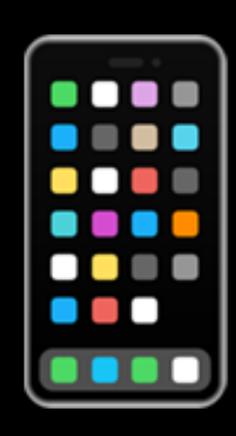
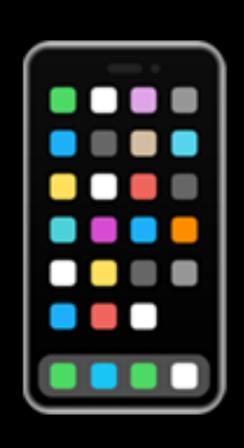


## SwiftUl at Scale

Richard Topchii



>1B devices





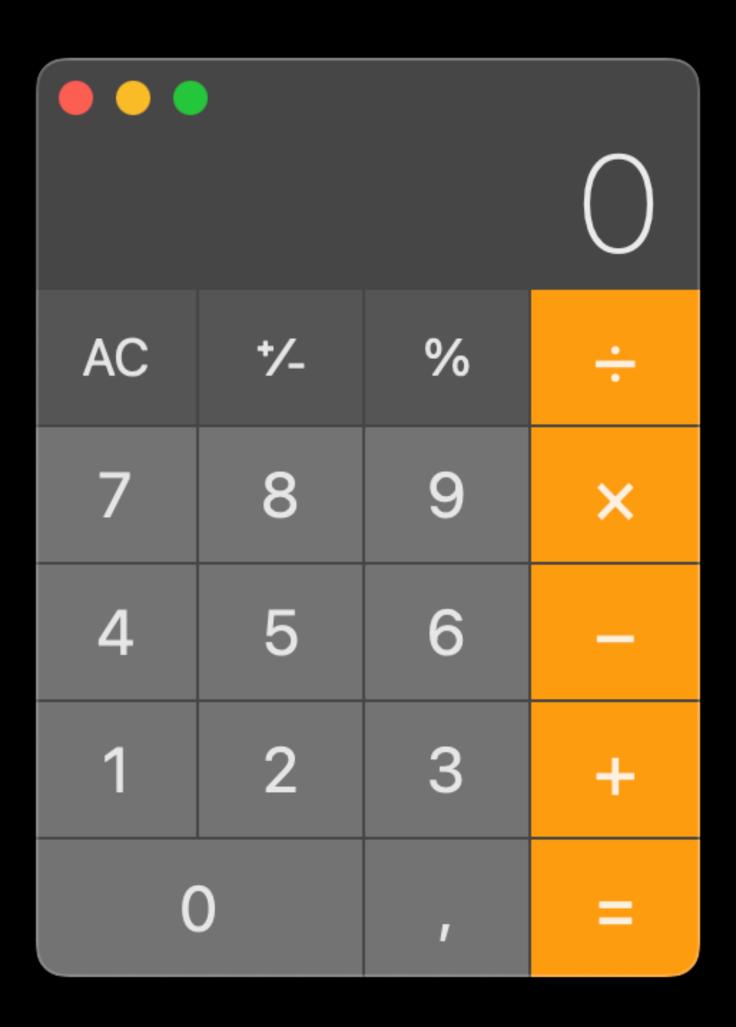


Important decisions



Day to develop

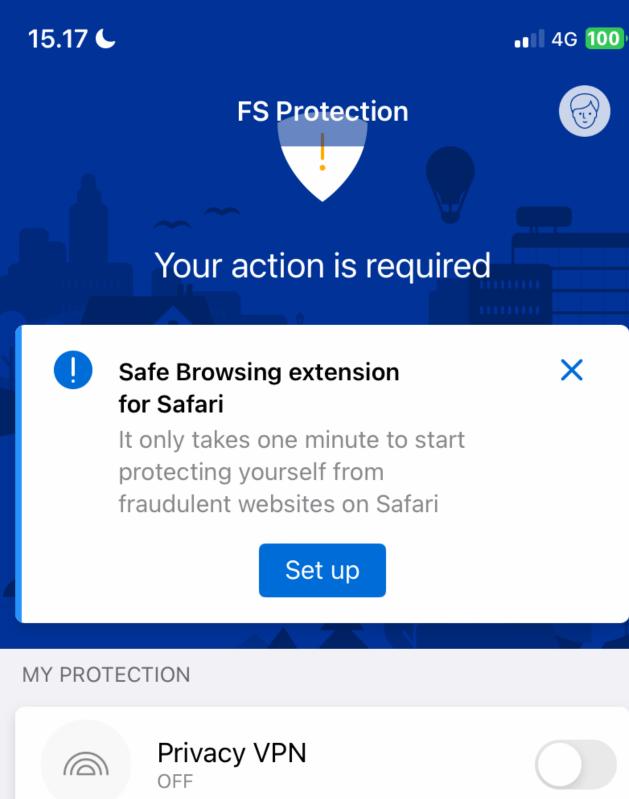
### "The App"

