

**KUPFERWERK**®

Best Apps.

# Android App Architecture

by Janusz Leidgens

# Who Are We?

We develop commissioned apps for big  
customers

# Why Has Architecture Value For Us?

- ▶ DRY = simple maintenance
- ▶ Similar structure for all our apps
- ▶ Change fast without side effects
- ▶ Testability

# Summary

Clean code speeds up our development

# How To Start Clean And Fast

Use the best tools available

# Libraries

- ▶ Okhttp (<http://square.github.io/okhttp/>)
- ▶ Retrofit (<http://square.github.io/retrofit/>)
- ▶ Picasso (<http://square.github.io/picasso/>)
- ▶ Dagger 1.x (<http://square.github.io/dagger/>)
- ▶ Butterknife (<https://github.com/JakeWharton/butterknife>)
- ▶ EventBus (<https://github.com/greenrobot/EventBus>)
- ▶ RxAndroid (<https://github.com/ReactiveX/RxAndroid>)
- ▶ HockeyApp (<http://hockeyapp.net/>)
- ▶ GreenDao (<http://greendao-orm.com/>)
- ▶ Mockito (<https://github.com/mockito/mockito>)

# A Clean Starting Point

- ▶ Base Android App (<https://github.com/kupferwerk/BaseAndroidApp>)
- ▶ Hockey, Retrofit & Picasso pre configured
- ▶ Prepared for dependency injection with Dagger
- ▶ Material Design pre configured

# Starting Even Faster

- ▶ Base Android App Template for Android Studio  
(<https://github.com/kupferwerk/AndroidStudio-Base-Template>)
- ▶ Choose libraries interactively
- ▶ Configure ids and urls in a dialog



# Ground Rules

# Use As Much Gradle As Possible

- ▶ Good: Use Build Types & Product Flavors
- ▶ Bad: `if(BuildConfig.DEBUG)` everywhere

# Use Dependency Injection

- ▶ No static Singletons
- ▶ Fast reconfiguring for testing
- ▶ Less boiler plate

