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Google Developer Groups  
Omsk, Russia

devfest 2021

# Jetpack Compose: тернистый путь от виджета до полноценного приложения

Андрей Берюхов



# Обо Мне

Android Engineer

Статьи и доклады про:

- ▶ Jetpack (Compose)
- ▶ Мультиплатформу
- ▶ Многомодульность

Open-source проекты:

- ▶ Coffeegram (Compose Android & Desktop) - 132+ ★

Ментор и спикер Android Academy





Largest Android Active Community

> 10,000 members



Android Academy Fundamentals

[Android Academy Advanced \(now\)](#)



# О чем пойдет речь?

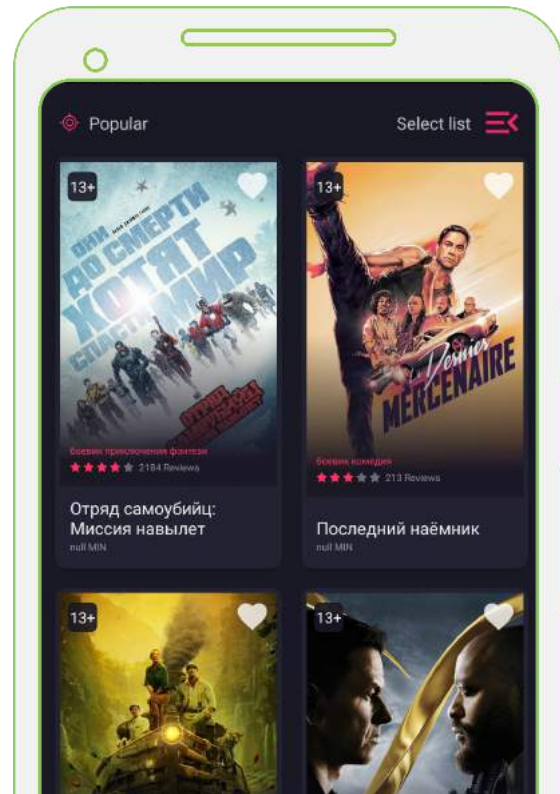
▶ <https://github.com/phansier/AFProject>

## View-app

- ▶ Kotlin
- ▶ Coroutines + Flow
- ▶ Single Activity - Fragments
- ▶ Dagger 2
- ▶ MVVM (ViewModel + LiveData)
- ▶ Retrofit2 (TMDB API), Room
- ▶ Navigation Component
- ▶ Paging
- ▶ Glide

## Compose-app

- ▶ Kotlin
- ▶ Coroutines + Flow
- ▶ Single Activity - No Fragments
- ▶ Dagger 2
- ▶ MVVM (ViewModel + LiveData)
- ▶ Retrofit2 (TMDB API), Room
- ▶ Custom navigation
- ▶ Можно NC-Compose
- ▶ Paging-compose
- ▶ Coil-compose



