



# 토이 프로젝트

## 리팩토링을 진행하며 배운 점

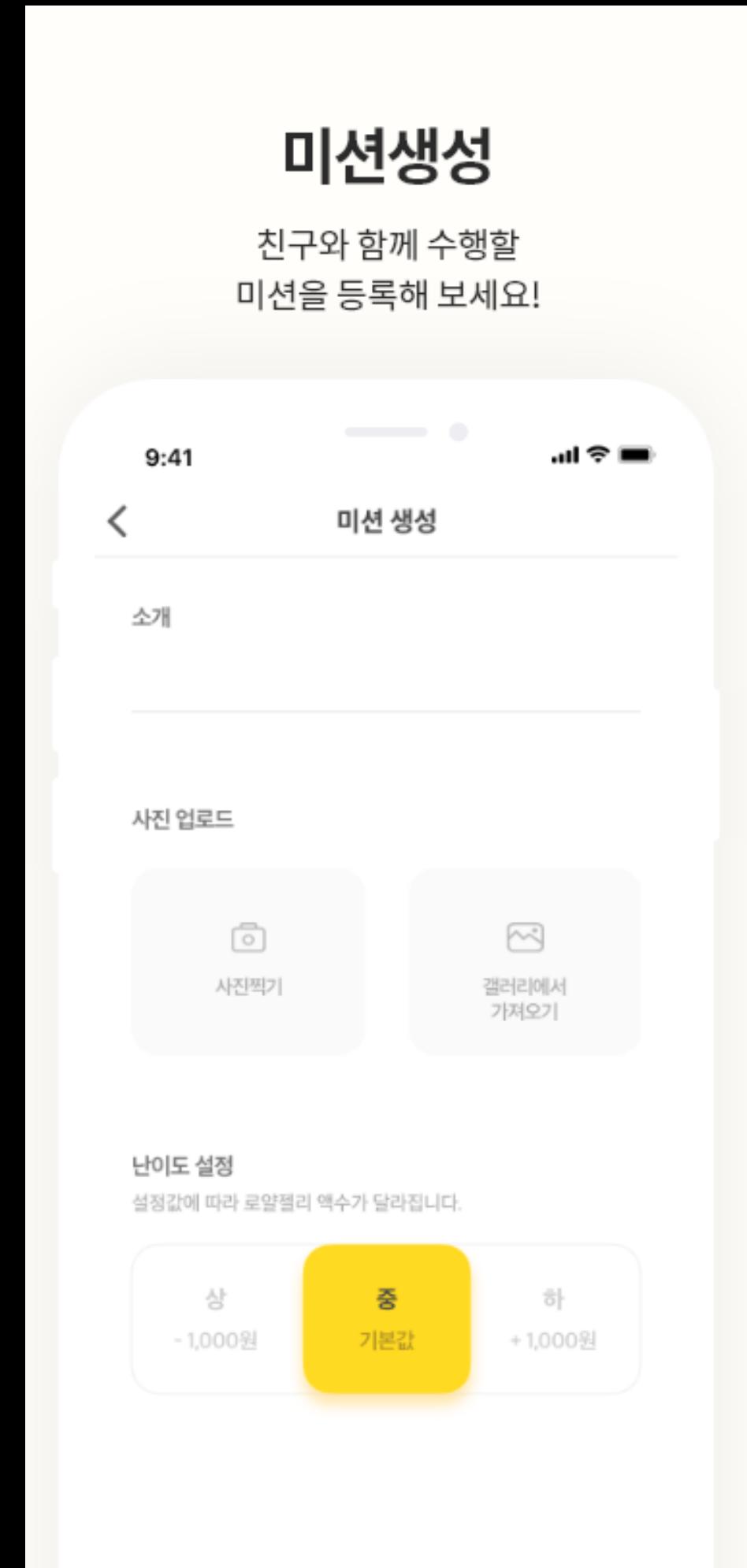
