

# Working with Dagger and Kotlin

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# Introduction



- Dagger 2 is a fast dependency injector for Android and Java. (Not a service locator)
- One of goals is having compile time safety
- It is written for only Java in mind
- It is used extensively outside of Android ecosystem

# Dagger 2 and Kotlin ☕️⚔️

- Dagger 2 can work with Kotlin
- Generated code is plain Java source code
- Kotlin generated code won't like to happen

# Dagger Qualifiers

- Qualifiers used to identify dependencies with identical signatures
  - Factories use qualifiers to decide the instance use
  - Can create your own qualifier annotations, or just use @Named.
  - Apply qualifiers by annotating the field or parameter of interest.
  - The type and qualifier annotation will both be used to identify the dependency.

# Retention Annotation

- Use Kotlin retention annotations instead of Java retention
  - At least BINARY retention but RUNTIME is ideal
  - Dagger 2 doesn't operate on source files
  - Annotations are necessary for kapt

# Constructor injection

```
class Game @Inject constructor(  
    @Named("P1") private val player1: Player,  
    @Named("P2") private val player2: Player  
)
```

# Constructor injection

```
class Game @Inject constructor(  
    @Named("P1") private val player1: Player,  
    @Named("P2") private val player2: Player  
)  
  
public final class Game {  
    private final Player player1;  
    private final Player player2;  
  
    @Inject public Game(  
        @Named("P1") Player player1,  
        @Named("P2") Player player2) {  
        super();  
        this.player1 = player1;  
        this.player2 = player2;  
    }  
}
```

# Constructor injection

```
class Game @Inject constructor(  
    @Named("P1") private val player1: Player,  
    @Named("P2") private val player2: Player  
)
```

```
public final class Game {  
    private final Player player1;  
    private final Player player2;  
  
    @Inject public Game(  
        @Named("P1") Player player1,  
        @Named("P2") Player player2) {  
        super();  
        this.player1 = player1;  
        this.player2 = player2;  
    }  
}
```

lateinit var

```
class Game @Inject constructor() {  
    @Inject @Named("P1") lateinit var player1: Player  
    @Inject @Named("P2") lateinit var player2: Player  
}
```

# Decompiled lateinit var

```
public final class Game {  
    @Inject public Player player1;  
    @Inject public Player player2;  
  
    @Named("P1") public static void player1$annotations() {}  
  
    public final Player getPlayer1() { ... }  
  
    public final void setPlayer1(Player var1) {...}  
  
    @Named("P2") public static void player2$annotations() {}  
  
    public final Player getPlayer2() { ... }  
  
    public final void setPlayer2(Player var1) {...}
```

# Decompiled lateinit var

```
public final class Game {  
    @Inject public Player player1;  
    @Inject public Player player2;  
  
    @Named("P1") public static void player1$annotations() {}  
  
    public final Player getPlayer1() { ... }  
  
    public final void setPlayer1(Player var1) {...}  
  
    @Named("P2") public static void player2$annotations() {}  
  
    public final Player getPlayer2() { ... }  
  
    public final void setPlayer2(Player var1) {...}
```

# Specify annotation

We need to specify where annotation needs to apply in Java world

```
class Game @Inject constructor() {  
    @Inject @field:Named("P1") lateinit var player1: Player  
    @Inject @field:Named("P2") lateinit var player2: Player  
}
```

@field:...

@set:...

@get:...

@param:...

@property:...

@setparam:...

@receiver:...

@field:...

@delegete:...

# Specify annotation

```
public final class Game1 {  
    @Inject @Named("P1") public Player player1;  
    @Inject @Named("P2") public Player player2;  
  
    public final Player getPlayer1() {...}  
  
    public final void setPlayer1(Player var1) {...}  
  
    public final Player getPlayer2() {...}  
  
    public final void setPlayer2(Player var1) {...}  
}
```

# Specify annotation

```
public final class Game1 {  
    @Inject @Named("P1") public Player player1;  
    @Inject @Named("P2") public Player player2;  
  
    public final Player getPlayer1() {...}  
  
    public final void setPlayer1(Player var1) {...}  
  
    public final Player getPlayer2() {...}  
  
    public final void setPlayer2(Player var1) {...}  
}
```

