CS 402: Mobile Development

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Android App Architecting

Activities or Fragments

- Fragments provide a reusable user experience
  - Think MapView, WebView, your CustomView
- Fragments control only their views and hold just enough info for their operation
  - Think markers, web pages, or info to draw your view)
- Fragment transactions allow for "Back" or swapping out fragments within an activity

Activities or Fragments

- Activities display multiple fragments
- Activities can be launched from another activity or another app
- Activities can use fragments (without a UI) as invisible workers
- Activities can choose to display more fragments if it's a tablet

Activities or Fragments

Fragments should not care which activity they're in

Move all logic into fragment, keep activities simple

Principals

- Every piece of knowledge must have a single, unambiguous, authoritative representation within a system.
- You aren't gonna need it
- XP practice of "do the simplest thing that could possibly work"
- Any software engineering problem can be solved by adding a level of abstraction, except of course too much abstraction.

Start with a Plan