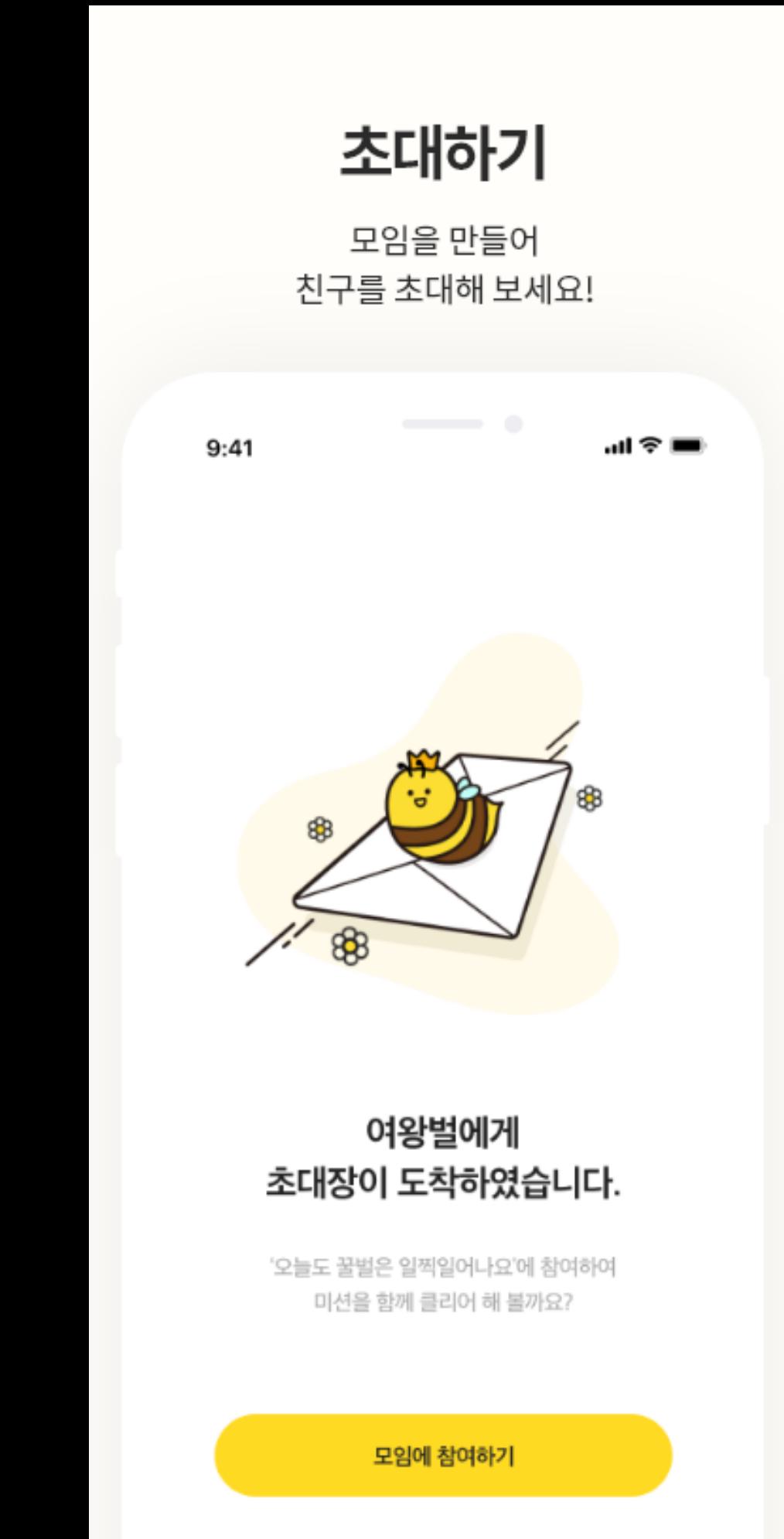


