

# Android Network layer design

Santiago Munín

Universidade da Coruña

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# Motivation

- A huge number of successful mobile applications use an Client/Server architecture.
- These architectures use the network as a tool to communicate.
- **Examples:** Twitter, Facebook, 4square, Evernote...

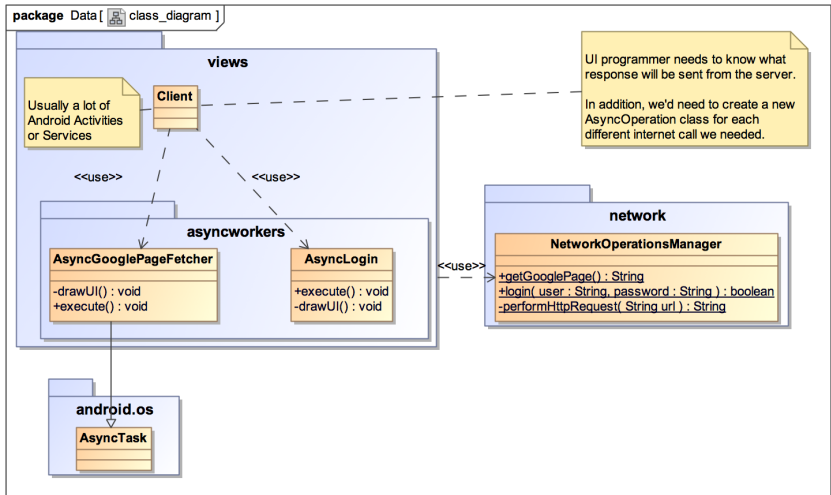
# Client/Server architecture

- Communications are usually performed through HTTP (or HTTPS) with servers (usually REST servers).
- Markup languages (such as JSON or XML) are used in order to exchange information between nodes.
- These are costly communications→ They have to be done through another thread or they would block the UI (decreasing the user experience).
- Simple solution: the network operation should be executed in background and use the UI thread only after getting the response without blocking it (a loading dialog could be showed meanwhile).

# AsyncTask

- Android provides us with a class which wraps the thread handling.
- AsyncTask allows us to execute a task in background and use the result in foreground without blocking the UI.
- **More information:** <http://developer.android.com/reference/android/os/AsyncTask.html>

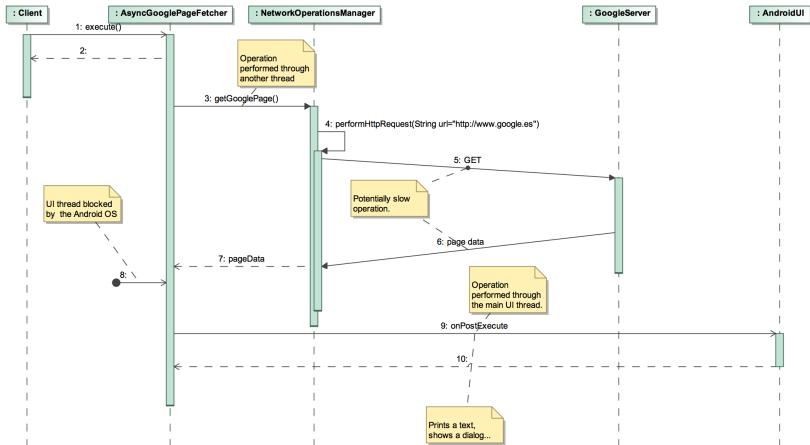
# Class diagram



# Explanation

- The client (usually “Activities” Android) uses classes which inherit from “AsyncTask” in order to not block the UI.
- The “NetworkOperationsManager” class contains all the logic relative to the network calls (url, parameters). It may be responsible of the response parsing and caching.

# Sequence diagram



# Explanation

- ❶ **Main thread:** Once “execute” is called it returns the control immediately.
  - ❷ **Secondary thread:** Meanwhile, this thread does the http request and analyzes the response.
  - ❸ **Main thread:** Once the background job is finished, the main thread is blocked again and the UI actions are performed (for example, show a dialog or update a textview).
- **Note:** While the secondary thread performs the request, the main thread is able to execute any instructions (is usual to show a loading dialog).



