

MVVM

Introduction to users, internals and improvements

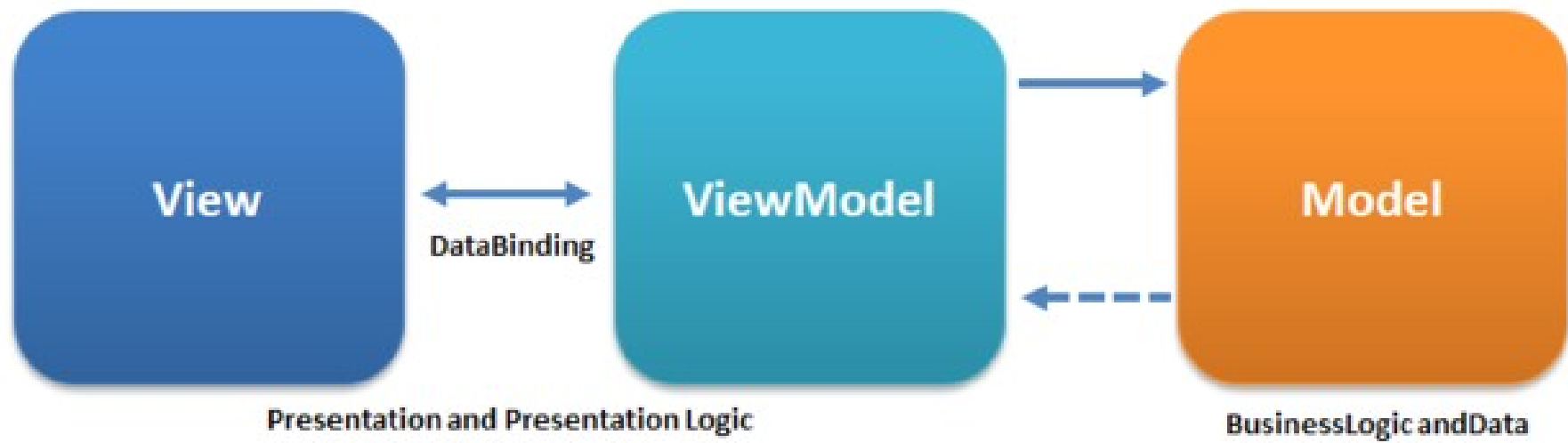
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What is this?



- Model-View-ViewModel
- Separate the UI from the business logic and the backend (data model)
- The ViewModel transform the data to mean something for the UI
- View can be a testing component
- Invented by Microsoft architects Ken Cooper and Ted Peters for simplifying event driven programming

MVVM



MVVM in EFL

- Model are entity with Model children and properties. They can represent anything.
- Friendly to declarative UI
- Friendly to bindings
- Fully asynchronous, but always provide a valid state for the UI to display
- Use introspection to simplify writing ViewModel, Model or View

MVVM interfaces

- Efl.Model
 - Efl.LoopModel
 - Efl.GenericModel
 - Efl.Io.Model
- Efl.CompositeModel
 - Efl.BooleanModel
 - Efl.FilterModel
 - Efl.Ui.ViewModel
- Specific model:
 - Efl.Ui.SelectModel
 - Efl.Ui.HomogeneousModel

MVVM interfaces

- Efl.ModelProvider
- Efl.Ui.View
 - Efl.Ui.Widget
 - Efl.Ui.CollectionView
 - Efl.Ui.ListView
 - Efl.Ui.GridView
- Efl.Ui.PositionManager
- Efl.Ui.Factory

How to use it?



- Define an `Efl.ModelProvider` for the form
- Create your widgets in a way that they can find the provider with `Efl.ProviderFind` that you just defined
- Call `Efl.Ui.Property_Bind` to link a property from the View to a `ViewModel` property
 - Introspection work on both side!
 - You also have access to bind property on `efl_part`
 - And you can also bind property to an `edge/theme` property.
- Set your model on the `Efl.ModelProvider` with `Efl.Ui.View.set`

Collection

- Create the `Efl.Ui.Factory` you will need for your item
 - `Efl.Ui.Factory` can dispatch request to multiple factory
- Bind properties and factory on your Factory
- Create your `Efl.Ui.PositionManager`
- Create you `Efl.Ui.CollectionView`
- Set your model on `Efl.Ui.CollectionView`

Integrating the two

- Show examples

How does it work?



Model

- `Efl.Model.properties.get` → List of properties supported by an `Efl.Model`
- `Efl.Model.property.get` → Always return an `Eina_Value`
- `Efl.Model.property.set` → Return a Future when the data has been applied on the `Efl.Model`
- `Efl.Model.children_slice_get` → Return a Future with the child `Efl.Model` (Never duplicate `Efl.Model`)
- `Efl.Model.child_{add/del}` → Affect `Efl.Model` data (`efl_del/efl_unref` do not)

Model helper

- Not ready property : `Eina_Error(EAGAIN)`
- `Efl.Model.property_ready_get`
- `Efl.Loop_Model`
 - `Efl.Loop_Model.volatile_make`
- `Efl.Composite_Model`
 - Provide indexes
 - Base for `ViewModel`

ViewModel

- `property_string_{add/del}`
 - Automatically link the new property to the property it uses
 - Generate a string using other properties
 - Generate a different string if any of the properties are not ready and another different one in case of errors
- `property_{bind/unbind}` → Automatically update `Efl.Model.properties,changed` event
- `property_logic_{add/del}`
 - Mostly useful in C when you do not want to create a new `.eo` file
 - Not sure if we want to keep it

Efl.Ui.Widget

- Monitor model change and appropriately generate event when model change
- Provide reflection support for all properties that Efl.Ui.Widget and its inheriting children have
- Handle Efl_Part support too

- Enable linking theme
 - Text property (Using Efl.Ui.Property_Bind)
 - Signals (Using Efl.Ui.Property_Bind)
 - Swallow (Using Efl.Ui.Factory_Bind)

Efl.Ui.CollectionView

- Use Efl.Ui.PositionManager
- Provide Focus logics
- Automatically instantiate:
 - Efl.Ui.SelectModel
 - Efl.Ui.SizeModel

Efl.Ui.Item

- Provide an ability to prevent recalculate
- Provide press/unpress event.
- Provide Efl.Ui.Selectable interface.

Improvements?



The obvious!

- Decide the index limit
- More tests!
 - Introduce a Efl.Ui.TestView
- Update examples to use the new infrastructure
- Get better documentation
- Write tutorials
- Improve focus
- Add more Efl.Model (DB, RPC, ...)

The needed

- Support other policy for sizing
- Random item insertion
 - Efl.SortModel (Interfaces + Class)
- Add Group support to Efl.Ui.CollectionView
- Figure out how to provide Efl.Ui.TreeView
- Opportunistic event forwarding

The fun

- Improve speed by being more efficient with Efl.Ui.PositionManager interaction
- Introduce automatic yield when processing batches of request to avoid flooding the main loop
- Improve Efl.Ui.PositionManager to not panic drop cache all the time
- Introduce Viewport support back in CollectionView
- Use map/proxy to improve speed of scrolling

Any other ideas?



Thank You!