

SolarDashboard

The Architecture

Environment Graph

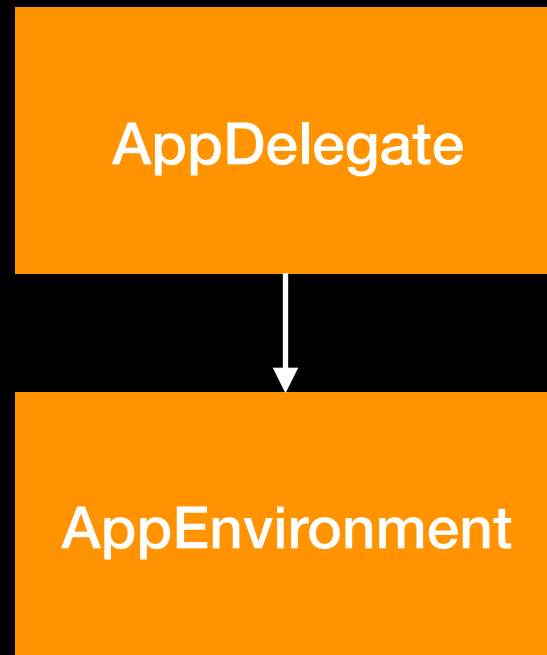
⇒ ObservableObject



AppDelegate