# Constructor vs Property injection

- Constructor val
  - Easy to use
  - Safe at runtime if project compile successfully
- Property lateinit var injection
  - Kotlin properties uses property access syntax via accessors
  - Unclear where the annotation is applied, accessor or property
  - Dont forget to use with @field:

# Scope Annotations



@Scope 

```
@Documented  
@Retention(RetentionPolicy.RUNTIME)  
@Target(ElementType.ANNOTATION_TYPE)  
public @interface Scope {  
}
```

# @Singleton

# @Singleton != Singleton Pattern

# @Singleton != Singleton Pattern

```
public final class Singleton {  
    private static final Singleton INSTANCE = new Singleton();  
  
    private Singleton() {  
    }  
  
    public static Singleton getInstance() {  
        return INSTANCE;  
    }  
}
```

# @Singleton != Singleton Pattern

```
object Singleton
```

# @Scope

```
@Scope  
@MustBeDocumented  
@Retention(AnnotationRetention.RUNTIME)  
annotation class ActivityScope
```

# @Scope

```
@Module
internal object ApplicationModule {

    @Provides
    @JvmStatic
    @ActivityScope
    fun context(application: Application): Context = application
}
```

# @ActivityScope



@Scope 

```
@ActivityScope  
class ActivityRepository @Inject constructor() {  
}
```

# @Reusable

# Double Check

```
public final class DoubleCheck<T> implements Provider<T>, Lazy<T> {
    private static final Object UNINITIALIZED = new Object();

    private volatile Provider<T> provider;
    private volatile Object instance = UNINITIALIZED;

    private DoubleCheck(Provider<T> provider) { /* ... */ }

    @Override
    public T get() {
        Object result = instance;
        if (result == UNINITIALIZED) {
            synchronized (this) {
                result = instance;
                if (result == UNINITIALIZED) {
                    result = provider.get();
                    instance = reentrantCheck(instance, result);
                    provider = null;
                }
            }
        }
        return (T) result;
    }

    public static Object reentrantCheck(Object currentInstance, Object newInstance) { /* ... */ }
}
```

# Double Check

```
public final class DoubleCheck<T> implements Provider<T>, Lazy<T> {
    private static final Object UNINITIALIZED = new Object();

    private volatile Provider<T> provider;
    private volatile Object instance = UNINITIALIZED;

    private DoubleCheck(Provider<T> provider) { /* ... */ }

    @Override
    public T get() {
        Object result = instance;
        if (result == UNINITIALIZED) {
            synchronized (this) {
                result = instance;
                if (result == UNINITIALIZED) {
                    result = provider.get();
                    instance = reentrantCheck(instance, result);
                    provider = null;
                }
            }
        }
        return (T) result;
    }

    public static Object reentrantCheck(Object currentInstance, Object newInstance) { /* ... */ }
}
```

# Single Check

```
public final class SingleCheck<T> implements Provider<T> {
    private static final Object UNINITIALIZED = new Object();

    private volatile Provider<T> provider;
    private volatile Object instance = UNINITIALIZED;

    private SingleCheck(Provider<T> provider) { /* ... */ }

    @Override
    public T get() {
        Object local = instance;
        if (local == UNINITIALIZED) {
            Provider<T> providerReference = provider;
            if (providerReference == null) {
                local = instance;
            } else {
                local = providerReference.get();
                instance = local;
                provider = null;
            }
        }
        return (T) local;
    }
}
```

# Kotlin: Lazy

```
private val viewModel by lazy(NONE) { SampleViewModel() }

fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> =
    when (mode) {
        LazyThreadSafetyMode.SYNCHRONIZED -> SynchronizedLazyImpl(initializer)
        LazyThreadSafetyMode.PUBLICATION -> SafePublicationLazyImpl(initializer)
        LazyThreadSafetyMode.NONE -> UnsafeLazyImpl(initializer)
    }
```

# Favour @Reusable over @Scope

- Great for expensive dependencies
- Work great in single thread environments
- Not guaranteed same instance in multiple threads
- Prefer to keep your Dagger graph stateless
- Use @Scope if you absolutely need to store state

