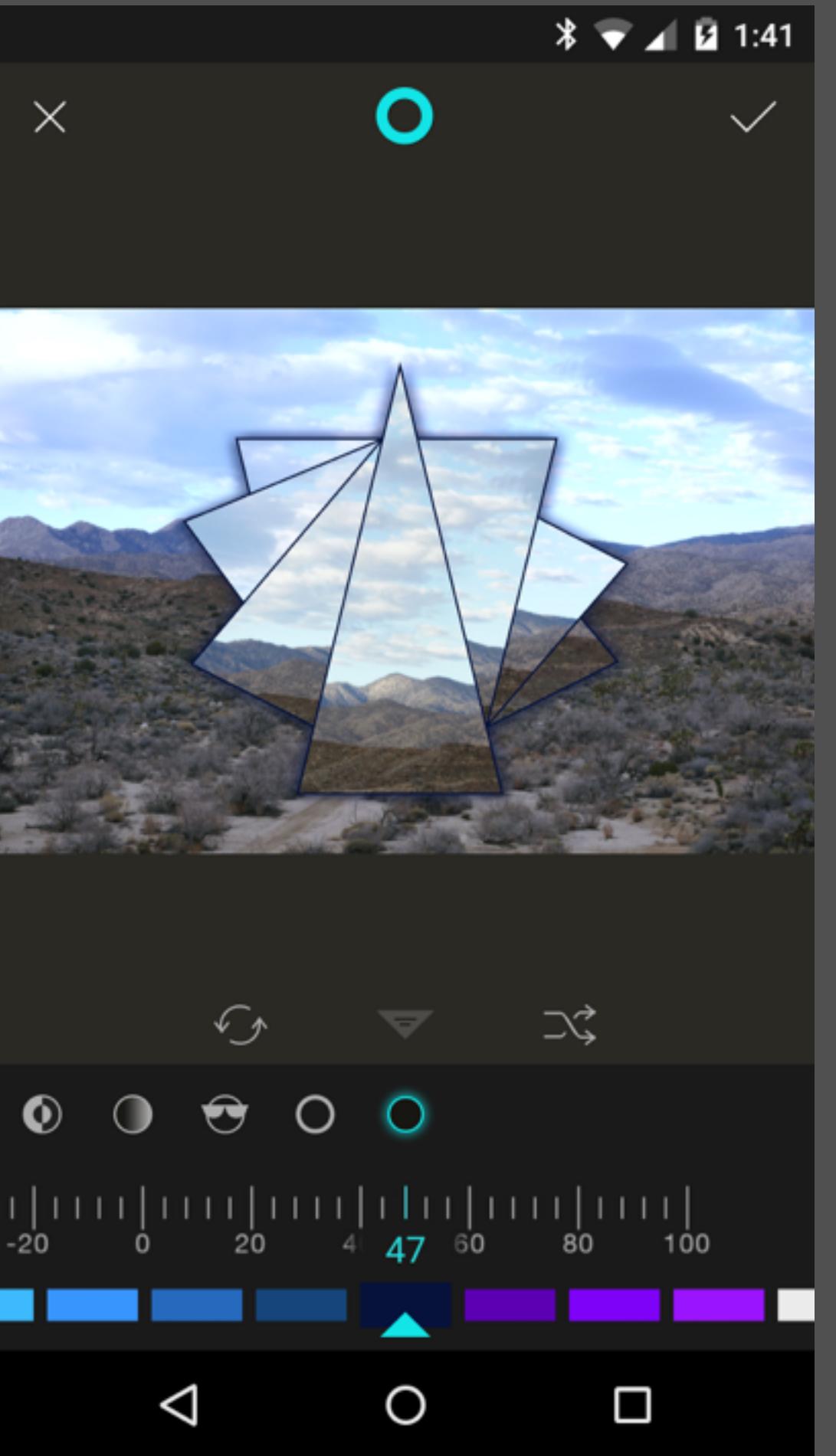


Reusable Libraries

Ryan Harter
@rharter
+RyanHarter

My Apps



Fragment



Shift

Harter's Tips for (Code) Happiness

- Identify good candidates
- Limit scope and requirements
- Design a good API
- Document and Communicate
- Treat it like a client project

Identify Good Candidates

Identify Good Candidates

- It's not a library if it's only used once
- Don't reinvent the wheel
- Focus on core of app

Identify Good Candidates

- Google for libraries
- Check Android Arsenal
- Look at what other apps use
- Be Confident
 - Count Stars
 - Inspect Source

Fragment



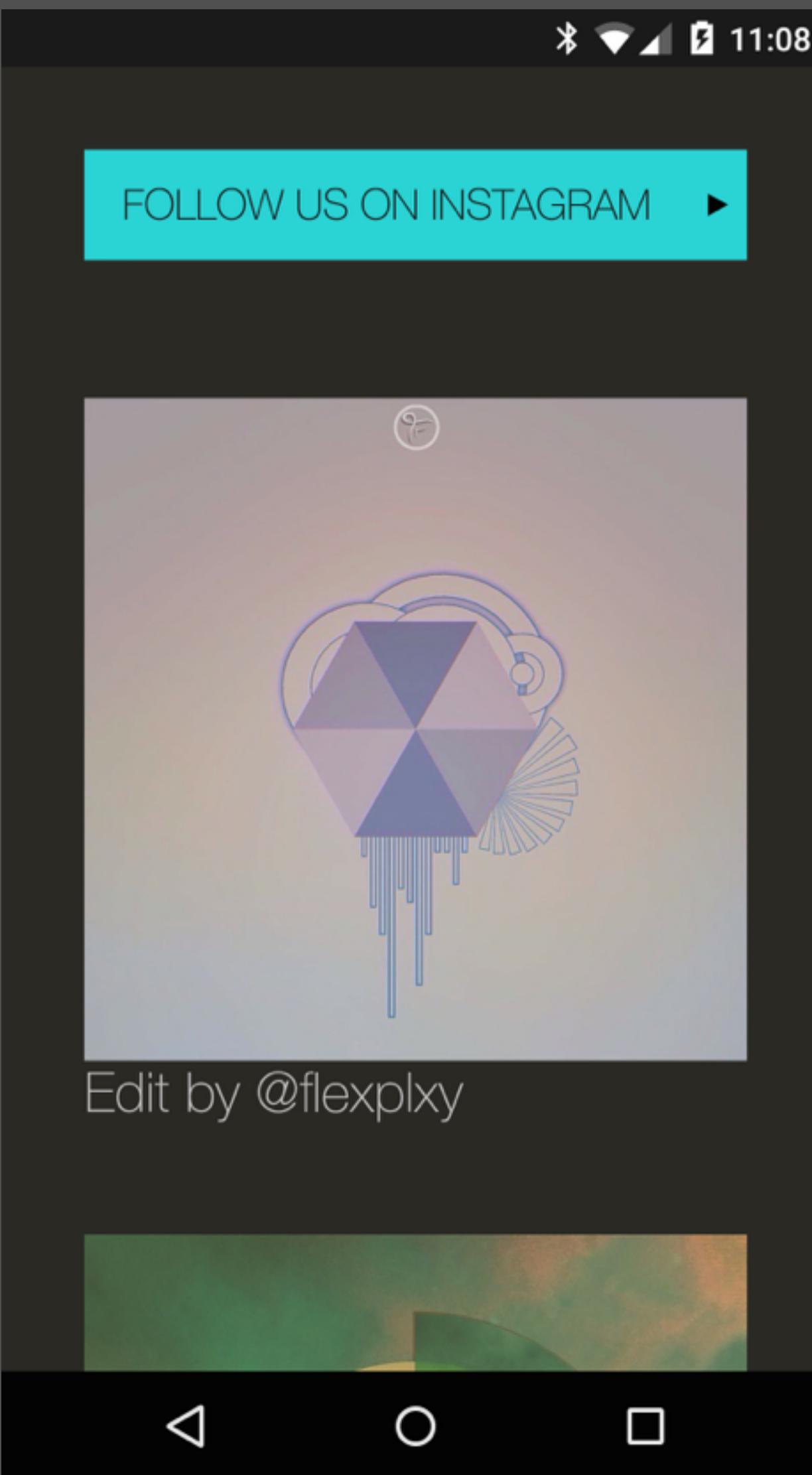
Fragment



Fragment



Fragment





Fragment



Fragment

)
ATION

* 11:07



* 11:08



Take a Photo

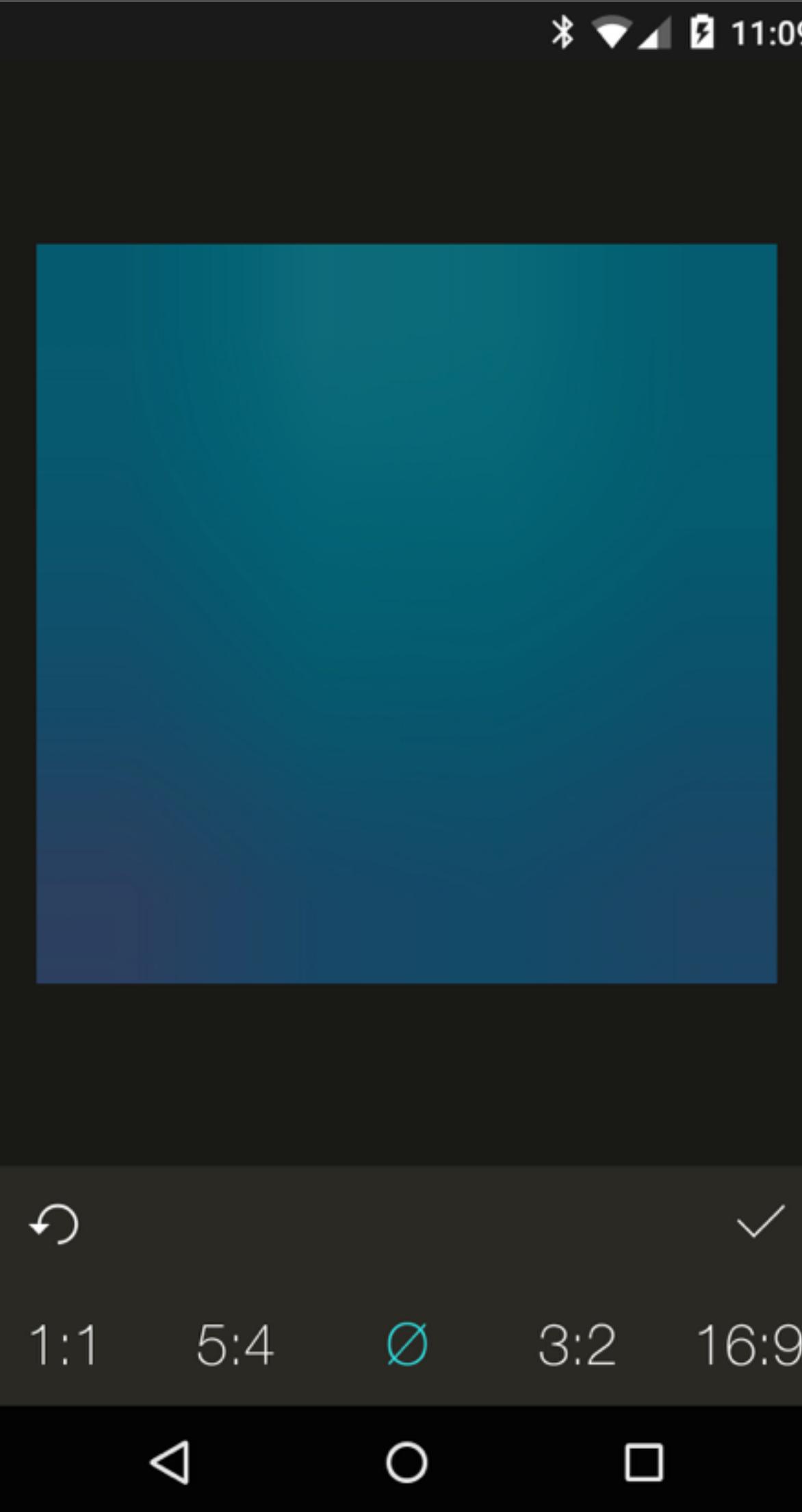
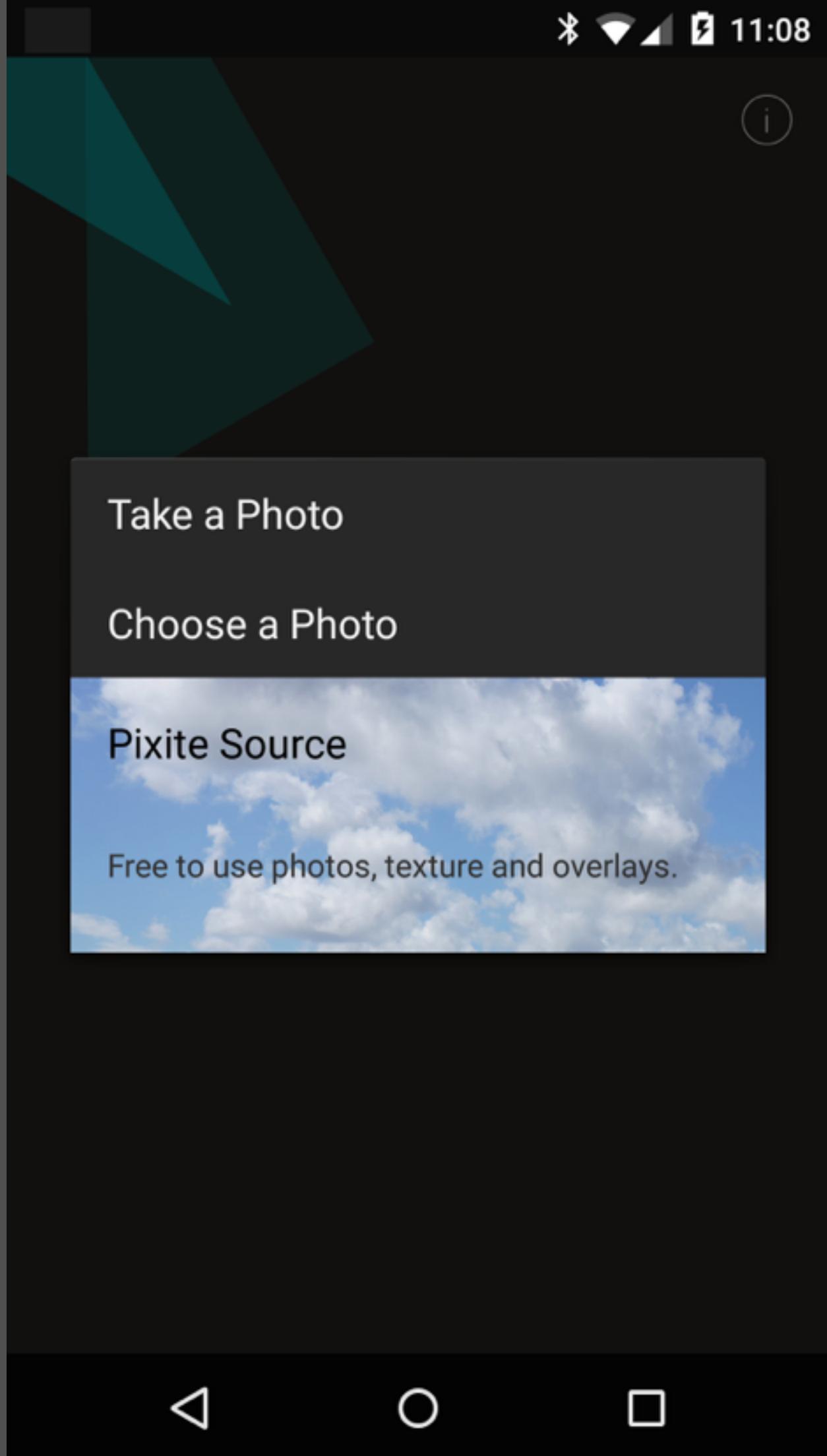
Choose a Photo

Pixite Source

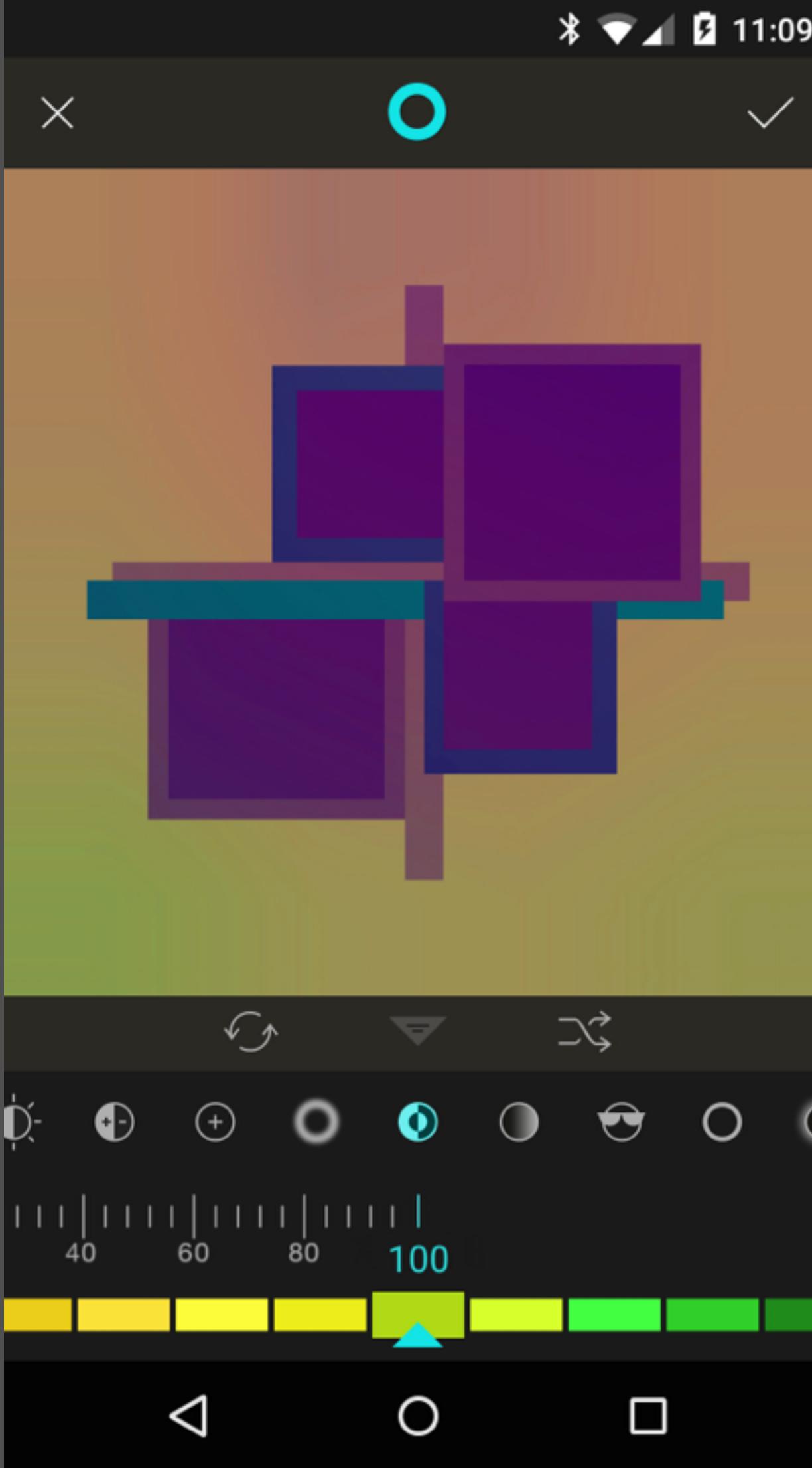
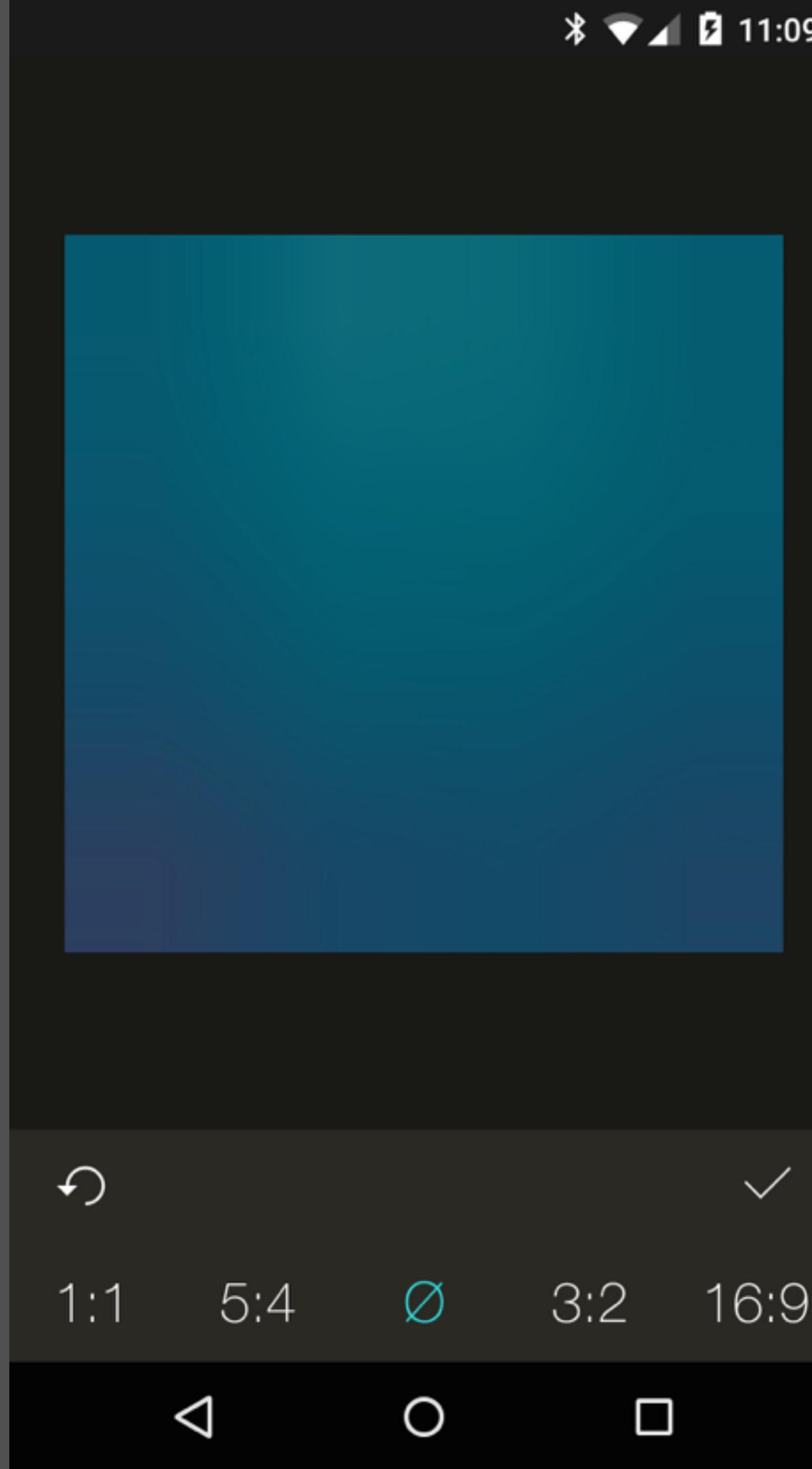
Free to use photos, texture and overlays.



