

CLEAN  
ARCHITECTURE  
IN SWIFT

MARCIN KUPTTEL

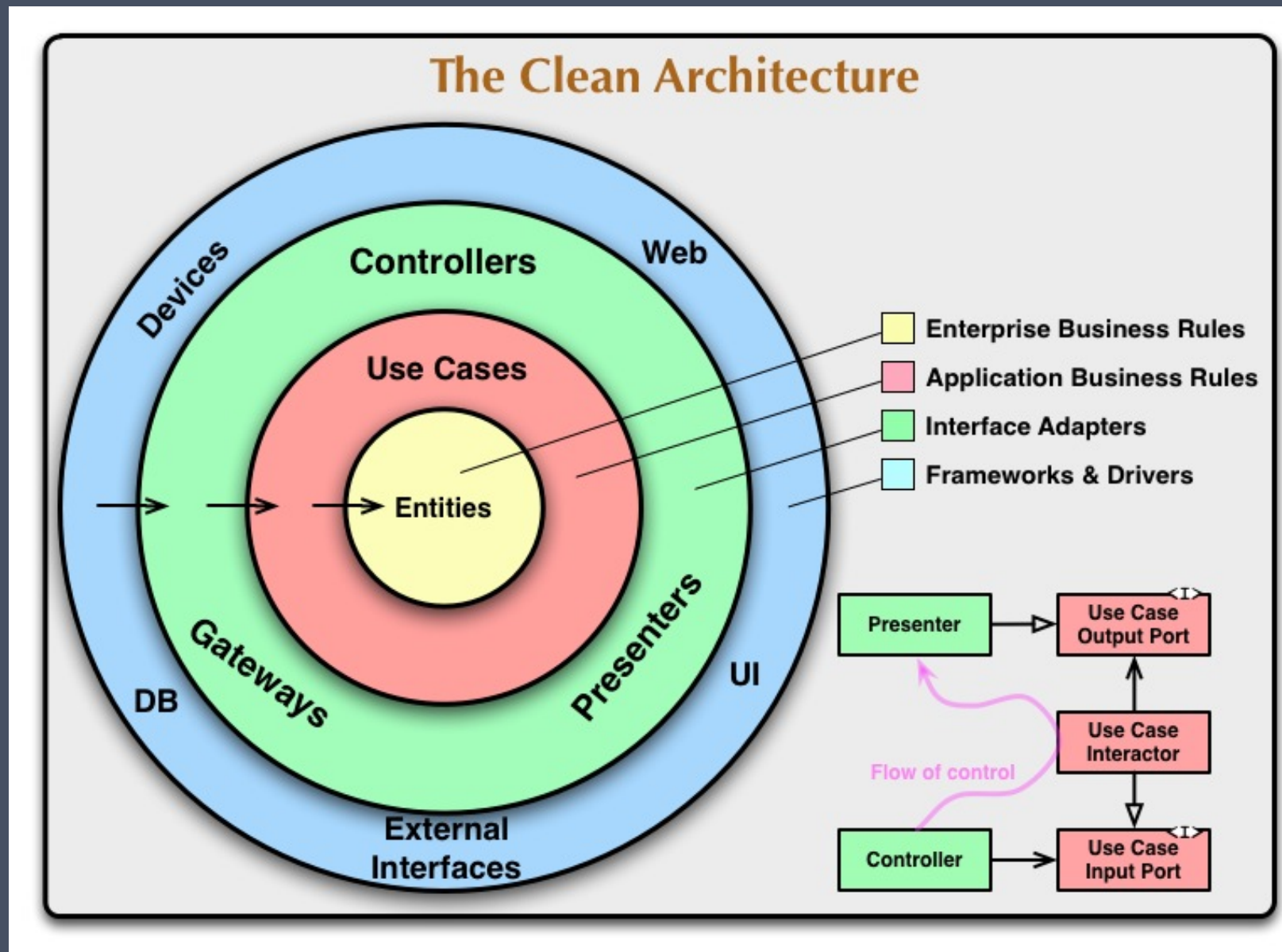
**WE'VE ALL BEEN THERE ...**



RECOGNIZE THE  
PROBLEM

**WHAT IS CLEAN  
ARCHITECTURE?**

# OVERVIEW

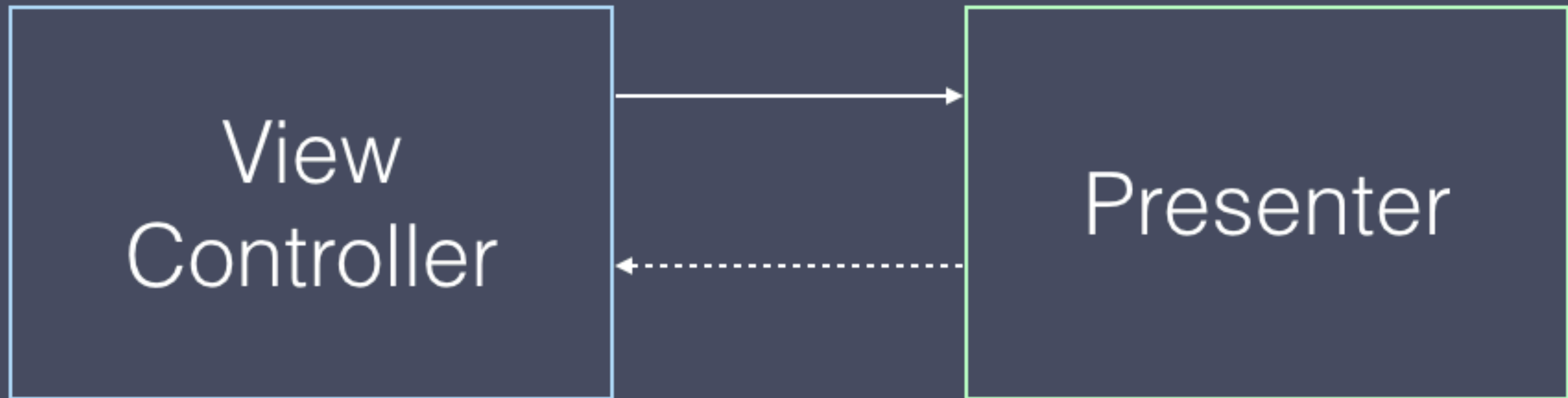


