### Our code should

- be bugs free
- be agile
- be readable
- write fast
- ... just work

# Legacy Code

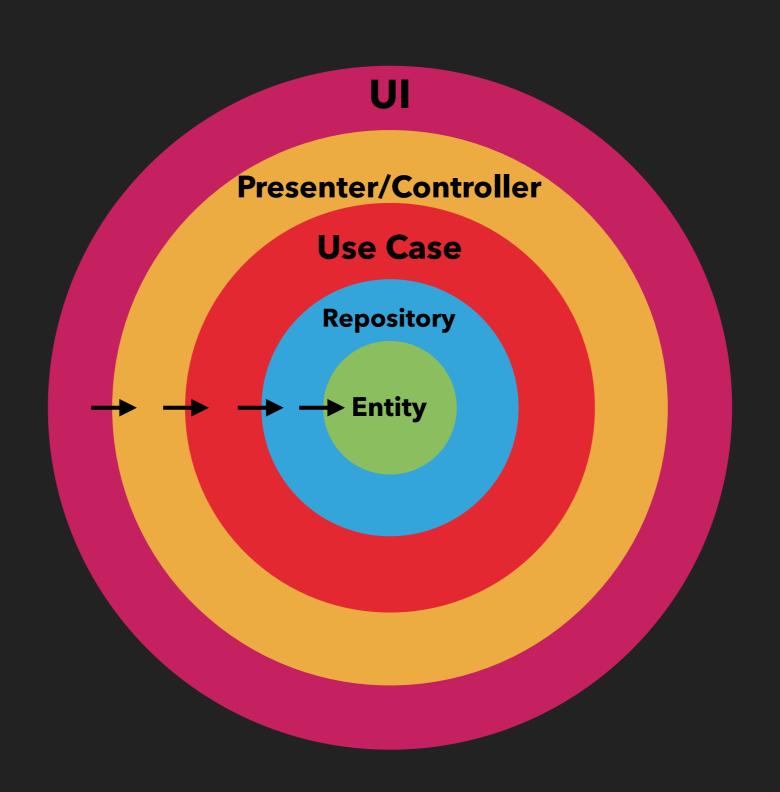


## Clean Architecture

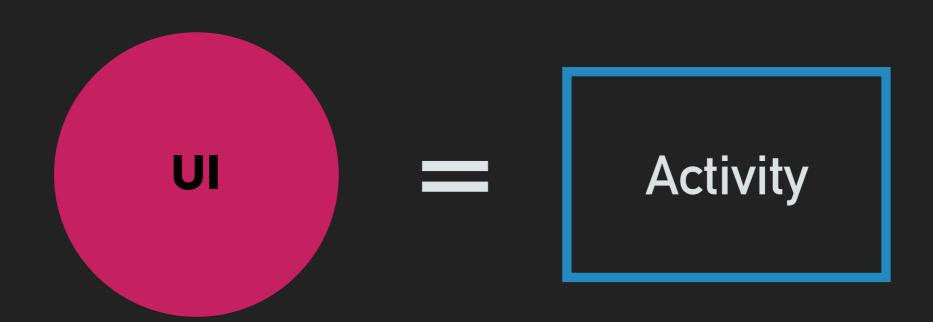
### Clean Architecture in Android

- implementation problems
- how to resolve them
- pros of Clean Architecture

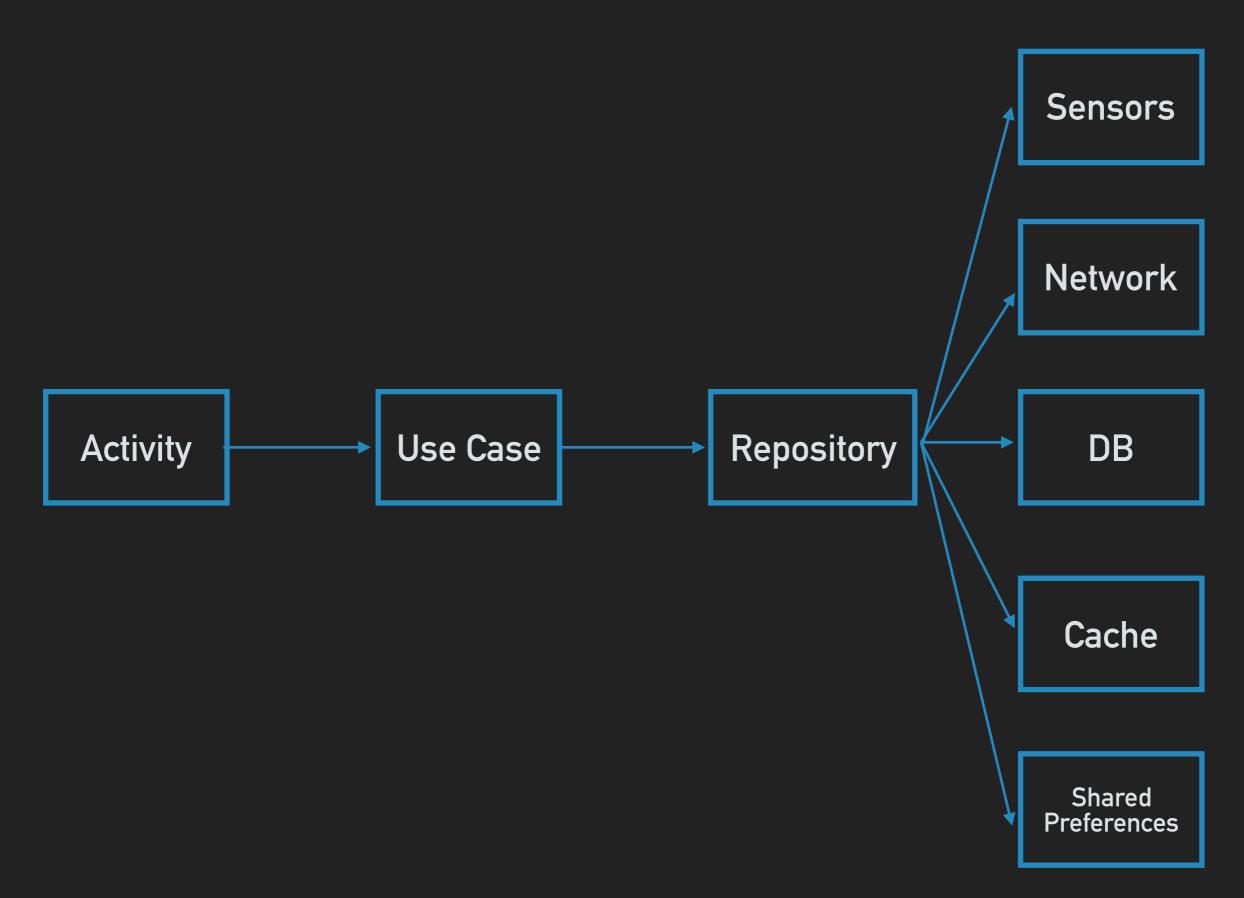
## Clean Architecture



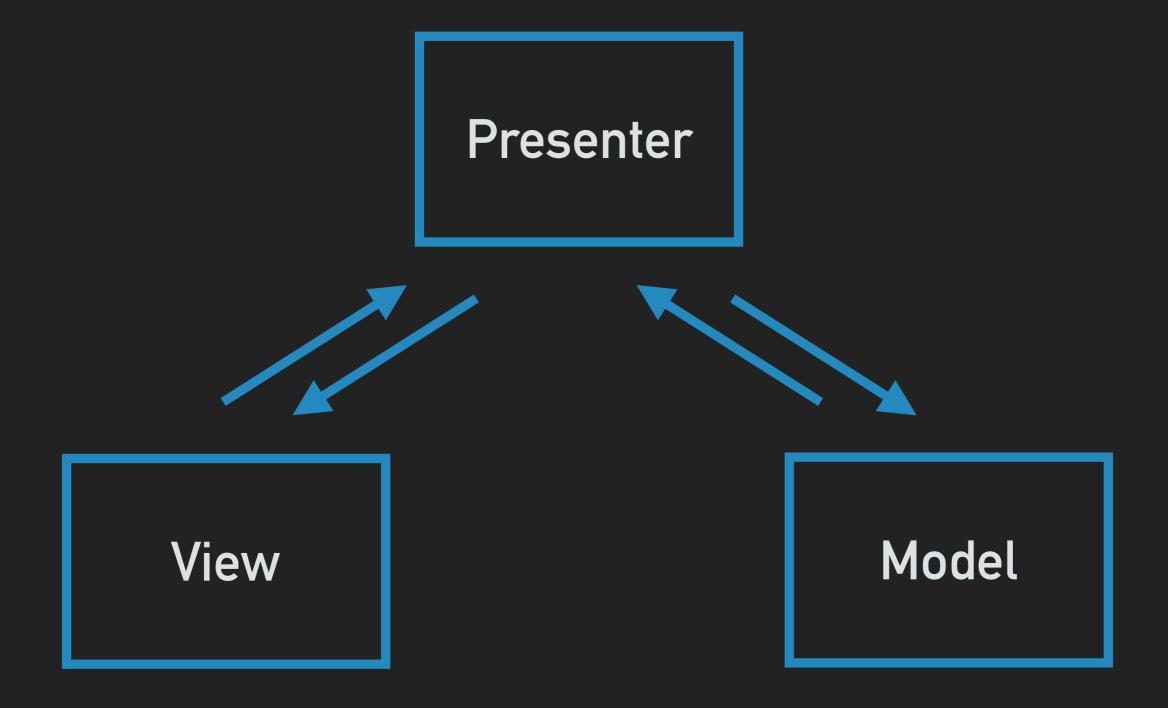
# Clean Architecture + Android



#### **Android Clean Architecture**



# God Activity



Presenter