# Don't Use Fragments

- ▶ Fragments are complicated
- ▶ Most of the time easier constructs are enough

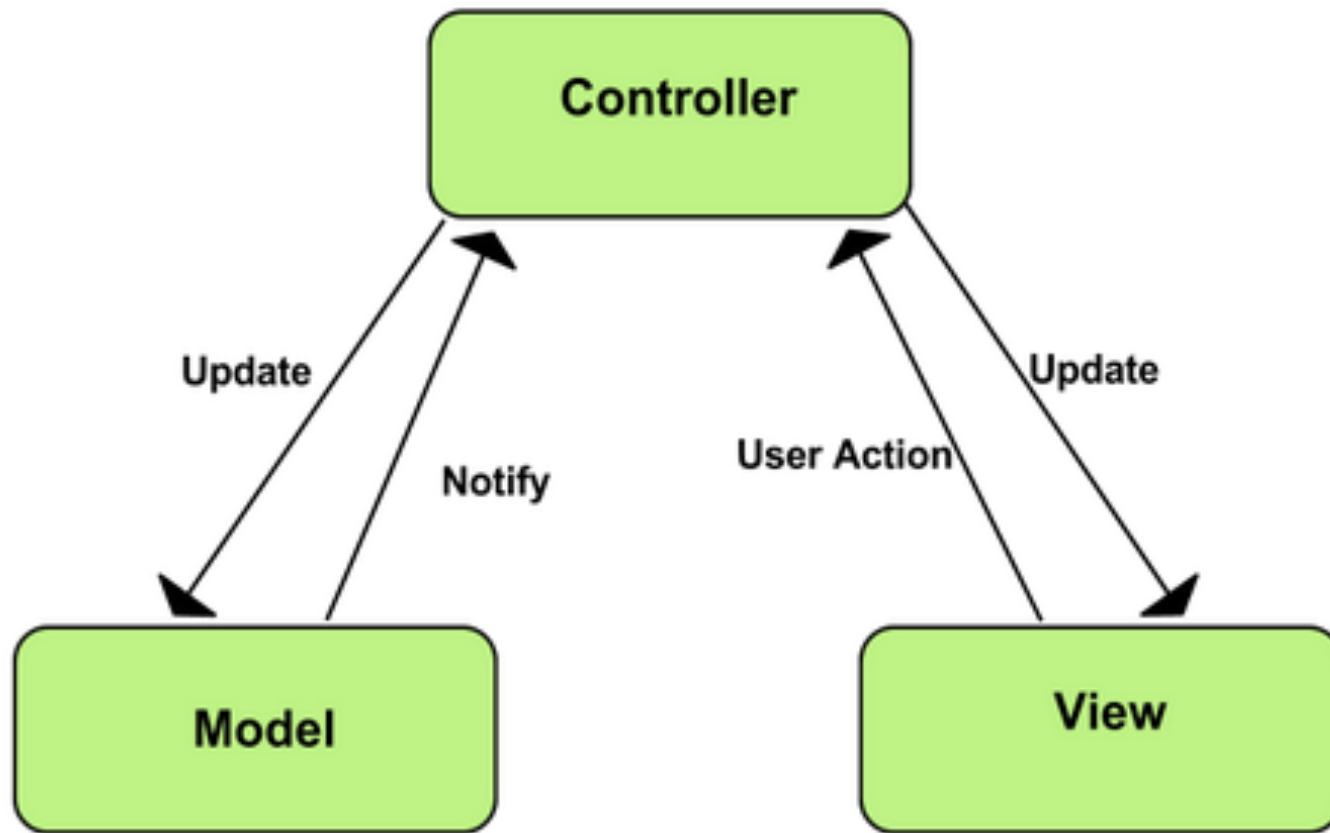
# Use Fragments

- ▶ Within a ViewPager

# Favor Composition Over Inheritance

- ▶ Encapsulate behaviour in single purpose objects
- ▶ Compose just the right behaviour
- ▶ Get rid of 1000 lines of code god activities
- ▶ Smaller encapsulates classes are easier to test

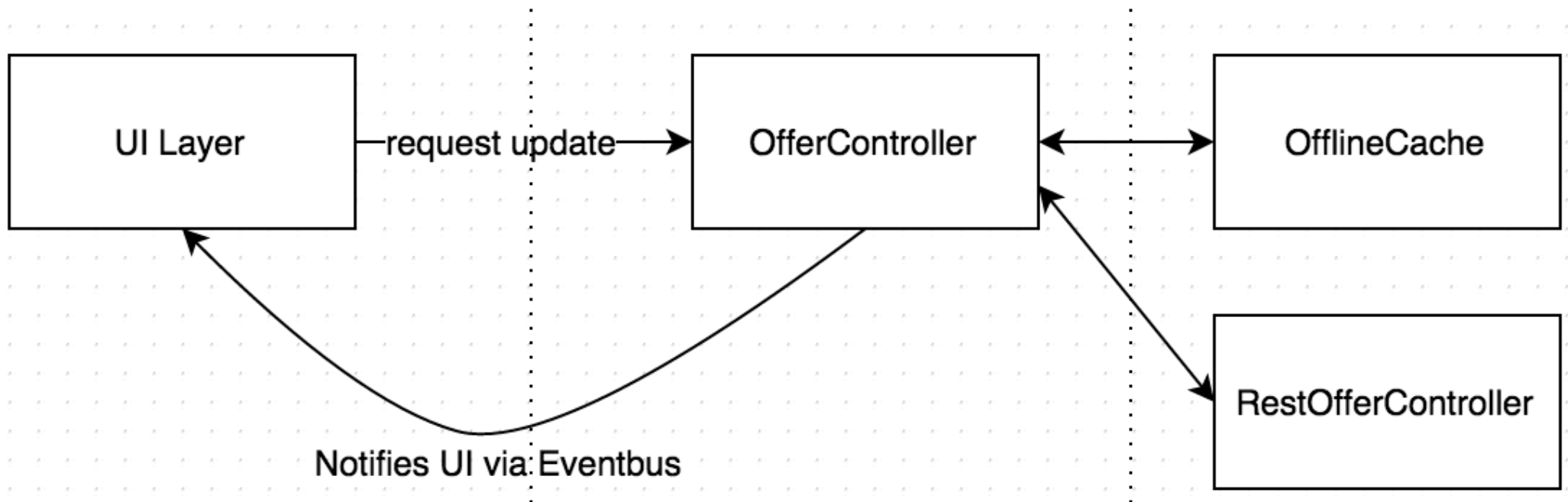
# App Structure



Source: [https://developer.chrome.com/apps/app\\_frameworks](https://developer.chrome.com/apps/app_frameworks)