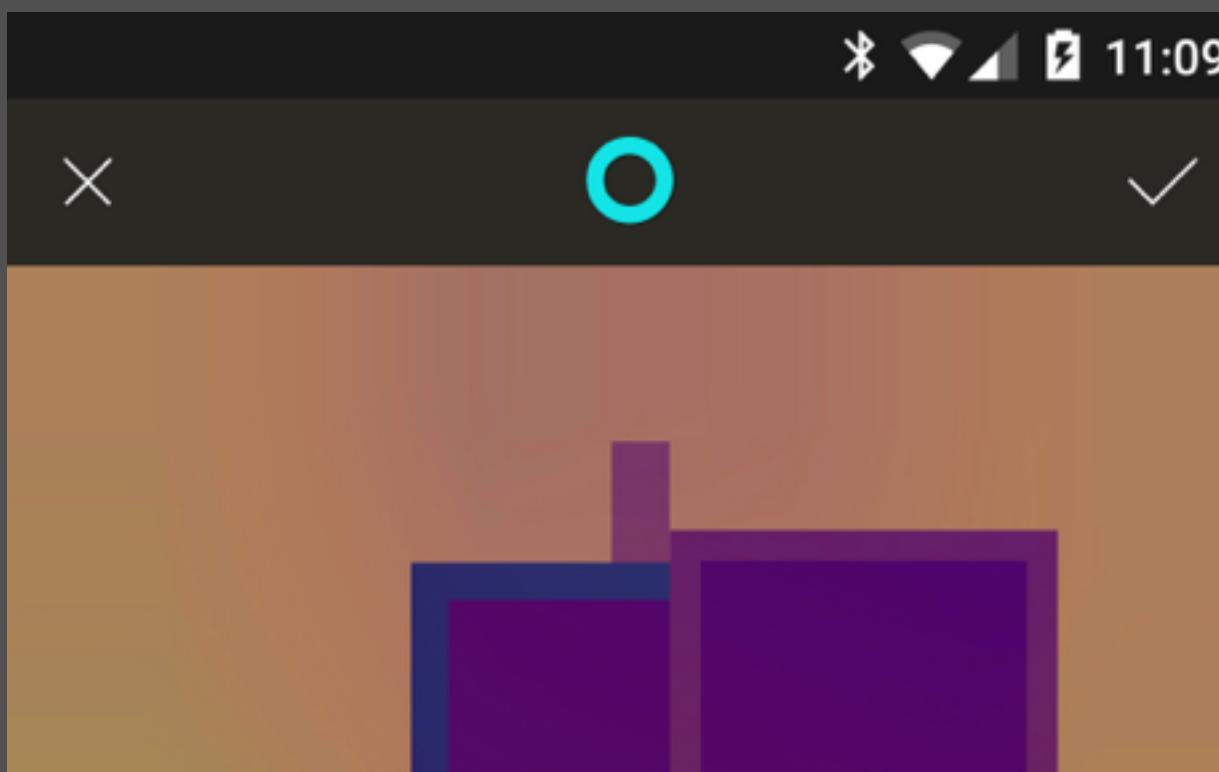
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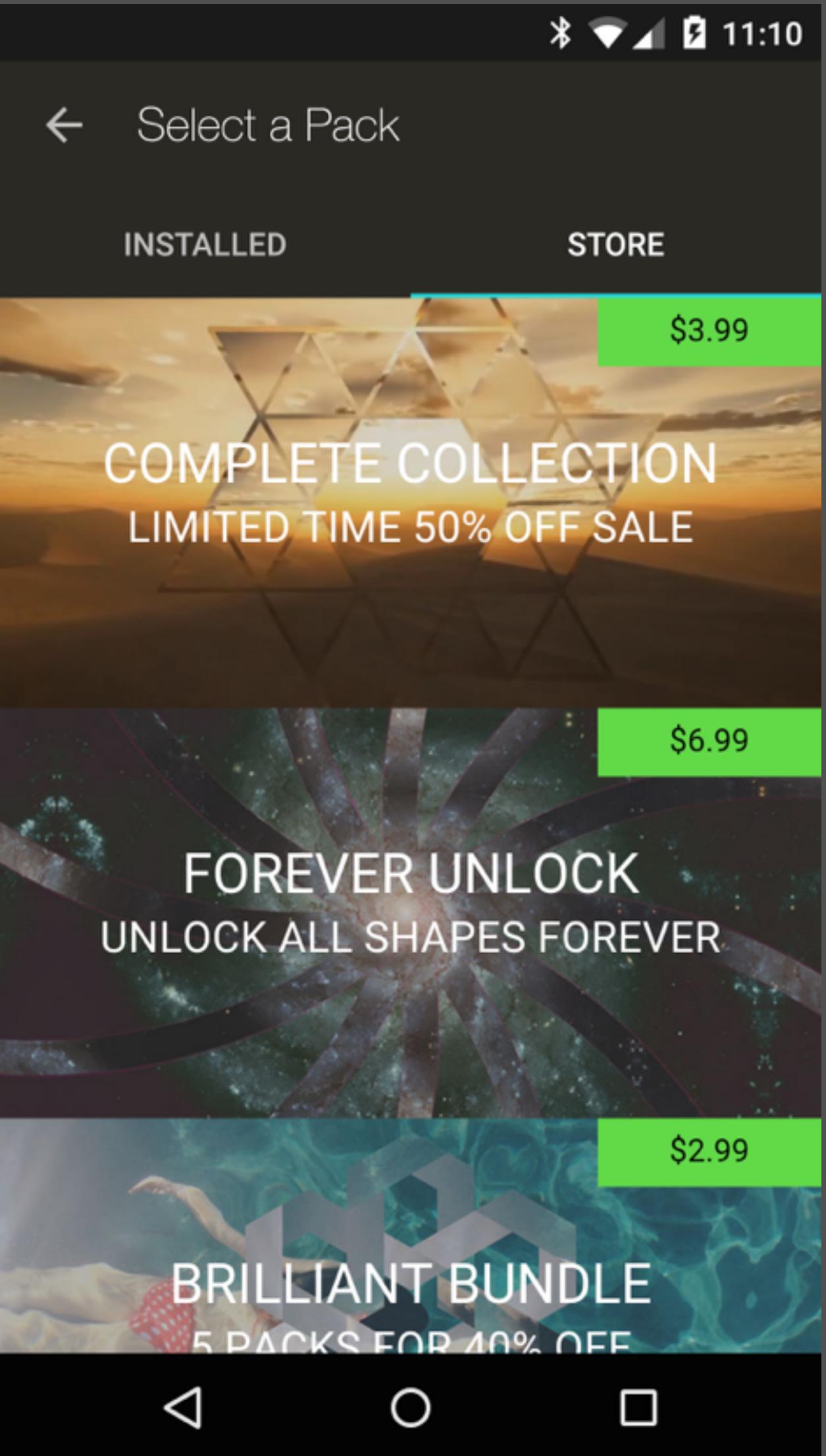
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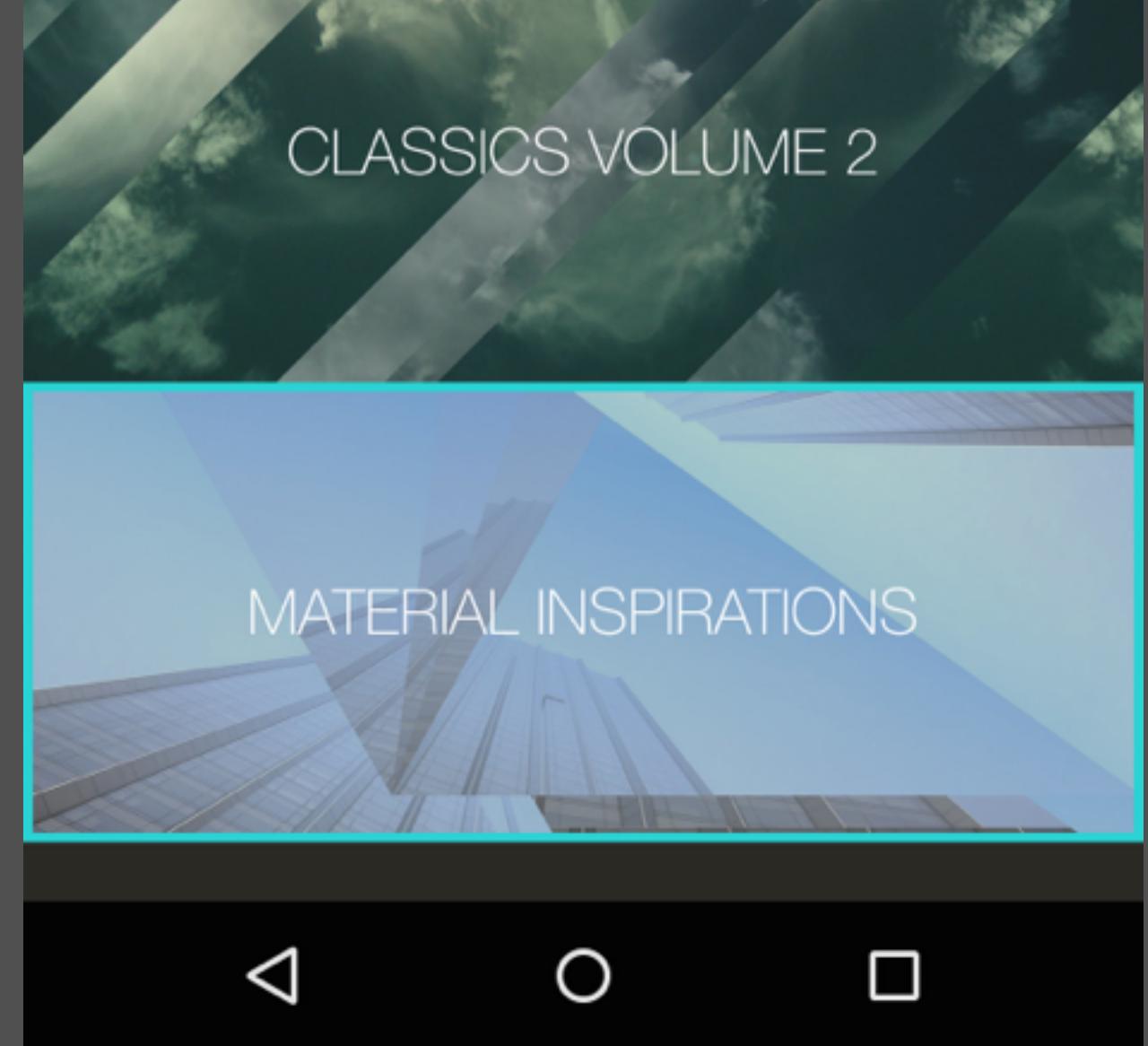
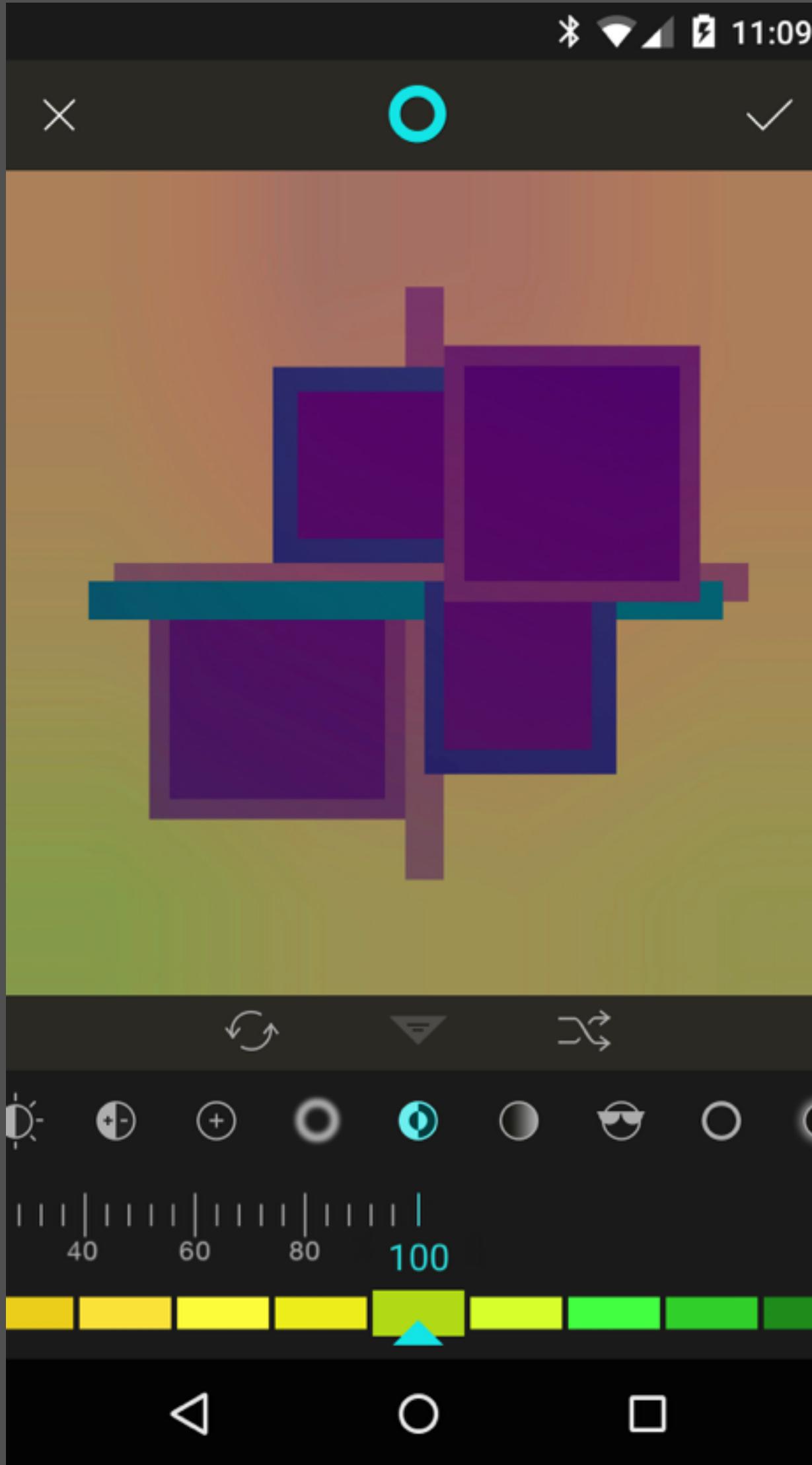
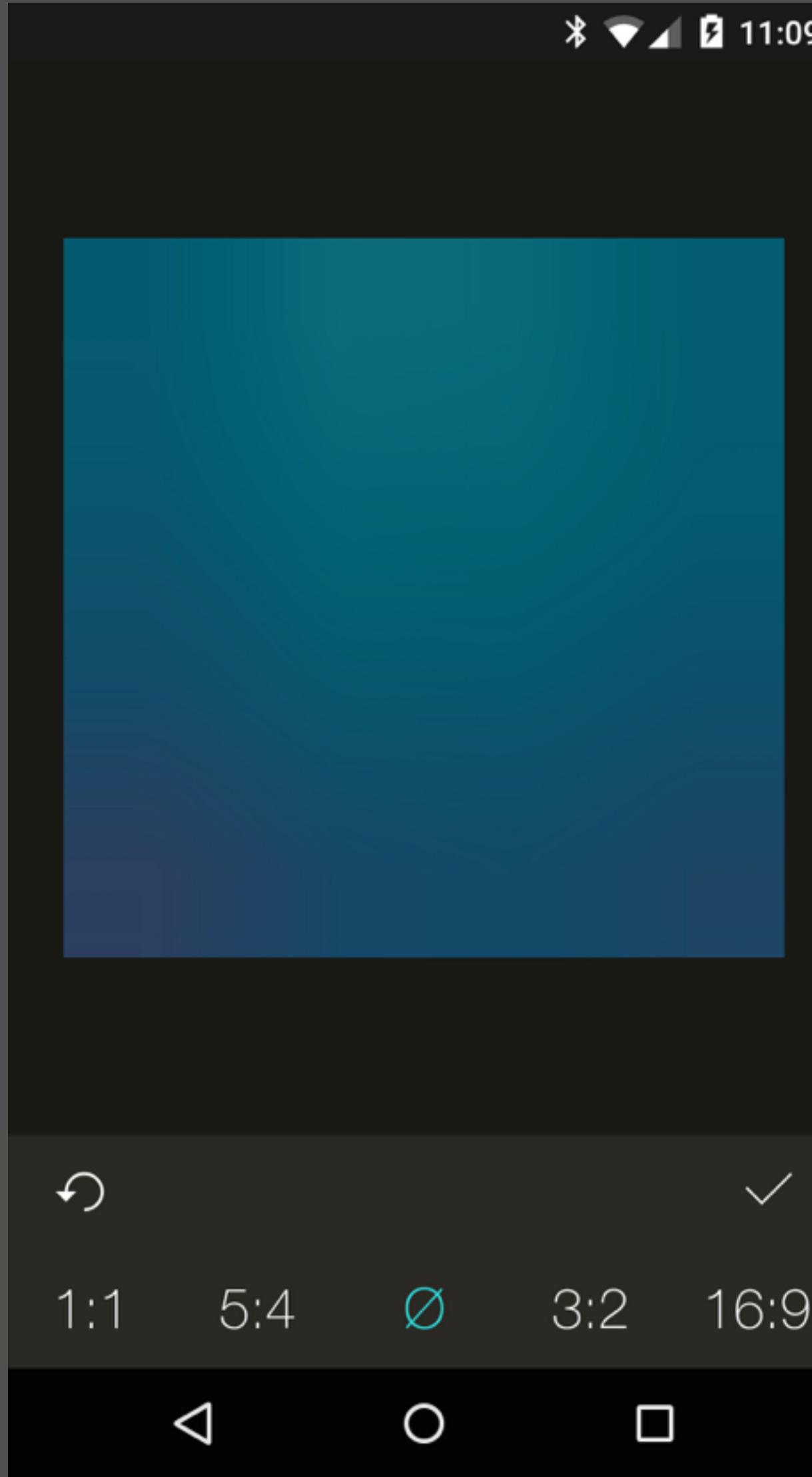
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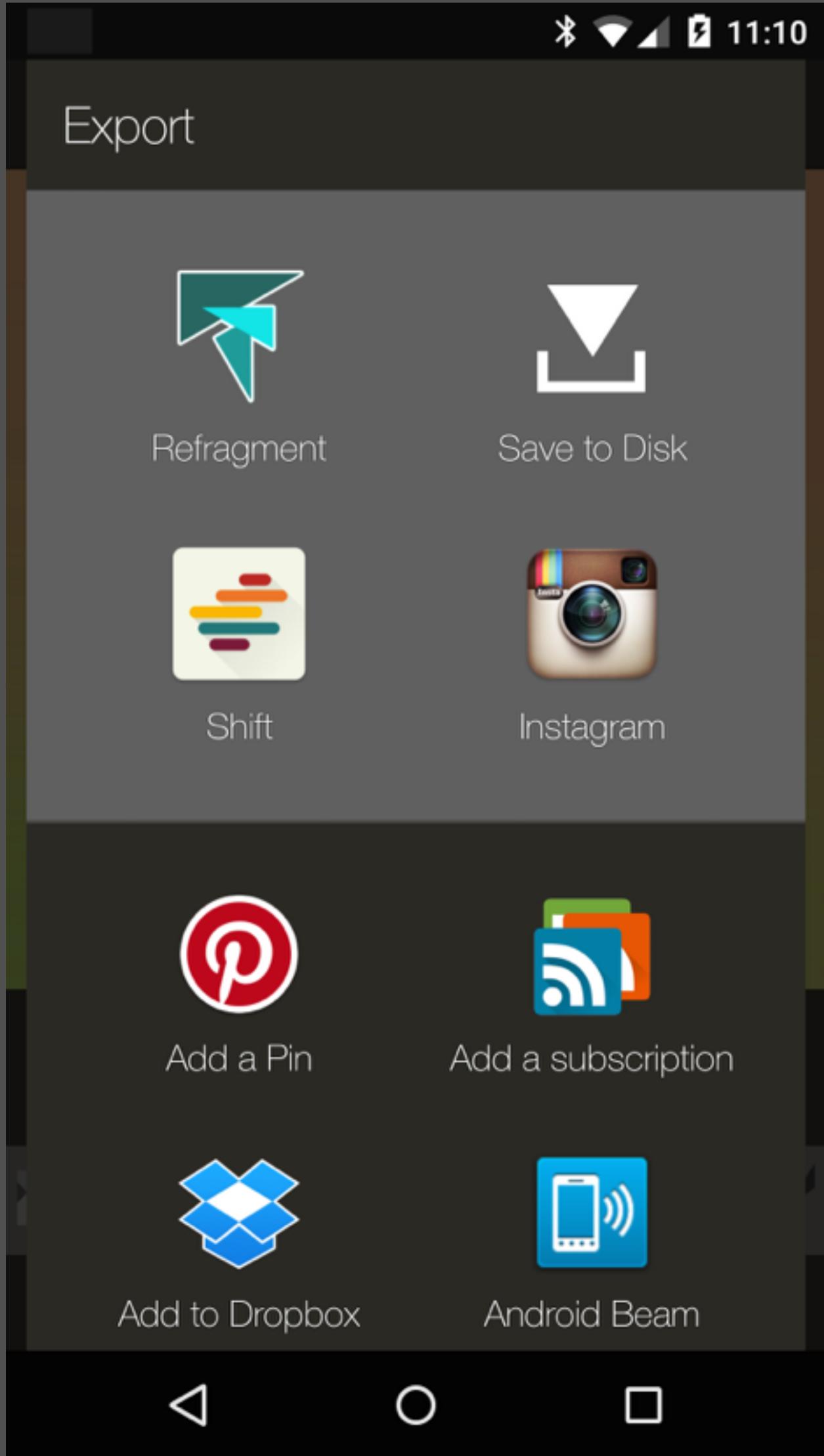
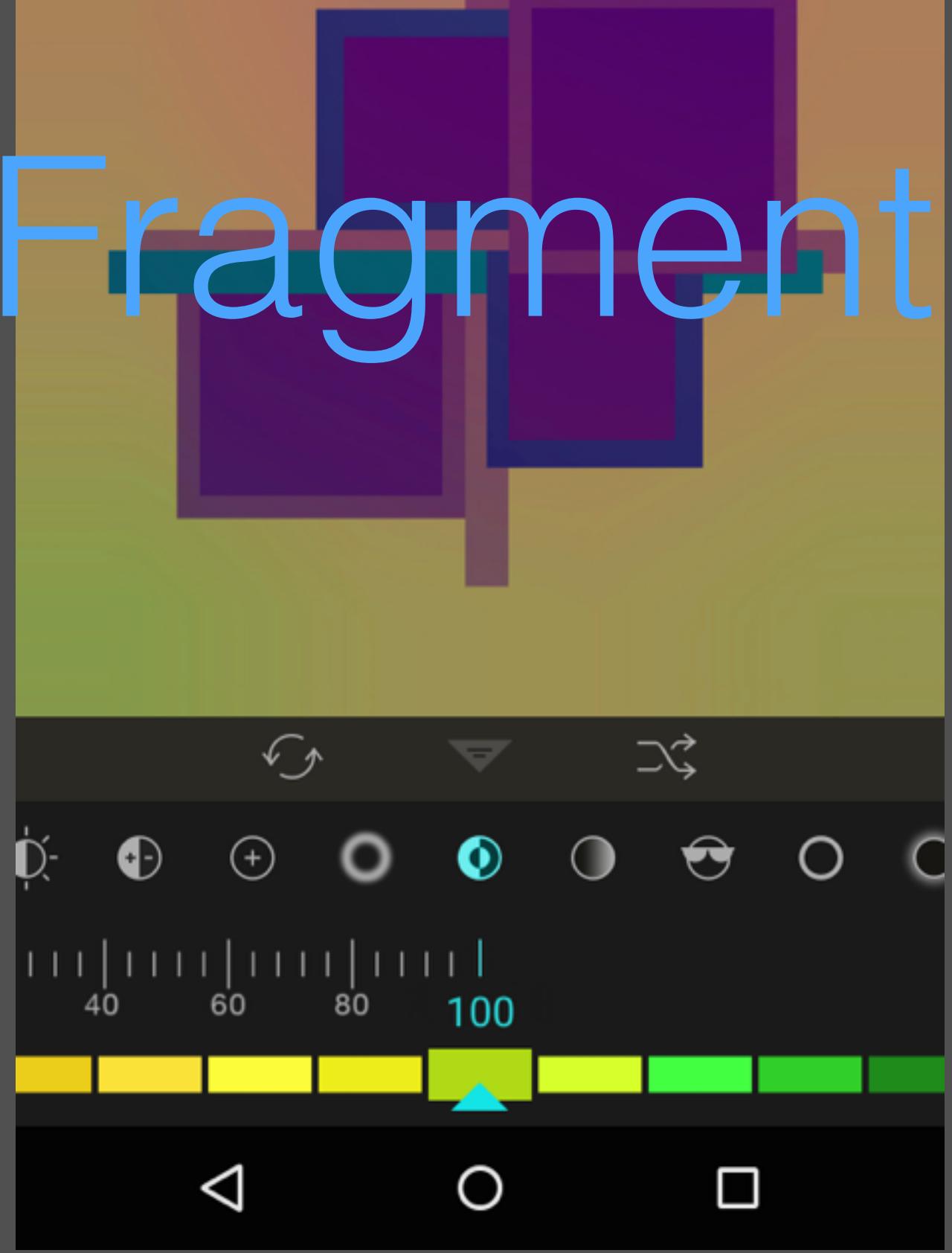
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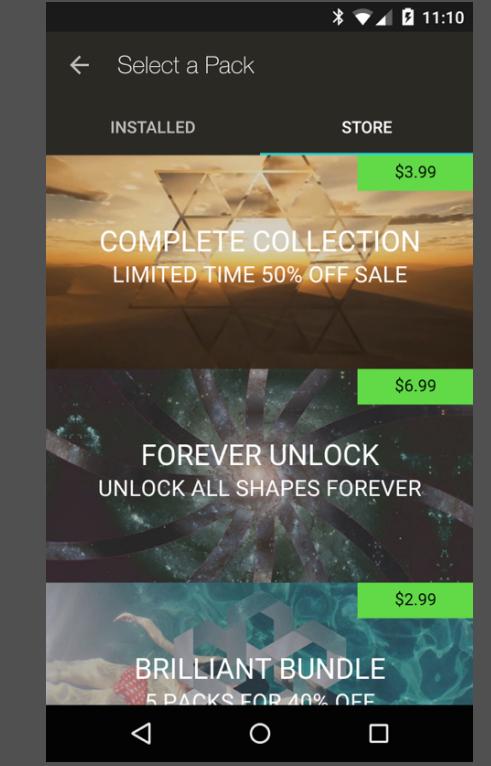
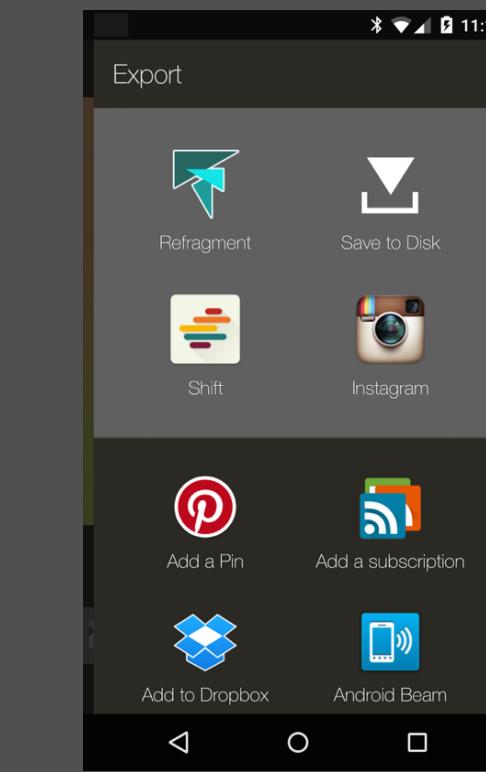
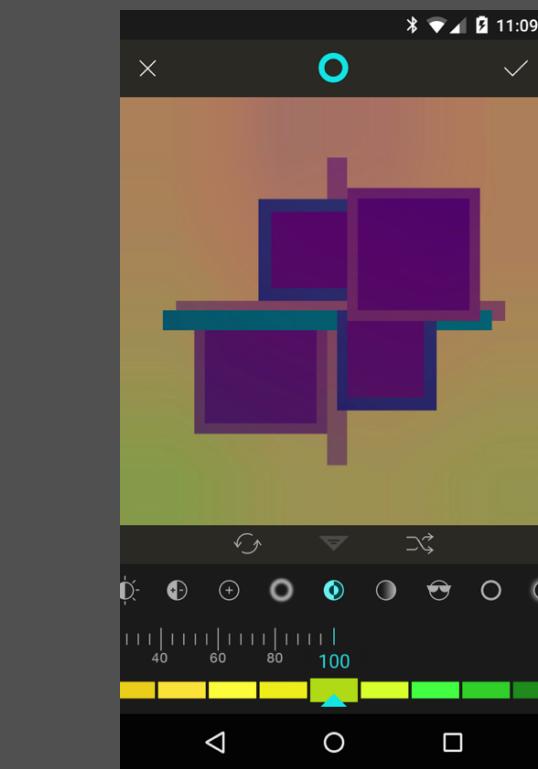
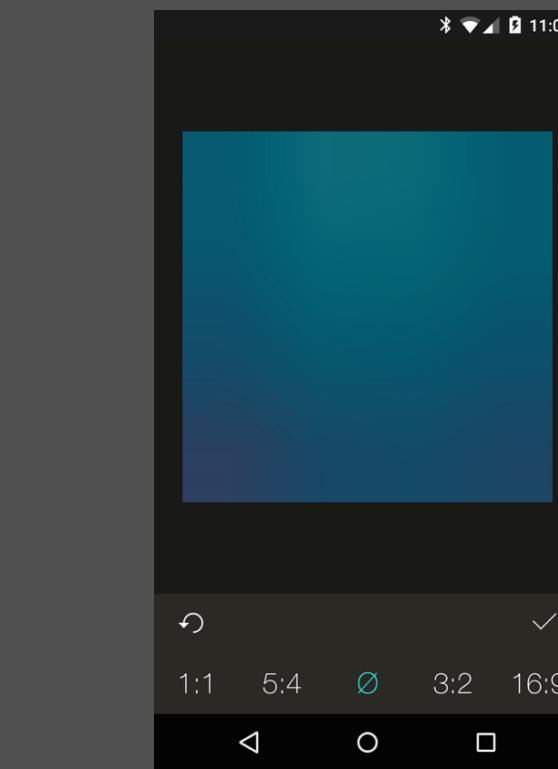
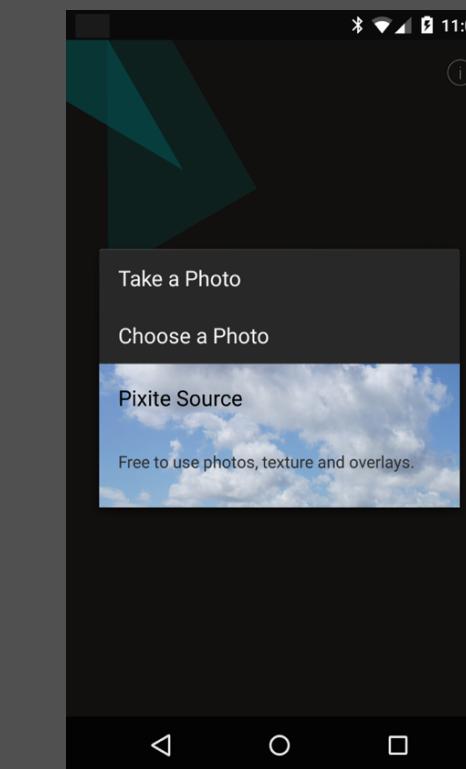
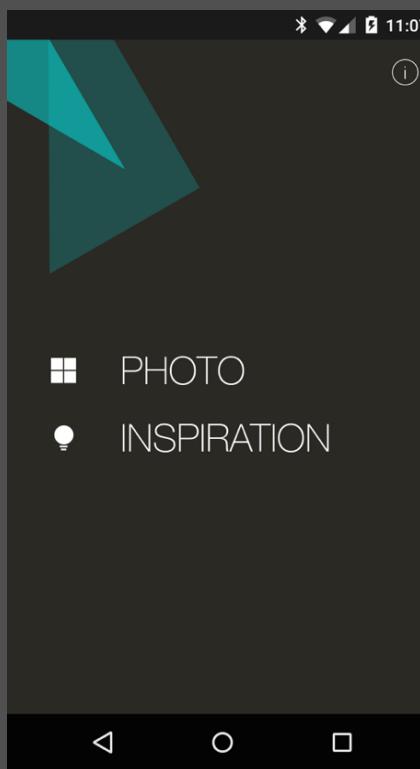
Fragment