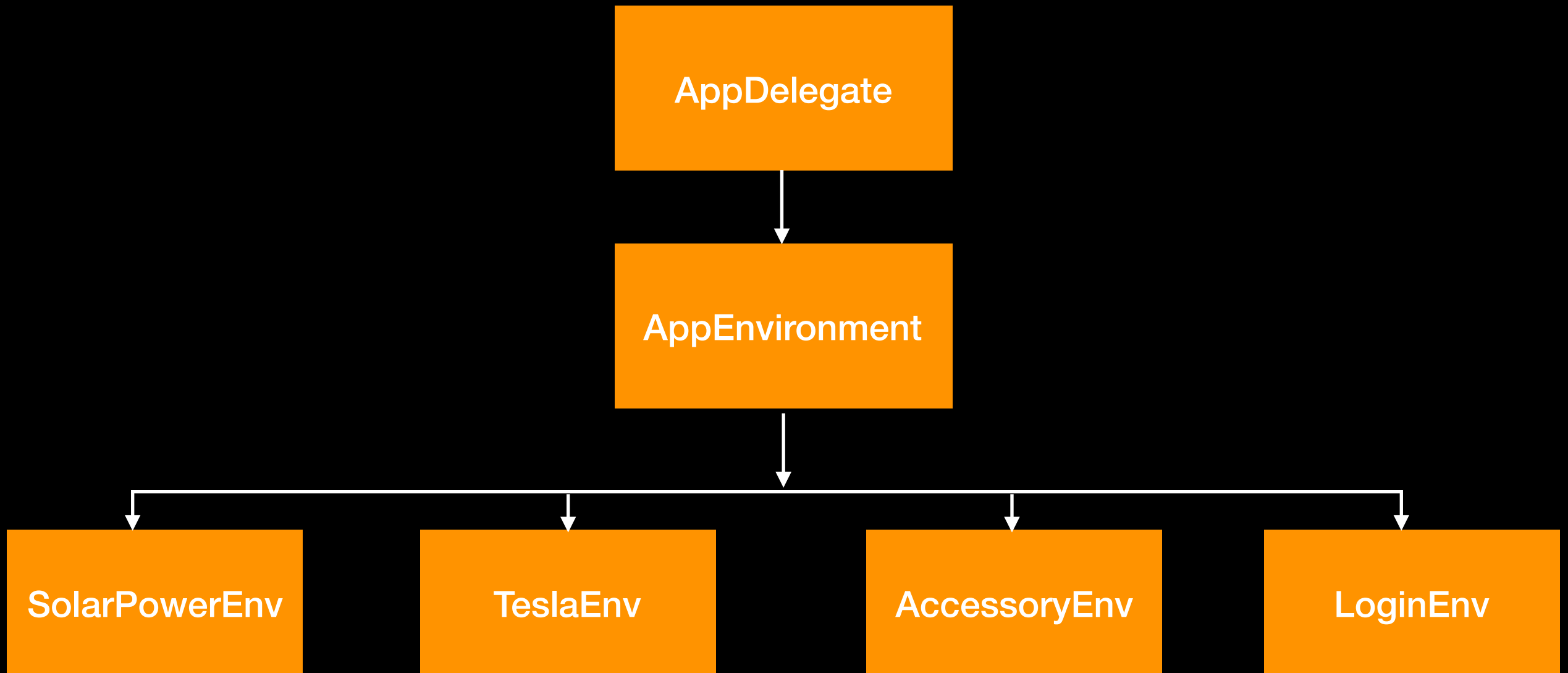
Environment Graph

⇒ ObservableObject



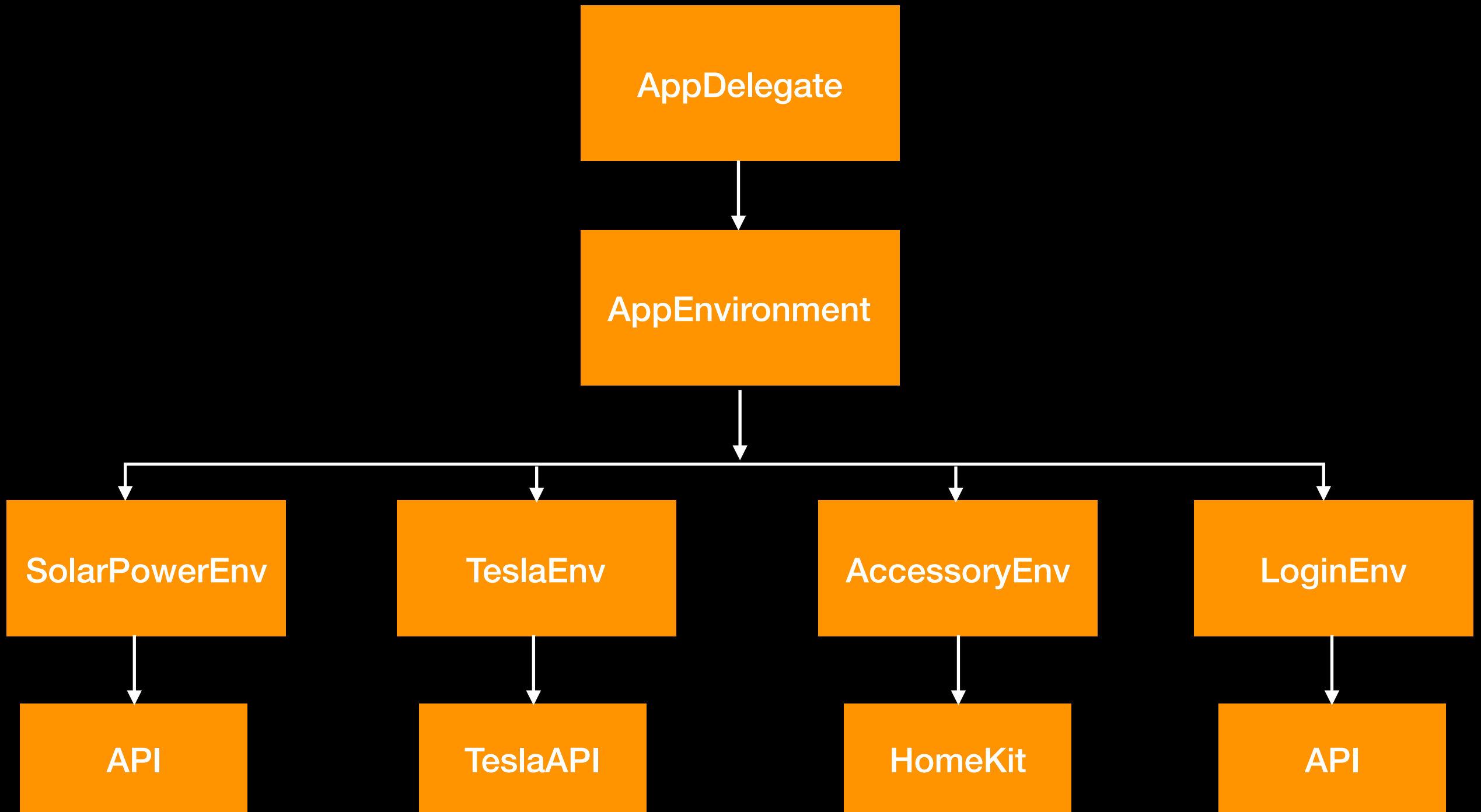
Environment Graph

⇒ ObservableObject