# План

01. Переверстаем View в Compose

03. Мигрируем View-слой

02. Рассмотрим схемы миграции

04. Другие возможности Compose

# 1. Переверстываем View

Но сначала

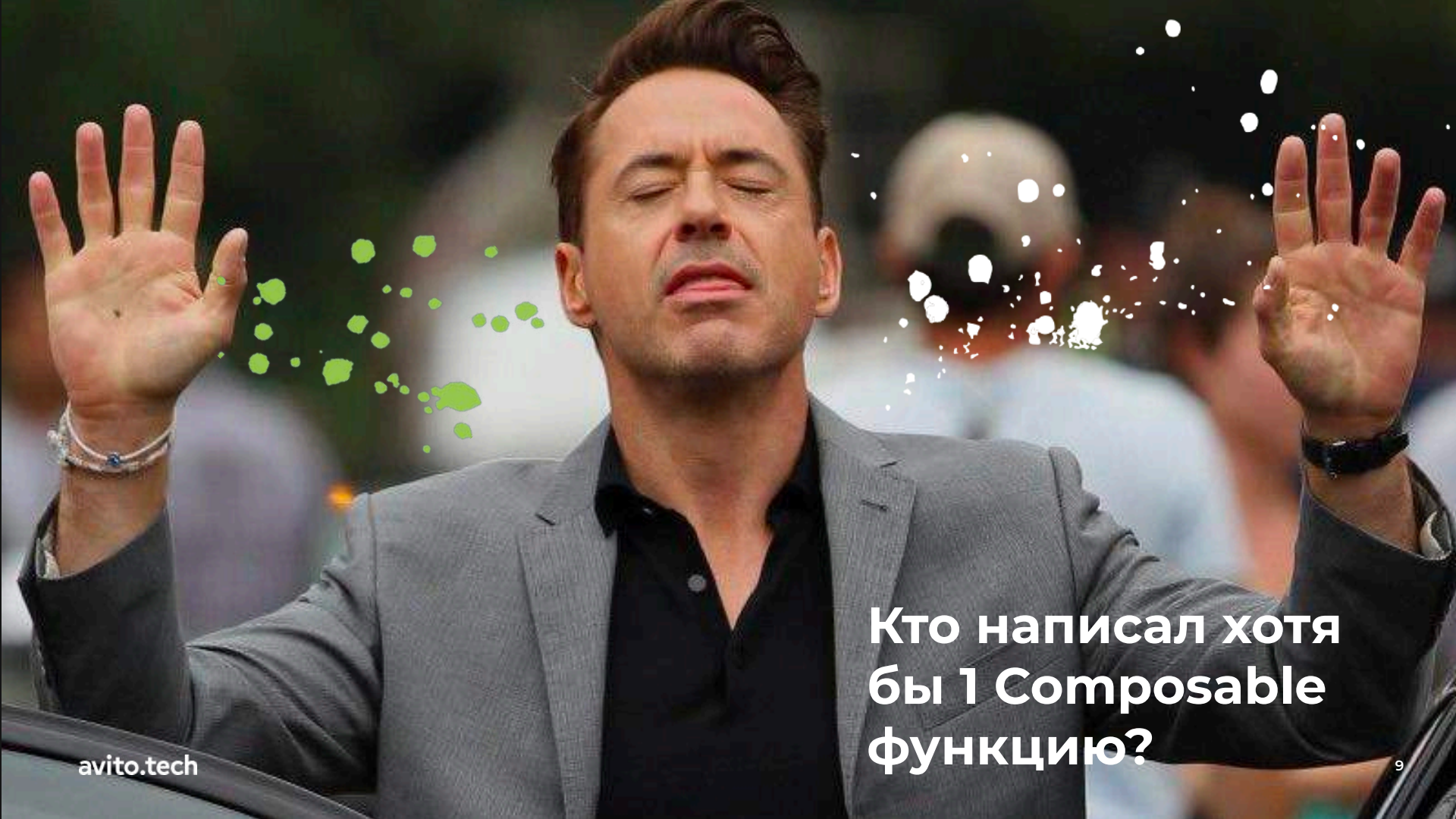
# Интерактив



A hand is raised in the air, palm facing forward, against a dark green background. Several other hands are visible in the background, also raised. White and green particle effects are scattered across the lower right portion of the image.

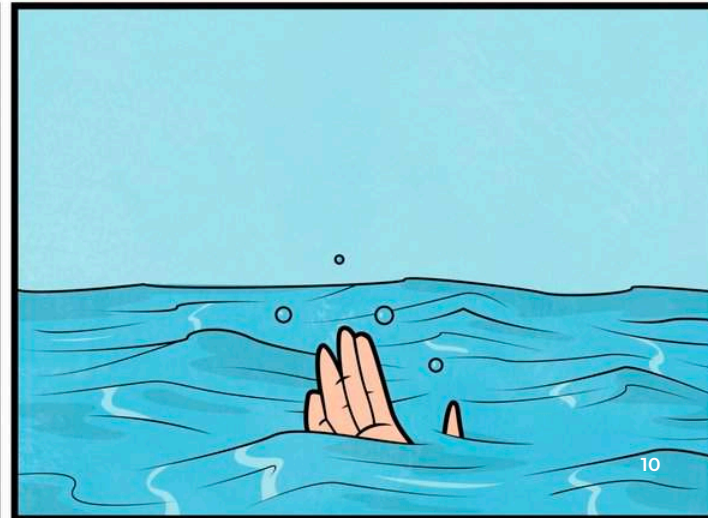
Кто читал статьи /  
смотрел доклады  
про Compose





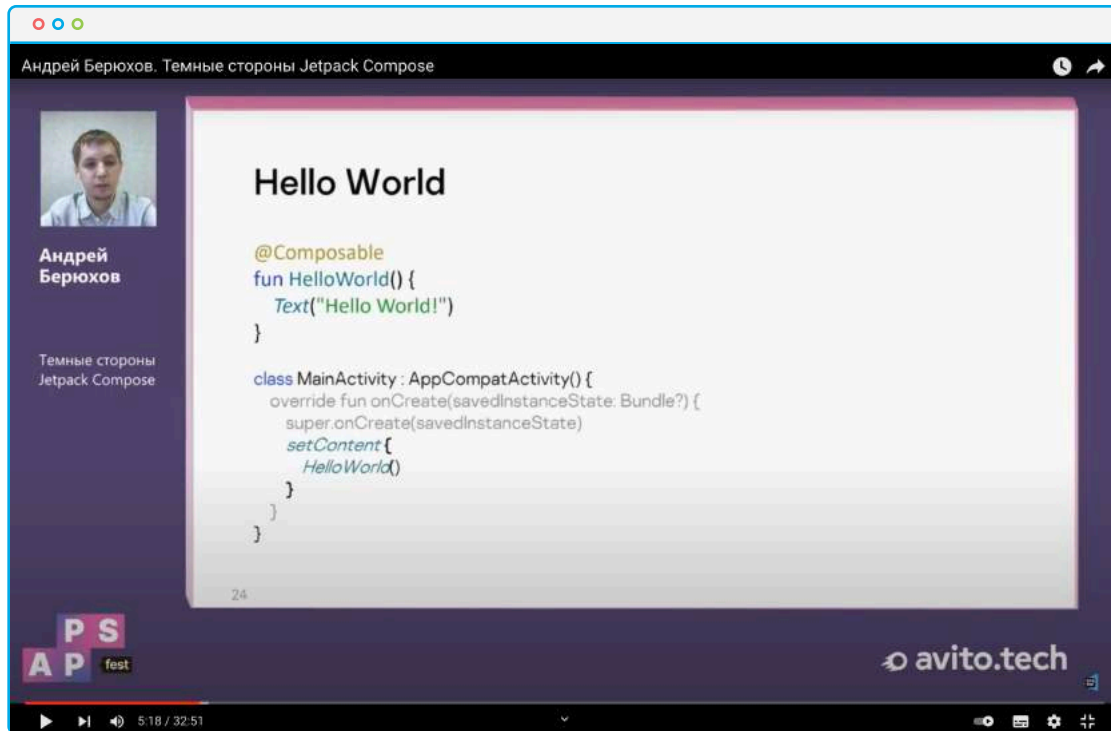
**Кто написал хотя  
бы 1 Composable  
функцию?**

