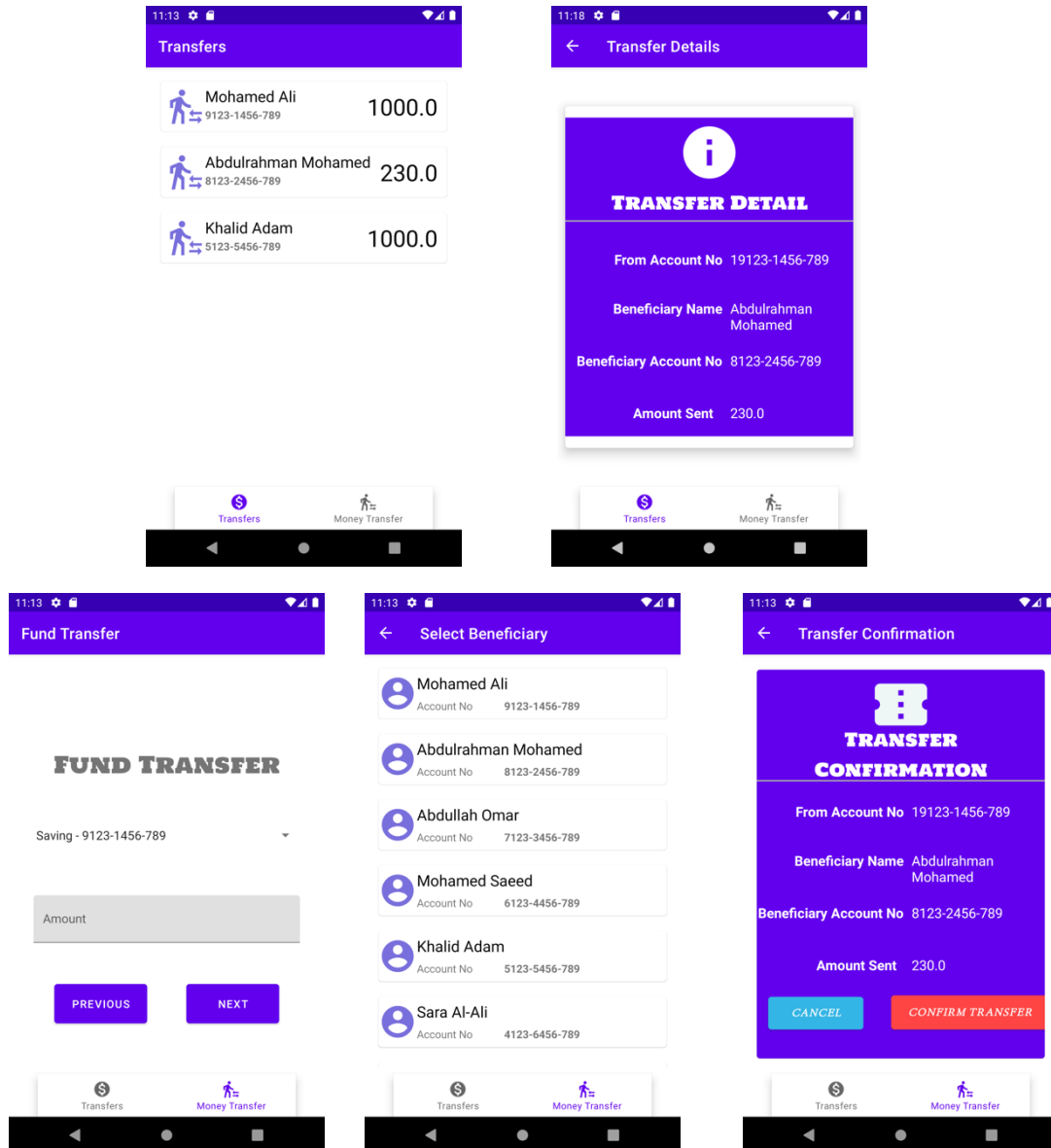


CMPS 312 Mobile Application Development

Lab 7 – Model-View-ViewModel (MVVM) Architecture

Objective

In this Lab, you will **continue building the Banking App** following MVVM Architecture. In particular, you will practice using ViewModel, LiveData and Data Binding to objects.