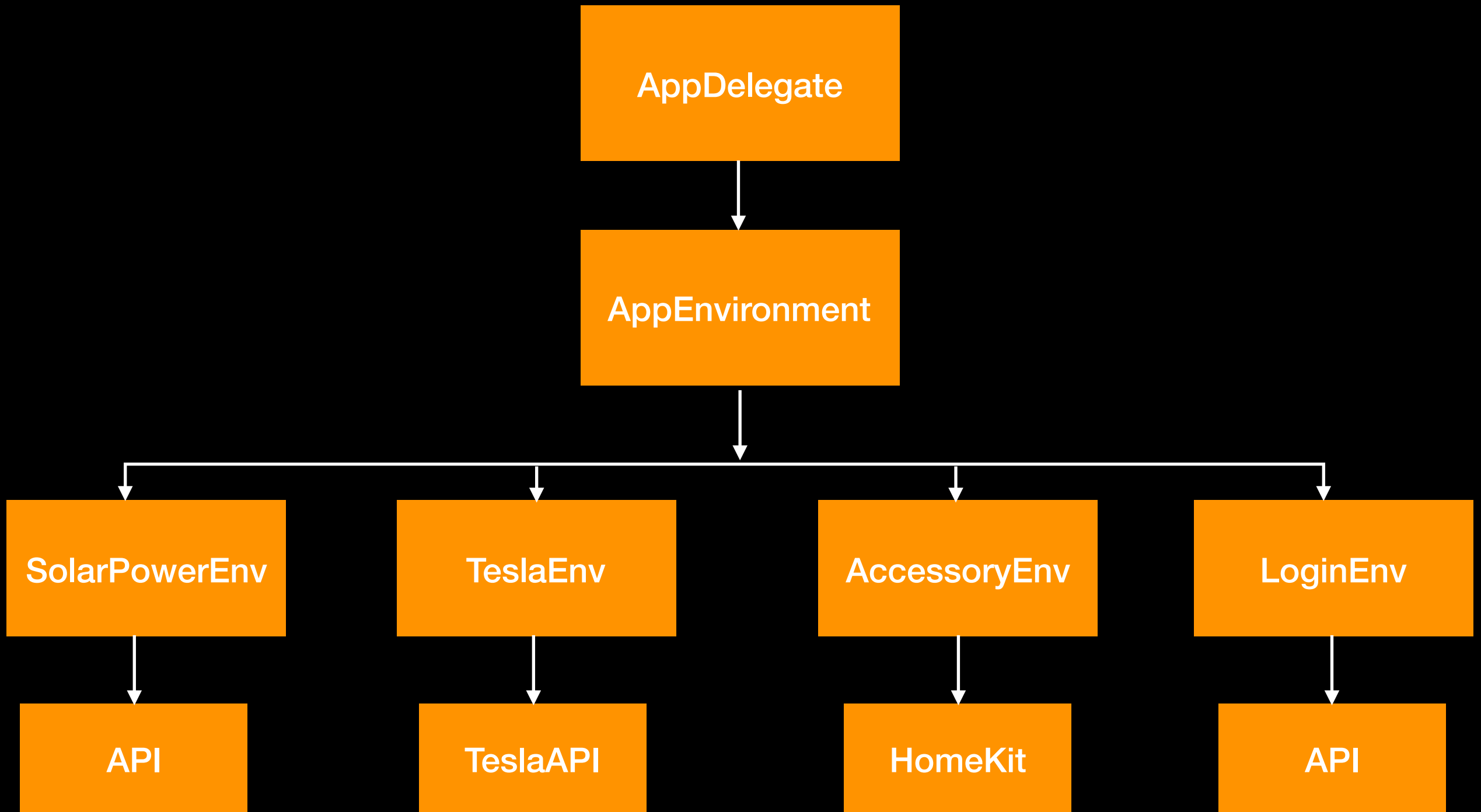
Environment Graph

⇒ ObservableObject



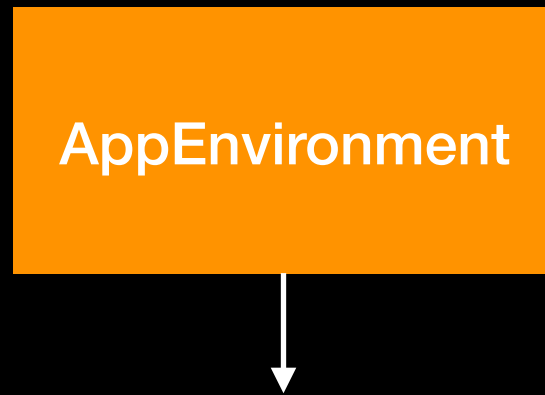