У кого есть  
приложение  
с Compose?



# В предыдущих сериях

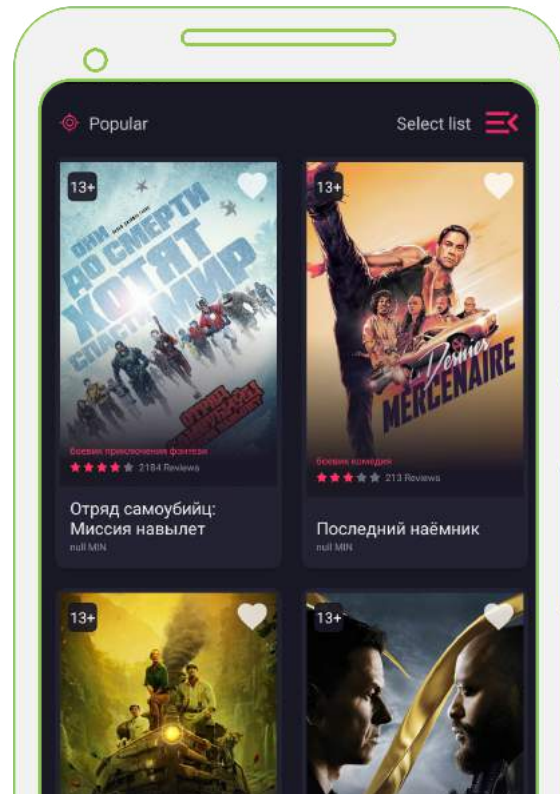
<https://youtu.be/CuCV-SGUuCQ>





Но там не было про  
ConstraintLayout и LazyGrid

# Верстаем Grid





# Верстаем Item



# Вёрстаем Card

## View

```
<androidx.cardview.widget.CardView
    app:cardBackgroundColor="@color/background_card"
    app:cardCornerRadius="8dp"
    android:layout_margin="8dp"
```

```
>
```





# Вёрстаем Card

## Compose

```

@Composable
fun FilmItem() {
    Card(
        onClick = { /*TODO*/ },
        backgroundColor = colorResource(R.color.background_card),
        shape = RoundedCornerShape(8.dp),
        modifier = Modifier.padding(8.dp)
    ) {}
}
```



# Берстаем ConstraintLayout

## View

```
<androidx.constraintlayout.widget.ConstraintLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="4dp">

    <ImageView android:id="@+id/ivBackgroundPoster" />

    <ImageView android:id="@+id/ivMask" />

    <ImageView android:id="@+id/imageView2" />

    <TextView android:id="@+id/tvAge" />

    <TextView android:id="@+id/tvTitle" />

    <TextView android:id="@+id/tvTag" />

    <TextView android:id="@+id/tvReviewsCount" />

    <ImageView android:id="@+id/liked_item" />

    <include android:id="@+id/rating" />

    <TextView android:id="@+id/tvReviews" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

# Берстаем ConstraintLayout

## Compose

```
ConstraintLayout(Modifier.padding(4.dp)){  
    val (ivBackgroundPoster, ivMask, ageBg,  
        tvAge, tvTitle, tvTag,  
        tvReviewsCount, likedItem, ratingBar,  
        tvReviews) = createRefs()  
}
```

# Вёрстаем ImageView

## View

```
<ImageView
    android:id="@+id/ivBackgroundPoster"
    android:layout_width="0dp"
    android:layout_height="0dp"
    android:scaleType="centerCrop"
    app:layout_constraintBottom_toBottomOf="@+id/ivMask"
    app:layout_constraintEnd_toEndOf="@+id/ivMask"
    app:layout_constraintStart_toStartOf="@+id/ivMask"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/poster" />
```



# Вёрстаем Card

## Compose

