



## Choosing a layer

### Shared

Code that is not specific to your application, code that serves as a foundation.

#### Self-check question

Can this code be used in a pizza shop app or an online bank?

*Example: a dropdown menu can appear in a pizza shop app. a social media post probably can't.*

### Entities

Code that represents a real-life concept that your app is working with.

#### Self-check question

When describing your app, does this word appear as a subject or an object? Do your users/clients understand that word?

*Example: users can write posts. Clients want to be able to add videos to their posts.*

### Features

Interactions that provide real-life value to your app's users, the things people want to do with your entities.

#### Self-check question

When describing to a stranger what your app does, do you mention these actions?

*Example: users can write and edit posts. Posts can be configured to auto-delete after 5 minutes.*

### Widgets

Code that combines the layers below to form meaningful blocks, interactive and complete with data.

#### Self-check question

When looking at your app's UI from a distance, does this stand out as a complete "block"?

*Example: A list of posts with pagination and the header appear as standalone blocks.*

### Pages

Entire screens of your application, built mostly by combining the layers below. Similar to widgets, but on a larger scale.

#### Self-check question

Is this code ready to be plugged into the router and work for users as is?

*Example: the home page of an online shop with login, fresh deals, categories, search, etc.*

### App

Infrastructural code that makes your app actually work.

#### Self-check question

Is this something your framework or technical stack needs for your app to function?

*Example: an i18n provider and a router make the app work and display sensible text to the user.*