

Code Review

on Android Projects

DG Conference Week

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Summary

- Performance
- Aesthetics
- Dirt Code
- Accessibility
- Dangerous Code

Performance

Memory-Leaks



```
class LoginActivity : Activity()  
  
    /* before screen appears */  
    override fun onResume() {  
        openTheChannel()  
    }  
  
    /* before screen be hidden */  
    override fun onStop(){  
        // close the channel  
    }  
  
}
```

Deep layouts

```
<LinearLayout>  
  <FrameLayout>  
    <ConstraintLayout>  
      <View />  
      <View />  
      <View />  
      <View />  
    </ConstraintLayout>  
  </FrameLayout>  
</LinearLayout>
```

Aesthetics

- Names of files, variables, methods, classes...
- File locations...
- Java blood

```
if (x != null)  
    call(x)
```

```
x?.let { call(x) }
```

Dirt Codes

- Unused imports
- Unused resources like drawables, strings, colors, and so on
- Commented code
(I know your pain, don't be afraid, remove that please!)



Accessibility

```
<!-- Recommended -->
<ImageView
    android:width="wrap_content"
    android:height="wrap_content"
    contentDescription=
        "This image represents a small dog."/>
```

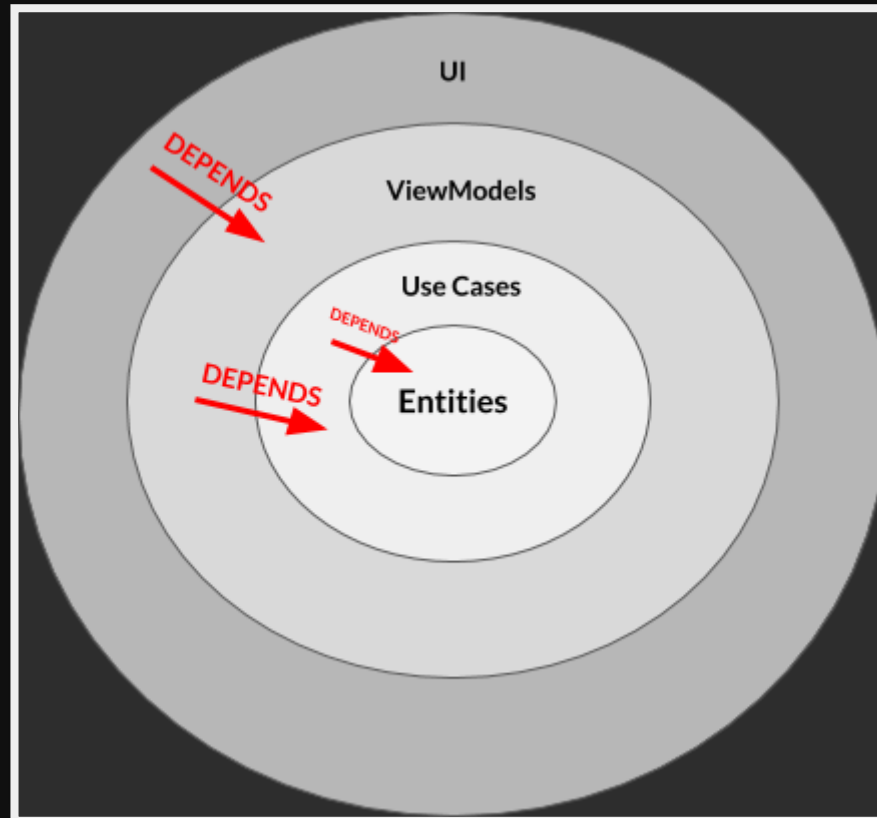
```
<!-- Don't recommended -->
<string name="yes">YES</string>
<!-- Recommended -->
<string name="yes">yes</string>
```

```
<!-- Don't recommended -->
<TextView android:textSize="16px" />
<TextView android:textSize="16dp" />
<!-- Recommended -->
<TextView android:textSize="16sp" />
```



Dangerous Code

Architecture violation



Similar components

Component X does Y

Component Z does Y

Component A does Y

Danger code zones

The danger code is the code that the reviewer looks at the first moment and says:

"This code doesn't make any sense"

or

"Nothing uses this code"

Conclusion

A good tip is to have your checklist to make your code reviews better.

Useful Links

- [Code Review on Android Projects - Part 1](#)
- [Code Review on Android Projects - Part 2](#)
- [Code Review on Android Projects - Part 3](#)