안드로이드 2팀 박규림

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- 토이프로젝트 소개
- 리팩토링 목표
- 리팩토링을 통해 배운 점

# 토이 프로젝트 간단 소개



# 프로젝트 진행 전, 지식 상태

비동기 서버 통신...?

Glide...?

제플린...?

JSON...?



```
584     private const val RC_SIGN_IN = 9001
585     private const val RC_GET_TOKEN = 9002
586     private const val REQUEST_LOGOUT = 1004
587 }
588 }
```

```
892     private const val RELOAD = 120
893     private const val FINISH = 121
894     private const val TAG = "MainActivity"
895 }
896 }
```

# 이해하기 어려움



# 비동기 서버 요청 & 응답 코드

```
override fun requestSignInApi(signInRequest: SignInRequest) {
    service.signIn(signInRequest).enqueue(object : Callback<SignInResponse> {
        override fun onFailure(call: Call<SignInResponse>, t: Throwable) {
            Dlog().d(t.toString())
        }

        override fun onResponse(
            call: Call<SignInResponse>,
            response: Response<SignInResponse>
        ) {
            val i = response.code()
            Dlog().d(response.code().toString())
            when (i) {
                200 -> {
                    val signInResponse: SignInResponse = response.body()!!
                    when (signInResponse.type) {
                        1 -> {
                            GlobalApp.prefs.accessToken = signInResponse.accessToken
                            GlobalApp.prefs.refreshToken = signInResponse.refreshToken
                            requestMeApi()
                        }
                        0 -> {
                            gotoSignUp(signInRequest)
                        }
                    }
                }
                400 -> {
                    showToast { "다시 로그인해주세요." }
                    signOut()
                }
                500 -> {
                    val jsonObject = JSONObject(response.errorBody()!!.string())
                    val message = jsonObject.getString("message")
                    showToast { message }
                }
            }
        }
    })
}
```

하드 코딩의 흔적...

```
override fun requestSignInApi(signInRequest: SignInRequest) {
    service.signIn(signInRequest).enqueue(object : Callback<SignInResponse> {
        override fun onFailure(call: Call<SignInResponse>, t: Throwable) {
            Dlog().d(t.toString())
        }

        override fun onResponse(
            call: Call<SignInResponse>,
            response: Response<SignInResponse>
        ) {
            val i = response.code()
            Dlog().d(response.code().toString())
            when (i) {
                200 -> {
                    val signInResponse: SignInResponse = response.body()!!
                    when (signInResponse.type) {
                        1 -> {
                            GlobalApp.prefs.accessToken = signInResponse.accessToken
                            GlobalApp.prefs.refreshToken = signInResponse.refreshToken
                            requestMeApi()
                        }
                        0 -> {
                            gotoSignUp(signInRequest)
                        }
                    }
                }
                400 -> {
                    showToast { "다시 로그인해주세요." }
                    signOut()
                }
                500 -> {
                    val jsonObject = JSONObject(response.errorBody()!!.string())
                    val message = jsonObject.getString("message")
                    showToast { message }
                }
            }
        }
    })
}
```

가독성 점수 -100점

리팩토링 계획

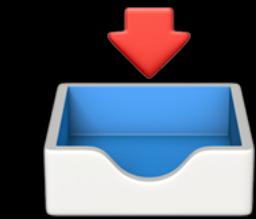


**MVVM 패턴 + Data Binding**

**Repository 패턴을 사용**

**Manager 사용**

**Kotlin 확장 함수 사용**



# MVVM 패턴 + Data Binding

# MVVM 패턴

## Activity.kt

```
139     companion object {  
140         private const val TAG = "LoginActivity"  
141         private const val RC_SIGN_IN = 9001  
142     }  
143 }
```

# MVC 패턴

## Activity.kt

```
584     private const val RC_SIGN_IN = 9001  
585     private const val RC_GET_TOKEN = 9002  
586     private const val REQUEST_LOGOUT = 1004  
587 }  
588 }
```