Environment Graph

⇒ ObservableObject

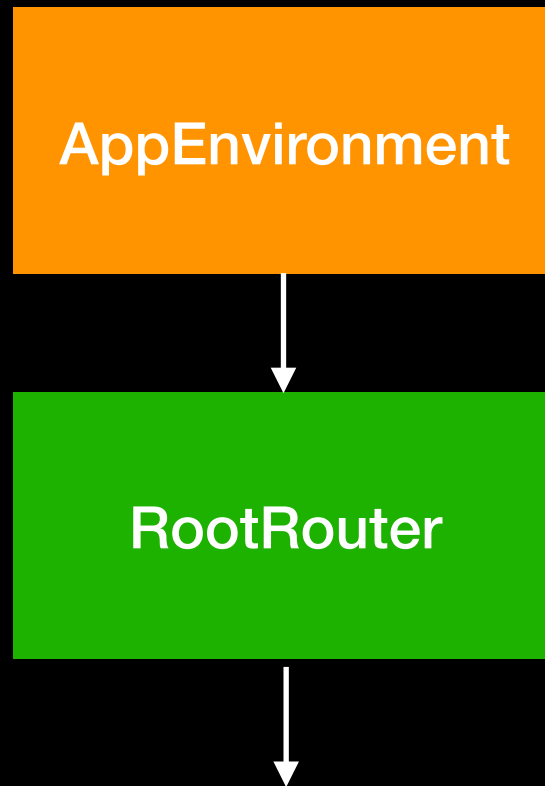


AppEnvironment subscribes to children environments

