

# Module 10

## "MVVM Design Patterns [Deeper Dive]"



**TEKNOLOGISK**  
**INSTITUT**

# Agenda

- ▶ **MVVM Frameworks**
- ▶ Patterns for Common Problems
- ▶ Concluding Remarks

# The Jungle of MVVM Frameworks

- ▶ Caliburn
- ▶ Catel
- ▶ Cinch
- ▶ ClientUI
- ▶ Excalibur
- ▶ **MVVM Light**
- ▶ Prism
- ▶ Simple MVVM
- ▶ Vidyano
- ▶ ... + many more

# MVVM Light Toolkit

- ▶ Developed by Laurent Bugnion of GalaSoft
  - <http://www.galasoft.ch/mvvm/>
- ▶ Patterns
  - ViewModel Locator / IoC
  - Stateful and Stateless ViewModel
  - Message Bus
  - View Service
  - ...
- ▶ Provides
  - Project Templates
  - Infrastructure and Helper Classes
  - Snippets
  - NuGet packages





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# Stateful ViewModel Pattern

- ▶ Controls do not have state – ViewModel does!
- ▶ Easier to test
- ▶ Decouples business logic from UI
- ▶ MVVM Light Toolkit provides NuGet package
  - **ViewModelBase** + snippets

```
public class MainViewModel : ViewModelBase
{
    public string FirstName
    {
        get => firstName;
        set
        {
            ...
            RaisePropertyChanged();
        }
    }
}
```

# Message Bus Pattern

- ▶ Need to synchronize viewmodels
  - Without tightly coupling them!
  - **Messenger** provides loosely coupled communication
- ▶ Note that WPF 4.5 provides "live shaping"
  - **CollectionViewSource.**
    - **IsLiveSortingRequested**
    - **IsLiveFilteringRequested**
    - **IsLiveGroupingRequested**

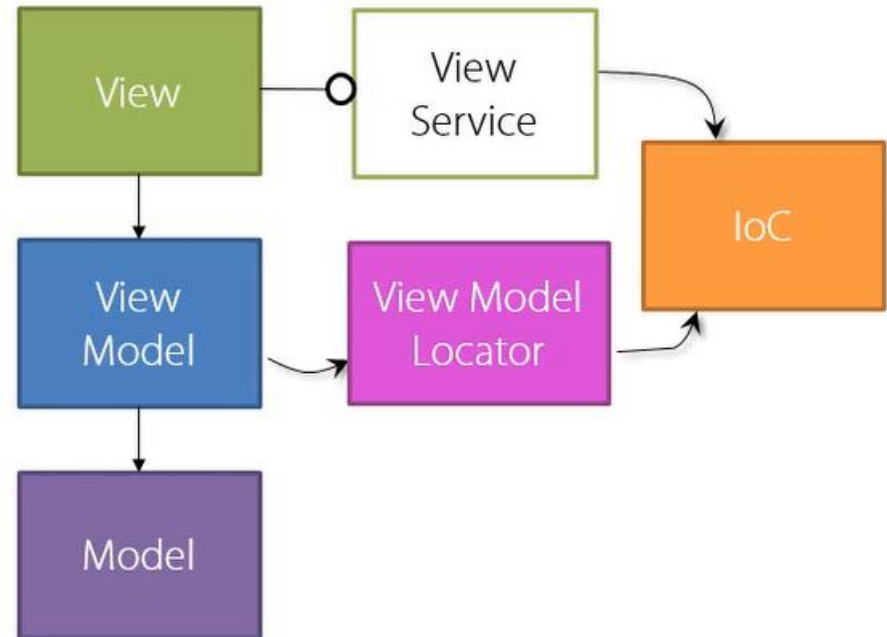
# Inversion of Control Pattern

- ▶ It is really helpful to make use of an IoC container
  - Unity
  - Simpleloc
  - ...
  
- ▶ This will allow simple setup of many nice features, e.g.
  - Design-mode vs. runtime models, view models and services
  - View Service Pattern
  - ...
  
- ▶ MVVM Light Toolkit provides the **SimpleIoc** helper



# View Services Pattern

- ▶ Cardinal rule of MVVM
  - Never look "up"...
- ▶ ViewModel should never call View methods, e.g.
  - Prompts
  - Message boxes etc.
- ▶ Solution is to create View Services to break potential circular dependency between View and ViewModel



# Attached Behaviors Pattern

- ▶ Nikhil Kothari
  - In 2008 discovered the sheer power of attached properties
  - Attaches “unavailable” behavior to UI elements, e.g. **Command**
- ▶ Blend Team went to improve it to **Behavior<T>** class
  - In **System.Windows.Interactivity** namespace
    - **EventTrigger**
    - **InvokeCommandAction**
- ▶ Examples may include
  - Providing **Command** property
  - Converting events to commands
  - Drag ‘n Drop
  - Setting focus to elements
  - ... + many more
- ▶ MVVM Light provides **EventToCommand** behavior similar to **InvokeCommandAction**

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# Summarizing...

- ▶ Many variations and alternative sub-patterns exist
- ▶ MVVM keeps a clear and clean separation
- ▶ MVVM is in many ways like “re-learning” WPF
- ▶ MVVM is often difficult upon new first encounters
- ▶ MVVM frameworks support sets of sub-patterns
  
- ▶ Choose the approach which suits YOU
- ▶ But stay as consistent as possible...
  - Uncle Google might be your enemy here

# MVVM is "going global..." 😊

## ► Works for any XAML-based formalism

- WPF
- UWP
- Xamarin.Forms

## ► Adapted by

- KnockoutJS
- Angular

```
Choose a ticket class:
<select data-bind="options: tickets,
  optionsCaption: 'Choose...',
  optionsText: 'name',
  value: chosenTicket"></select>

<button data-bind="enable: chosenTicket,
  click: resetTicket">Clear</button>

<p data-bind="with: chosenTicket">
  You have chosen <b data-bind="text: name"></b>
  ($<span data-bind="text: price"></span>)
</p>

<script>
  function TicketsViewModel() {
    this.tickets = [
      { name: "Economy", price: 199.95 },
      { name: "Business", price: 449.22 },
      { name: "First Class", price: 1199.99 }
    ];
    this.chosenTicket = ko.observable();
    this.resetTicket = function() { this.chosenTicket(null) }
  }
  ko.applyBindings(new TicketsViewModel());
</script>
```

**Binding attributes**  
declaratively link  
DOM elements  
with model  
properties

**Your view model**  
holds the UI's  
underlying data  
and behaviors

**Activates Knockout**

# Summary

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