## ViewModel.kt

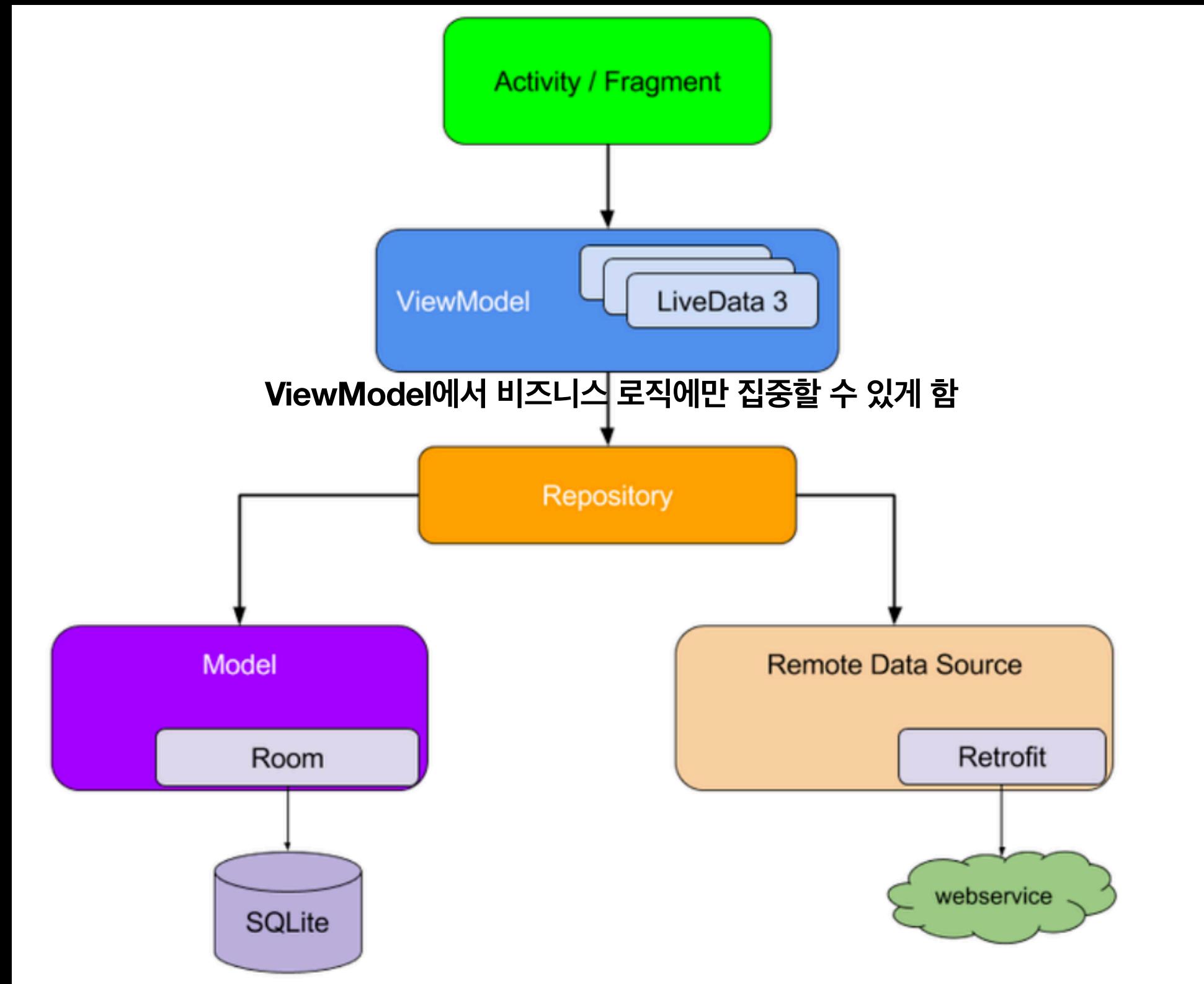
```
227     const val JOIN_BEE_API = 4  
228     const val ME_API = 5  
229 }  
230 }
```