Fragment



Fragment



Fragment

PHOTO
INSPIRATION

11:07



11:08



Take a Photo

Choose a Photo

Pixite Source

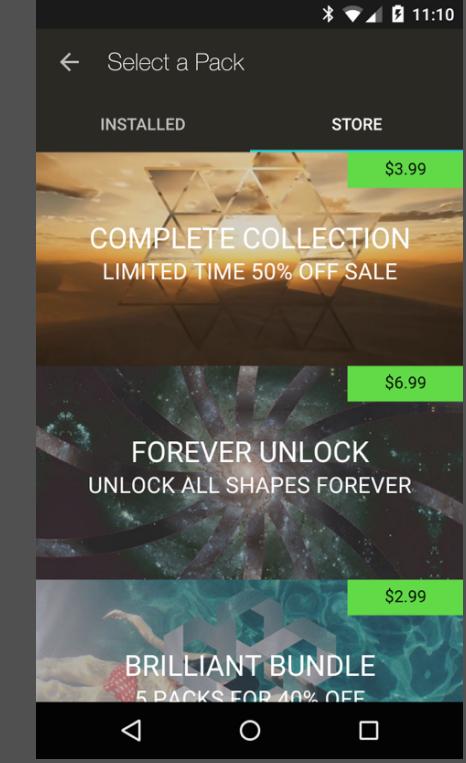
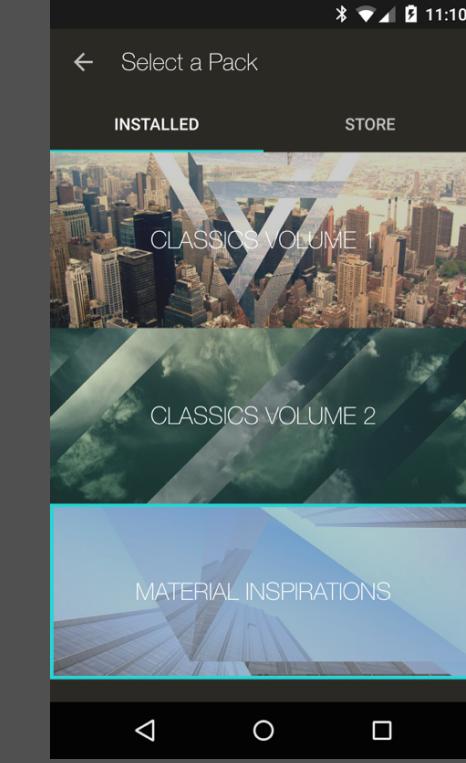
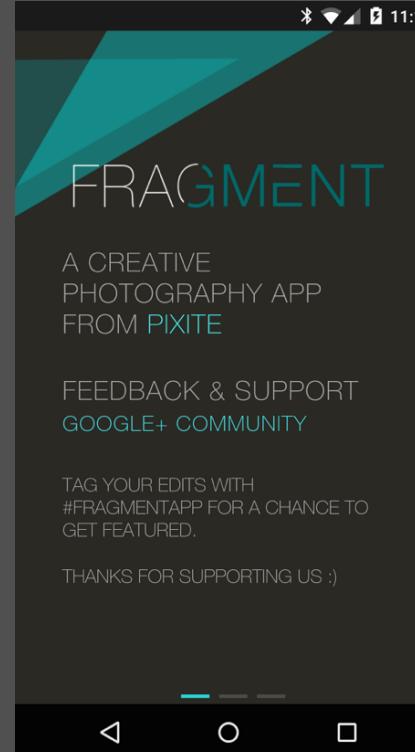
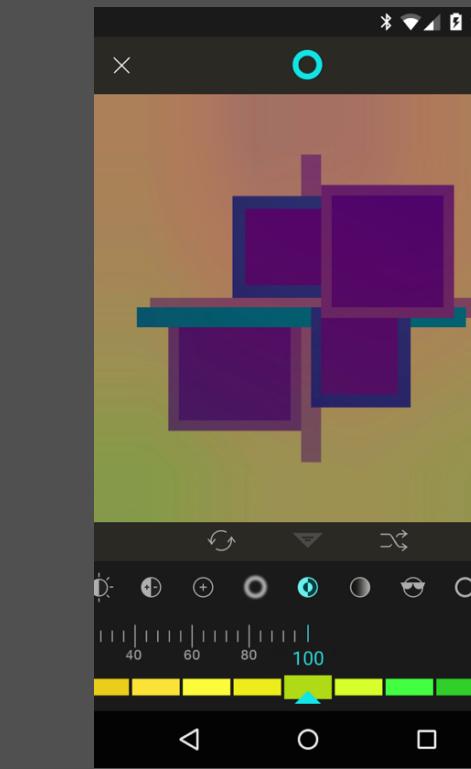
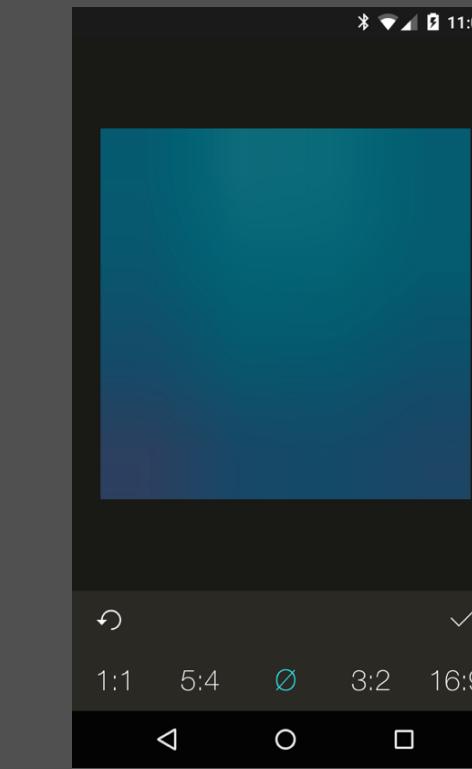
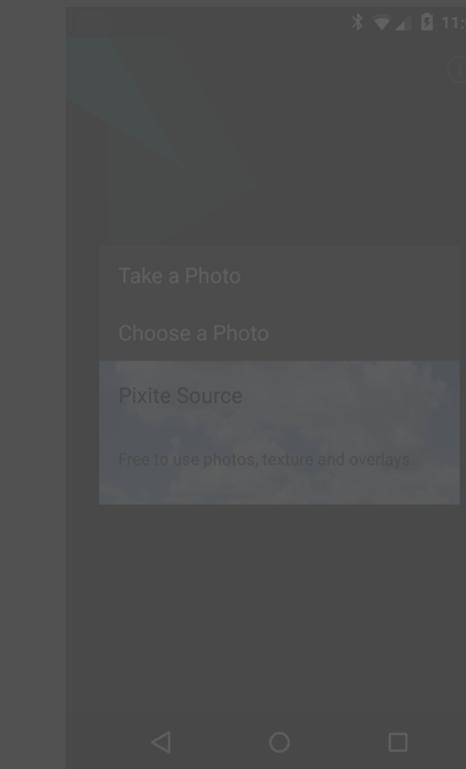
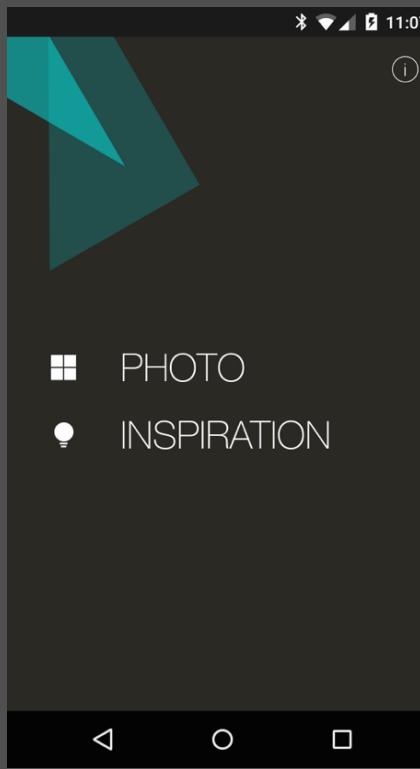
Free to use photos, texture and overlays.

11:09

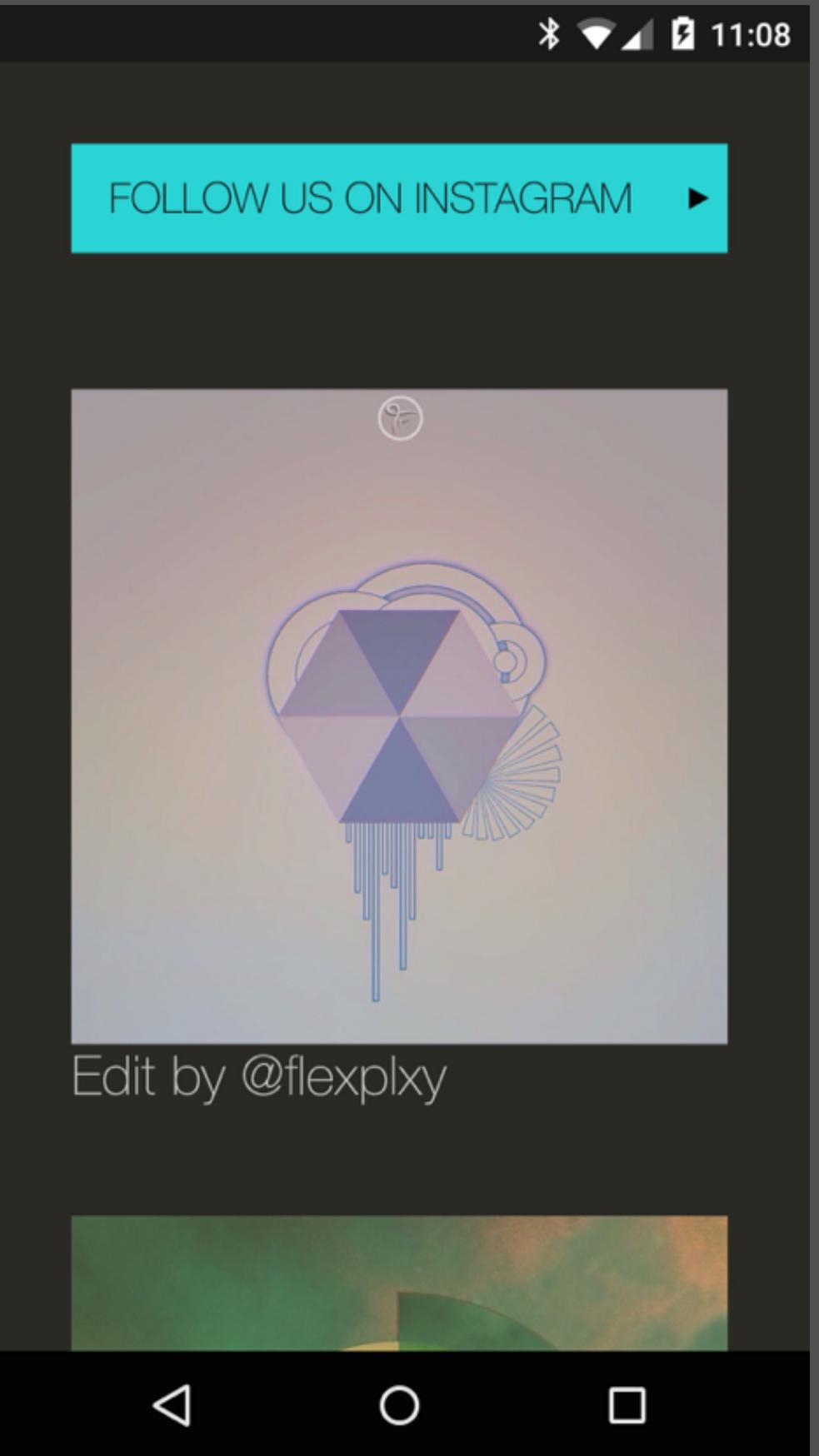
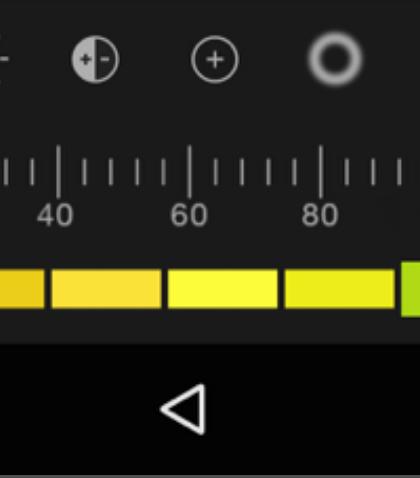
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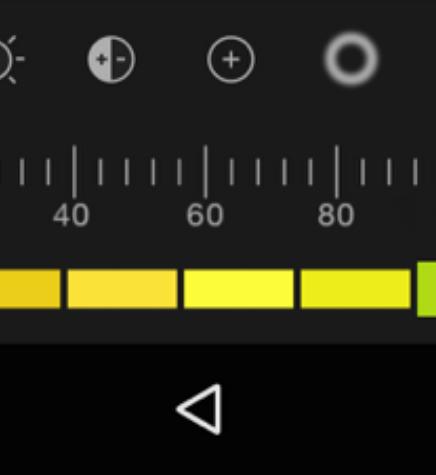
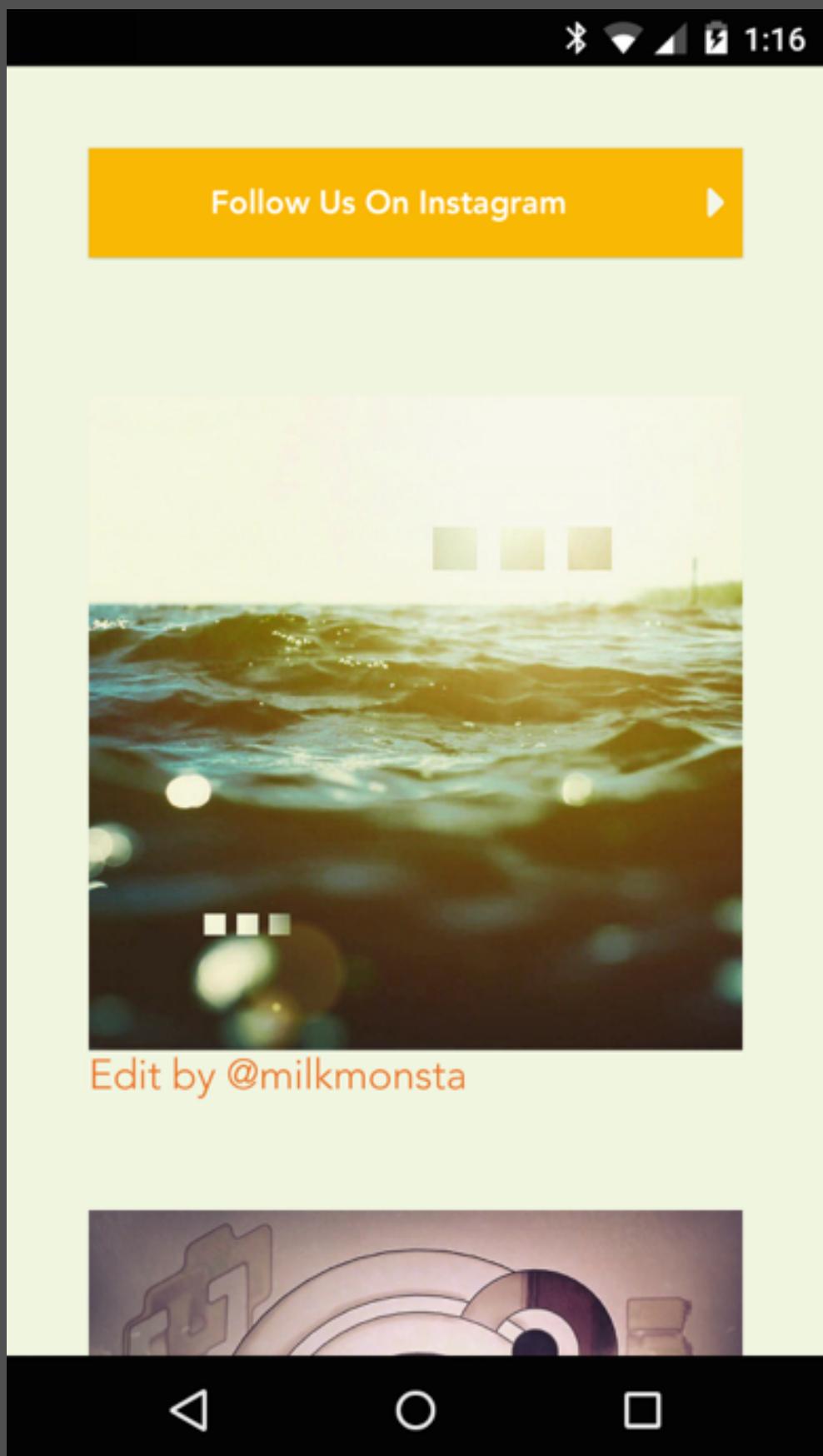
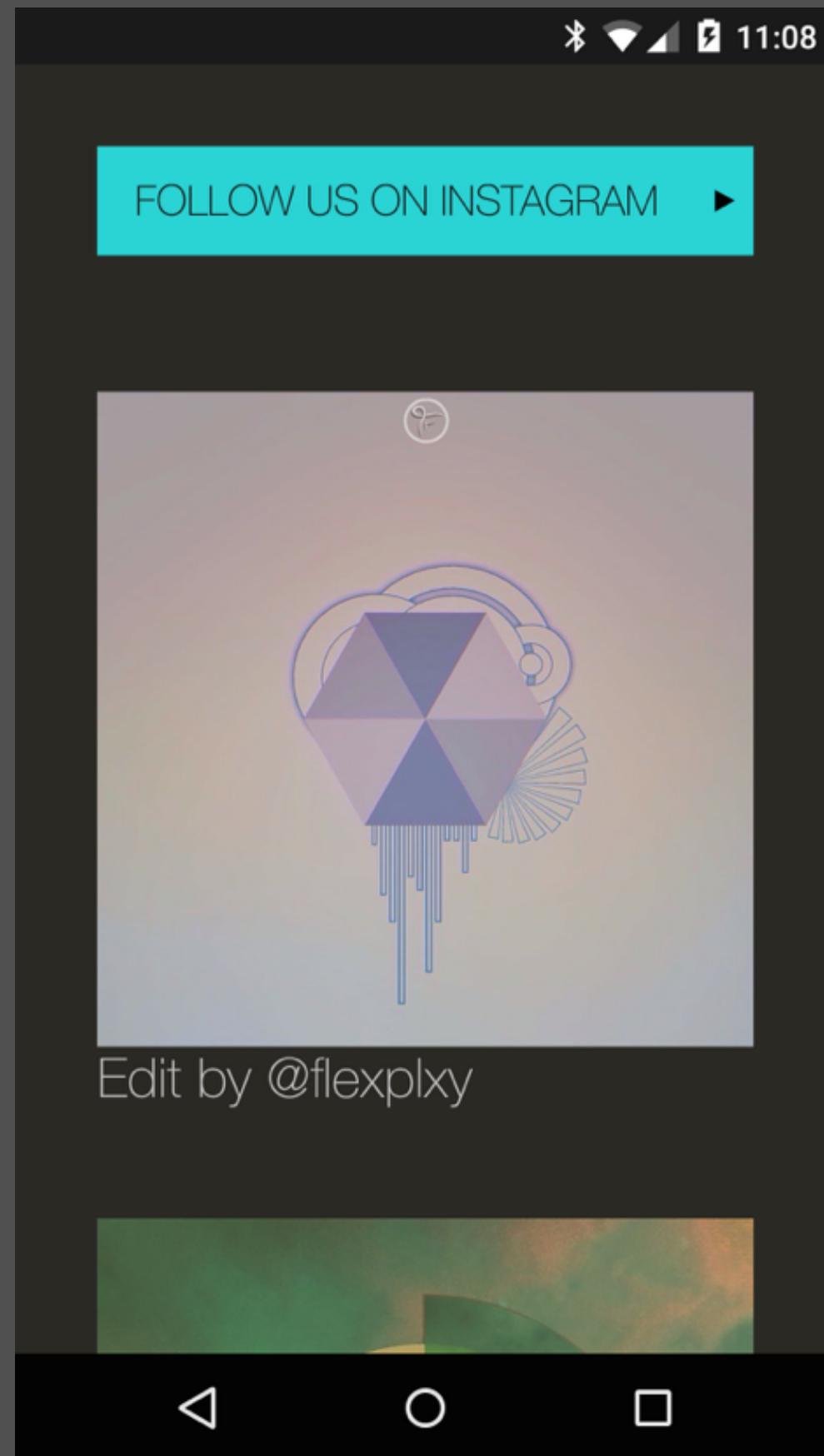
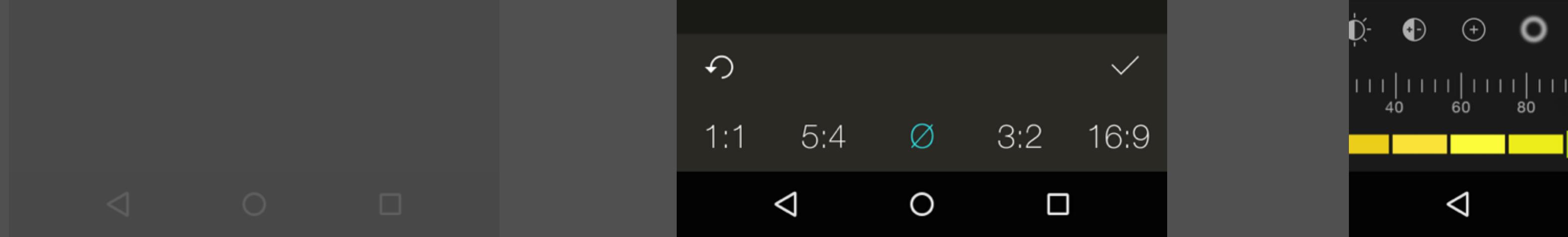
Fragment



