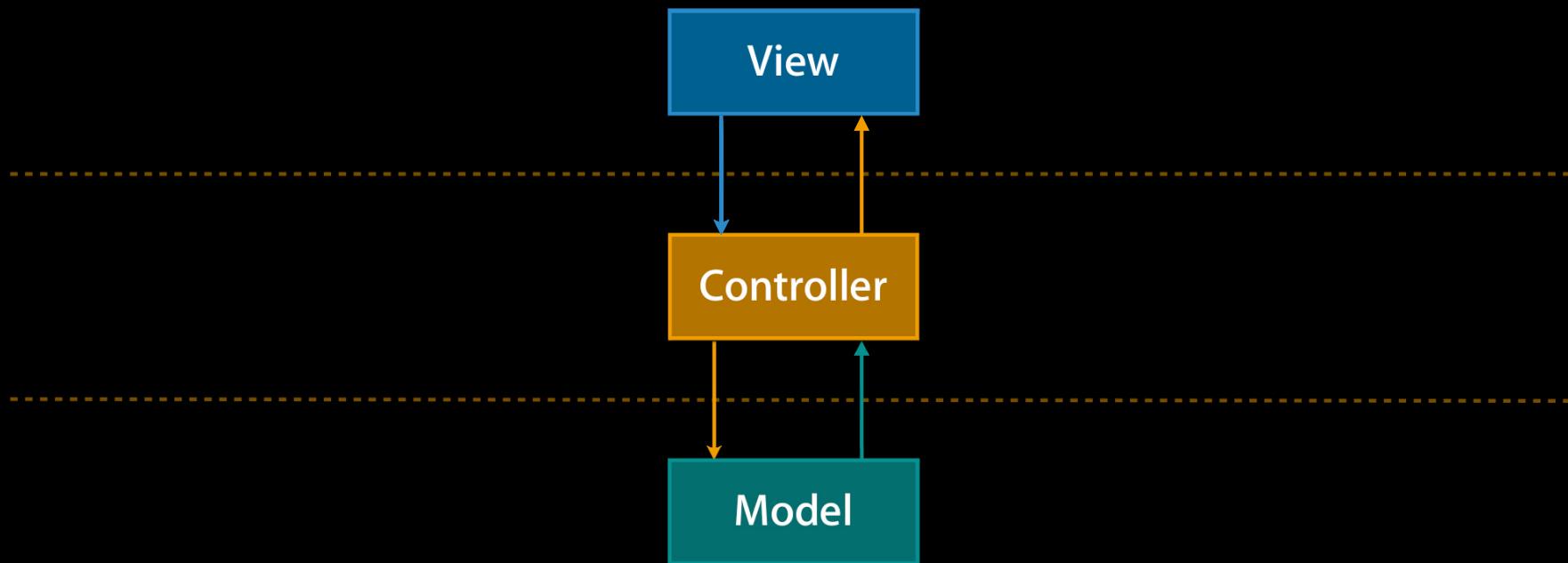
#8. Decompose Controller Work

The right number of controllers

Special iPhone OS controllers

On iPhone

One UIViewController per screen

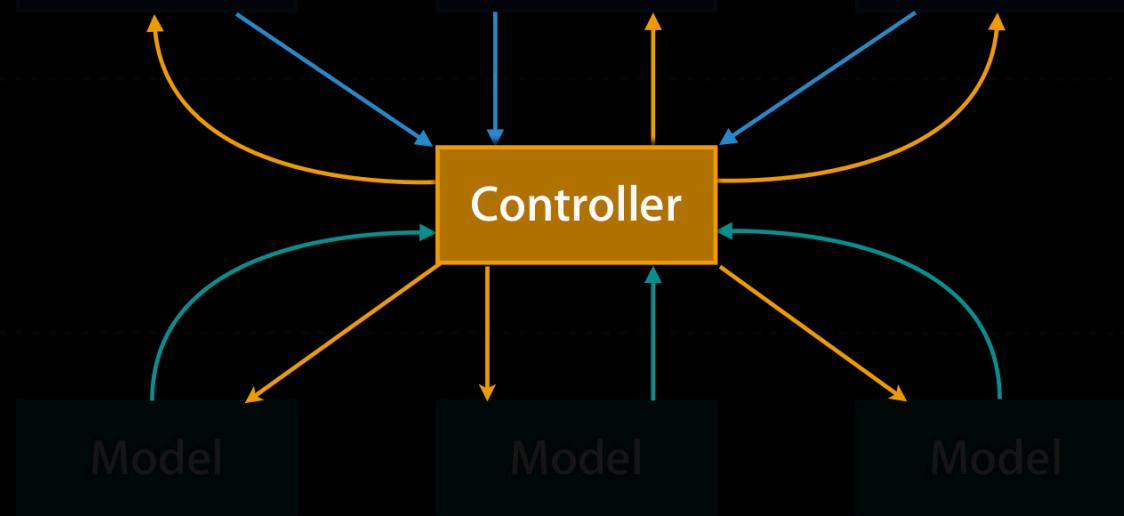


On iPad

One UIViewController per screen?

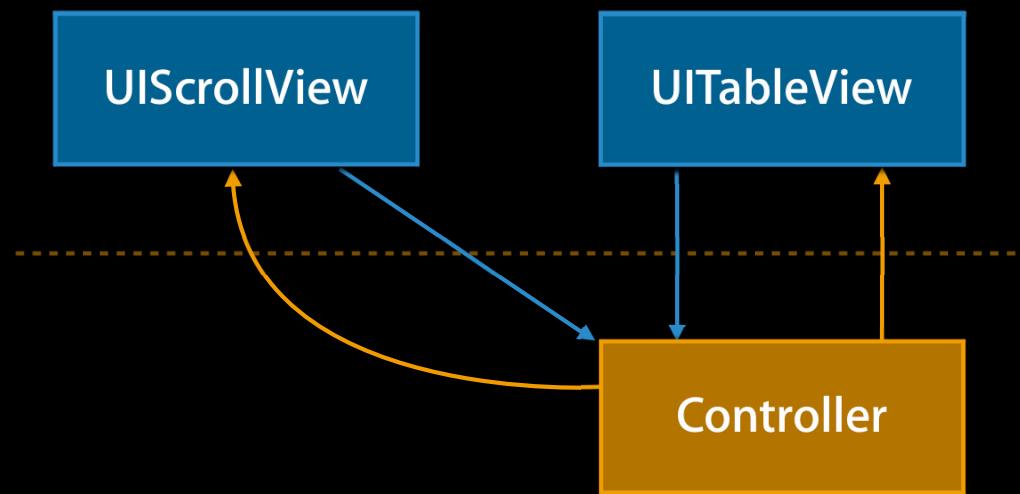


Avoid making EverythingControllers



On iPad

One UIViewController per screen?



```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView
{
    if ([scrollView isKindOfClass:[UITableView class]]) {
        ...
    } else {
        // "regular" scroll view
    }
}
```

On iPad

One UIViewController per screen?