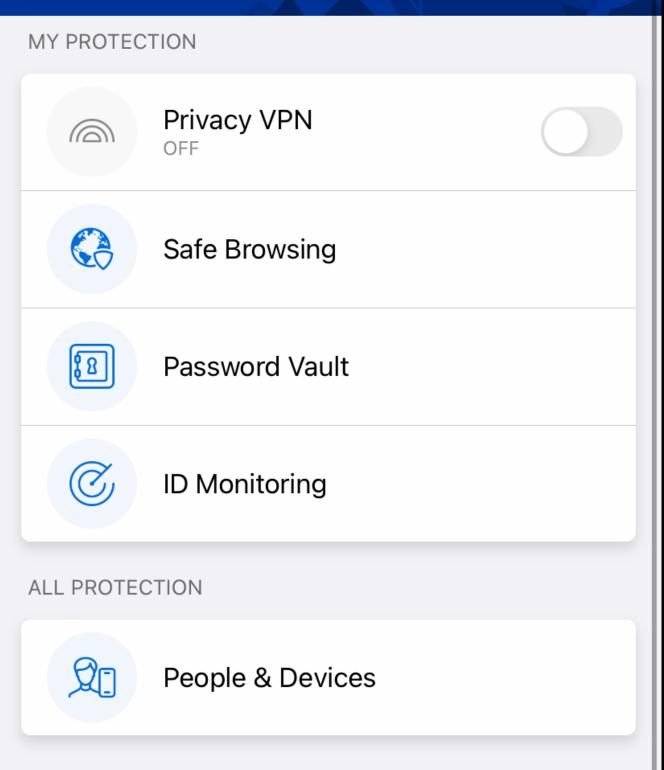


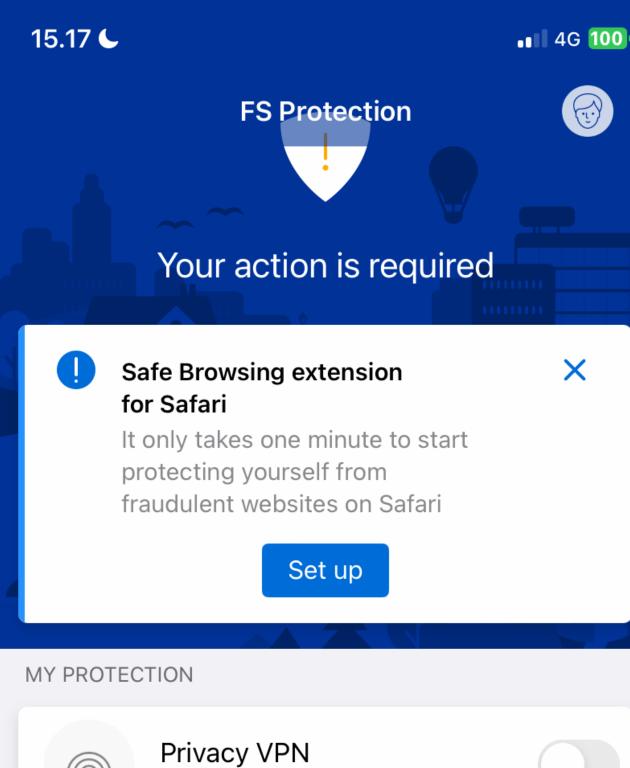
## A different scale

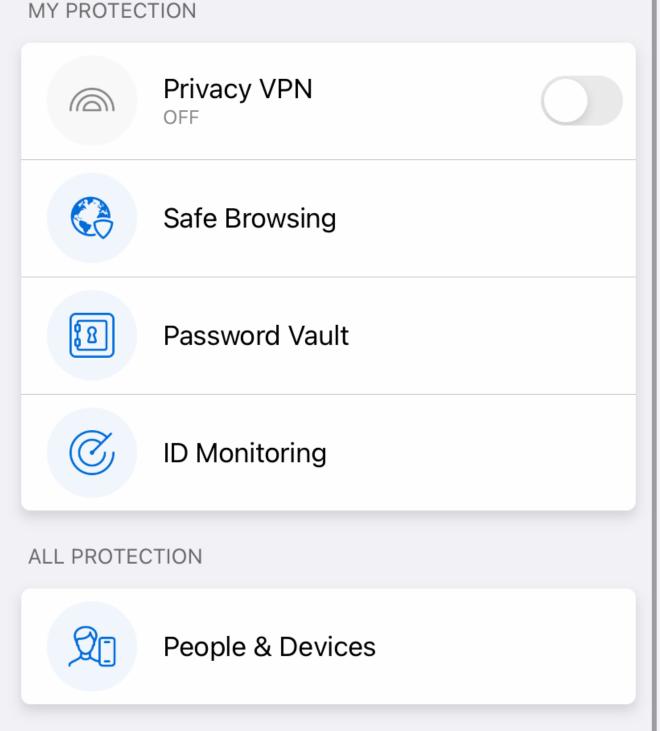
#### A different scale

# Multiple developers work with multiple code bases



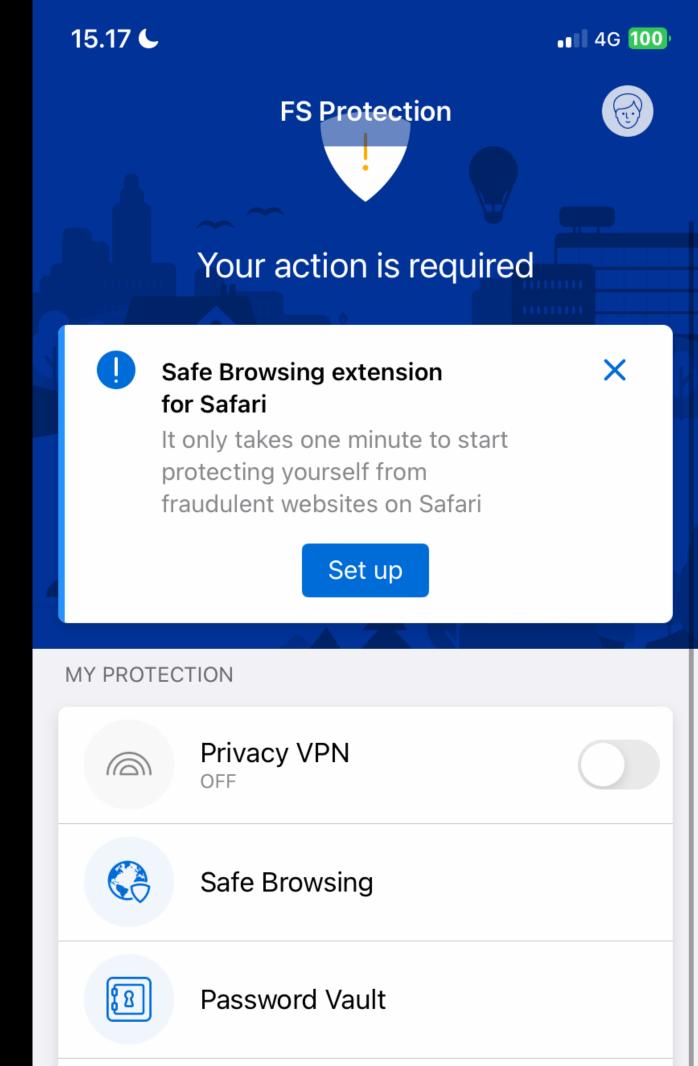






### FS Protection App

SuperApp

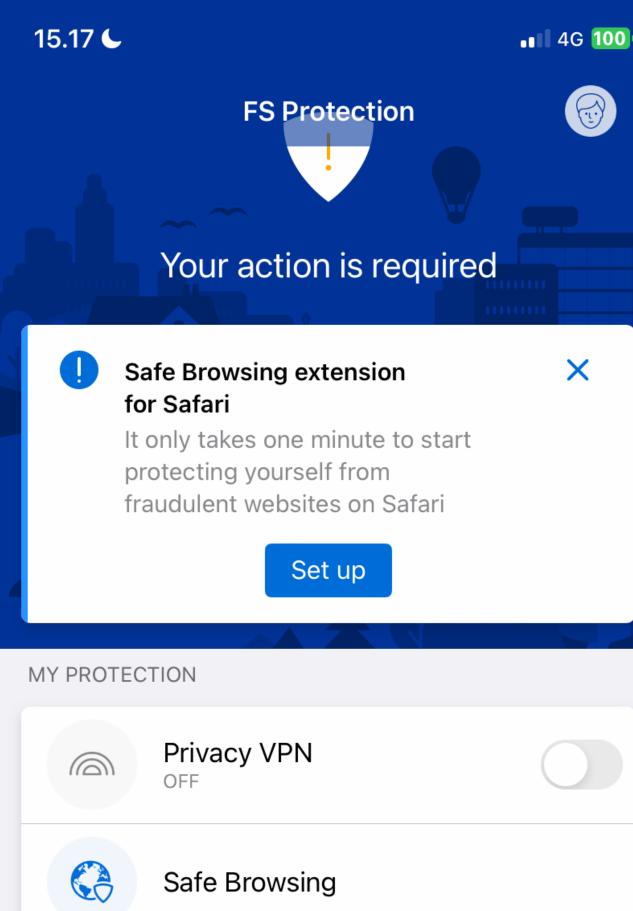


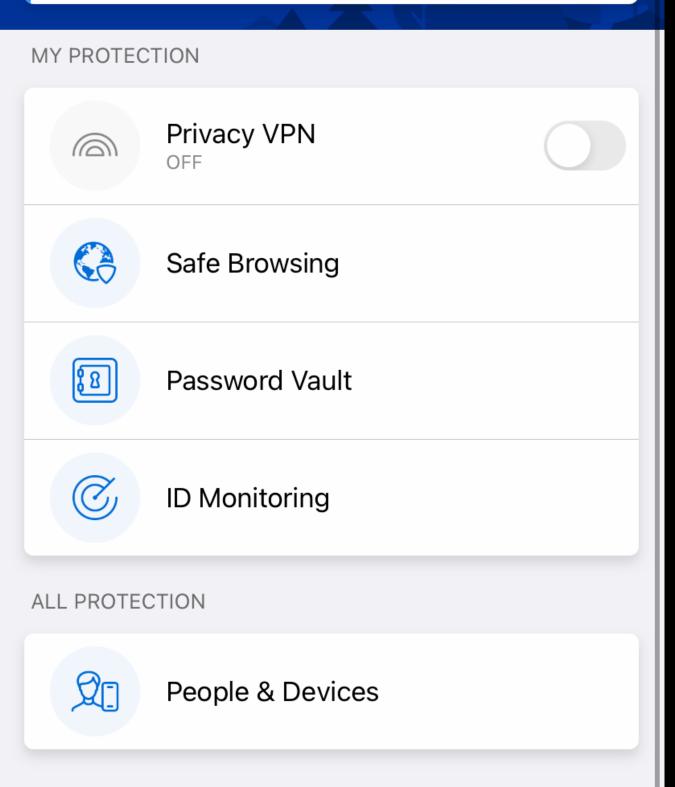
**ID Monitoring** 

People & Devices

