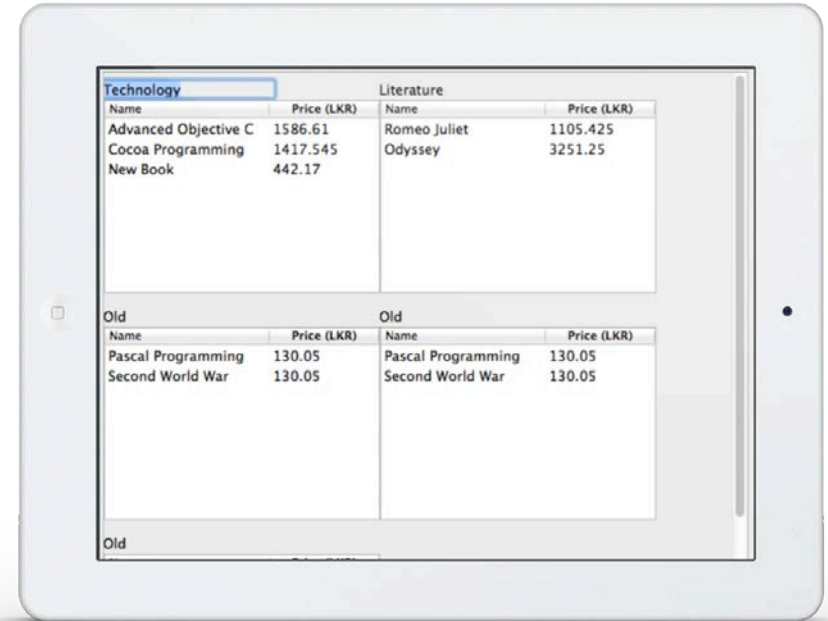


# Adapting View Models as a Means For Sharing User Interface Code Between OS X and iOS



**Dileepa Jayathilake**

**99X Technology**

**SATURN 2013**

**OUTLINE**

**Conclusion**

**Discussion**

**Implementation**

**Solution