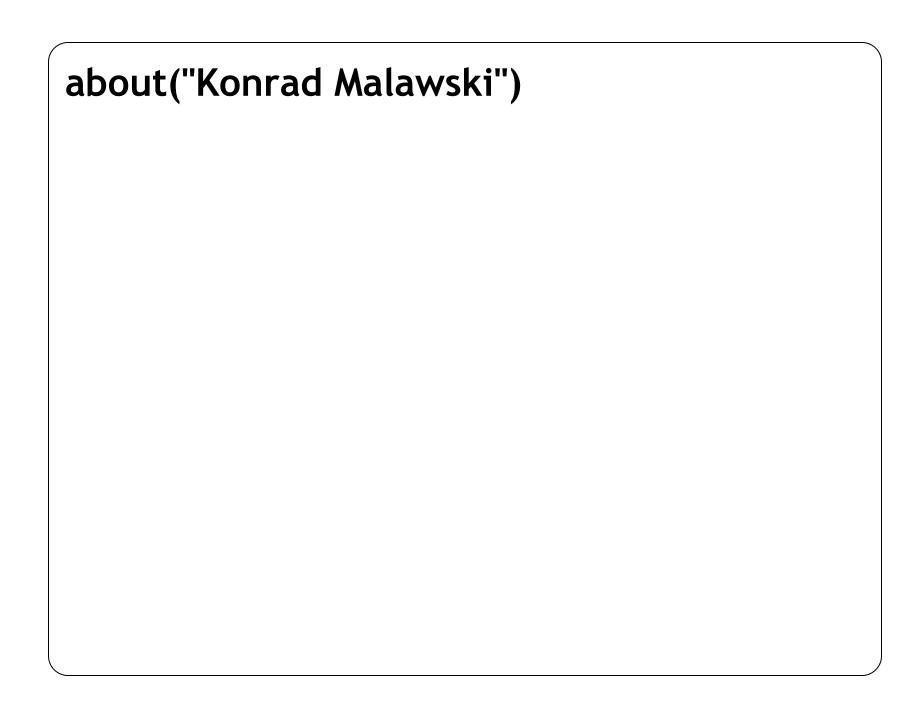


# Deep dive into RoboGuice beyond "Hello World apps"



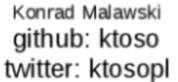


# lunar logic polska

























## Does your Activity look like this?

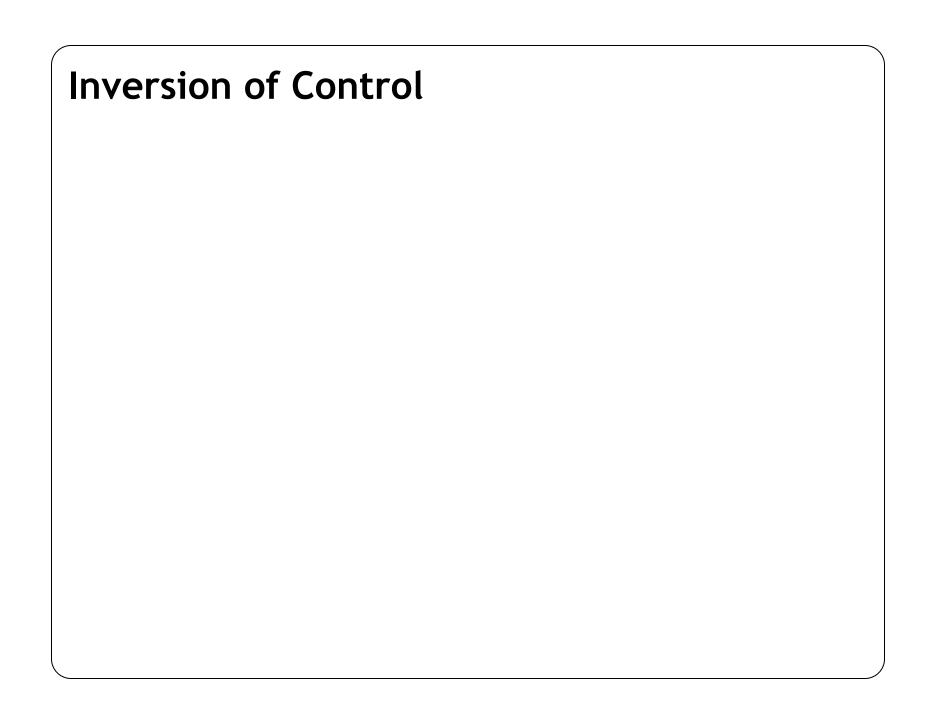
```
1 public class CracowMobiActivity extends Activity {
    Twitter twitter;
 5 EditText msg;
 6 ListView tweets;
 7 Button send;
 8 TextView hello;
10
    LayoutInflater inflater;
11
12
     @Override
    public void onCreate(Bundle savedInstanceState) {
13
14
       super.onCreate(savedInstanceState);
15
16
       twitter = new FastTwitter();
17
      setContentView(R.layout.main);
18
19
      msg = (EditText) findViewById(R.id.msg);
20
21
      tweets = (ListView) findViewById(R.id.tweets);
22
       send = (Button) findViewById(R.id.send);
23
      hello = (TextView) findViewById(R.id.hello);
24
25
      // magic string alert!
       inflater = (LayoutInflater) getSystemService(LAYOUT INFLATER SERVICE);
26
2.7
28 }
```

