

Flutter Clean Architecture Project Structure

Domain-driven design with BLoC state management. Three-layer architecture for complex, maintainable apps.

#flutter #dart #mobile #clean-architecture #bloc #domain-driven

PNG

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Project Directory

myapp/

```
pubspec.yaml Dependencies an...
pubspec.lock
analysis_options.yaml Strict linting
.env Environment var...
.env.example
.gitignore
README.md
> lib/
  main.dart Entry point and...
  injection_container.dart Dependency inje...
  > core/ Shared infrastr...
    > error/
      failures.dart Failure classes
      exceptions.dart
    > usecases/
      usecase.dart Base UseCase cl...
    > network/
      network_info.dart
    > utils/
      input_converter.dart
  > features/ Feature modules
    > auth/
      > domain/ Business logic ...
        > entities/
          user.dart Pure domain ent...
        > repositories/
          auth_repository.dart Abstract contra...
        > usecases/
          login.dart
          register.dart
          logout.dart
      > data/ Data layer
        > models/
          user_model.dart DTO with fromJs...
        > datasources/
          auth_remote_datasource.dart
          auth_local_datasource.dart
        > repositories/
          auth_repository_impl.dart Implements doma...
      > presentation/ UI layer
        > bloc/
          auth_bloc.dart
          auth_event.dart
          auth_state.dart
        > pages/
          login_page.dart
          register_page.dart
        > widgets/
          auth_form.dart
    > home/
      > domain/
        entities/
        repositories/
        usecases/
      > data/
        models/
        datasources/
        repositories/
      > presentation/
        bloc/
        pages/
        widgets/
  > test/
    > features/
      > auth/
        > domain/
          usecases/
        > data/
          repositories/
        > presentation/
          bloc/
    > core/
      utils_test.dart
    > fixtures/ JSON test data
      fixture_reader.dart
      user.json
  > android/
    app/
  > ios/
    Runner/
  > assets/
    images/
    fonts/
```

Why This Structure?

Clean Architecture separates your app into three layers: Domain (business rules), Data (APIs, databases), and Presentation (UI). Dependencies point inward—domain has no external dependencies. This makes the codebase testable, maintainable, and framework-agnostic.

Key Directories

domain/entities/ - Pure business objects with no dependencies
domain/usecases/ - Single-purpose business operations
domain/repositories/ - Abstract contracts (interfaces)
data/repositories/ - Concrete implementations of domain contracts
presentation/bloc/ - BLoC for state management

UseCase Pattern

```
// domain/usecases/login.dart
class Login implements UseCase {
  final AuthRepository repository;
  Login(this.repository);

  @override
  Future< > call(LoginParams params) {
    return repository.login(params.email, params.password)
  }
}
```

Getting Started

- flutter create myapp
- flutter pub add flutter_bloc get_it dartz equatable
- Create layer folders: **domain/** , **data/** , **presentation/**
- Set up **injection_container.dart** with GetIt
- Create your first feature with all three layers

When To Use This

- Large-scale apps with complex business logic
- Teams of 3+ developers
- Apps requiring extensive testing
- Long-term projects (1+ year maintenance)
- When domain logic must be framework-independent

Trade-offs

Verbose - Lots of folders and boilerplate
Steep learning curve - Team must understand layer boundaries
Overkill for simple apps - Don't use for todo apps

Best Practices

- Domain layer has ZERO external package imports
- Use **Either** for error handling (dartz package)
- One UseCase = one business operation
- BLoC handles UI state, not business logic
- Test domain layer in isolation—mock repository interfaces

Testing Strategy

Unit tests - Test UseCases with mocked repositories
Repository tests - Test data layer with mocked datasources
BLoC tests - Use **bloc_test** for state transitions
Fixtures - JSON files for consistent test data