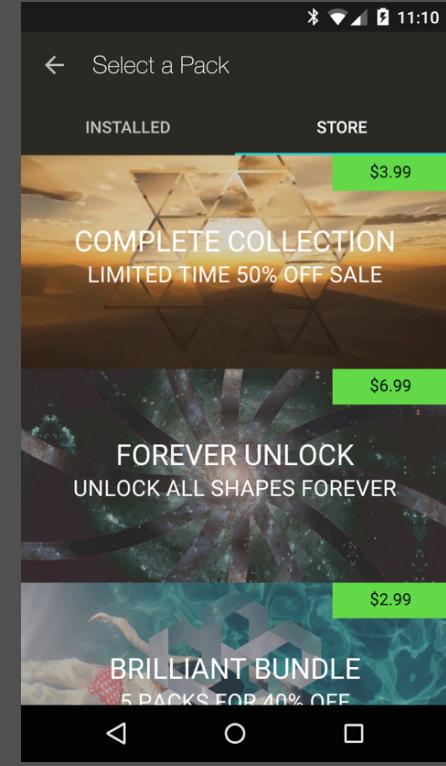
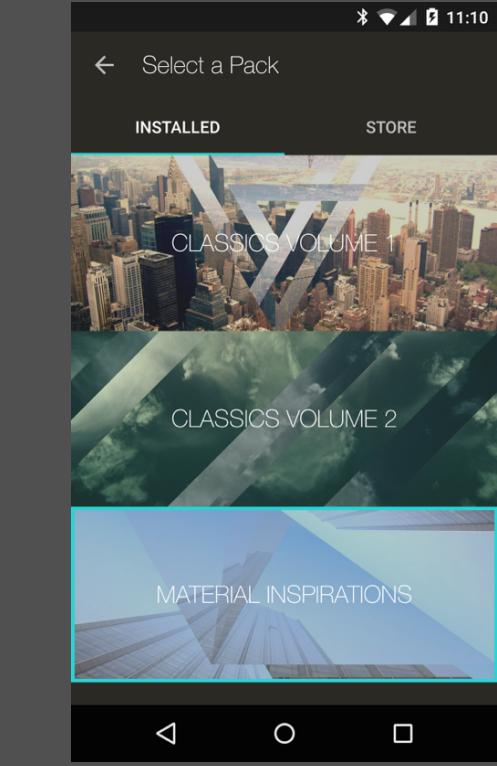
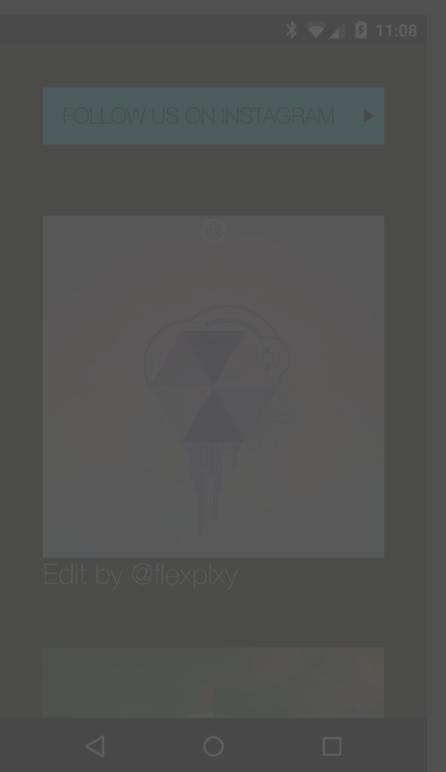
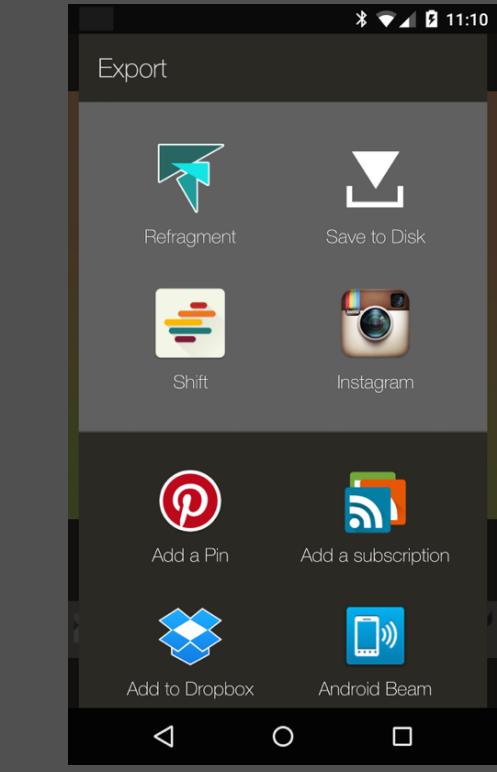
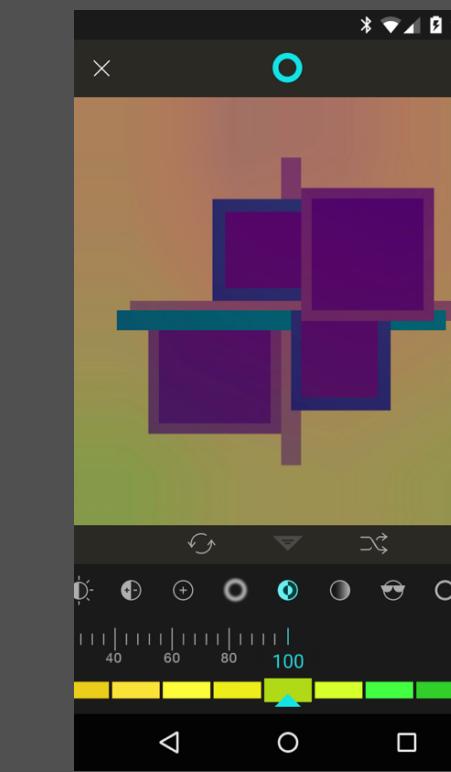
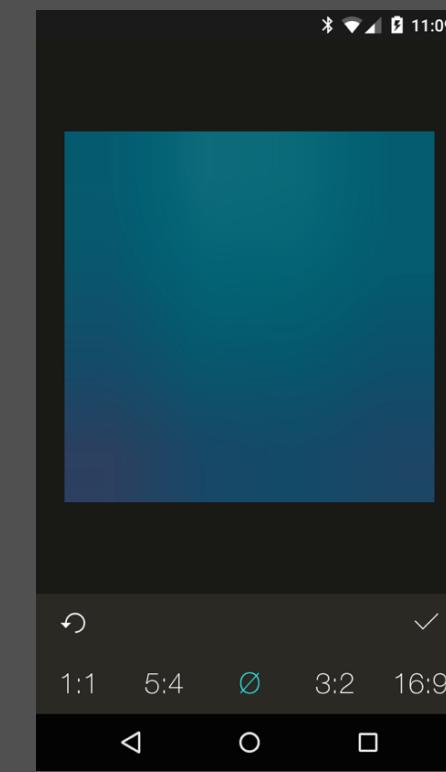
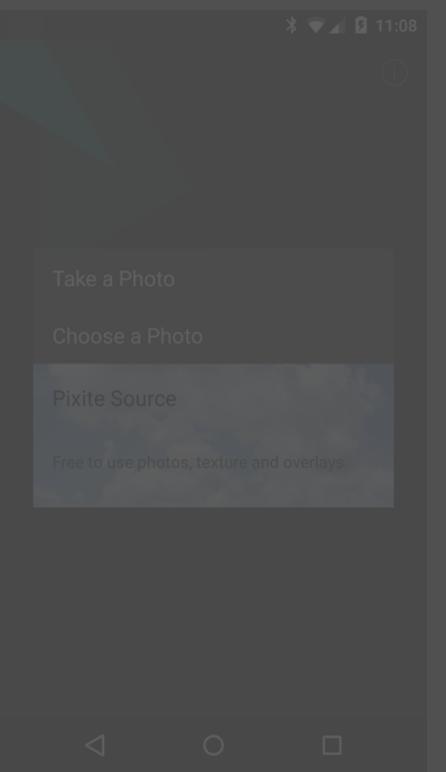
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Fragment



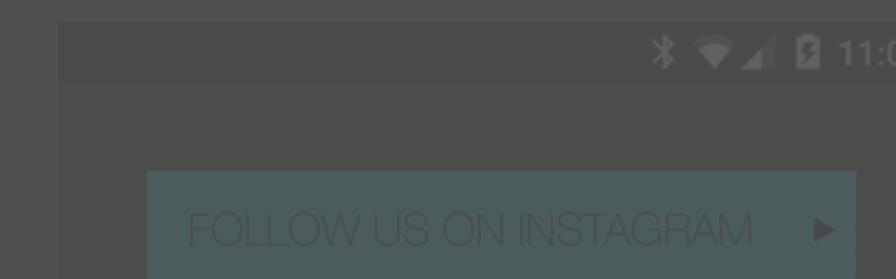
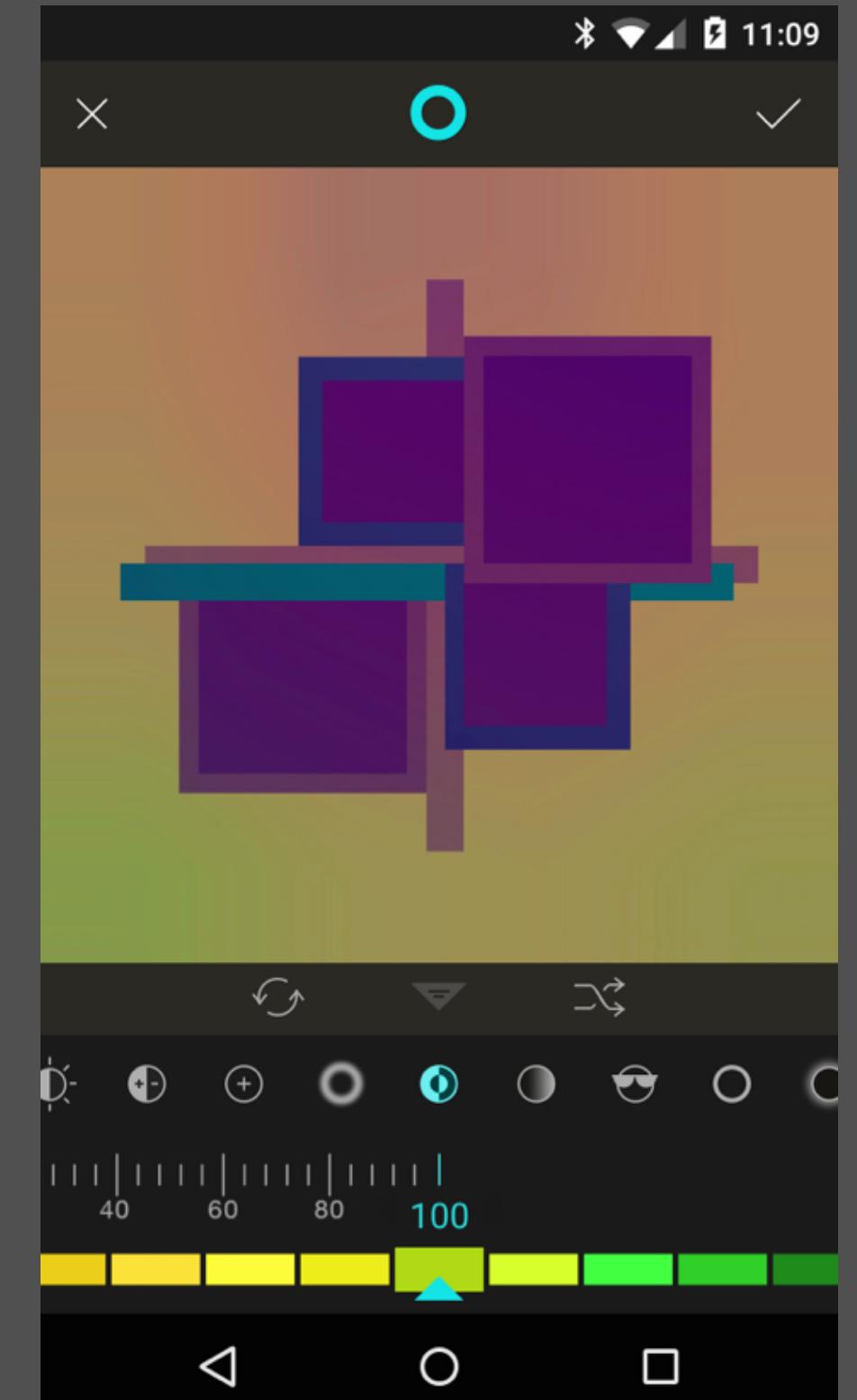
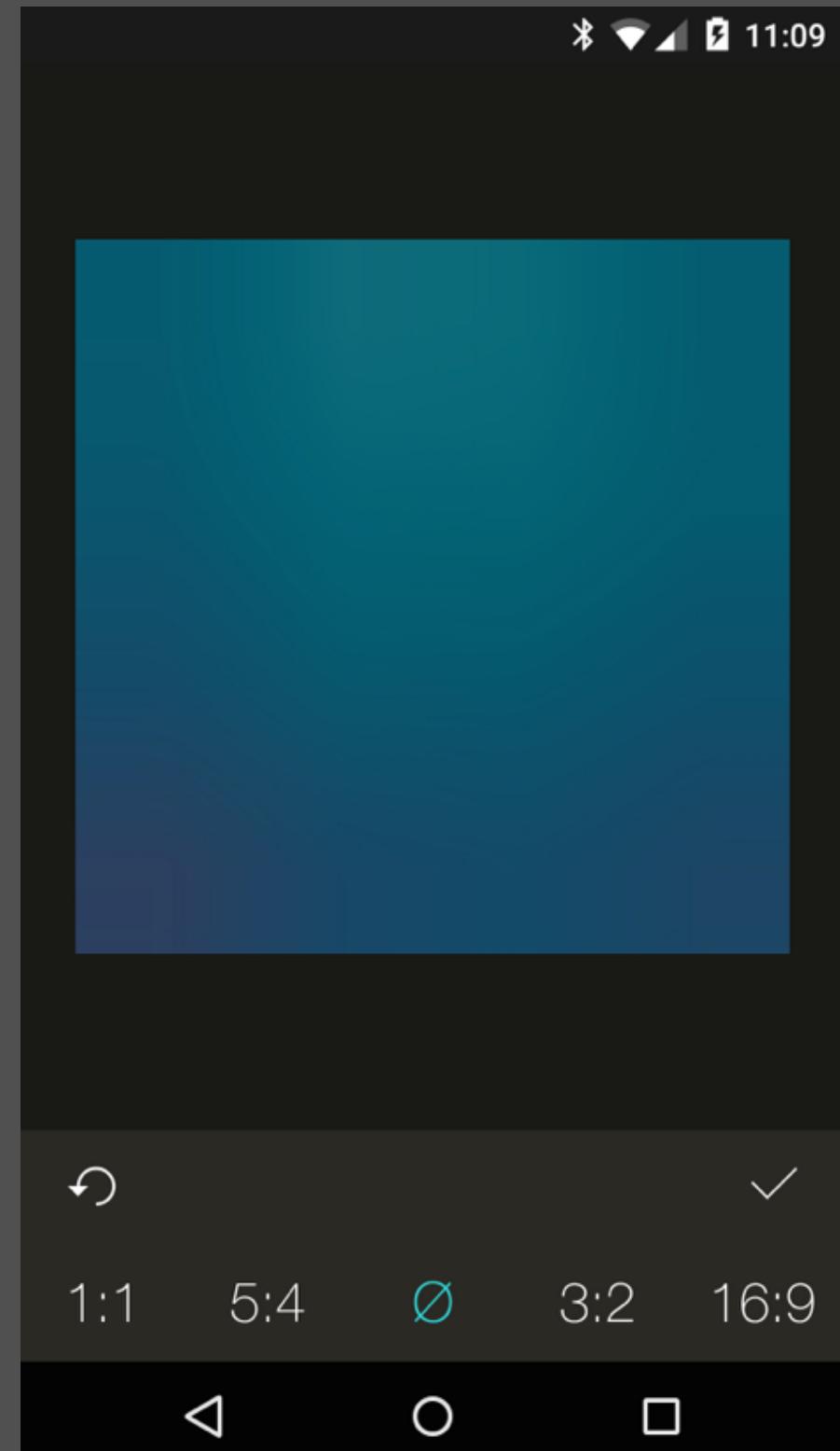
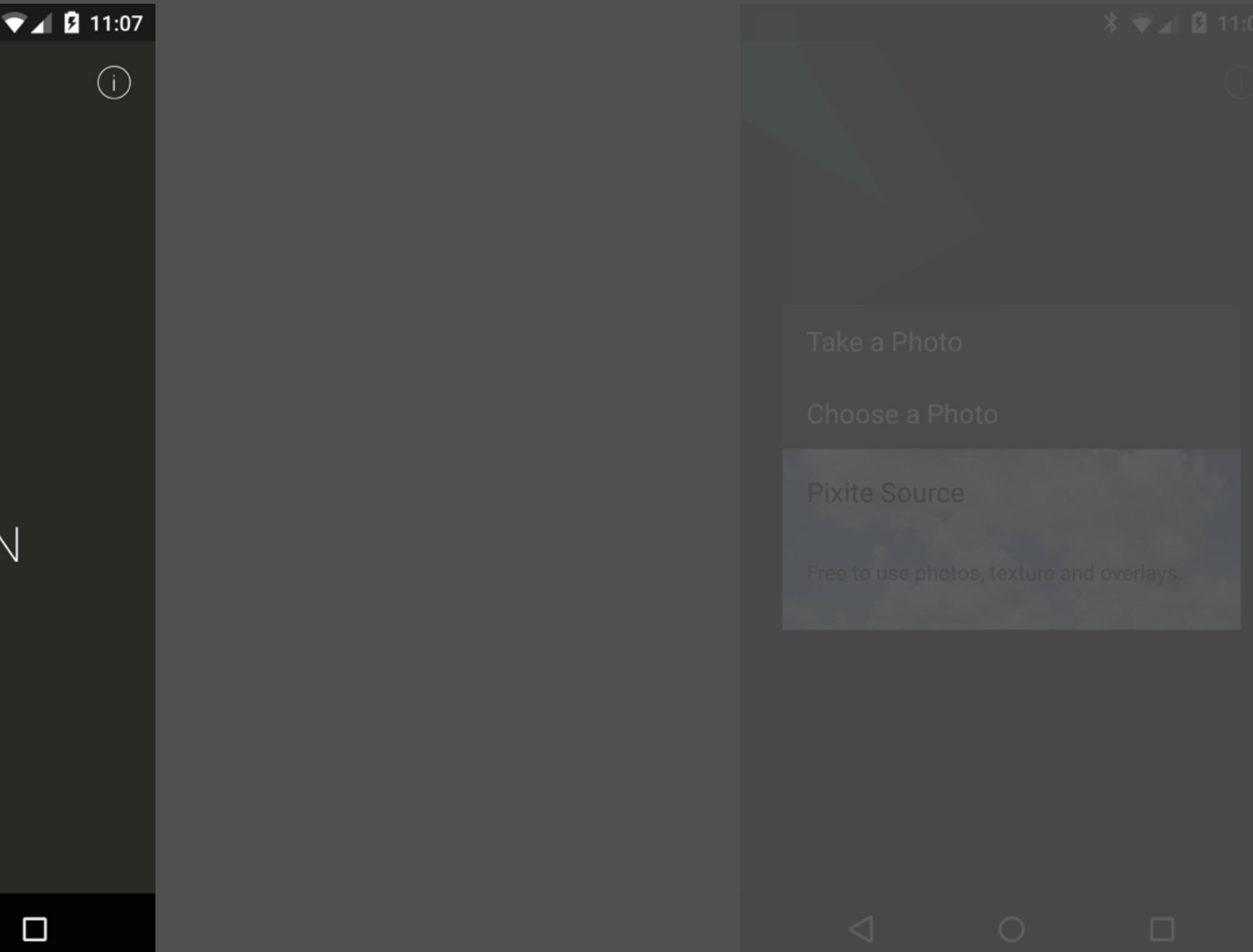
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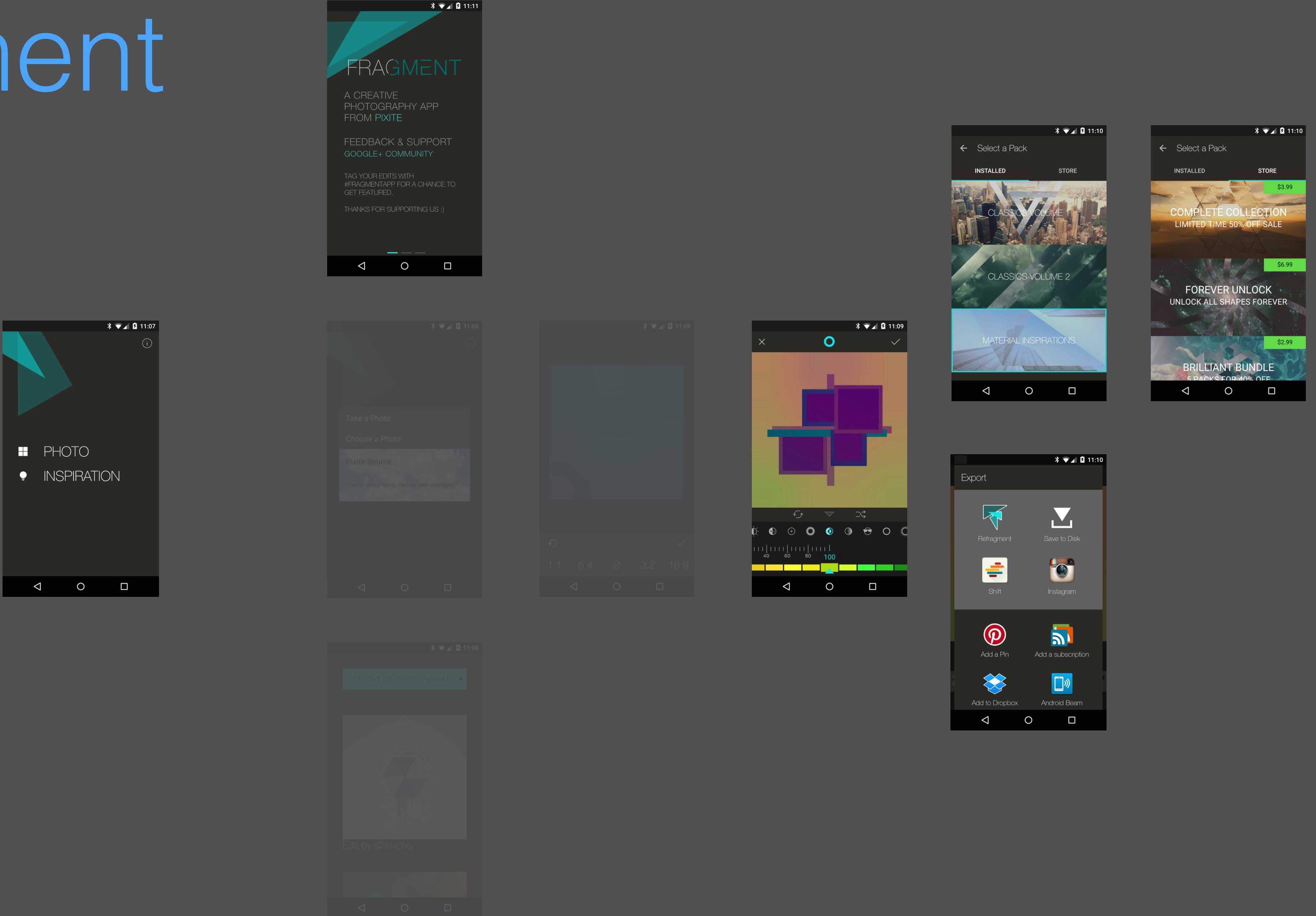
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GET FEATURED.

THANKS FOR SUPPORTING US :)

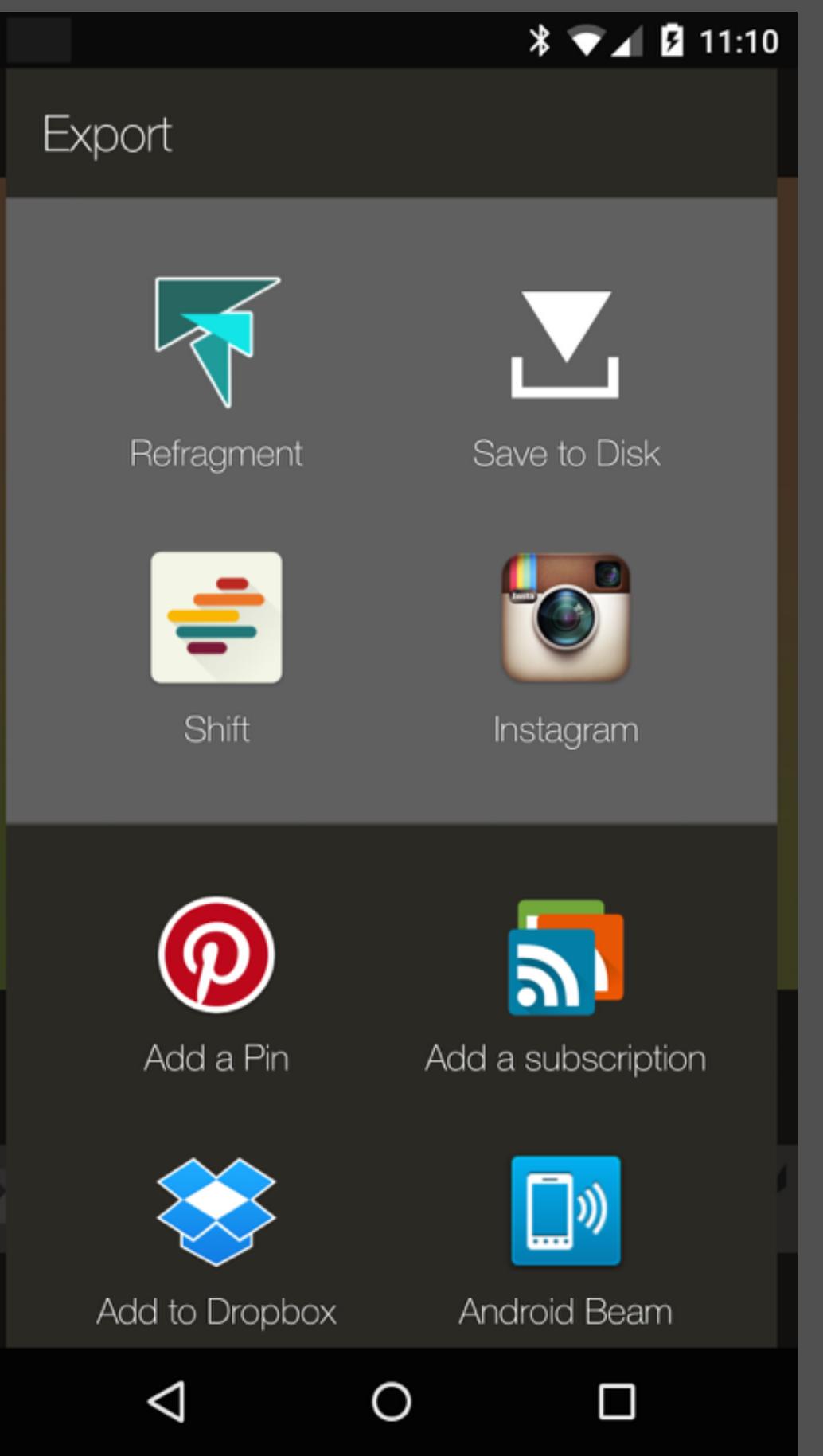
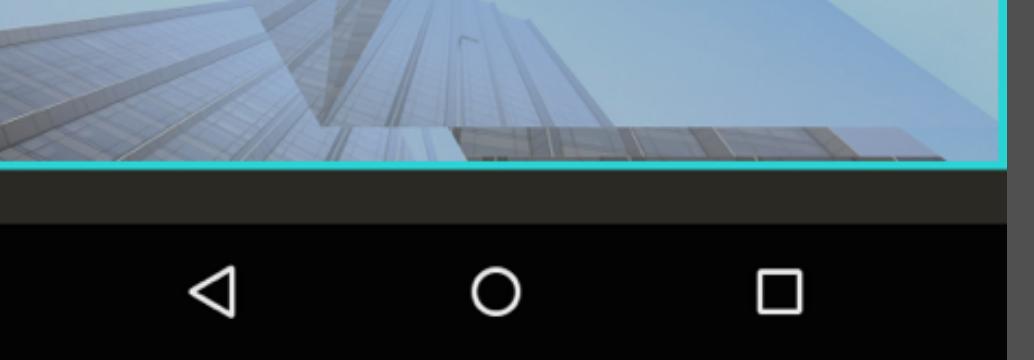
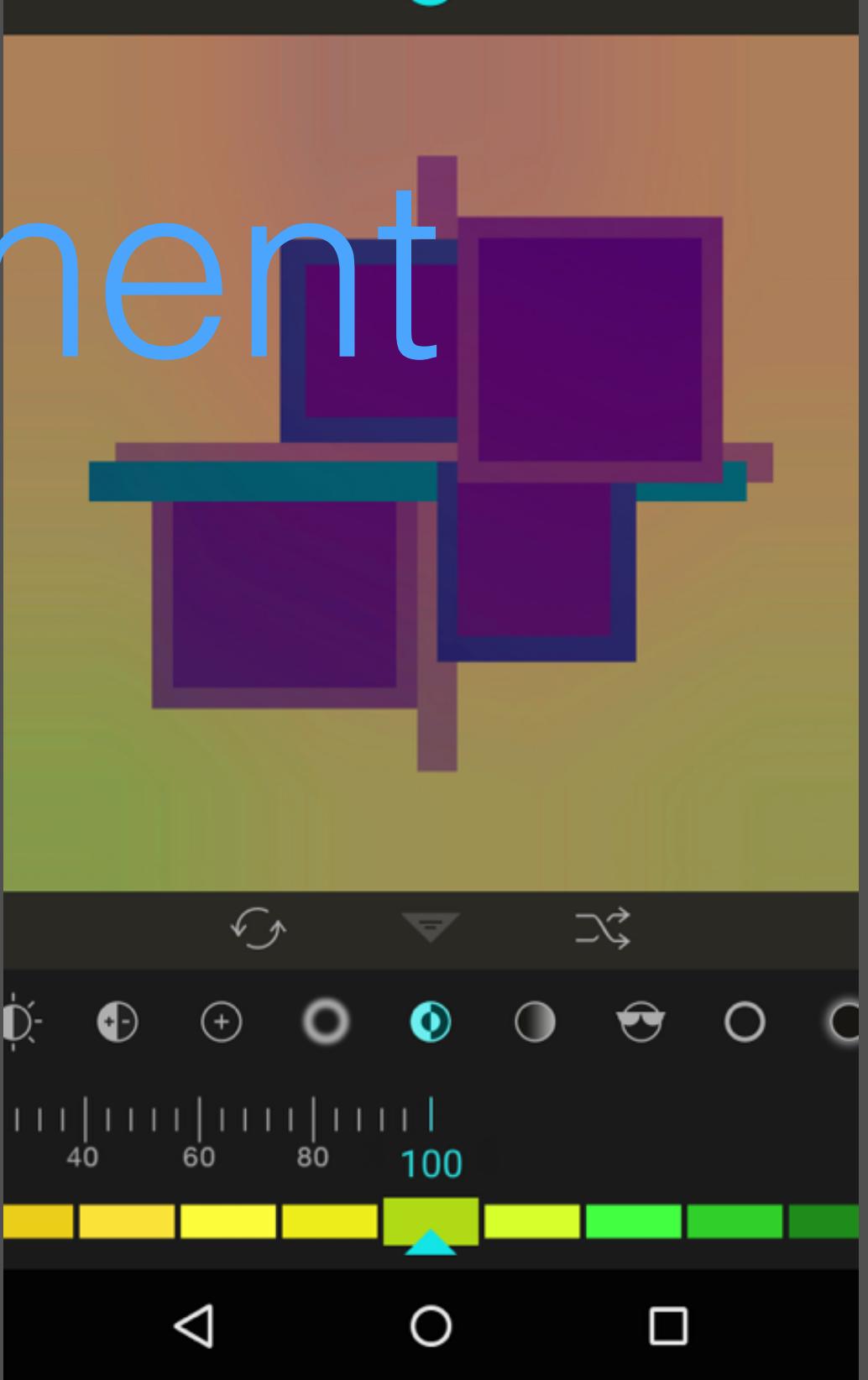


