

CKIE-APP

**Convergent Capstone Design 1
18th Week Progress Report**

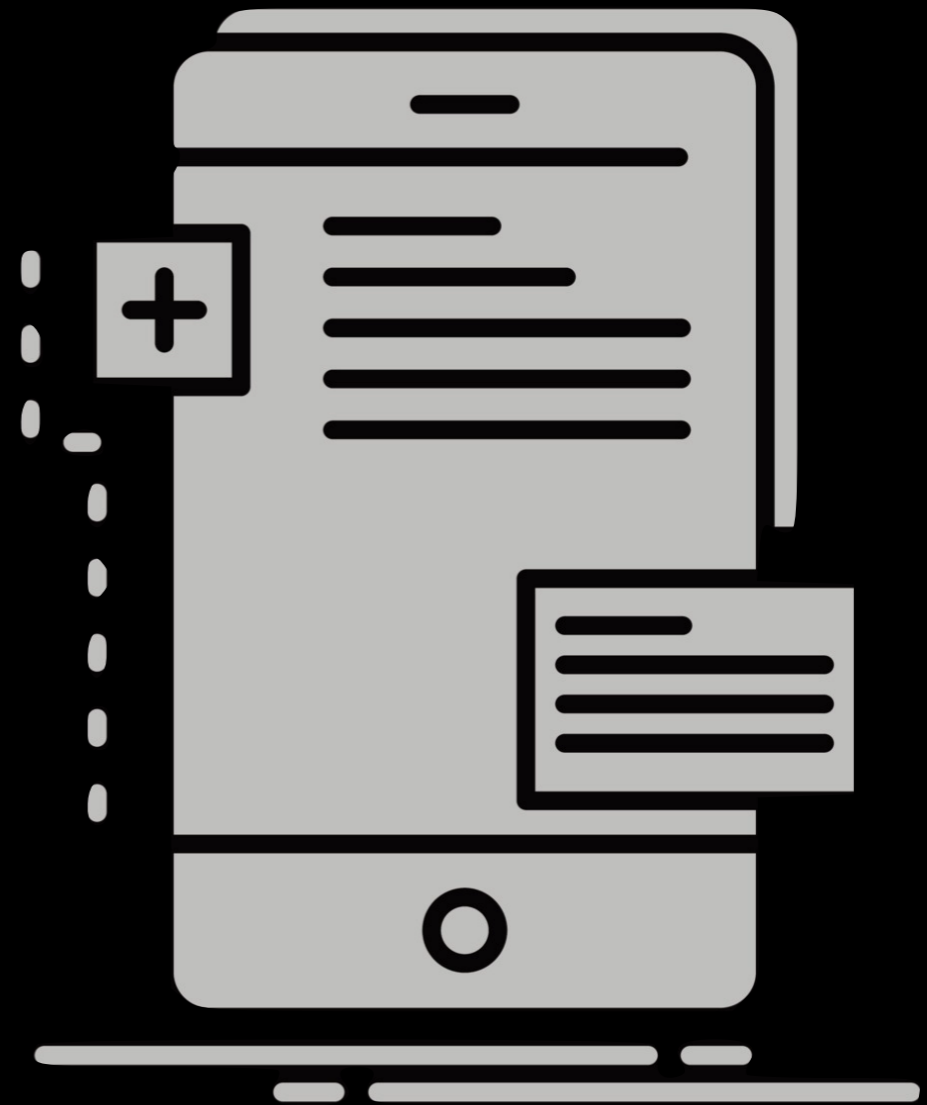
Group 5 Park JongBeum & Baek SeungHeon, June 13rd 2023

Recall

Recall

What we did last week

- Maps tab & UI
- State Management Using Provider
- `async/await`
- Backend TypeScript Migration