View

Activity

Model

Use Case

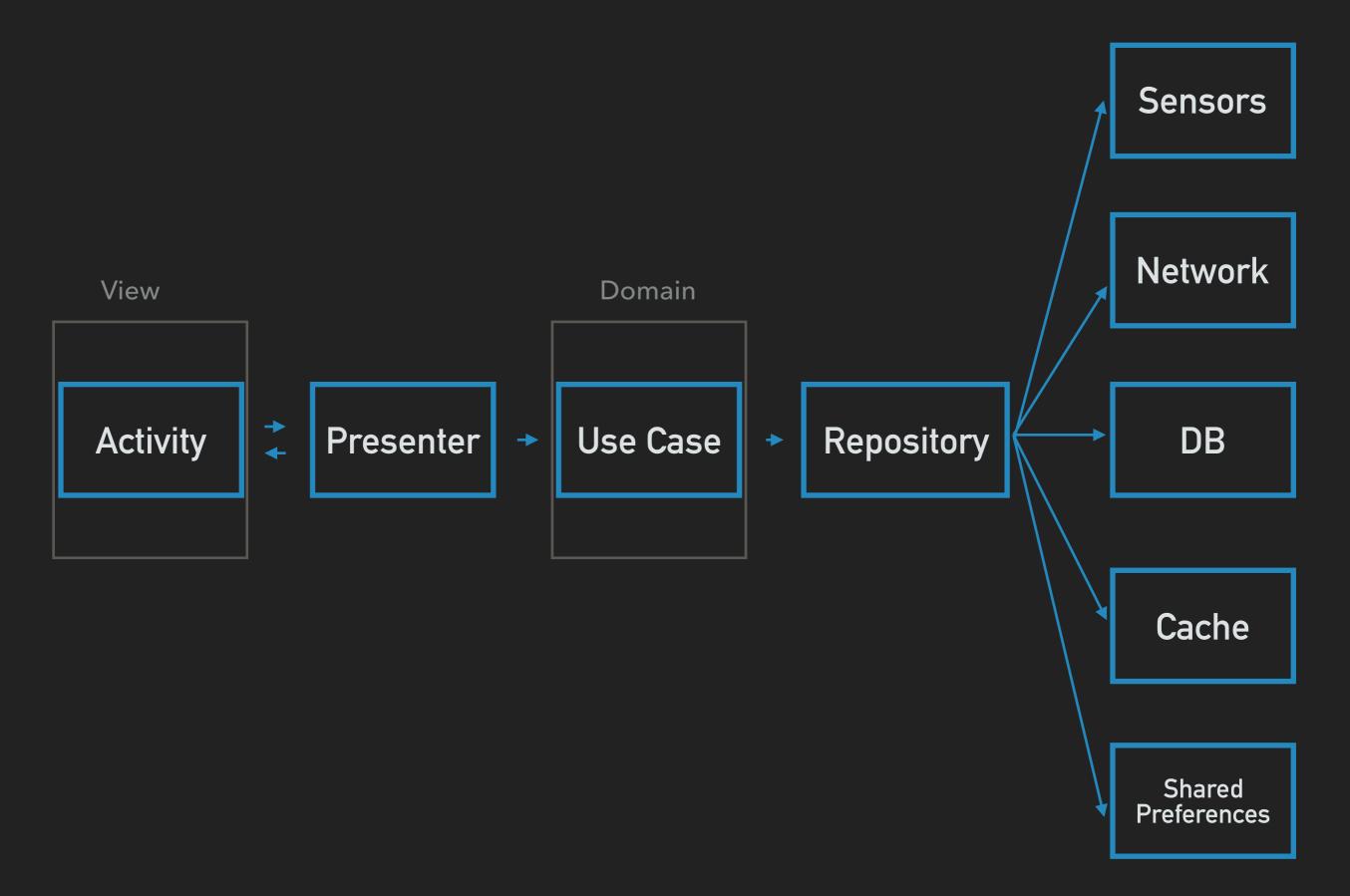
```
public class EventsActivity ... implements EventsView {
    EventsPresenter eventsPresenter;
    public void onClick(View v) {
        eventsPresenter_getEvent();
public class EventsPresenter {
    public void getEvents() {
        eventsView_showProgress();
        GetEventsUseCase useCase = new GetEventsUseCase();
        EventsEntity events = useCase.execute();
        eventsView.hideProgress();
        eventsView.setEvents(events);
```