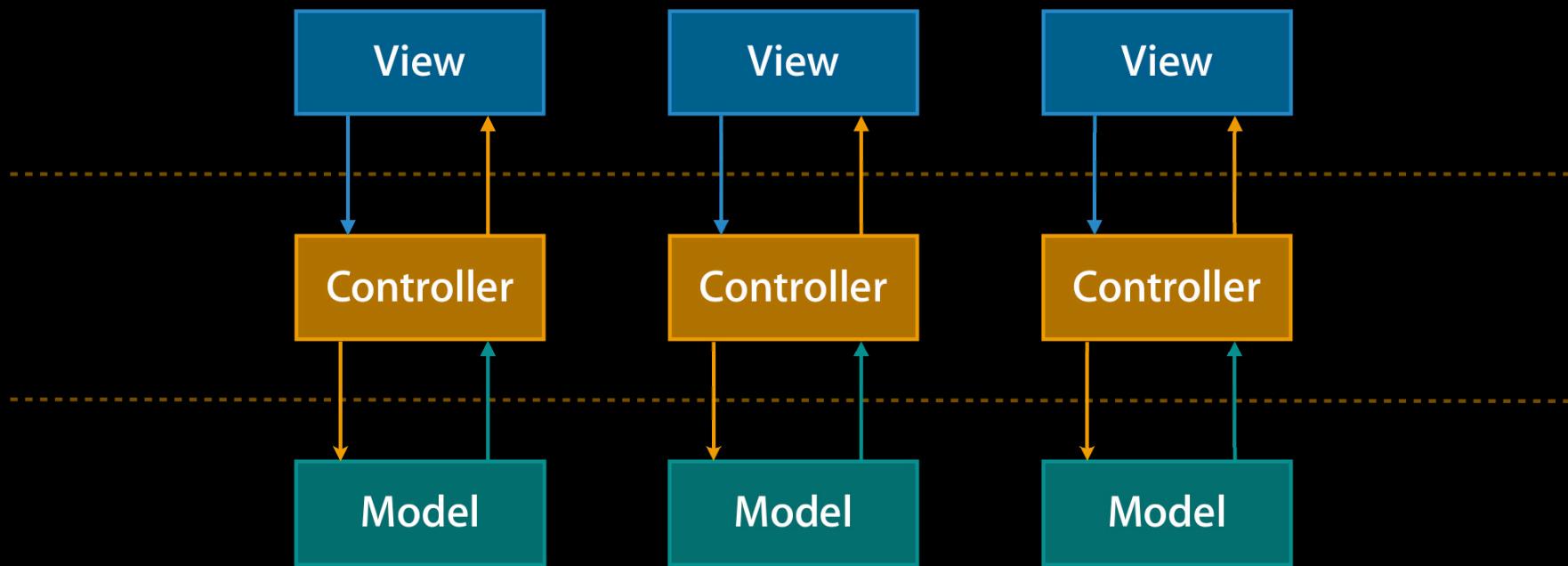


Class checks in delegate methods

```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView
{
    if ([scrollView isKindOfClass:[UITableView class]]) {
        ...
    } else {
        // "regular" scroll view
    }
}
```

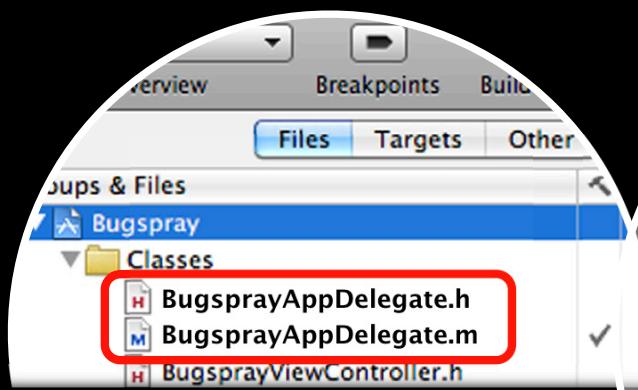
Even on iPad

Keep Controller work parceled out



Controllers Play Other Roles

Application Controller



UIApplication delegate

Startup/Shutdown

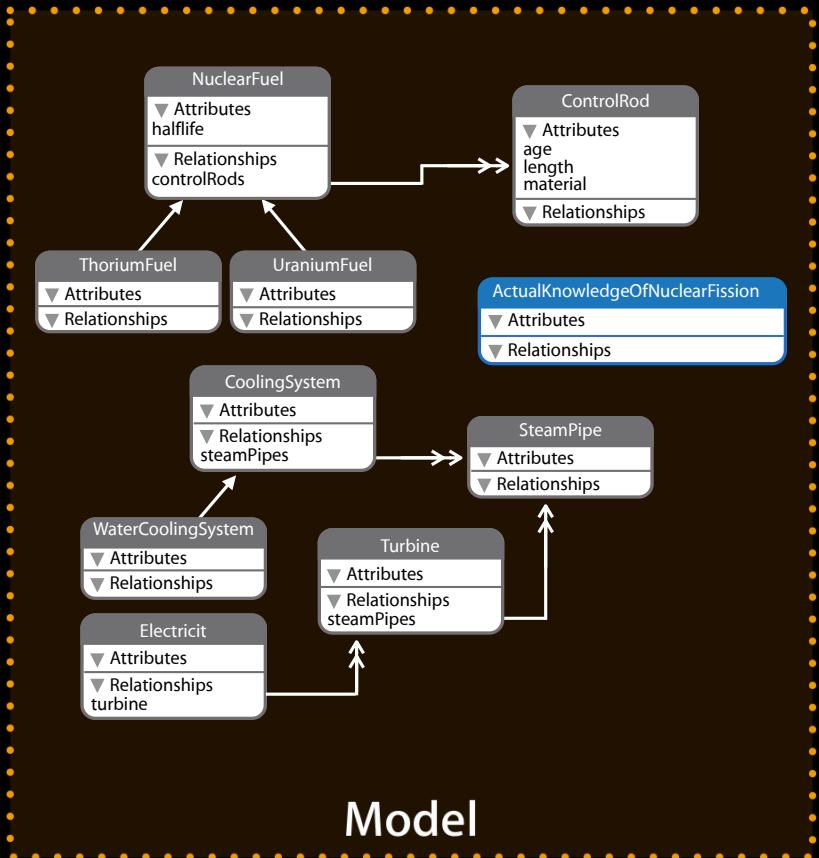
Root object

Turning over control

CoreData

NSManagedObjectContext

- Saves model to storage
- Write fetches to retrieve objects
- Creating/deleting objects