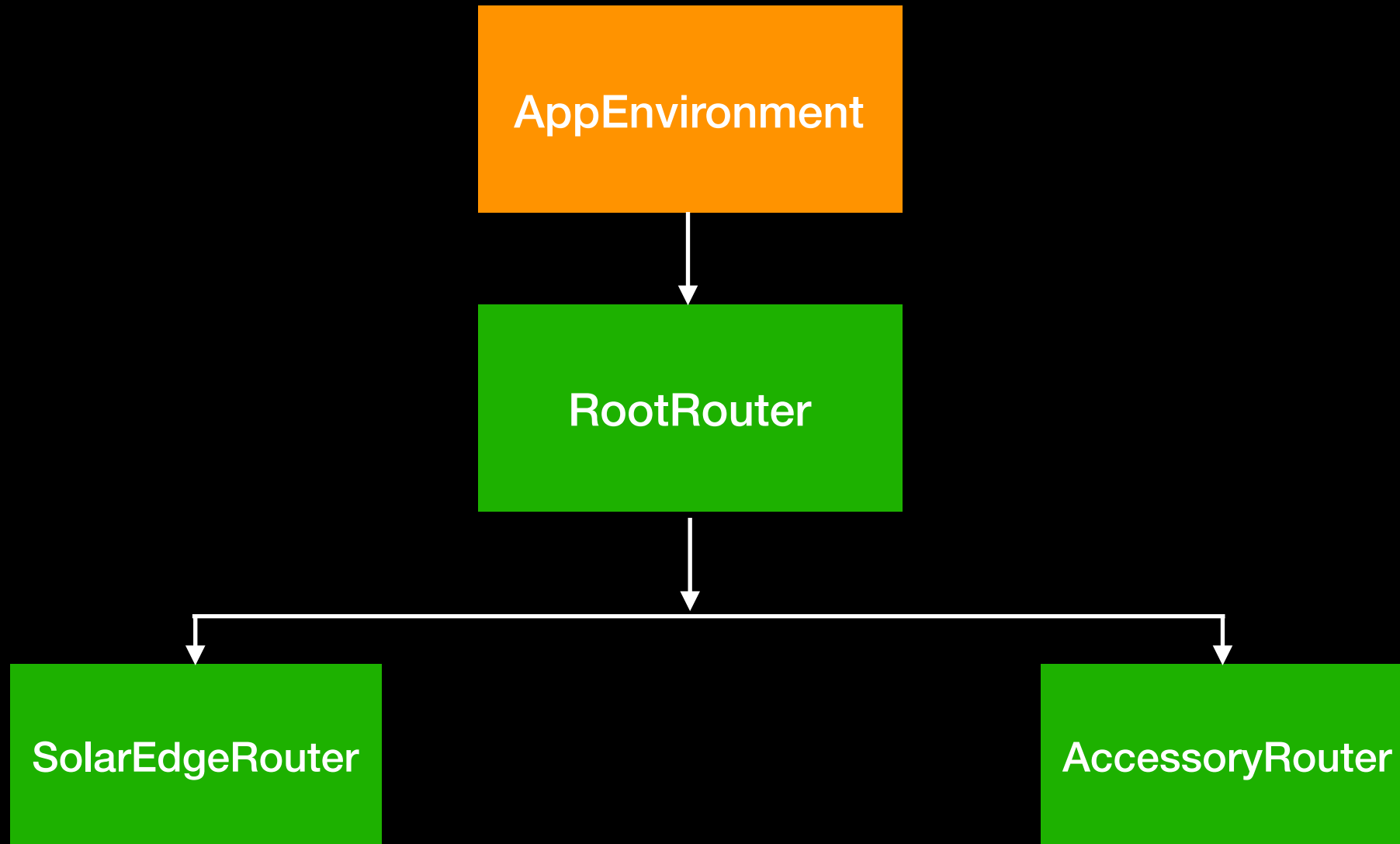
Routing Graph



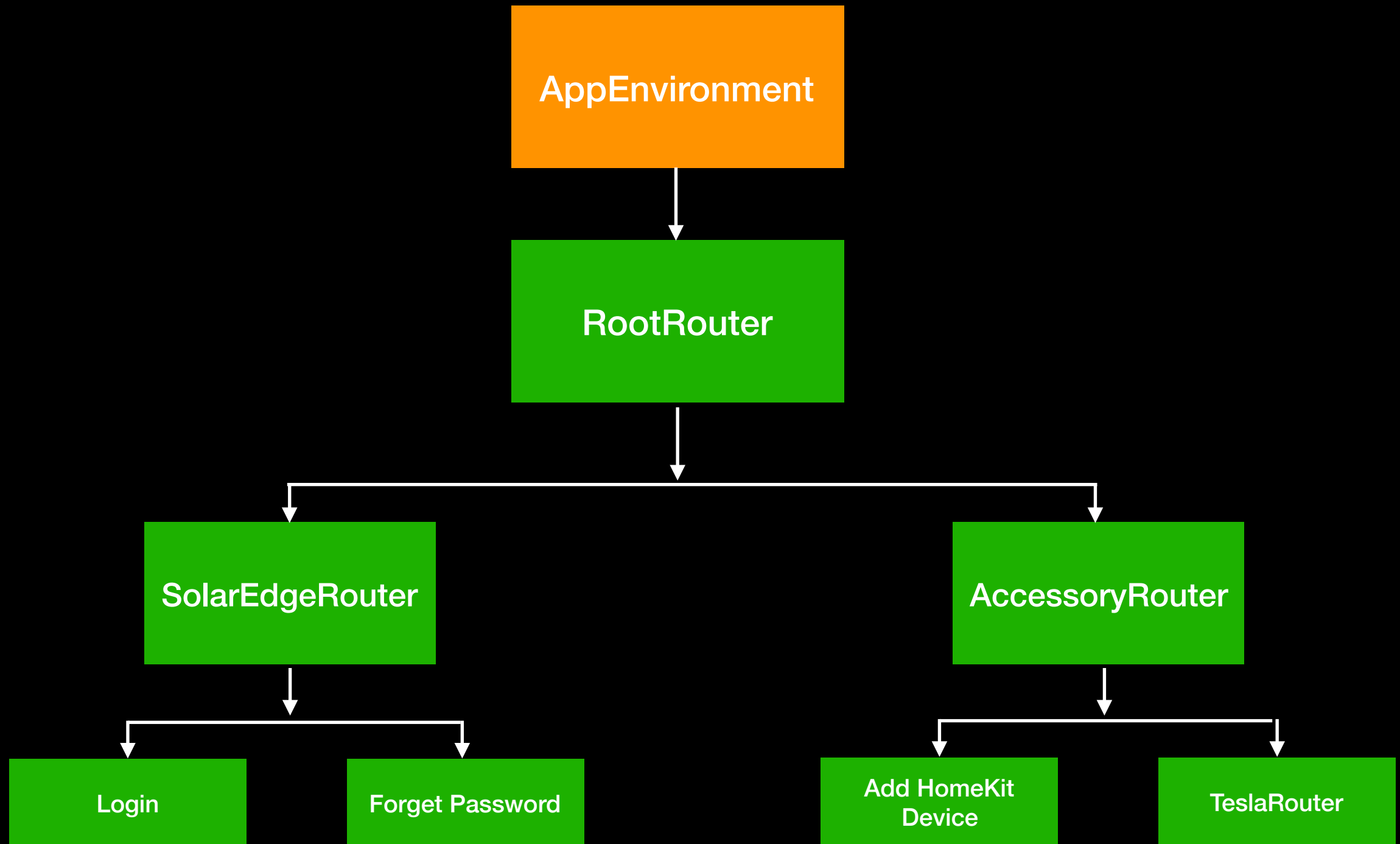
Routing Graph



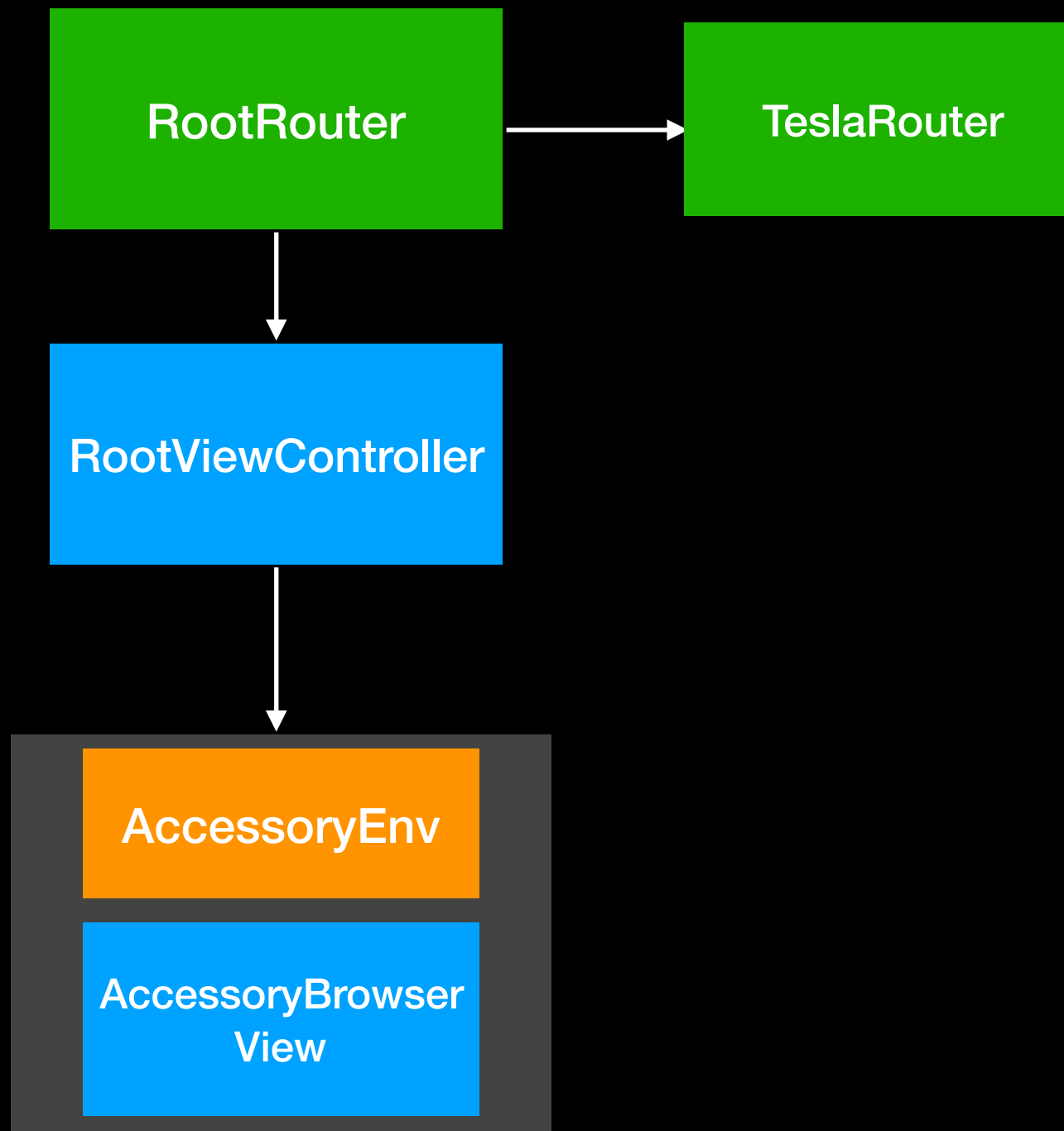