# Me.sad(true)

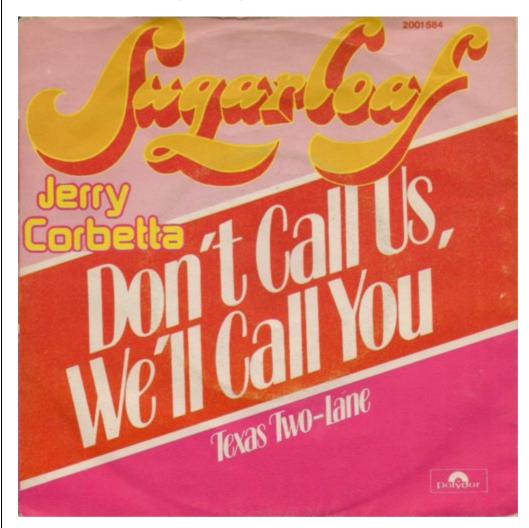


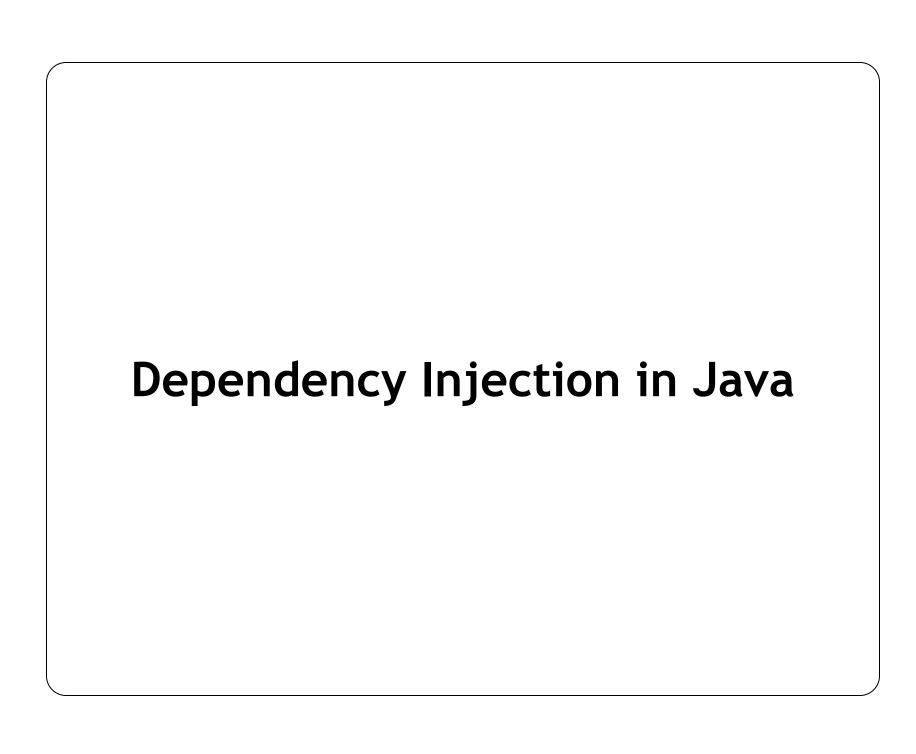
# IoC && DI

- Inversion of Control
- Dependency Injection



### The hollywood principle

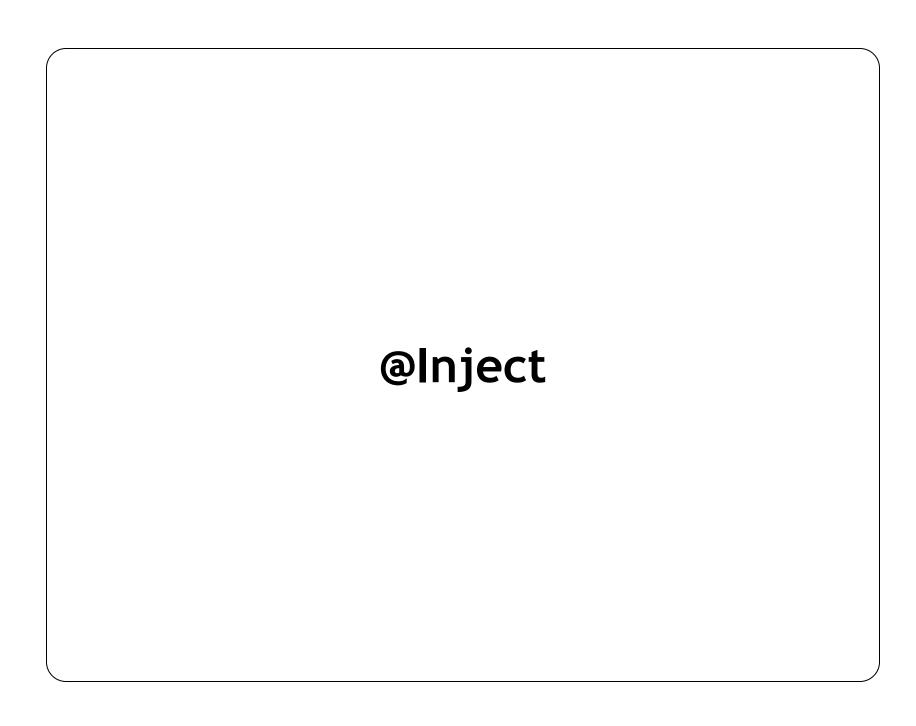




# **JSR-330**

Dependency Injection in Java

See: JSR-330 Specification



# A simple example

#### Bad:

```
1 class Clazz {
2   Twitter twitter;
3
4   public Clazz() {
5     twitter = new Twitter();
6   }
7 }
```

## A simple example (field injection)

#### Bad:

```
1 class Clazz {
2   Twitter twitter;
3
4   public Clazz() {
5     twitter = new Twitter();
6   }
7 }
```

#### **Better:**

```
1 class Clazz {
2
3  @Inject
4  Twitter twitter;
5
6  public Clazz() {}
7 }
```

## A simple example (constructor injection)

#### **Better:**

```
1 class Clazz {
2
3  @Inject
4  Twitter twitter;
5
6  public Clazz() {}
7 }
```

### Better (cleaner) (but has boilerplate):

```
1 class Clazz {
2
3   Twitter twitter;
4
5   @Inject
6   public Clazz(Twitter twitter) {
7     this.twitter = twitter;
8   }
9 }
```

The "cleanest solution"

## A simple example (setter injection)

#### **Better:**

```
1 class Clazz {
2
3  @Inject
4  Twitter twitter;
5
6  public Clazz() {}
7 }
```

### Also ok (but has boilerplate):

```
1 class Clazz {
2
3  Twitter twitter;
4
5  public Clazz() { }
6
7  @Inject
8  public setTwitter(Twitter twitter) {
9    this.twitter = twitter;
10  }
11 }
```