**ALL PROTECTION** 

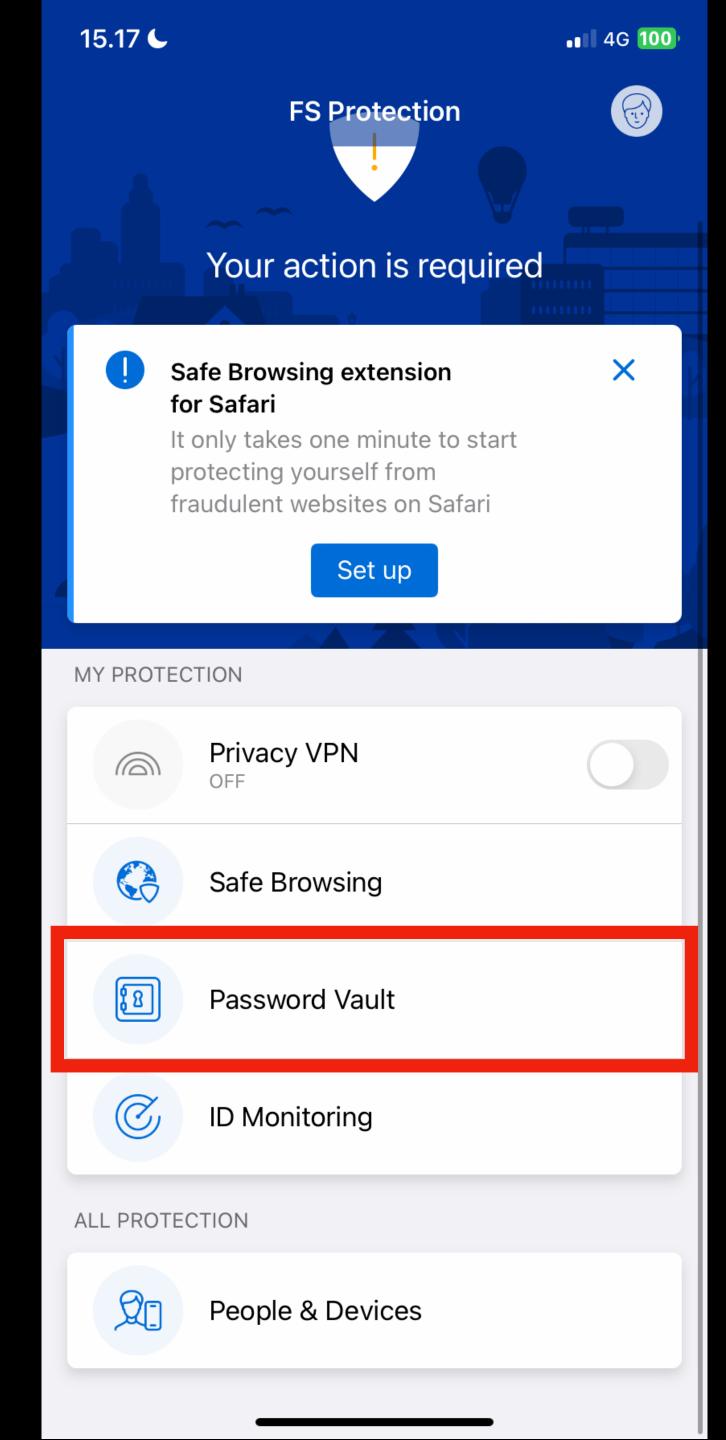
- SuperApp
- Modular architecture



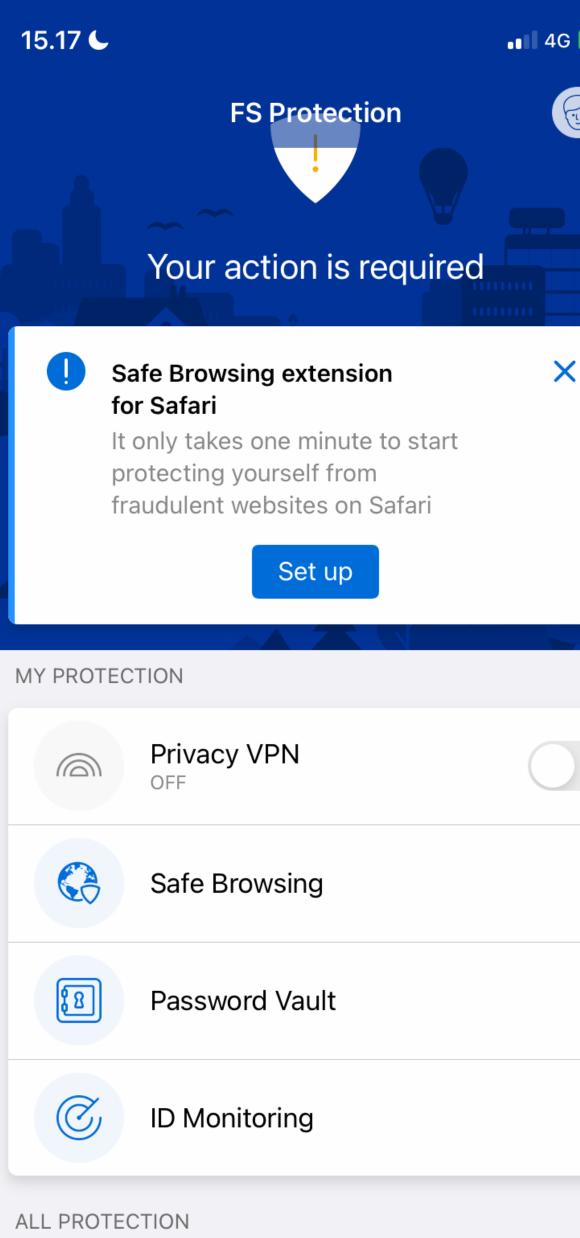


- SuperApp
- Modular architecture
- Shared code with Mac



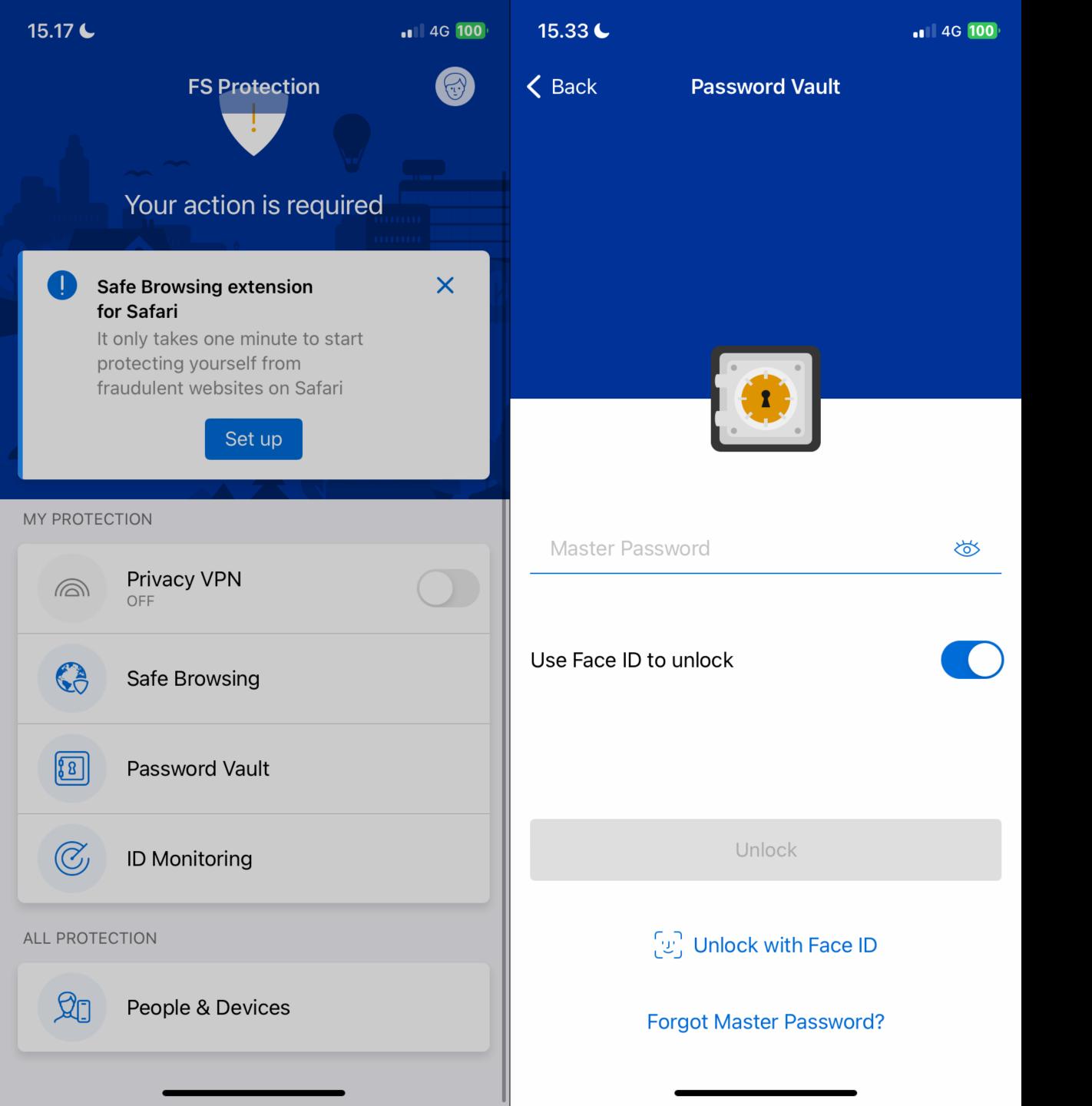


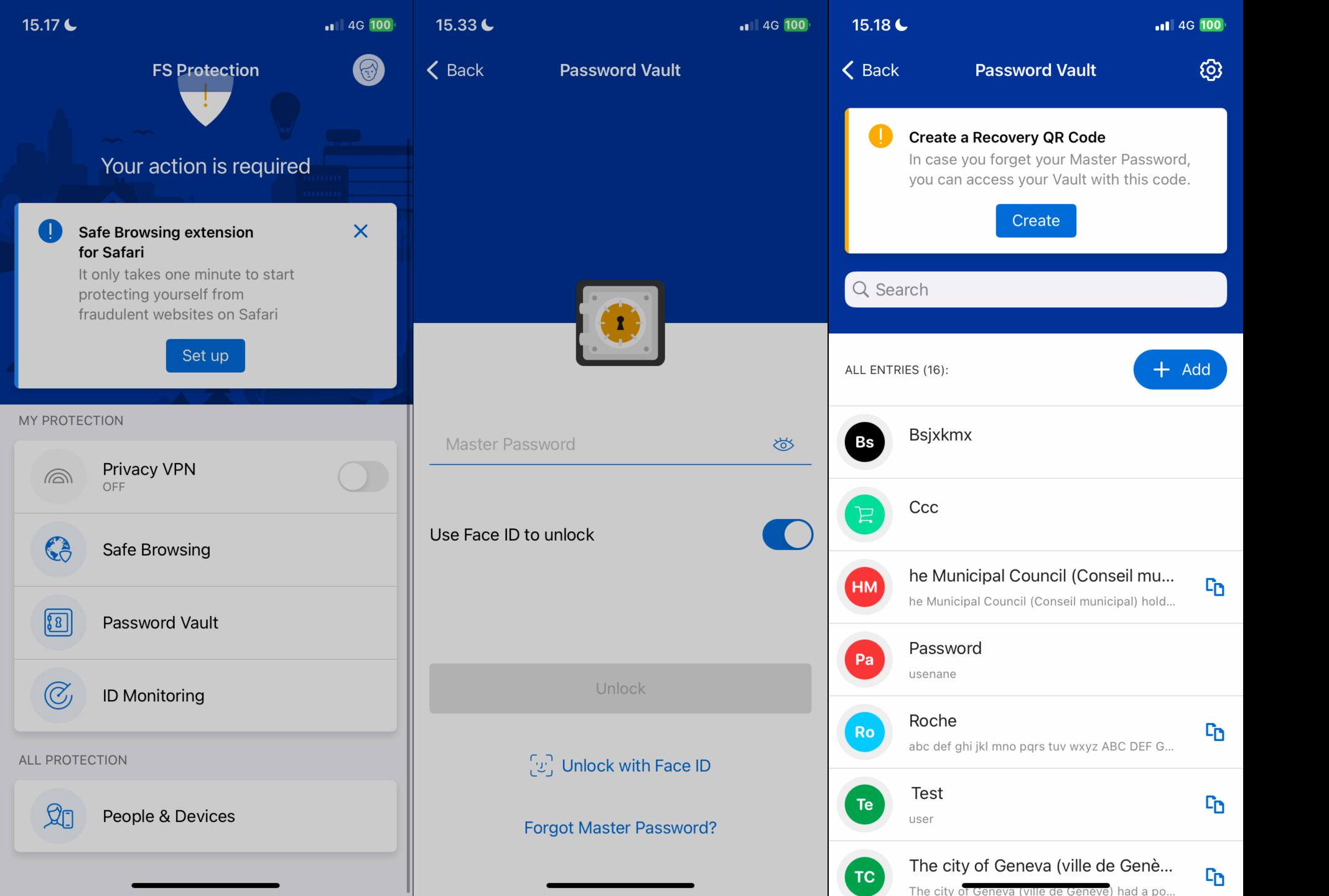
## Password Vault

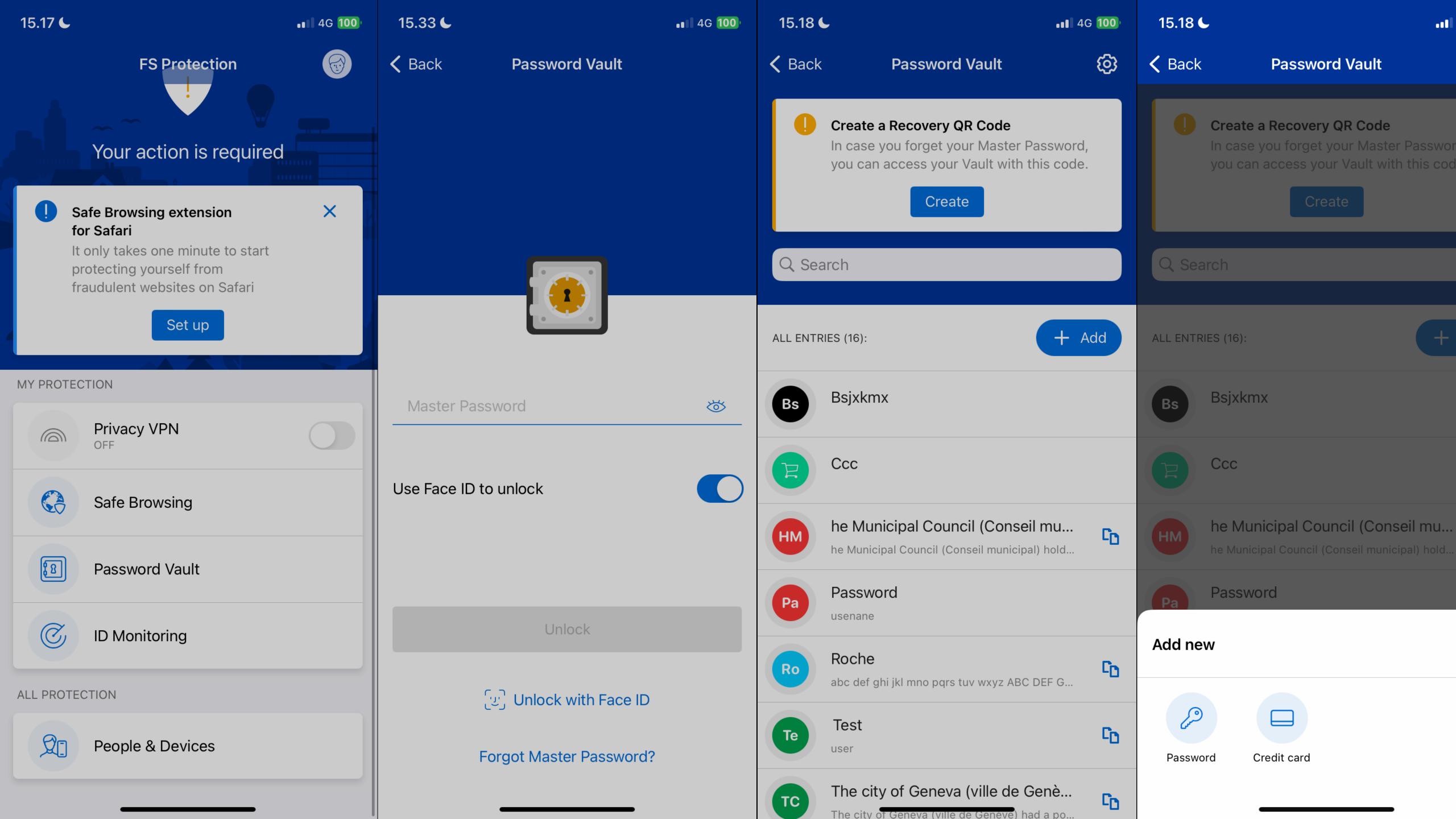


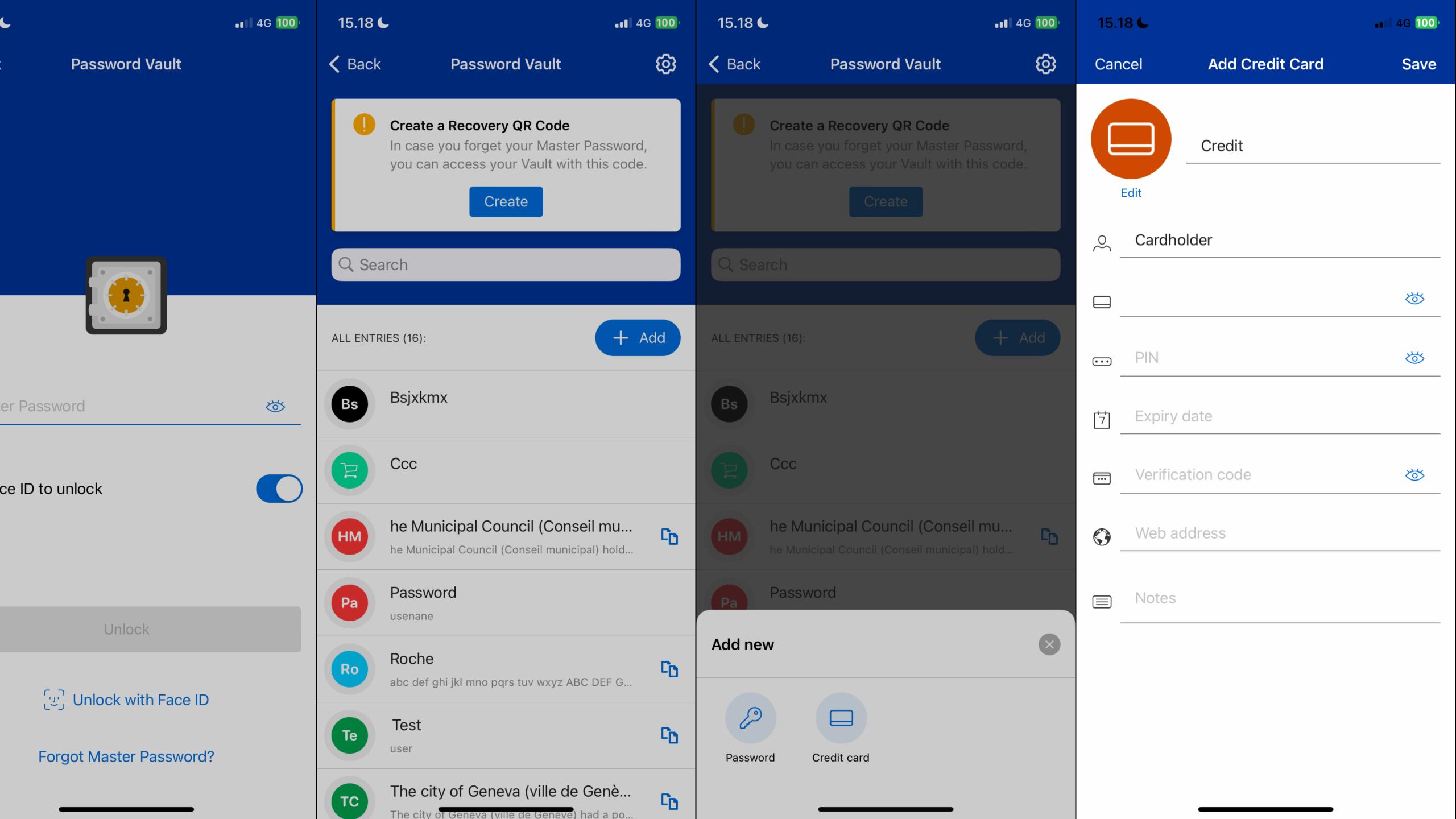
People & Devices