Routing Graph



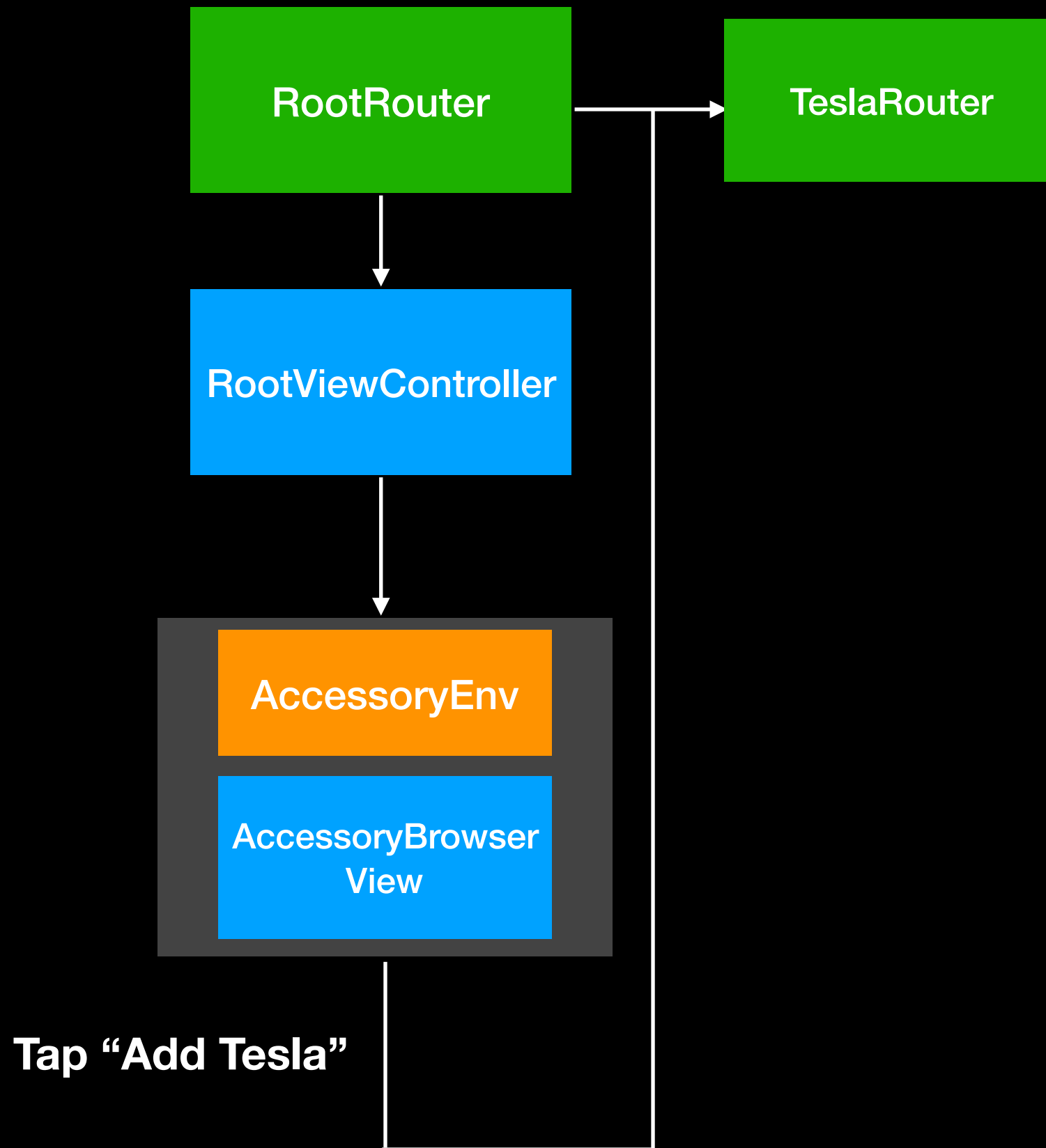
Routing Graph



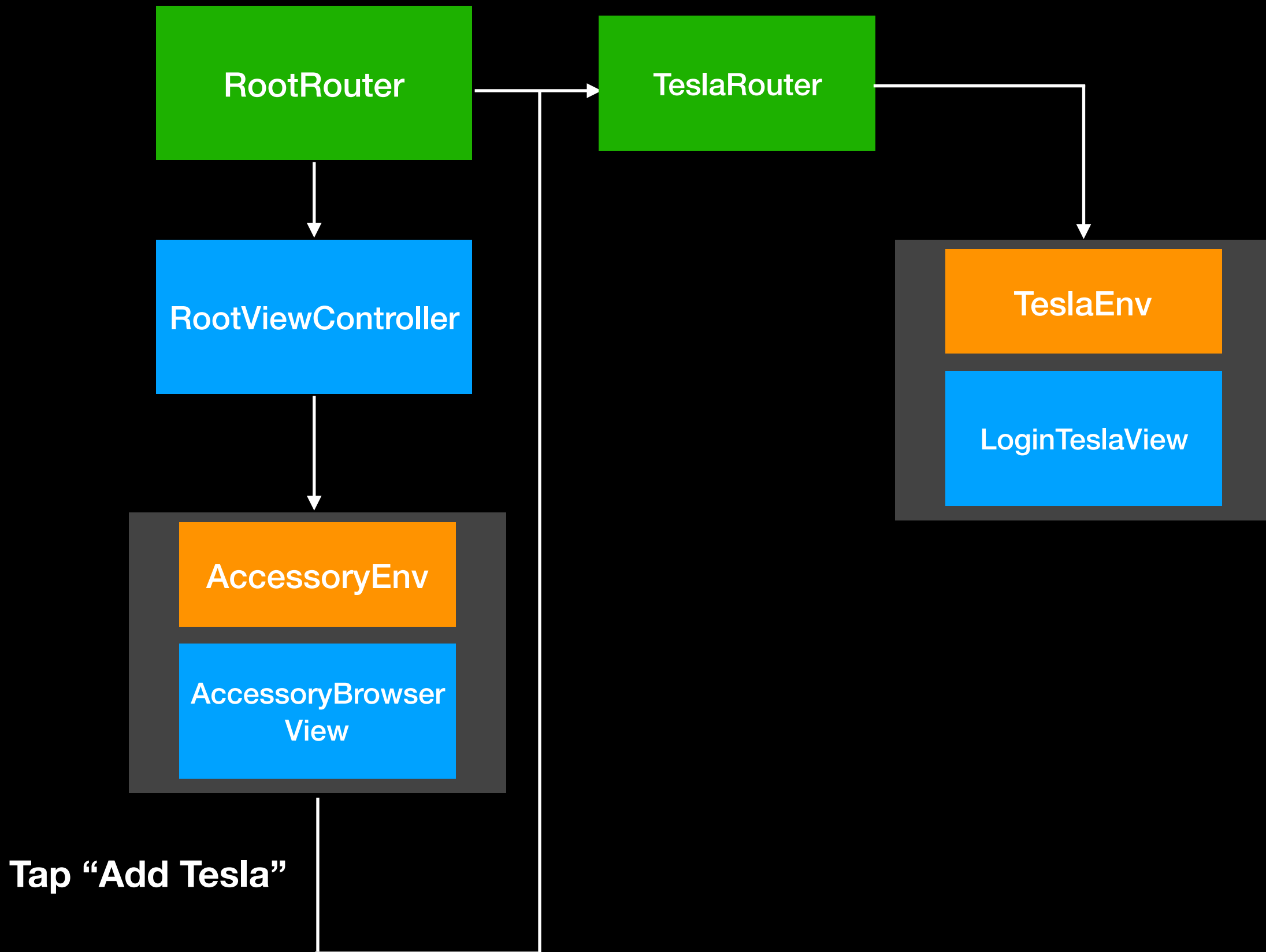
Add new accessory (Tesla)



