

# Part 2: A Guide to Clean Application Architecture with Jetpack Libraries

In this part, we will learn how to incorporate clean and modern architectures, add offline capabilities with Room, include Dependency Injection with Hilt, and test UI and application logic by using the demo project from the previous section.

This section comprises the following chapters:

- [\*Chapter 6, Adding Offline Capabilities with Jetpack Room\*](#)
- [\*Chapter 7, Introducing Presentation Patterns in Android\*](#)
- [\*Chapter 8, Getting Started with Clean Architecture in Android\*](#)
- [\*Chapter 9, Implementing Dependency Injection with Jetpack Hilt\*](#)
- [\*Chapter 10, Test Your App with UI and Unit Tests\*](#)

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