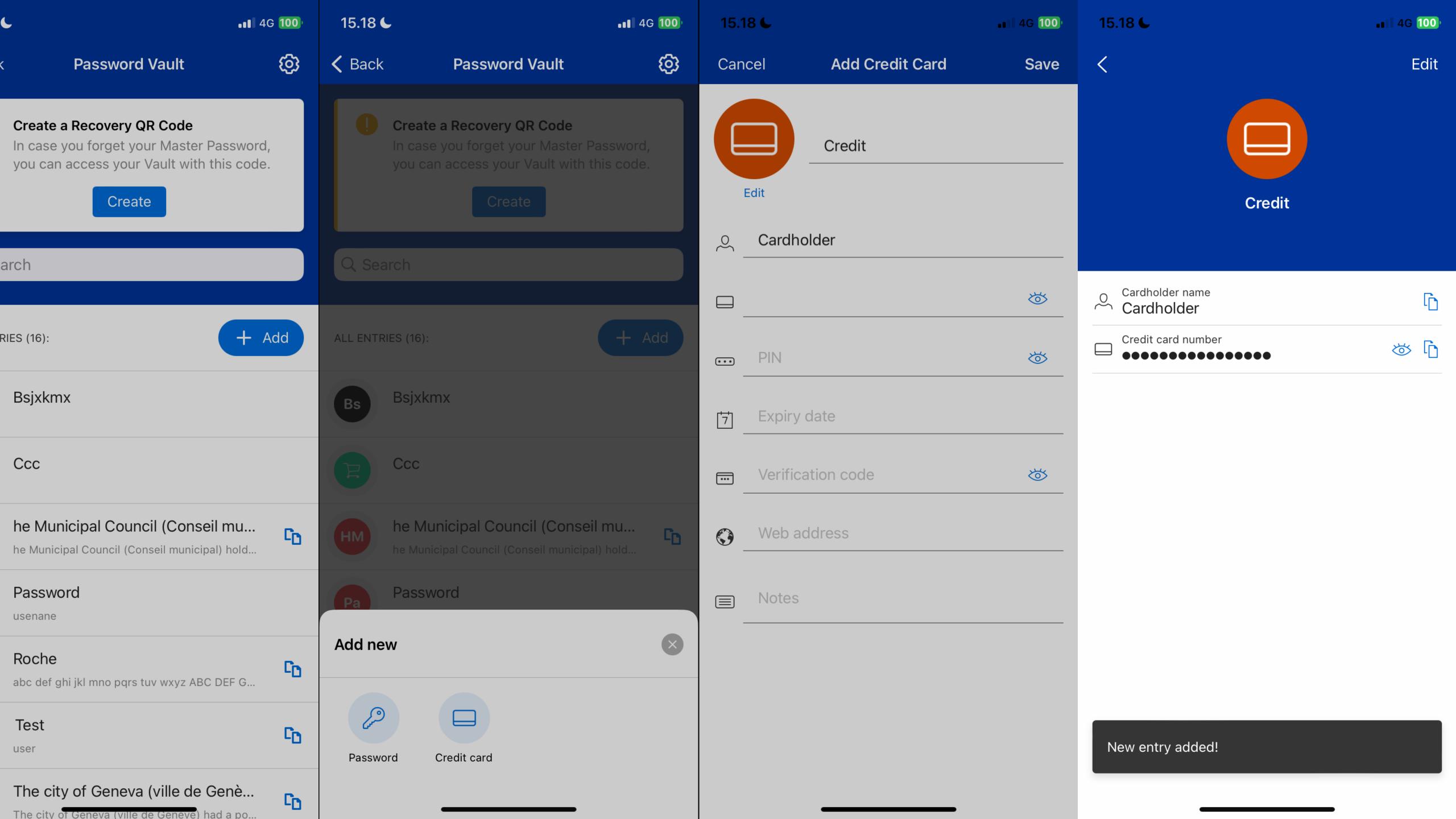
1 4G 100			
×			
7			

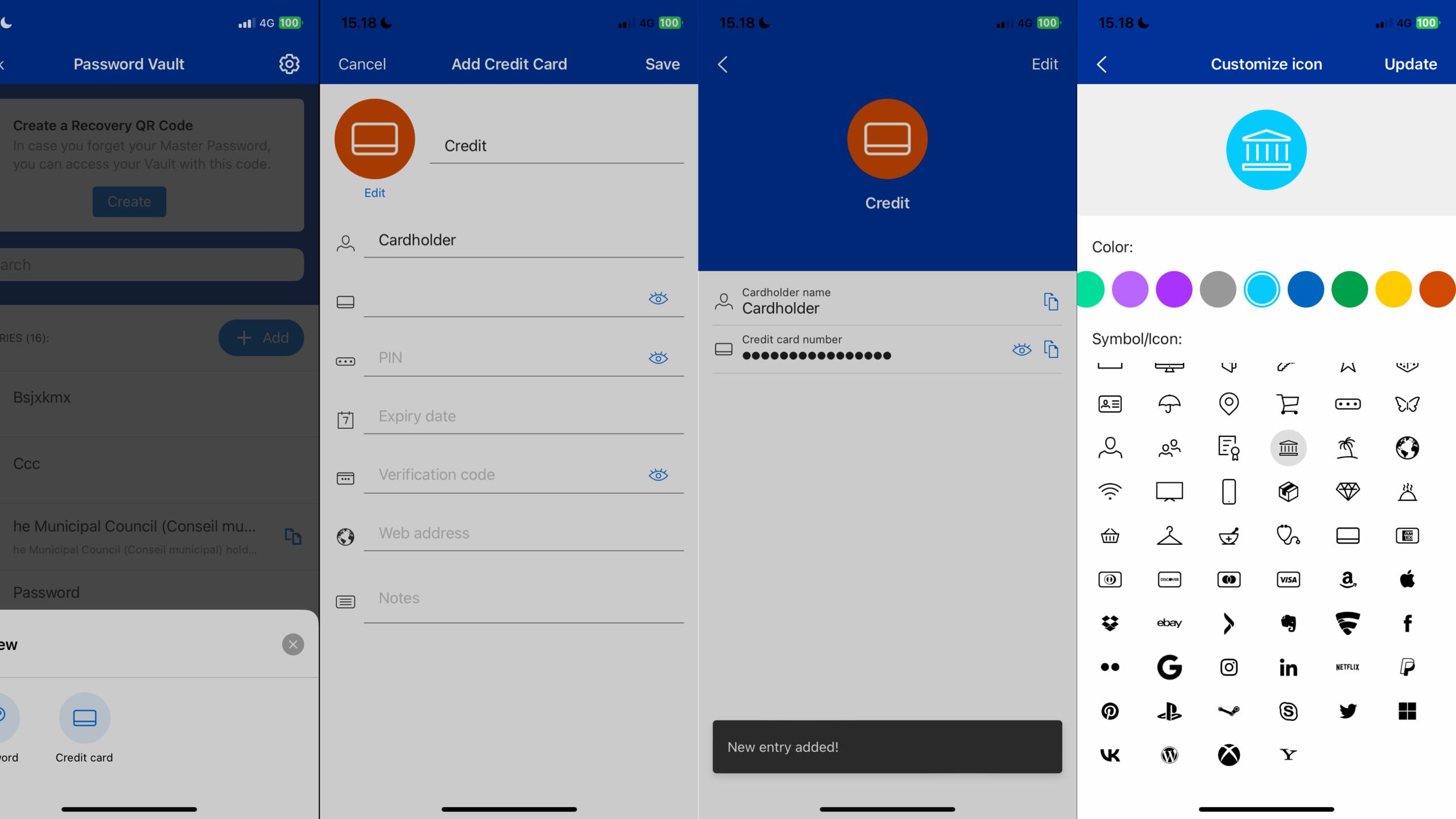


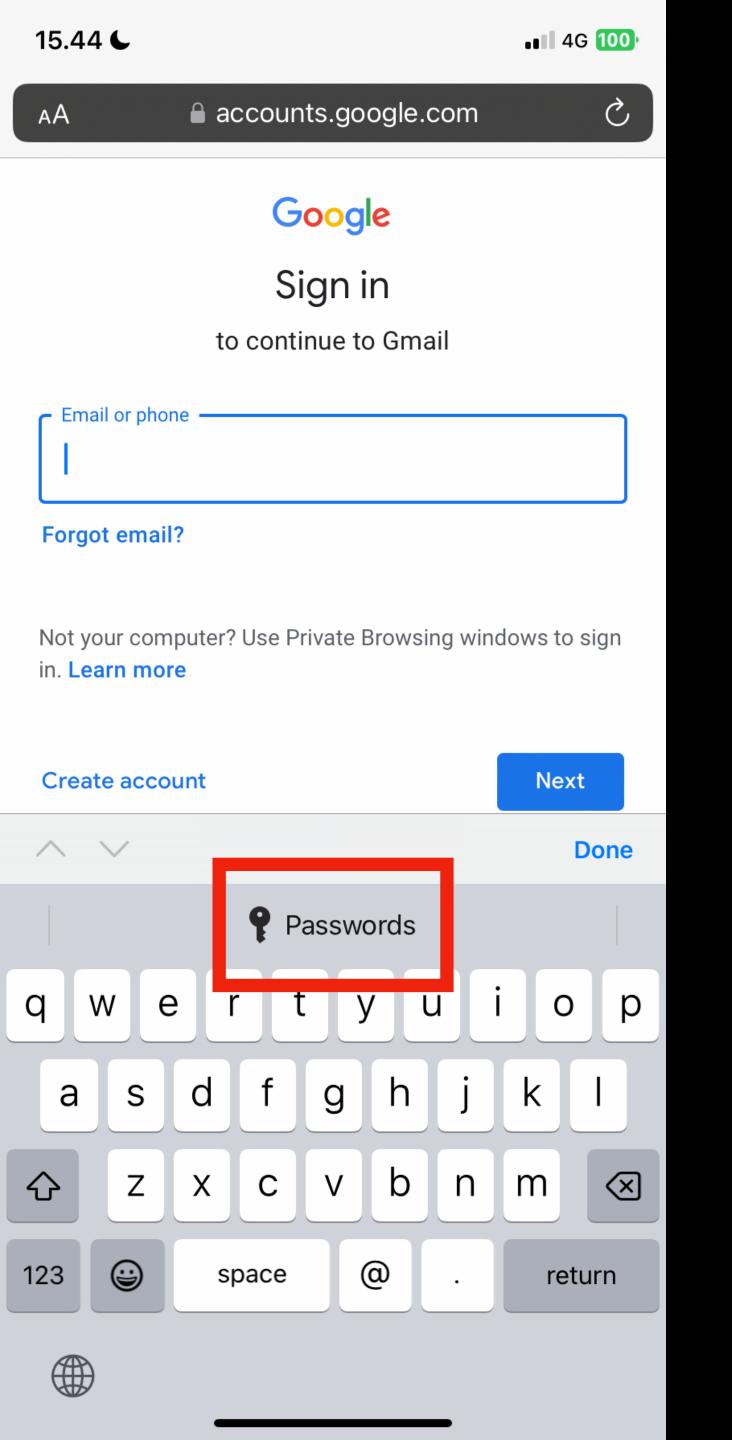


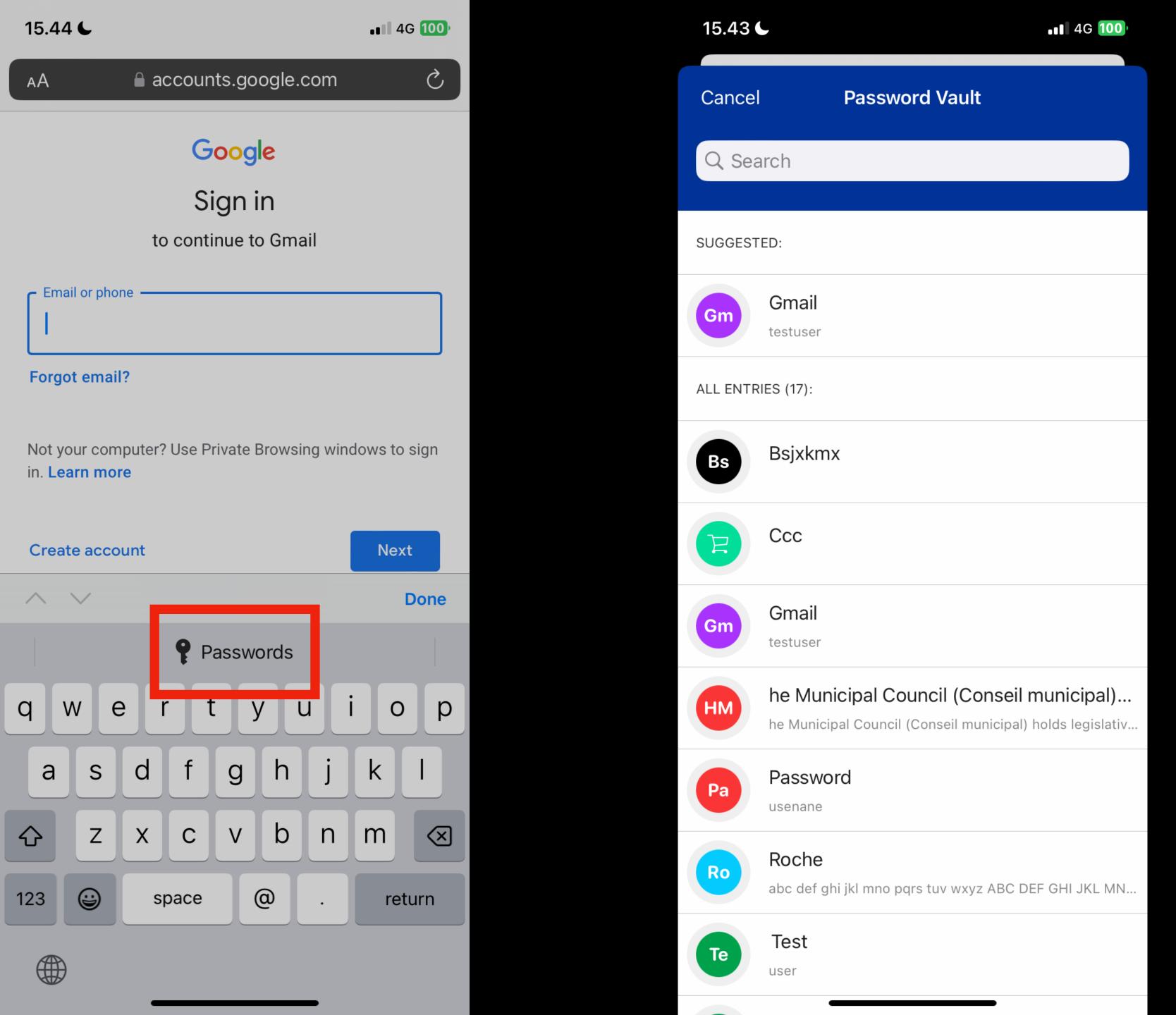


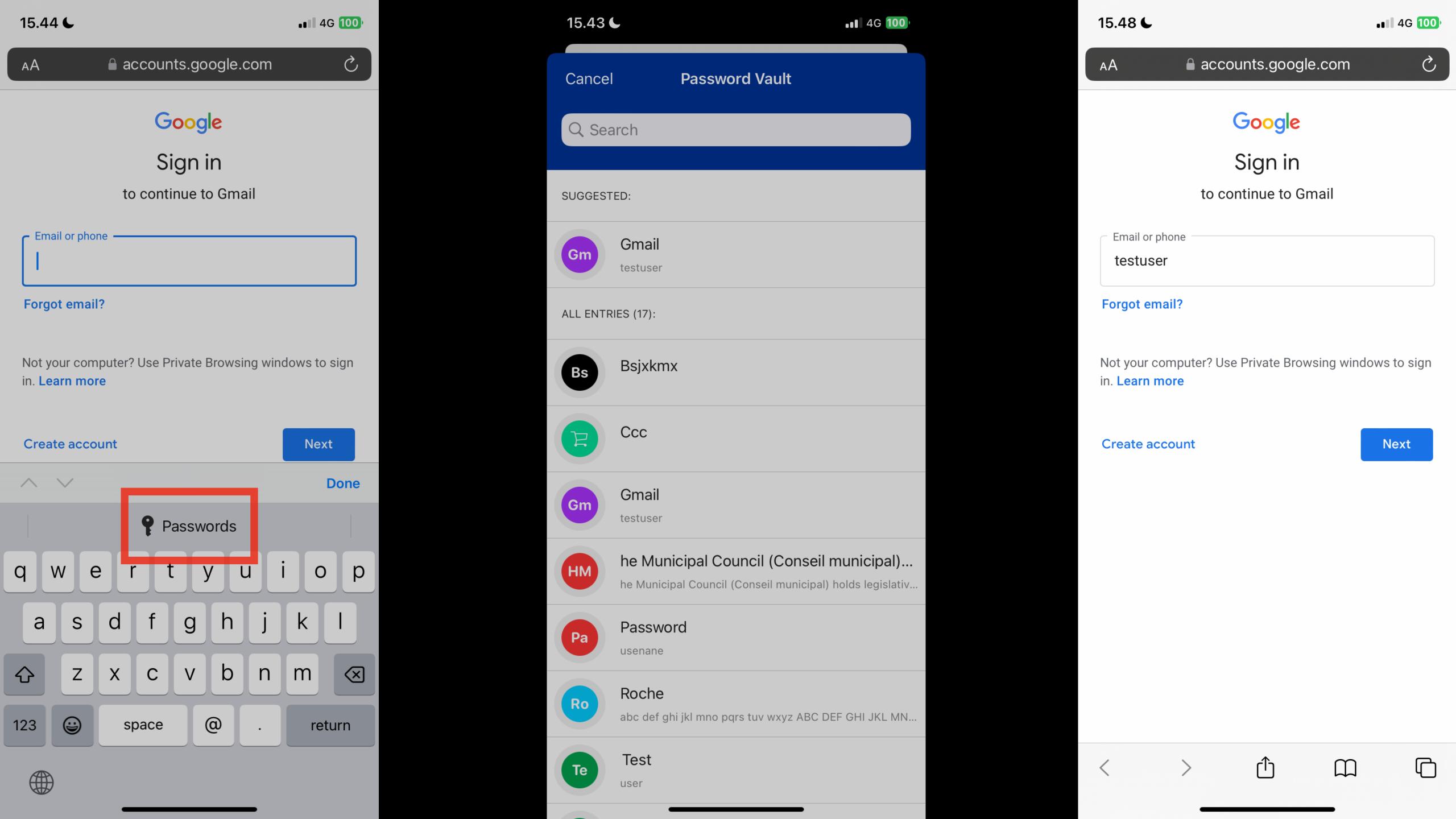












## SwiftUI Tips

### SwiftUI Tips

### SwiftUI Tips



Preview Crashed

Preview Crashes when...

- The project is too big
- Build takes too long
- Runtime error due to side effects