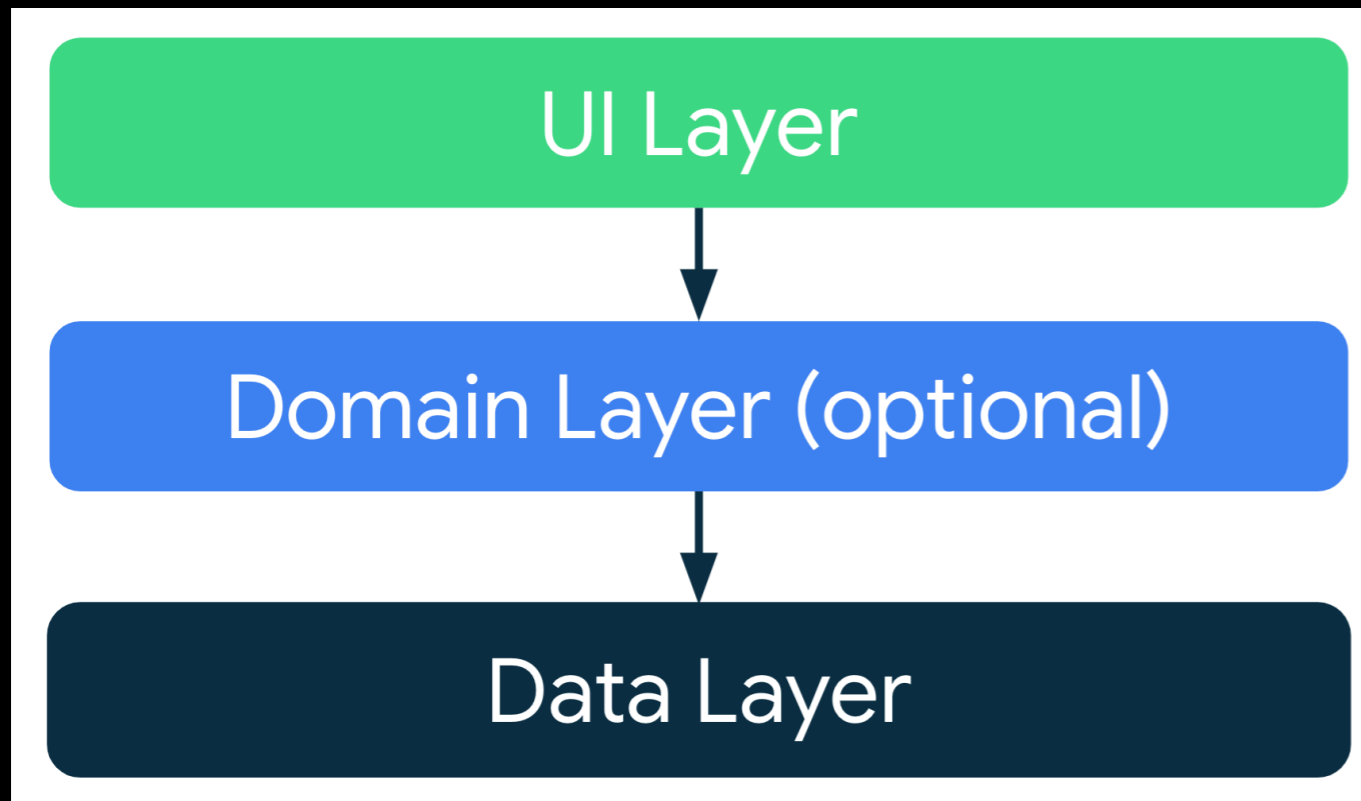


Architecture Pattern

What is Architecture Pattern?

- A structural approach to solving a particular problem
 - Improved Code Maintenance
 - Increased Reusability
 - Clarity of Code Structure
 - Flexibility and Scalability

Guide to app architecture (Android)