## ViewModel

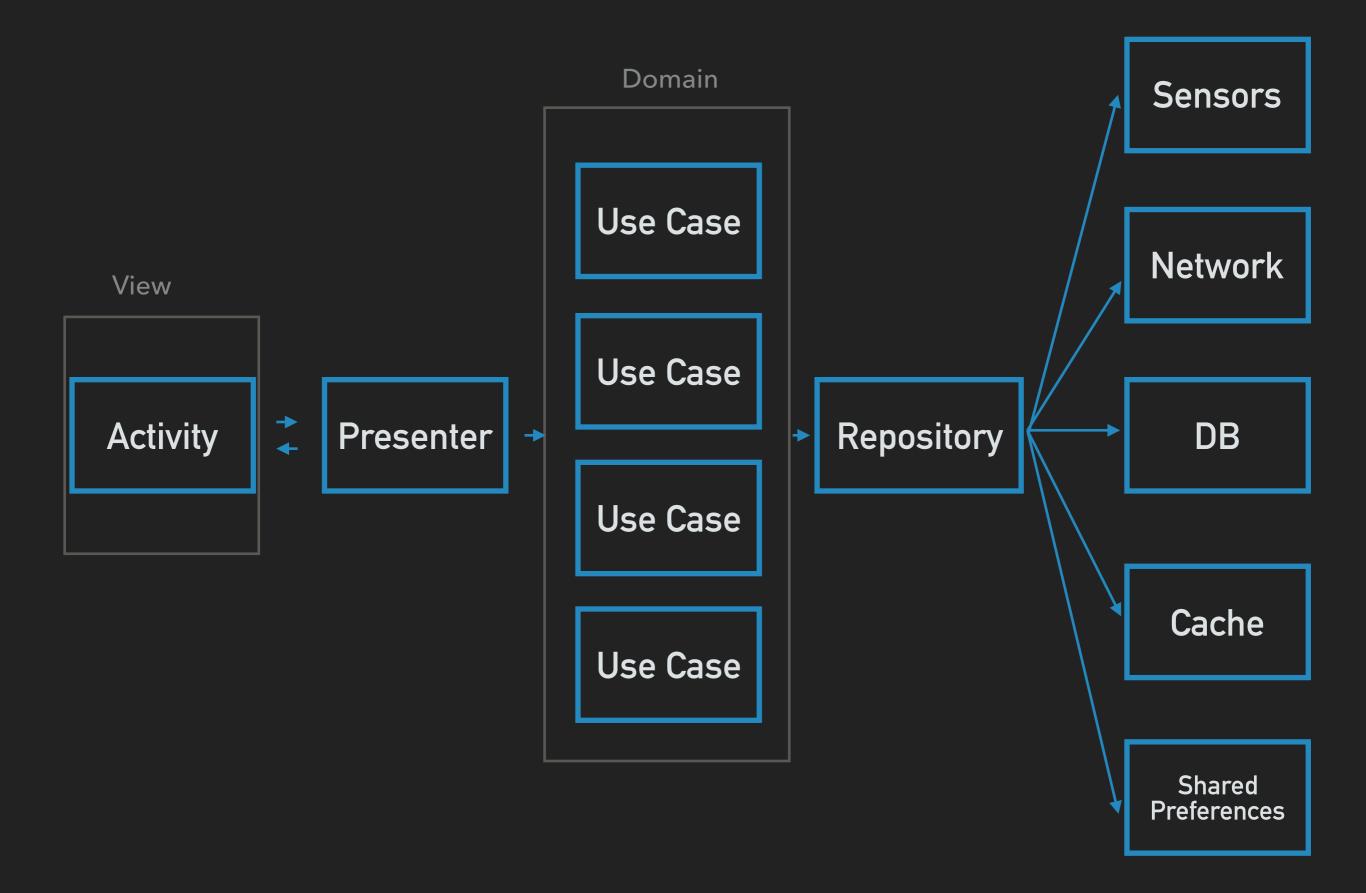
```
public class EventsPresenter {
    public void getEvents() {
          ...
          EventsMapper mapper = new EventsMapper();
          EventsViewModel viewModel = mapper.transform(eventsEntity);
          eventsView.setEventsViewModel(viewModel);
    }
}
```

```
public class EventsMapper {
   public EventViewModel transform(EventEntity event) {
        EventViewModel vm = new EventViewModel();
        vm.setEventDate(
                new SimpleDateFormat("dd-MM-yyyy")
                    .format(event_getDate()));
        return vm;
```

