Lessons learned from building an open source Android SDK at Twilio





About me



Android dev. Sometimes gamer. Podcast lover.

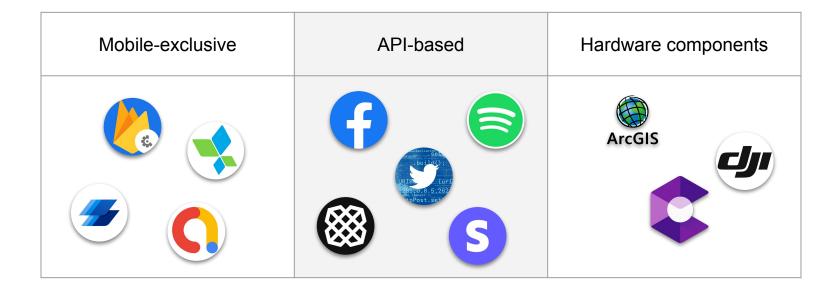
Questions? ferazoguerrero@twilio.com

What is a Mobile SDK



Some of the business aspects: Why companies build SDKs

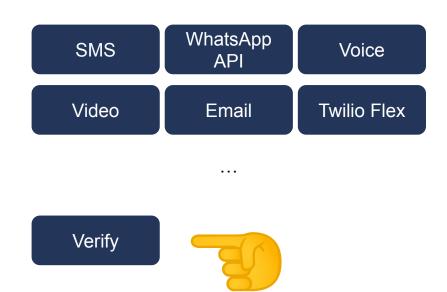
SDK Types



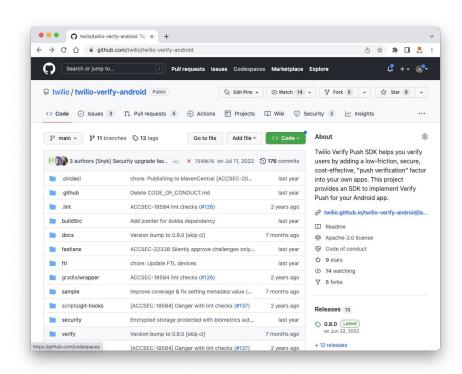
Lesson #1: The developer experience matters

About...



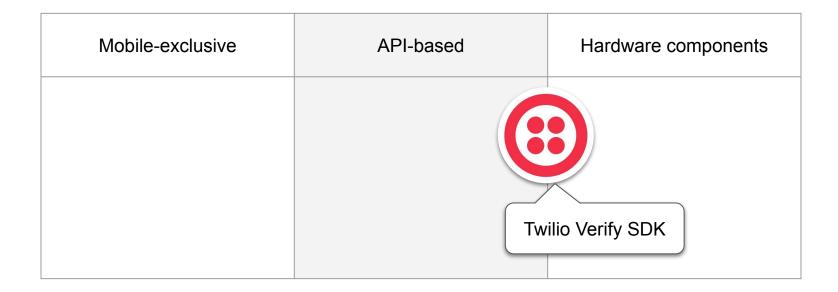


Twilio Verify SDK



Allow your backend verifies users challenging them to prove they possess their security key (device).

https://github.com/twilio/twilio-verify-android



Lesson #2: The SDK is a foreigner in the app territory

Size

Pursuing the lightweight

Developers choice depends on it

The ARR size vs. the actual size

Evaluate whether include or not external dependencies

Threading

Protect the app from ANR

Create an executor

Throw early exceptions

Transparency

The code should not be a black box

Be conscious about user permissions

Provide a log message mechanism

Fail with grace

Use annotations: deprecate, experimental

Conventions

Adhere to platform standards

Official language style-guide

Design patterns

Common practices

What is the best language for building a SDK?



Lesson #3: The language decision is not technical only

Lesson #4: Keep platform parity

Platform parity

Repository name

Names and properties of business models

Exceptions

Contracts

Packages

Error codes

Keep idiomatic differences

Lesson #5: Make the installation as instant as possible

Installation

Quickstart

Assist the developer integrating

Sample app

Include an instance of the installation done.