# Repository 패턴을 사용해보자



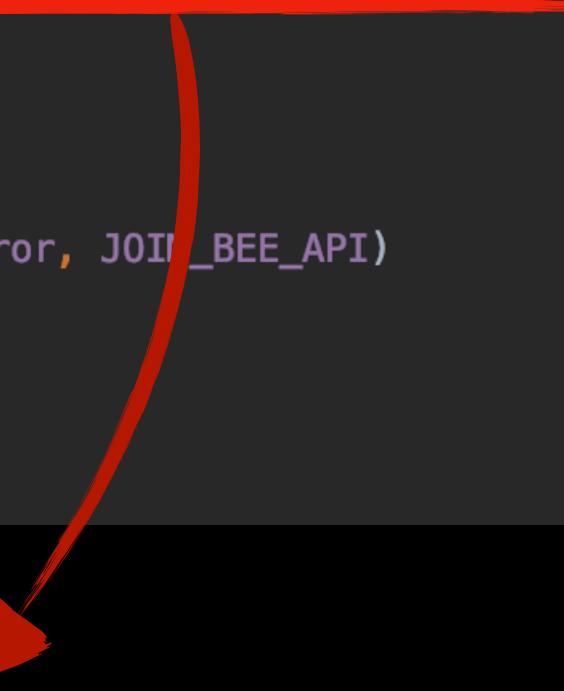
# Repository 패턴?



```
open class BaseRepository {  
    suspend fun <T : Any> safeApiCall(call: suspend () -> Response<T>, error: String): Output<T>? {  
        try {  
            val response: Response<T> = call.invoke()  
            return Output.Success(response.body()!!)  
        } catch (throwable: Throwable) {  
            return when (throwable) {  
                is IOException -> Output.NetworkError  
                isHttpException -> {  
                    val code: Int = throwable.code()  
                    val errorResponse: ErrorResponse? = convertErrorResponse(throwable)  
                    Output.Error(code, errorResponse)  
                }  
                else -> {  
                    Output.Error(code: null, error: null)  
                }  
            }  
        }  
    }  
}
```

# ViewModel

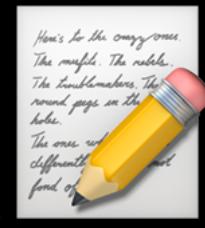
```
private fun requestJoinBeeApi() {  
  
    val joinBeeRequest = JoinBeeRequest(  
        GlobalApp.prefsBeeInfo.beeId,  
        GlobalApp.prefs.userId,  
        GlobalApp.prefsBeeInfo.beeTitle  
    )  
  
    scope.launch { this: CoroutineScope  
        when (val joinBeeResponse: Output<Void>? = mRepository.requestJoinBeeApi(joinBeeRequest)) {  
            is Output.Success -> {  
                _mainActivityChangeEvent.value = Unit  
            }  
  
            is Output.Error -> showGenericError(joinBeeResponse.error, JOIN_BEE_API)  
            is Output.NetworkError -> showNetworkError()  
        }  
    }  
}
```



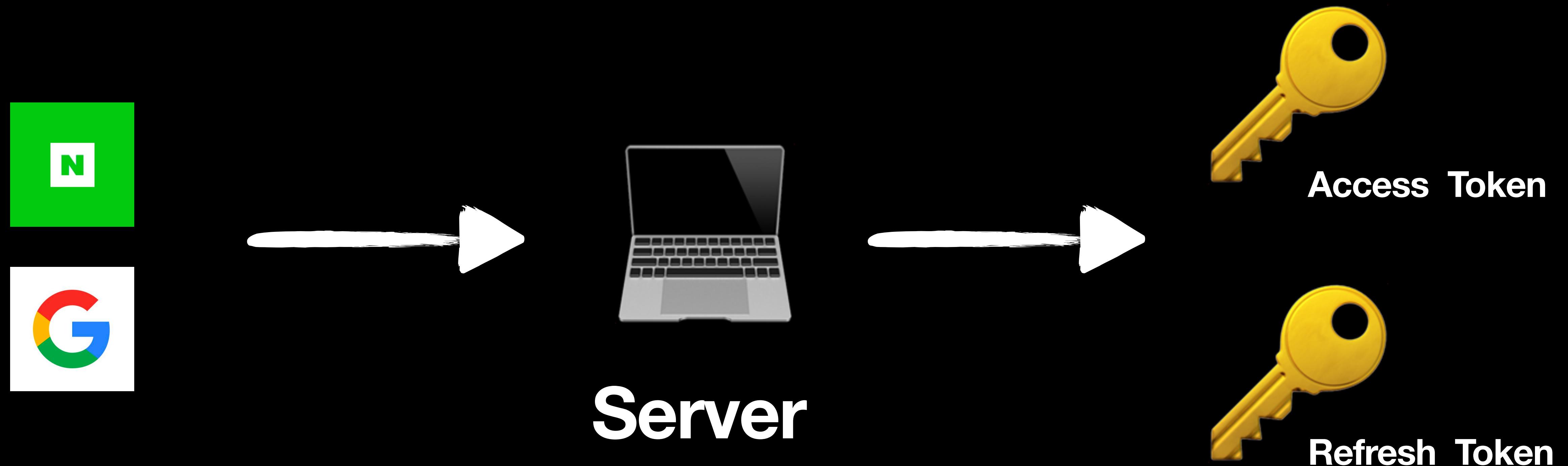
## API 요청 담당 Repository

```
suspend fun requestJoinBeeApi(joinBeeRequest: JoinBeeRequest) : Output<Void>? {  
    return safeApiCall(  
        call = {service.joinBee(accessToken, joinBeeRequest)},  
        error = "Join Bee API Error fetching"  
    )  
}
```