Preparation

1. Sync the Lab GitHub repo and copy the **Lab7-MVVM** folder into your repository.
2. Open the project **Bank App** in Android Studio. The project has the following folders and files:
 - **layout:** the layouts for the fragments and the main activity.
 - **adapters:** two adapters, one for the beneficiaries list and one for transfers list.
 - **model:** Account, Transfer and Beneficiary.
 - **repository:** implements reading from accounts.json, transfers.json and beneficiaries.json.
 - **drawable:** images needed for this app.
 - **assets:** contains the json files
 - **navigation:** navigation Graph

PART A: Implementing the Transfer List and Transfer Details

In Part A, your task is to implement the Transfer List and Transfer Details use case. As shown in Figure 1, when the user selects from the 'Transfers' menu option, the app should navigate to the transfer lists screen. When the user clicks a transfer from the list then the app should navigate to the transfer details.

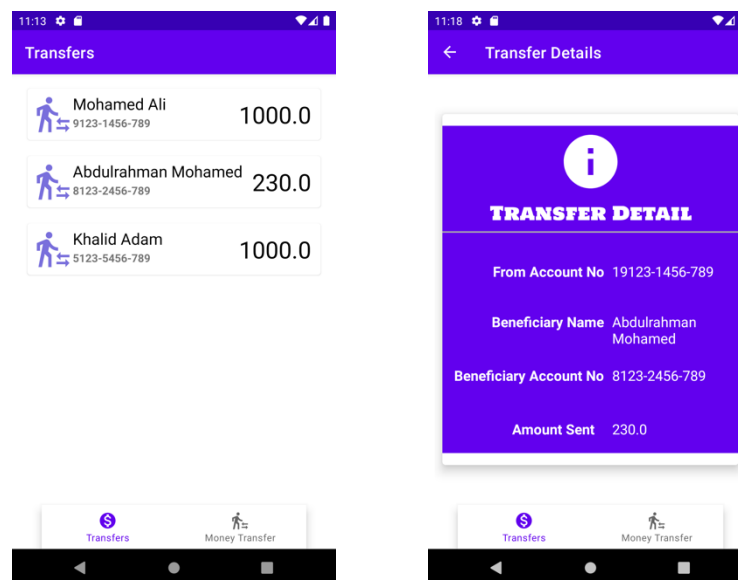


Figure 1. Transfer List and Transfer Details use case

1. Create a new package named viewmodel inside the ui.transfer package.
 2. Implement **TransferViewModel** class to hold the list of transfers.
 - Inside the class declare a mutable live data object named **_transfers**
- ```
private var _transfers = MutableLiveData<MutableList<Transfer>>()
```

- Expose the `_transfers` mutable live data variable through a function called `transfers()`.

```
val transfers: LiveData<List<Transfer>> = _transfers
```

- Initialize the `_transfers` using the `BankingRepository` object.

Tip: unit int function for initialization

3. Implement the `TransferListFragment`

- Declare and instantiate a `viewModel` object of type `TransferViewModel`

- Observe the `viewModel.transfers` `LiveData` and display the received data on the console. Test the app and check the displayed data.

- Pass the received transfers list to the **`TransferListAdapter`** to display them on the `RecyclerView`.

4. Implement the `RecyclerView` adapter and connect with the `TransferList` `RecyclerView`. You need to use binding to connect the `Transfer List Item` layout with a transfer object.

- To enable data binding add the following to `app / build.gradle` .

```
apply plugin: 'kotlin-kapt'
android {
 ...
 buildTypes { ... }
 android.buildFeatures.dataBinding true
}
```

- Modify **`list_item_transfer`** layout file and add the necessary data binding to display a transfer.

- Implement **`TransferListAdapter`** to allow displaying transfers in the `RecyclerView`.

5. Implement display Transfer details:

- In `TransferViewModel` add a **`selectedTransfer`** object.