Separating UI from the Model

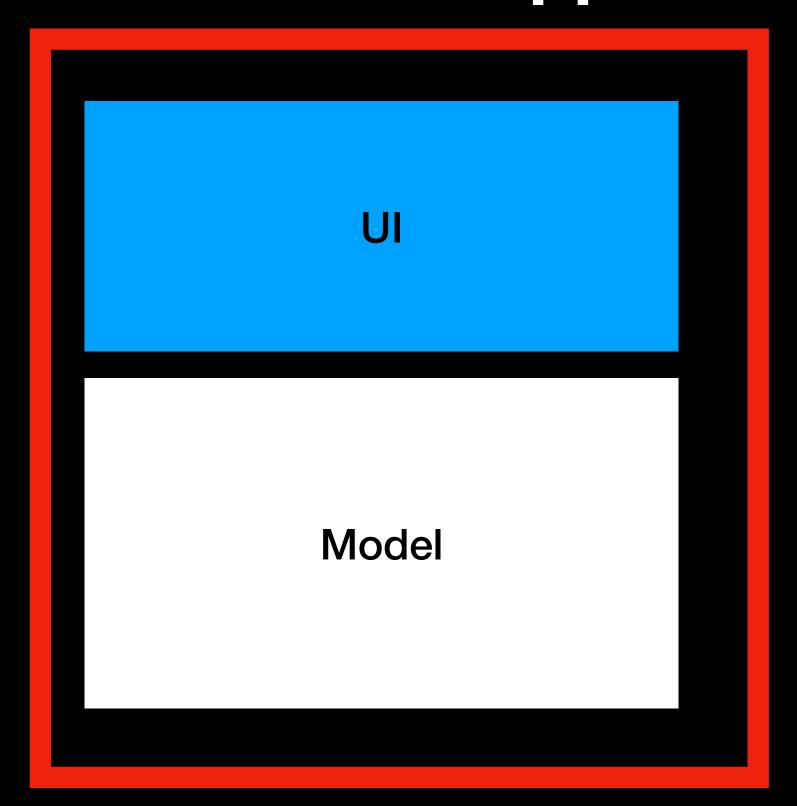
"Normal" app

UI

One target

# Healthy Previews Separating UI from the Model

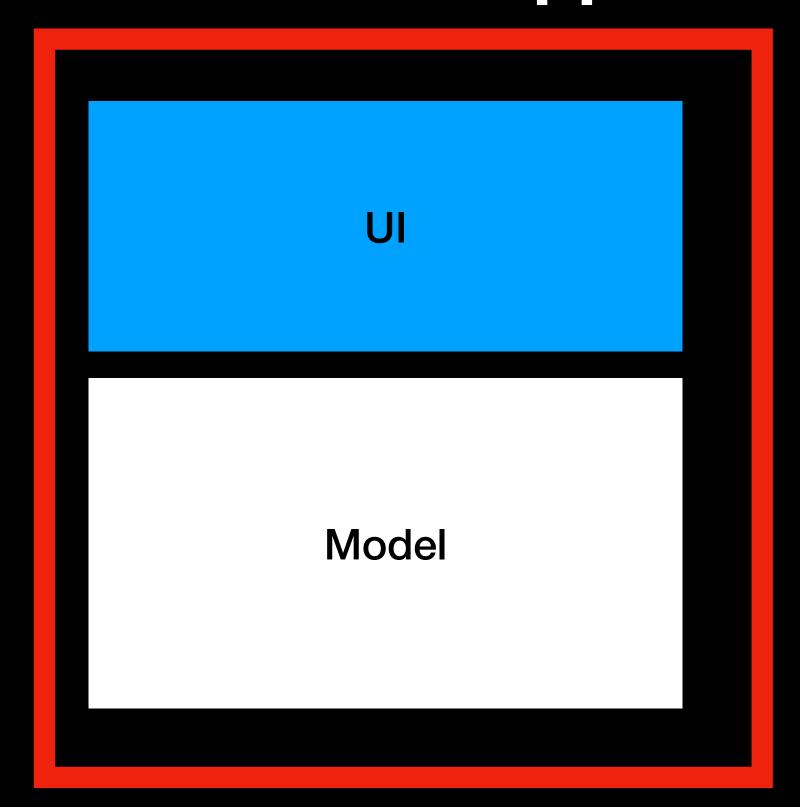
"Normal" app



SwiftUI-Optimized

# Healthy Previews Separating UI from the Model

"Normal" app



#### SwiftUI-Optimized

UI

# Healthy Previews Separating UI from the Model

"Normal" app

UI

Model



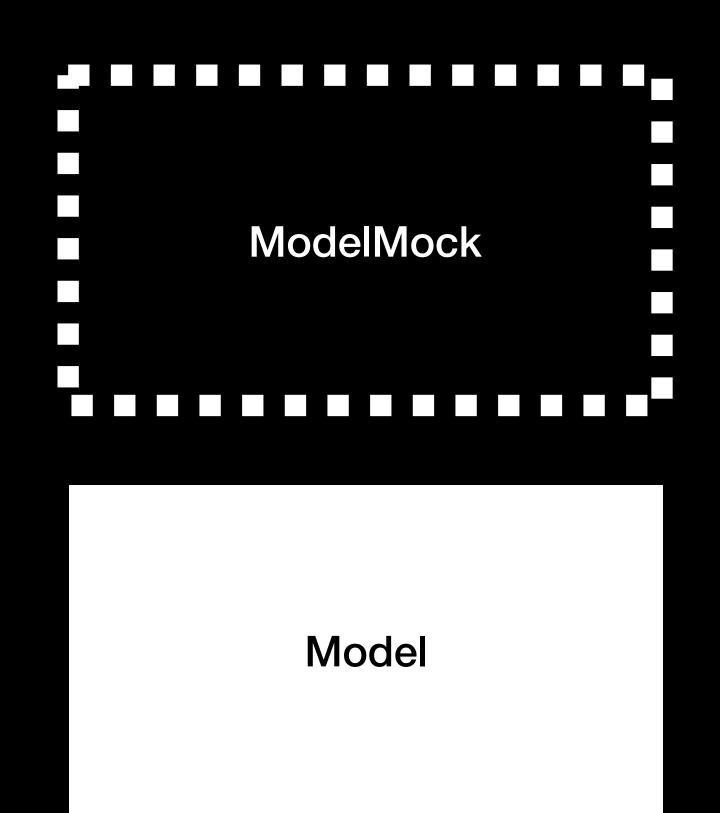
UI

Model

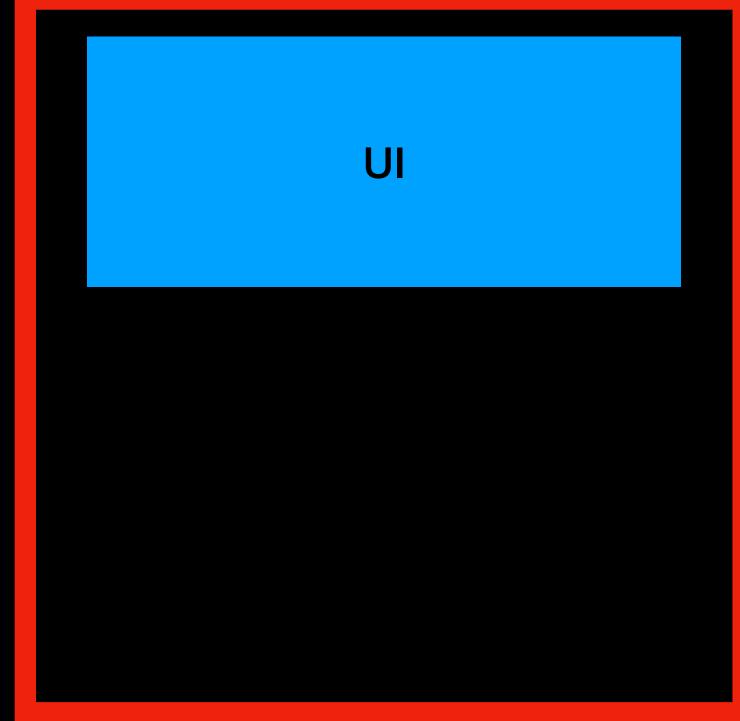
Separating UI from the Model

#### "Normal" app

UI



#### SwiftUI-Optimized



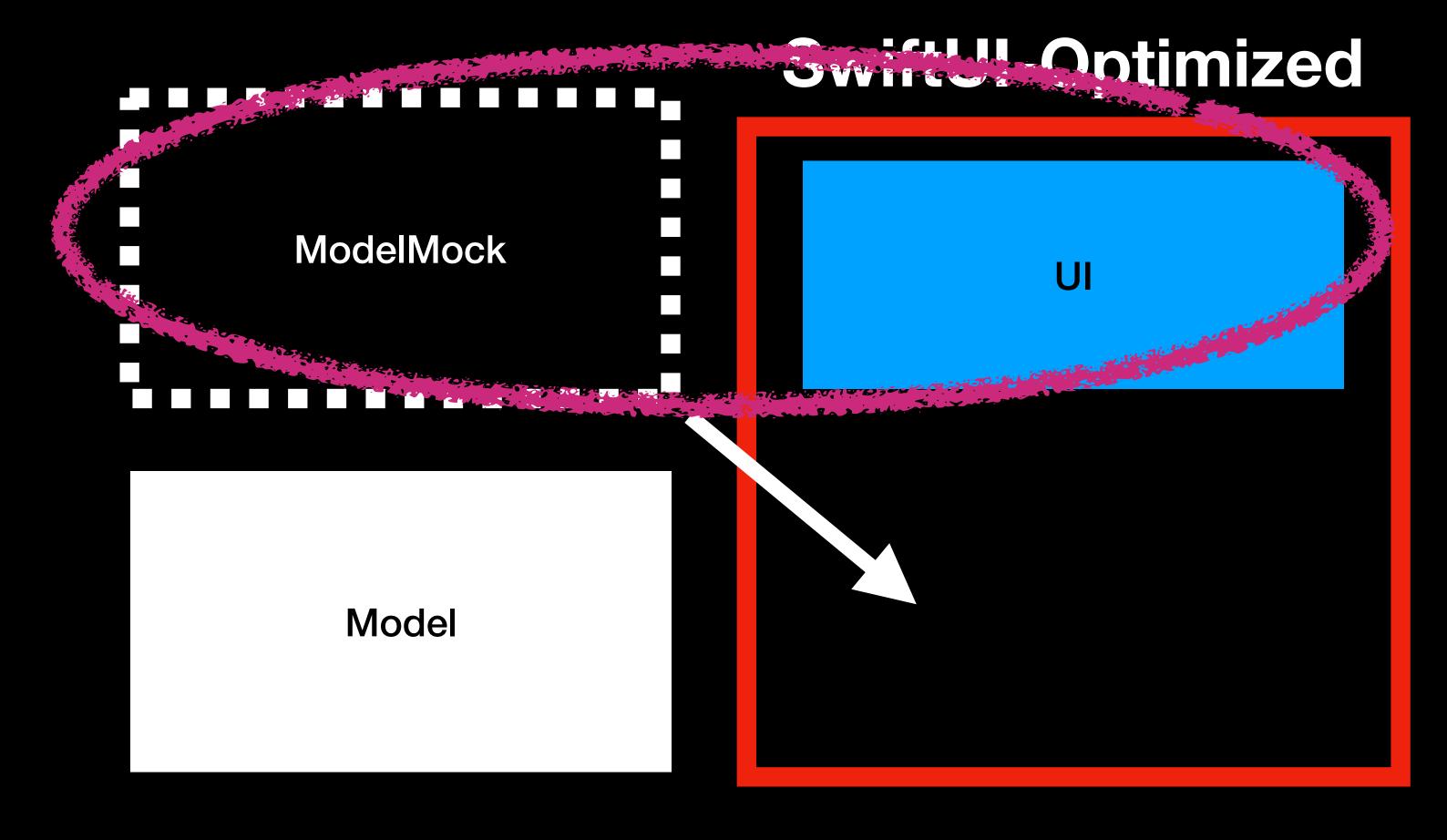
#### Healthy Previews

#### Separating UI from the Model

#### "Normal" app

UI Model

#### **Preview Target**



import SwiftUI

protocol ModelProtocol {}

class ModelReal: ModelProtocol {}
class ModelMock: ModelProtocol {}

```
import SwiftUI
```

```
protocol ModelProtocol {}
```

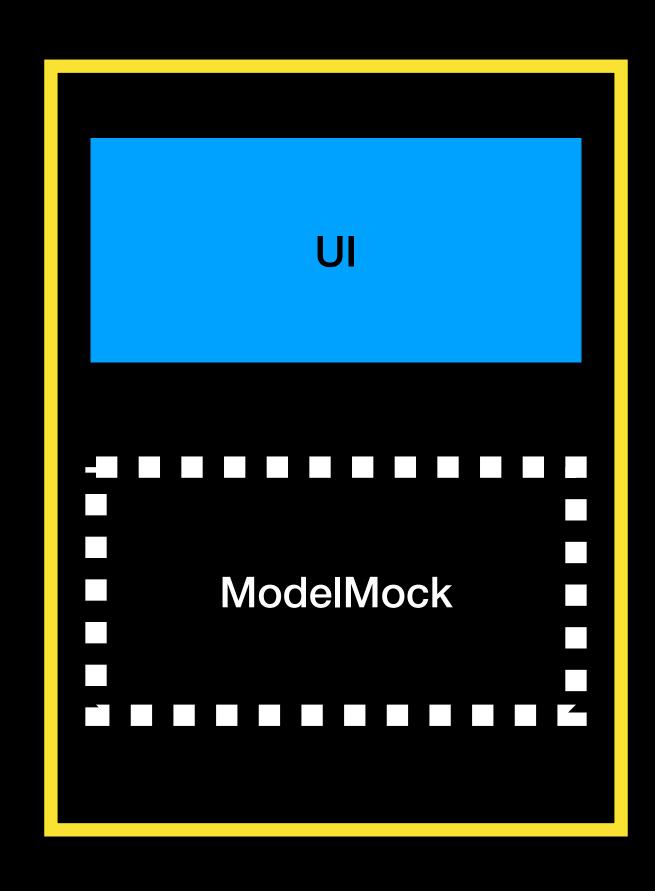
```
class ModelReal: ModelProtocol {}
class ModelMock: ModelProtocol {}
```

Very Lightweight

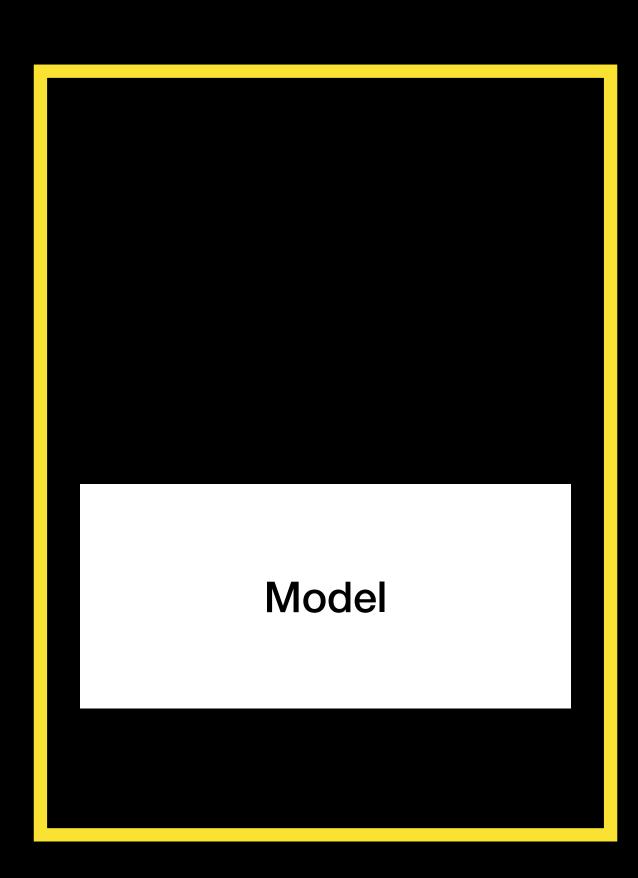
```
struct MyView: View {
    let model: ModelProtocol

    var body: some View {
        Circle()
    }
}
```

```
struct MyView_Previews: PreviewProvider {
    static let modelMock: ModelProtocol =
ModelMock()
    static var previews: some View {
        MyView(model: modelMock)
    }
}
```