#### Android Clean Architecture

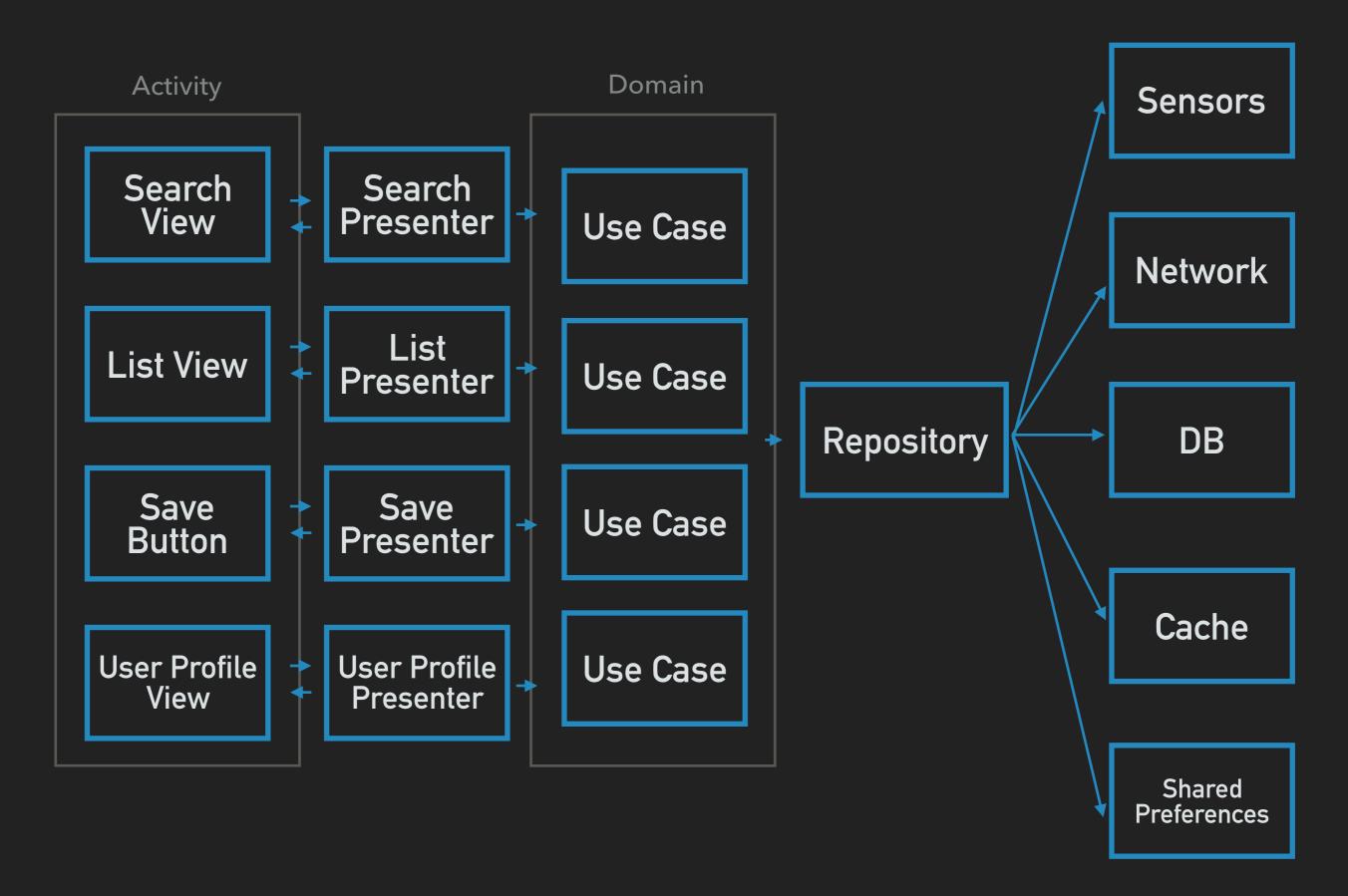


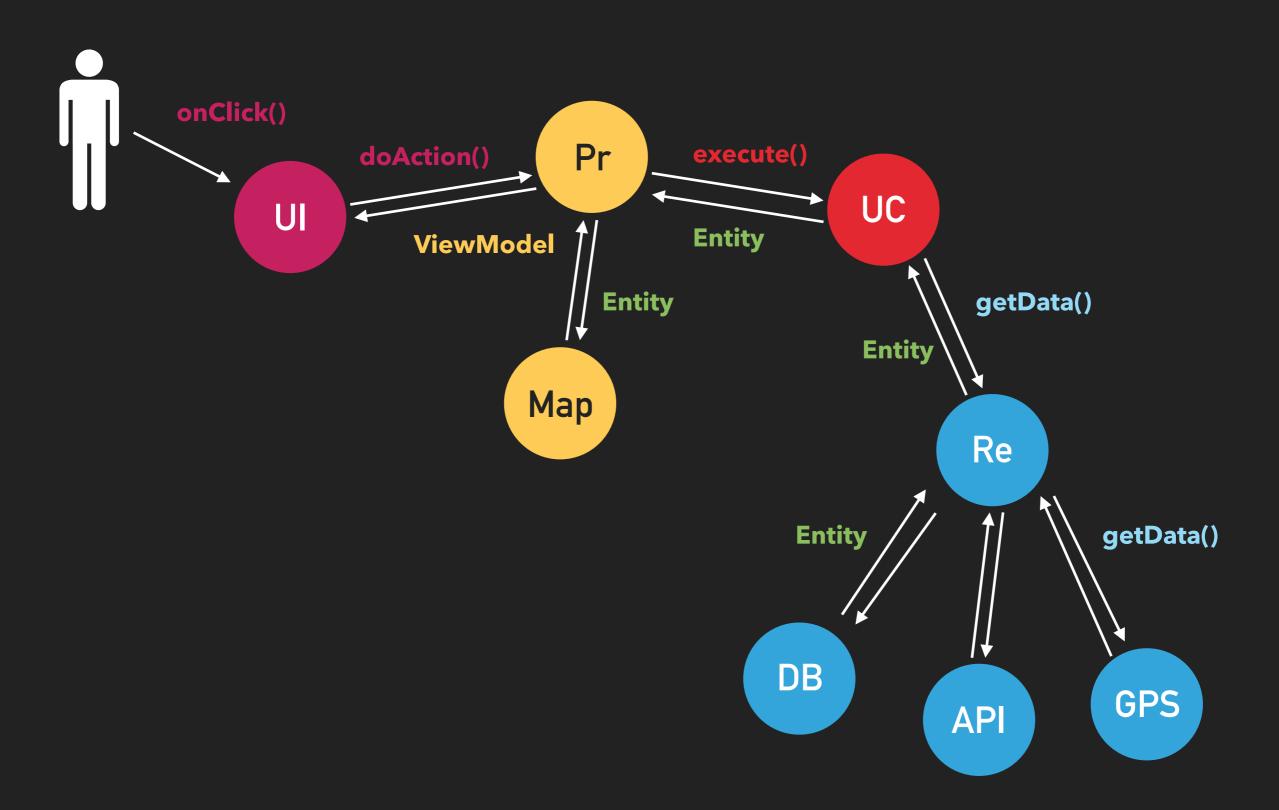
#### **Android Clean Architecture**



## God Presenter

#### **Android Clean Architecture**





## Clean Architecture

SRP

## Asynchronous Calls

## Callback

```
useCase.execute(requestData, new Callback<JobResponse>() {
    @Override
    public void success(JobResponse response) {
        useCase2_execute(requestData, new Callback<JobResponse2>() {
            @Override
            public void success(JobResponse2 response2) {
            }
            @Override
            public void failure(Error error) {}
        });
    @Override
    public void failure(Error error) {}
});
```

## Callback Hell

## RxJava

```
public class EventsPresenter {
    public void getPosts() {
        GetPostsUseCase useCase = new GetPostsUseCase();
        useCase.execute(new PostsObserver());
    }
}
```

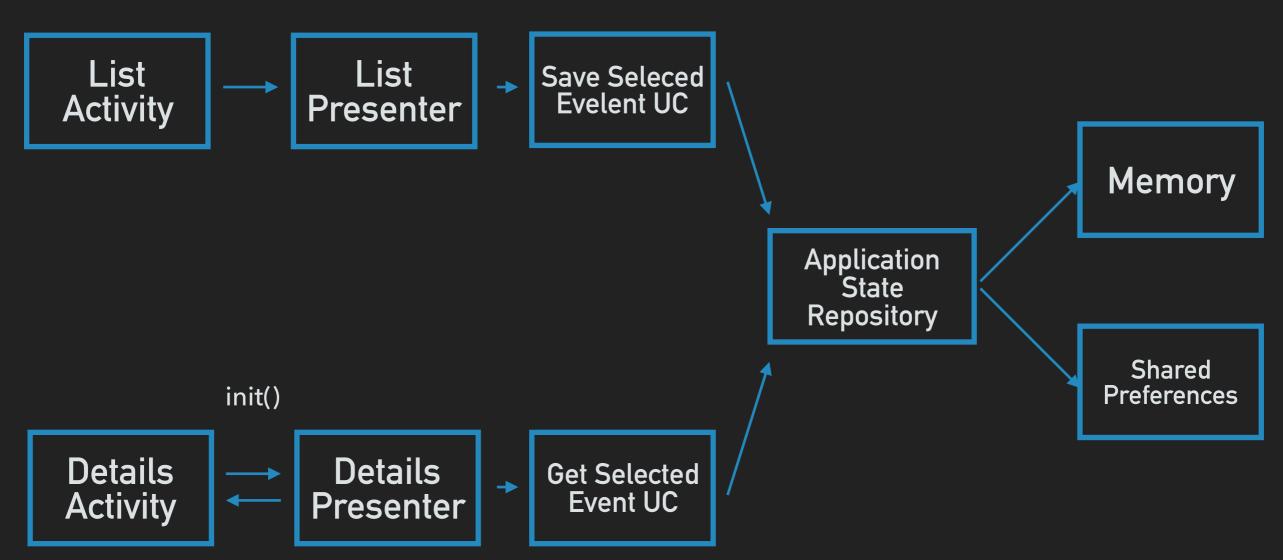
```
public class PostsObserver
     extends DisposableObserver<UserPosts> {
         @Override
         public void onNext(@NonNull UserPosts userPosts) {
             postsView showPosts(userPosts);
         @Override
         public void onError(@NonNull Throwable e) {
             postsView.hideProgress();
             postsView.showError(e.getMessage());
             postsView showRetry();
         @Override
         public void onComplete() {
             postsView.hideProgress();
```

```
public class GetPostsUseCase {
    Observable<UserPosts> createUseCaseObservable() {
        return postsRepository.getPosts();
    public void execute(DisposableObserver<UserPosts>
                                          postsObserver) {
        Observable<UserPosts> observable =
                createUseCaseObservable()
                    subscribeOn(Schedulers.io())
                    .observeOn(AndroidSchedulers.mainThread())
                    subscribeWith(postsObserver);
```