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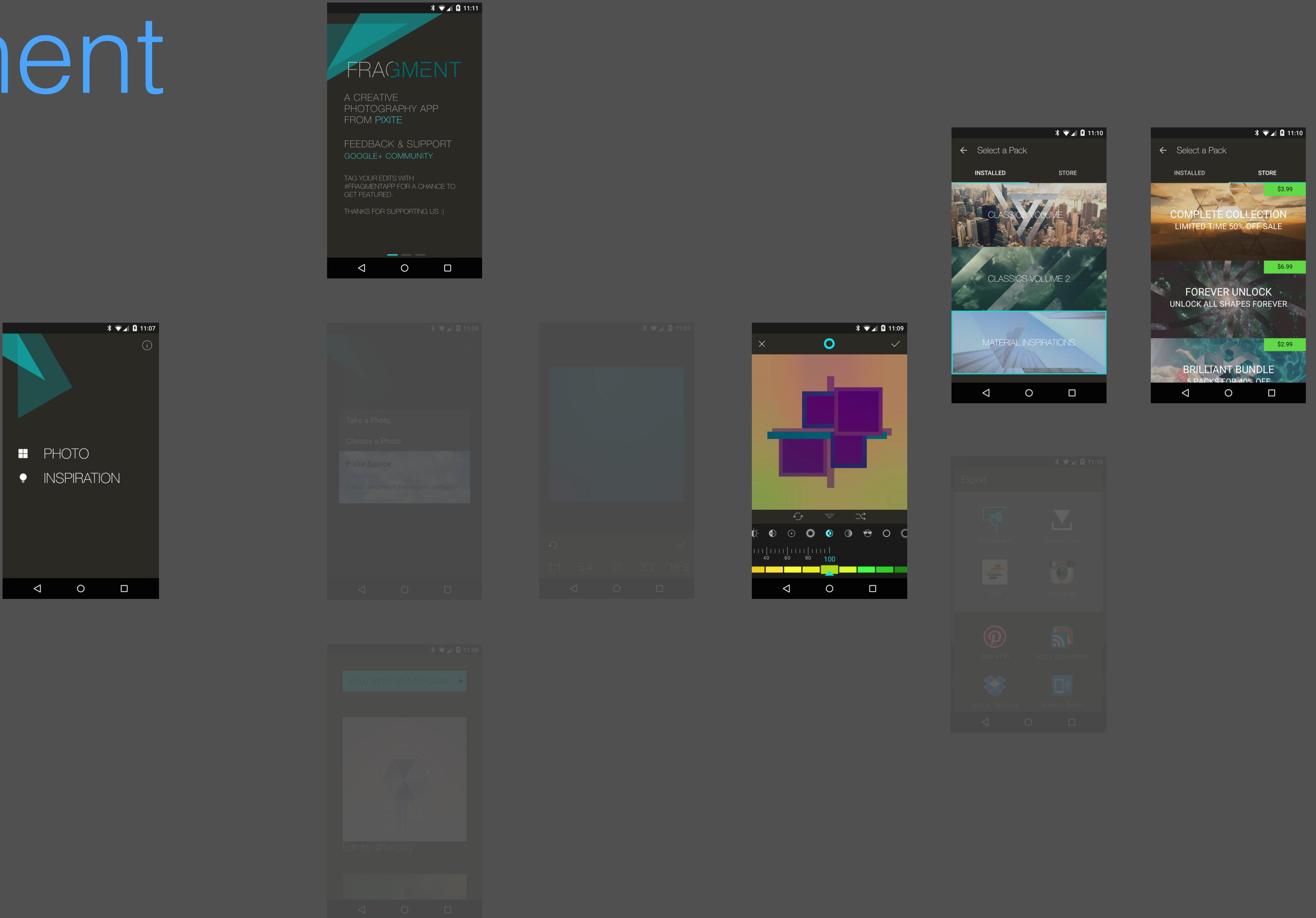