Licence: CC-By 3.0 license <https://creativecommons.org/licenses/by/3.0/>







Übersicht ▾

Vielleicht kennen Sie...

Fügen Sie Freunde hinzu, um deren Beiträge zu sehen.

**Das wär's erstmal.**

Weitere Vorschläge



**heise online** ▶ Öffentlich

44 m

Die Bundestags-Sonderausgabe der c't ist da!

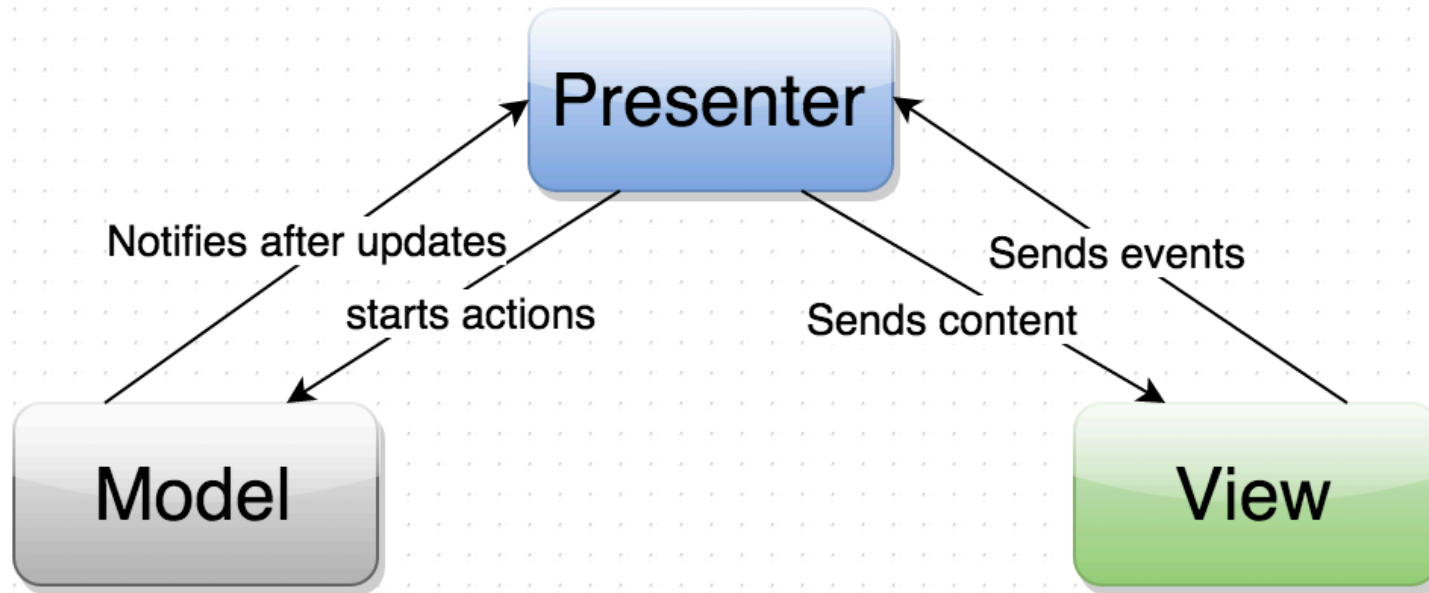
Mit Live-Antivirus-DVD, 4 Top-Virensclannern inkl. 1 Jahr kostenlose Updates. Ab heute am Kiosk. (mfi) [#ctmagazin](#)