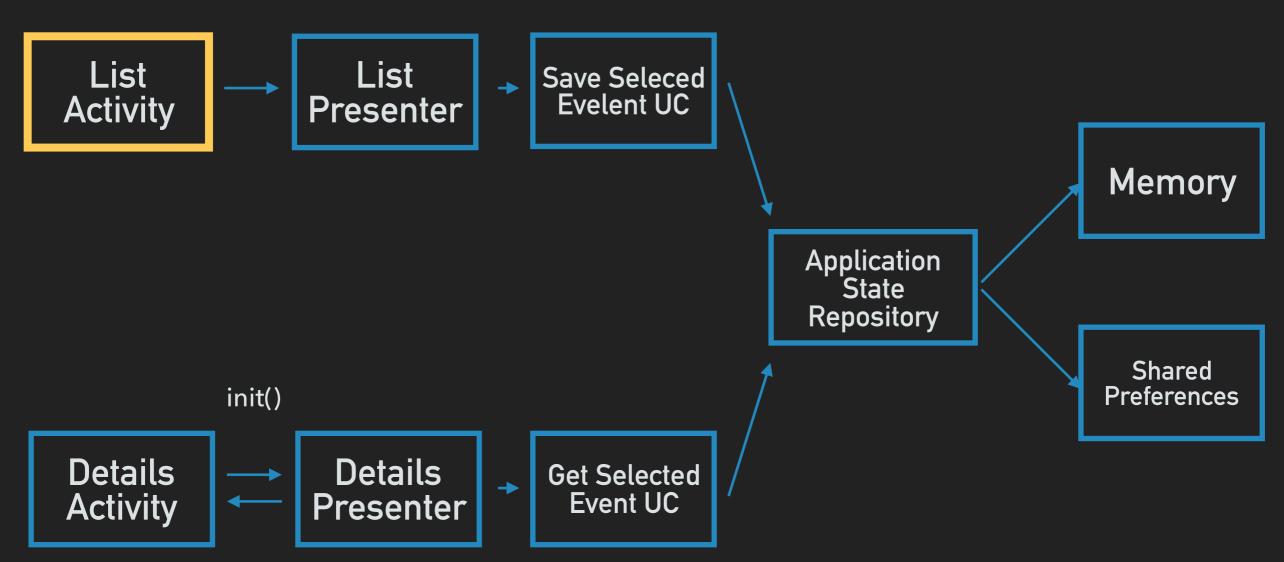
## Synchronous Calls

# Activity Lifecycle

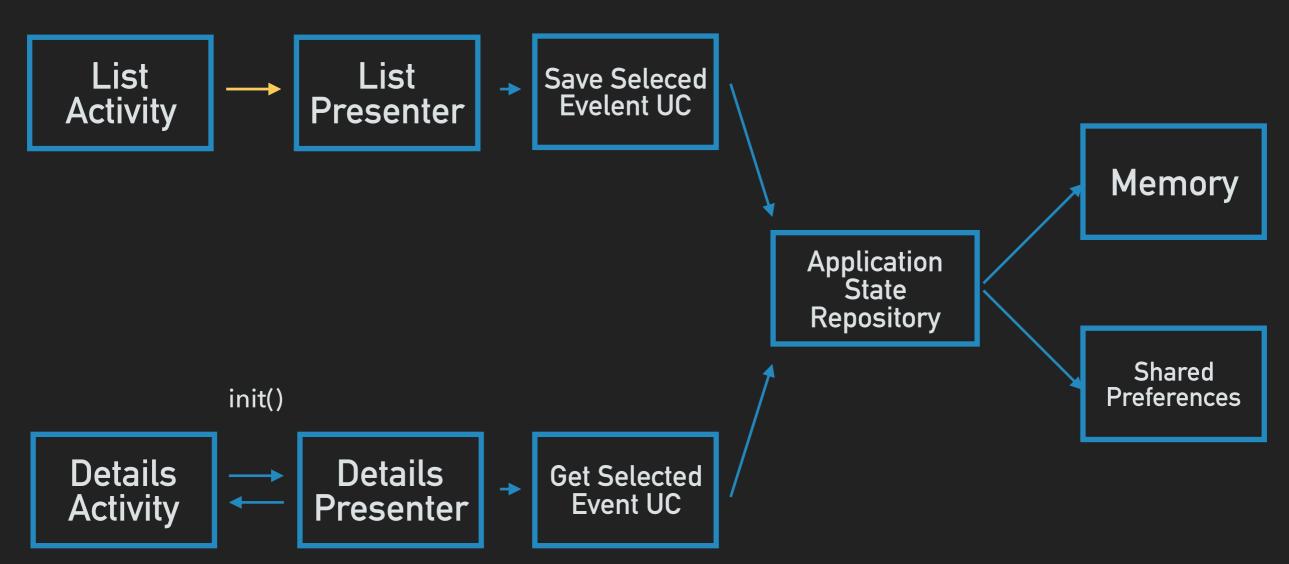
saveSelectedElement()

