

Kotlin Android Fragments Architecture



CS 402: Mobile Development



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



Activities or Fragments

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.

Always Have a Plan