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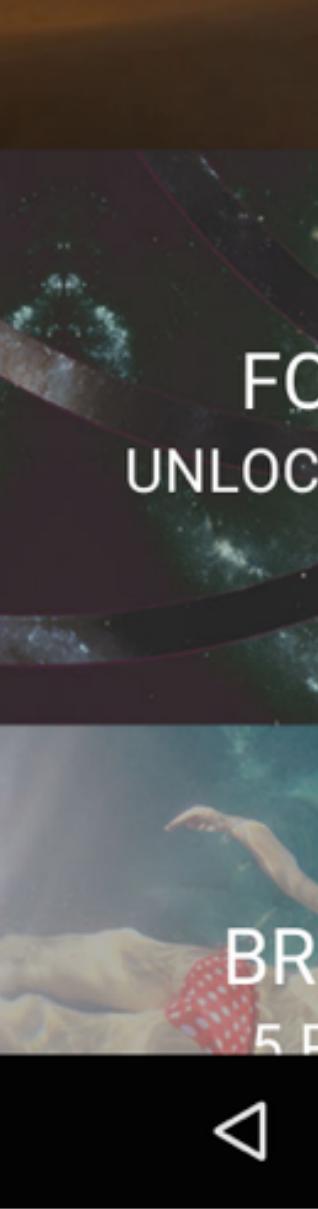
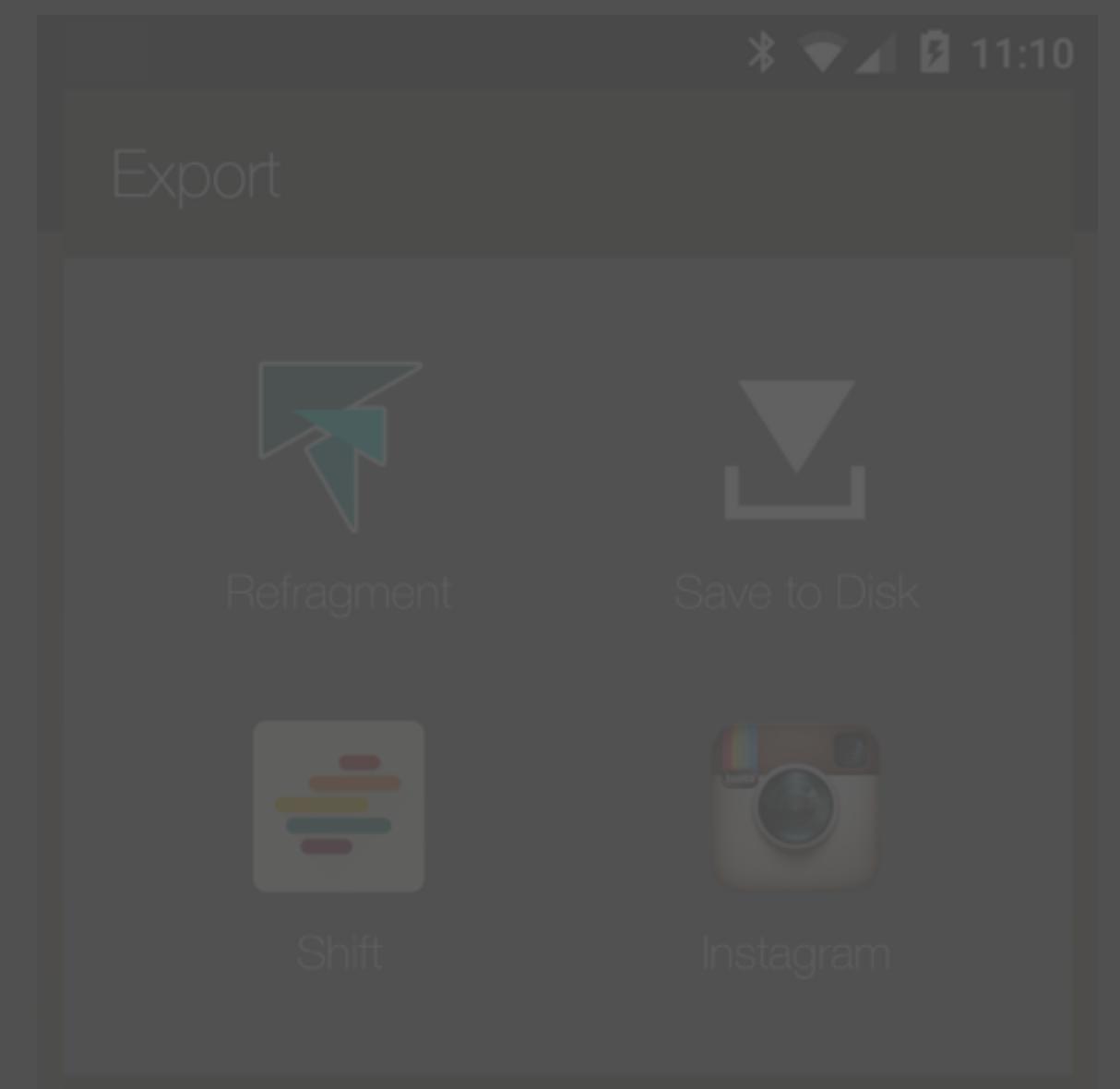
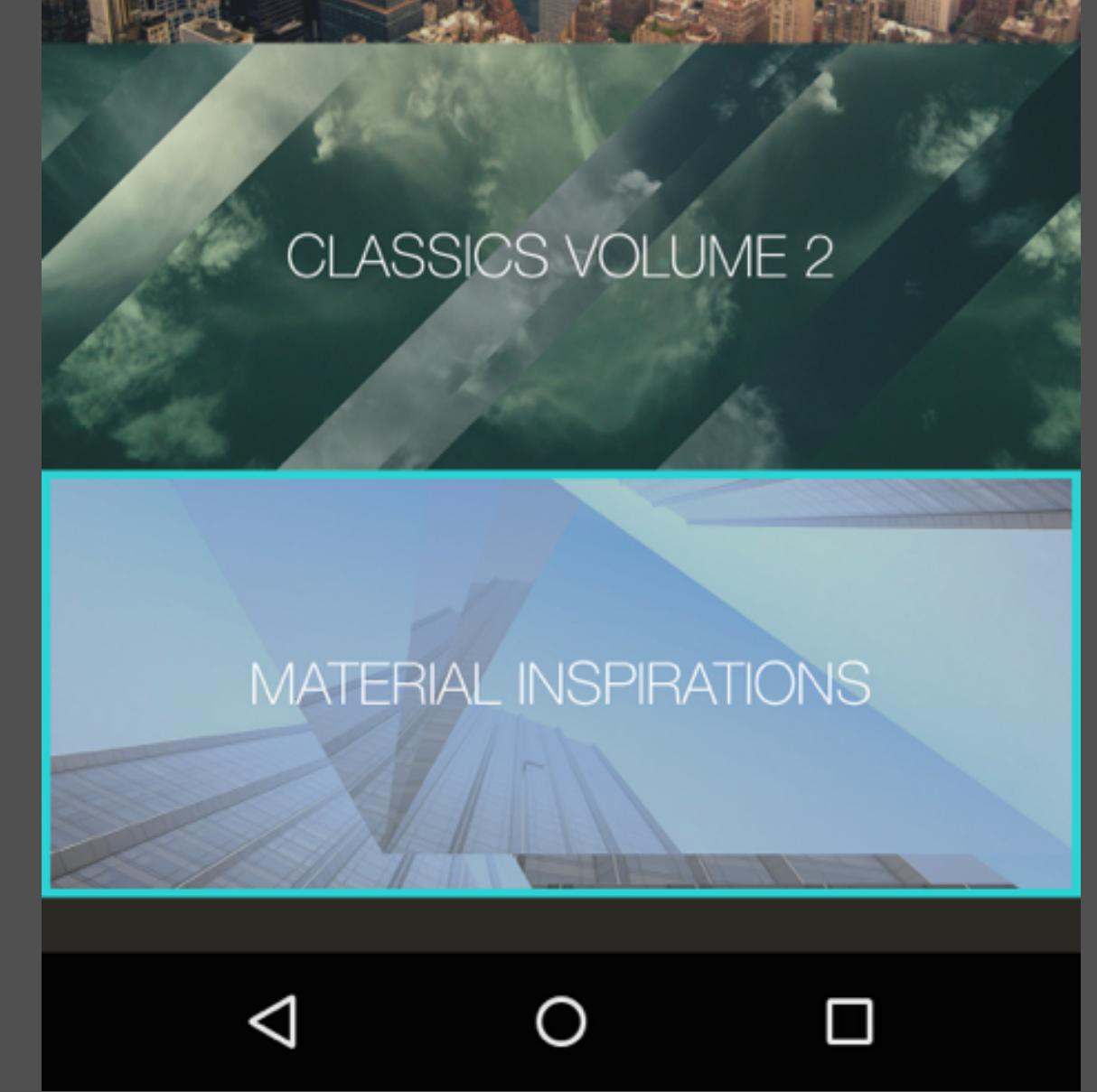
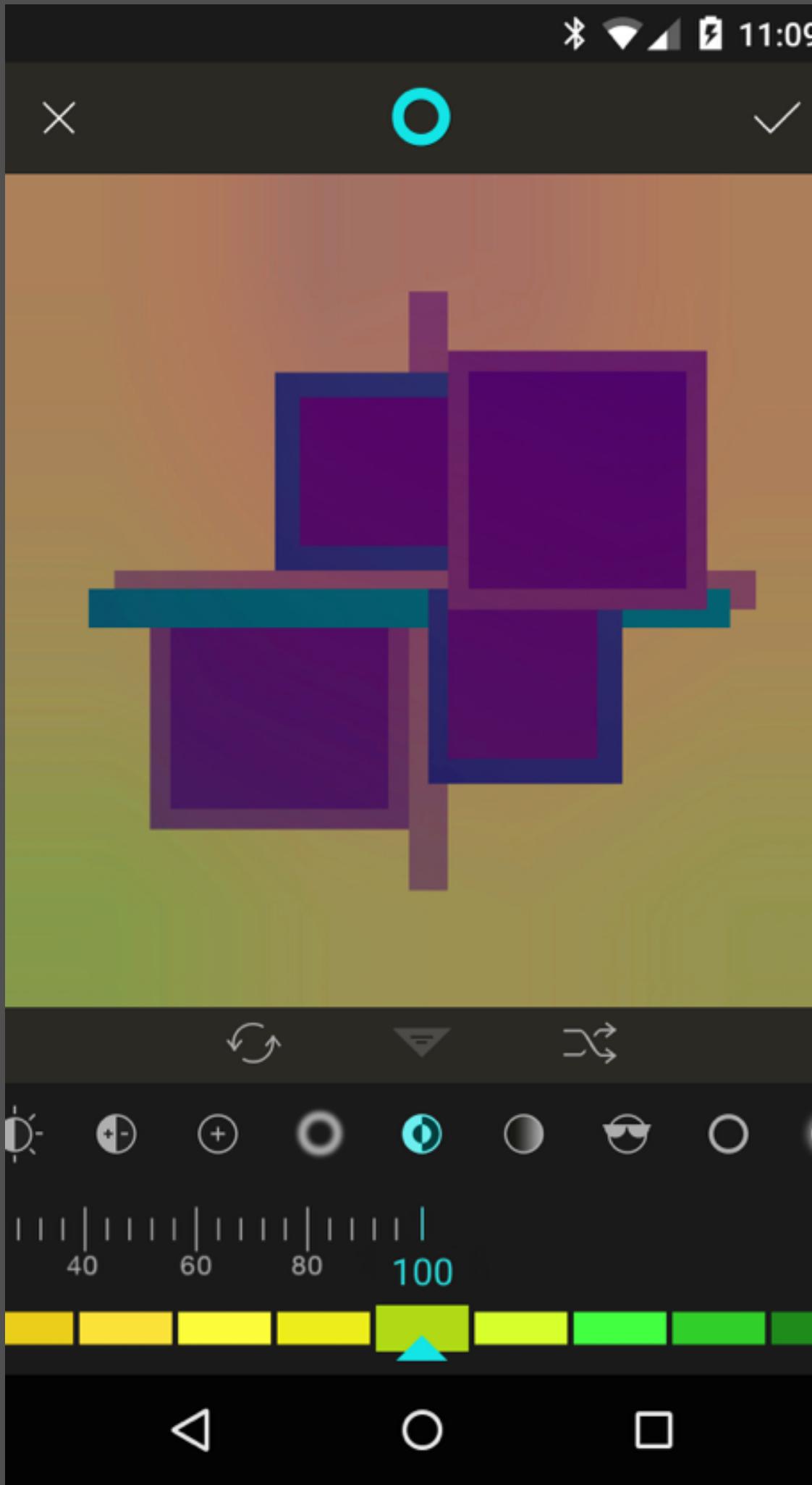
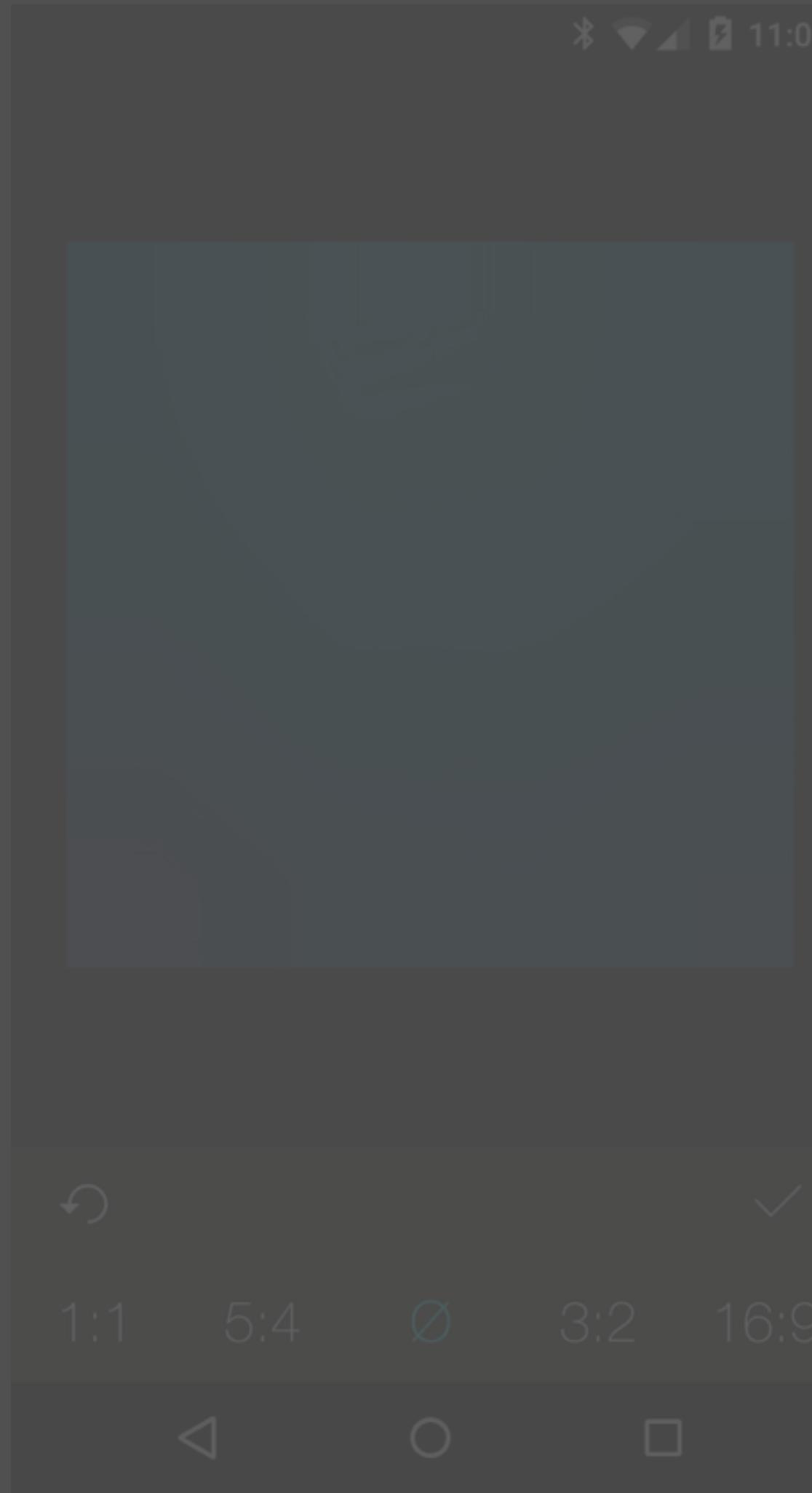
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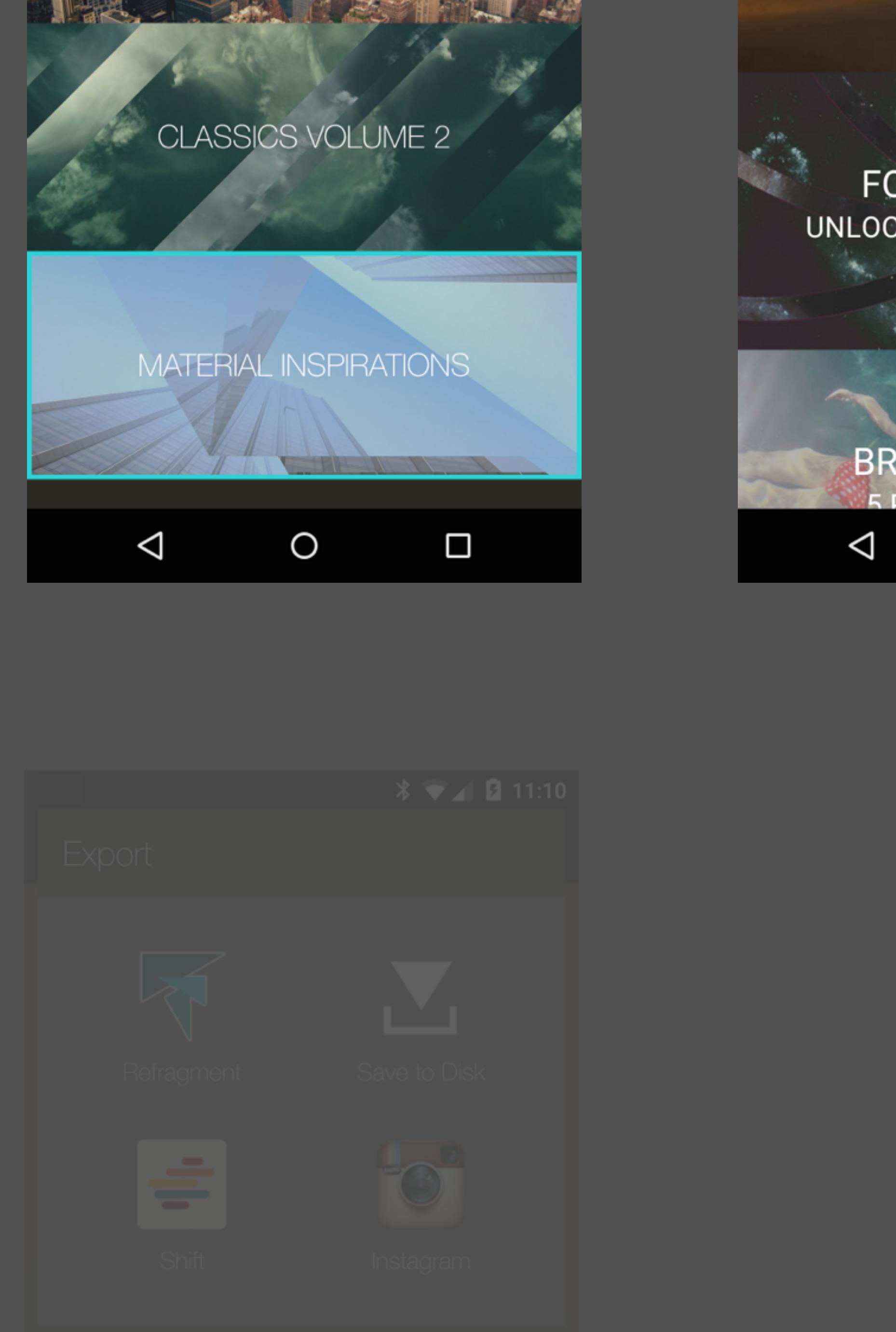
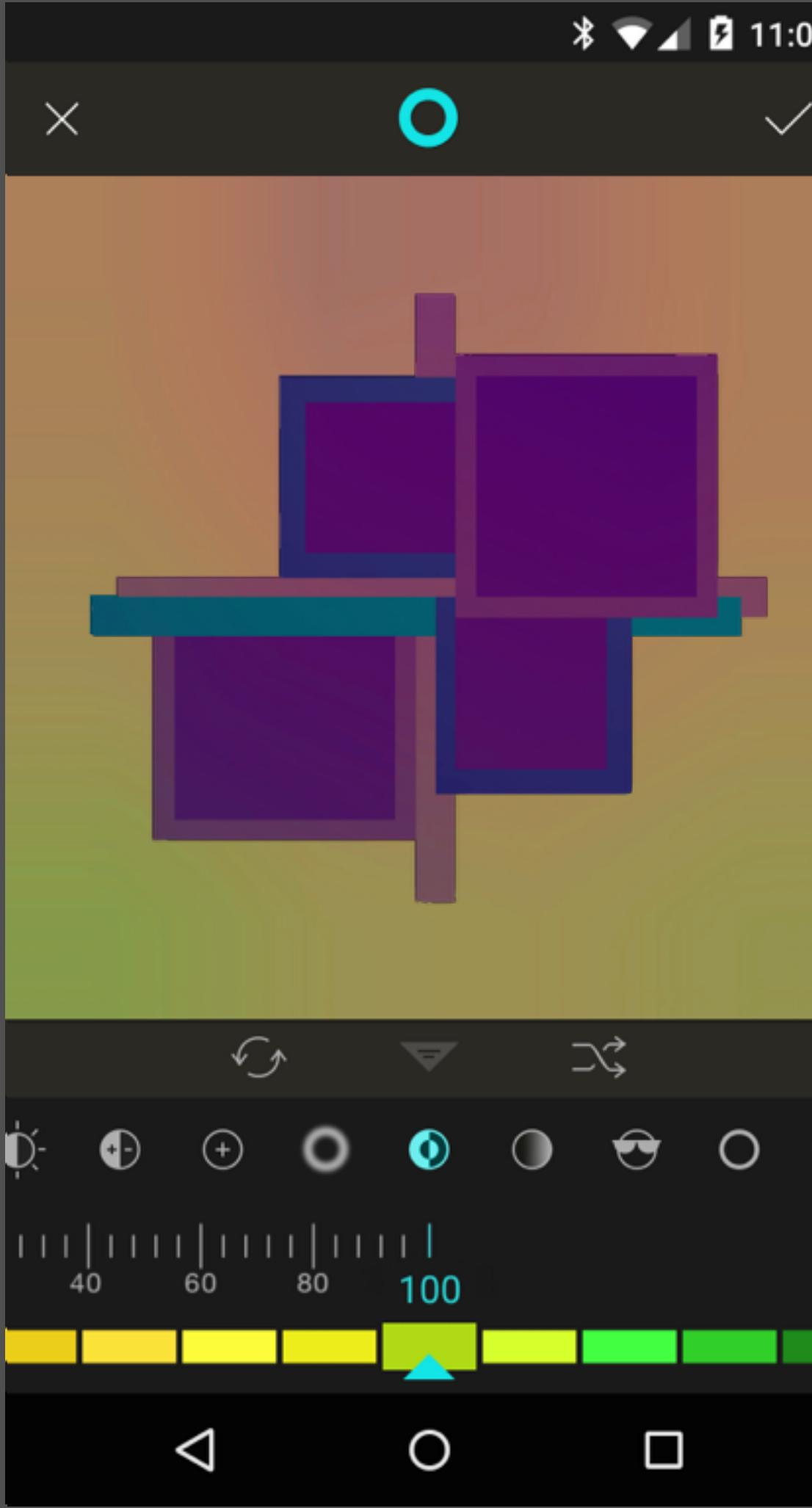
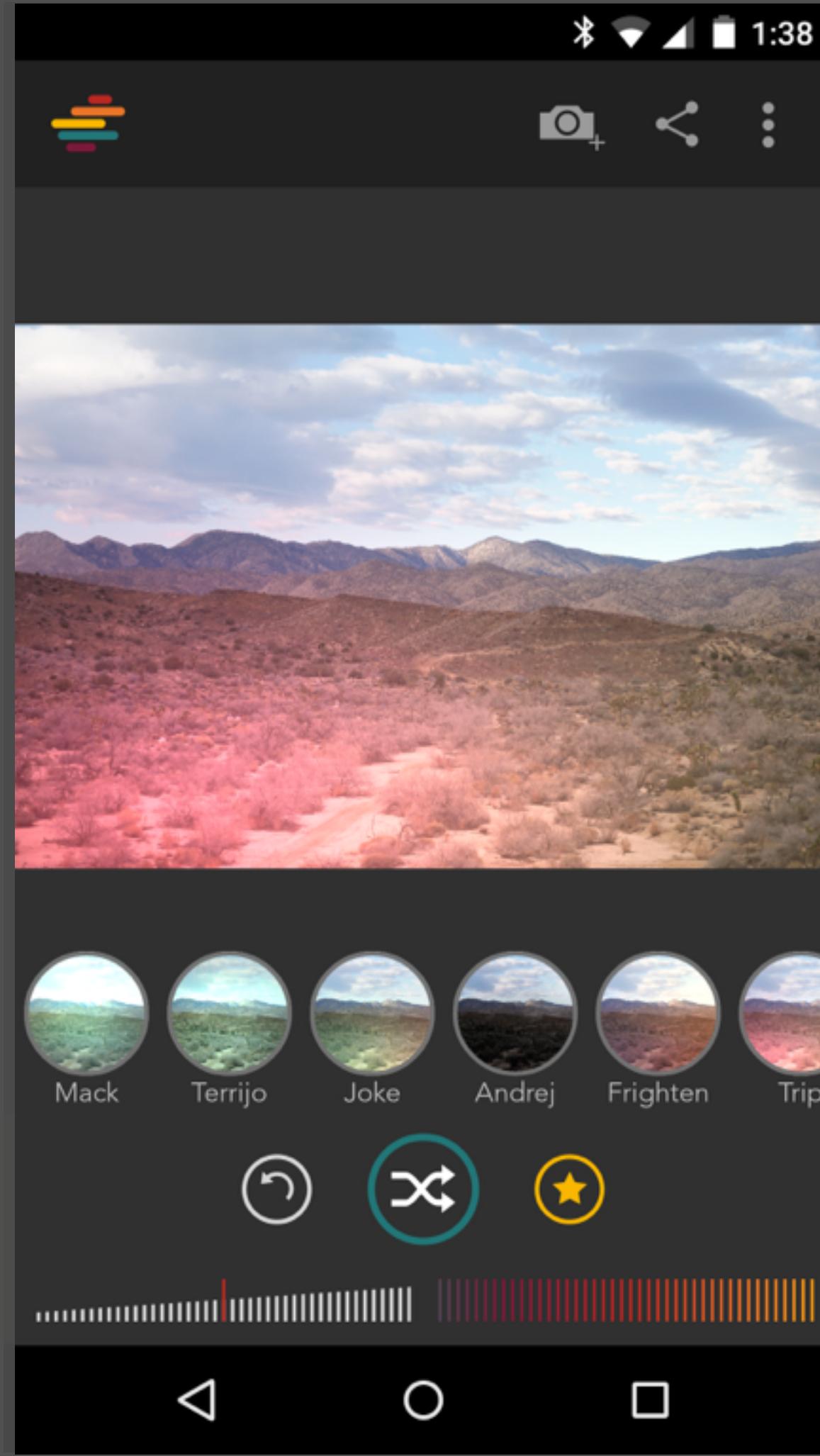
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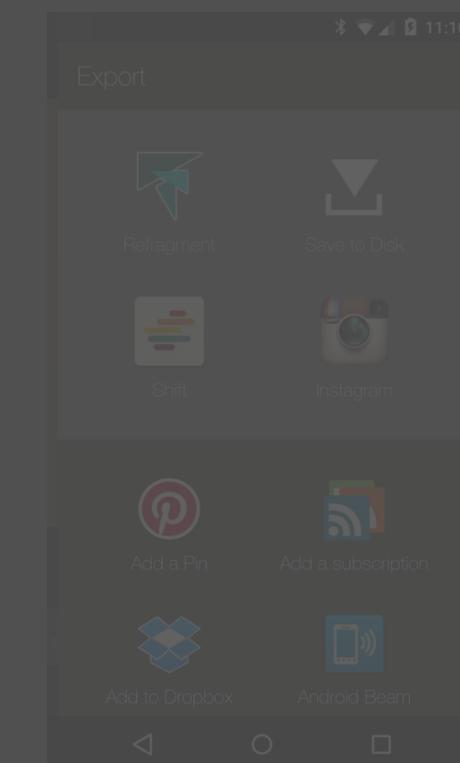
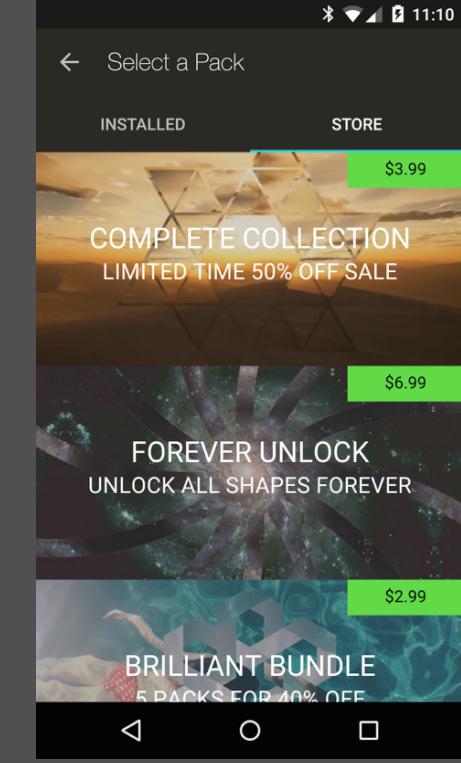
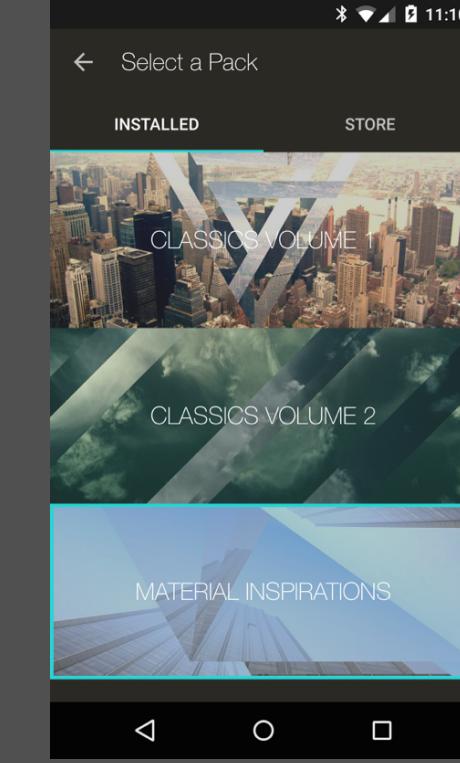
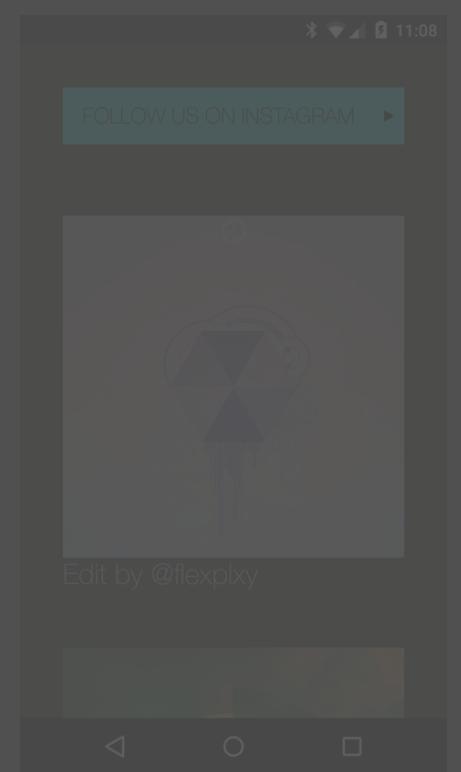
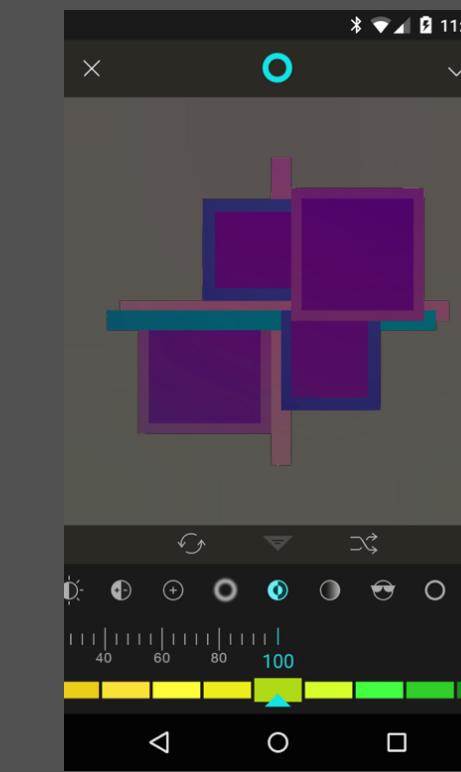
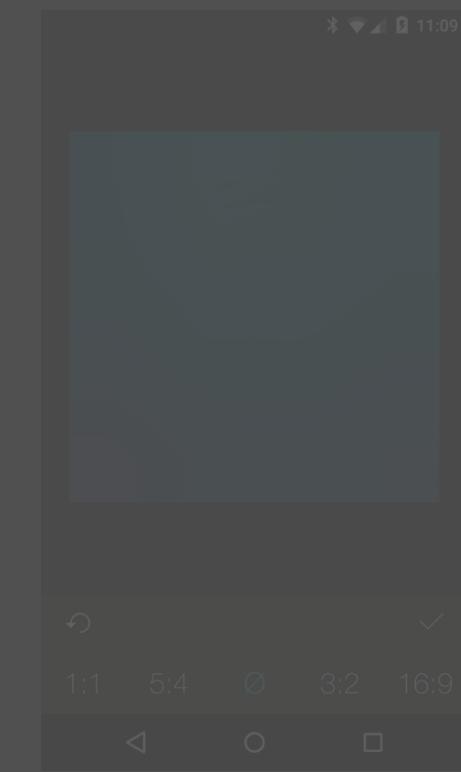
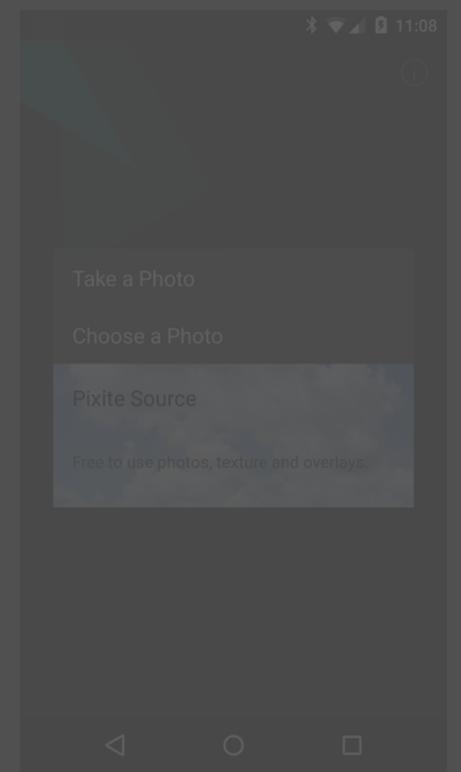
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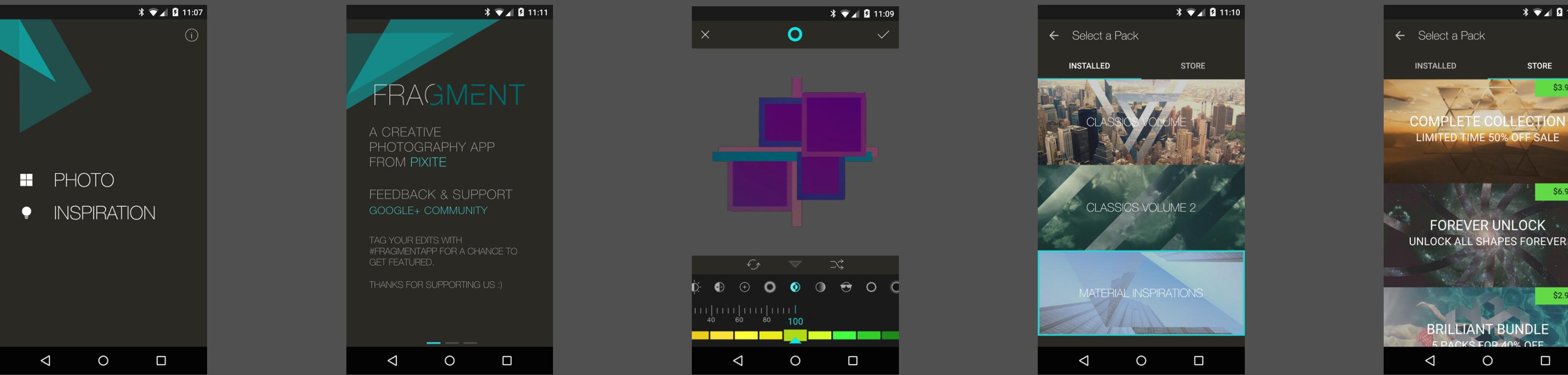
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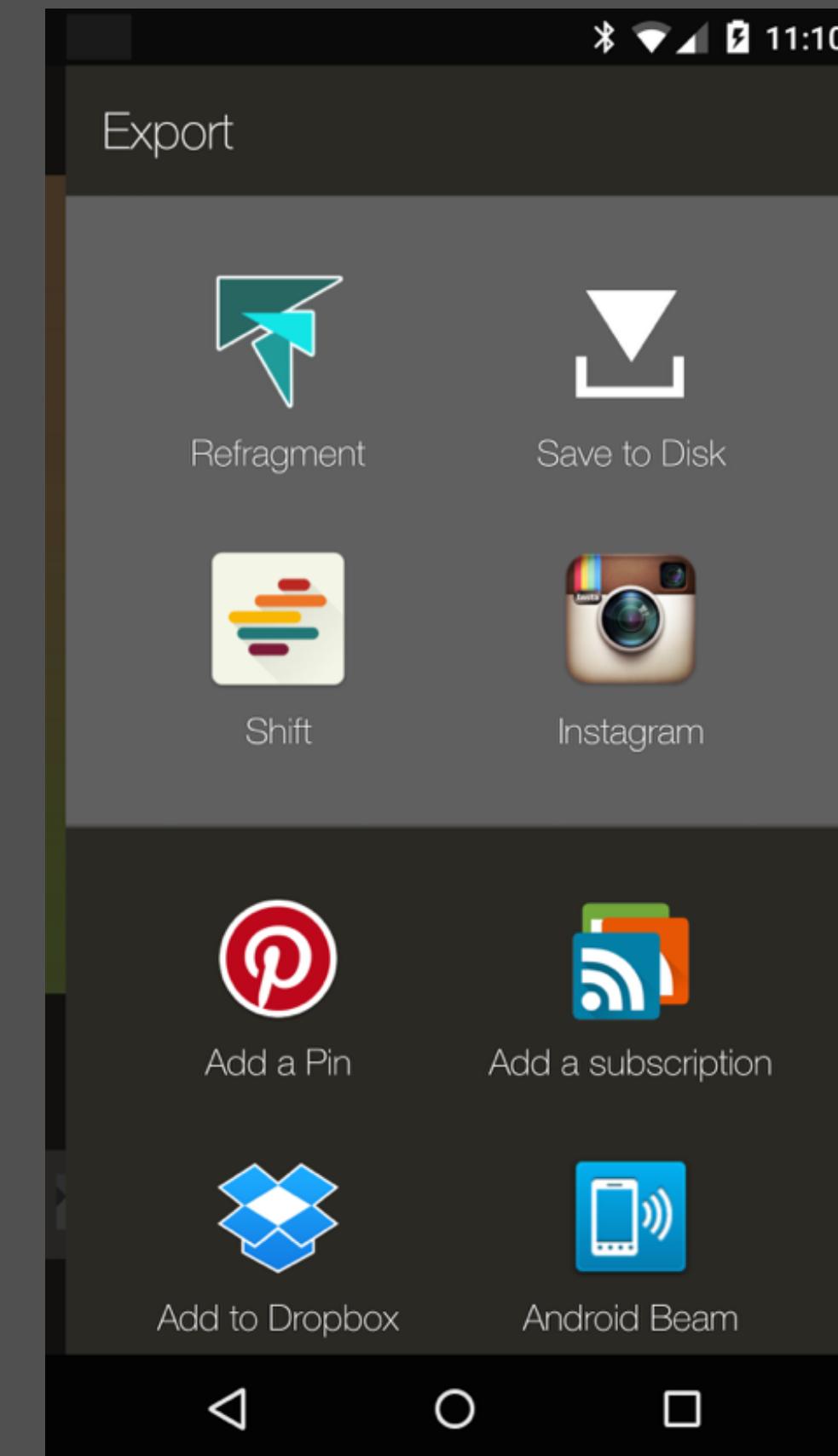
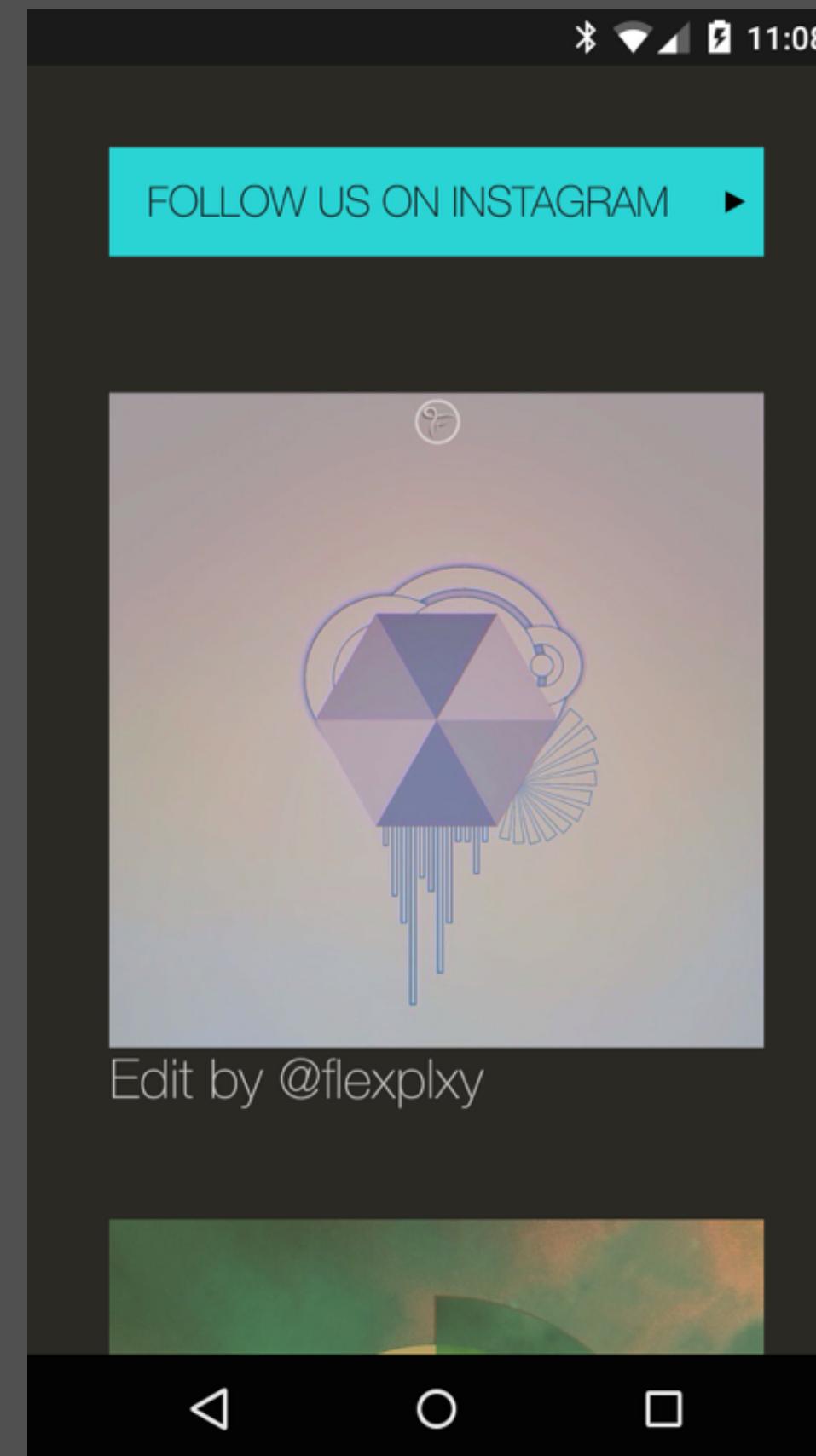
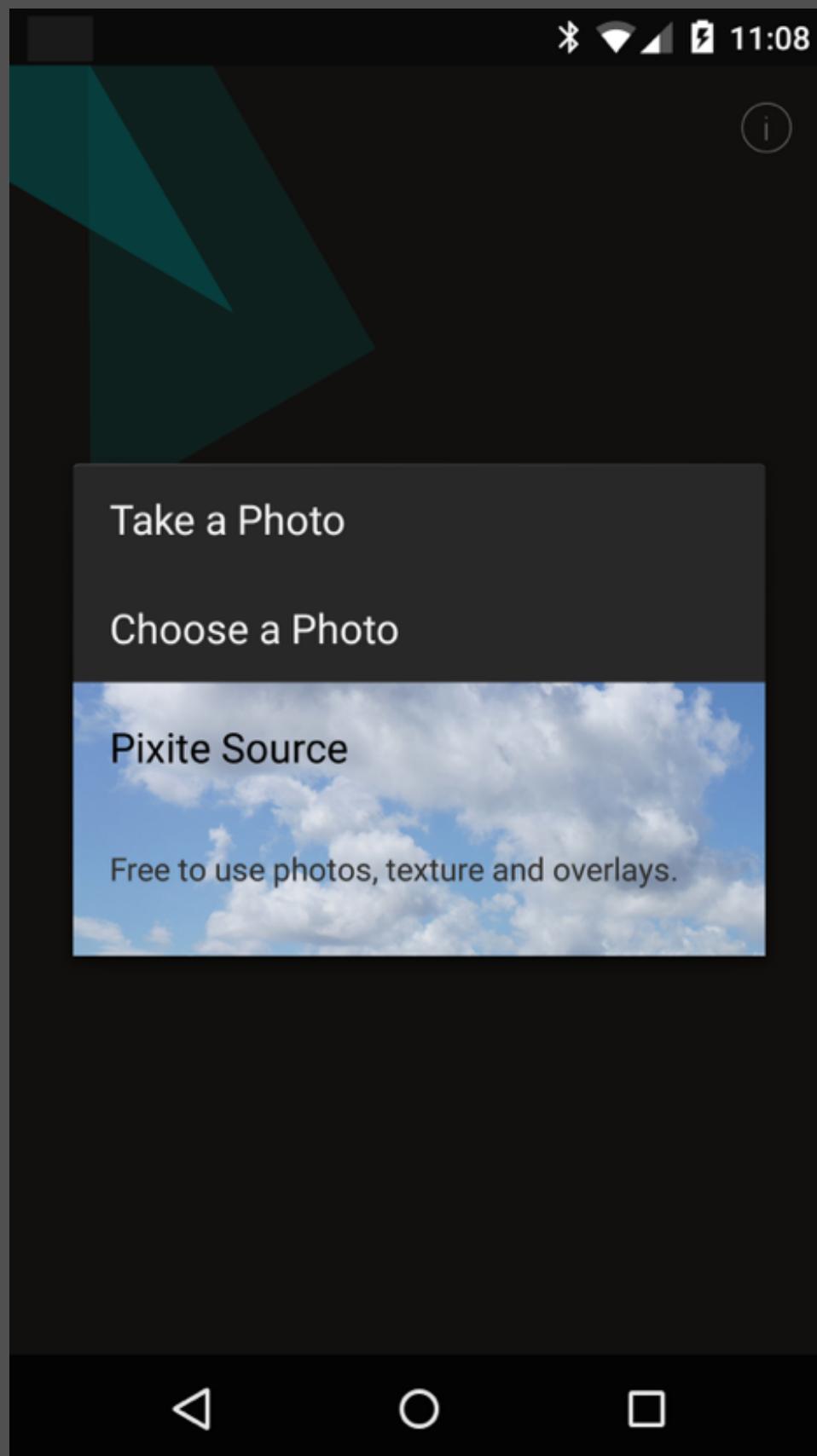
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Fragment



Fragment



Limit Scope and Requirements

Limit Scope and Requirements

- Choose a single problem to solve
 - Picasso - Efficient image loading and caching
 - Retrofit - Easy REST API access
- Avoid “Apache Syndrome”
 - Every Apache library depends on every other Apache library

Limit Scope and Requirements

- Library mission statement
 - One sentence
 - What the library does

“Allow the user to load an image from any source.”