Overview**

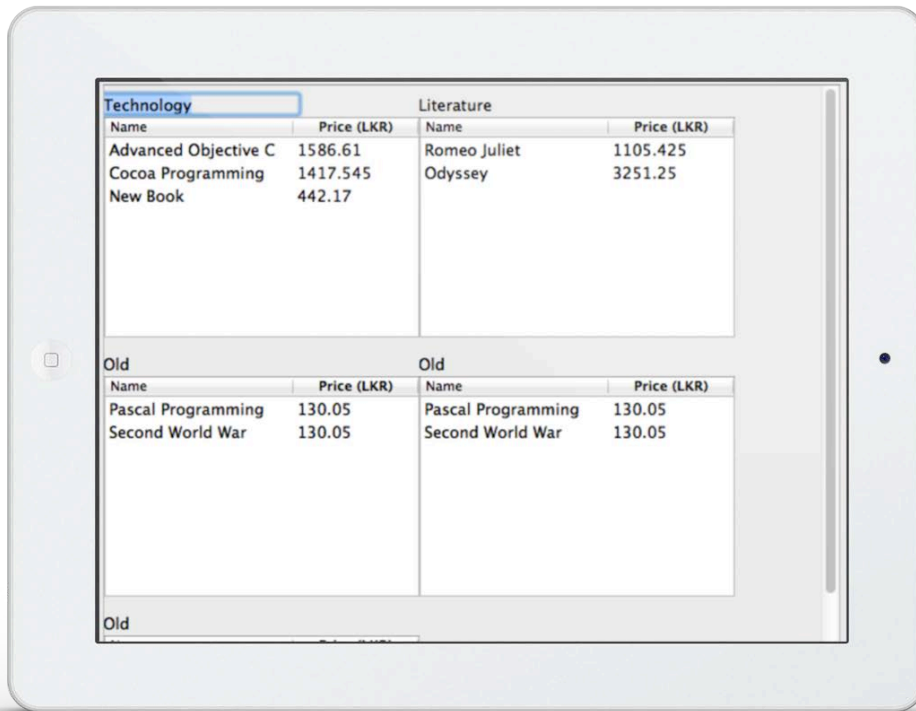
**Problem Identification**

**Background**



With a significant part in common

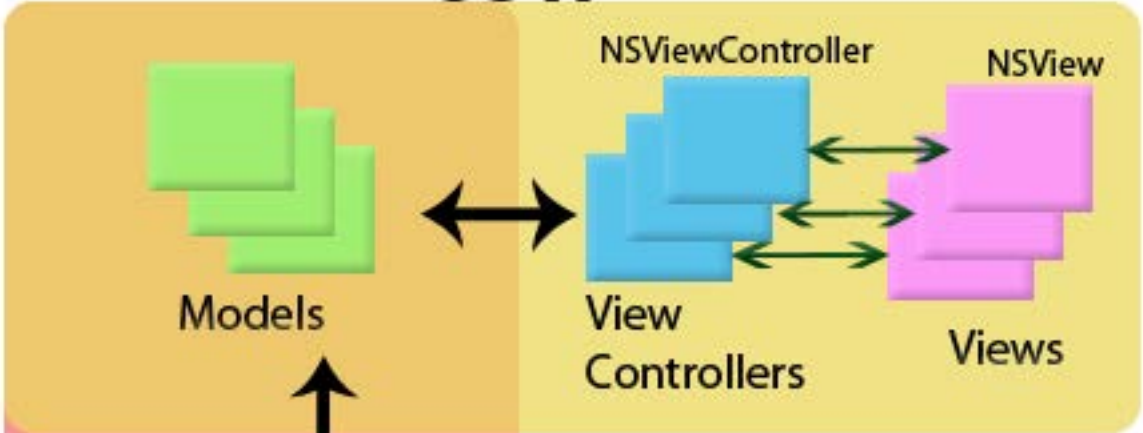
Product for both OS X and iOS



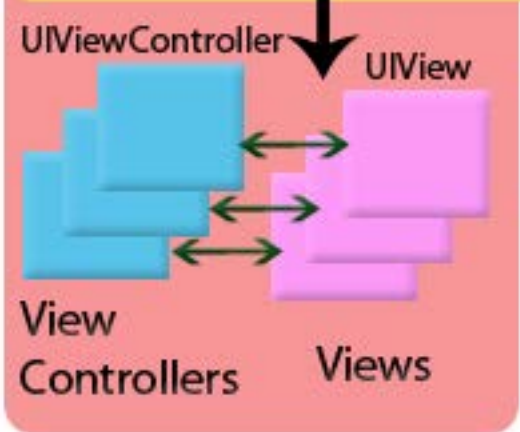
How to reuse code maximally?

