## 11

## **Android Architecture Components**

## Activity 11.01 – shopping notes app

## **Solution**

Perform the following steps to solve the problem:

- 1. Create a new Android Studio project with an empty activity.
- 2. Add the ksp plugin dependency to gradle/libs.versions.toml:

```
[versions]
...
ksp = "2.0.21-1.0.25"
...
[plugins]
...
ksp = { id = "com.google.devtools.ksp", version.ref = "ksp" }
```

3. In the root build.gradle.kts file, add the ksp plugin:

```
plugins {
     ...
     alias(libs.plugins.ksp) apply false
}
```

4. In app/build.gradle.kts, add the ksp plugin:

```
plugins {
...
```

```
alias(libs.plugins.ksp)
}
```

5. In gradle/libs.versions.toml, add the required dependencies:

```
[versions]
...
room = "2.7.1"
viewModelCompose = "2.8.7"

[libraries]
...
room-runtime = { group = "androidx.room", name = "room-runtime",
version.ref = "room" }
room-compiler = { group = "androidx.room", name = "room-compiler",
version.ref = "room" }
room-ktx = { group = "androidx.room", name = "room-ktx", version.ref
= "room" }
androidx-viewmodel-compose = { group = "androidx.lifecycle", name =
"lifecycle-viewmodel-compose", version.ref = "viewModelCompose" }
...
```

6. Next, let's add the libraries in app/build.gradle.kts:

```
implementation(libs.androidx.viewmodel.compose)
implementation(libs.room.runtime)
implementation(libs.room.ktx)
ksp(libs.room.compiler)
```

7. Create a class called Note, which will be a Room @Entity annotation:

```
@Entity(tableName = "notes")
data class Note(
    @PrimaryKey(autoGenerate = true)
    @ColumnInfo(name = "id") val id: Long = 0,
    @ColumnInfo(name = "text") val text: String
)
```

8. Create a NoteDao class, which will manage Note entities:

```
@Dao
interface NoteDao {

@Insert(onConflict = OnConflictStrategy.REPLACE)
suspend fun insertNote(note: Note)

@Query("SELECT * FROM notes")
fun loadNotes(): Flow<List<Note>>

@Query("SELECT count(*) FROM notes")
fun loadNoteCount(): Flow<Int>
}
```

9. Now, add the Note entity to NotesDatabase, as follows:

```
@Database(
    entities = [Note::class],
    version = 1
)
abstract class NotesDatabase : RoomDatabase() {
    abstract fun noteDao(): NoteDao
}
```

10. Now, let's define a repository. The Repository pattern is useful in situations where you have one or more sources of data (server, room, or memory) that can be combined, modified, and processed. This will help us centralize our access to the data and decouple the application code from the data sources. In our case, the only data source we have is Room, so our repository will act as a wrapper over NoteDao:

```
interface NoteRepository {
    suspend fun insertNote(note: Note)
    fun getAllNotes(): Flow<List<Note>>
    fun getNoteCount(): Flow<Int>
}
```

11. Now, let's add the implementation of our repository:

```
class NoteRepositoryImpl(
    private val noteDao: NoteDao
) : NoteRepository {
    override suspend fun insertNote(note: Note) =
        noteDao.insertNote(note)

    override fun getAllNotes(): Flow<List<Note>> =
        noteDao.loadNotes()

    override fun getNoteCount(): Flow<Int> =
        noteDao.loadNoteCount()
}
```

12. Let's create a NoteViewModel class with the UiState class defined inside of it:

```
class NoteViewModel(
    private val noteRepository: NoteRepository
) : ViewModel() {
    data class UiState(
       val notes: List<String> = emptyList(),
       val noteCount: Int = 0
    )
}
```