# **Google Guice**

- **Dependency Injection** Framework
- JSR-330 compatible (mostly)

# JSR-330 vs. Guice

JSR-330 javax.inject	Guice com.google.inject	
@lnject	@Inject	Interchangeable (almost).
<u>@Named</u>	<u>@Named</u>	Interchangeable.
@Qualifier	@BindingAnnotation	Interchangeable.
<u>@Scope</u>	@ScopeAnnotation	Interchangeable.
@Singleton	@Singleton	Interchangeable.
<u>Provider</u>	<u>Provider</u>	Guice's Provider extends JSR-330's Provider. Use Providers.guicify() to convert a JSR-330 provider into a Guice provider.

JSR-330 Annotations vs. Guice Annotations

# Injector

He's the one who does all the heavy lifting of creating instances.



*Injector* Man

# Injector

Here's what it does:

```
1 class InjectStuffIntoMe {
2  @Inject
3  Stuff stuff;
4
5  {
6    Injector injector = /*...*/.getInjector()
7    injector.injectMembers(someInstance);
8  }
9 }
```

## Android + Guice = RoboGuice



## RoboGuice - version disclaimer

! I'm using RoboGuice 2.0 beta 3 here!

It's fairly new - released in December 2011.

A migration guide for those still using 1.x.

## **Get Robo Guice**

- Guice 3.0 no\_aop
  - Why no aop?
- Robo Guice 2.x
- (optional) javax.inject

# Configure RoboGuice (2.+)

res/values/roboguice.xml

## **Guice Module**

```
1 package pl.project13.hello.guice;
2
3 import com.google.inject.AbstractModule;
4 import com.google.inject.name.Names;
5 import pl.project13.hello.CracowMobiActivity;
6 import pl.project13.hello.twitter.SlowTwitter;
7 import pl.project13.hello.twitter.Twitter;
8
9 public class CracowMobiModule extends AbstractModule {
10
11  @Override
12  protected void configure() {
13    // wow, nothing?
14  }
15 }
```

# Hello @Inject-ion World!

```
1 class Twitter {
2   // ...
3 }
4
5 class MyActivity extends RoboActivity {
6
7  @Inject
8  Twitter twitter;
9
10 }
```

# Why Module#configure matters

```
1 interface Twitter { /**/ }
2
3 class SlowTwitter implements Twitter { /**/ }
4 class FastTwitter implements Twitter { /**/ }
5
6 class MyActivity extends RoboActivity {
7
8 @Inject Twitter twitter;
9
10 }
```

### Whoops! Which Twitter?

## Why Module#configure matters

#### In the CracowMobiModule:

```
public class CracowMobiModule extends AbstractModule {

@Override
protected void configure() {

bind(Twitter.class).to(FastTwitter.class);

}

}
```

#### Back in my Activity:

```
1 class MyActivity extends RoboActivity {
2
3  @Inject Twitter twitter;
4
5 }
```

#### Ok, that'll work:-)

# Another way to do this...

```
1 @ImplementedBy(FastTwitter.class)
2 interface Twitter { }
```

No other configuration needed

# Another way to do this...

```
1 @ImplementedBy(FastTwitter.class)
2 interface Twitter { }
```

No other configuration needed

But it suck's to maintain such @ImplementedBy annotations.

@Qualifier-s

# **ADWORDS**<sup>™</sup>

# QUALIFIED INDIVIDUAL

Google

## @Qualifier - @Named

#### In the CracowMobiModule:

#### Back in my Activity:

```
1 class MyActivity extends RoboActivity {
2
3  @Inject @Named("slow")
4  Twitter twitter;
5
6 }
```

#### Hmmm... but I don't like magic strings!

## @Qualifier - roll your own!

Create an @Interface, using JSR-330:

```
1 @Documented
2 @Qualifier
3 @Retention(RetentionPolicy.RUNTIME)
4 @Target({ElementType.TYPE, ElementType.FIELD, ElementType.ANNOTATION_TYPE})
5 public @interface Slow { }
```