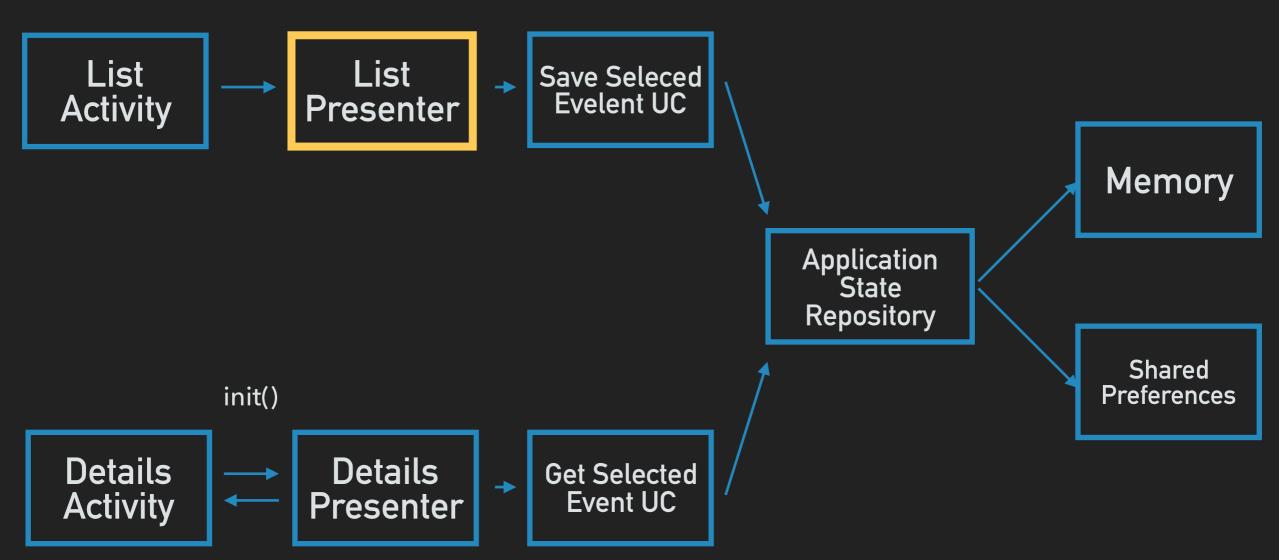


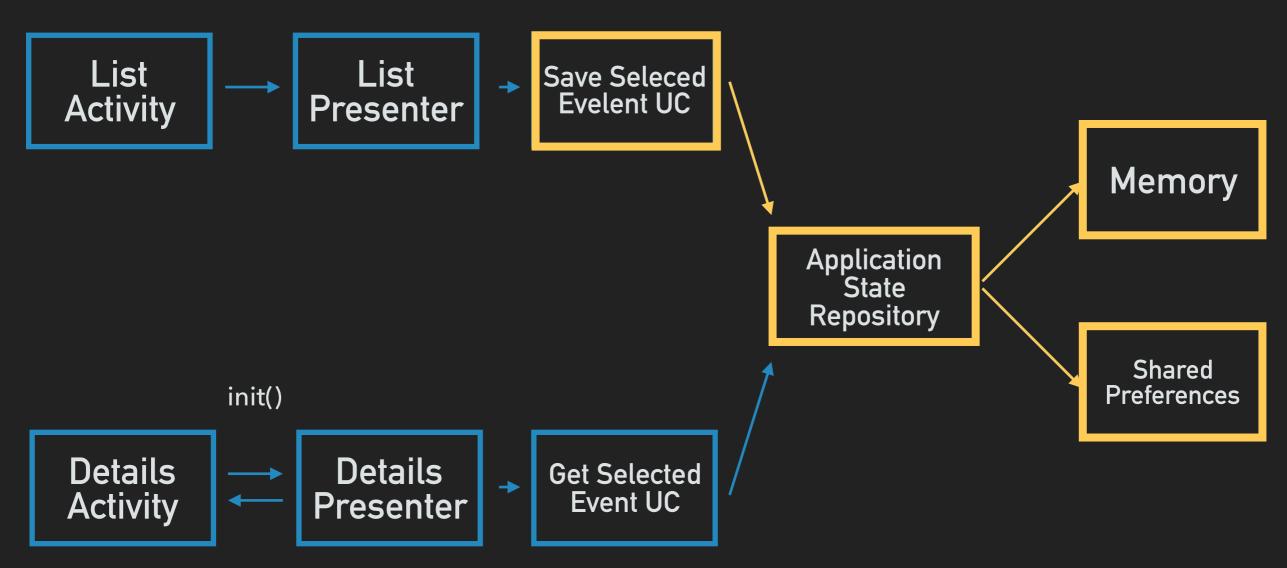
saveSelectedElement()

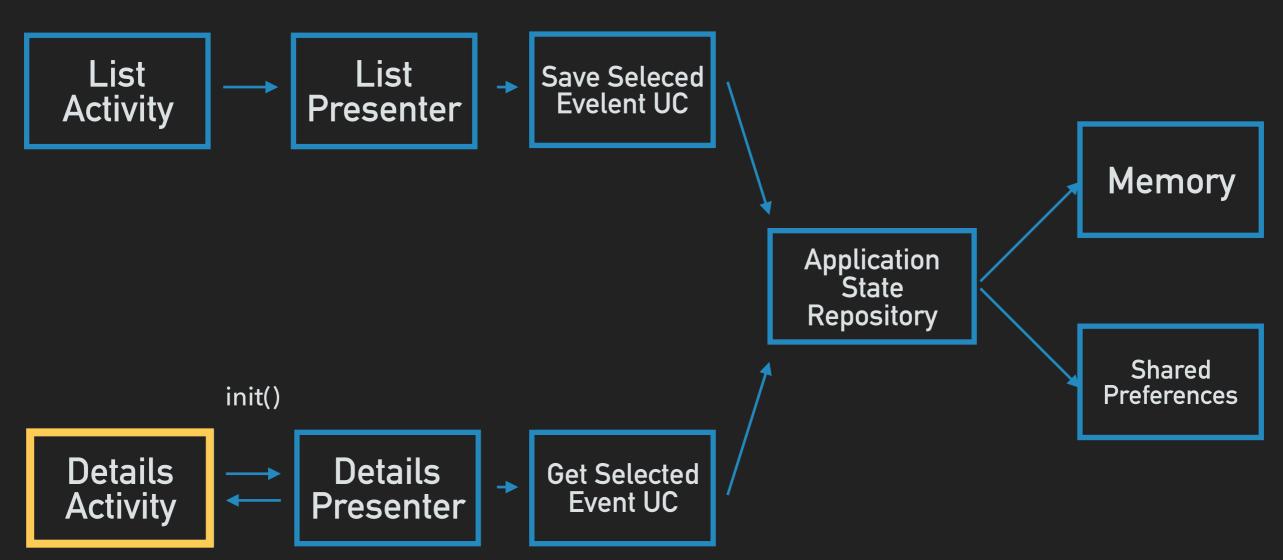


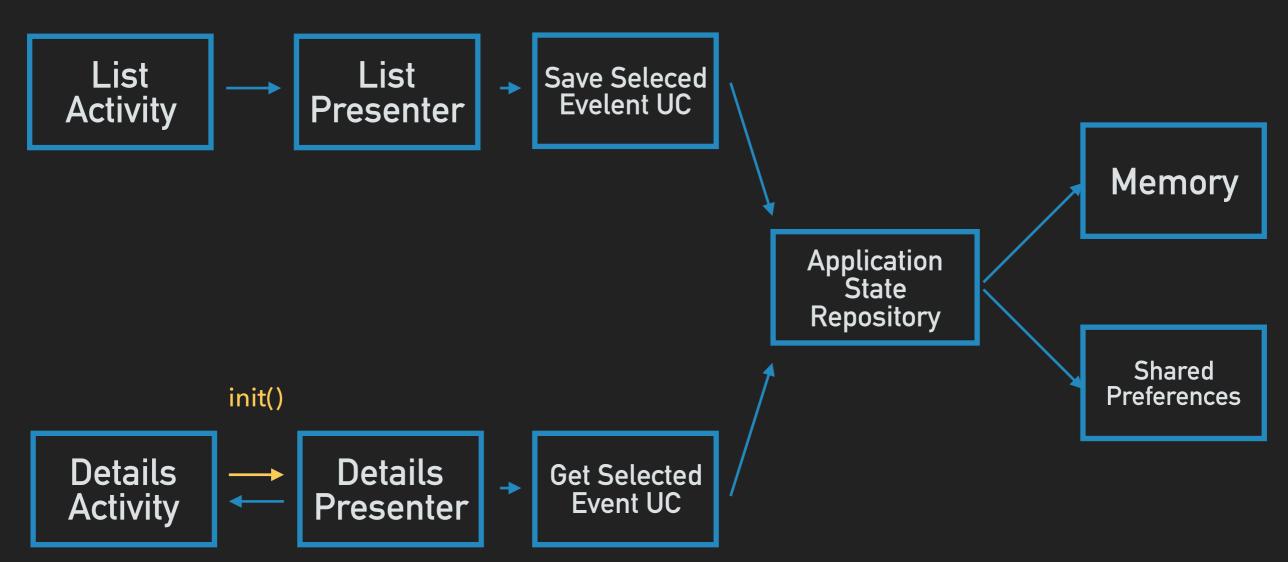
saveSelectedElement()