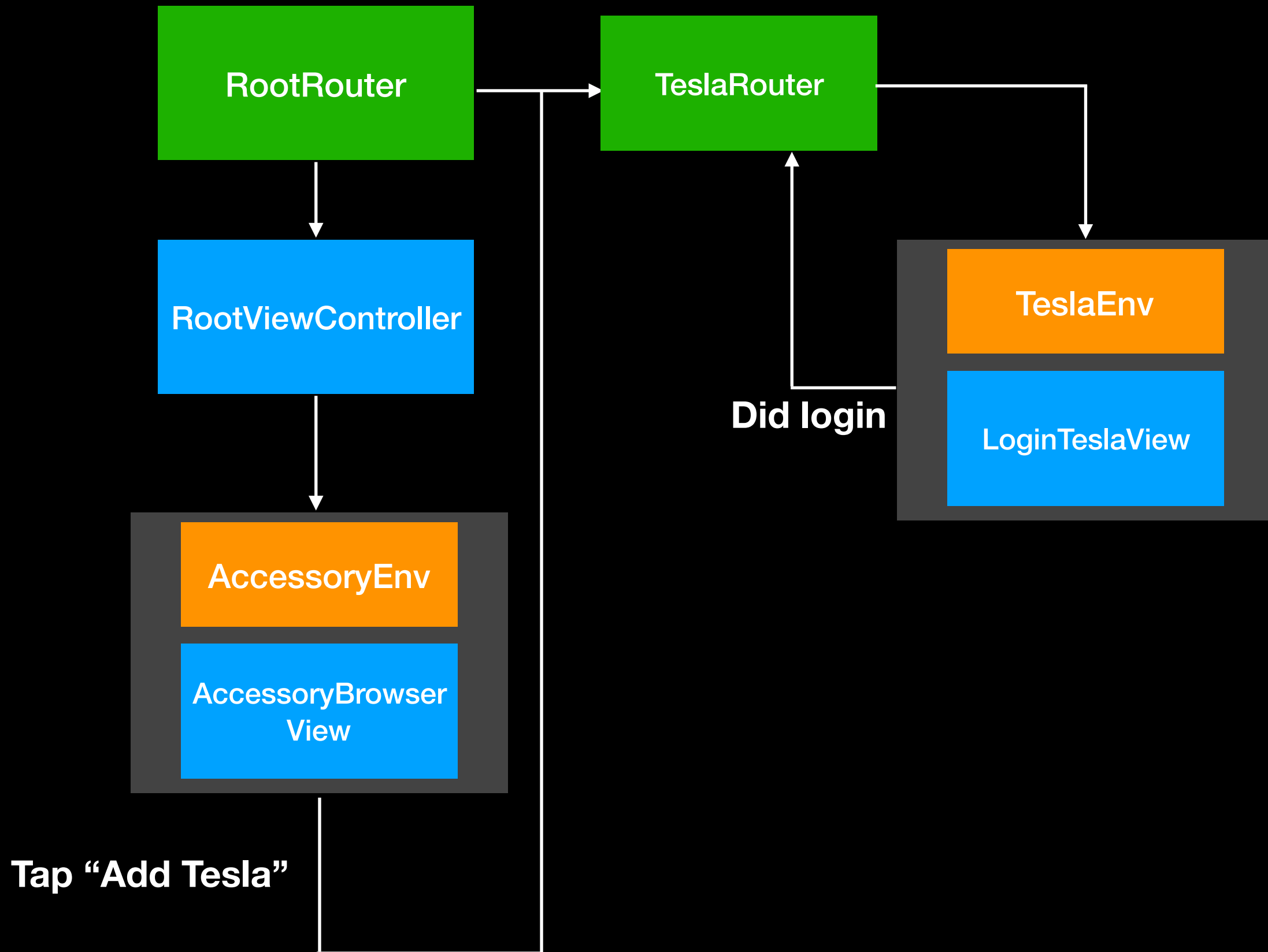
Add new accessory (Tesla)