# Dagger: Modules

# Status Quo

```
@Module
public abstract class ApplicationModule {

    @Binds
    abstract Context context(Application application);

    @Provides
    static SampleRepository repository(String name) {
        return new SampleRepository(name);
    }
}
```

# Dagger: Modules

```
@Module  
abstract class ApplicationModule {  
  
    @Binds  
    abstract fun context(application: Application): Context  
  
    @Module  
    companion object {  
  
        @Provides  
        @JvmStatic  
        fun repository(name: String): SampleRepository = SampleRepository(name)  
    }  
}
```

# Dagger: Modules

```
public abstract class ApplicationModule {
    public static final ApplicationModule.Companion Companion = new ApplicationModule.Companion();

    @Binds
    @NotNull
    public abstract Context context(@NotNull Application var1);

    @Provides
    @JvmStatic
    @NotNull
    public static final SampleRepository repository(@NotNull String name) {
        return Companion.repository(name);
    }

    @Module
    public static final class Companion {
        @Provides
        @JvmStatic
        @NotNull
        public final SampleRepository repository(@NotNull String name) {
            return new SampleRepository(name);
        }

        private Companion() {
        }
    }
}
```

# Dagger: Modules

```
object ApplicationModule {  
  
    @Provides  
    @JvmStatic  
    fun context(application: Application): Context = application  
  
    @Provides  
    @JvmStatic  
    fun repository(name: String): SampleRepository = SampleRepository(name)  
}
```

# Dagger: Modules

```
public final class ApplicationModule {  
    public static final ApplicationModule INSTANCE = new ApplicationModule();  
  
    @Provides  
    @JvmStatic  
    @NotNull  
    public static final Context context(@NotNull Application application) {  
        return (Context)application;  
    }  
  
    @Provides  
    @JvmStatic  
    @NotNull  
    public static final SampleRepository repository(@NotNull String name) {  
        return new SampleRepository(name);  
    }  
  
    private ApplicationModule() {  
    }  
}
```

## Use Kotlin interfaces for @Binds modules

- Use @Binds instead of a @Provides method when simply delegating one type to another.
  - No code generation involved
- Should I use an abstract class or interface?
  - Doesn't matter
  - Interface is more cleaner
  - Abstract can have @JvmStatic
- Interface with default implementation?
  - No

## Inlined method bodies in Kotlin

- Kotlin return types can be inferred from method body
- Android Studio shows inlining return types
- Return types to hide implementation detail easily missed
  - Interface vs Implementation
- Best practice to explicitly specify return type
- Easier to review, easier to understand, avoids compiler errors
- Framework types (Fragment.context) can be assumed nullable

# Kotlin: Generics<? : T>

# Kotlin: Generics<? : T>

# Java Interoperability

# Kotlin: Generics<? : T>

## Java Interoperability

```
interface Collection<E> extends Iterable<E> {  
    boolean addAll(Collection<? extends E> collection);  
}
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
interface Collection<E> extends Iterable<E> {  
    boolean addAll(Collection<E> collection);  
}
```

# Kotlin: Generics<? : T>

Java Interoperability

List<String> : List<Object>

# Kotlin: Generics<? : T>

Java Interoperability

~~List<String>~~ : List<Object>

# Kotlin: Generics<? : T>

## Java Interoperability

```
List<String> strings = new ArrayList<String>();  
List<Object> objs = strings;  
objs.add(1);  
String string = strings.get(0);
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
List<String> strings = new ArrayList<String>();  
List<Object> objs = strings;  
objs.add(1);  
String string = strings.get(0); // 🔥🔥🔥
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
interface Collection<E> extends Iterable<E> {  
    boolean addAll(Collection<? extends E> collection);  
}
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
List<String> box(String value) { /* ... */ }
```

```
String unbox(List<? extends String> boxed) { /* ... */ }
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
classListAdapter @Inject constructor(strings: List<String>)
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
classListAdapter @Inject constructor(strings: List<String>)
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
public final class ListAdapter {  
    @Inject  
    public ListAdapter(@NotNull List<? extends String> strings) {  
        Intrinsics.checkNotNullParameter(strings, "strings");  
        super();  
    }  
}
```

# Kotlin: Generics<? : T>

## Java Interoperability

```
@Module
object ListModule {

    @IntoSet
    @Provides
    @JvmStatic
    fun hello(): String = "Hello"

    @IntoSet
    @Provides
    @JvmStatic
    fun world(): String = "World"
}
```