#8. Decompose Controller Work

The right number of controllers

Special iPhone OS controllers

#9. Take Charge of Your Object Graph

#9. Take Charge of Your Object Graph

Ownership

Lifecycle

Rules

Object Creates Another?
Responsible for Releasing It

Children Don't Outlive Their Parents

Factory Objects Transfer Ownership

TMTOWTDI

There's more than one way to do it

Sample Rule

Models create Controllers

Model

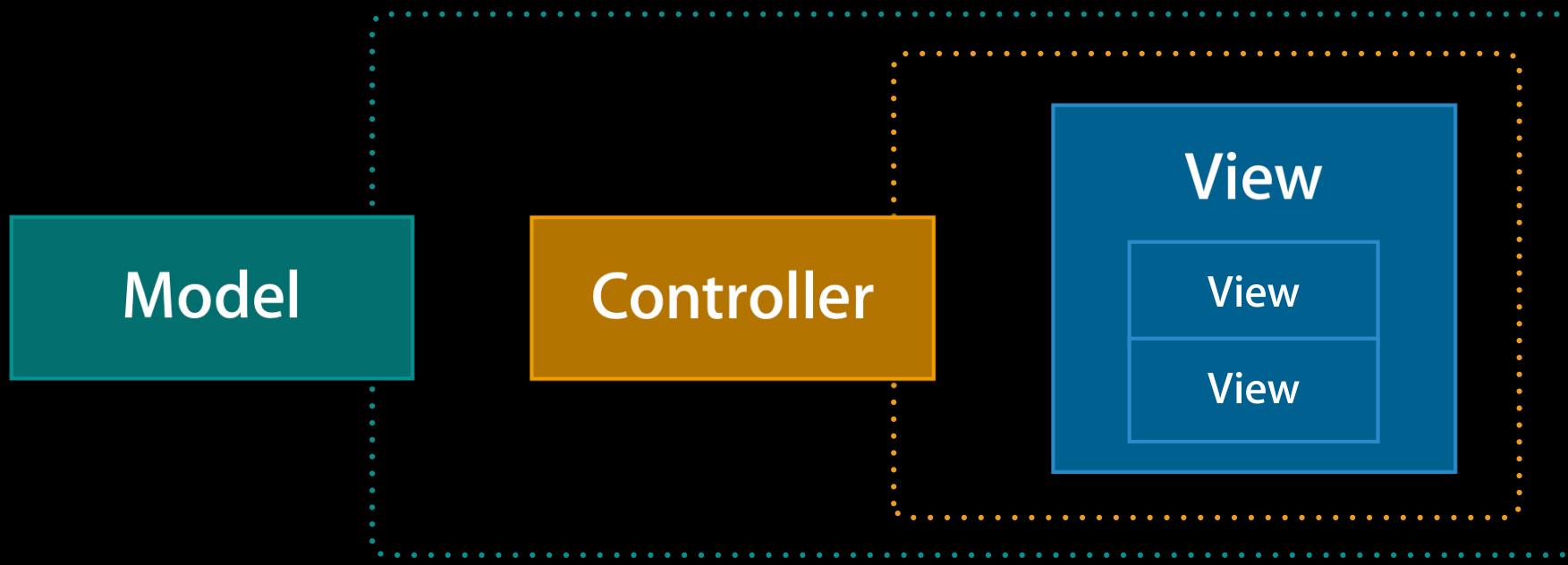
Sample Rule

Models create Controllers



Sample Rule Set

Expanding out



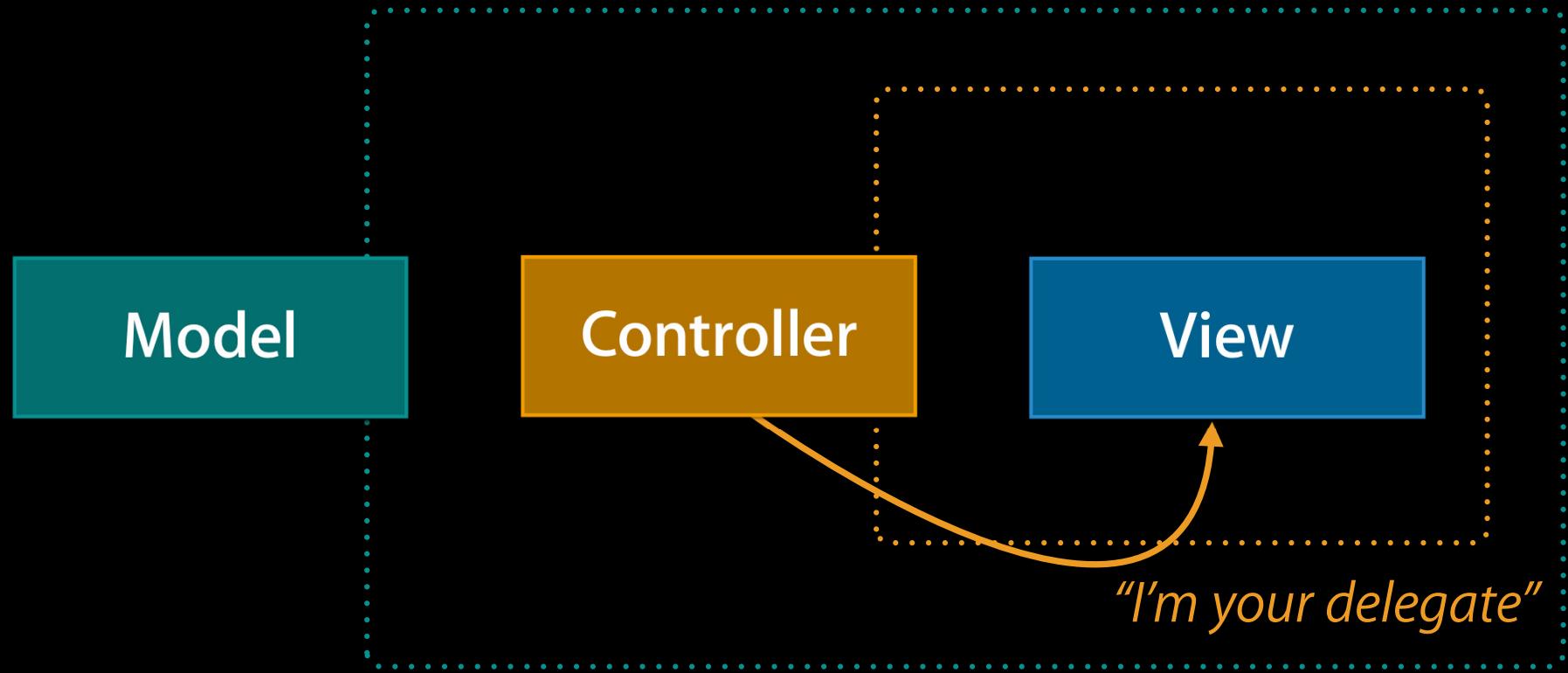
Models never own views

Views never own models or controllers

Delegates Unretained?
Owner in Charge

Delegates Unretained

Not a problem



Got Nibs?

Don't fight the framework

Got Nibs?

UIView**C**ontrollers own their views

Got Nibs?

Split views own master/detail

Got Nibs?

Views own subviews

Got Nibs?