```
Image(painter = painterResource(id = film.photo),
      contentDescription = "",
      modifier = Modifier.constrainAs(ivBackgroundPoster){
        top.linkTo(parent.top, 8.dp)
        start.linkTo(ivMask.start)
        end.linkTo(ivMask.end)
        bottom.linkTo(ivMask.bottom)
      }
    )
```



# Вёрстаем Card

## Compose

```
Image(painter = painterResource(id = film.photo),
      contentDescription = "",
      modifier = Modifier.constrainAs(ivBackgroundPoster){
        top.linkTo(parent.top, 8.dp)
        start.linkTo(ivMask.start)
        end.linkTo(ivMask.end)
        bottom.linkTo(ivMask.bottom)
      }
    )
```



Важно  
не забывать про копипасту  
в `ConstraintLayout`



Дублирование `id` в `.constrainAs()`  
никак не подсвечивается  
и ломает вёрстку

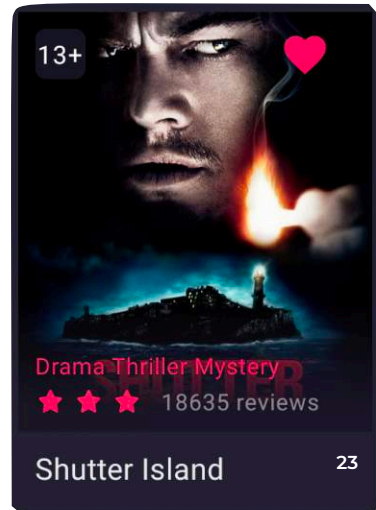
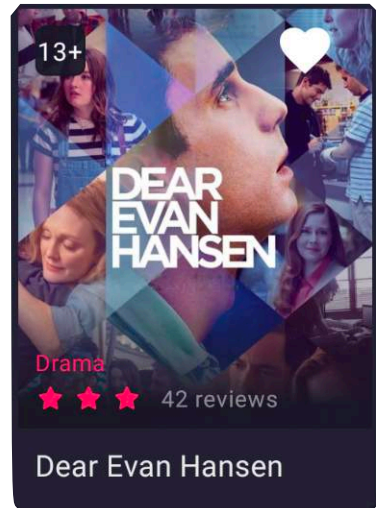


# “Databinding”

## Compose

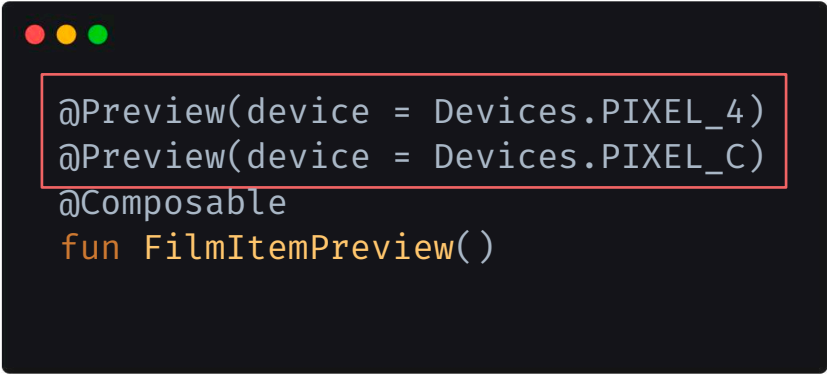


```
@Composable
fun FilmItem(film: Film, isLiked: Boolean = false) {
    Image(
        painter = painterResource(
            id = if (isLiked) R.drawable.ic_heart_liked
                else R.drawable.ic_heart
        ),
    )
}
```



# Preview

помогает проверять все констрейнты в **ConstraintLayout**

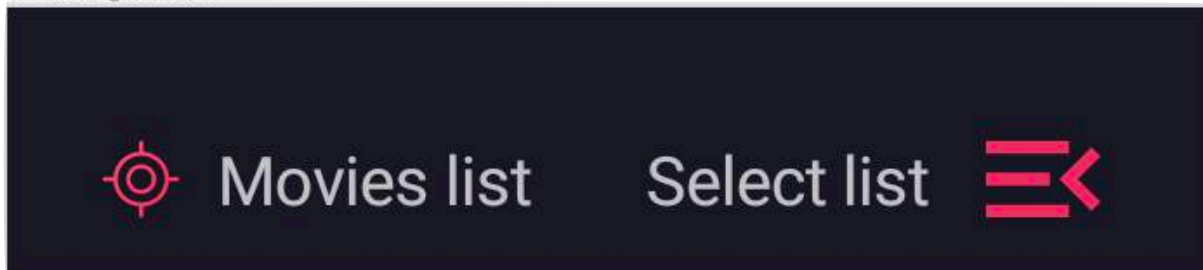