# Build Failed...



# Kotlin: Generics<? : T>

## Java Interoperability

```
class ListAdapter @Inject constructor(strings: @JvmSuppressWildcards List<String>)
```

# Kotlin: Generics<? : T>

## Dagger Multi-Bindings

```
@Module
object ListModule {

    @IntoSet
    @Provides
    @JvmStatic
    fun hello(): String = "Hello"

    @IntoSet
    @Provides
    @JvmStatic
    fun world(): String = "World"
}
```

# Jetpack

## ViewModel

# Jetpack

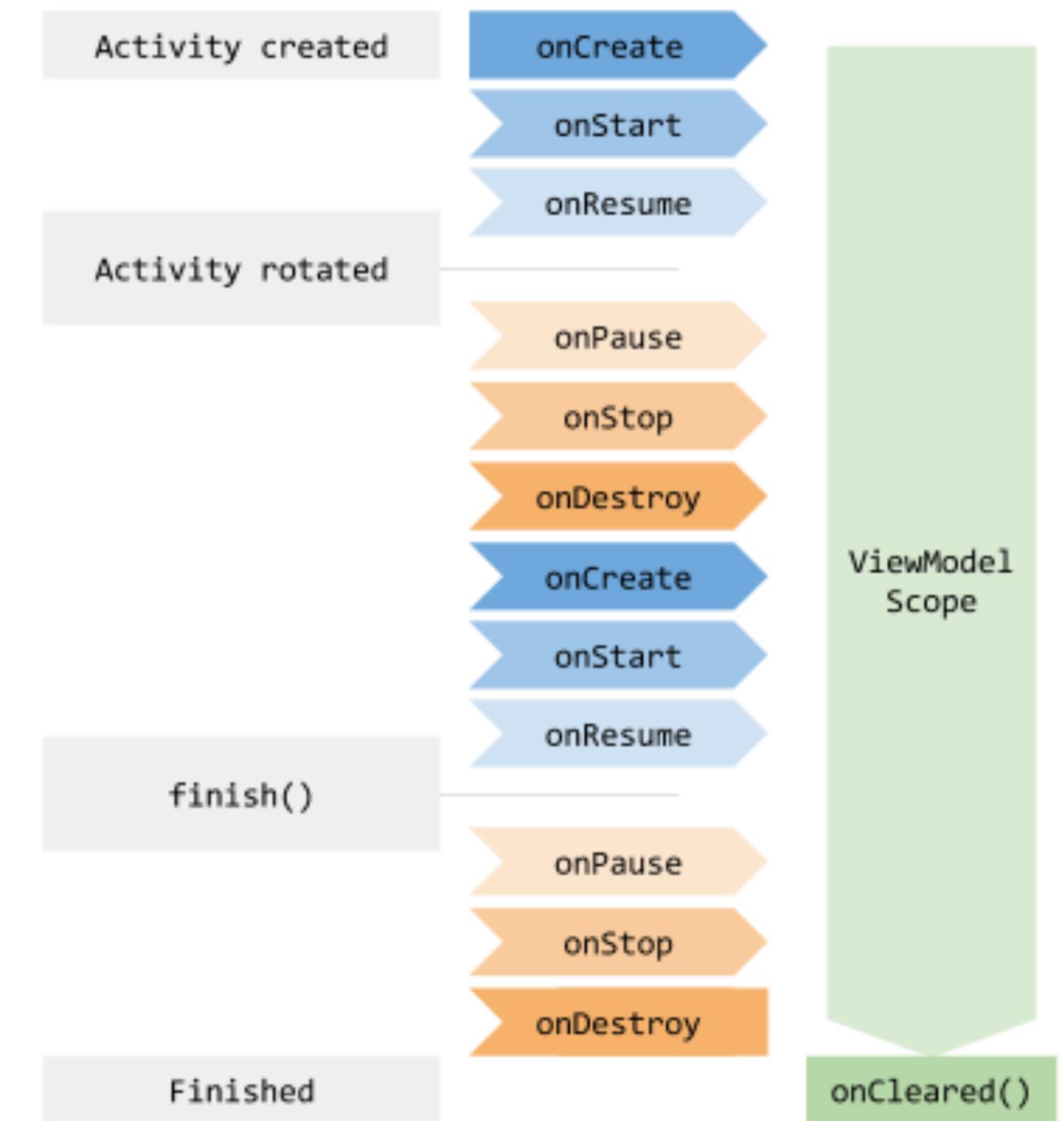
## ViewModel

- Introduced at Google IO 2018
- Bootstrap Android development
- Opinionated implementations
- Break up support libraries
- Migrate to androidx namespace