BACKGROUND

# OS X

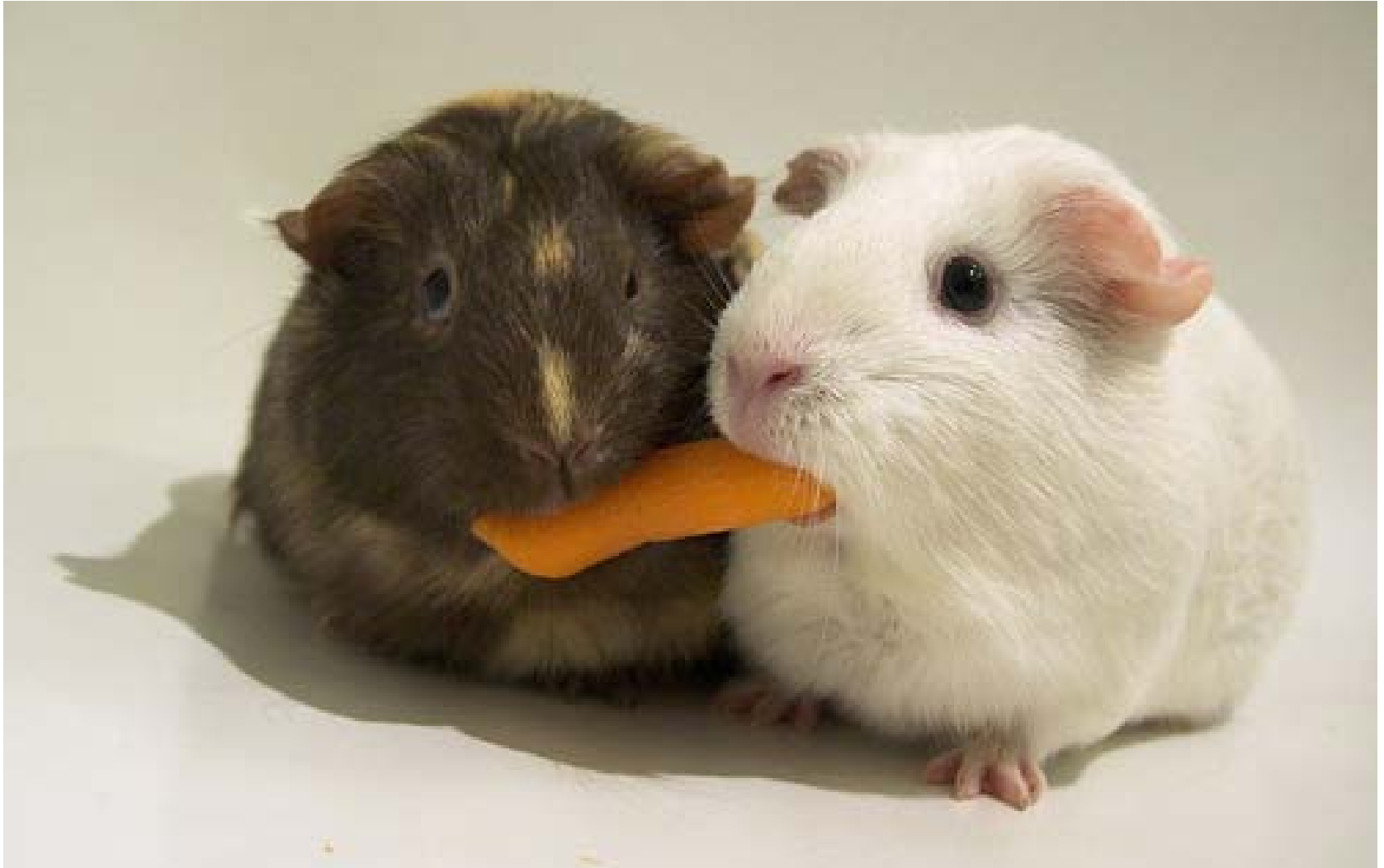


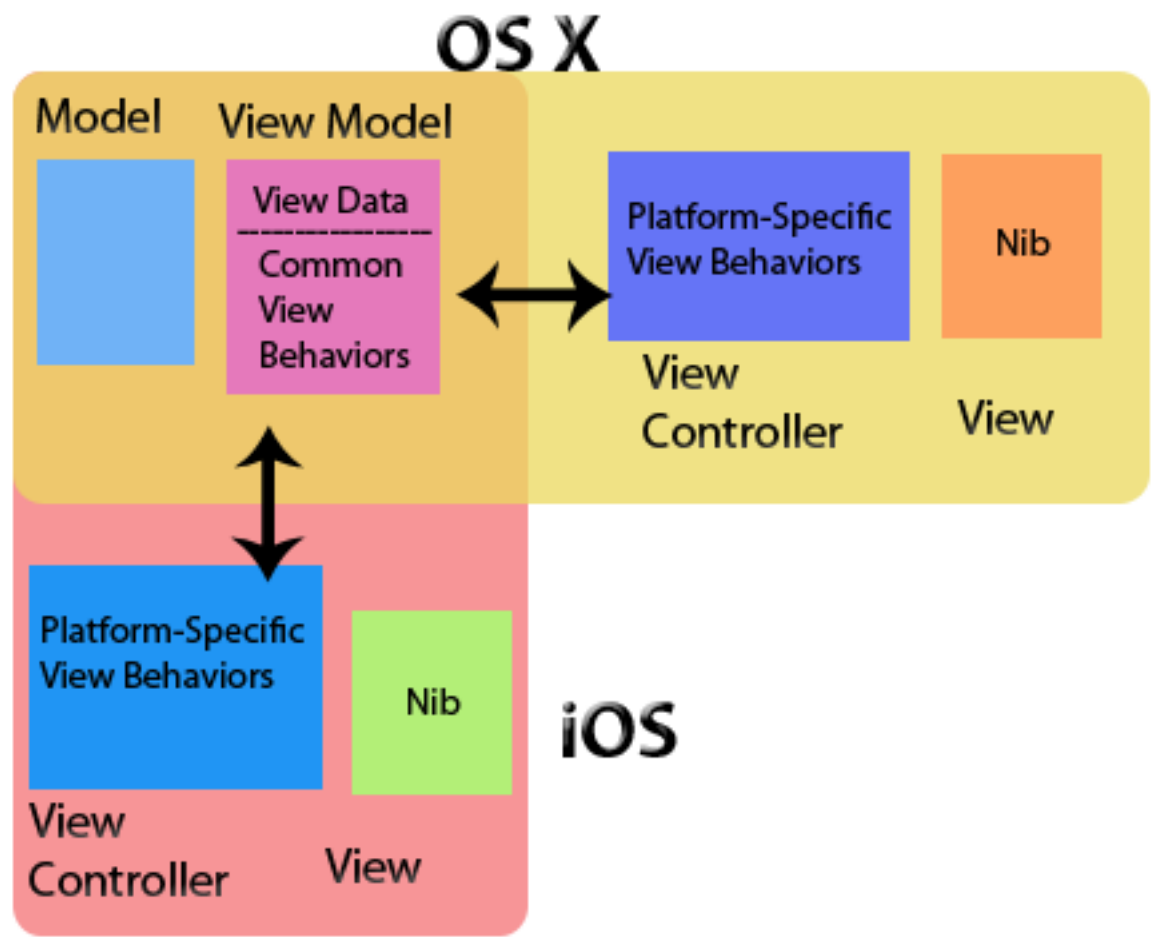
# iOS



**Is it possible to  
share UI code?**

**PROBLEM  
IDENTIFICATION**







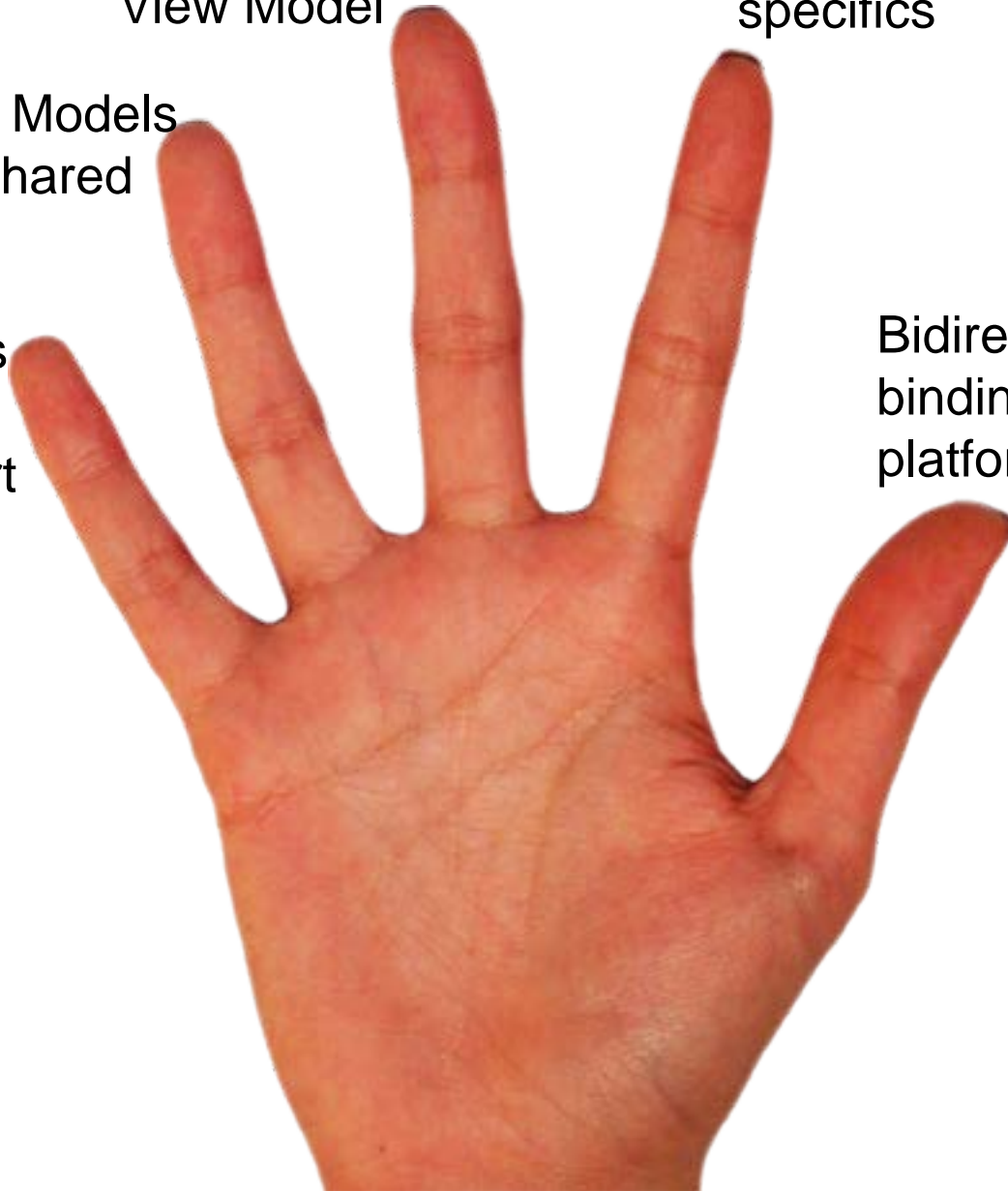
Controllers  