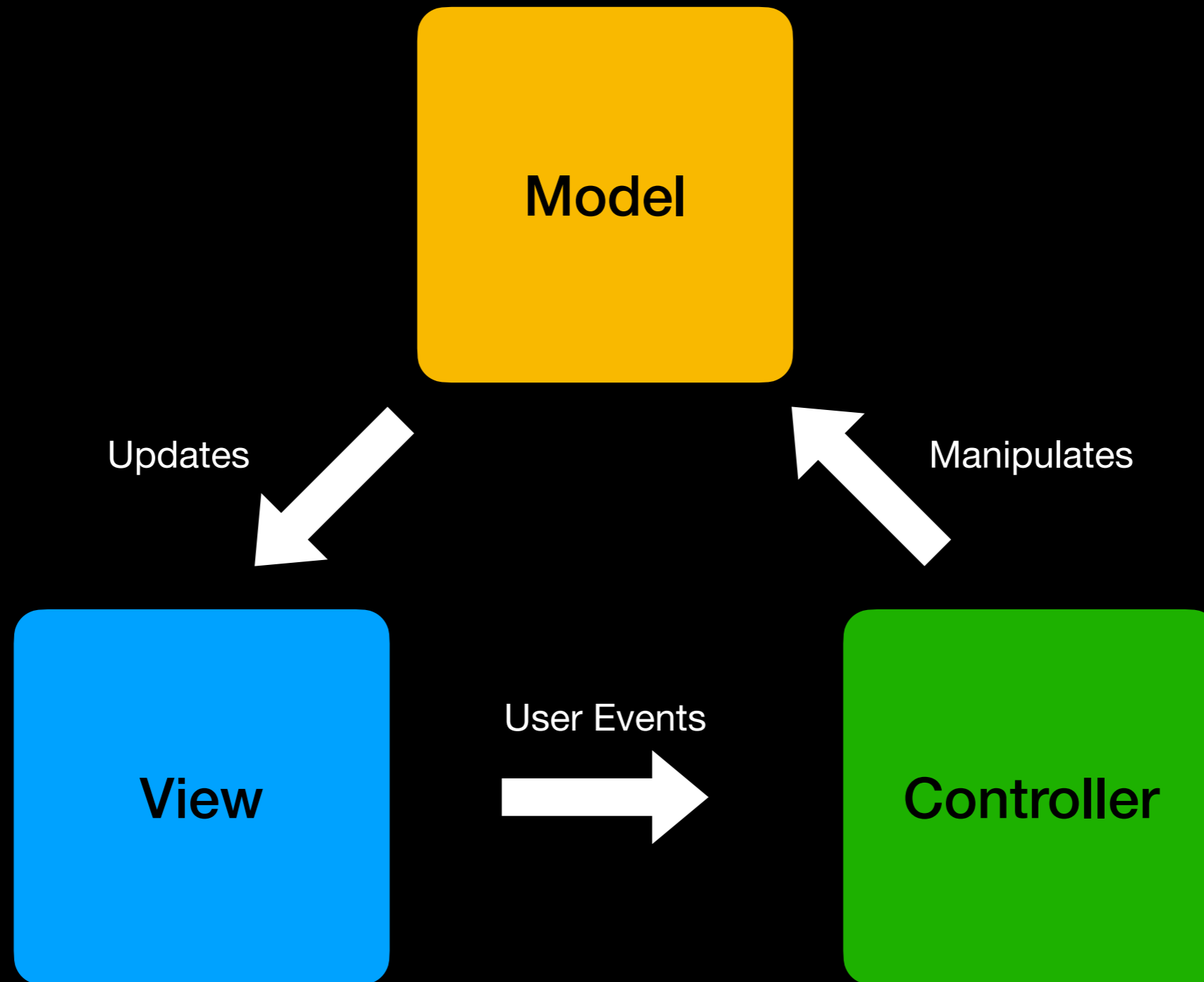


- General best practices
 - Don't store data in app components
 - Create well-defined boundaries of responsibility between various modules in your app