# Jetpack

## ViewModel



# Jetpack

## ViewModel

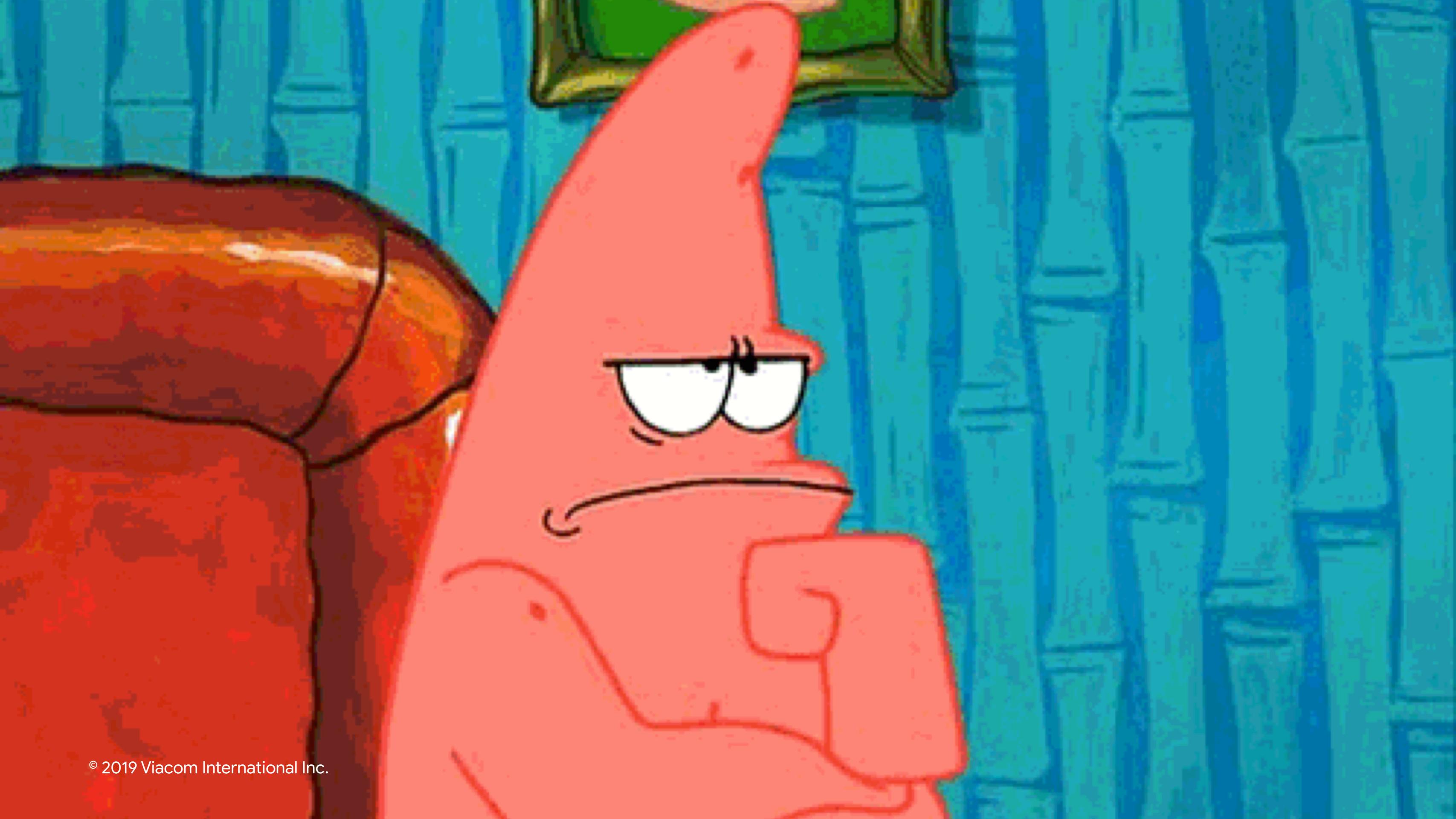
- Android Application created
- Android Activity created
- Dagger @Component created
- Androidx ViewModel created
- Androidx Fragment created