# Conclusions

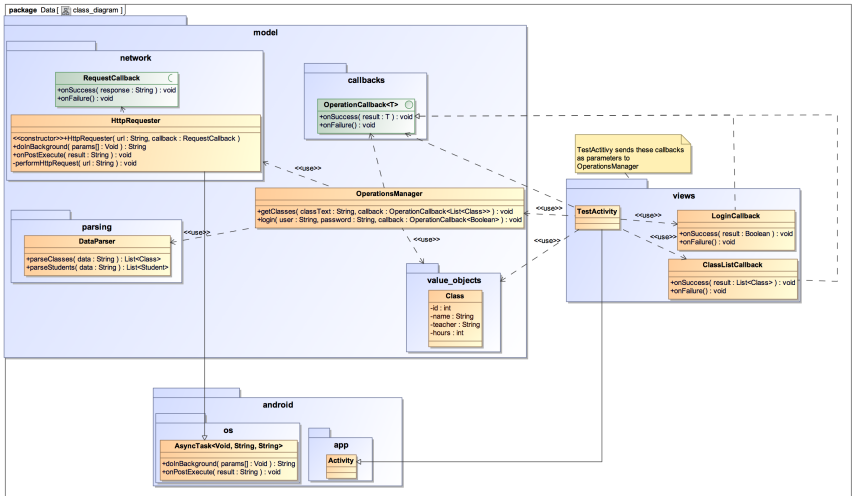
- Whenever you need to make a request (a new or an already defined one but from another activity) and update the UI, you have to define a class that inherits from AsyncTask.
- It's necessary to define the request to be performed ("NetworkOperationsManager" class), the processing of the response and the UI update. Too many responsibilities.
- There is too much coupling (it violates the SRP) → It is difficult to distribute the programming between UI and low-level (network operations and caches).

# What is a callback?

- A callback is executable code that is passed as an argument to another code and is expected to be called at a given time.
- There are two types of callbacks: blocking callbacks (also known as synchronous callbacks or just callbacks) and deferred callbacks (also known as asynchronous callbacks).
- Deferred callbacks imply the existence of multiple threads.
- They are a sort of “Observer” pattern.

## Ejemplo de callback: Lectura de un fichero en Node.js

```
fs = require('fs');  
fs.readFile('path', 'utf8', function(err, data) {  
    if (err) {  
        return console.log(err);  
    }  
    console.log(data);  
});
```

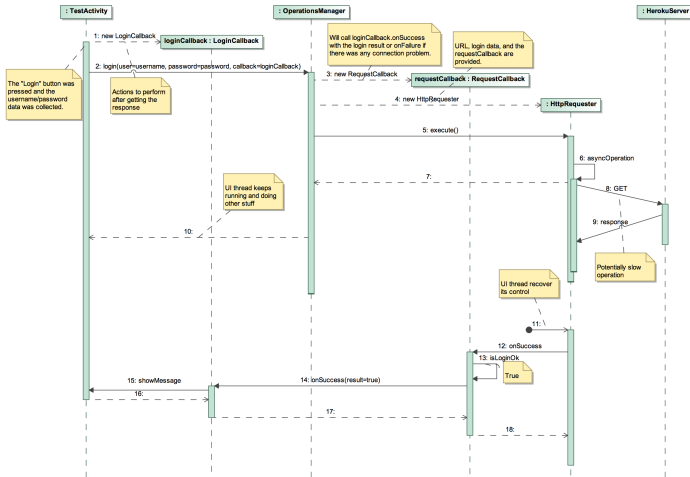


## Explanation (model inner layer)

- **Network:** This is the innermost package. It defines the basic action of making an HTTP request and “doing something” with the response. That “something” is defined by the “requestCallback”.
- **Parsing:** Response parsing methods.

# Explanation (model facade)

- **OperationsManager**: Entry point into the subsystem, provides network operations and requires callbacks for what to do with the answers.
- **Callbacks**: Different types of callbacks that may be required by the Operations Manager.
- **Value\_objects**: Classes that represent objects (equivalents to the “C” structs).



# Explanation

- 1 It creates a `LoginCallback` (this class implements `OperationCallback` with the type `Boolean` as a parameter).
- 2 `OperationsManager.getInstance().login(user, password, LoginCallback)` is called.
- 3 `Operations Manager` creates a `requestCallback` and sends it to `HttpRequester` along with the address and request parameters.
- 4 Here begins the operation in the background. The UI thread is released.
- 5 When the operation is finished, it executes the `requestCallback` code.



# Conclusions

- This approach is based on three concepts: MVC architecture, Observer pattern (callbacks) and Facade pattern.
- **Advantages:**
  - All the responsibilities are clearly separated.
  - The client only needs to know the facade of the network module.
  - his approach allows to divide the network and UI programming completely. Connecting them is straightforward.
- **Hándicaps:**
  - There is some repetition of code which cannot be generalized in the “onFailure” methods.
  - The alternative is to use an abstract class (but we could not implement the interface directly into a “ Activity” if it were simple enough).

# Extra

- The innermost module is common to many Android apps  
*rightarrow* Turn it into a library.
- Someone had the idea before and has done a very good job:  
<http://loopj.com/android-async-http/>
- This same design can be applied to any other Java application (or other platform) as long as it implements a mechanism similar to AsyncTask (many platforms do not need to update the interface from the main thread).