MVC

Model View Controller

Basic Structure



Model View Controller

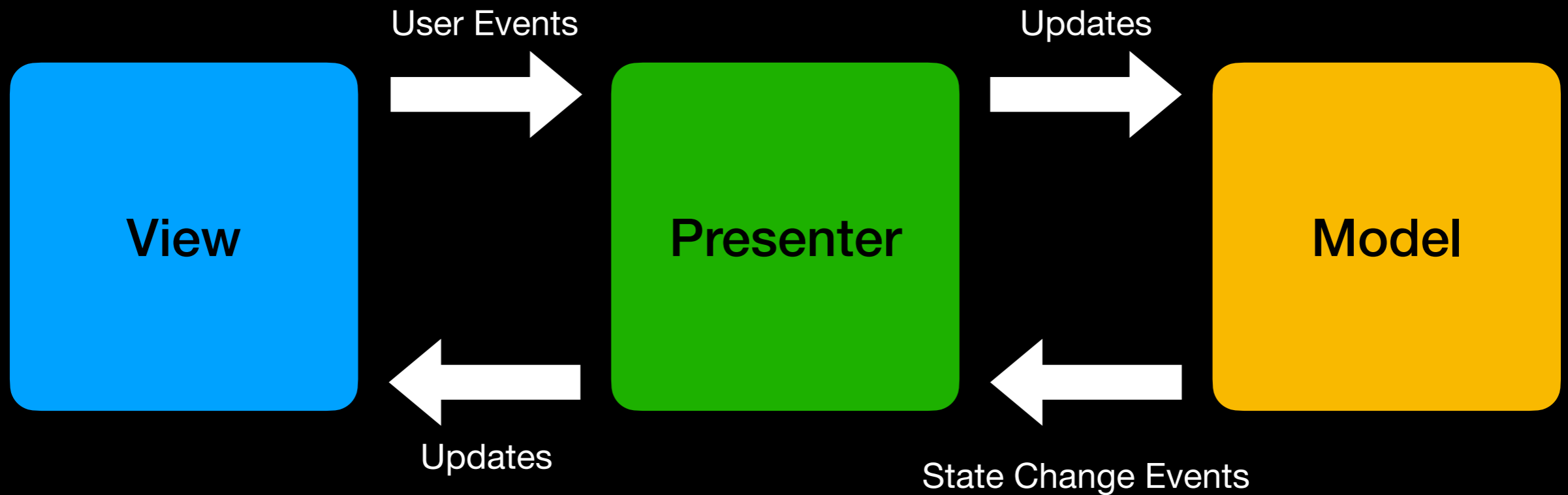
Pros and Cons

- ✓ Multiple Components Creation Feasibility
- ✓ Less Complicated
- ✗ Challenging For Modern UI
- ✗ Hard To Reuse and Run Tests
- ✗ View - Model are tightly coupled

MVP

Model View Presenter

Basic Structure



Model View Presenter

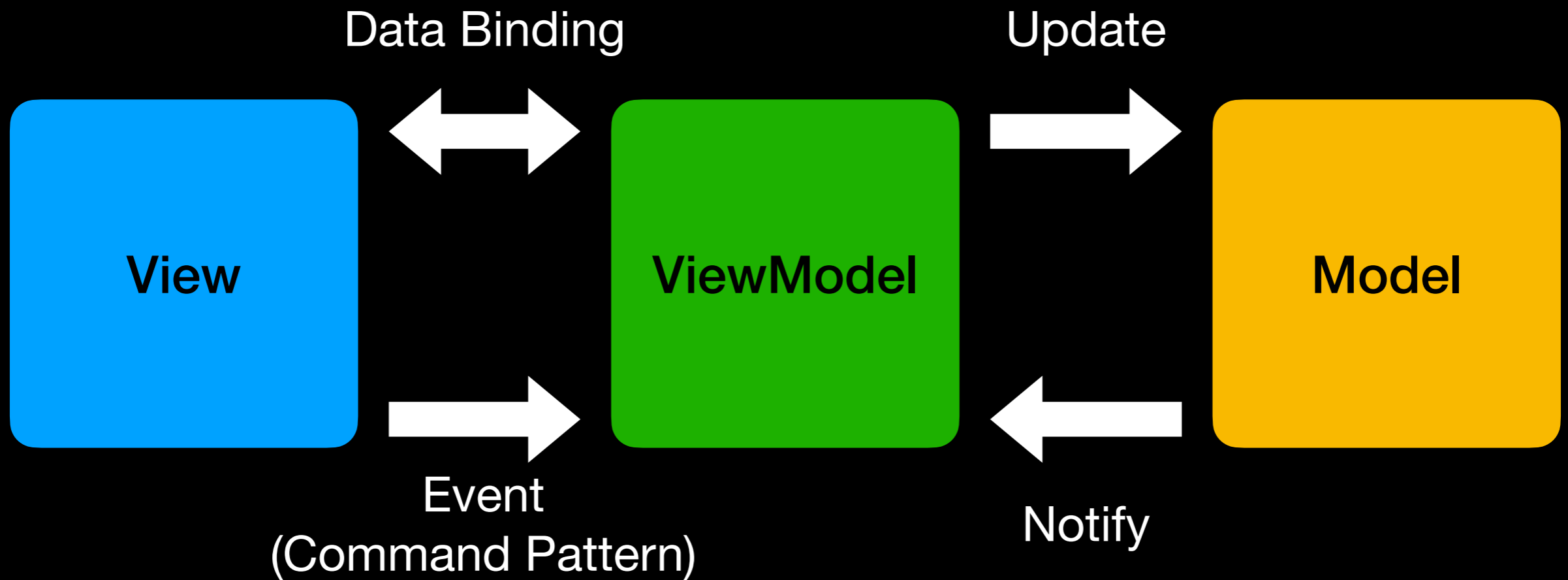
Pros and Cons

- ✓ Easier Debugging
- ✓ Better Reusability
- ✓ Reusable Components
- ✗ Because of the Lack of Controller, Control flow has also to be handled by the presenter; Responsible for 2 concerns:
 - ✗ Updating the Model
 - ✗ Presenting the Model
- ✗ Cannot Utilize Data Binding