# Jetpack

## ViewModel

- **Android Application created ←**
- **Android Activity created** 
- **Dagger @Component created** 
- **AndroidX ViewModel created ←**
- **AndroidX Fragment created ←**

 **Caution:** A ViewModel *must never reference* a view, Lifecycle, or any class that may hold a reference to the activity context.



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# JetPack

## ViewModel

```
class SampleViewModel @Inject constructor() : ViewModel {  
}
```

```
class Activity : DaggerAppCompatActivity {  
  
    @Inject lateinit var model: SampleViewModel  
}
```

# JetPack

## ViewModel

```
class SampleViewModel @Inject constructor() : ViewModel {  
}
```

```
class Activity : DaggerAppCompatActivity {  
  
    @Inject lateinit var model: SampleViewModel  
}
```

# ONE DOES NOT SIMPLY

## INJECT A VIEWMODEL

@snnkzk | @askashdavies

# Jetpack: ViewModel

## Dagger Multi-Binding

# Jetpack: ViewModel

## Dagger Multi-Binding

```
class ActivityViewModel @Inject constructor() : ViewModel() {  
}
```

# Jetpack: ViewModel

## Dagger Multi-Binding

```
@MapKey  
@Retention(RUNTIME)  
annotation class ViewModelKey(val value: KClass<out ViewModel>)

@Module  
interface ActivityViewModelModule {  
  
    @Binds  
    @IntoMap  
    @ViewModelKey(ViewModel::class)  
    fun model(model: ActivityViewModel): ViewModel  
}
```

# Jetpack: ViewModel

## Dagger Multi-Binding

```
class ViewModelFactory @Inject constructor(  
    private val creators: Map<Class<out ViewModel>,  
    @JvmSuppressWildcards Provider<ViewModel>>  
) : ViewModelProvider.Factory {  
  
    @Suppress("UNCHECKED_CAST")  
    override fun <T : ViewModel> create(kls: Class<T>): T {  
        var creator: Provider<out ViewModel>? = creators[kls]  
  
        creator ?: creators.keys.firstOrNull(kls::isAssignableFrom)?.apply { creator = creators[this] }  
        creator ?: throw IllegalArgumentException("Unrecognised class $kls")  
  
        return creator.get() as T  
    }  
}
```

# Jetpack: ViewModel

## Dagger Multi-Binding

```
class ViewModelActivity : DaggerAppCompatActivity {  
    private lateinit var model: ActivityViewModel  
    @Inject internal lateinit var factory: ViewModelFactory  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        ...  
        model = ViewModelProviders  
            .of(this, factory)  
            .get(ActivityViewModel::class.java)  
    }  
}
```

# Jetpack: ViewModel

androidx.activity:activity-ktx:1.0.0-rc01

```
class ViewModelActivity : DaggerAppCompatActivity {  
    private val model: ActivityViewModel by viewModels { factory }  
  
    @Inject internal lateinit var factory: ViewModelFactory  
  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        ...  
    }  
}
```

# Jetpack: ViewModel

[bit.ly/view-model-factory](https://bit.ly/view-model-factory)