```
@Preview(device = Devices.PIXEL_4)
@Preview(device = Devices.PIXEL_C)
@Composable
fun FilmItemPreview()
```

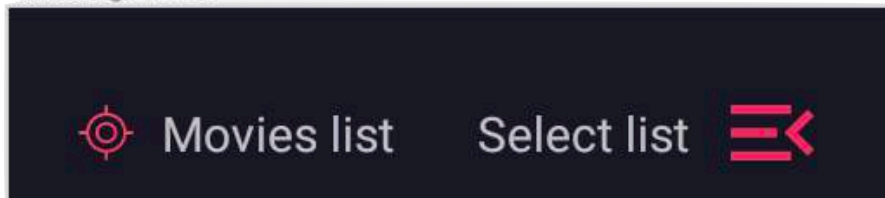
# Preview

## Expected

MoviesPagePreview



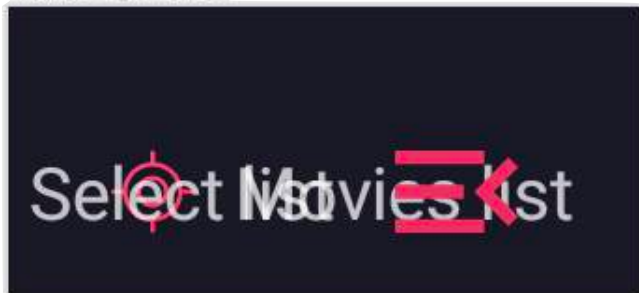
MoviesPagePreview



# Preview

Actual

MoviesPagePreview



MoviesPagePreview



# RecyclerView

# ~~RecyclerView~~ LazyColumn

# ~~RecyclerView~~ LazyColumn

```
LazyColumn( ... ) {  
    itemsIndexed(items = films,  
        itemContent = { _, item → FilmItem(film = item) }  
    )  
}
```



# ~~RecyclerView~~ LazyColumn

```
LazyColumn( ... ) {  
    itemsIndexed(items = films,  
        itemContent = { _, item → FilmItem(film = item) }  
    )  
}
```

# LazyColumn


# LazyColumn



MoviesPagePreview




# LazyColumn + Row = LazyVerticalGrid



```
LazyVerticalGrid(  
    modifier = modifier,  
    cells = GridCells.Adaptive(minSize = 128.dp)  
) {  
    itemsIndexed(items = films,  
        itemContent = { index, item →  
            FilmItem(film = item) }  
    )  
}
```

# GridCells.Adaptive



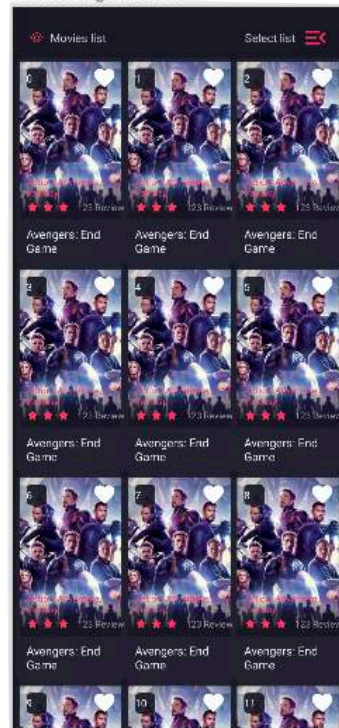
```
LazyVerticalGrid(  
    modifier = modifier,  
    cells = GridCells.Adaptive(minSize = 128.dp)  
) {  
    itemsIndexed(items = films,  
        itemContent = { index, item →  
            FilmItem(film = item) }  
    )  
}
```

# LazyVerticalGrid

MoviesPagePreview



MoviesPagePreview



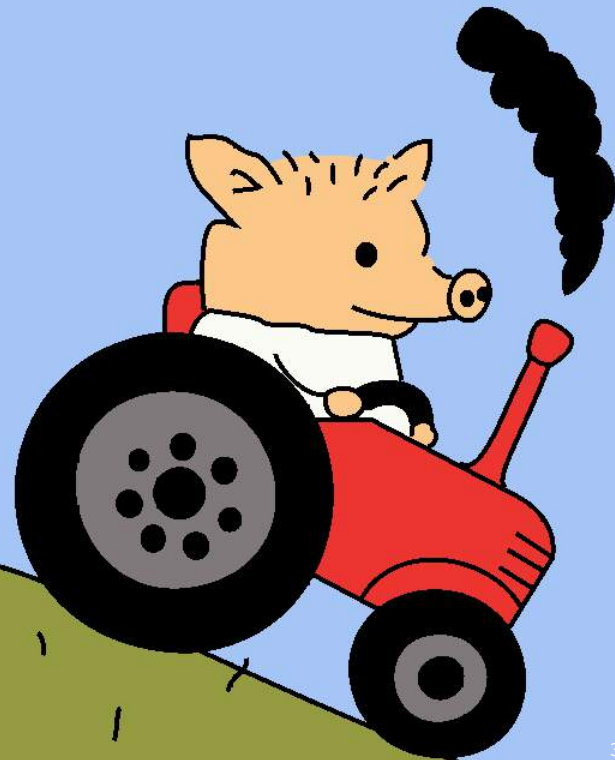
A close-up photograph of a man with a grey beard and wide, intense eyes. He is covering his eyes with his hands, with his fingers spread, in a dramatic or perhaps pained expression. The lighting is warm and focused on his face.

**Слайды с кодом**

**Зритель**



## 2. Стратегии миграции




# Interop API

# ComponentActivity.setContent(@Composable)


