

STRV

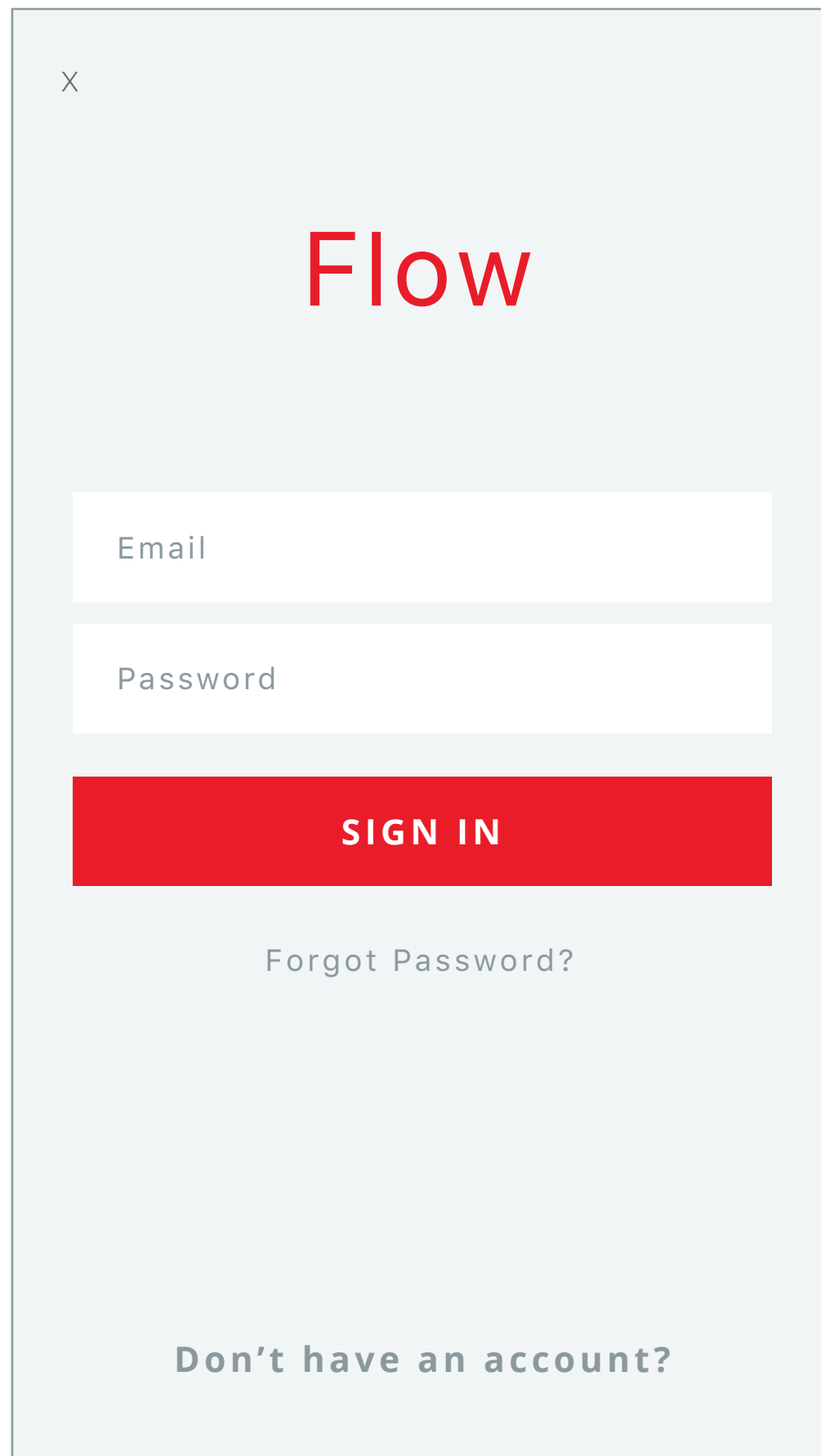
FLOW COORDINATOR

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THE PROBLEM

THE PROBLEM



```
class SignInViewController: UIViewController {
    let viewModel = SignInViewModel()

    func signInButtonTapped(_ sender: UIButton) {
        viewModel.signIn(email: emailTextField.text, password: passwordTextField.text) { (success) in
            if success {
                self.dismiss(animated: true, completion: nil)
            }
        }
    }

    func createAccountButtonTapped(_ sender: UIButton) {
        let viewController = CreateAccountViewController()
        viewController.email = emailTextField.text
        self.navigationController?.pushViewController(viewController, animated: true)
    }

    func forgotPasswordButtonTapped(_ sender: UIButton) {
        let viewController = ForgotPasswordViewController()
        viewController.email = emailTextField.text
        self.navigationController?.pushViewController(viewController, animated: true)
    }
}
```

```

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    let viewModel = SignInViewModel()

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    }
}

```

WHAT IS A COORDINATOR?

COORDINATORS

- Responsible for the Application Flow
- Create, show and dismiss ViewControllers and Child Coordinators
- Removes responsibility from the ViewController
- Architecture agnostic

COORDINATORS

The coordinator should know how to

- ✓ Show ViewControllers that belong to it's flow
- ✓ Start new Flows
- ✓ Finish showing ViewControllers and other Flows

The coordinator should not know

- ✗ Where it belongs in the Application Flow
- ✗ How to dismiss itself

DEFAULT IMPLEMENTATION

```
open class Coordinator: Hashable {  
    /// Keeps the references of child coordinators  