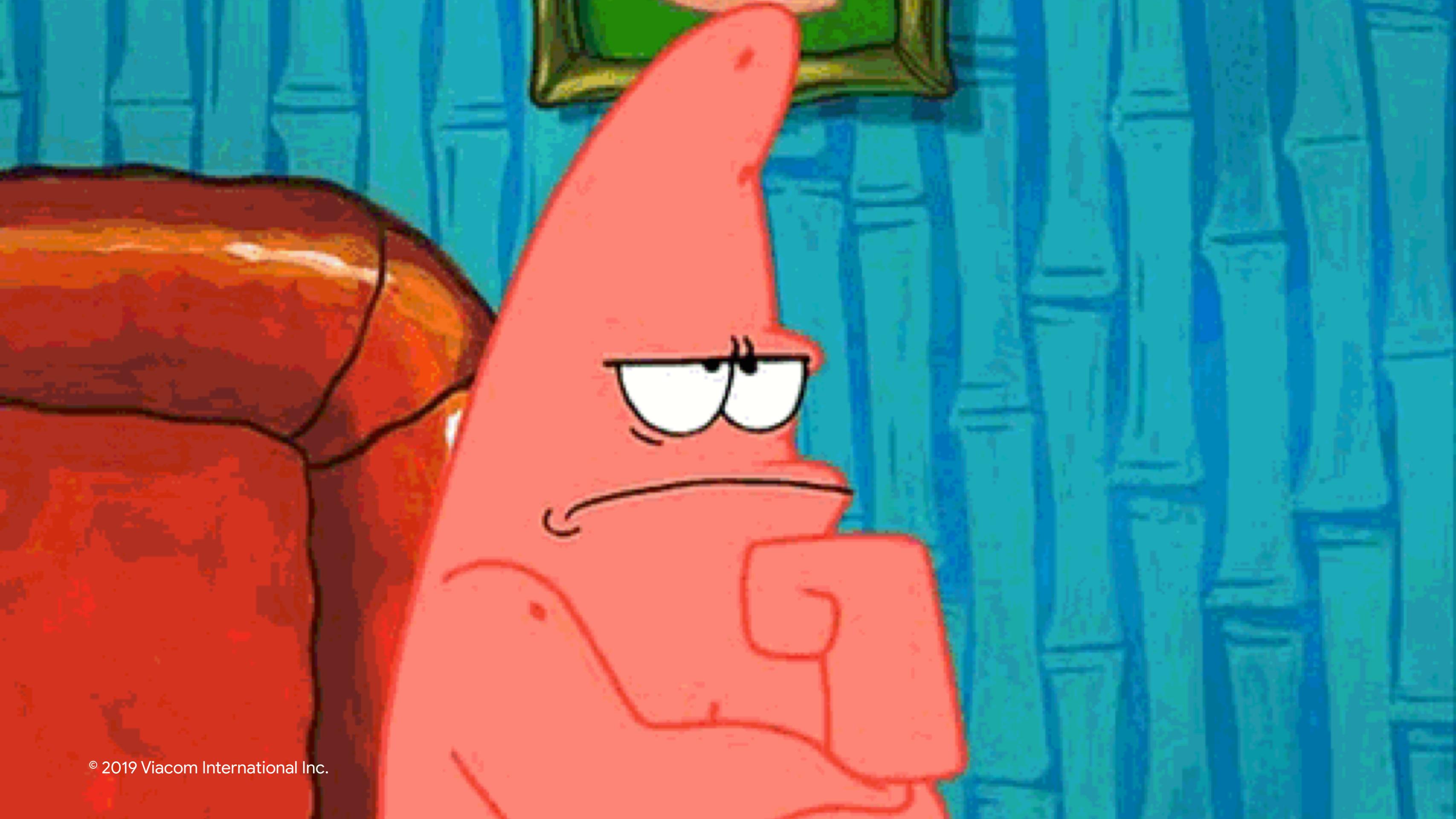
- Uses Dagger Multi-Binding to build map of Provider's
- Global Factory to create all ViewModel's
- Factory injected into Activity to create ViewModel
- Complicated initial set-up configuration
- Needs map binding @Module for every ViewModel
- Application graph polluted with all Factory's

# Plaid: HomeViewModelFactory

```
class HomeViewModelFactory @Inject constructor(  
    private val dataManager: DataManager,  
    private val designerNewsLoginRepository: LoginRepository,  
    private val sourcesRepository: SourcesRepository,  
    private val dispatcherProvider: CoroutinesDispatcherProvider  
) : ViewModelProvider.Factory {  
  
    @Suppress("UNCHECKED_CAST")  
    override fun <T : ViewModel?> create(modelClass: Class<T>): T {  
        if (modelClass != HomeViewModel::class.java) {  
            throw IllegalArgumentException("Unknown ViewModel class")  
        }  
        return HomeViewModel(  
            dataManager,  
            designerNewsLoginRepository,  
            sourcesRepository,  
            dispatcherProvider  
        ) as T  
    }  
}
```