```
class ComposeActivity : AppCompatActivity() {  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContent {  
            PagesContent()  
        }  
    }  
}
```

# <ComposeView/>



```
<androidx.compose.ui.platform.ComposeView  
    android:id="@+id/compose_view"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content" />
```

# ComposeView.setContent()




```
findViewById<ComposeView>(R.id.composeView)  
    .setContent { PagesContent() }
```

# ComposeView in Fragment



```
class SomeFragment : Fragment() {  
    override fun onCreateView(  
        inflater: LayoutInflater,  
        container: ViewGroup?,  
        savedInstanceState: Bundle?  
    ): View {  
        return ComposeView(requireContext())  
            .apply { setContent { PagesContent() } }  
    }  
}
```

# @Composable AndroidView



```
@Composable
fun <T : View> AndroidView(
    factory: (Context) → T,
    modifier: Modifier = Modifier,
    update: (T) → Unit = NoOpUpdate
)
```

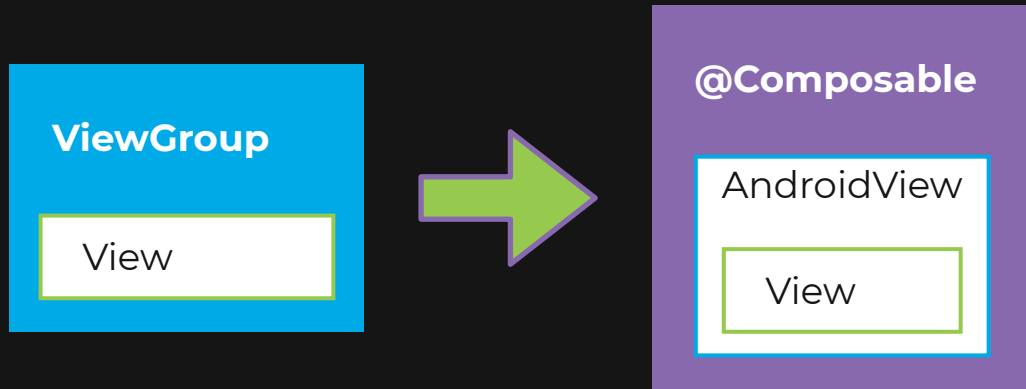
# AndroidView use