# Manager 사용



# SNS Login Flow

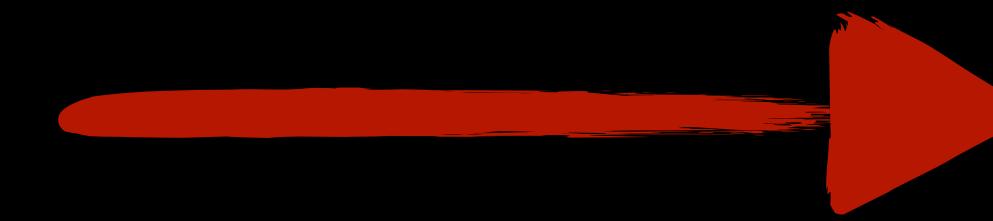




Access Token



Refresh Token



Intent

# 당연하게 따라오는 문제점



가입한 유저



가입하지 않은 유저



무조건

다시 로그인 !

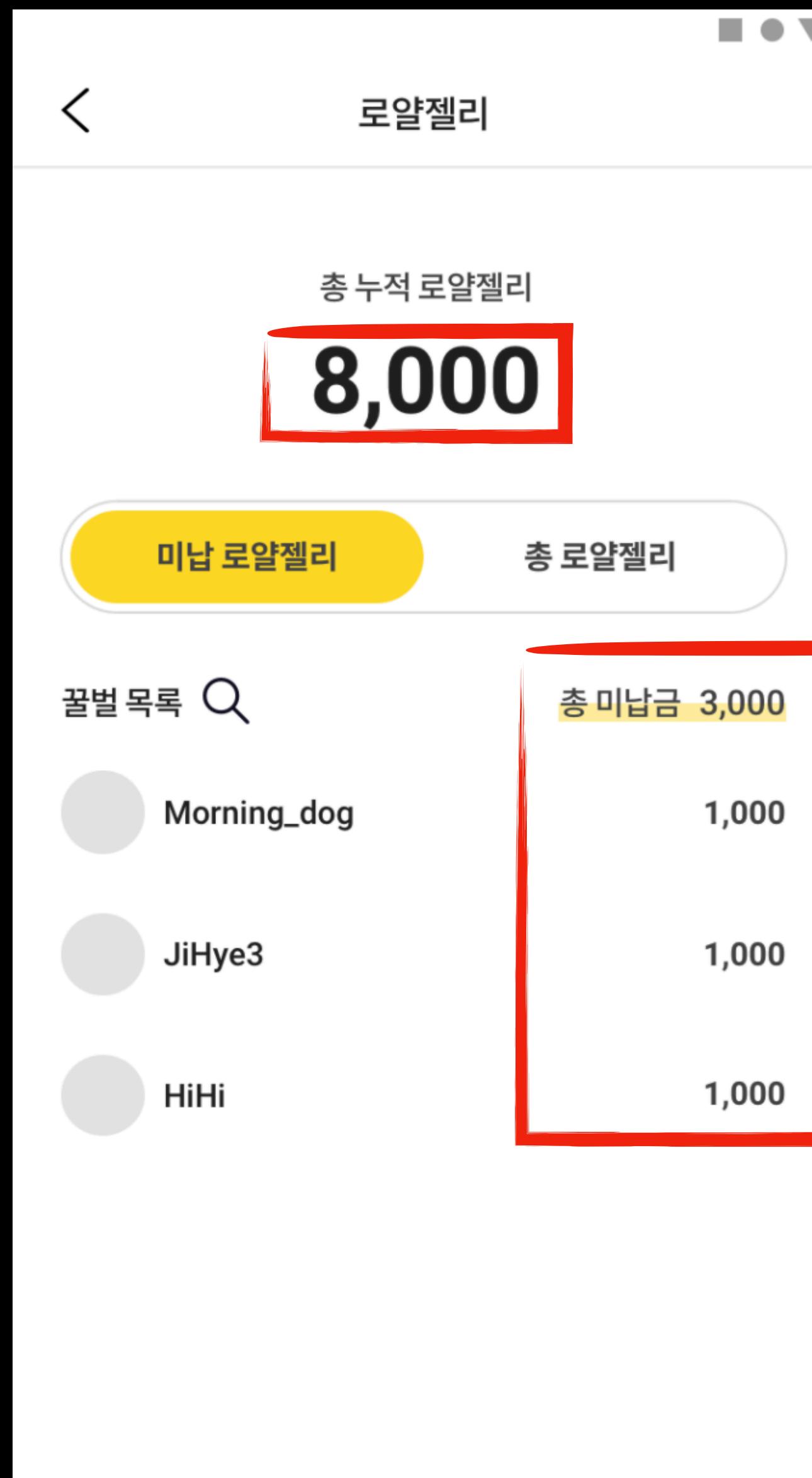
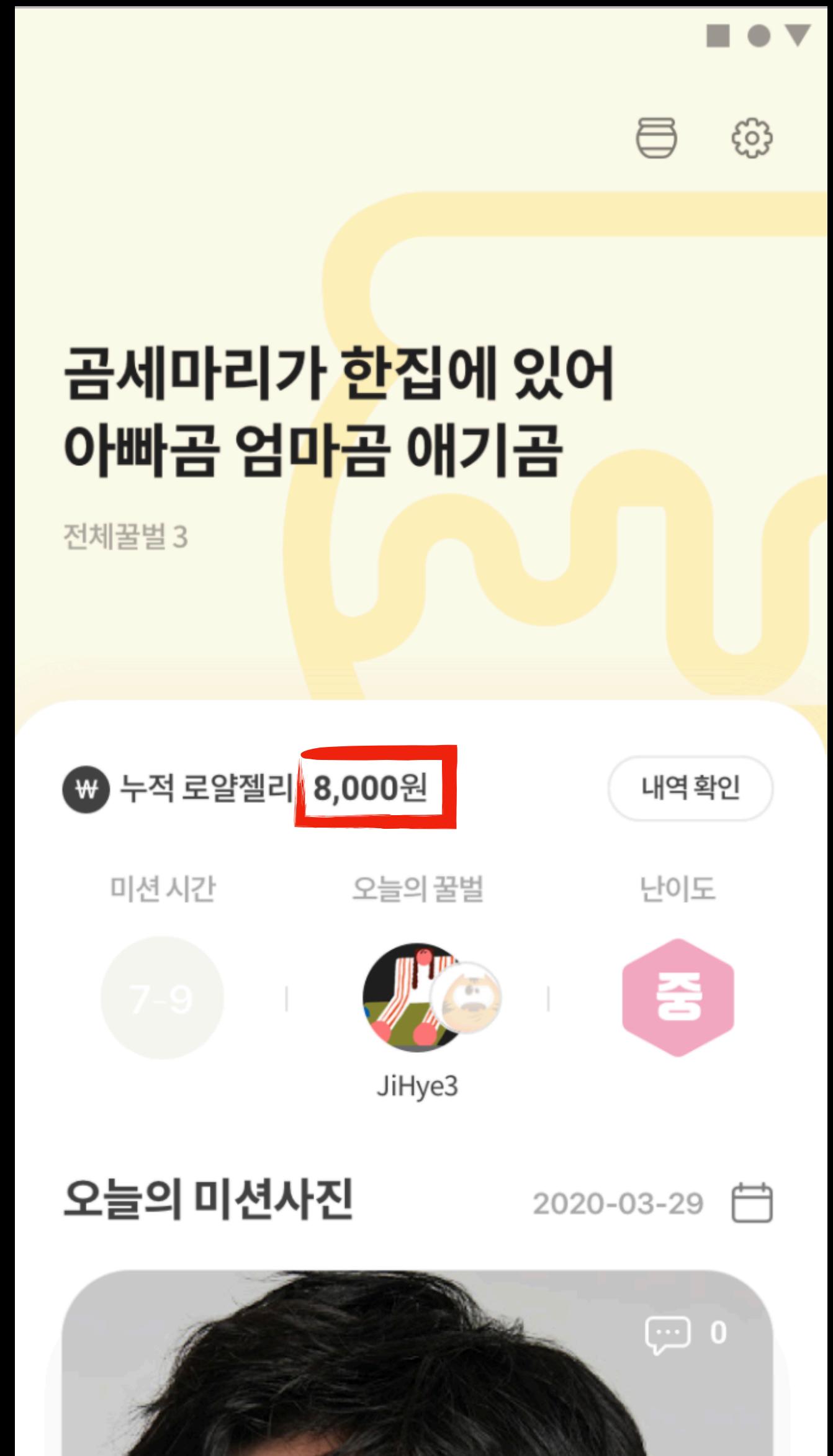
# 로그인 Manager

```
object NaverLoginManager : OAuthLoginHandler() {  
    private val appContext : Context = AppResources.getContext()  
  
    private val naverLoginInstance : OAuthLogin! = OAuthLogin.getInstance().apply { this: OAuthLogin!  
        init {  
            appContext,  
            AppResources.getStringResId("naver_login_id"),  
            AppResources.getStringResId("naver_login_key"),  
            AppResources.getStringResId("naver_login_scope")  
        }  
    }  
  
    override fun run(success: Boolean) {  
