

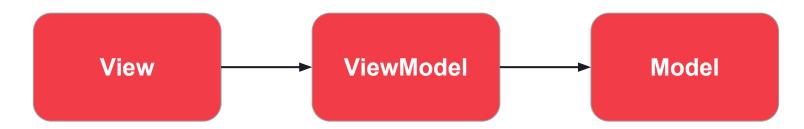




## What is MVVM?

- MVVM stands for Model-View-ViewModel
- Design pattern focused on event driven programming.
- Abstracts the view behavior, removes all the logic from it.





- Model: Data source, handles all the business logic.
- View: Receives user input and binds to the ViewModel exposed hooks and data streams.
- ViewModel: Core of the app logic. Provides data streams and hooks for the view. Link between View and Model.



#### Model



#### Pojo.java

```
public class Pojo {
 private int id;
 private String message;
 public int getId() {
   return id;
 public void setId(int id) {
   this.id = id;
 public String getMessage() {
   return message;
 public void setMessage(String message) {
   this.message = message;
```



#### Model



#### DataBase.java

```
public class DataBase {
 public List<Pojo> getSavedPojos(){
   List<Pojo> list = new ArrayList<>();
   // retrieve pojo list from local storage
   return list;
 public void savePojo(Pojo pojo){
   // Save Pojo in database
 public void updatePojo(Pojo pojo){
   // Update Pojo in database
```



#### ViewModel



#### ViewModel.java

```
public abstract class ViewModel extends BaseObservable {
 public void onStart() {
 public void onResume() {
 public void onPause() {
 public void onStop() {
 public void onDestroy() {
```



#### ViewModel

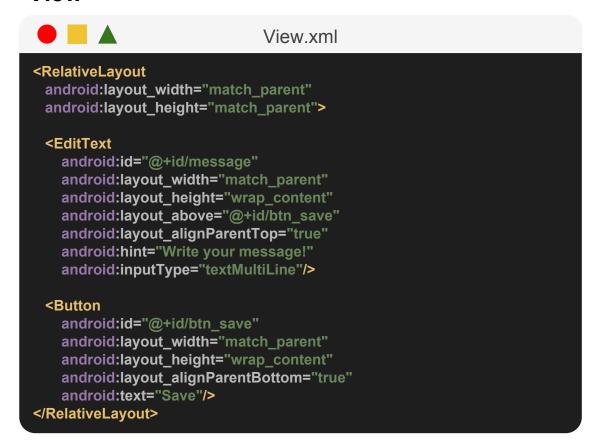


#### PojoViewModel.java

```
public class PojoViewModel extends ViewModel {
 private Pojo item;
 private DataBase dataBase;
 public String getCapitalizedMessage(){
   String message = capitalizeFirstLetters(item.getMessage());
   return message;
 public void updateMessage(String message){
   item.setMessage(message);
   dataBase.updatePojo(item);
```



#### **View**

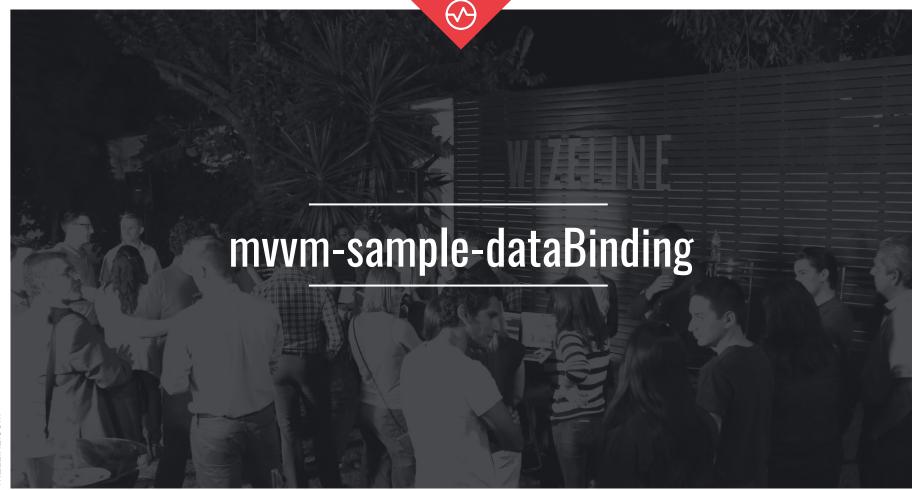


# **MVVM** Sample Write your message! SAVE $\triangleleft$ 0



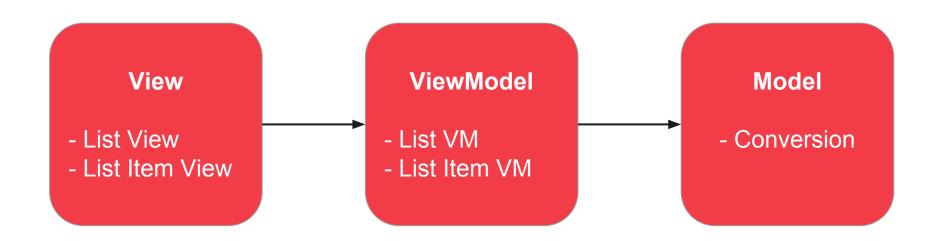
Android library that simplifies the View-ViewModel binding.

```
android {
...
dataBinding {
    enabled true
}
}
```











### **Pros**

- Simple
- Modular
- Easy testing
- Code recycling
- Easy UI update

## Cons

- Ties the app to android libraries (data binding)
- Ties views to ViewModels