```
AndroidView(  
    factory = { context →  
        TextView(context).apply {  
            layoutParams = ViewGroup.LayoutParams(  
                ViewGroup.LayoutParams.MATCH_PARENT,  
                ViewGroup.LayoutParams.MATCH_PARENT,  
            )  
            text = "Hello Omsk"  
        }  
    }  
)
```



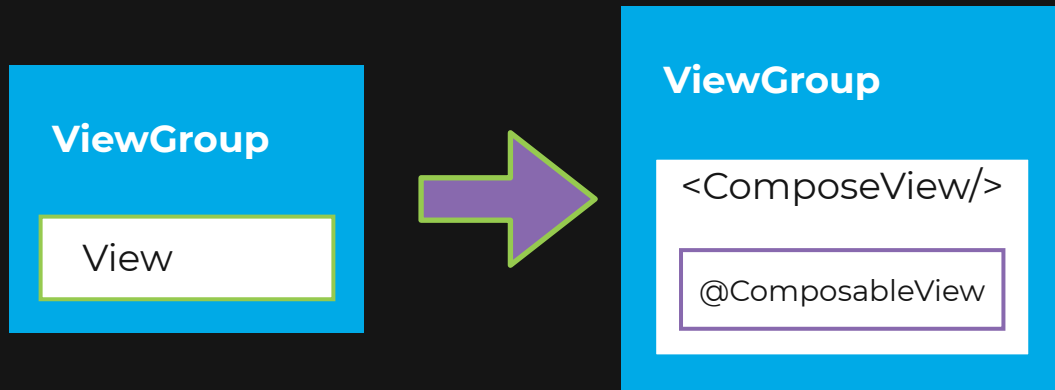
# Top-down

Views inside @Composables



# Bottom-up

Composable inside  
ViewGroups

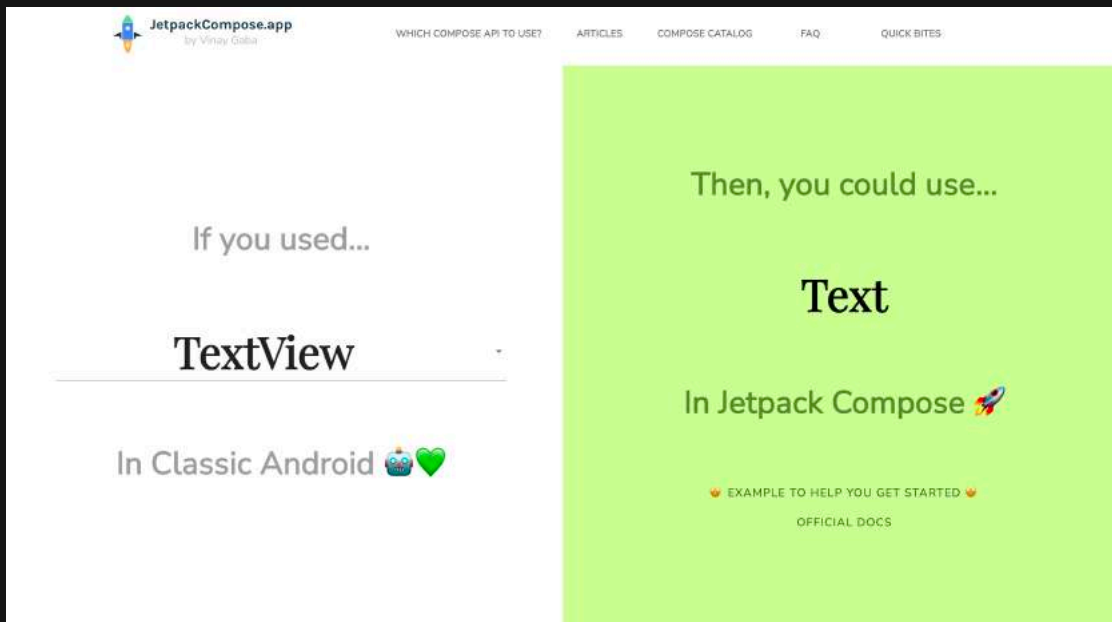


# Design System

Material Components

Bottom-up

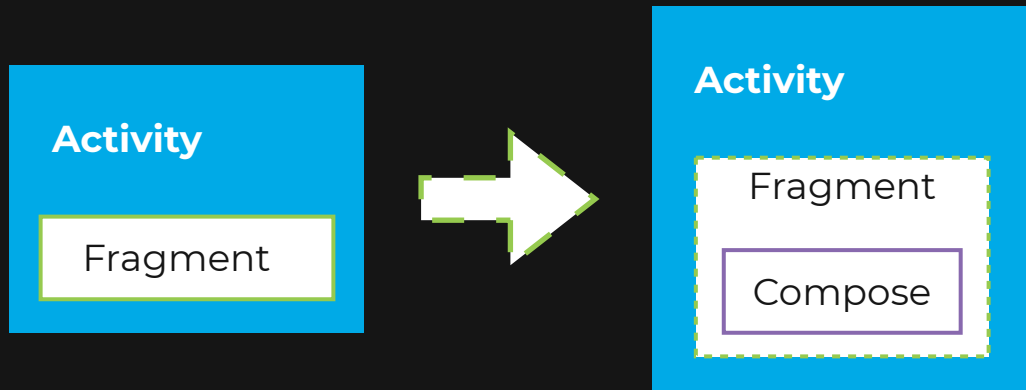
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[https://www.jetpackcompose.app/  
What-is-the-equivalent-of-X-in-  
Jetpack-Compose](https://www.jetpackcompose.app/What-is-the-equivalent-of-X-in-Jetpack-Compose)

# Внутри фрагментов

Можно оставлять Composable  
во фрагменте, не меняя  
навигацию  
Потом уже избавляться от  
фрагментов



# Но есть нюанс

Меняется способ связи View с  
данными

```
//было  
textView.setText("Hello Omsk")
```

# Но есть нюанс

Меняется способ связи View с  
данными