UITextViews *do not* own their text

Rules

#9. Take Charge of Your Object Graph

Ownership

Lifecycle

#10. Coordinate State Changes

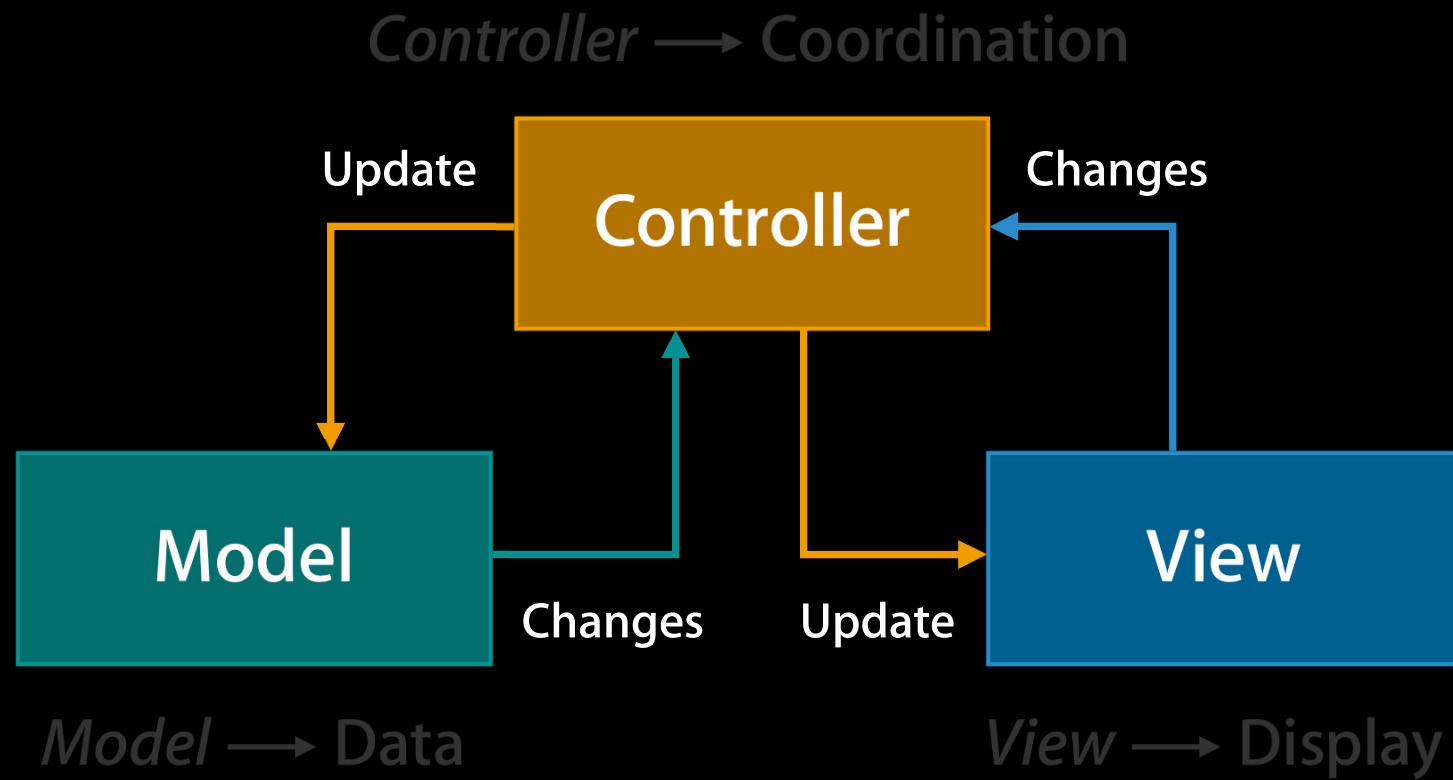
#10. Coordinate State Changes

Updating model after user actions

Updating views after model changes

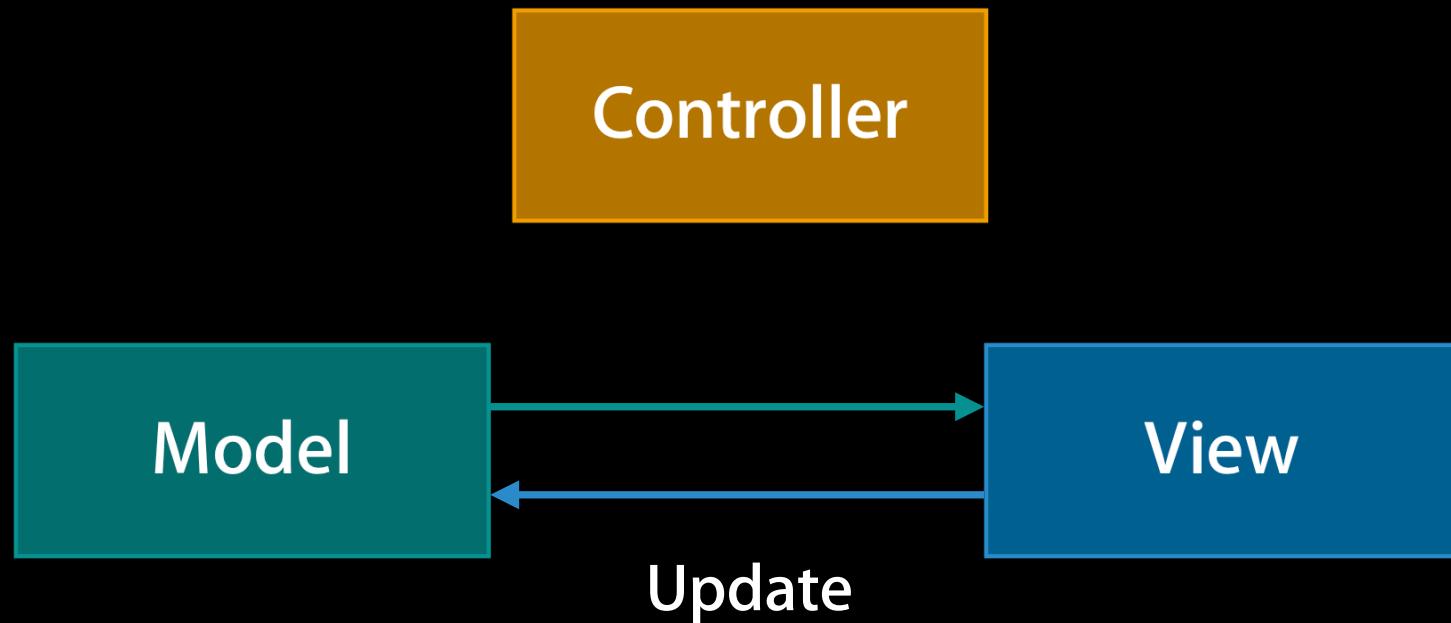
Model-View-Controller

Handling updates

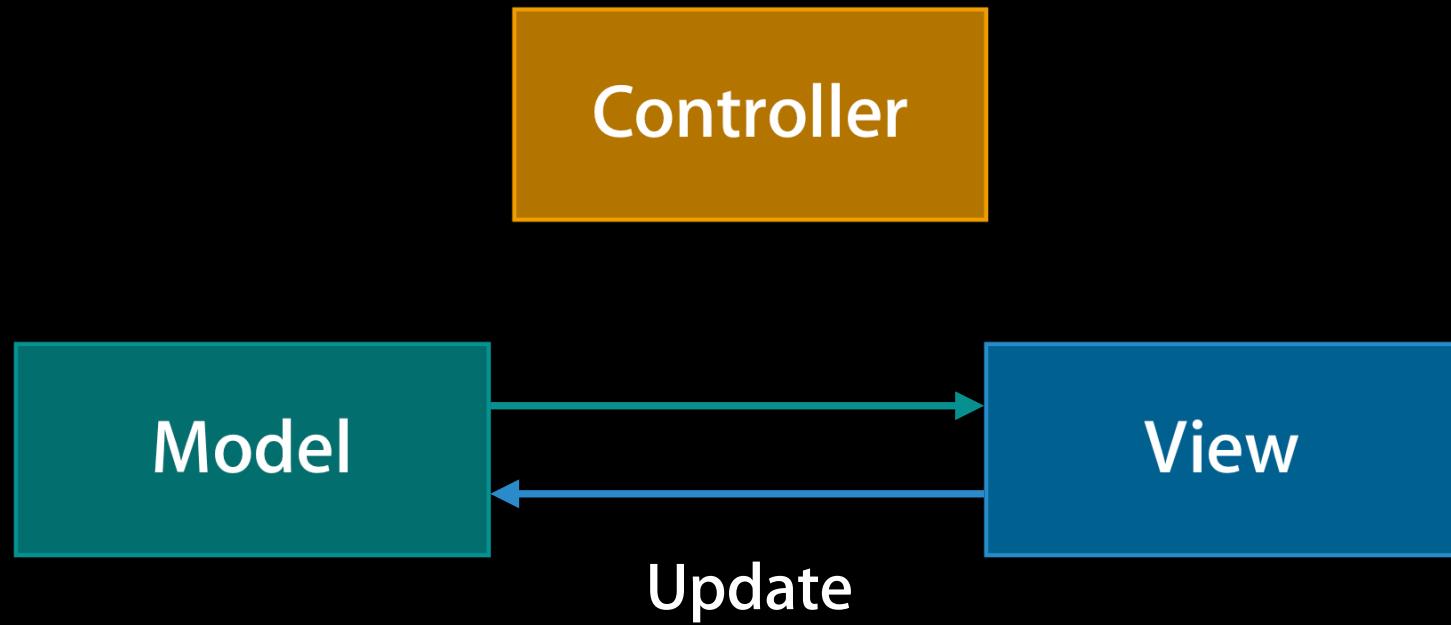


Handling Changes

The wrong way



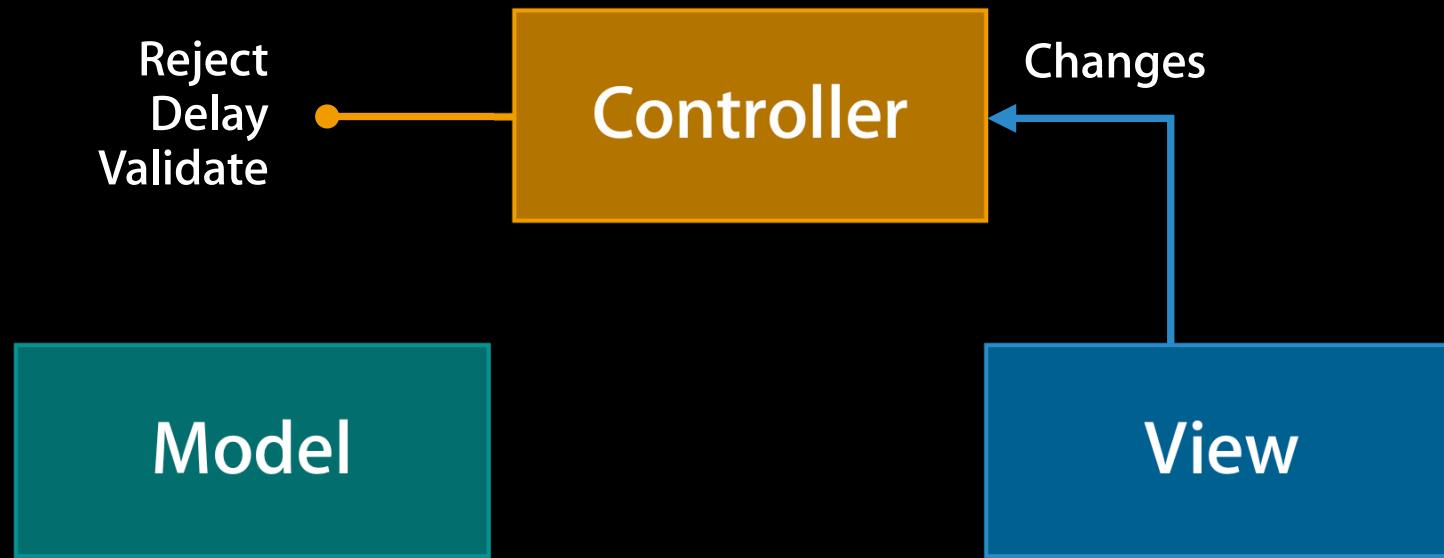
Don't Cut Out the Controller



Why?

