Android LiveData

Anton Saatze

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Summary

### Android LiveData

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Summar

### Motivation

- core concept to present data
- clean way to hand data across the archictecture
- guarantee that latest data is presented in view
- first thing to learn, when joining a real android project team

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Summar

## Technical Background

- first thing to learn, when joining a real android project team
- 1/2 year internship in a android project
- learned android basics (Activty, Fragment, Lifecycle, Viewmodel, Views, LifeData, Databinding)
- my first task have been "redesign view xyz regarding to the designers wishes"

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## Technical Background

- learn how to design views with different layouts
- how to bind data to the view
- how adapter and lists work
- how to apply Data to a viewmodel
- how to publish Data by a viewmodel
- (Spoiler) its no magic, its LiveData

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Summar

LiveData is an observable data holder class. Unlike a regular observable, LiveData is lifecycle-aware, meaning it respects the lifecycle of other app components, such as activities, fragments, or services. This awareness ensures LiveData only updates app component observers that are in an active lifecycle state

developer.android.com (official documentaion of android)

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Summar

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Summar

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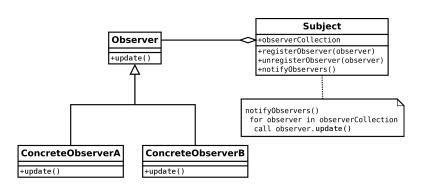
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### Observer Pattern



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## LifeCycle Awarenes

- Observer almost everytime need an LifeCycle
- only exception when using "observeForever" method
- LifeCycles are provided by the Activity and/or Fragments
- Observer only observe while the passed LifeCycle is (STARTED/RESUMED)
- Observer do not observe when the LifeCycle is PAUSED or in a dead state

Fazit: make sure, to have an lifecycle when you want to observe

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### Create MutableLiveData

```
val liveData = MutableLiveData<String>().apply{
  value = "Hello World"
}
```

Modify MutableLiveData with operations like *postValue()* or *setValue()* (which only can be called from the main-thread)

### Create LiveData

```
@Query("SELECT * FROM PERSON ORDER BY NAME")
LiveData<List<Person>> loadAllPersons();
```

### Code example

### Create LiveData using MutableLiveData

```
private val privateLiveData = MutableLiveData<String>
.apply{
   value = "Hello World"
}
val publicLiveData : LiveData<String> = privateLiveDa
fun changeString(string : String){
   privateLiveData.postValue(string)
}
```

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## Code example

### Observing LiveData with Observer object

### Observing LiveData with Lambda

```
// not observed
val name = repository.currentName
// make line above observing indirectly
val nameLetters = name.observe(lifeCycleOwner,Observe
   it.toCharArray().asList()
}
```

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</data>

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## Observing Livedata + Databinding

```
Fragment
override fun onCreateView(
     inflater: LavoutInflater, container: ViewGroup?,
     savedInstanceState: Bundle?
 ): View? {
     val binding : FragmentDetailWithBindingBinding! = DataBindingUtil
         .inflate<FragmentDetailWithBindingBinding>(inflater,
             R.layout. fragment detail with binding,
             container,
              attachToParent: false)
     binding.model = viewModel
     binding. <u>lifecycleOwner</u> = this
     return binding. root
XMI
<data>
   <variable</pre>
      name="model"
```

type="com.example.livedatapresentation.tshirt.screens.TShirtSelectorViewModel" />

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## Observing Livedata + Databinding

# XML <ImageView

```
android:id="@+id/t_shirt_image"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:scaleType="fitCenter"
android:src="@drawable/t_shirt"
android:tint="@{model.tshirtColor}"
app:layout_constraintLeft_toLeftOf="parent"
app:layout_constraintTop_toTopOf="parent" />
```

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# Observing Livedata + Databinding

### XML

```
<TextView
```

```
android:layout_width="match_parent"
android:layout_height="match_parent"
android:layout_weight="0.5"
android:gravity="end"
android:text="@{model.selectedTShirt.size.toString()}"
android:textAlignment="textEnd"/>
```

</LinearLayout>

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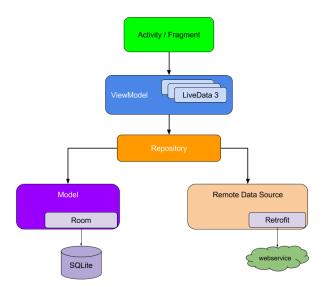
....

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# Overall Structure of Android Apps



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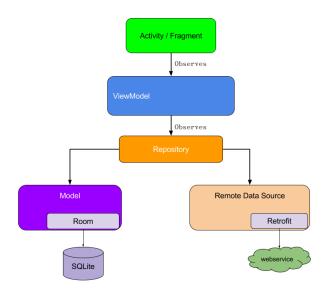
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# Overall Structure of Android Apps



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# T-Shirt App Fragments

Show the APP now

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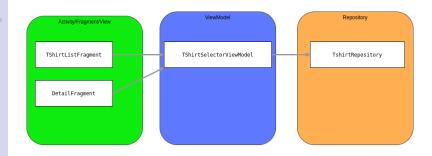
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# T-Shirt App



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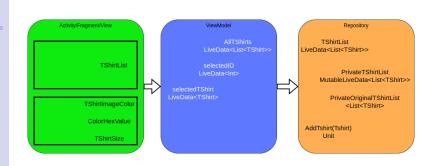
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## T-Shirt App



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- check LifeCycle
   no observation when LifeCycle is Paused
- pass lifecycle to binding
- check if LiveData is observed not observed LiveData does not change
- check Livedata is not Mutable acidently

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### more information

- udemy.com/course/android-jetpack/
- medium.com/androiddevelopers/viewmodels-and-livedatapatterns-antipatterns-21efaef74a54

### developer.android.com:

- /topic/libraries/architecture/livedata
- /reference/androidx/lifecycle/Transformations
- /jetpack/docs/guide