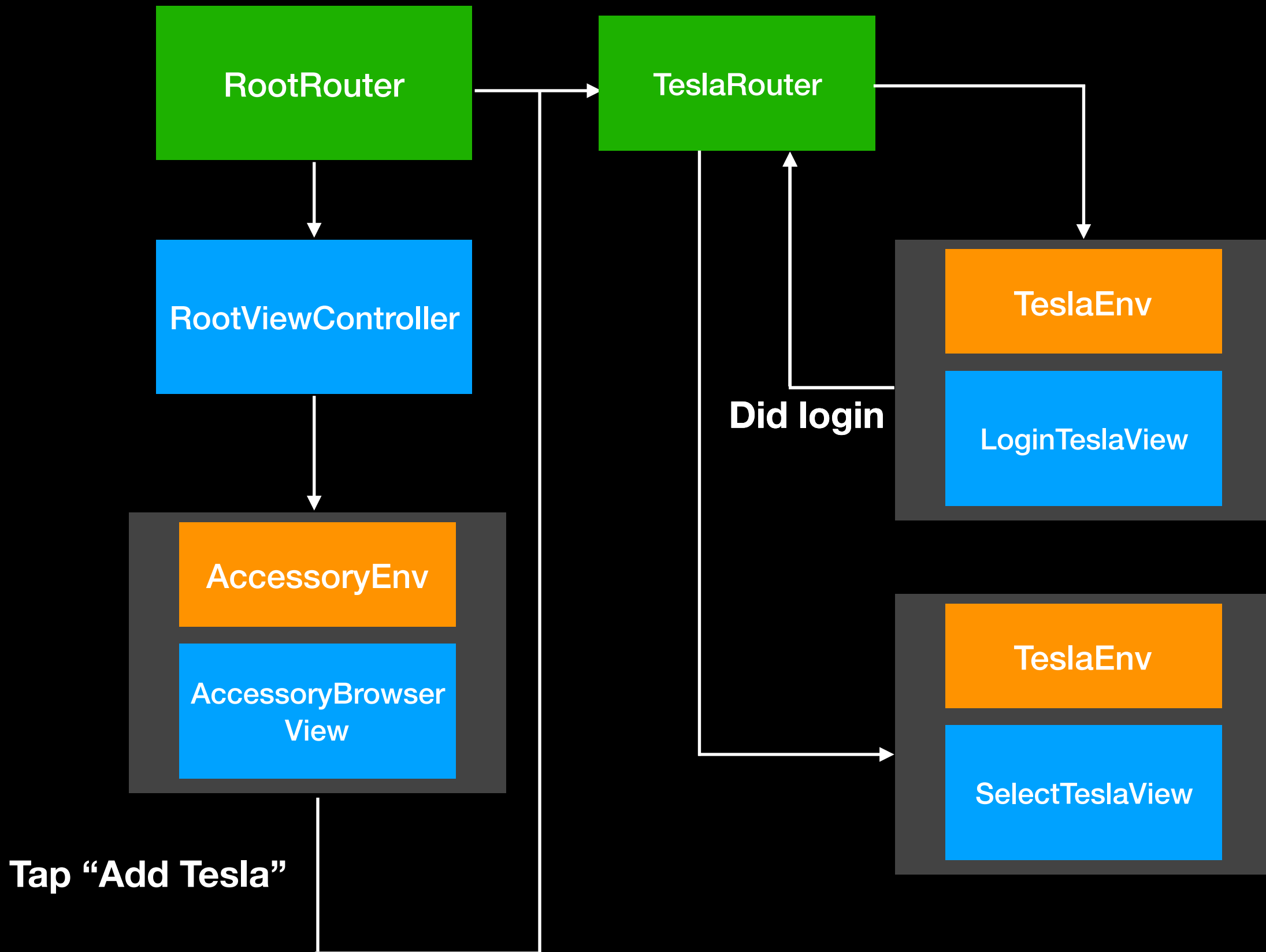
Add new accessory (Tesla)



Add new accessory (Tesla)



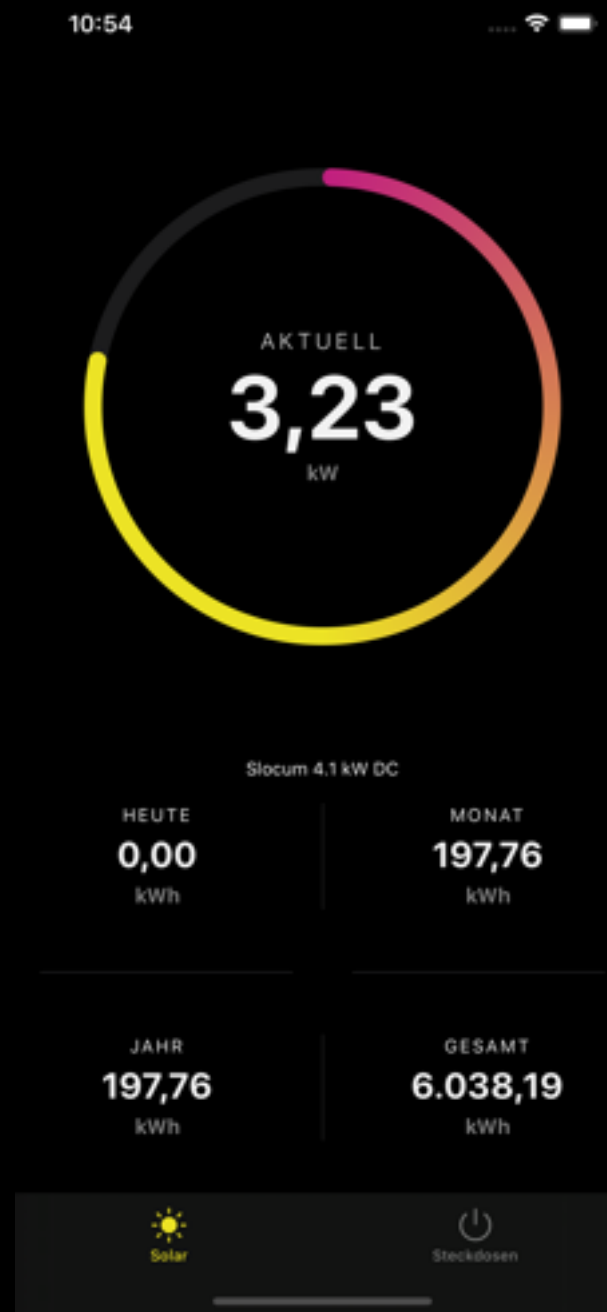
Add new accessory (Tesla)



Architecture Recap

- Each SwiftUI View has an environment
- Environments are structured according to features (i.e. TeslaEnv)
- Update of the environment will propagate an update of the Views
- Views always represent the correct state since they have a binding to the environment
- AppEnvironment (parent) subscribes to children environments
It would be possible to update all Views when changing any environment in the hierarchy
- Environments hold a reference to a router
- Router handle the navigation within the app

Thanks



SolarDashboard: <https://apps.apple.com/de/app/solardashboard/id1446793167>

Christian Menschel & Manuel Carrasco Molina "Stuff mc" 27.2.2020 CocoaHeads Aachen

Green power!