Handling Changes

The right way



Stocks Application

Network access



Stocks Application

Multiple choice

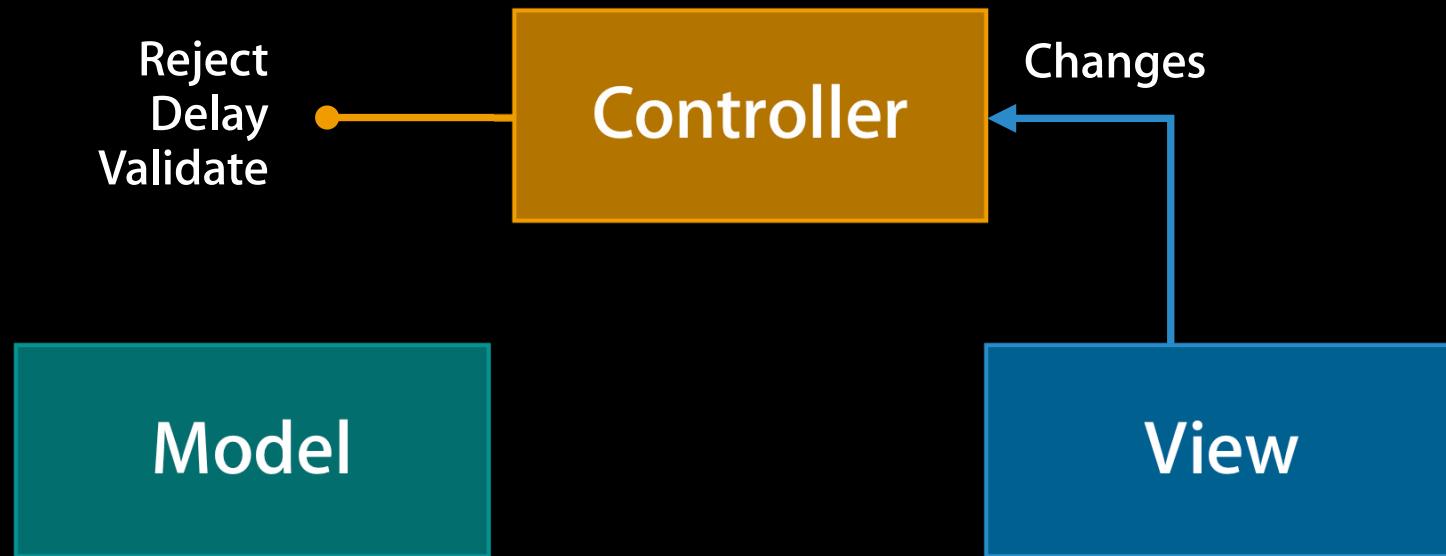


Stocks Application Commit



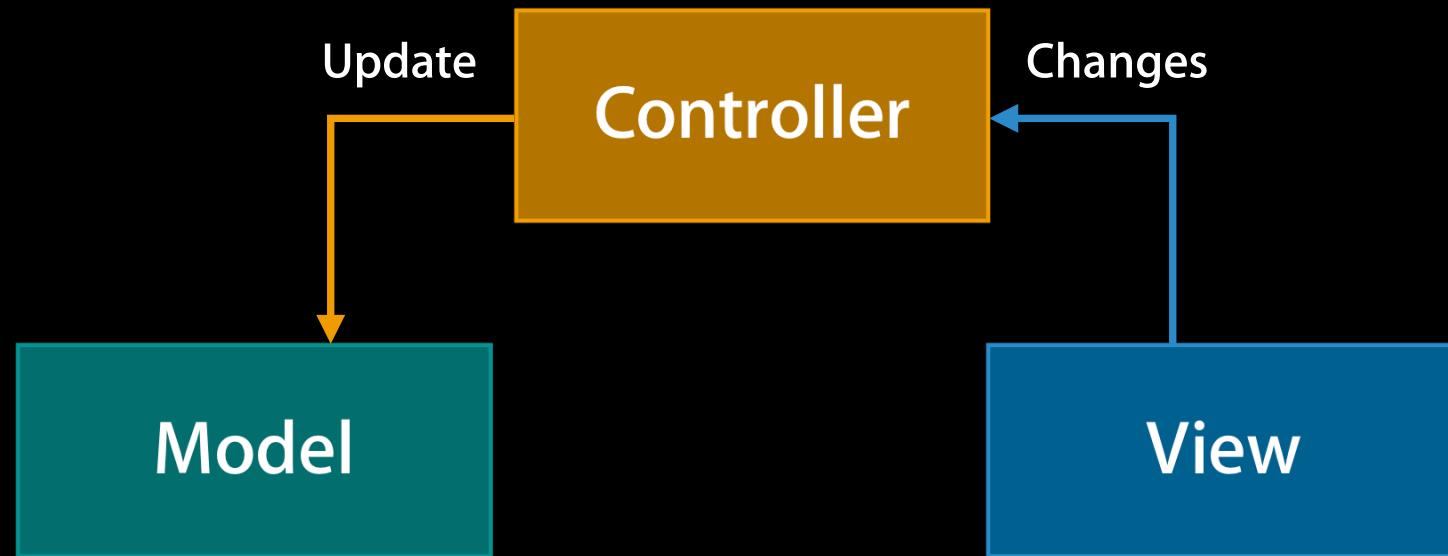
Handling Changes

The right way



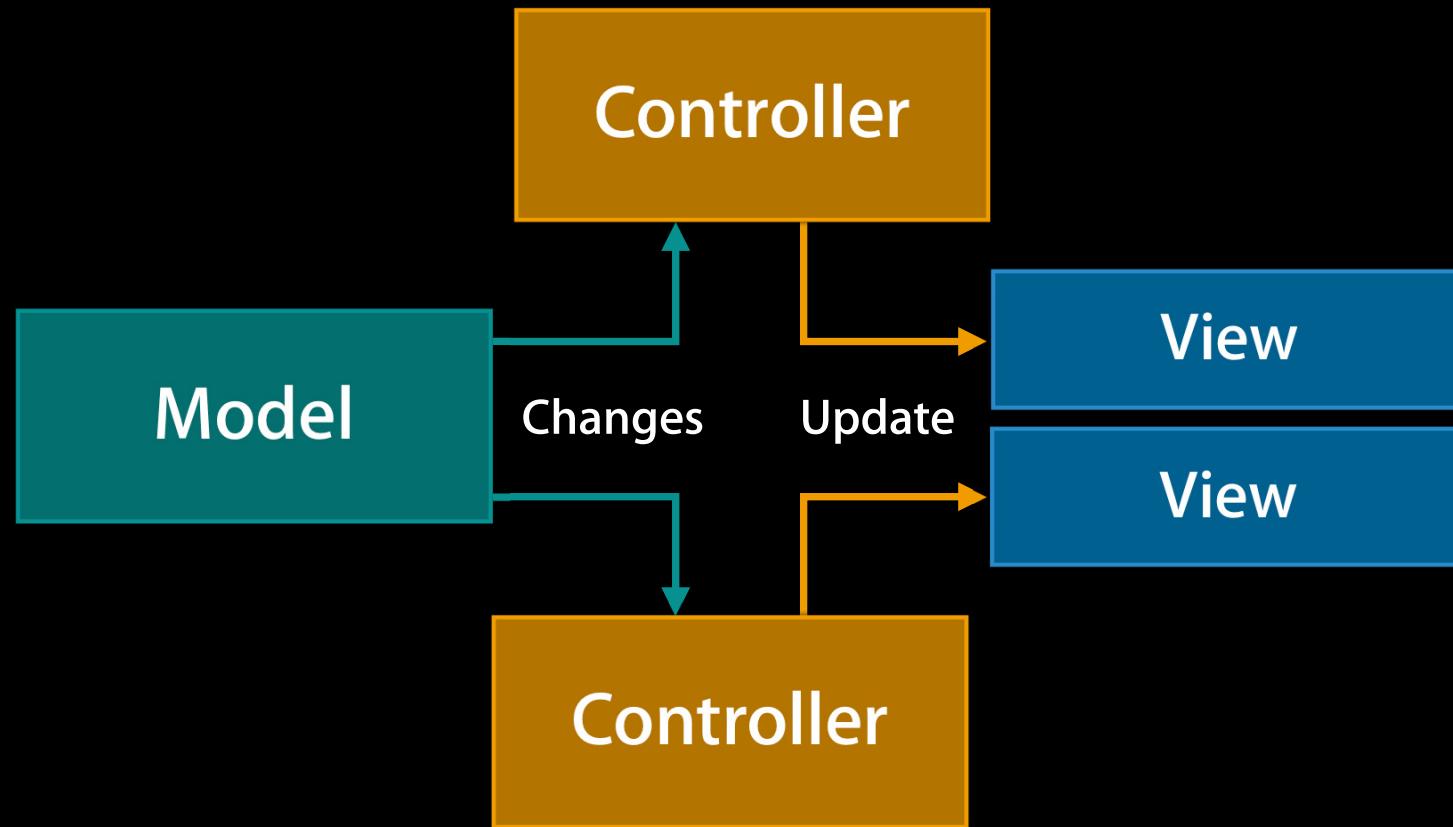
