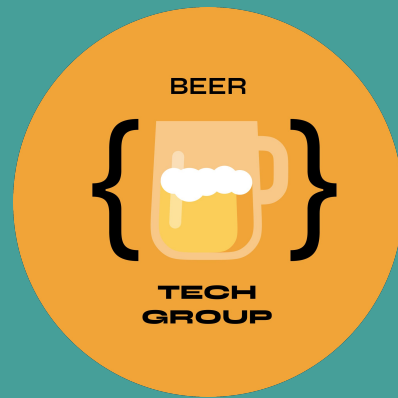


KMM + Compose: Multiplatform Love



PTER !



Brief introduction





A few words about the technologies

- Kotlin Multiplatform
- Jetpack Compose UI
- Compose Multiplatform

What we're going to see

KMM + Compose Multiplatform app

- Setup
- Shared code examples
- Final result





Prerequisites

- Android Studio
- Xcode (yes, a Mac too)
- JDK
- Kotlin Multiplatform Mobile plugin
- Kotlin plugin

Suggestion: use **KDoctor** to check all prerequisites for KMM are met.



Template project

- Create a new **Kotlin Multiplatform Mobile** project inside **Android Studio**
- Add **iOS** module and **Xcode** project manually
- Add **Compose Multiplatform** dependencies

or, easier:

- **Clone**
<https://github.com/JetBrains/compose-multiplatform-ios-android-template>
- Profit



Project structure

- Android app module (/androidApp)
- iOS app native project folder (/iosApp)
- Shared code module (/shared)
 - */androidMain* sub-module
 - */iosMain* sub-module
 - */commonMain* sub-module




Shared networking

- Punk API
- KotlinX Serialization
- Ktor

```
@Serializable
data class Beer(
    @SerializedName("id")
    val id: Long,

    @SerializedName("name")
    val name: String,

    @SerializedName("description")
    val description: String
)
```


- 
- Ktor **HttpClient** setup
 - Network call
 - Response deserialization


```
suspend fun beers(): List<Beer> {  
    val client = HttpClient {  
        install(ContentNegotiation) {  
            json(  
                Json {  
                    ignoreUnknownKeys = true  
                }  
            )  
        }  
    }  
  
    val endPoint = "https://api.punkapi.com/v2/beers"  
    val response = client.get(endPoint)  
    return response.body()  
}
```




Shared business logic

- Intent definition
- State definition
- AppModel MVI contract

```
sealed class AppIntent {  
    object LoadBeers : AppIntent()  
}  
  
data class AppState(  
    val beers: List<Beer> = emptyList(),  
    val loading: Boolean = false  
)  
  
interface AppModel {  
    val state: StateFlow<AppState>  
    fun emit(intent: AppIntent)  
}
```

- 
- **State and Intent Flows** initialization
 - **CoroutineScope** creation



```
class AppModelImpl : AppModel {  
    override val state: MutableStateFlow<AppState> = MutableStateFlow(AppState())  
  
    private val intents: MutableSharedFlow<AppIntent> = MutableSharedFlow()  
    private val modelScope = CoroutineScope(Main)  
  
    ...  
}
```



- **Collect** Intents and respond to each
- Emit **LoadBeers** intent

```
class AppModelImpl : AppModel {  
    ...  
  
    init {  
        modelScope.launch {  
            intents.collect { intent →  
                when (intent) {  
                    LoadBeers → loadBeers()  
                }  
            }  
        }  
  
        emit(LoadBeers)  
    }  
  
    ...  
}
```



Intent emit implementation

```
class AppModelImpl : AppModel {  
    ...  
  
    override fun emit(intent: AppIntent) {  
        modelScope.launch {  
            intents.emit(intent)  
        }  
    }  
  
    ...  
}
```



loadBeers implementation:

- **Emit State** with loading true
- **Request beers** from the API
- **Emit State** with loaded beers and loading false

```
class AppModelImpl : AppModel {  
    ...  
  
    private suspend fun loadBeers() {  
        state.emit(state.value.copy(loading = true))  
  
        val beers = beers()  
  
        state.emit(  
            state.value.copy(  
                beers = beers,  
                loading = false  
            )  
        )  
    }  
}
```