# Plaid: AboutViewModelFactory

```
internal class AboutViewModelFactory @Inject constructor() : ViewModelProvider.Factory {  
  
    @Inject lateinit var aboutViewModel: AboutViewModel  
  
    @Suppress("UNCHECKED_CAST")  
    override fun <T : ViewModel?> create(modelClass: Class<T>): T {  
        return if (modelClass.isAssignableFrom(AboutViewModel::class.java)) {  
            aboutViewModel as T  
        } else {  
            throw IllegalArgumentException(  
                "Class ${modelClass.name} is not supported in this factory."  
            )  
        }  
    }  
}
```



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# Jetpack: ViewModel

[bit.ly/view-model-provider](https://bit.ly/view-model-provider)

```
internal class ViewModelFactory(
    private val provider: Provider<out ViewModel>
) : ViewModelProvider.Factory {

    @Suppress("UNCHECKED_CAST")
    override fun <T : ViewModel> create(modelClass: Class<T>): T {
        return try {
            provider.get() as T
        } catch (exception: ClassCastException) {
            throw IllegalArgumentException(
                "Class ${modelClass.name} is not supported by this factory",
                exception
            )
        }
    }
}
```

# Jetpack: ViewModel

[bit.ly/view-model-provider](https://bit.ly/view-model-provider)

```
class ActivityViewModel @Inject constructor() : ViewModel() {  
  
    class Factory @Inject constructor(  
        provider: Provider<ActivityViewModel>  
    ) : ViewModelFactory(provider)  
}  
  
class ViewModelActivity : DaggerAppCompatActivity {  
  
    private val model: ActivityViewModel by viewModels { factory }  
  
    @Inject internal lateinit var factory: ActivityViewModel.Factory  
}
```

# Kotlin: Experimental



# Kotlin: Experimental



## Inline Classes

- Wrapping types can introduce runtime overhead
- Performance worse for primitive types
- Initialised with single backing property
- Inline classes represented by backing field at runtime
- Sometimes represented as boxed type...

# Kotlin: Experimental



## Inline Classes

- Dagger recognises inline class as it's backing type
- Module @Provide not complex enough to require wrapper
- @Inject sites not complex enough to require wrapper
- Can cause problems if backing type not qualified
- Operates the same for typealias

## Dagger Factory's

- Inject annotated classes generate factory at usage site
- If @Module is not necessary in the gradle module
  - Prefer @Inject annotation
  - Don't use dagger compiler where possible

## Dagger Factory's

- For keeping implementation internal prefer abstract module and use internal methods
- Injected constructor can be internal
- Root module needs dependencies for submodule
  - if in Dagger graph, is required in app module

## Default Parameters in Dagger

- Dagger doesn't recognise default parameters even with `@JvmOverloads`
- `@JvmOverloads` will generate all constructors with `@Inject`
- Class can only have one `@Inject` constructor
- Best practice to define an alternative annotated constructor

# Further Reading



- **Dave Leeds: Inline Classes and Autoboxing**
  - <https://typealias.com/guides/inline-classes-and-autoboxing/>
- **Kotlin: Declaration Site Variance**
  - <https://kotlinlang.org/docs/reference/generics.html#declaration-site-variance>
- **Kotlin: Variant Generics**
  - <https://kotlinlang.org/docs/reference/java-to-kotlin-interop.html#variant-generics>
- **Jake Wharton: Helping Dagger Help You**
  - <https://jakewharton.com/helping-dagger-help-you/>
- **Dagger: Kotlin Dagger Best Practices**
  - <https://github.com/google/dagger/issues/900>
- **Fred Porciúncula: Dagger 2 Official Guidelines**
  - <https://proandroiddev.com/dagger-2-on-android-the-official-guidelines-you-should-be-following-2607fd6c002e>
- **Warren Smith: Dagger & Kotlin**
  - <https://medium.com/@naturalwarren/dagger-kotlin-3b03c8dd6e9b>
- **Nazmul Idris: Advanced Dagger 2 w/ Android and Kotlin**
  - <https://developerlife.com/2018/10/21/dagger2-and-kotlin/>

Thanks!

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