ADVANCED PROJECT. MATERIAL DESIGN.

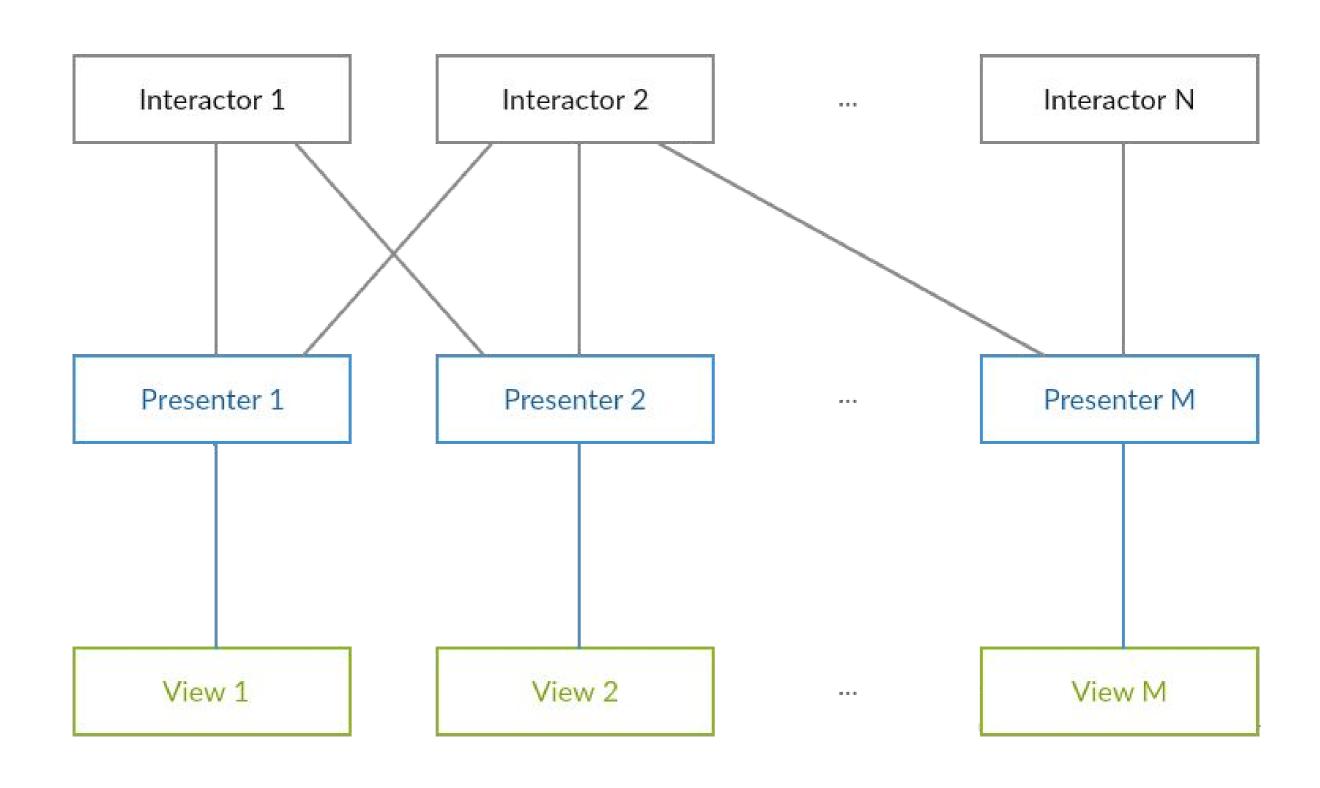
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#CODECAMP



- Or similar patterns: MVC, MVVM,...
- Separation between data, logic and UI

- Model data layer (REST API, Database, Shared preferences, Files etc.)
- View displays data, accepts user input (Activity, Fragment, View etc.)
- Presenter serves as "middle-man" between View and Model, contains presentation logic, caches data, is independent from view lifecycle but is aware of it



- Interactor in most cases is singleton
- View has multiple instances (Android specific)
- Presenter has multiple instances. Each presenter has at most one view attached.

- Create interfaces for components is good practice, but depends on your project
- Polymorphism, encapsulation
- In practice makes sense for Views and Interactors

- map
- doOnNext
- flatMap

```
Observable.just(42)
```

```
.map(integer -> integer + " is magic number")
```

.subscribe(string -> // Do smth with our text);

Observable.just(42)

```
.map(integer -> integer + " is magic number")
```

.subscribe(string) > // Do smth with our text);

```
Observable.just(42)

.map(integer -> integer + " is magic number")

.doOnNext(string -> Log.d(TAG, string))

.subscribe(string -> // Do smth with our text);
```

Observable.just(42)

```
.map(integer -> integer + " is magic number")
.doOnNext(string) > Log.d(TAG, string))
.subscribe(string -> // Do smth with our text);
```

```
Observable.from(getUsers())

.doOnNext(user -> user.setAddress(getAddress(user.getId())))

.toList()

.subscribe(users -> // Do smth with users);
```

```
Observable.from(getUsers())
.map(user -> getAddress(user.getId()))
.toList()
.subscribe(addresses -> // Do smth with addresses);
```

```
Observable.just(42)
    .map(integer -> integer + " is magic number")
    .subscribe(string -> // Do smth with our text);
Observable.just(42)
    .flatMap(integer ->
            Observable.just(integer + " is magic number"))
    .subscribe(string -> // Do smth with our text);
```

```
Observable.just(42)
    .map(integer -> integer + " is magic number")
    .subscribe(string)-> // Do smth with our text);
Observable.just(42)
    .flatMap(integer ->
            Observable.just(integer + " is magic number"))
    .subscribe(string)-> // Do smth with our text);
```

```
Observable.from(getUsers())

.flatMap(user -> getAddress(user.getId())

.doOnNext(address -> user.setAddress(adress))

.map(address -> user))

.toList()

.subscribe(users -> // Do smth with users);
```

- Not just a bunch of views
- Visual language
- Consistent user experience, logic, branding

- Material 3D world with paper, light and shadows
- Motion provides meaning

- Designers vs developers
- Pre-L materialization
- Support library

- Styles
- Components
- Patterns

STYLES - COLOR

- colorPrimary, colorPrimaryDark, colorAccent, textColorPrimary, colorControlNormal,...
- http://www.materialpalette.com/
- Components

STYLES - ELEVATION

- Post-L property
- Drawable imitation in older versions
- Partial support in Support Library (CardView, FloatingActionButton)

STYLES - TOUCH FEEDBACK

- Ripple effect post-L
- Separate resource files or ? attr/selectableItemBackground

COMPONENTS - NAVIGATION DRAWER

- DrawerLayout as parent element
- NavigationView vs custom layout as content

COMPONENTS - TOOLBARS AND APP BAR

- Toolbars versatile bars containing tools :-)
- App bar special case of toolbar (formerly action bar)
- App bar contains navigation button, title, action menu
- TabLayout + ViewPager for navigation

COMPONENTS - TOOLBARS AND APP BAR

- App bar is connected to navigation drawer through navigation button (ActionBarDrawerToggle)
- AppBarLayout helps to implement Material Design behavior like scrolling
- Additional scrolling features with CollapsingToolbarLayout

And some more... Maybe... But we shouldn't get to this slide really

DĚKUJI ZA POZORNOST! OTÁZKY?