#### The same in "plain Guice":

```
1 @Documented
2 @BindingAnnotation
3 @Retention(RetentionPolicy.RUNTIME)
4 @Target({ElementType.TYPE, ElementType.FIELD, ElementType.ANNOTATION_TYPE})
5 public @interface Slow { }
```

#### Let's use it!

## @Qualifier - Roll your own!

Let's change our Module:

```
1 bind(Twitter.class).annotatedWith(Slow.class)
2 .to(SlowTwitter.class);
```

Back in my Activity:

```
1 class MyActivity extends RoboActivity {
2
3  @Inject @Slow Twitter client;
4
5 }
```

Whoa! That reads like a sentence!

# **Injection Scopes**

This creates new instances:

```
1 class FastTwitter implements Twitter {}
2
3 bind(Twitter.class).to(FastTwitter.class);
```

## **Injection Scopes**

This creates new instances:

```
1 class FastTwitter implements Twitter {}
2
3 bind(Twitter.class).to(FastTwitter.class);
```

#### And this does not:

# **Injection Scopes**

This creates new instances:

```
1 class FastTwitter implements Twitter {}
2
3 bind(Twitter.class).to(FastTwitter.class);
```

#### And this does not:

#### This one too!

```
1 @Singleton
2 class FastTwitter implements Twitter {}
3
4 bind(Twitter.class).to(FastTwitter.class);
```

# **@Inject Constants too**

#### In the Module:

```
1 bindConstant().annotatedWith(Author.class)
2 .to("ktoso");
```

#### In the app:

```
1 @Inject @Author
2 String author;
3
4 // ...
5
6 assert author == "ktoso";
```

# tolnstance()

You sometimes need to build the injected instance by hand...

```
1 bind(Twitter.class).toInstance(new FastTwitter());
```

But that mixes logic into the module :-(

## **Providers**

In the module:

```
1 bind(Twitter.class).annotatedWith(Slow.class)
2 .toProvider(TwitterProvider.class);
```

#### Provider<Twitter>

In the module:

```
1 bind(Twitter.class).annotatedWith(Slow.class)
2 .toProvider(TwitterProvider.class);
```

Implement the Provider:

```
1 public class TwitterProvider implements Provider<Twitter> {
2
3   @Inject @Author
4   String username;
5
6   @Override
7   public Twitter get() {
8     return FastTwitter.forUser(username);
9   }
10 }
```

Notice that it can have injected values too!

# @InjectView

#### Now for something new in RoboGuice:

```
1 class MyActivity extends RoboActivity {
2
3  @InjectView(R.id.send)
4  Button send;
5
6 }
```

# @InjectView

#### Now for something new in RoboGuice:

```
1 class MyActivity extends RoboActivity {
2
3  @InjectView(R.id.send)
4  Button send;
5
6 }
```

- No explicit casting
- No duplication

## @InjectResource

#### Inject other things too:

```
1 @InjectResource(R.string.hello_message)
2 String helloMessage;
```

#### instead of:

```
1 String helloMessage;
2
3 protected void onCreate(Bundle savedInstance) {
4 helloMessage = getString(R.string.hello_message)
5 }
```

## @Inject... everything!!!

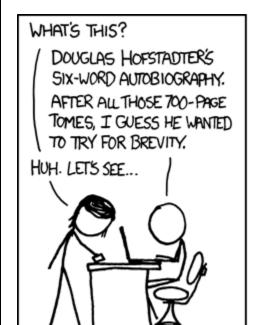
```
1 public class CracowMobiActivity extends RoboActivity {
 3
    @Inject Twitter twitter;
    @InjectView(R.id.msg) EditText msg;
    @InjectView(R.id.tweets) ListView tweets;
    @InjectView(R.id.send) Button send;
     @InjectView(R.id.hello) TextView hello;
10
     @Inject LayoutInflater inflater;
11
12
     @Override
     public void onCreate(Bundle savedInstanceState) {
13
       super.onCreate(savedInstanceState);
14
15
16
       setContentView(R.layout.main);
17
18 }
```

