



APP ARCHITECTURE

WELCOME

In this workshop you've been given a complete iOS project that would benefit from a significant rethink in its architecture. You've also been given other PDFs that walk you through architectural patterns such as delegation, singletons, and more. Each document briefly outlines the pattern, explains what problem it solves and how the solution looks, then sets you the challenge of applying that pattern to the sample project.

There is no “correct” solution here. **You need to experiment with each pattern, try things out, and see what works.** As you work you should see the view controllers shrink, which is sign that you're doing the right thing.

I've numbered the documents by difficulty based on what I think an “average” developer knows – if you're particularly senior you might find the challenges easier, and if you're fresh to iOS you might find them harder. **You can start with any one you want, and you can complete them in any order you want.** It's not a race: what matters is that you dive into a problem and solve it so you understand each pattern.

Need help? [Ask questions!](#) That's literally my only job today.

Now: get busy fixing up the project! 🚀