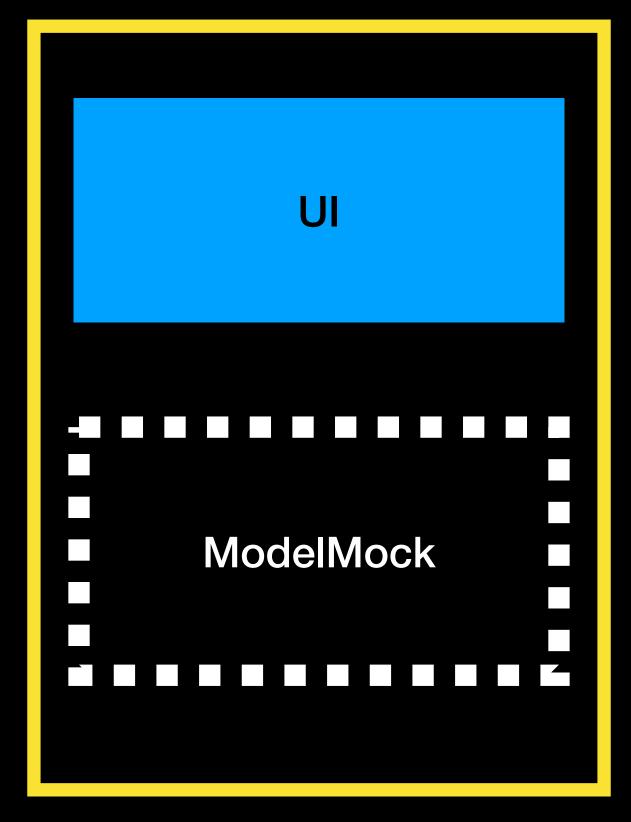


Package 1

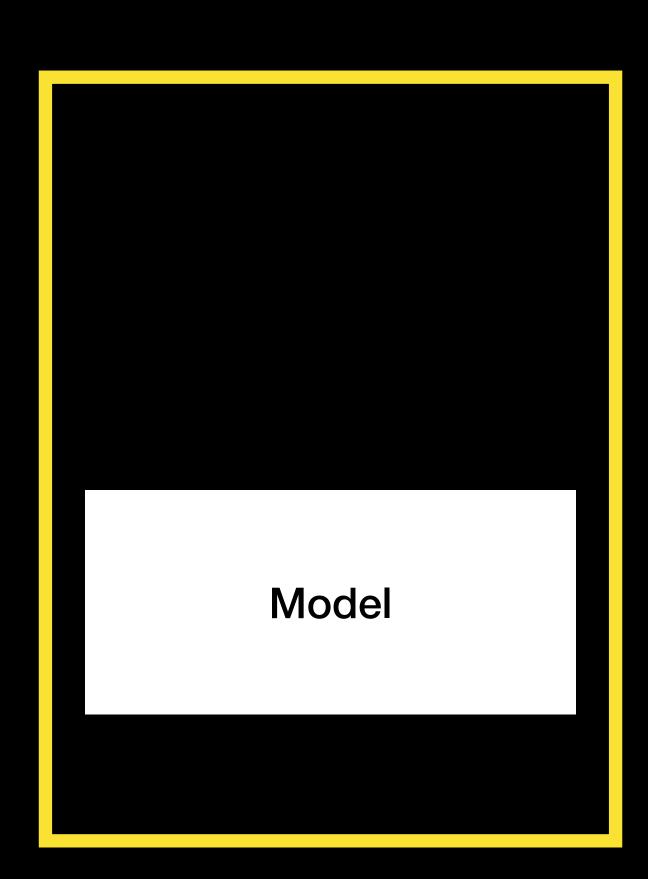


Package 2

**iOS** 

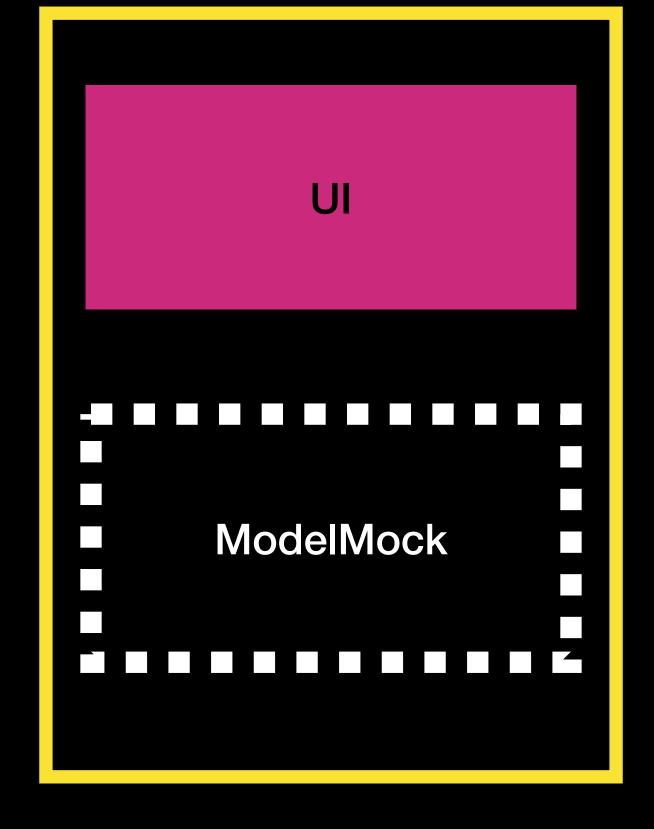


Package 1



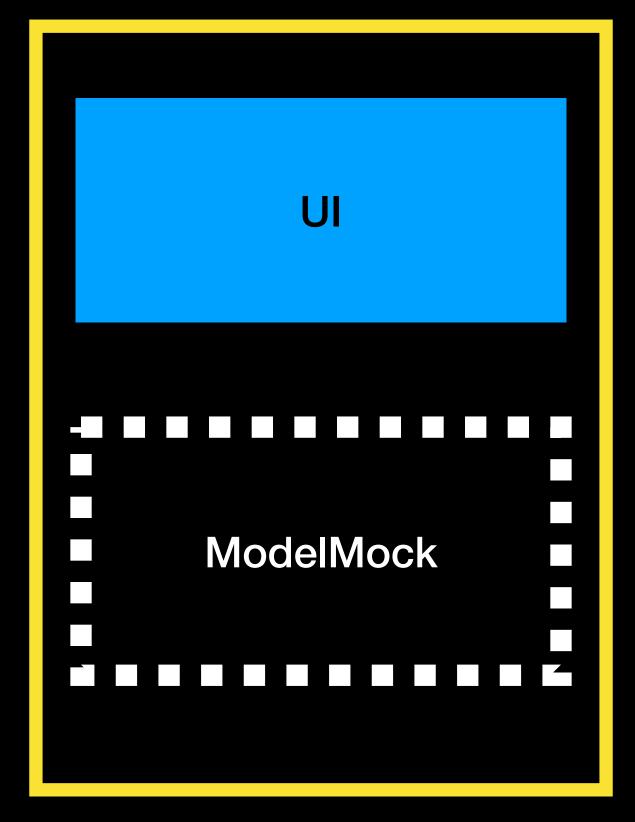
Package 2

Mac

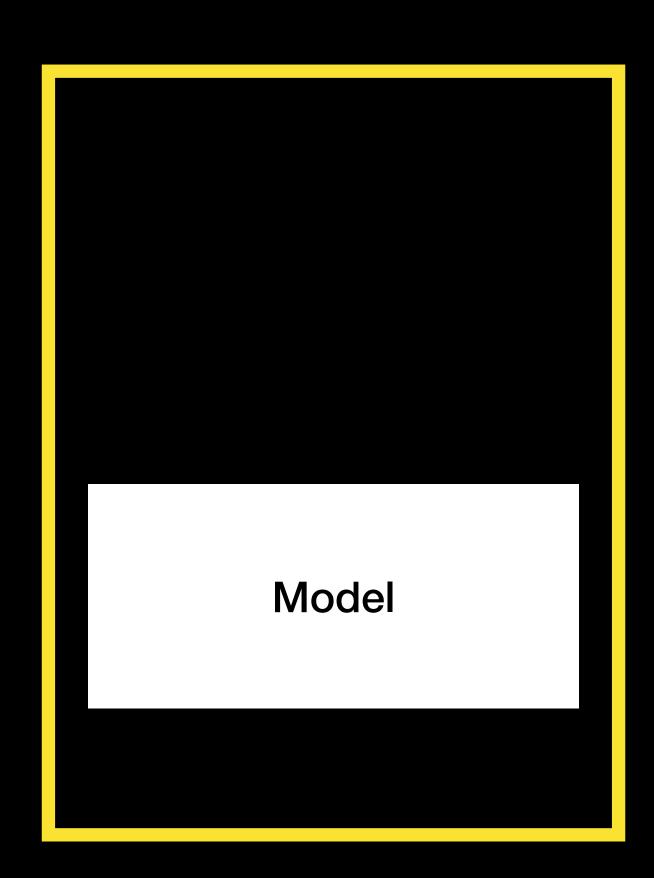


Package 3

iOS

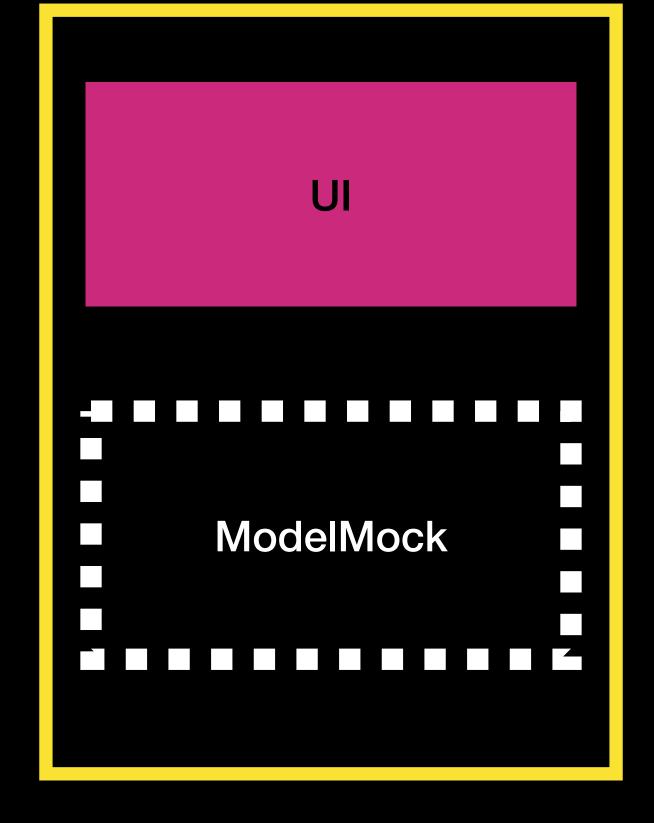


Team iOS



**Both Teams** 

Mac



Team Mac

Text("Localized Text")

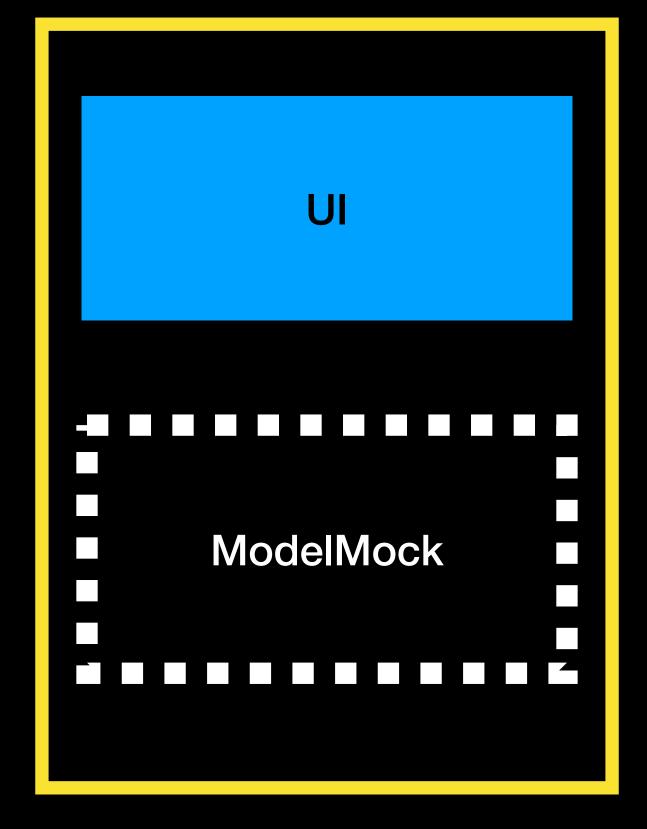
Bundle: main

Text("Localized Text")

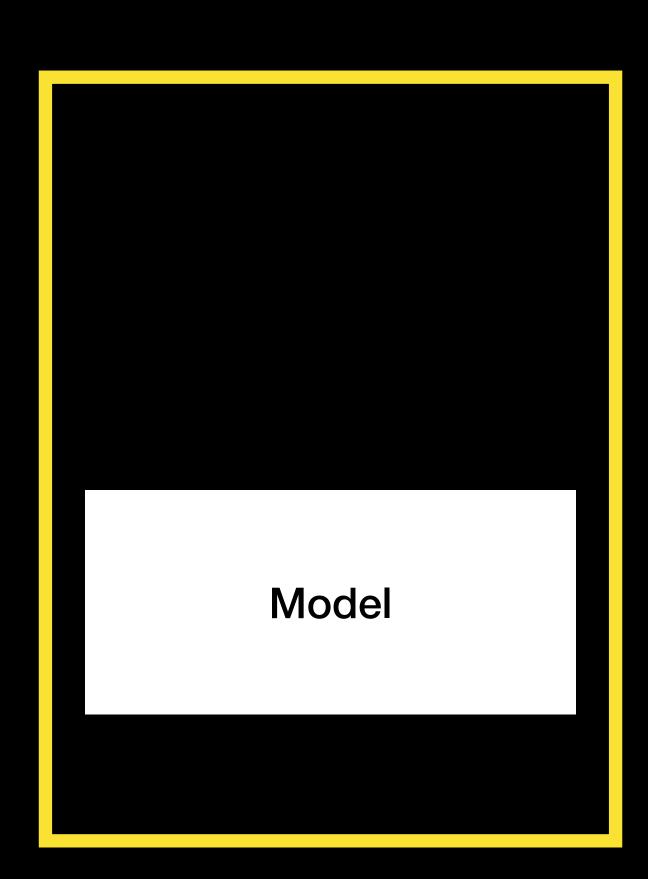
```
Text("Localized Text")
Text("Localized Text", bundle: _module)
```

```
Text("Localized Text")
Text("Localized Text", bundle: .module)
```