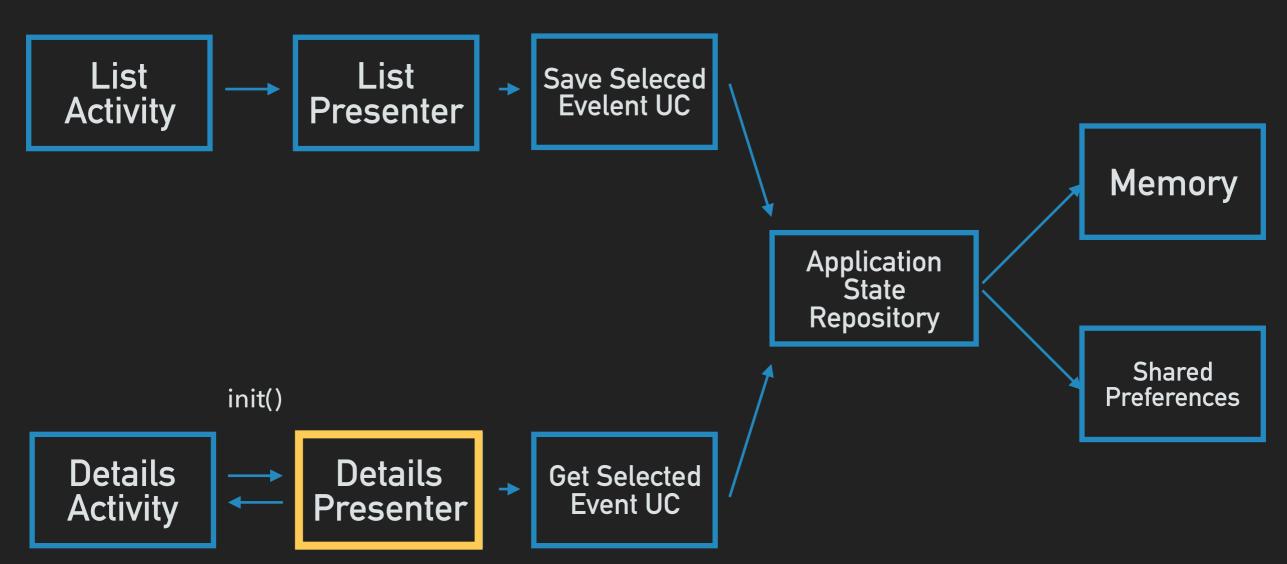


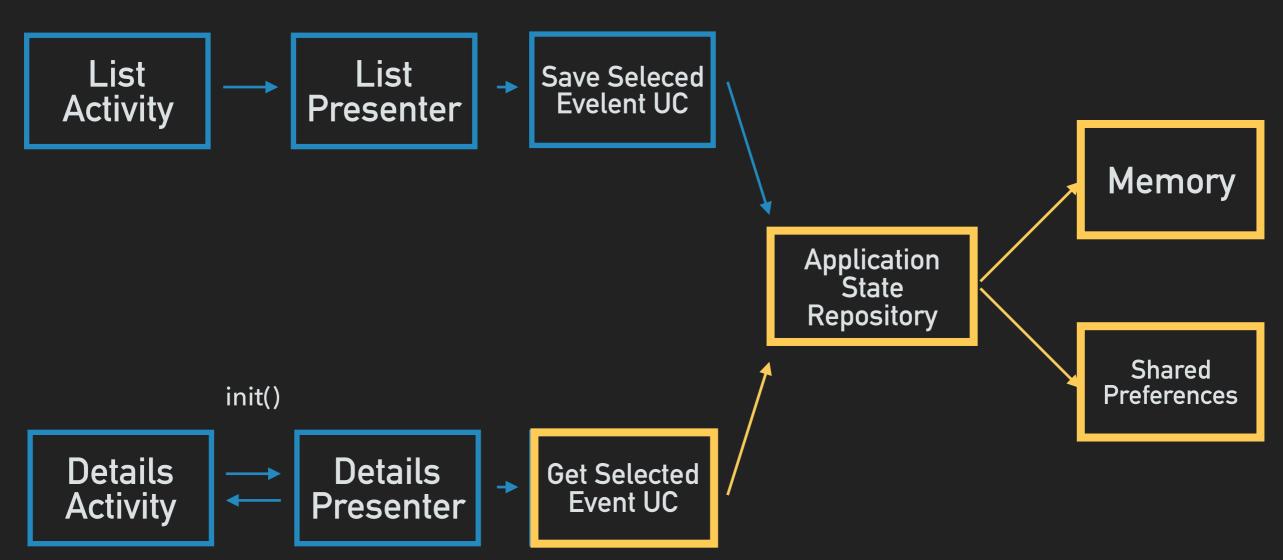












- don't loose View state
- no onSaveInstanceState()
- passive View → SRP

# Clean Architecture Pros

# Single Responsibility Principle

# Bugs

# Test Driven Development

```
@RunWith(MockitoJUnitRunner.class)
public class GetPostsUseCaseTest {
    @Mock UserPostsRepository repository;
    @InjectMocks GetPostsUseCase useCase;
    @Test
    public void whenExecuteThenCallRepository() {
        when(repository_getPosts())
            .thenReturn(Observable.just(new UserPosts()));
        TestObserver<UserPosts> observer =
                useCase.createUseCaseObservable().test();
        observer_assertComplete();
        verify(repository) getPosts();
        verifyNoMoreInteractions(repository);
```

### Ul Tests

```
@RunWith(AndroidJUnit4.class)
public class SelectEventsActivityTest {
    @Rule public ActivityTestRule<PostsActivity> rule =
                        new ActivityTestRule<PostsActivity>
                        (PostsActivity.class, true, false);
    @Before
    public void setUp() throws Exception {
        rule.launchActivity(new Intent());
   @Test
    public void showEvents() throws Exception {
       rule_getActivity()_runOnUiThread(() -> {
            UserPosts posts = preparePosts("first", "second");
            rule_getActivity()_showPosts(posts);
        });
        onView(withText("first")).check(matches(isDisplayed()));
        onView(withText("second")).check(matches(isDisplayed()));
```

# View Debugging

# Integration Tests

### Integration Tests

- mock Repository (Api calls)
- simulate user clicks
- verify application behavior

 $^{\prime}$ Integration $^{\circ}$ **Tests UI Tests Unit Tests** 

### Clean Architecture

- clean code
- SRP → Agile
- reusable code
- async calls and Activity lifecycle
- TDD, UI and Integration Tests
- increase of development speed

### Q&A

arek.macudzinski@gmail.com

# Last thing

# Use Architecture, SRP and TDD