BoM

Bill of Materials

Gradle BoM (Firebase)

```
dependencies {
  implementation platform('com.google.firebase:firebase-bom:31.2.0')
  implementation 'com.google.firebase:firebase-analytics-ktx'
  // implementation 'com.google.firebase:firebase-auth-ktx'
  // implementation 'com.google.firebase:firebase-firestore-ktx'
}
```

Chris Banes' Compose BoM

```
dependencies {
    api(platform("dev.chrisbanes.compose:compose-bom:2023.02.00-alpha01"))
    implementation("androidx.compose.foundation:foundation")
    implementation("androidx.compose.material:material")
    implementation("androidx.compose.material3:material3")
```

Lesson #6: Be prepare for long-time versions

Release

- □ A suitable SDK probably will not be changed
- → Automate release
- Dogfooding
- Promotion



Lesson #7: Create an open source project is also create community

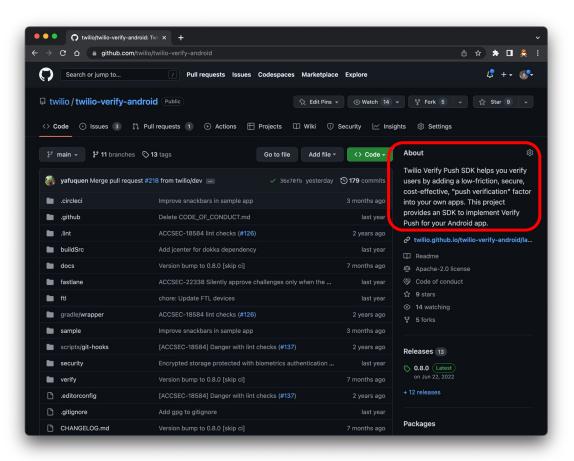
Open sourcing



About section

Fill the about section.

Help others to know what the repo contains.



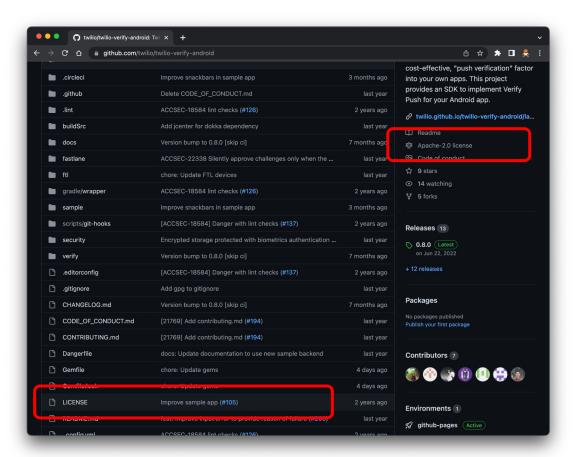
Licensing

There are different license types:

- MIT
- Apache License v2.0

Choose the type that fits the project better.

Visit: https://choosealicense.com/

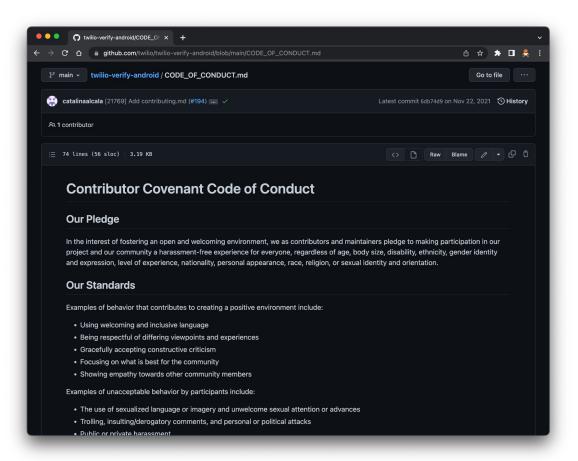


Code of conduct

Adopt a code of conduct to define community standards.