**Ursprünglich geteilt von c't magazin:**

-----

# *View Architecture*

# Model View Presenter



# Model

- ▶ Persistence Layer
- ▶ Controller for business logic

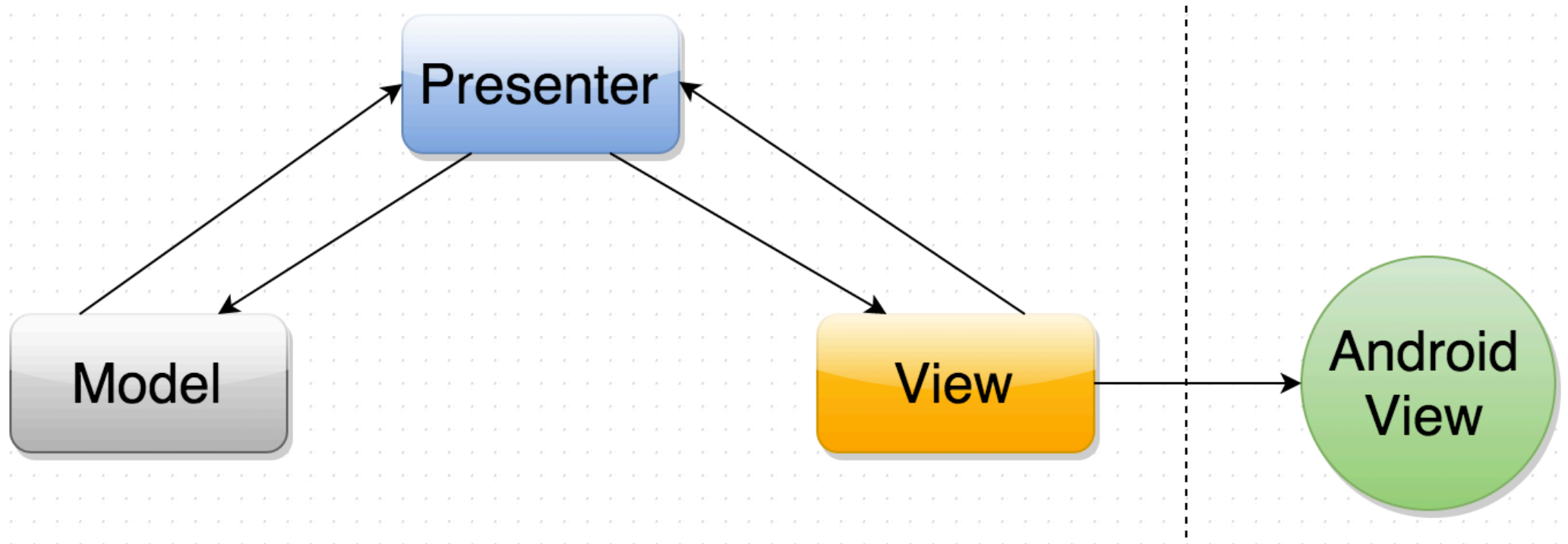
# Presenter

- ▶ Formats model objects into ViewModels
- ▶ Reacts to User Actions

# View

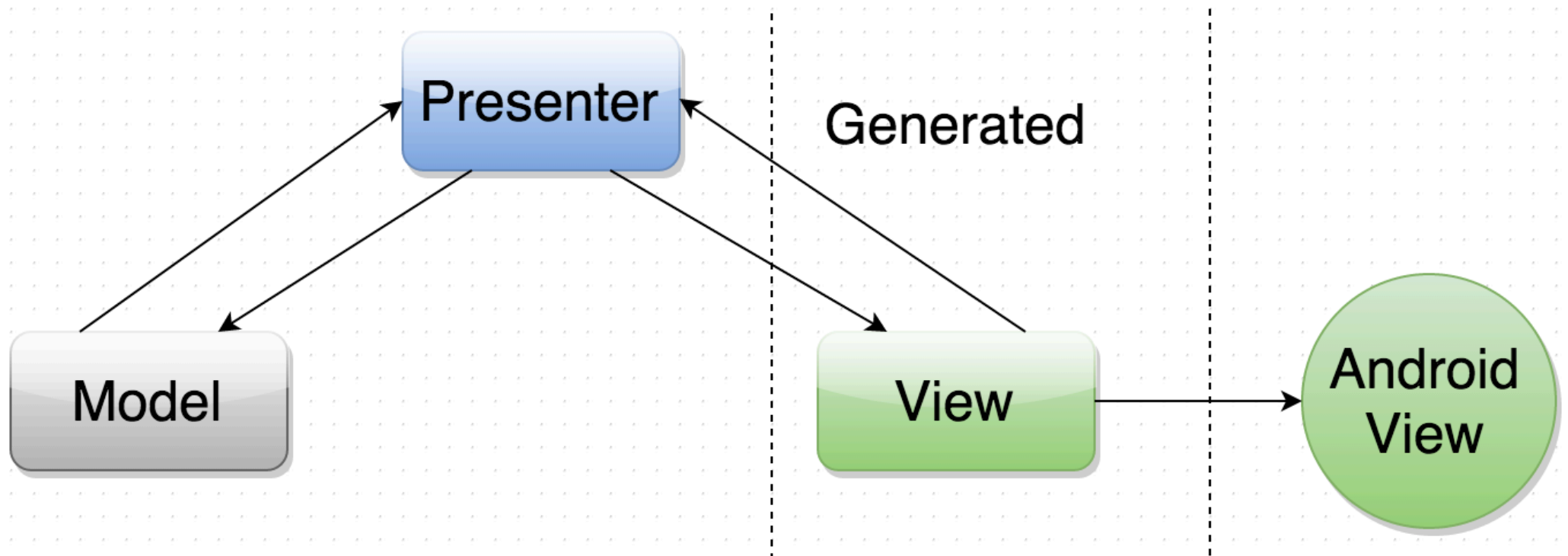
- ▶ Shows ViewModel
- ▶ Delegates User Actions

# View





# MVVM - Databinding



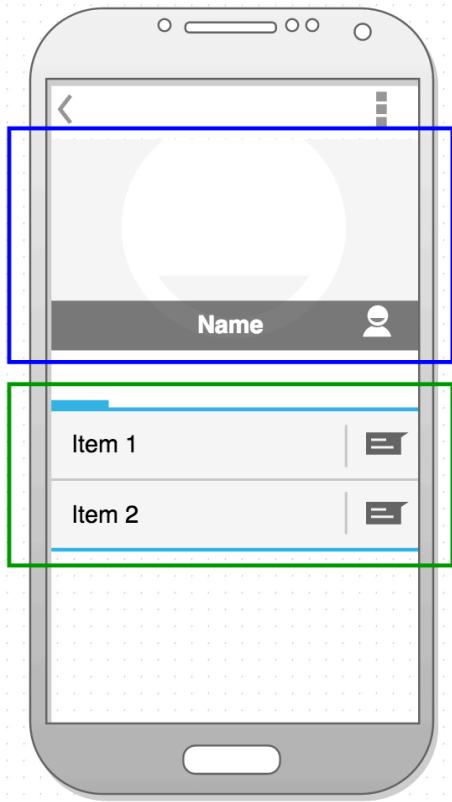
# MVVM - Databinding

```
<?xml version="1.0" encoding="utf-8"?>
<layout xmlns:android="http://schemas.android.com/apk/res/android">
  <data>
    <variable name="user" type="com.example.UserViewModel"/>
  </data>
  <LinearLayout ...>
    <TextView ...
      android:text="@{user.firstName}"
    />
  </LinearLayout>
</layout>
```

# MVVM - Databinding

```
UserItemBinding binding =  
    UserItemBinding.inflate(layoutInflater, container, false);  
binding.setUser(user);
```

# Tasks Of The Activity



- ▶ Create base layout
- ▶ Handle life cycle actions
- ▶ Animate containers

# Summary

A good architecture is only a goal

# Loose Coupling

Try to reduce dependencies

# Summary

Start coding.

If your class hits 300 lines think about  
architecture

# Thank you

Slides: <https://slidr.io/jleidgens/basic-android-app-architecture>

Janusz Leidgens  
Janusz.leidgens@kupferwerk.com  
@Killerdackel