**iOS** 

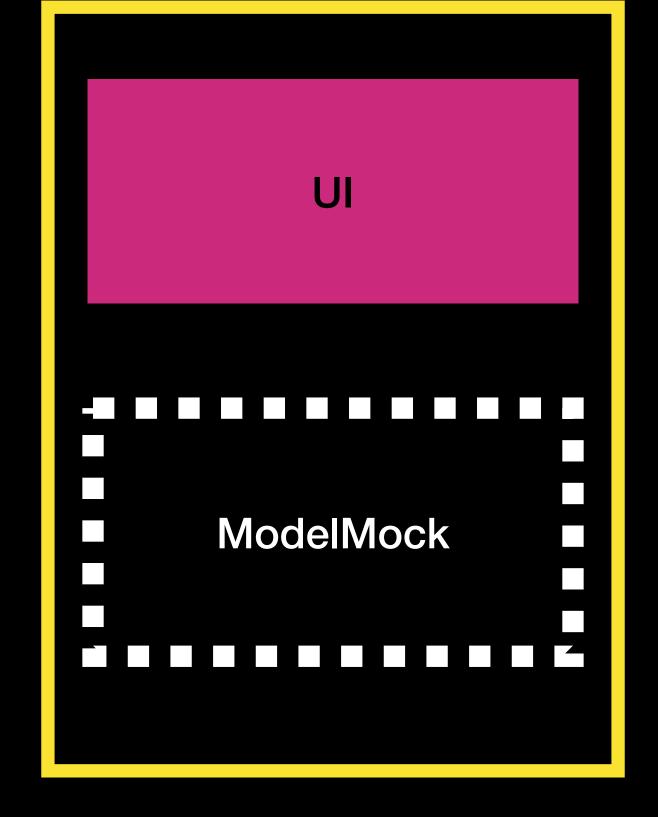


Team iOS

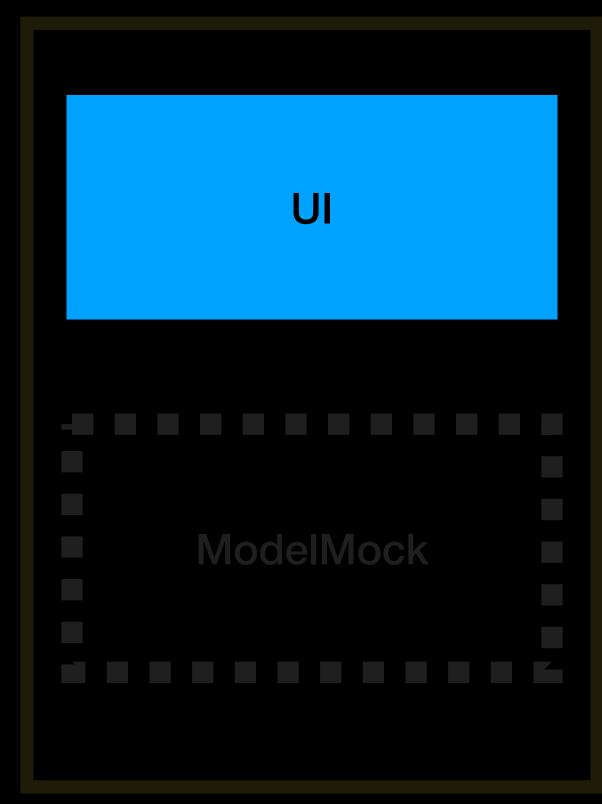


**Both Teams** 

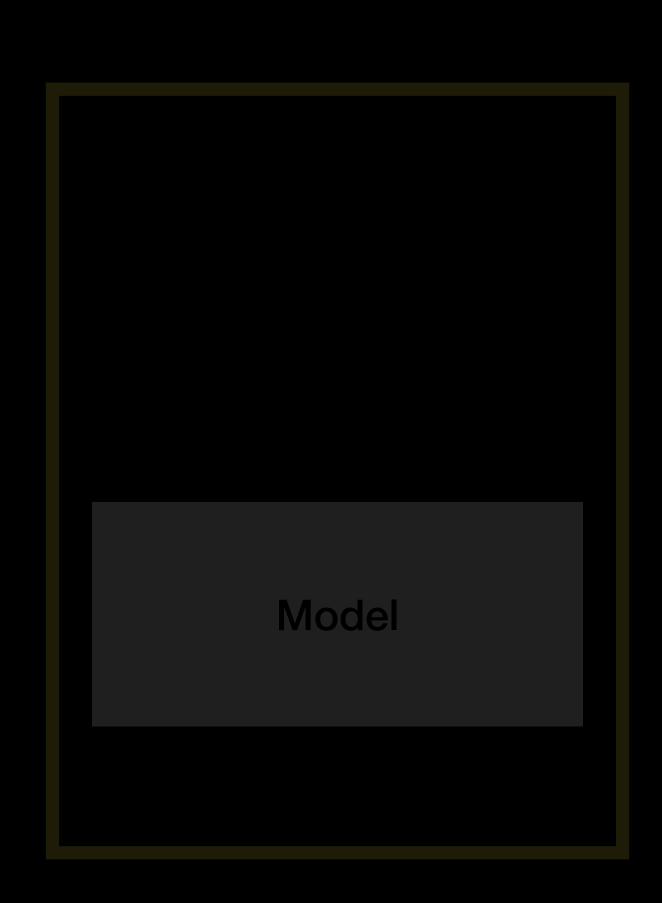
Mac



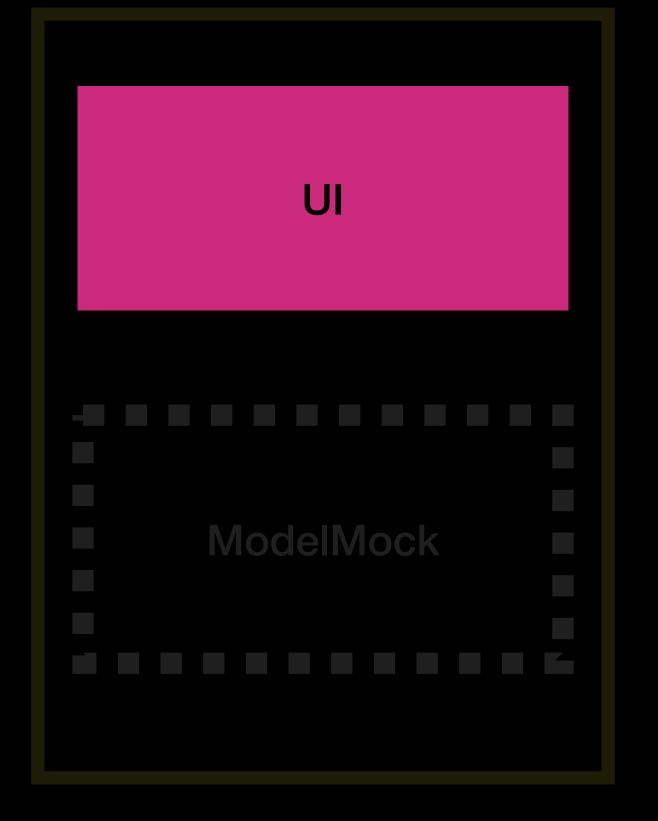
Team Mac



#### **iOS**



Mac



Team iOS

Both Teams Team Mac

iOS

Shared Library

Mac

UI

SharedUI

U

Team iOS

**Both Teams** 

Team Mac

iOS

Shared Library

Mac

UI

SharedUI

UI

DesignSystem

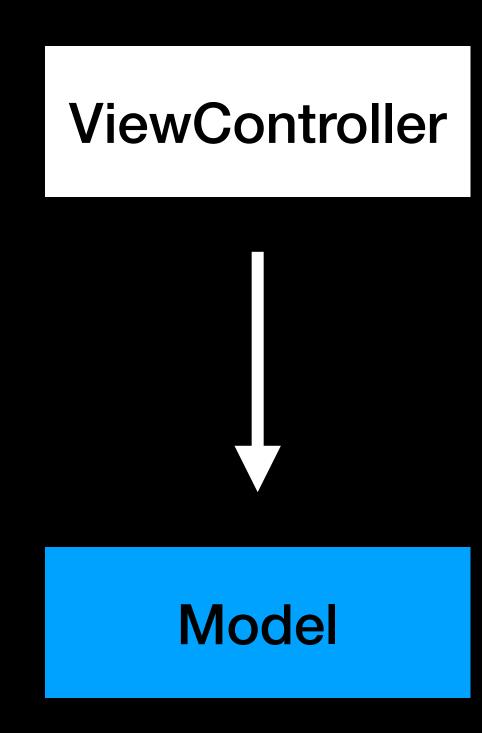
Team iOS

**Both Teams** 

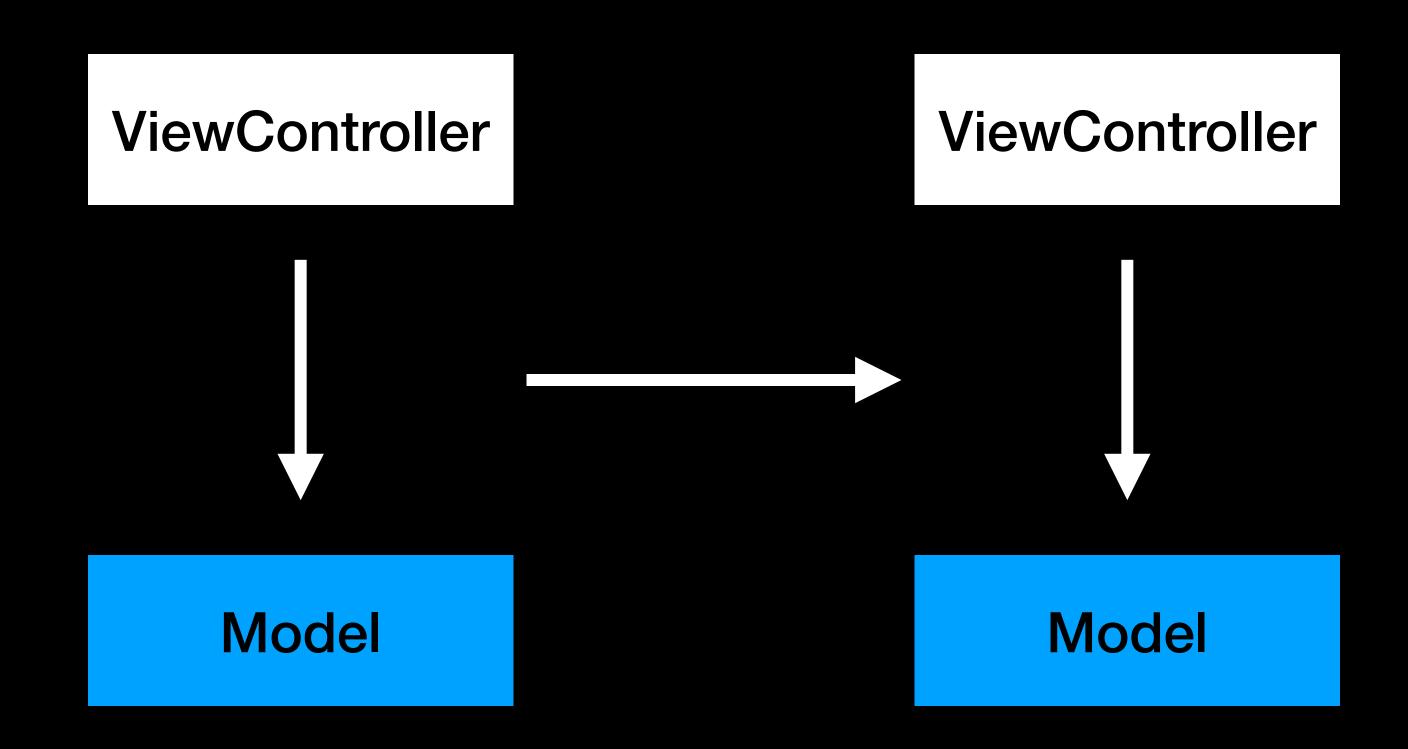
Team Mac

# Memory Management

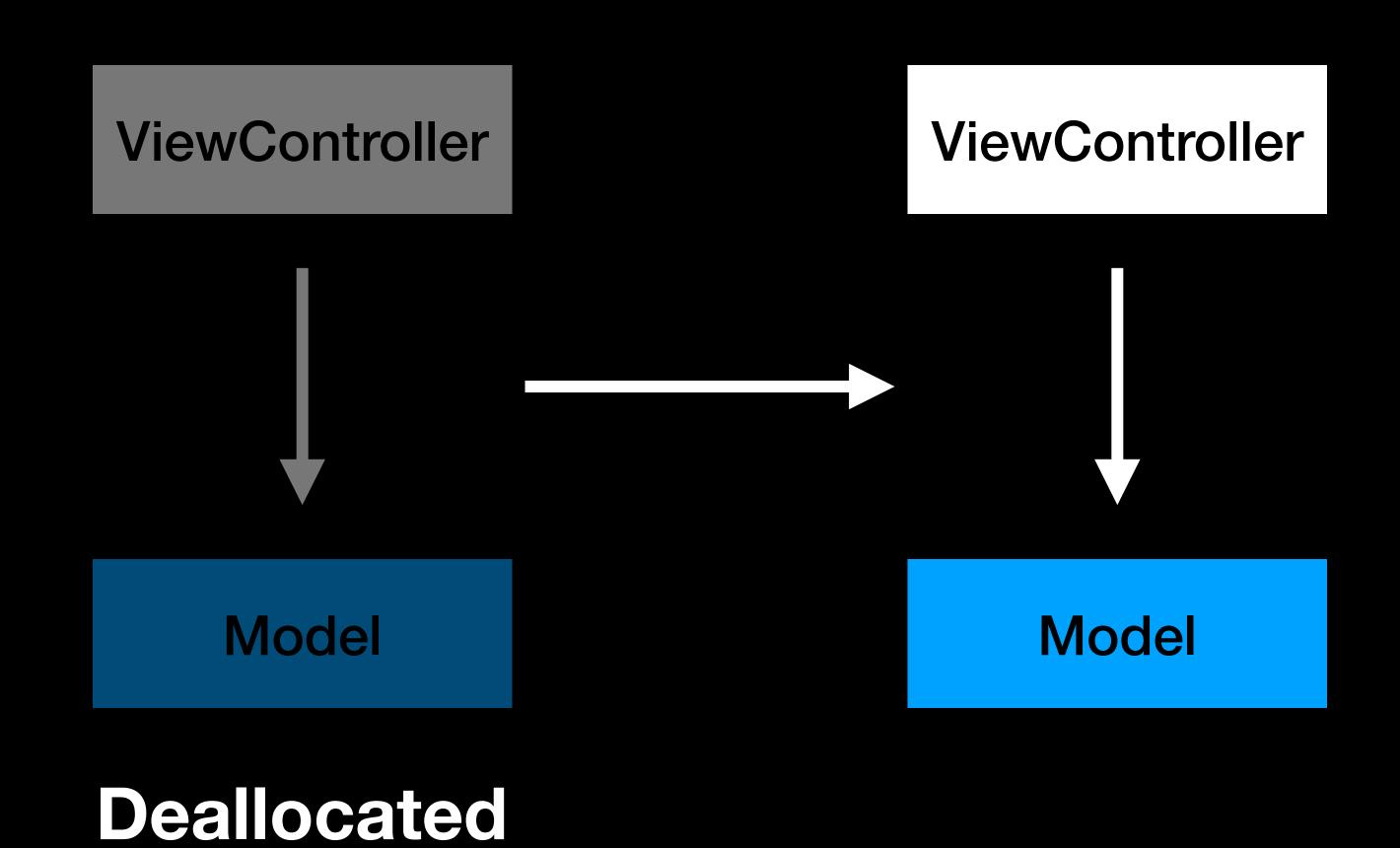
#### Memory Management: UlKit



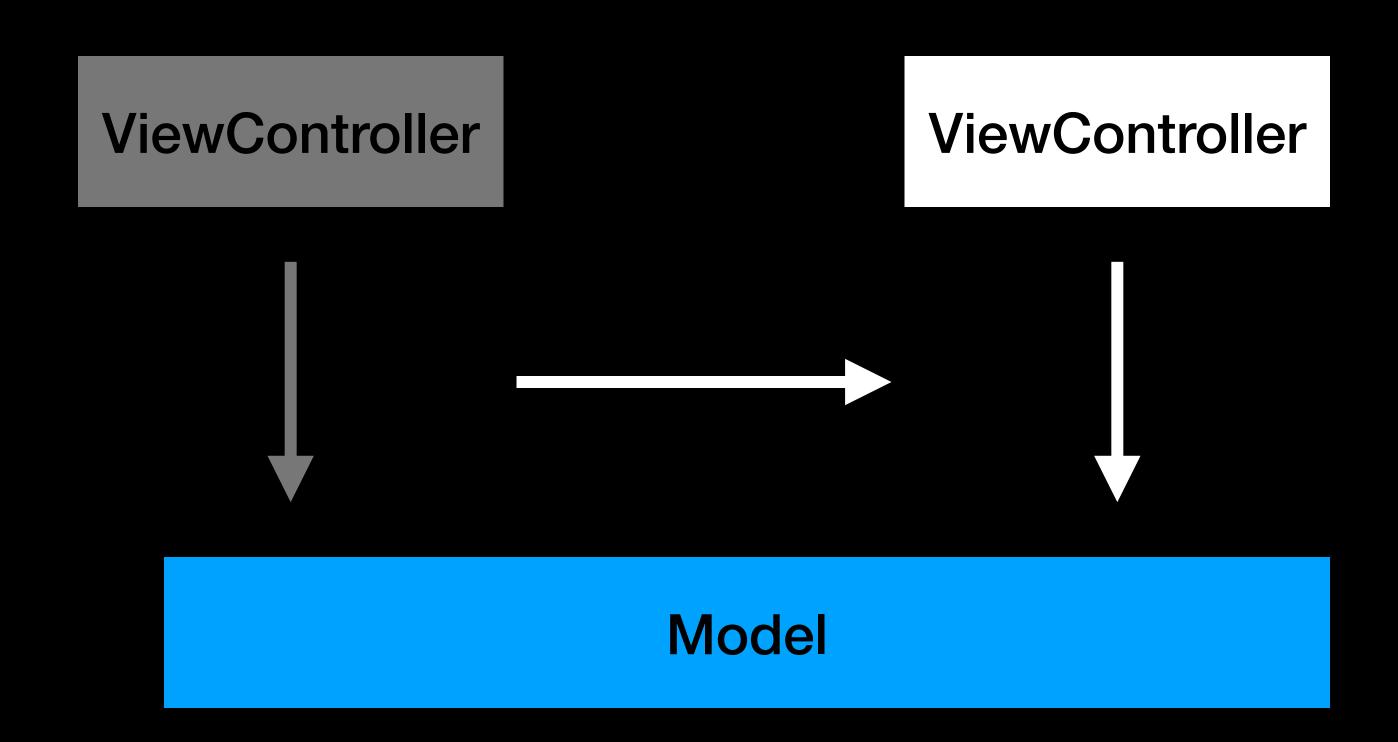
#### Memory Management: UlKit



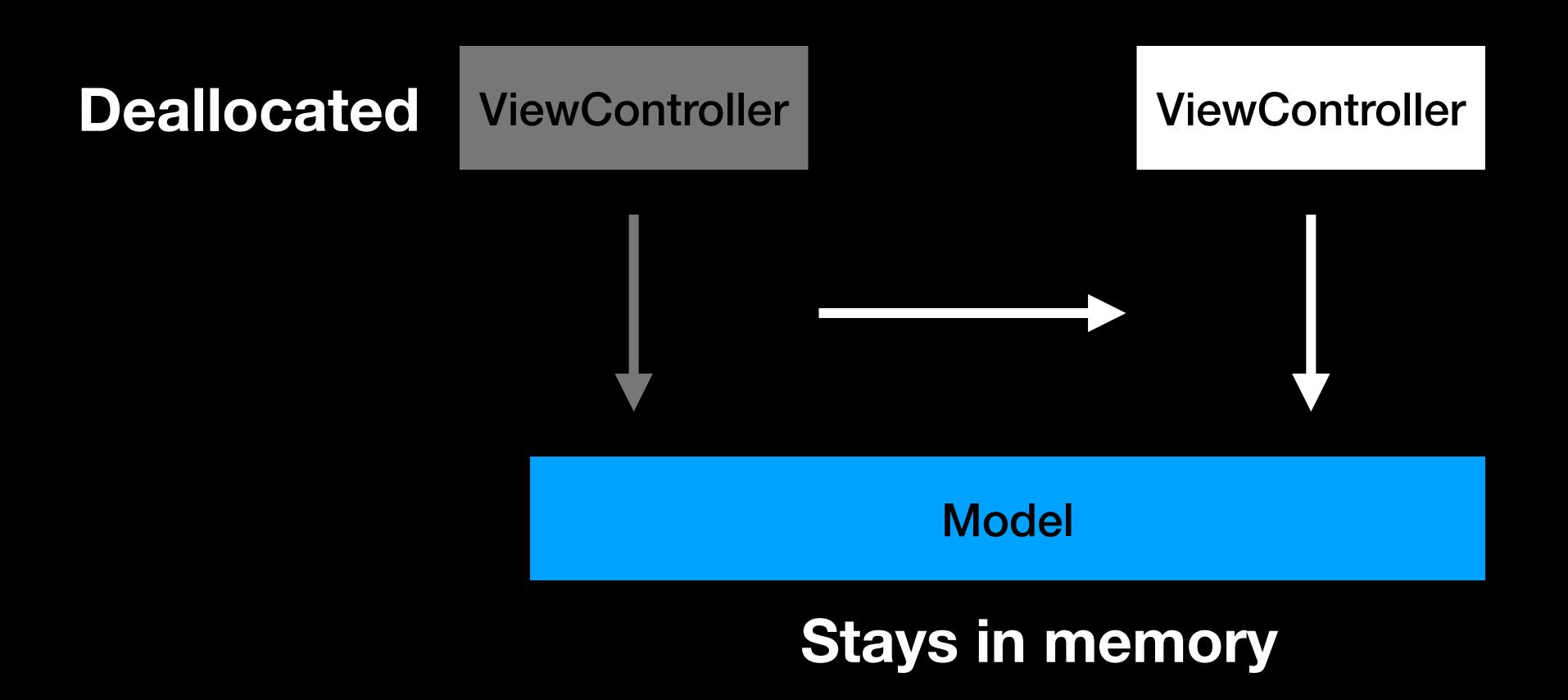
#### Memory Management: UlKit



#### Memory Management: UlKit, case 2



#### Memory Management: UlKit, case 2



```
final class ViewModel: ObservableObject {
    @Published var title = "Title"
    @Published var subtitle = "Title"
}
```

## SwiftUl View is a struct

@StateObject
@State

@StateObject
@State

@ObservedObject

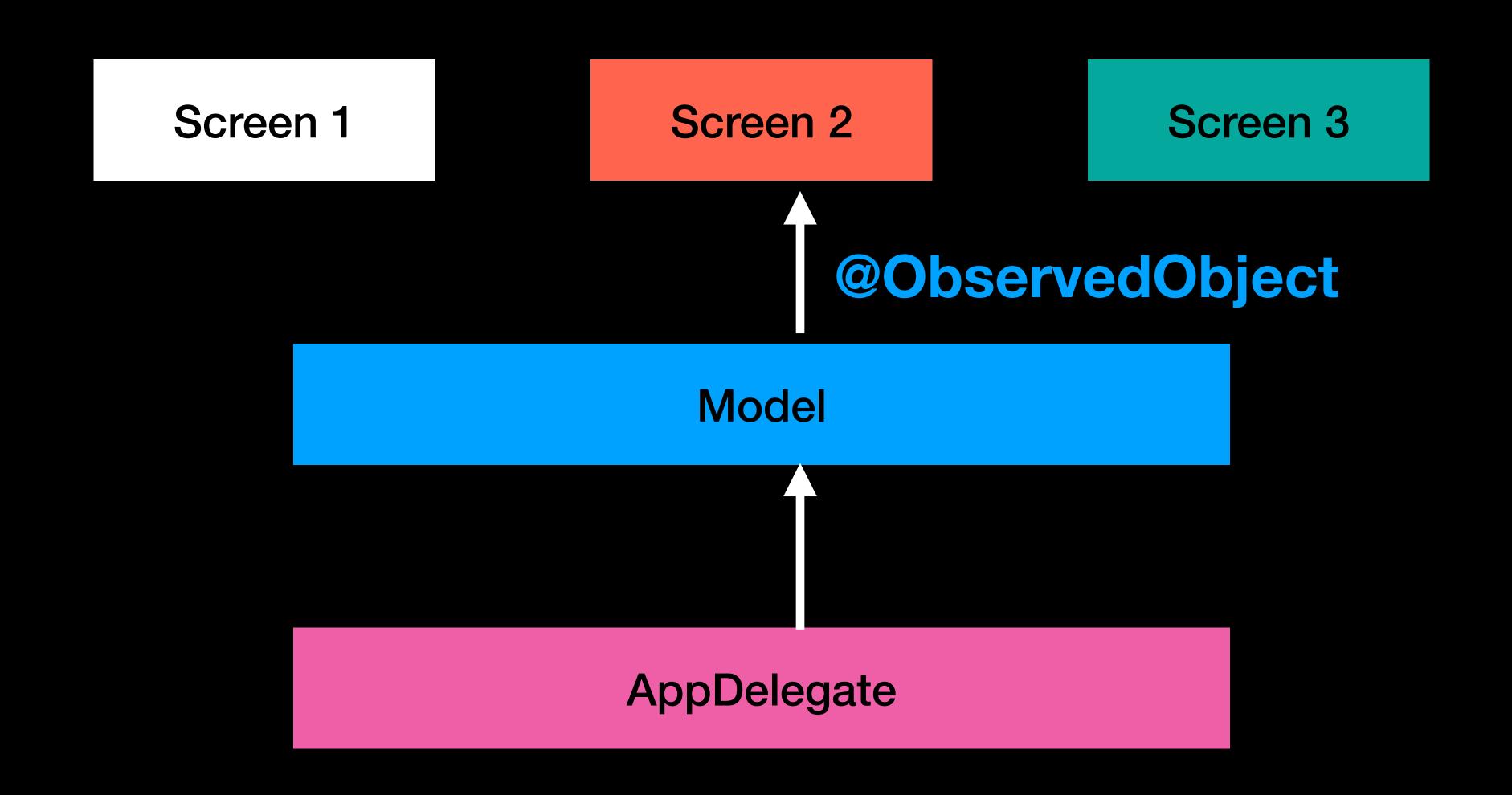