13. Let's create a NoteViewModel class. This will take the notes from NoteRepository and convert them into UiState objects, which will hold each note's information and the total note count:

```
class NoteViewModel(
    private val noteRepository: NoteRepository
) : ViewModel() {
    private val _state = MutableStateFlow(UiState())
    val state: StateFlow<UiState> = _state

    init {
        viewModelScope.launch {
            noteRepository.getAllNotes()
```

```
.combine(
                noteRepository.getNoteCount()
            ) { notes, count ->
            UiState(
                notes = notes.map { it.text },
                noteCount = count
            )
            .collectLatest {
                _state.emit(it)
            }
    }
}
fun insertNote(text: String) {
    viewModelScope.launch {
        noteRepository.insertNote(
            Note(id = 0, text = text)
    }
}
```

14. In NoteViewModel, add a function that will insert a new note into the NoteRespository object:

```
····
}
```

15. In app/res/values/strings.xml, add the strings we will need to display to the user:

```
<string name="click_me">Click Me</string>
<string name="total_notes">Total: %d</string>
```

16. In MainActivity, create a @Composable NoteScreen function, which will show a TextField element and a Button element for adding new notes, then a Text element showing the total note count, and finally the list of notes:

```
@Composable
fun NoteScreen(
    uiState: NoteViewModel.UiState,
    onNewNoteClicked: (String) -> Unit,
    modifier: Modifier = Modifier
) {
    LazyColumn(
        modifier = modifier.fillMaxSize(),
        verticalArrangement = Arrangement.Center,
        horizontalAlignment = Alignment.CenterHorizontally
    ) {
        item {
            var textFieldText by remember {
                mutableStateOf("")
            TextField(
                value = textFieldText,
                onValueChange = {
                    textFieldText = it
                }
            )
            Button(onClick = {
                onNewNoteClicked(textFieldText)
            }) {
                Text(
                    text = stringResource(
                        id = R.string.click me)
```

```
}
Text(
    text = stringResource(
        id = R.string.total_notes,
        uiState.noteCount
    )
    )
}
items(uiState.notes.size) {
    Text(text = uiState.notes[it])
}
```

17. In MainActivity, create a @Composable Note function. This will connect the NoteViewModel object, which will be used to set the state in NoteScreen:

18. Modify the MainActivity onCreate method to create the NoteDatabase object, create the NoteRepository object, and then inject the NoteRepository object into the NoteViewModel object. Then, invoke the Note function created in the previous step:

```
override fun onCreate(savedInstanceState: Bundle?) {
   super.onCreate(savedInstanceState)
   enableEdgeToEdge()
```

```
val noteDatabase = Room.databaseBuilder(
    applicationContext,
    NoteDatabase::class.java,
    "notes-db"
).build()
val noteRepository =
    NoteRepositoryImpl(noteDatabase.noteDao())
setContent {
    Activity1101Theme {
        Scaffold(
            modifier = Modifier.fillMaxSize()
        ) { innerPadding ->
            val viewModel =
                viewModel<NoteViewModel>(
                    factory = object :
                    ViewModelProvider.Factory {
                        override fun
                             <T : ViewModel>
                                 create(
                                     modelClass:
                                     Class<T>
                                 ): T {
                                     return
                                     NoteViewModel(
                                     noteRepository
                                     ) as T
                                 }
                    }
                )
            Note(
                viewModel,
                Modifier.padding(innerPadding)
            )
        }
    }
}
```

19. If you run the application, it should look like the following screenshot:

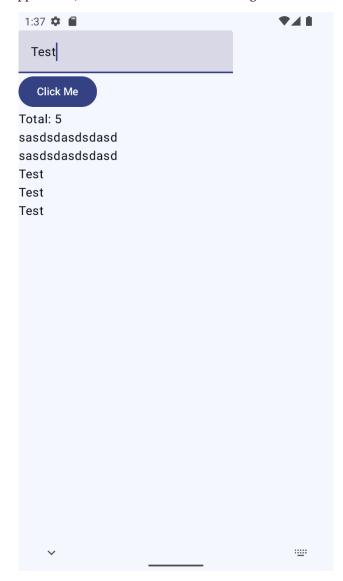


Figure 11.1 – Output of Activity 11.01