Handling Changes

The right way



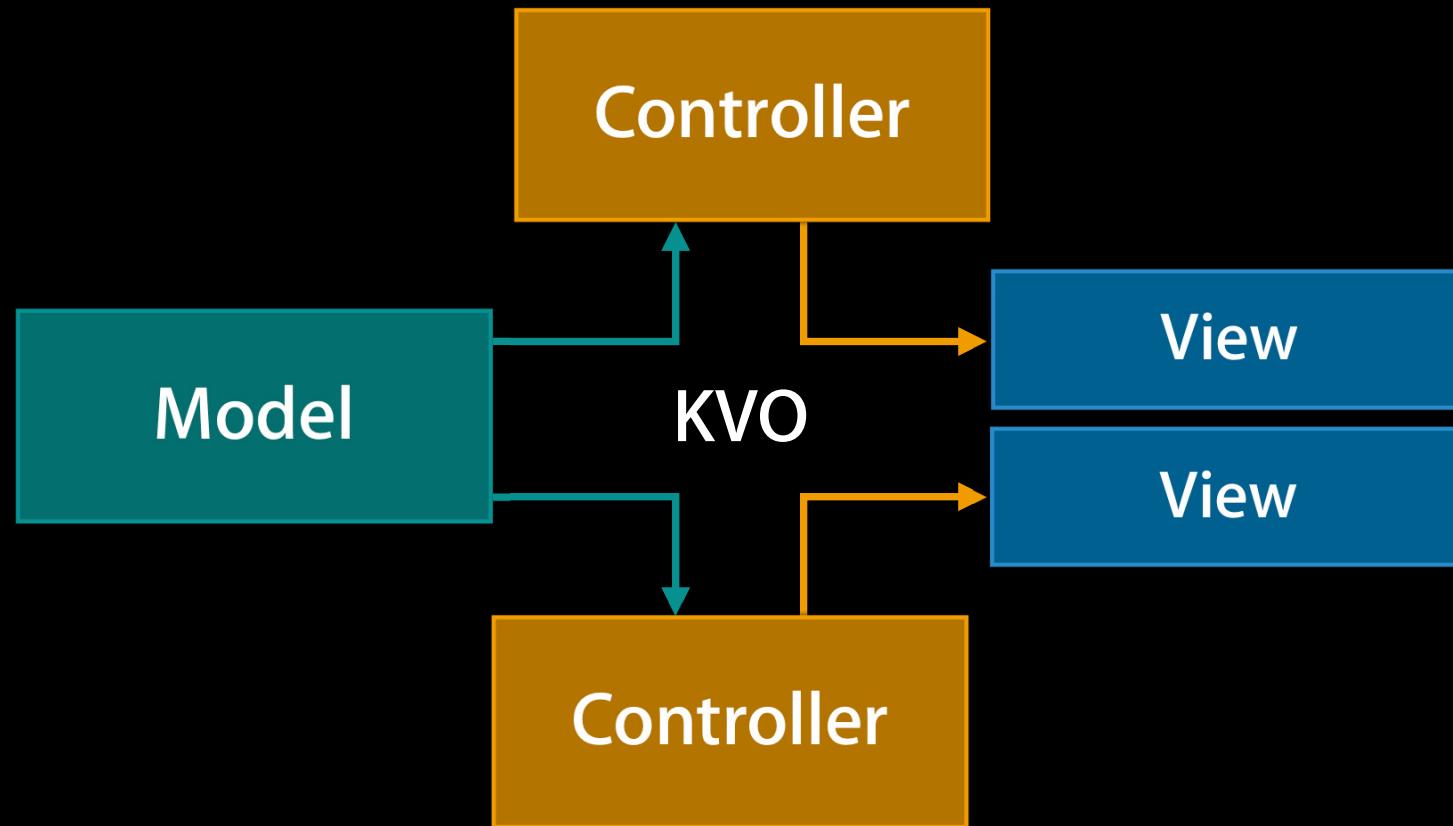
Handling Changes

Updating multiple controllers



Handling Changes

Updating multiple controllers



Key-Value Coding (KVC)

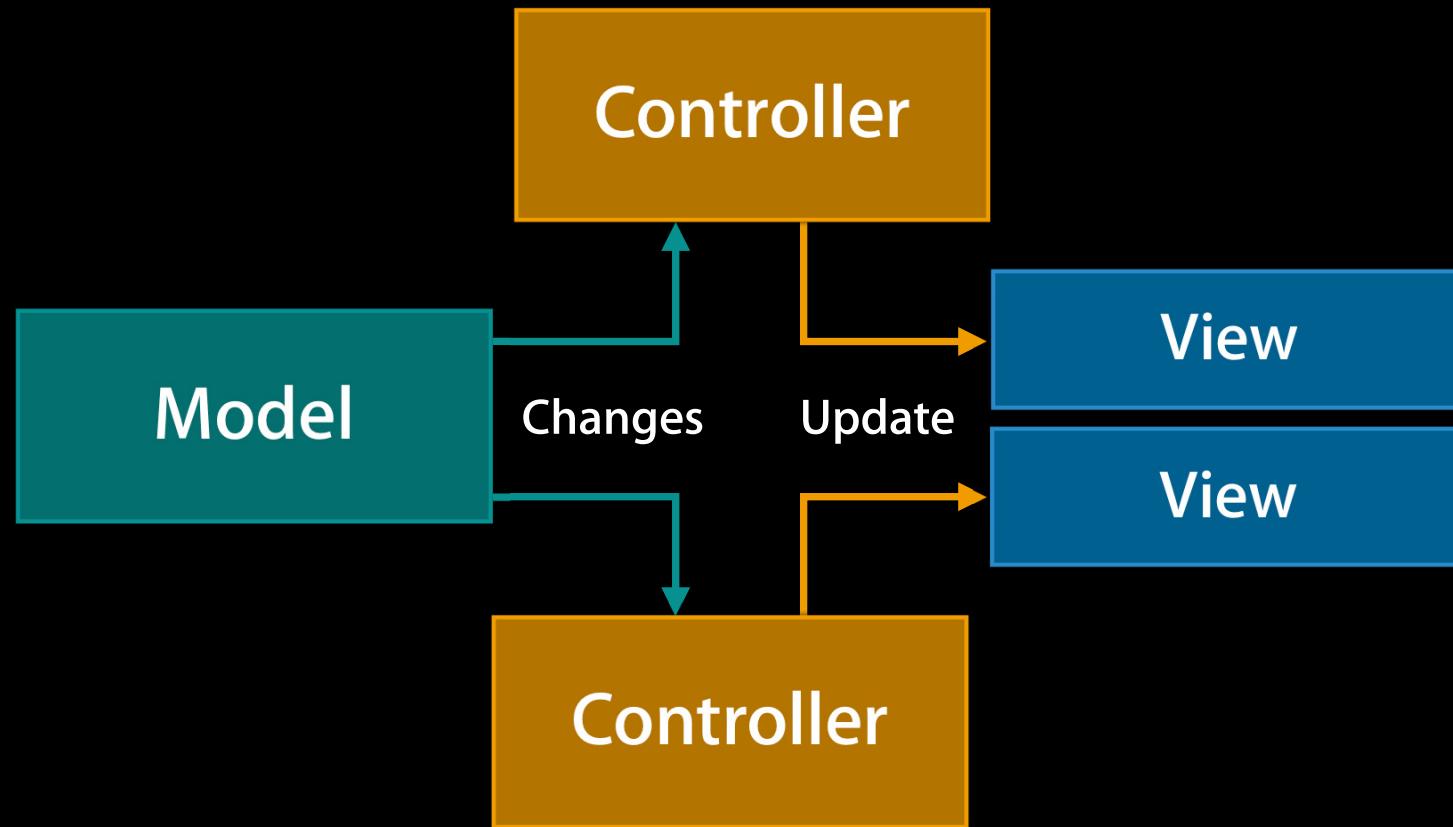
Key-Value Observing (KVO)