hold platform  
specifics

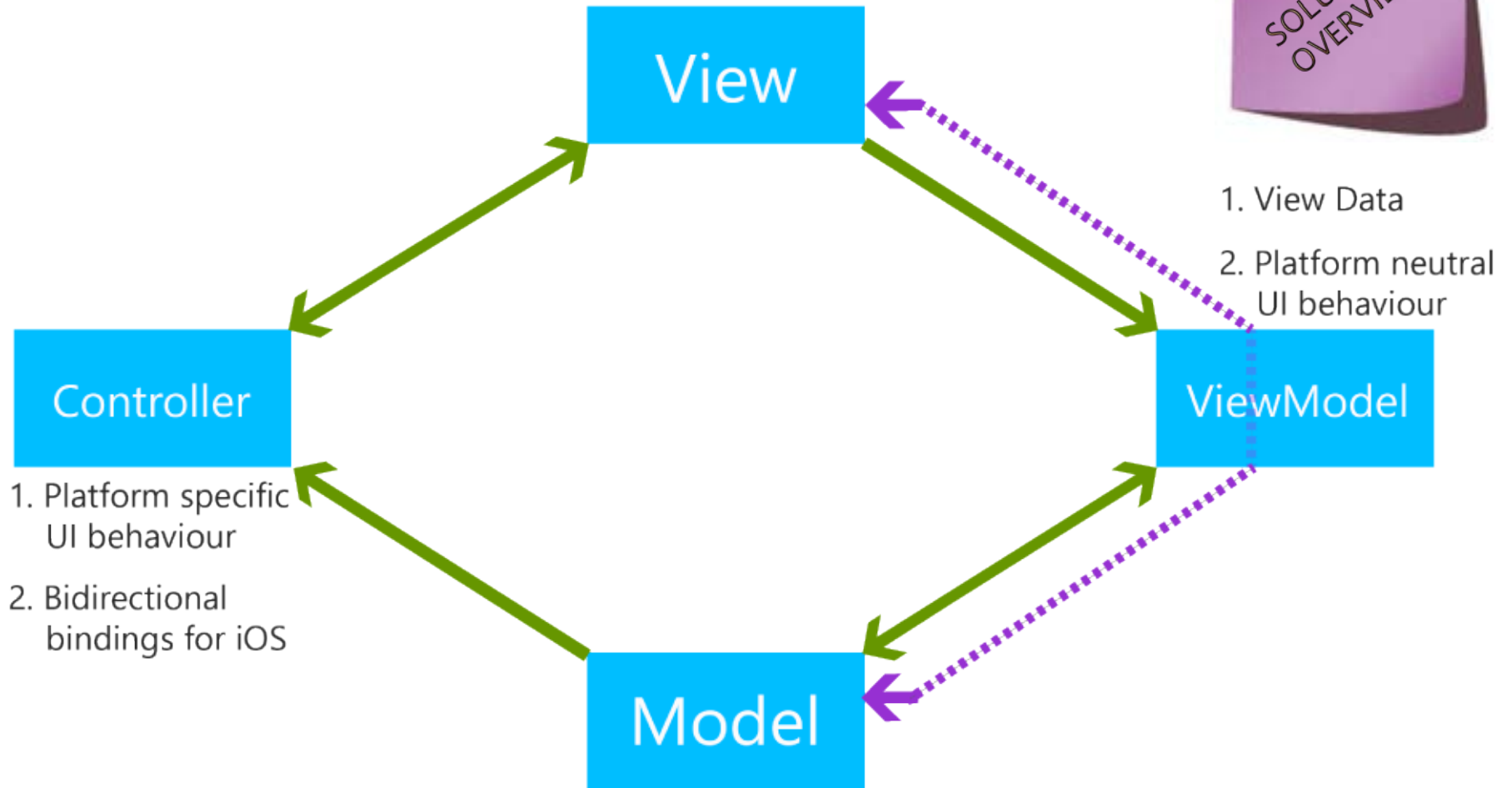
View hooks into  
View Model

View Models  
are shared

View Models  
implement  
common part  
of UI

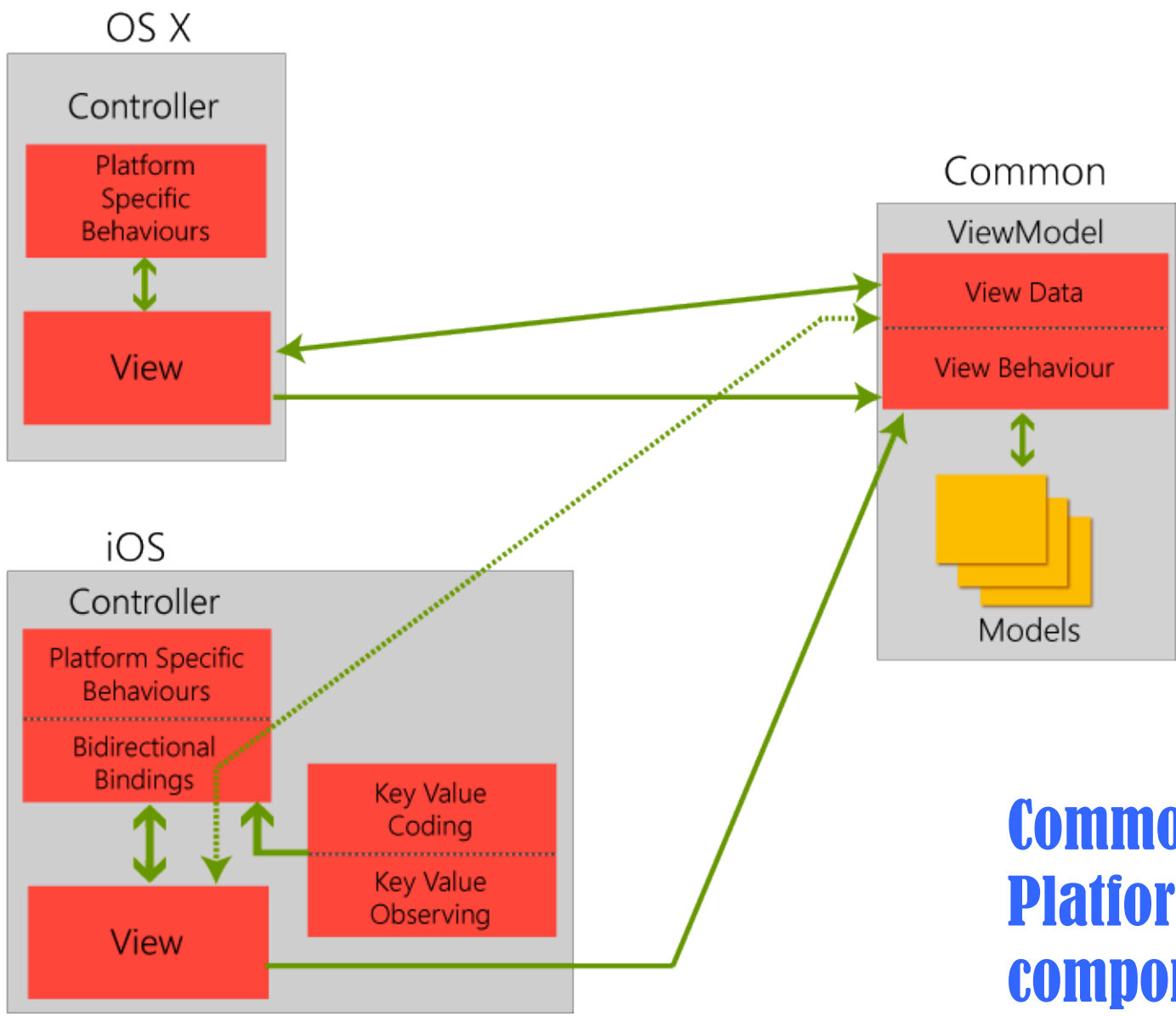
Bidirectional  
bindings are  
platform-specific





- 1 View Models contain view data and common UI behavior
- 2 Models are exposed to Views through View Models





**Common & Platform-specific components of the solution**



Technology		Literature	
Name	Price (LKR)	Name	Price (LKR)
Advanced Objective C	1586.61	Romeo Juliet	1105.425
Cocoa Programming	1417.545	Odyssey	3251.25
New Book	442.17		

Old		Old	
Name	Price (LKR)	Name	Price (LKR)
Pascal Programming	130.05	Pascal Programming	130.05
Second World War	130.05	Second World War	130.05