Limit Scope and Requirements

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Limit Scope and Requirements

- Library mission statement
 - One sentence
 - What the library does

“Allow the user to load an image from any source.”

Design a Good API

Design a Good API

- Who is your user?
- If user needs to mess with code, it's not a library
- Design from the outside in
- Package your library

API Strategies - Utility

Requirements: Persist filter state to support undo/redo.

API Strategies - Utility

Requirements: Persist filter state to support undo/redo.

```
public interface HistoryManager<T> {  
  
    public T undo();  
  
    public T redo();  
  
    public void push(T state);  
  
    public void clear();  
}
```

API Strategies - Utility

Requirements: Persist filter state to support undo/redo.

```
public class HistoryManager<T> {  
  
    public T undo() { ... }  
  
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API Strategies - Utility

Requirements: Persist filter state to support undo/redo.

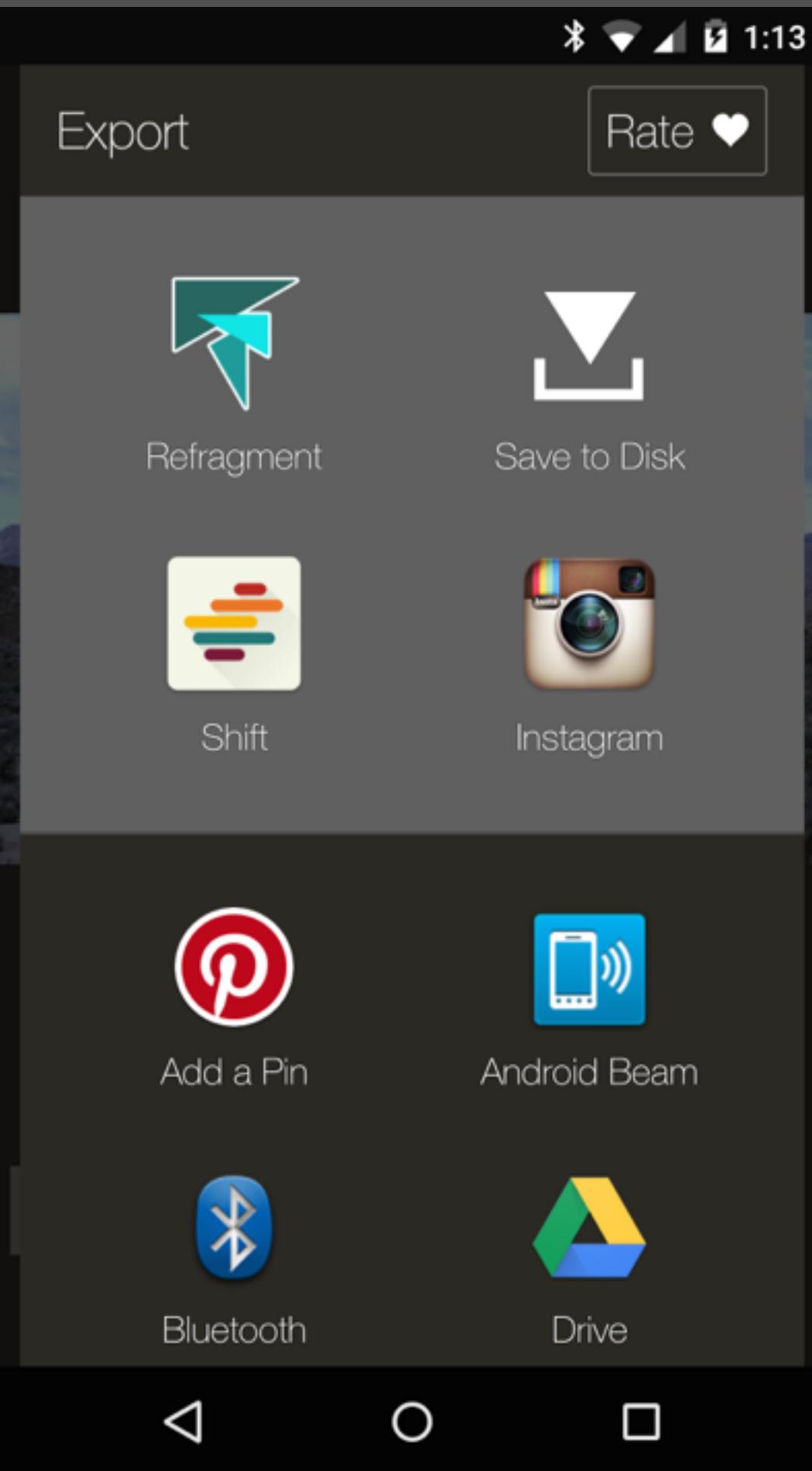
```
public class HistoryManager<T> {  
  
    public HistoryManager(File file) { ... }  
  
    public T undo() { ... }  
  
    public T redo() { ... }  
  
    public void push(T state) { ... }  
  
    public void clear() { ... }  
}
```

API Strategies - Utility

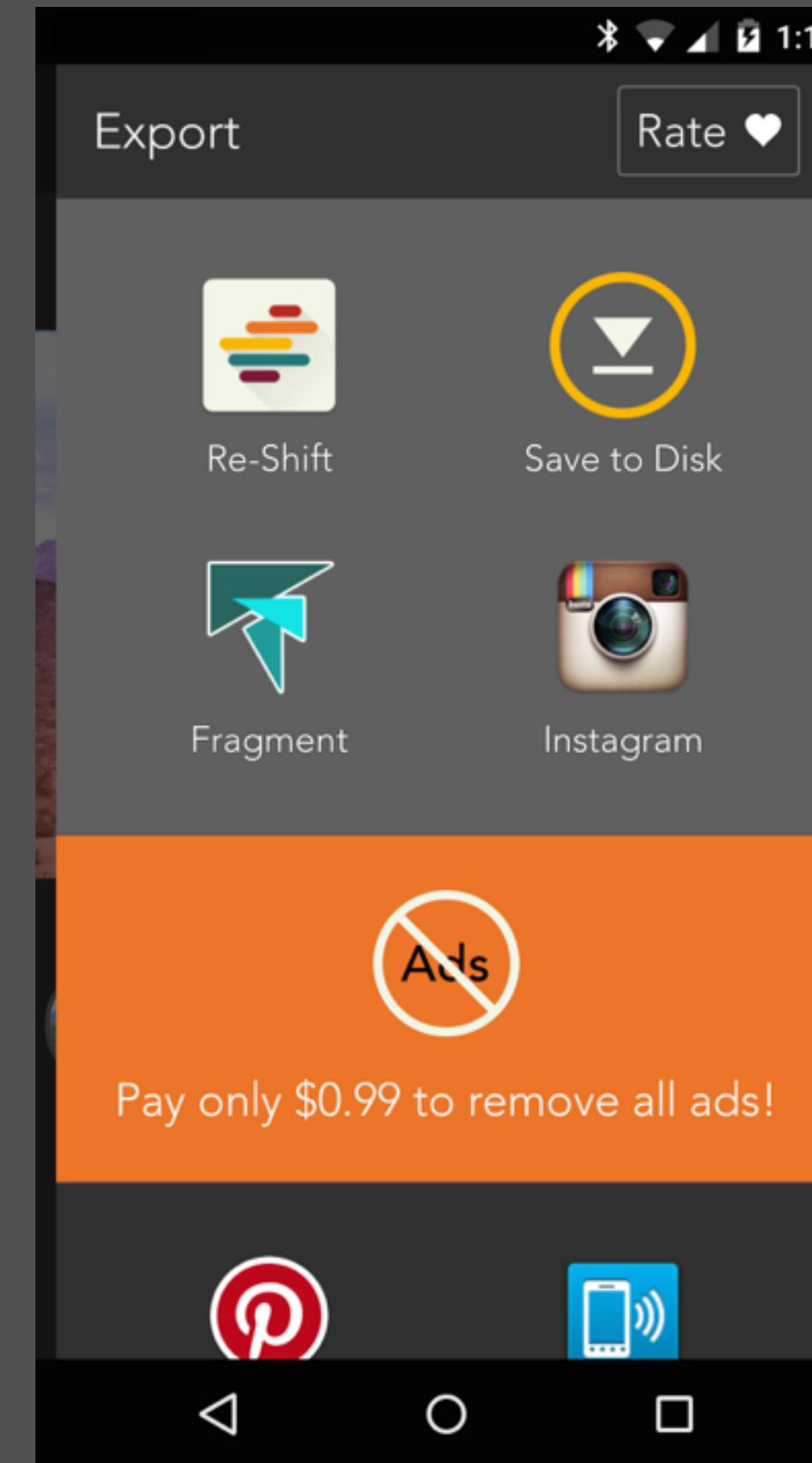
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```
public class HistoryManager<T> {  
  
    public HistoryManager(File file) { ... }  
  
    public T undo() { ... }  
  
    public boolean canUndo() { ... }  
  
    public T redo() { ... }  
  
    public boolean canRedo() { ... }  
  
    public void push(T state) { ... }  
  
    public void clear() { ... }  
}
```

API Strategies - Superclass



Fragment



Shift

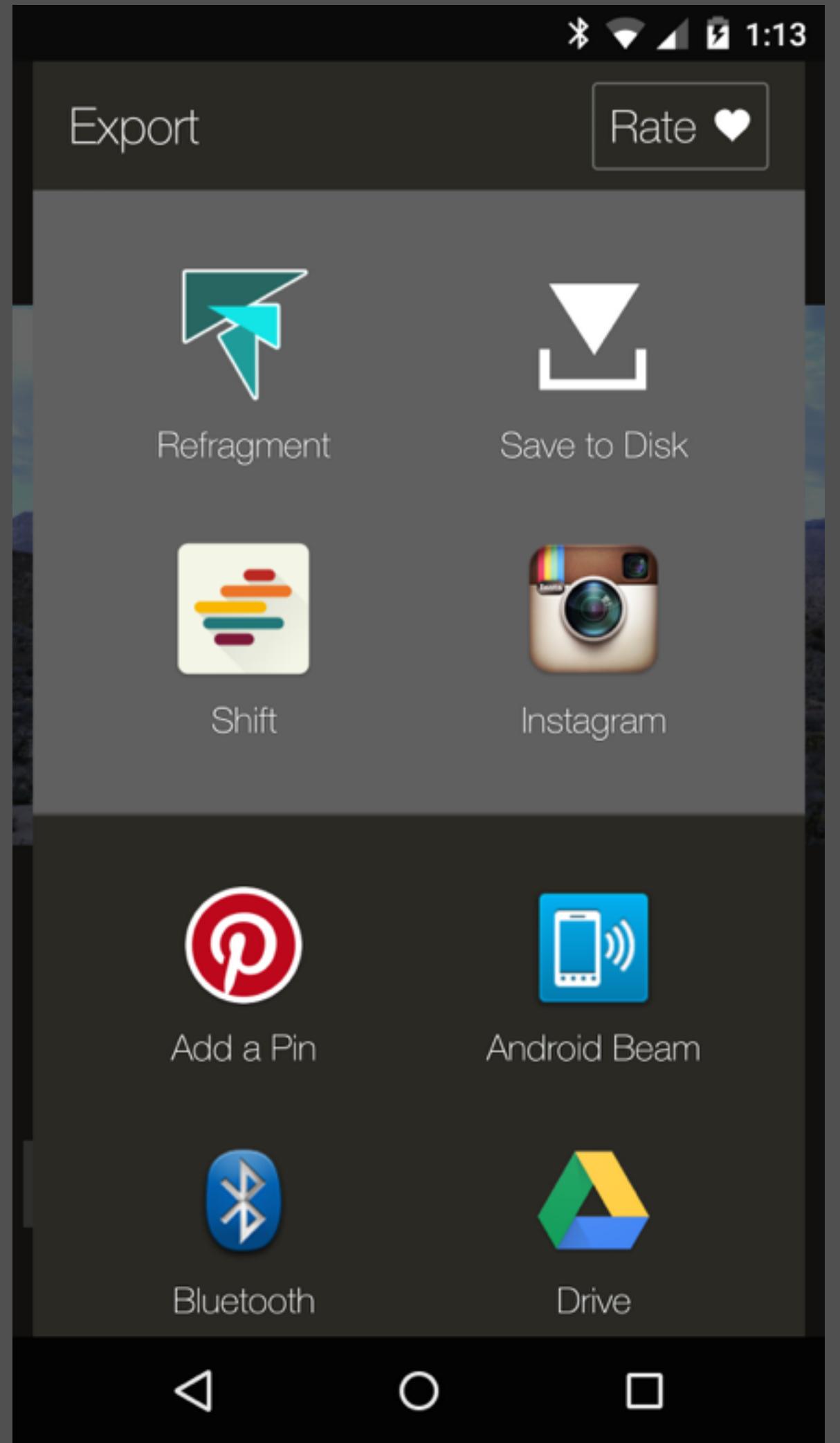
API Strategies - Superclass

```
public class BaseExportActivity extends Activity {

    /**
     * Returns a list of preferred packages which appear above the
     * divider with a slightly larger icon than the rest.
     *
     * @return the package ids of the preferred packages.
     */
    protected List<String> getPreferredPackages() {
        return DEFAULT_PREFERRED_PACKAGES;
    }

    /**
     * @return the public folder name to save files to.
     */
    protected File getSaveFolder() {
        return new File(getPublicPicturesDirectory(), "Pixite");
    }

    /**
     * Allows the AppInfo to be updated for things like Refragment or
     * Refilter. Default implementation does nothing.
     *
     * @param info The app info to update.
     */
    protected void updateAppInfo(AppInfo info) {
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```



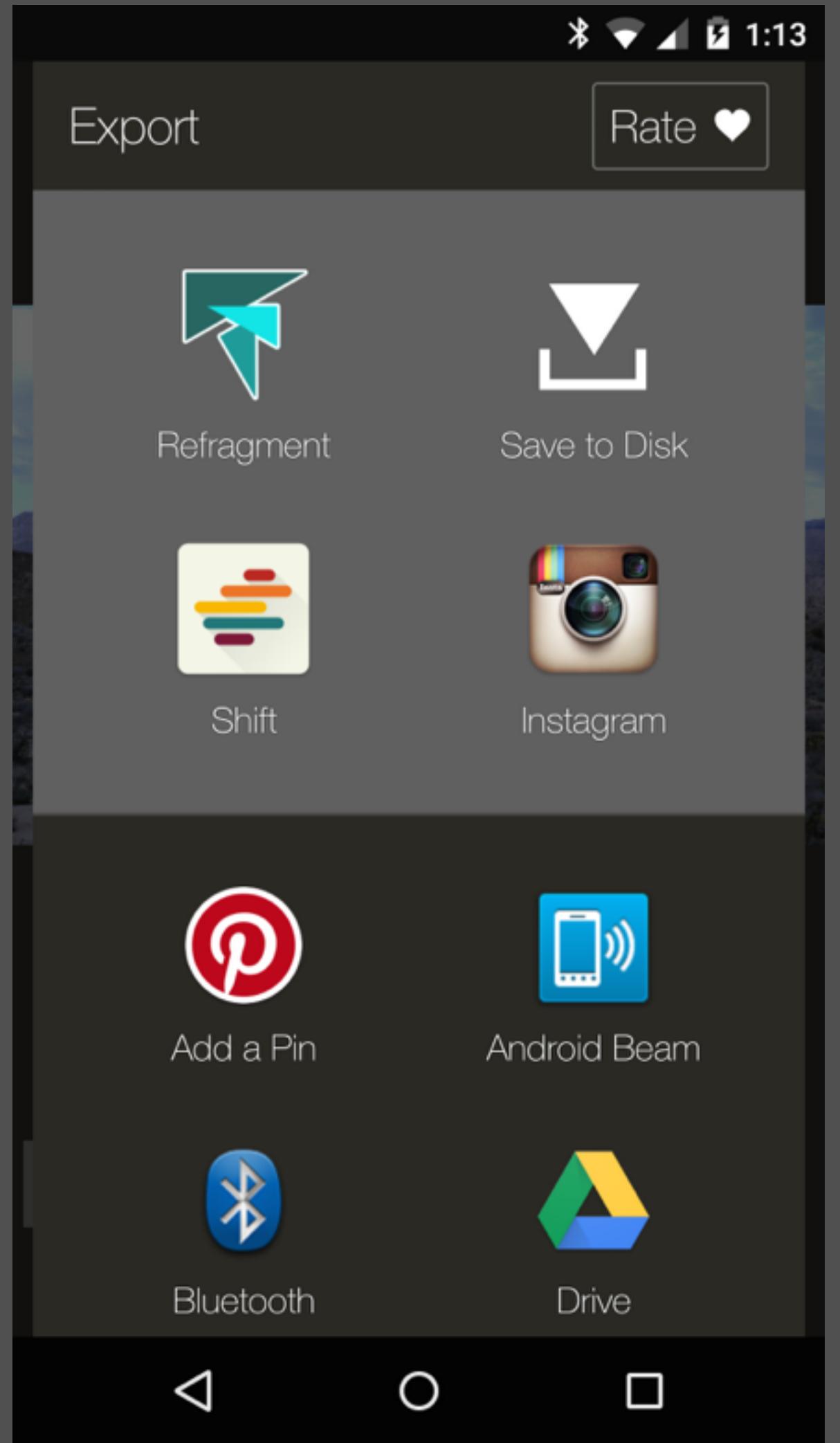
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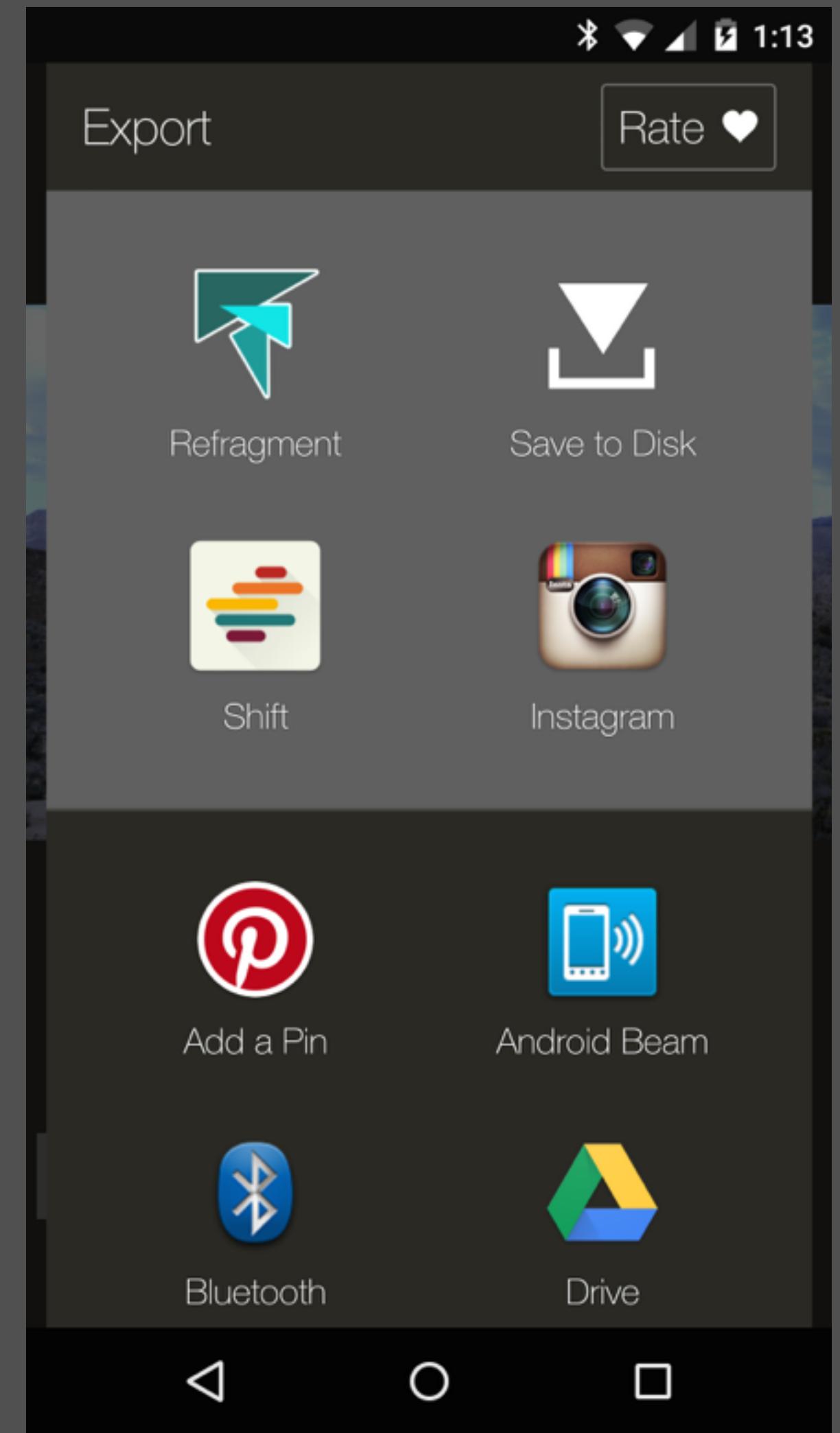
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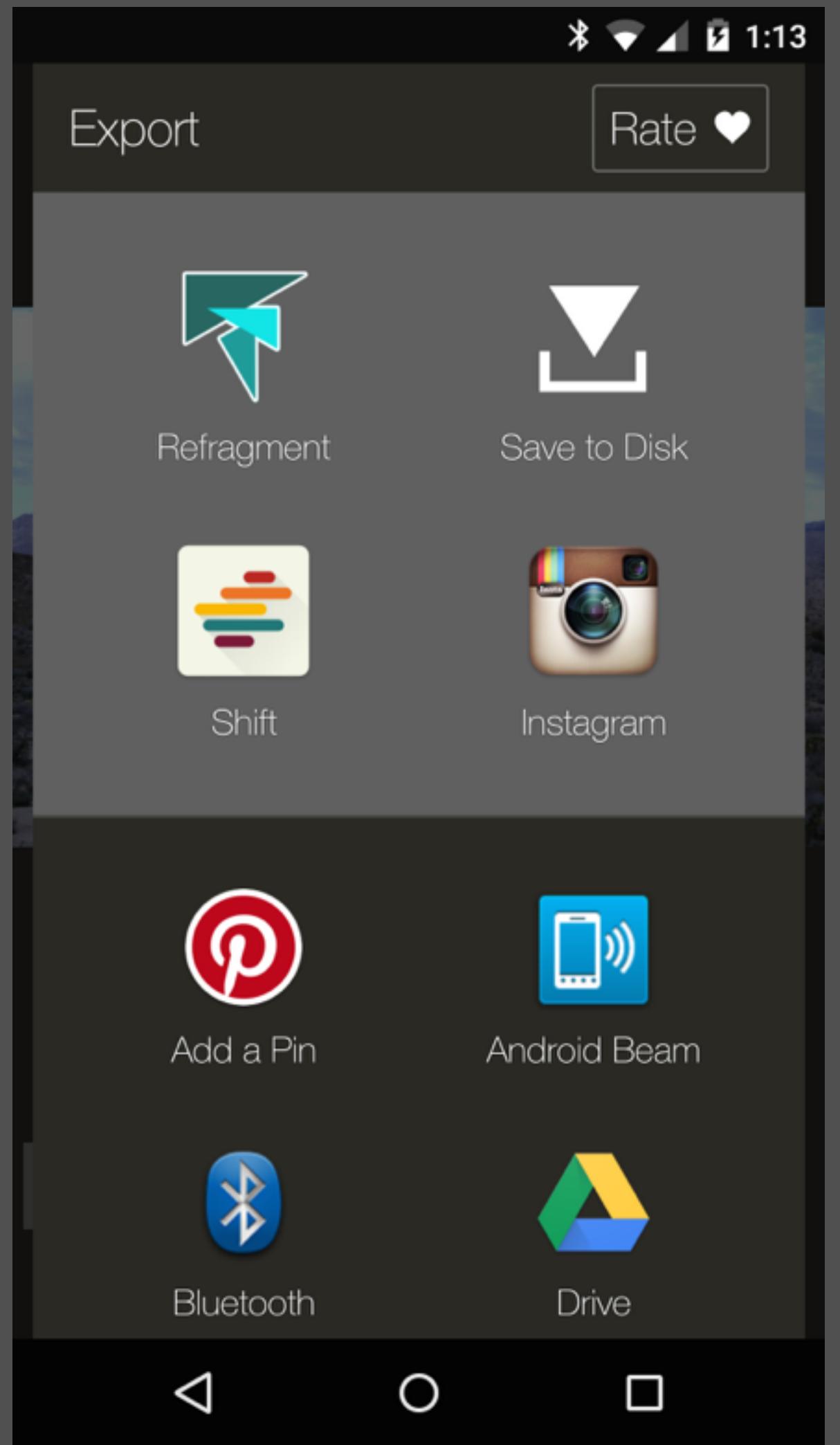
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     * @return the public folder name to save files to.
     */
    protected File getSaveFolder() {
        return new File(getPublicPicturesDirectory(), "Pixite");
    }

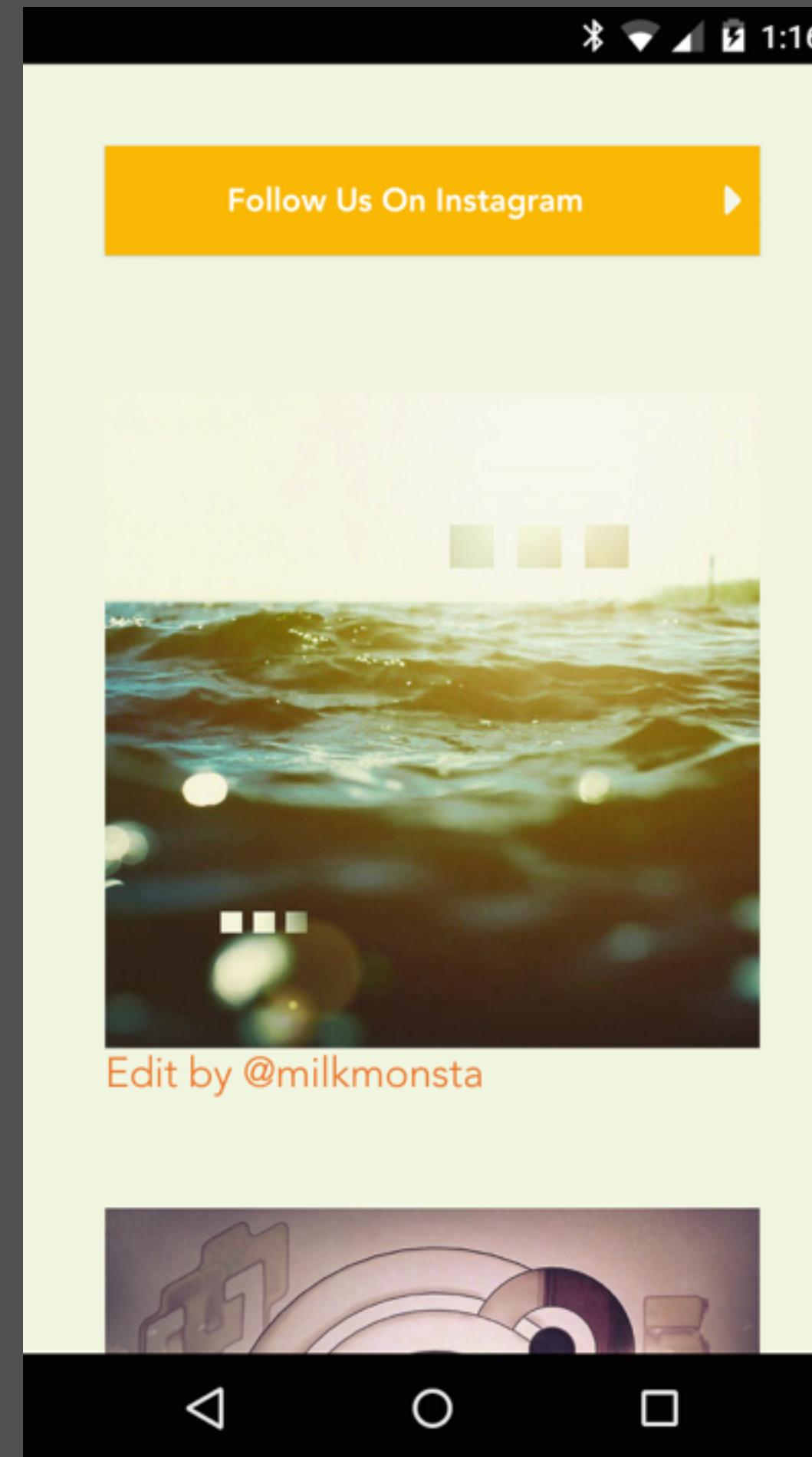
    /**
     * Allows the AppInfo to be updated for things like Refragment or
     * Refilter. Default implementation does nothing.
     *
     * @param info The app info to update.
     */
    protected void updateAppInfo(AppInfo info) {
    }
}
```