## @Inject... EVERYTHING!!!

#### @ContentView()

```
1 @ContentView(R.layout.main)
2 public class CracowMobiActivity extends RoboActivity {
    @Inject Twitter twitter;
 5
    @InjectView(R.id.msg) EditText msg;
7 @InjectView(R.id.tweets) ListView tweets;
    @InjectView(R.id.send) Button send;
    @InjectView(R.id.hello) TextView hello;
10
11
    @InjectResource(R.string.hello message) String helloMessage;
12
13
    @Inject LayoutInflater inflater;
    @Inject ContactManager contacts;
14
15
16
    @Override
17 public void onCreate(Bundle savedInstanceState) {
18
       super.onCreate(savedInstanceState);
19
20 }
```

#### I'm sooo meta...







# QQ == Quick quiz...

Is this ok?

```
1 class Anything {}
2
3 class Nothing {
4   @Inject Something sth;
5 }
6
7 class Something {
8   @Inject Anything anything;
9
10  public Something() {
11   It it = anything.get();
12  }
13 }
```

# QQ == Quick quiz...

Is this ok?

```
1 class Anything {}
2
3 class Something {
4   @Inject Anything anything;
5
6   public Something() {
7     It it = anything.get(); // null!!!
8   }
9 }
10
11 @Inject Something sth;
```

#### **NullPointerException!**

# Use @Inject for "PostInitialized"

```
1 class Anything {}
2
3 class Something {
4   @Inject Anything anything;
5
6   public Something() {}
7
8   @Inject
9   public void init() {
10    It it = anything.get();
11   }
12 }
13
14 @Inject Something sth;
```

#### This is ok.

# Light! Camera! Action! Events!



#### It @Observes an Event

RoboGuice supplies us with an EventManager:

```
1 @Inject
2 EventManager rambo;
```

#### which can fire events:

```
1 class ShootingEvent{ /**/ }
2
3 rambo.fire(new ShootingEvent("Bam bam bam!"));
```

#### and someone may get hit by it:

```
1 public void onScrollEvent(@Observes ShootingEvent shot) {
2   if(this.wasHitBy(shot)) {
3     this.explode();
4   }
5 }
```

It's a very nice way to have loosely coulped listeners on events.

# Unit Testing Android :-)

# It's dangerous to go alone...

Let's test! Yaaaaay...

```
1 public class Test {
2  // ...
3 }
```

## It's dangerous to go alone...

Let's test! Yaaaaay...

```
1 public class Test {
2  // ...
3 }
```

#### Woooot?!

#### java.lang.RuntimeException: stub!

### It's dangerous to go alone...

Let's test! Yaaaaay...

```
1 public class Test {
2  // ...
3 }
```

#### Woooot?!

#### java.lang.RuntimeException: stub!

Android API:

```
1 public void doSomething() {
2   throw new RuntimeException("Stub!");
3 }
```

#### No joke.

#### ... Take this!



## Robolectric



#### Robolectric



or:

Visit their <u>homepage!</u>		
visit their <u>nomepage</u> :		

## How do both help in testing?

Using my custom JUnit Runner, you can:

```
1 @RunWith(GuiceRobolectricTestRunner.class)
 2 @GuiceModules({CracowTestModule.class})
 3 public class MyActivityTest {
 5
  @Inject
   MyActivity activity;
    @Test
 9 public void shouldHaveBeenInjected() {
10
       assertThat(activity).isNotNull(); // our own rolled FEST
11
12
13
     @Test
    public void shouldShowOffRobolectric() {
14
15
16
     // button
      activity.button.performClick();
17
      assertThat(activity.button.getText()).hasText("awesome");
18
19
20
      // shadows
       ShadowImageView shadowPivotalLogo = Robolectric.shadowOf(pivotalLogo);
21
       assertThat(shadowPivotalLogo.resourceId, equalTo(R.drawable.pivotallabs logo)); // hamo
23
24 }
```

# Thanks! Dziękuję! ありがとう~!

Slides && code will be blogged:



blog.project13.pl