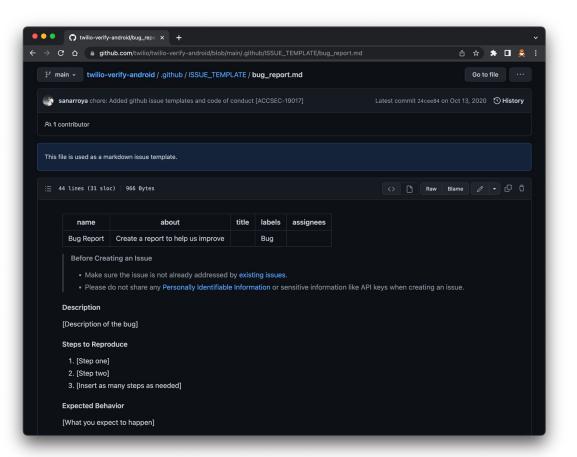
Signal a welcoming and inclusive project.

Outline procedures for handling abuse.



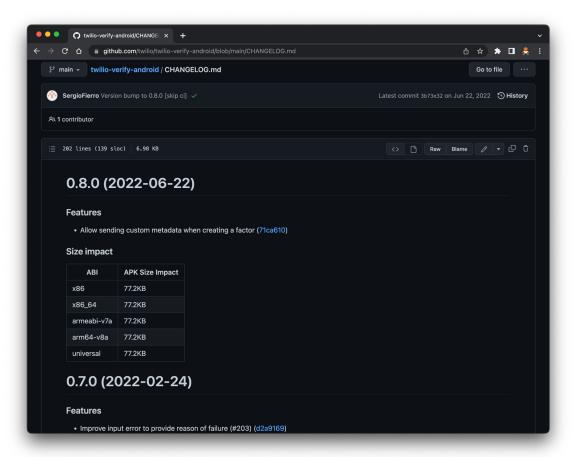
Issue report and feature request

Customize and standardize the information that you want contributors to include when they open issues and pull requests in your repository.



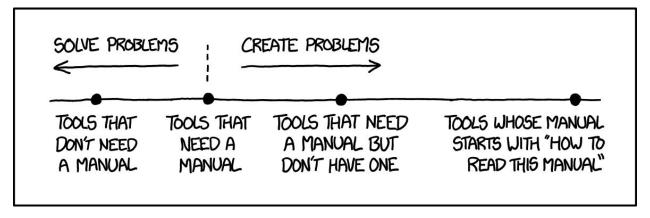
CHANGELOG file

Make it easier for users and contributors to see precisely what notable changes have been made between each release (or version) of the project.



Lesson #8: Treat the documentation like the source code

Documentation

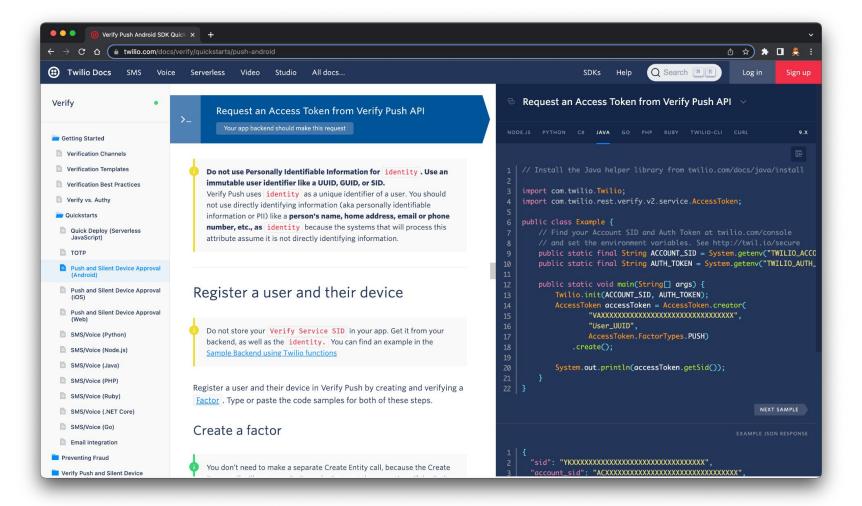


https://xkcd.com/1343/

Documenting

- Few people will read carefully.
- Include an index.
- Use headings and highlights.
- Ensure the code snippets work.
- When documenting steps:
 - Check the initial state.
 - Provide a final state verification.
- Think about the usage from a beginner's perspective.
- Write first. Then, read.





Closing thoughts