# VIEW CONTROLLER

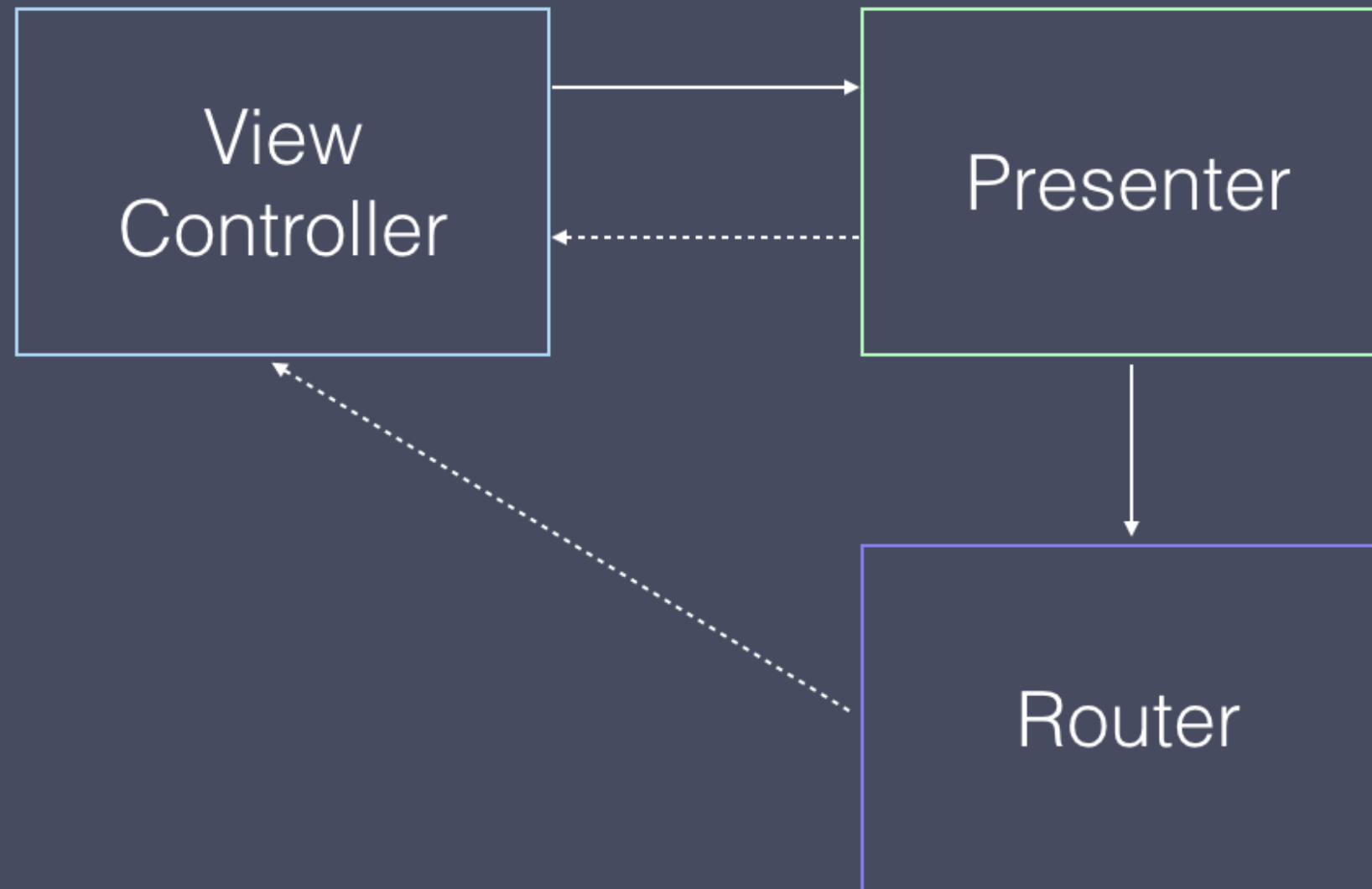


View  
Controller

# PRESENTER

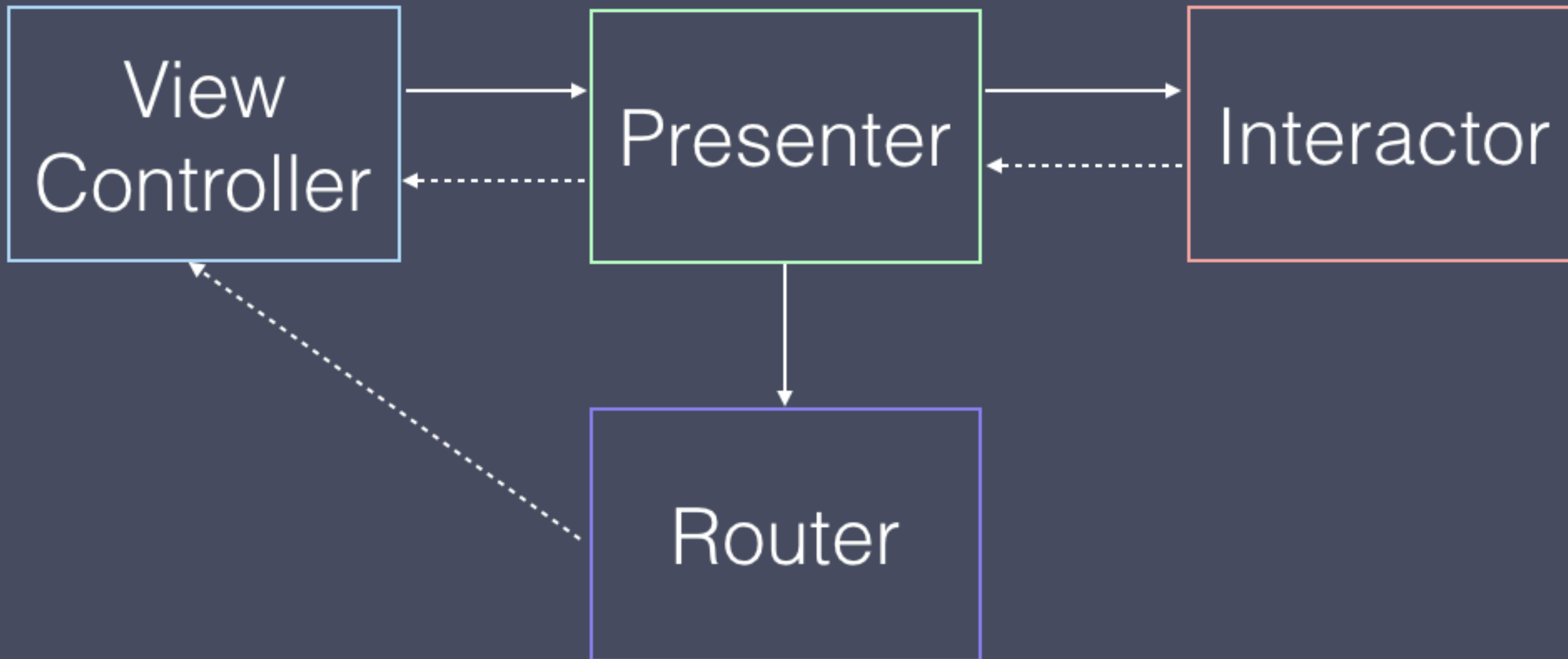


# ROUTER

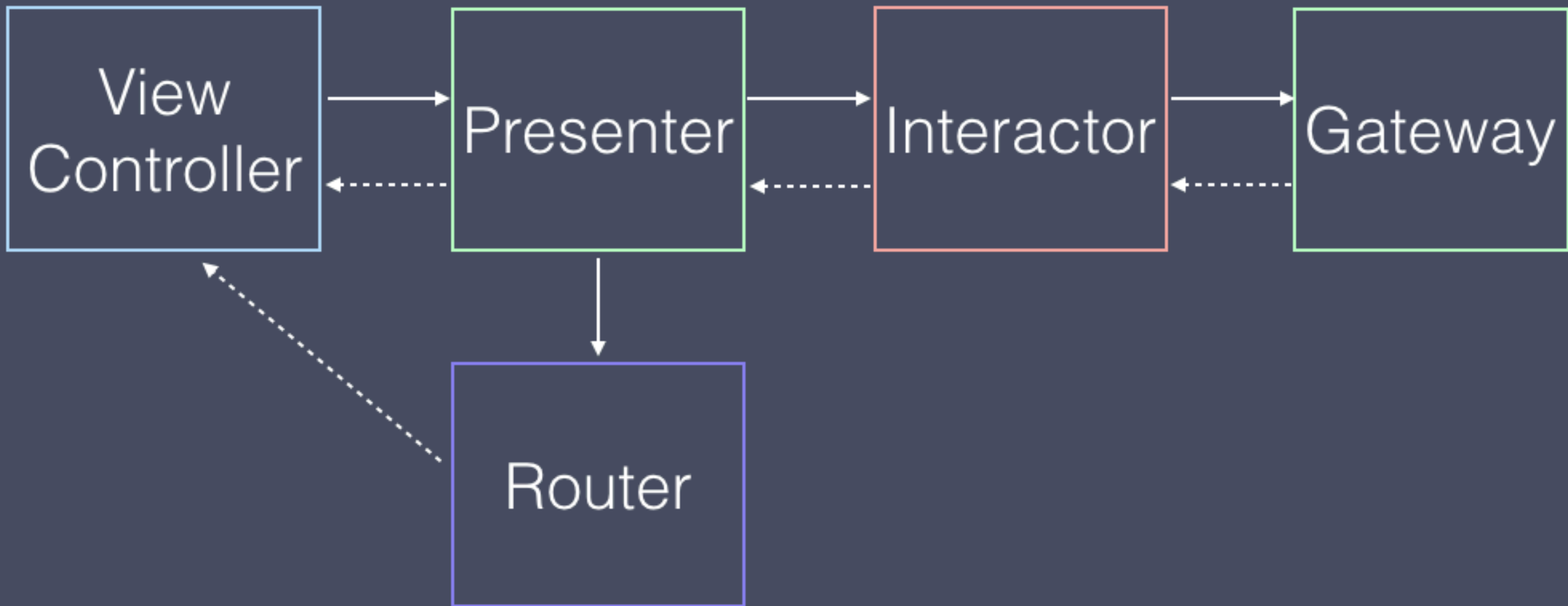




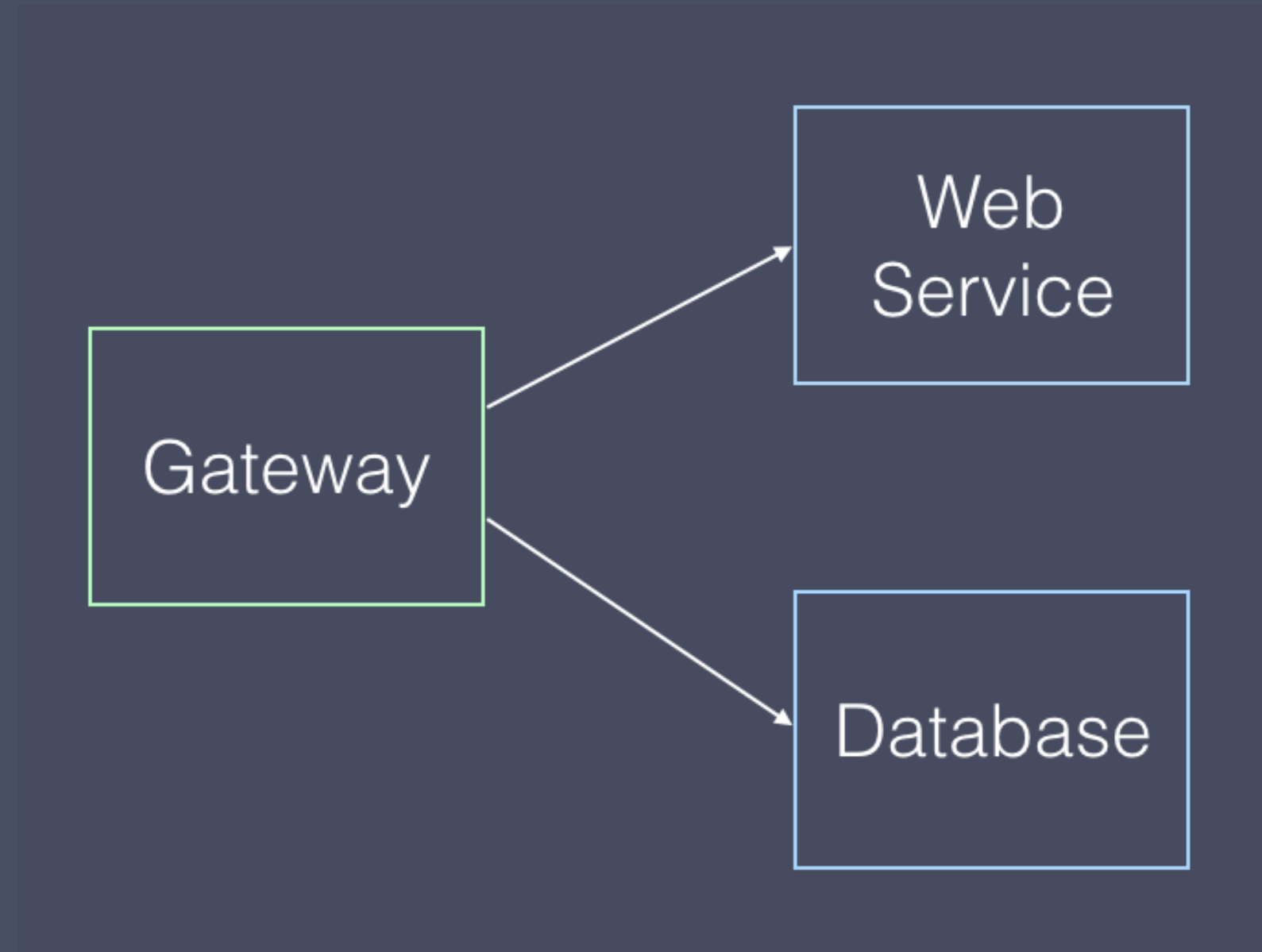
# INTERACTOR



# GATEWAY



# ONE STEP FUTHER



CONCRETE  
EXAMPLE

# WHAT WE GET

- > A RECOGNIZABLE STRUCTURE
- > WELL DEFINED RESPONSIBILITIES
  - > MODULARITY
  - > EASY TESTING

# WHAT TO BEAR IN MIND

- > CAN BE AN OVERKILL FOR SMALLER PROJECTS
  - > REQUIRES A LARGE NUMBER OF CLASSES

# REFERENCES

- > [HTTPS://BLOG.8THLIGHT.COM/UNCLE-BOB/2012/08/13/THE-CLEAN-ARCHITECTURE.HTML](https://blog.8thlight.com/uncle-bob/2012/08/13/the-clean-architecture.html)
- > [HTTPS://WWW.OBJC.IO/ISSUES/13-ARCHITECTURE/VIPER/](https://www.objc.io/issues/13-architecture/viper/)
- > [HTTP://ALISTAIR.COCKBURN.US/HEXAGONAL+ARCHITECTURE](http://alistair.cockburn.us/hexagonal+architecture)

**THANKS!**

**@MARCINKUPTTEL**