- When the user clicks a transfer on the transfers list `recycler view`, the event handler (i.e, `displayDetails` function) should assign the clicked transfer object to `viewModel.selectedTransfer` so that it will be made available to the `TransferDetailsFragment`. Then the app should navigate to the `TransferDetailsFragment`.

Note that the `TransferListFragment` and `TransferDetailsFragment` will communicate via the `ViewModel`.

- Do the necessary data binding needed for the **`TransferDetailsFragment`** to display the `viewModel.selectedTransfer`.

## **PART B: Implementing the Transfer Component**

In PART B your task is to implement the *money transfer* use case. As shown in Figure 2, first the user selects the from account and specifies the transfer amount. Then the user selects a beneficiary. Upon confirmation the transfer is added to the transfers list.

1. Implement the Fund Transfer Fragment. First fill the spinner with the accounts to allow the user to select the From Account.

Add a **`transfer`** object to **`TransferViewModel`** to hold the transfer data needed for the three screens of the use case [Fund Transfer, Select Beneficiary, and Transfer Confirmation].

When the user clicks next, store the `fromAccount` and `amount` in `viewModel.transfer`. Then navigate to Select Beneficiary.

2. Implement BeneficiaryFragment to allow the user to select a beneficiary.  
First, add BeneficiaryViewModel to provide the beneficiaries list to the BeneficiaryFragment.  
Implement the BeneficiaryAdapter and add the necessary binding to the layout to display the list of beneficiaries.  
When the selects a beneficiary, store the select beneficiary in transferViewModel.transfer. Then navigate to Confirm Transfer.
3. Implement ConfirmTransferFragment to display the transfer details and allow the user to confirm the transfer.  
Finally, when the confirms, add the transfer object to the list of transfers then navigate to the app home (i.e., TransferListFragment), make sure you pop off all loaded fragments from the backstack.

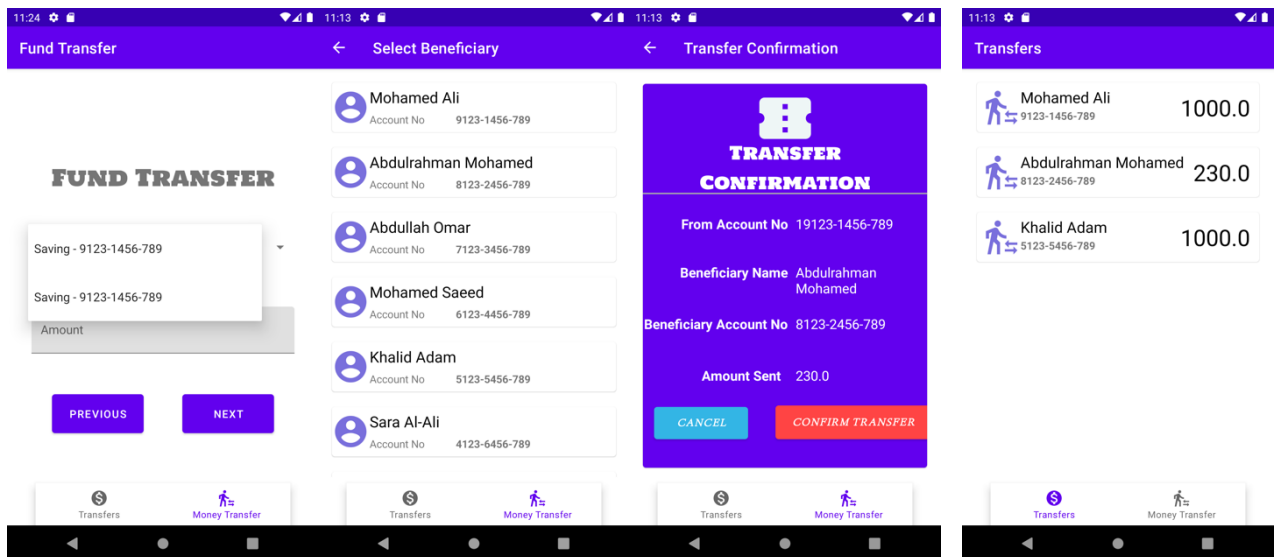


Figure 2. Money Transfer use case