    var children = Set<Coordinator>()  
  
    /// ViewController that will be shown by its parent  
    var root = UINavigationController()  
  
    /// Starts the flow, here you can configure the  
    /// navigation controller and show other child ViewControllers  
    func start() {}  
  
    /// Notifies it's parent that it should be dismissed  
    func finish() {}  
}
```

COORDINATOR FINISH

- By delegation

```
protocol CoordinatorDelegate: AnyObject {
    func didFinish(flow: Coordinator)
}

final class ParentCoordinator: Coordinator, CoordinatorDelegate {
    func startChildFlow() {
        let flow = ChildCoordinator(delegate: self)
        flow.start()
    }

    func didFinish(flow: Coordinator) {
        flow.root.dismiss(animated: true) {
            self.children.remove(flow)
        }
    }
}
}
```

COORDINATOR FINISH

- By delegation

```
final class ChildCoordinator: Coordinator {  
    weak var delegate: CoordinatorDelegate?  
  
    init(delegate: CoordinatorDelegate) {  
        self.delegate = delegate  
    }  
  
    func finish() {  
        delegate?.didFinish(flow: self)  
    }  
}
```

COORDINATOR FINISH

- Using closures

```
final class ParentCoordinator: Coordinator {  
    func startChildFlow() {  
        let flow = ChildCoordinator()  
  
        flow.didFinish = { [weak self] flow in  
            flow.root.dismiss(animated: true) {  
                self?.children.remove(flow)  
            }  
        }  
  
        flow.start()  
    }  
}
```

COORDINATOR FINISH

- Using closures

```
final class ChildCoordinator: Coordinator {  
    var didFinish: ((Coordinator) -> Void)?  
  
    func finish() {  
        self.didFinish?(self)  
    }  
  
}
```

TYPES OF FLOW

Vertical

- Is presented by the parent flow
- Doesn't share the parent's Navigation Controller