Shared UI

- Initialize and *remember* **AppModel**
- Listen to **State** changes
- Compose **BeerScreen** with latest State

```
@Composable
fun App() {
    MaterialTheme {
        val model: AppModel = remember { AppModelImpl() }
        val state by model.state.collectAsState()

        BeerScreen(state = state)
    }
}
```



Change composition based on the **loading** state:
if loading is **true**, compose a simple circular loading bar,
if loading is **false**, compose our actual beer list.

```
@Composable
fun BeerScreen(state: AppState) {
    if (state.loading) {
        Loading()
    } else {
        BeerList(state = state)
    }
}
```




- **Beer list composition**
- **Decorations**

```
@Composable
fun BeerList(state: AppState) {
    LazyColumn(
        modifier = Modifier.fillMaxWidth(),
        horizontalAlignment = CenterHorizontally,
        verticalArrangement = spacedBy(16.dp)
    ) {
        space()
        item { Header() }
        items(
            items = state.beers,
            key = { beer → beer.id }
        ) { beer →
            Beer(name = beer.name, description = beer.description)
        }
        space()
    }
}
```




- **Beer** item composition
- **Text** composables

```
@Composable
fun Beer(
    name: String,
    description: String
) {
    Column(modifier = Modifier
        .fillMaxWidth()
        .padding(horizontal = 16.dp)
    ) {
        Row {
            Text(text = name, fontWeight = Bold)
        }
        Row {
            Text(text = description, fontStyle = Italic)
        }
    }
}
```




Run and result

Use the *App* composable in the platform modules **androidMain** and **iosMain**, inside their entry points.



```
import androidx.compose.runtime.Composable

@Composable fun MainView() = App()
```

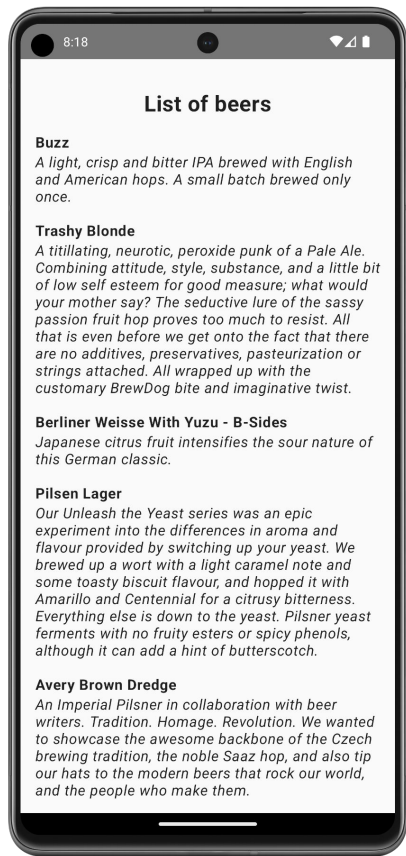
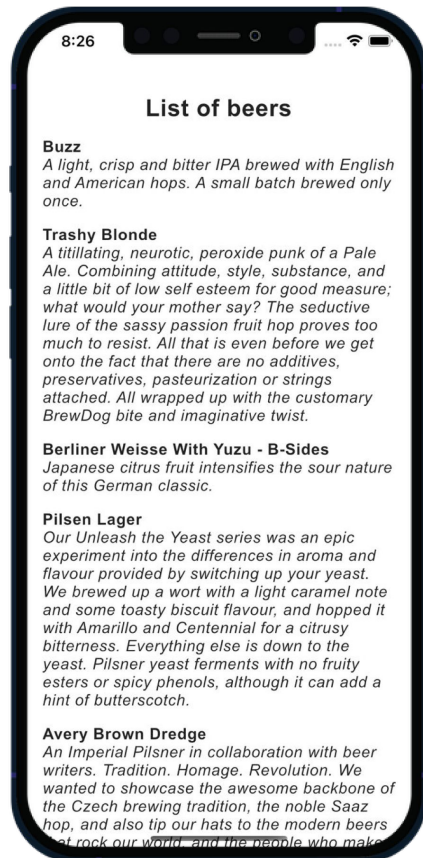


```
import androidx.compose.ui.window.ComposeUIViewController

fun MainViewController() = ComposeUIViewController { App() }
```

Our first, simple (very simple)
multiplatform
app for iOS and Android, but:

- Shared business logic
- Shared networking
- Shared UI





Thanks!



@movement.speed



@movement.speed@mastodon.uno