API Strategies - Isolated Activity



Fragment



Shift

API Strategies - Isolated Activity

```
Intent i = new Intent(context, InspirationActivity.class);
i.putExtra(EXTRA_USER_ID, "1234567890");
i.putExtra(EXTRA_ACCESS_TOKEN, "super_secret_access_token");
i.putExtra(EXTRA_SKIP_TAG, "fragmentpromo");
i.putExtra(EXTRA_USERNAME, "fragmentapp");
startActivity(i);
```



"In Flight" by
@monique_lawadi

API Strategies - Isolated Activity

```
<FrameLayout  
    android:layout_width="match_parent"  
    android:layout_height="match_parent"  
    style="?attr/inspirationActivityStyle">  
  
<ListView  
    android:id="@+id/list"  
    style="?attr/inspirationListStyle"/>  
  
<TextView  
    android:id="@+id/error"  
    style="?attr/inspirationTextStyle"/>  
  
</FrameLayout>
```



API Strategies - Isolated Activity

```
<FrameLayout  
    android:layout_width="match_parent"  
    android:layout_height="match_parent"  
    style="?attr/inspirationActivityStyle">  
  
<ListView  
    android:id="@+id/list"  
    style="?attr/inspirationListStyle"/>  
  
<TextView  
    android:id="@+id/error"  
    style="?attr/inspirationTextStyle"/>  
  
</FrameLayout>
```



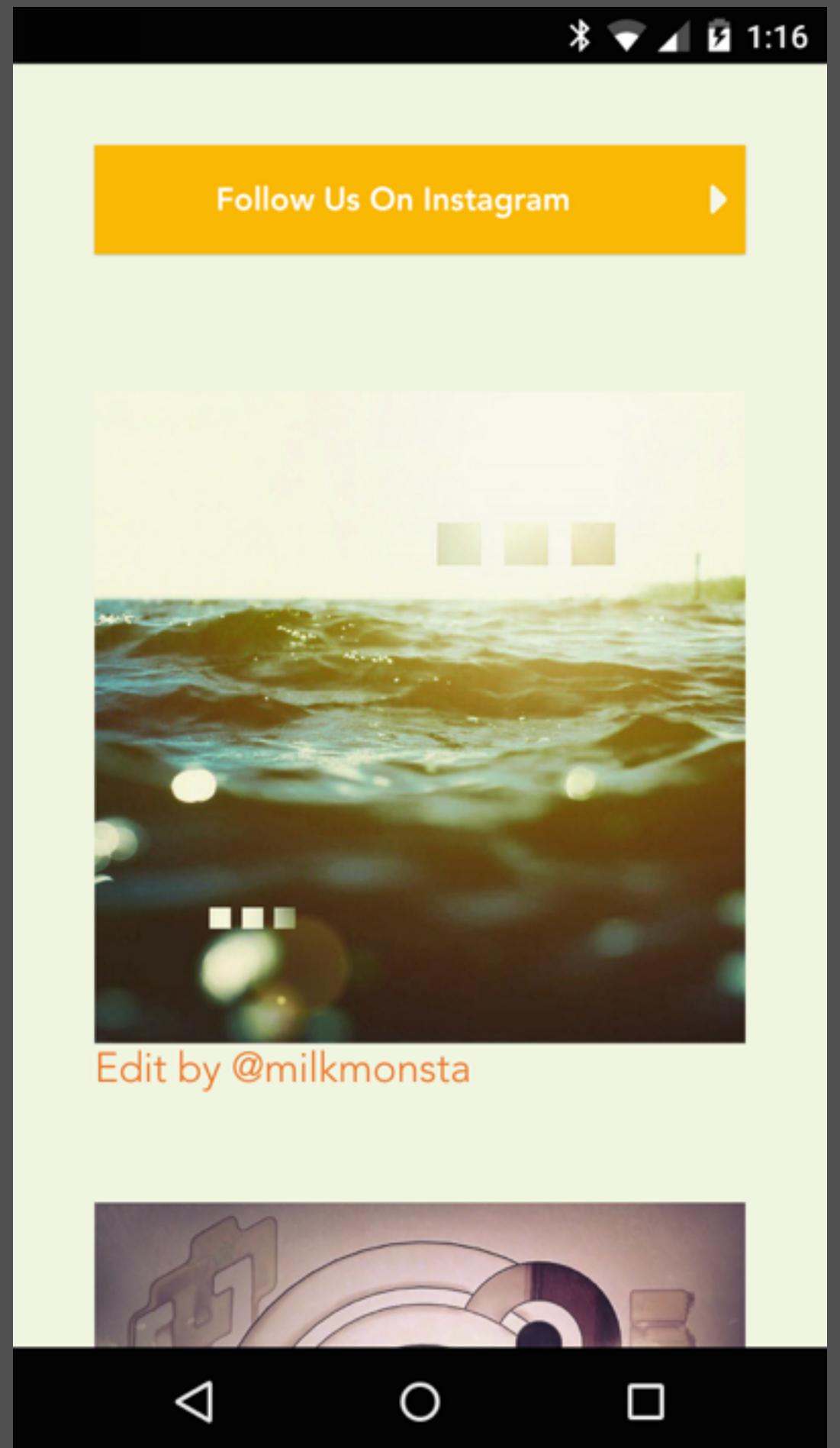
API Strategies - Isolated Activity

```
<style name="AppTheme" parent="Theme.AppCompat.NoActionBar">  
  
    <item name="inspirationActivityStyle">@style/FragmentInspirationStyle</item>  
    <item name="inspirationListStyle">@style/FragmentInspListStyle</item>  
    <item name="inspirationTextStyle">@style/FragmentInspTextStyle</item>  
  
</style>
```

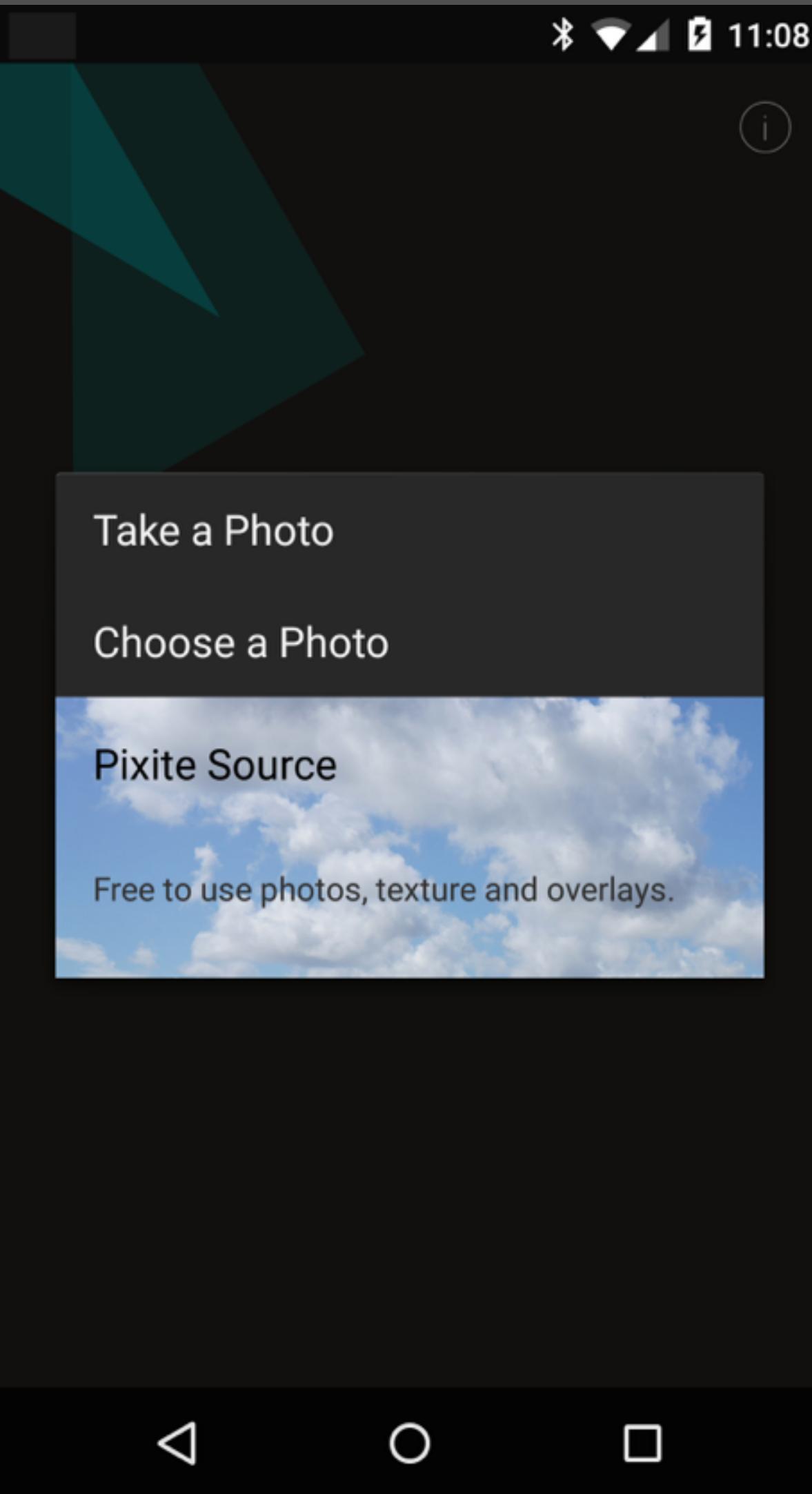


API Strategies - Isolated Activity

```
<style name="AppTheme" parent="Theme.AppCompat.NoActionBar">  
  
    <item name="inspirationActivityStyle">@style/ShiftInspirationStyle</item>  
    <item name="inspirationListStyle">@style/ShiftInspListStyle</item>  
    <item name="inspirationTextStyle">@style/ShiftInspTextStyle</item>  
  
</style>
```

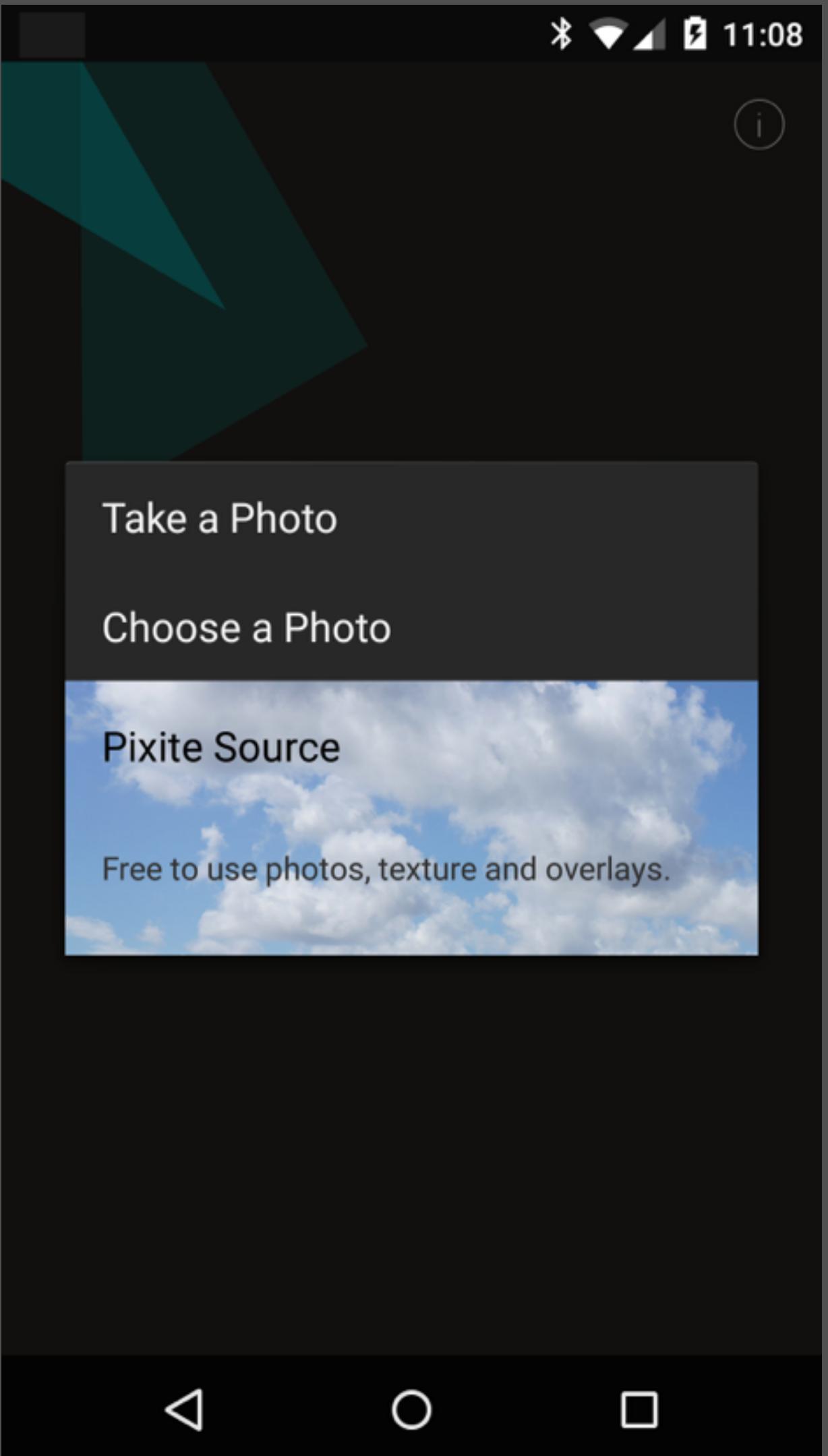


API Strategies - Hybrid



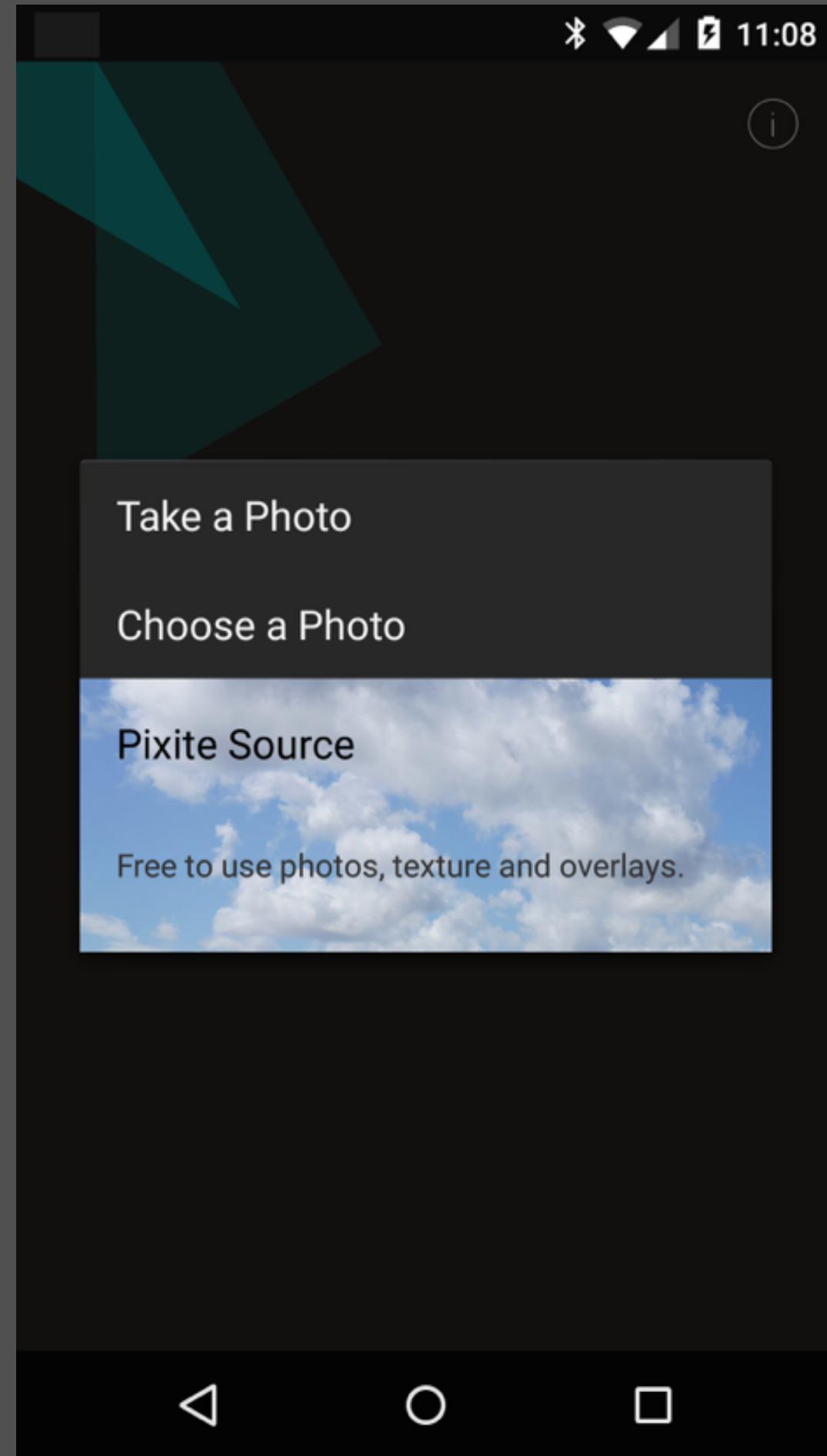
API Strategies - Hybrid

```
Intent i = new Intent(this, ImageChooserActivity.class);  
startActivityForResult(i, REQUEST_CHOOSE_PHOTO);
```



Design a Good API

```
public interface ImageLoader {  
}  
}
```



Utility Library

UI Library

Distribution

- Open Source (jcenter, Maven Central)
- Private Maven Repo

Document and Communicate

Document and Communicate

- If a library is only used once, is it a library?
- Communicate outside of engineering
 - Sales needs to know what to sell
 - Design needs to know components and limitations
- Javadoc for Engineering, Wiki for others

Manage the Project

Manage the Project

- Treat internal libraries like a client project
- Dedicate resources
- Manage requests
- Define requirements
- Enforce versioned release cycle

Reusable Libraries

Ryan Harter
@rhaber
+RyanHarter

Good Open Source Libraries

Android Arsenal

<https://android-arsenal.com>

Android Arsenal

Weapons ▾ Battlefield Ratings News Contact Social ▾ ? Search Sign In

Maybe you have already noticed, but if not - Android Arsenal was integrated with [Appetize.io](#).
Dear authors, now you can update information about your projects and attach APK files to show live demos.

Show all recent ▾

Sort by: [Registration](#) / [Last update](#) / [Rating](#)

[Next »](#)

TimberLorry New Free
Logging

TimberLorry is a log collector without data loss (e.g. reboot, exit application). Library stores logs in the buffer (internal database by default), and periodically sends it to an endpoint. If no internet connection available, the periodical work will not be executed.

Apr 2, 2015 Drivemode

hkm-progress-button New Free
Buttons

This is the advanced version of the [android-process-button](#).

Apr 2, 2015 jhesk

PugNotification New Free
Status Bars

A powerful library for creating notifications in android platform.

Apr 1, 2015 halysongoncalves

ArcLayout New Free
Layouts

A very simple arc layout library for Android.



Corleone New Free
APT

Java annotation processor library used to dispatch and concatenate background tasks in a decoupled way through a simple syntax.



Apr 1, 2015 JorgeCastilloPrz

Scrollable New Free
Layouts

Retrofit

<http://square.github.io/retrofit/>

A type-safe REST client for Android and Java

```
public interface GithubService {  
    List<Repo> listRepos(String user);  
}
```

Retrofit

<http://square.github.io/retrofit/>

A type-safe REST client for Android and Java

```
public interface GithubService {  
    @GET("/users/{user}/repos")  
    List<Repo> listRepos(@Path("user") String user);  
}
```

Retrofit

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```
RestAdapter restAdapter = new RestAdapter.Builder()  
    .setEndpoint("https://api.github.com")  
    .build();
```

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}
```

```
RestAdapter restAdapter = new RestAdapter.Builder()  
    .setEndpoint("https://api.github.com")  
    .build();  
GithubService service = restAdapter.create(GithubService.class);
```

Retrofit

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    .build();  
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List<Repo> repos = service.listRepos("octocat");
```

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    @GET("/users/{user}/repos")  
    List<Repo> listRepos(@Path("user") String user);  
}
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```
RestAdapter restAdapter = new RestAdapter.Builder()  
    .setEndpoint("https://api.github.com")  
    .build();  
  
GithubService service = restAdapter.create(GithubService.class);  
  
List<Repo> repos = service.listRepos("octocat");
```

Picasso

<http://square.github.io/picasso/>

A powerful image downloading and caching library for Android

```
Picasso.with(context)
    .load("http://i.imgur.com/DvpvklR.png")
    .into(imageView);
```

Android Support

<https://developer.android.com/tools/support-library/features.html>

- AppCompat
 - ActionBar and friends
 - Material Themes
- CardView
- GridLayout
- MediaRouter
- Palette
- RecyclerView

Calligraphy

<https://github.com/chrisjenx/Calligraphy>

Custom fonts in Android an OK way.

Direct

```
<TextView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    app:fontPath="fonts/Roboto-Bold.ttf"/>
```

Styles

```
<style name="AppTheme.Widget.TextView" parent="...">  
    <item name="fontPath">fonts/Roboto-ThinItalic.ttf</item>  
</style>
```

Butterknife

<http://jakewharton.github.io/butterknife/>

View "injection" library for Android

```
class ExampleActivity extends Activity {  
    @InjectView(R.id.title) TextView title;  
    @InjectView(R.id.subtitle) TextView subtitle;  
    @InjectView(R.id.footer) TextView footer;  
  
    @Override public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.simple_activity);  
        ButterKnife.inject(this);  
        // TODO Use "injected" views...  
    }  
}
```

Butterknife

<http://jakewharton.github.io/butterknife/>

View "injection" library for Android

```
class ExampleActivity extends Activity {  
    @InjectView(R.id.title) TextView title;  
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        setContentView(R.layout.simple_activity);  
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    }  
}
```

Reusable Libraries

Ryan Harter
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