`-getFoo: → -valueForKey:@"foo"`

`-setFoo: → -setValue:forKey:@"foo"`

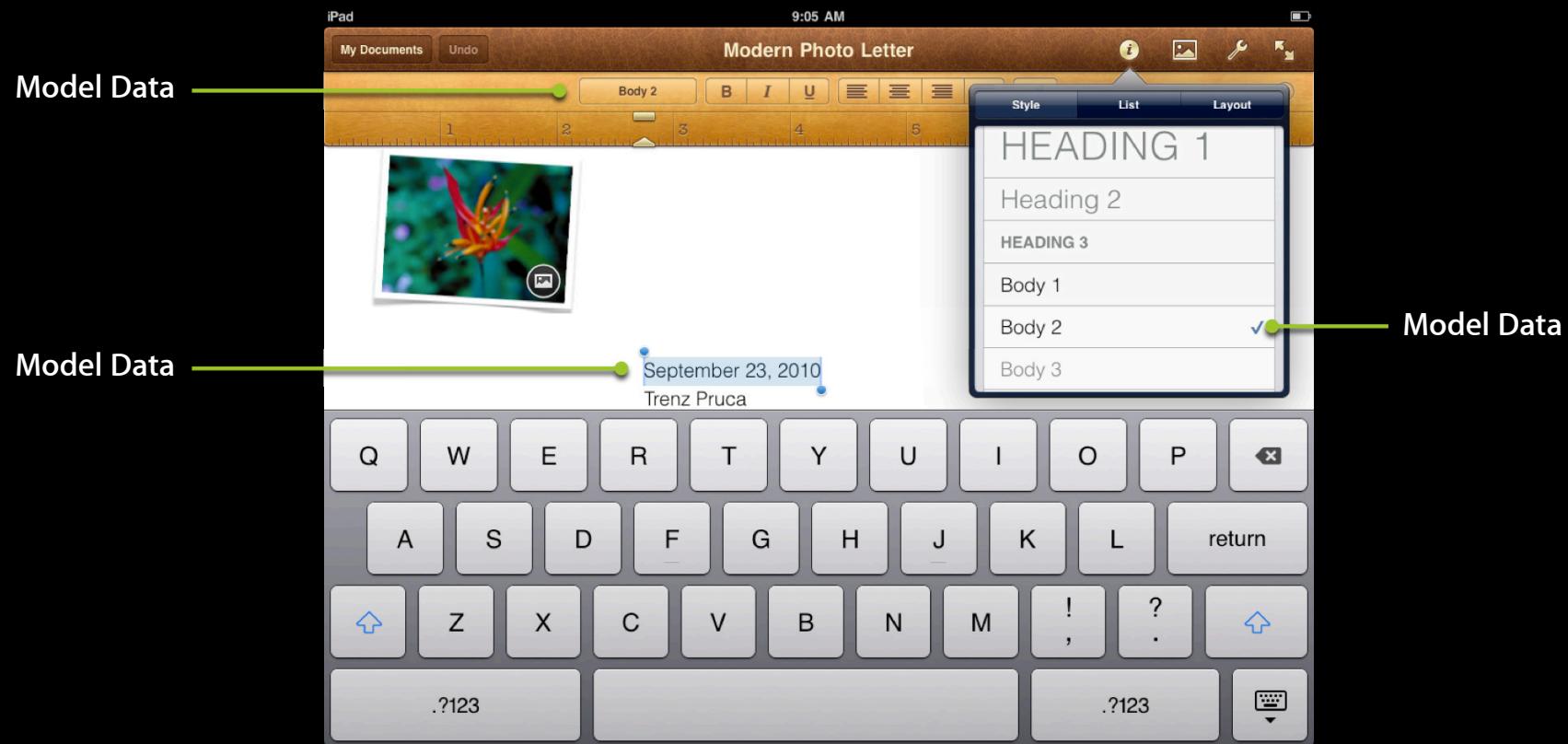
Handling Changes

Updating multiple controllers



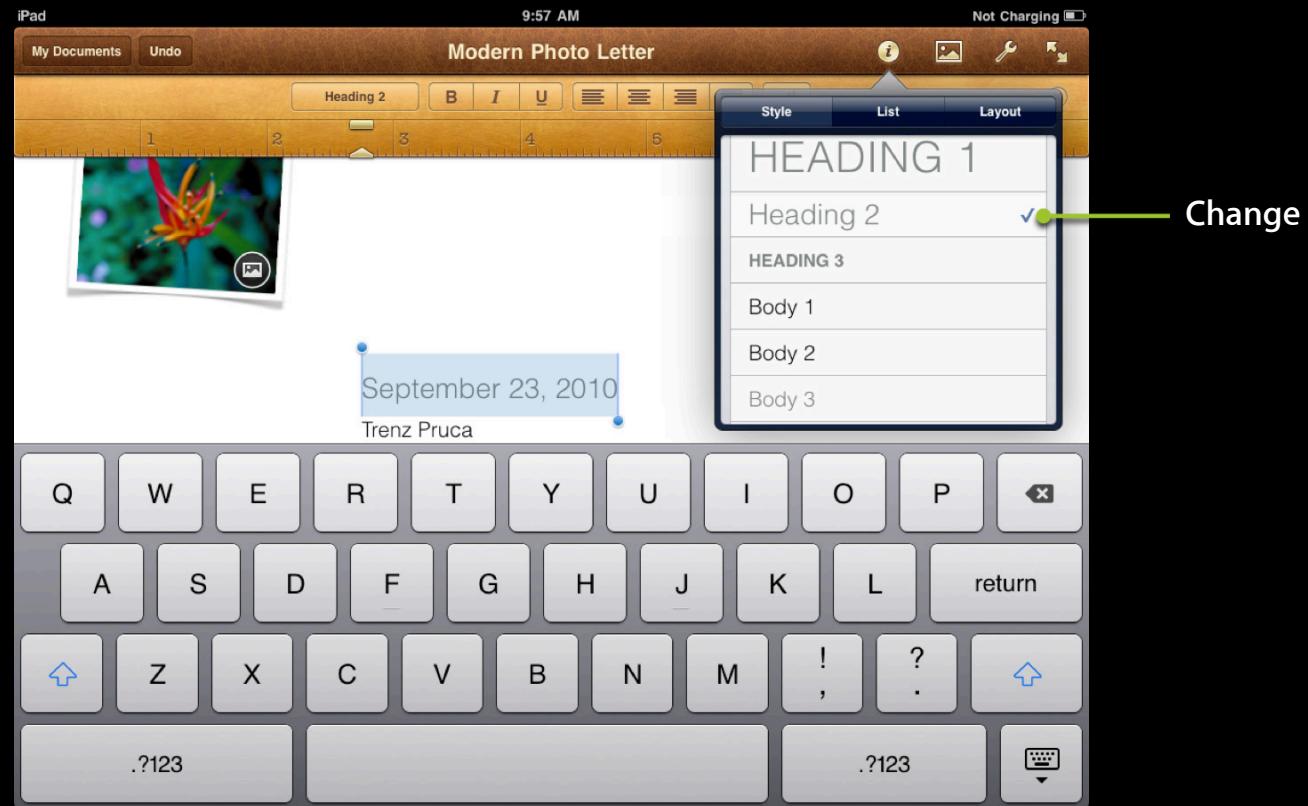
Complex View Updates

Inspectors on iPad



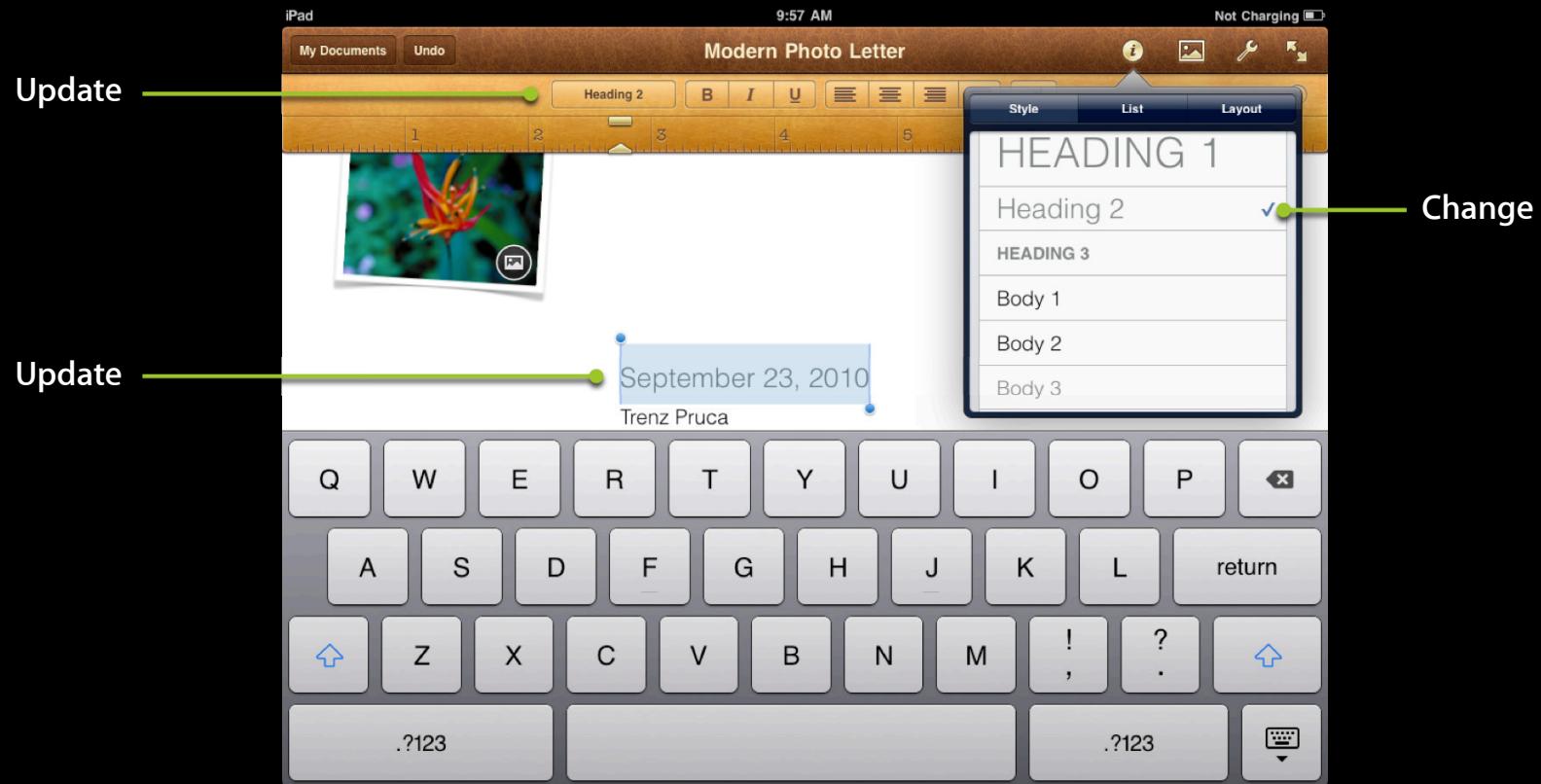
Complex View Updates

Pages Style Inspector



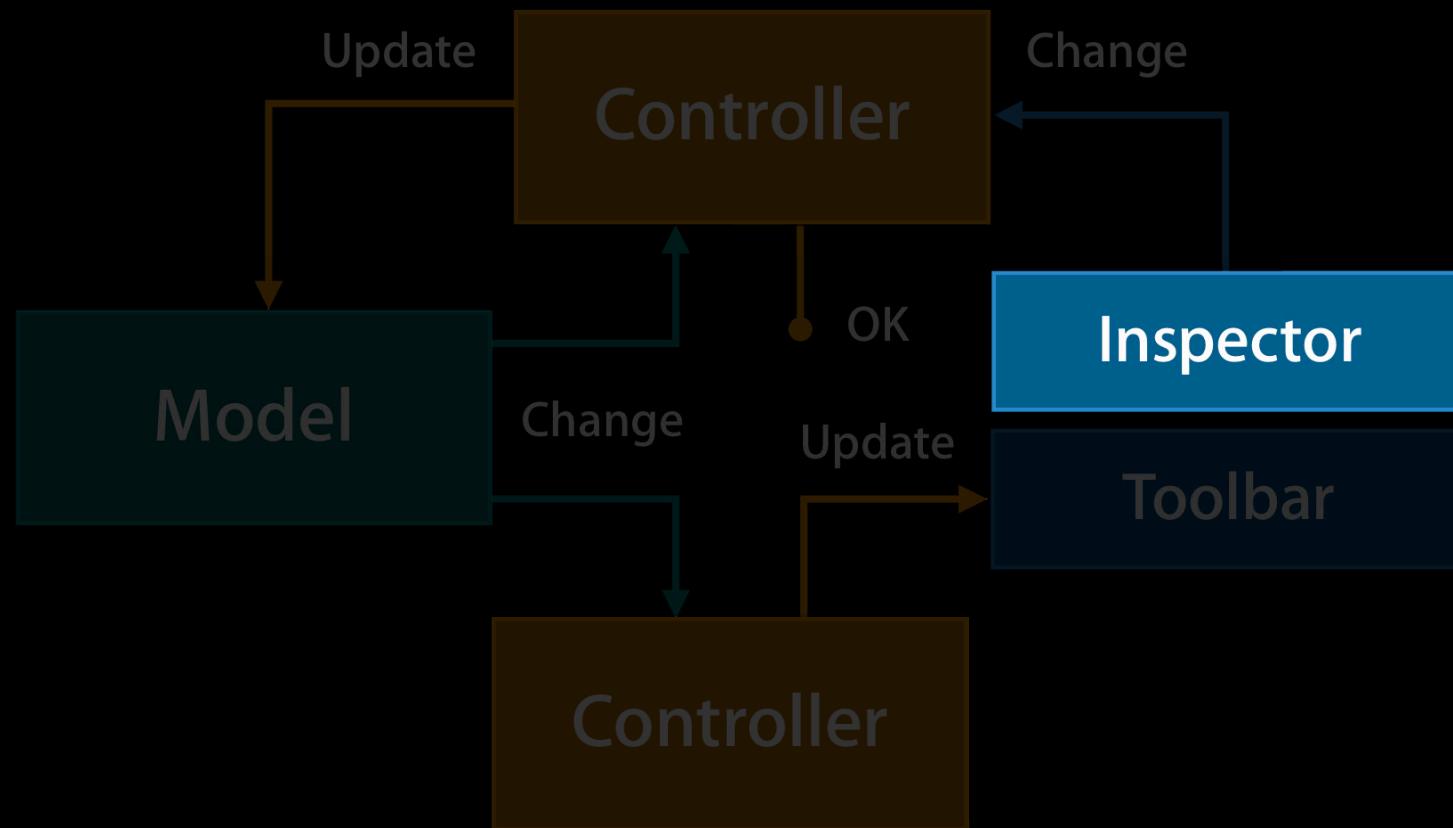
Complex View Updates

Pages Style Inspector



Handling Changes

Updating multiple controllers



MVC Is the Way to Go

#10. Coordinate State Changes

Updating model after user actions

Updating views after model changes

The 10 Best MVC Tips Ever

The 10 Best MVC Tips Ever

#1. Learn MVC for iPhone OS

#2. Use MVC to divide work

#3. Don't fight the framework

#4. Don't abuse views

#5. Plan for iPhone and iPad

The 10 Best MVC Tips Ever

- #6. Strive for loose coupling
- #7. Choose the right data model
- #8. Decompose controller work
- #9. Take charge of your object graph
- #10. Coordinate state changes

Flexible and Easy to Change

Great Apps

Related Sessions

What's New in Cocoa Touch	Mission Tuesday 9:00AM
iPad and iPhone User Interface Design	Mission Tuesday 10:15AM
Designing Apps With Interface Builder	Mission Wednesday 2:00PM
Mastering Core Data	Russian Hill Wednesday 2:00PM
Simplifying Touch Event Handling with Gesture Recognizers	Pacific Heights Wednesday 3:15PM
Advanced Gesture Recognition	Pacific Heights Wednesday 4:30PM
Understanding Foundation	Russian Hill Thursday 9:00AM

Related Sessions

Model-View-Controller for iPhone OS (Repeat)	Russian Hill Thursday 2:00PM
Performance Optimization on iPhone OS	Presidio Thursday 2:00PM
API Design for Cocoa and Cocoa Touch	Marina Thursday 4:30PM
Optimizing Core Data Performance on iPhone OS	Presidio Thursday 4:30PM
iPad and iPhone User Interface Design (Repeat)	Pacific Heights Friday 10:15AM
What's New in Cocoa Touch (Repeat)	Marina Friday 11:30AM

Related Sessions

Model-View-Controller for iPhone OS (Repeat)

Russian Hill
Thursday 2:00PM