MVVM

Model View ViewModel

Basic Structure



Example

MVVM

나이: 3살
체력: 100
배고픔: 10

산책하기

View

```
DogView {  
  build() {  
    Button: onPressed => takeWalk();  
    Text: "나이: ${  
      Consume<DogViewModel>  
        .read()  
        .나이}"  
    Text: "체력:"  
  }  
}
```

ViewModel

```
DogViewModel {  
  DogModel model = DogModel();  
  나이 = "${Date.now() - model.생일} 살"  
  get health: model.health  
  get hunger: model.hunger  
  takewalk() {  
    increaseHunger(10);  
    decreaseHealth(20);  
  }  
}
```

Model

```
DogModel {  
  이름: 코코,  
  생일: 2020/6/13,  
  health: 100,  
  hunger: 0,  
  increaseHunger()  
  decreaseHealth()  
}
```

Model View ViewModel

Pros and Cons

- ✓ Faster Screen Loading
- ✓ Improved Performance
- ✓ Reusable Components
- ✓ Testability
- ✗ Doesn't Offer Tight Coupling between ViewModel and Model
- ✗ Overkilling for simple UI operation
- ✗ Higher Learning Curve

Repository Pattern



```
1 import 'package:cookie_app/repository/api/account.dart';
2 import 'package:cookie_app/repository/storage/account.storage.dart';
3 import 'package:cookie_app/types/account/account_info.dart';
4
5 class MyInfoRepository {
6   final MyInfoRepositoryPattern _repositoryStorage = MyInfoRepositoryStorageImpl();
7   final MyInfoRepositoryPattern _repositoryAPI = MyInfoRepositoryApiImpl();
8
9   MyInfoRepository();
10
11   Future<PrivateAccount> getInfo() async {
12     final _repository =
13       await AccountStorage().isExist() ? _repositoryStorage : _repositoryAPI;
14     return _repository.getInfo();
15   }
16 }
17
18 abstract class MyInfoRepositoryPattern {
19   Future<PrivateAccount> getInfo();
20 }
21
22 class MyInfoRepositoryStorageImpl implements MyInfoRepositoryPattern {
23   @override
24   Future<PrivateAccount> getInfo() async {
25     return PrivateAccount.fromJson(await AccountStorage().readJSON());
26   }
27 }
28
29 class MyInfoRepositoryApiImpl implements MyInfoRepositoryPattern {
30   @override
31   Future<PrivateAccount> getInfo() async {
32     return (await AccountAPI.getInfo()).toPrivateAccount();
33   }
34 }
35
```

DataBinding

Example with Basic Counter



```
1 import 'package:flutter/material.dart';
2
3 class Counts with ChangeNotifier {
4   int _count = 0;
5   int get count => _count;
6
7   void increment() {
8     _count++;
9     notifyListeners();
10  }
11
12  void decrement() {
13    _count--;
14    notifyListeners();
15  }
16
```