Horizontal

- Is pushed by the parent flow
- Shares the parent's Navigation Controller

COORDINATOR

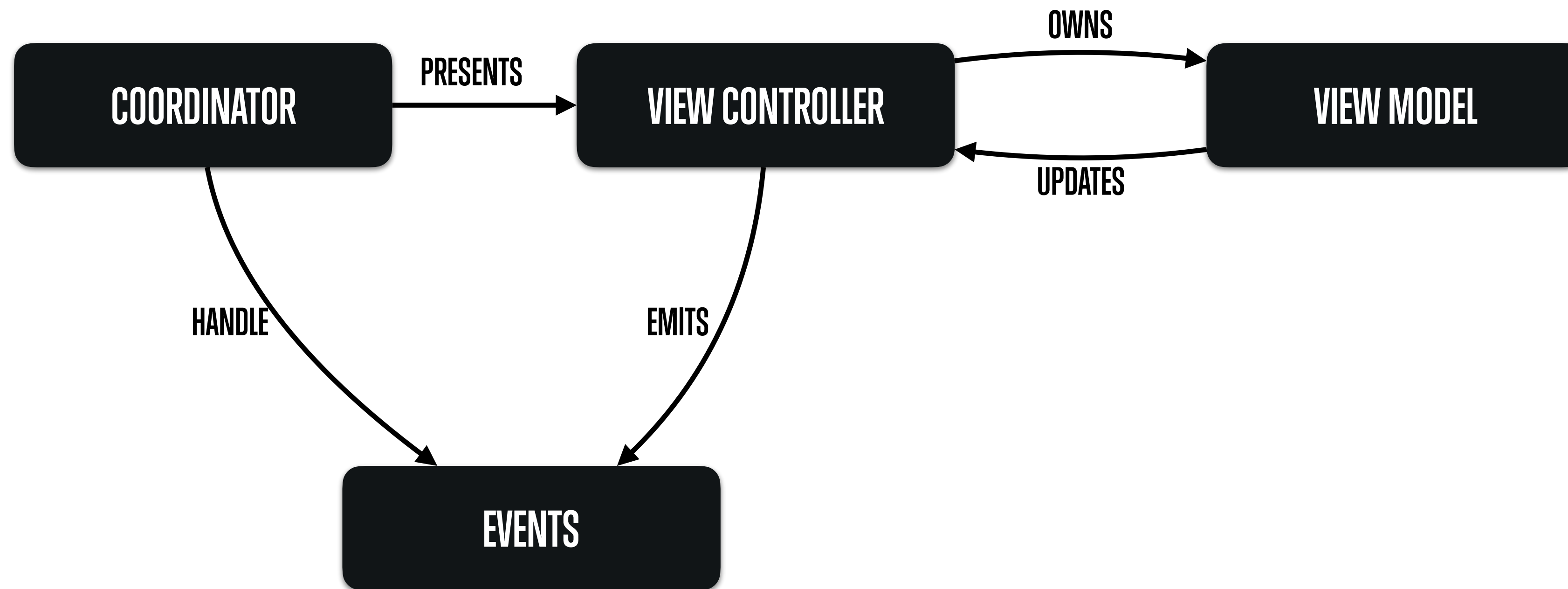
- Using RX



VIEW CONTROLLERS

VIEW CONTROLLERS

- Always created and shown by the Coordinator
- Should only know about its View and ViewModel
- Receives data from the ViewModel and emits interaction events



EVENTS

```
class MyViewController: UIViewController {
    enum Events: EventType {
        case didTapButton(viewController: UIViewController)
    }

    let events = EventEmitter<Events>()
    var disposeBag = DisposeBag()
    let button = UIButton()

    func setupBindings() {
        button.rx.tap
            .withUnretained(self)
            .map(Events.didTapButton)
            .bind(to: events.emitter)
            .disposed(by: disposeBag)
    }
}
```

EVENTS

```
var myViewController: UIViewController {  
  
    let viewController = MyViewController()  
  
    viewController.events.onNext { (event) in  
        switch event {  
        case .didTapButton(let viewController):  
            print("Did tap the button on \(viewController)")  
        }  
    }  
  
    return viewController  
}
```

HANDLING BACK BUTTON ON HORIZONTAL FLOW

- If not handled, the flow will never emit a finishing event
- Easy to handle with RxSwift

```
public extension Reactive where Base: UIViewController {  
    var willPopFromParent: Observable<Void> {  
        return willMoveToParentViewController.filter { $0 == nil }.mapTo(())  
    }  
}
```

```
firstViewController.rx.willPopFromParent  
    .withUnretained(self)  
    .bind(to: didFinish)  
    .disposed(by: disposeBag)
```

THAT'S IT

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QUESTIONS?

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