Name	Price (LKR)
Pascal Programming	130.05
Second World War	130.05

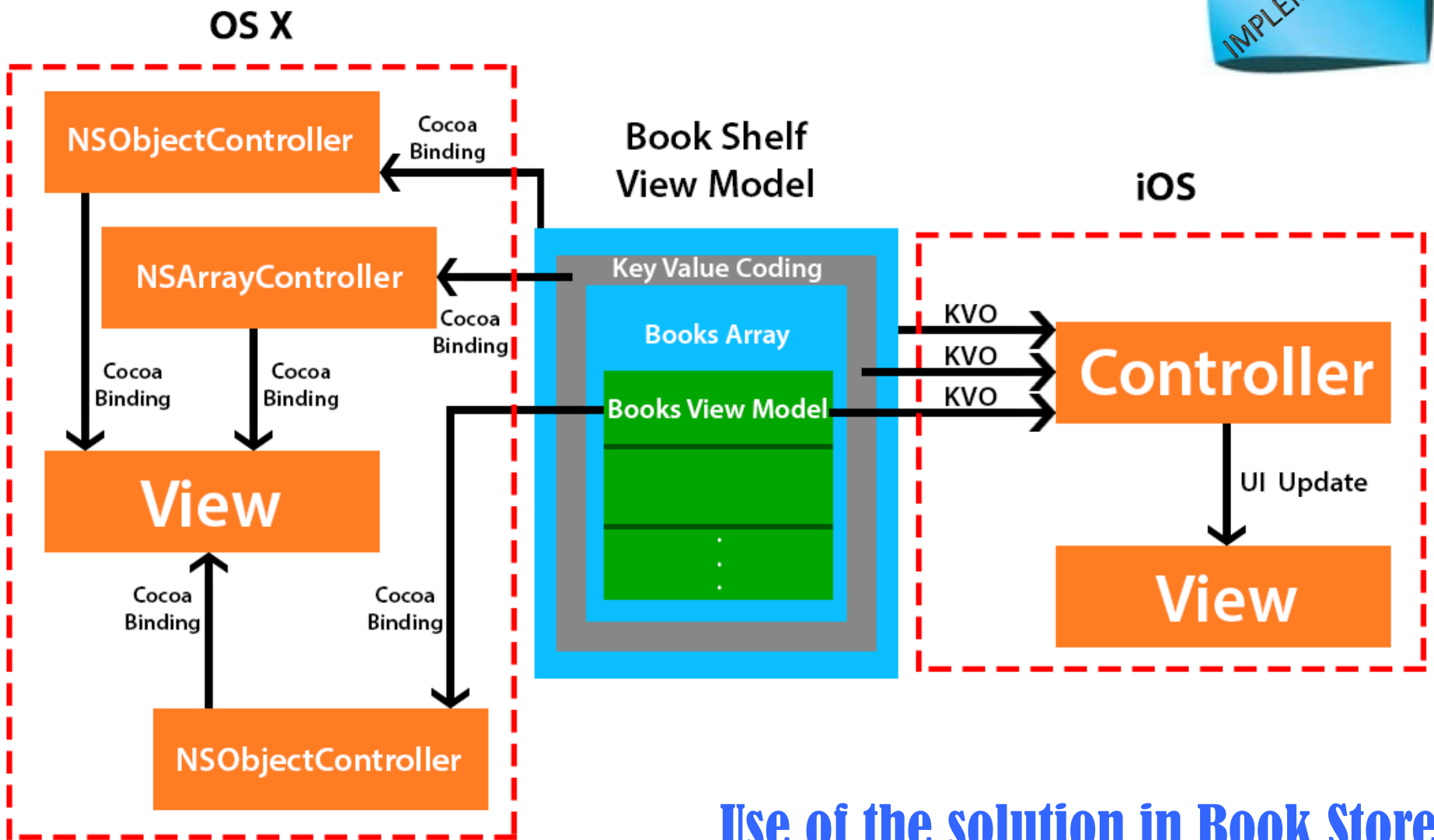
Populate with Source 1

Update

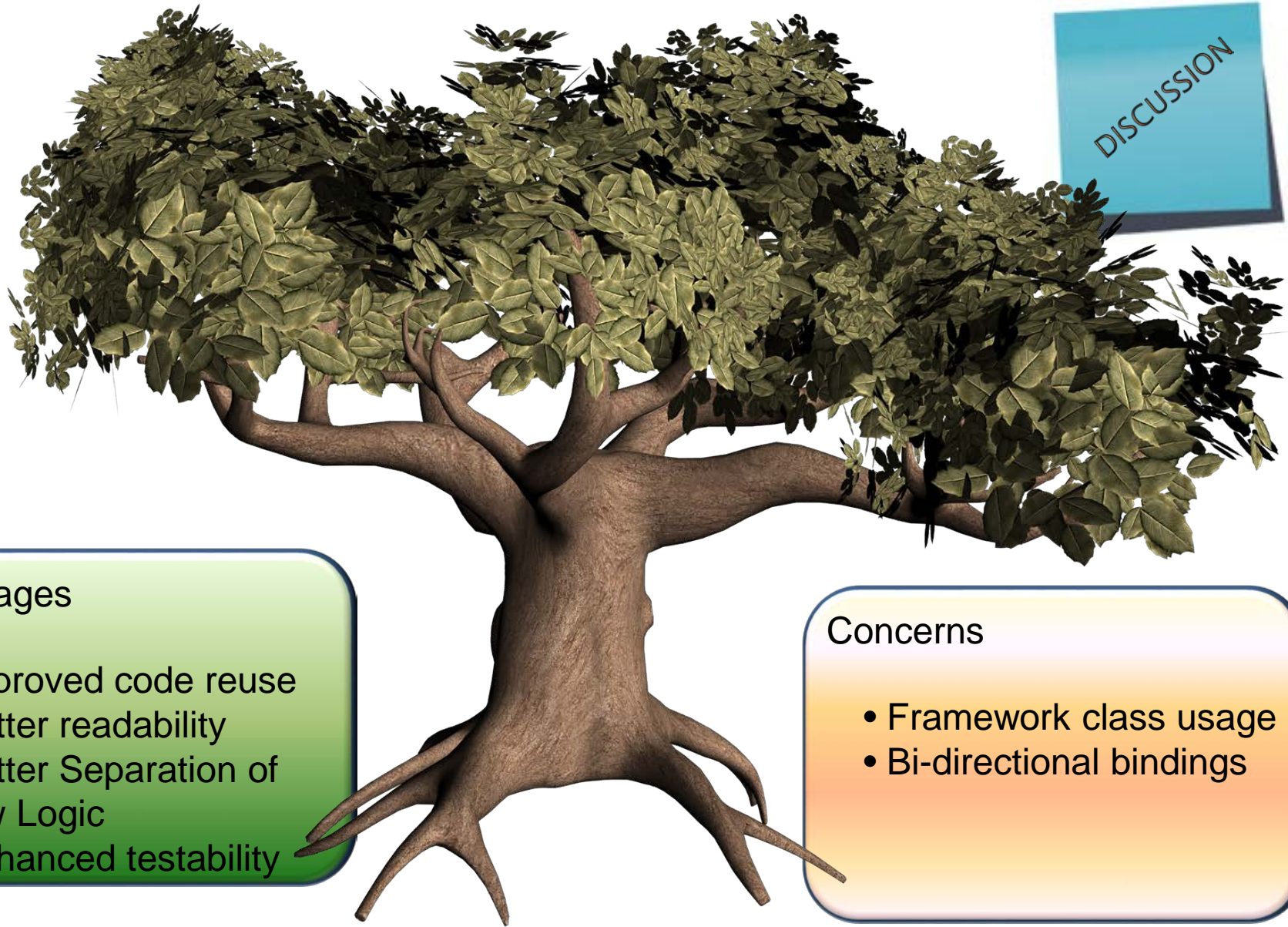
Add new shelf

Populate with Source 2

**Proof of  
Concept:  
Book Store  
Application**



**Use of the solution in Book Store application**



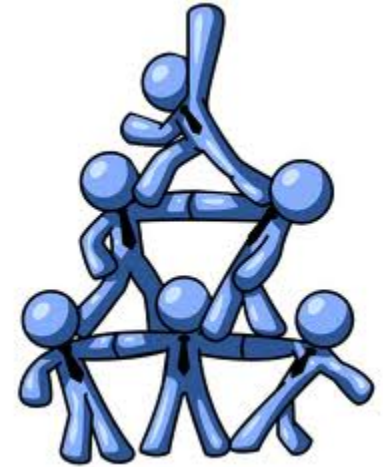
## Advantages

- Improved code reuse
- Better readability
- Better Separation of View Logic
- Enhanced testability

## Concerns

- Framework class usage
- Bi-directional bindings

# CONCLUSION



*View Models combined with traditional MVC can improve code reuse significantly while providing other advantages for applications targeting both OS X and iOS.*



**QUESTIONS**