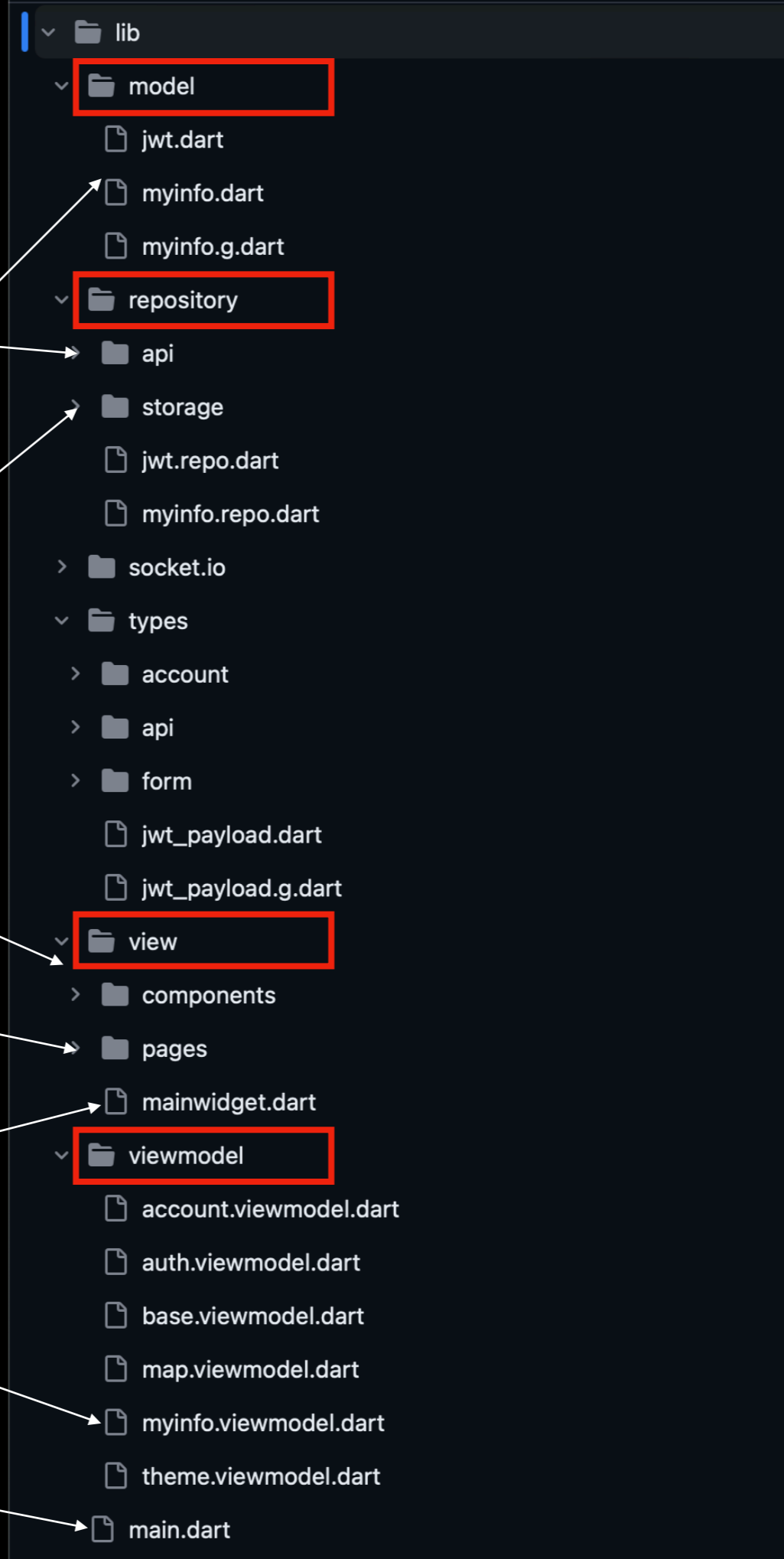
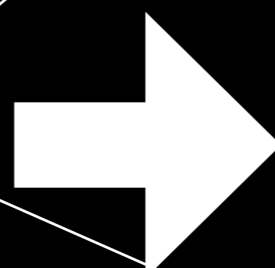
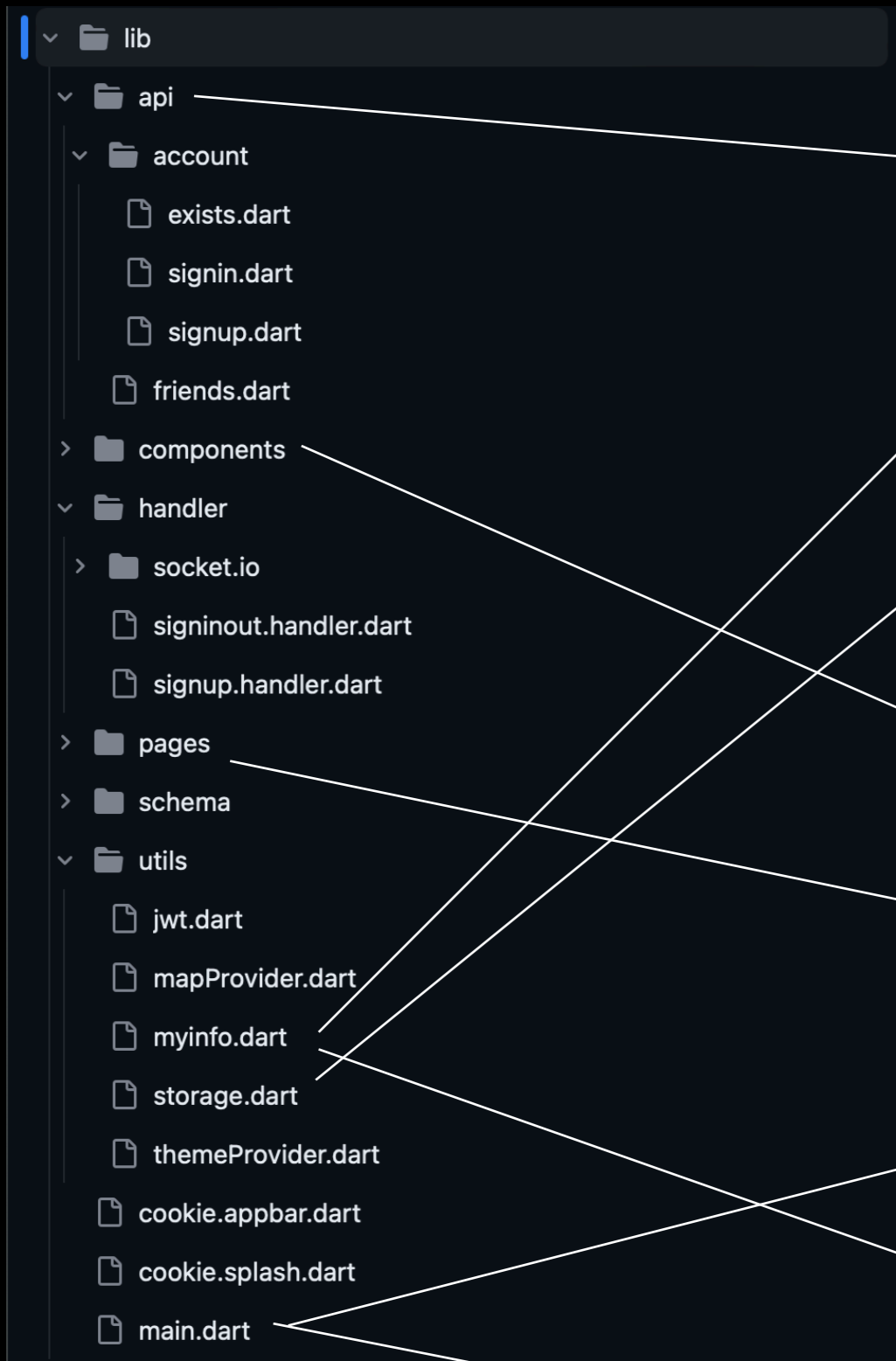


```
1 class IncrementButton extends StatelessWidget {
2   @override
3   Widget build(BuildContext context) {
4     return ElevatedButton(
5       onPressed: () {
6         // Provider.of<Counts>(context, listen: false).increment();
7         context.read<Counts>().increment();
8       },
9       child: const Icon(Icons.add));
10  }
11 }
12
13 class DecrementButton extends StatelessWidget {
14   @override
15   Widget build(BuildContext context) {
16     return ElevatedButton(
17       onPressed: () {
18         // Provider.of<Counts>(context, listen: false).decrement();
19         context.read<Counts>().decrement();
20       },
21       child: const Icon(Icons.remove));
22  }
23 }
```



```
1 import 'package:flutter/material.dart';
2 import 'package:flutter_provider_example/providers/counts.dart';
3 import 'package:provider/provider.dart';
4
5 class Counter extends StatelessWidget {
6   @override
7   Widget build(BuildContext context) {
8     return Text(
9       // Provider.of<Counts>(context).count.toString(),
10      context.watch<Counts>().count.toString(),
11      style: const TextStyle(fontSize: 20),
12    );
13  }
14 }
```

File Structure



Thank You

Questions are welcome