@StateObject
@State

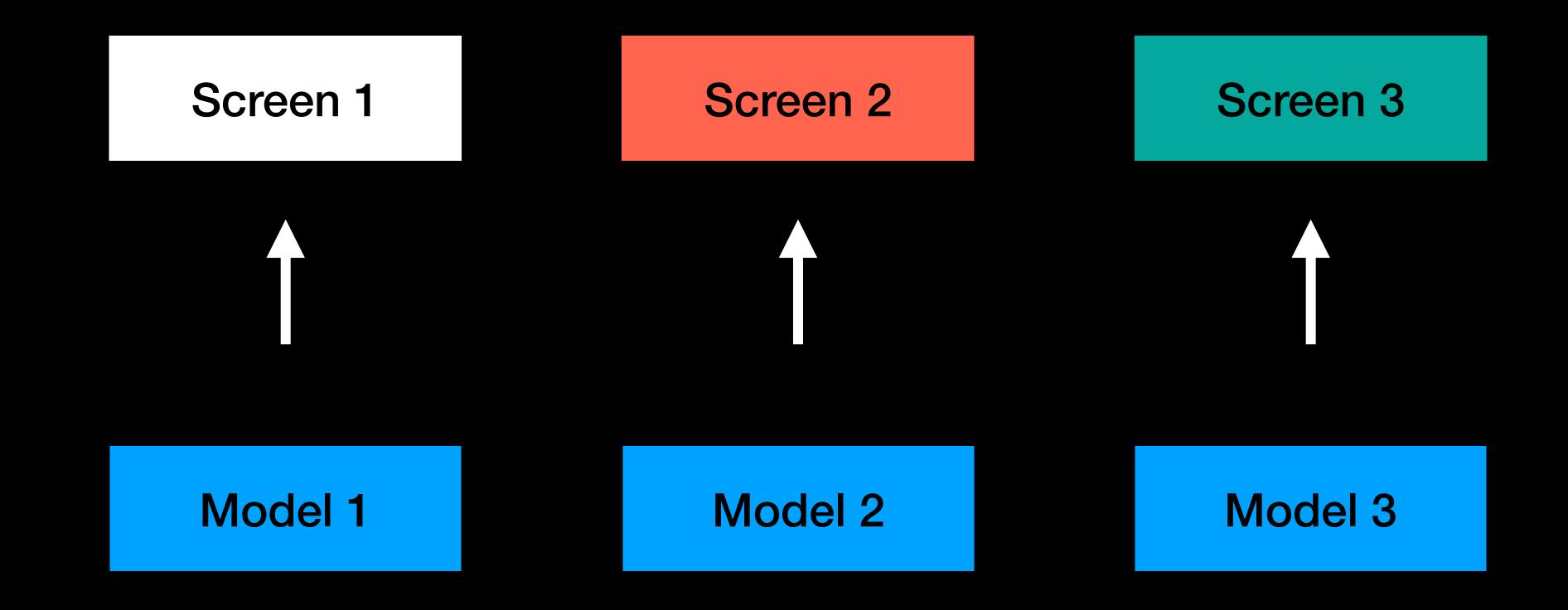
@ObservedObject

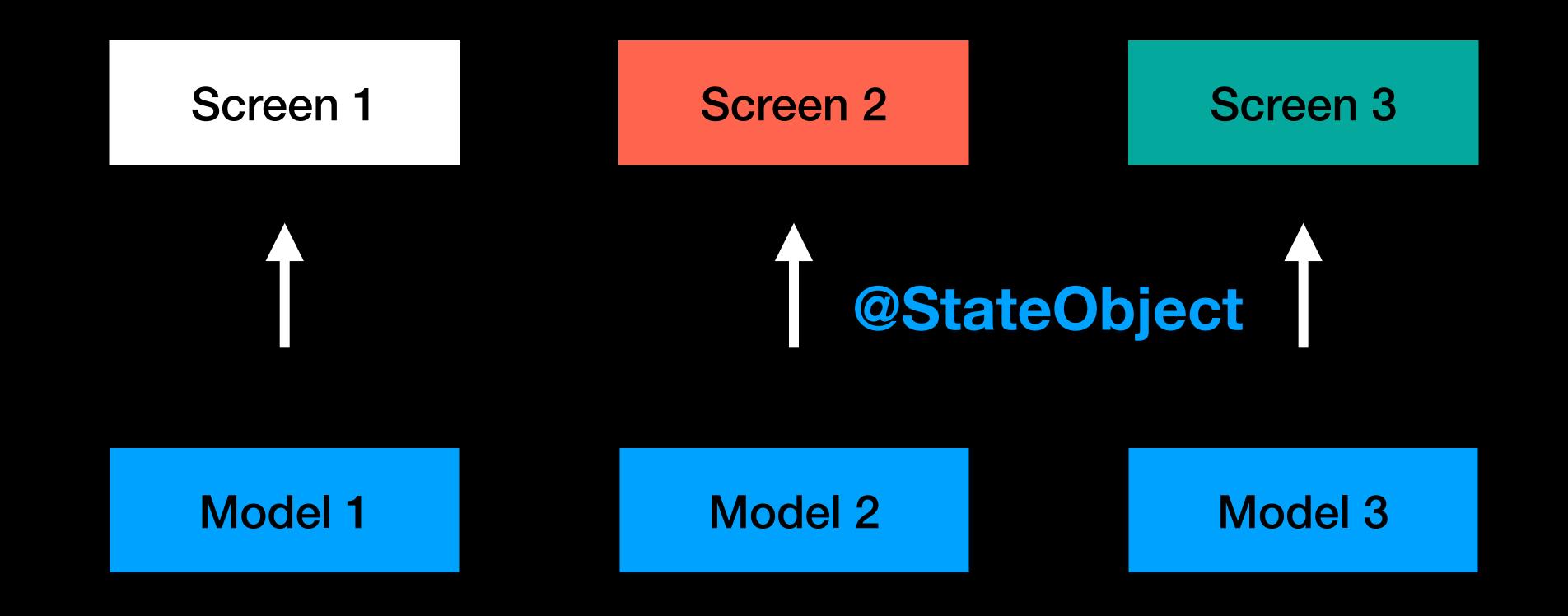
View Creates and owns
Is kept across view regeneration

View Just Observes

```
final class ViewModel: ObservableObject {
    @Published var title = "Title"
    @Published var subtitle = "Title"
@ObservedObject private var viewModel: ViewModelType
init(viewModel: ViewModelType,
    self.viewModel = viewModel) {
```







```
@StateObject private war viewModel: ViewModel

pit(viewModel: ViewModel,

sale viewModel = StateObject(wrappedValue: viewModel)
}

STOP
```

```
@StateObject private war viewModel: ViewModel

init(viewModel: ViewModel,

self viewModel = StateObject(wrappedValue: viewModel)
}
```

View Model is created multiple times

```
1. Capturing the closure
@StateObject private var viewModel: ViewModel
init(viewModel: @autoclosure @escaping () -> ViewModel,
    self. viewModel = StateObject(wrappedValue: viewModel())
                                             2. Executing
   3. Assigning
```

# 

# FS Protection Download from the AppStore