        if (success) {  
            val accessToken : String! = naverLoginInstance.getAccessToken(  
                appContext  
            )  
            GlobalApp.prefs.accessToken = accessToken  
            GlobalApp.prefs.provider = "naver"  
        } else {  
            val errorCode : String! = naverLoginInstance.getLastErrorCode(  
                appContext  
            ).code  
            val errorDesc : String! = naverLoginInstance.getLastErrorMessage(  
                appContext  
            )  
            Dlog().d("errorCode:$errorCode, errorDesc:$errorDesc")  
        }  
    }  
}
```

## SharedPreferences

```
class MorningBessRepository : BaseRepository() {  
    private val service : MorningBeesService = NetworkModule.morningBeesService  
  
    private var accessToken : String = GlobalApp.prefs.accessToken  
    private var refreshToken : String = GlobalApp.prefs.refreshToken  
  
    suspend fun requestMeApi(): Output<MeResponse>? {  
        return safeApiCall(  
            call = {service.me(accessToken)},  
            error = "Me API Error Fetching"  
        )  
    }  
}
```

# Kotlin 확장 함수 사용



## Kotlin 확장 함수

```
fun Int.getPriceAnnotation(): String {  
    return DecimalFormat(pattern: "###,###").format(obj: this)  
}
```

## 실제 사용 예시

```
maxPaymentSeekBar.text = partPaymentList.penalty.getPriceAnnotation()  
  
totalPenalty = beeInfoResponse.totalPenalty.getPriceAnnotation()
```

# 배운 점



남들이 이해하기 힘든 코드는  
작성자인 나도 이해하기 힘들다 😭

코드의 **분업화**를 잘하자!

중복 코드를 최대한 없애자!

가독성을 높여 실수를  
줄일 수 있는 코드를 작성하자!



감사합니다