```
//стало  
var textState: String by remember {  
    mutableStateOf(  
        "Hello Omsk"  
    )  
}  
 Text(text = textState)
```

### 3. Мигрируем View-слой

# Мы посмотрим на случай со свежим проектом

Если не так - надо  
мигрировать  
с Java на Kotlin

Jetpack Compose is Kotlin exclusive

@Composable -> Kotlin compiler



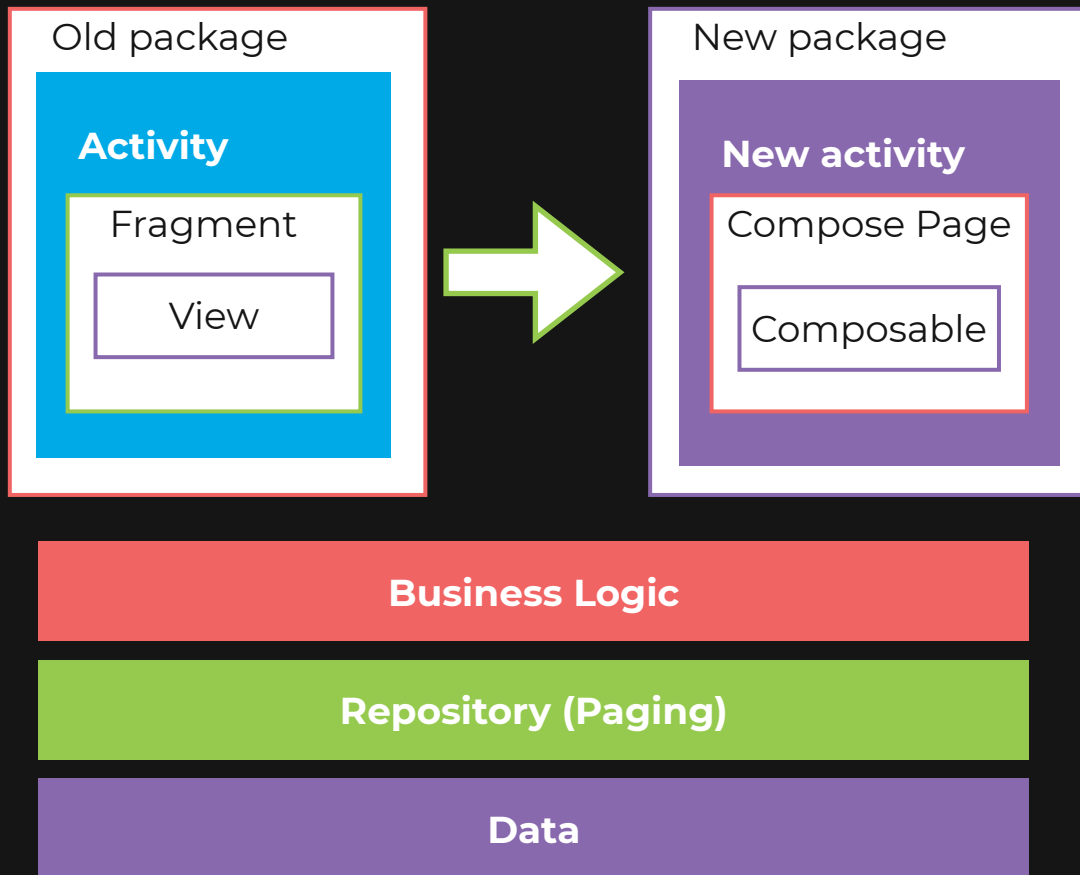
# Мы посмотрим на случай со свежим проектом

Если не так - надо  
мигрировать  
с Java на Kotlin  
с RxJava на Coroutines  
...

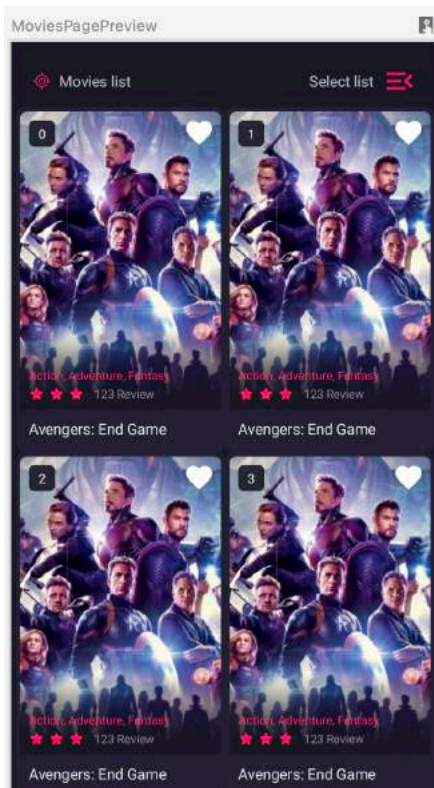
Или использовать  
`androidx.compose.runtime:runtime-rxjava2/3`

# Мы посмотрим на случай со свежим проектом

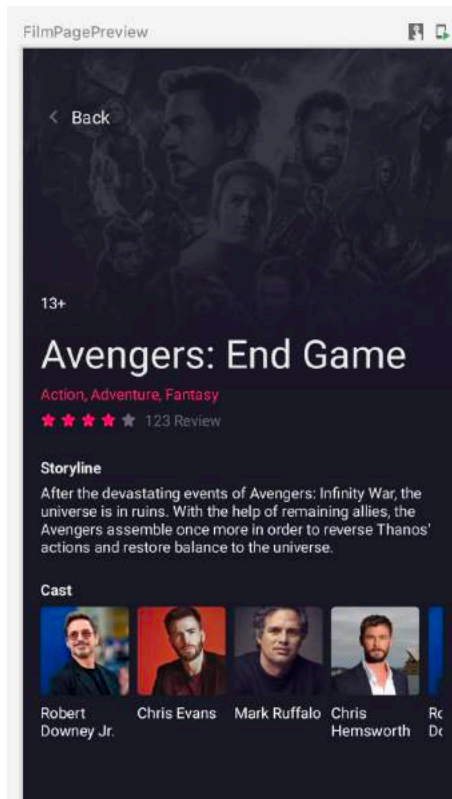
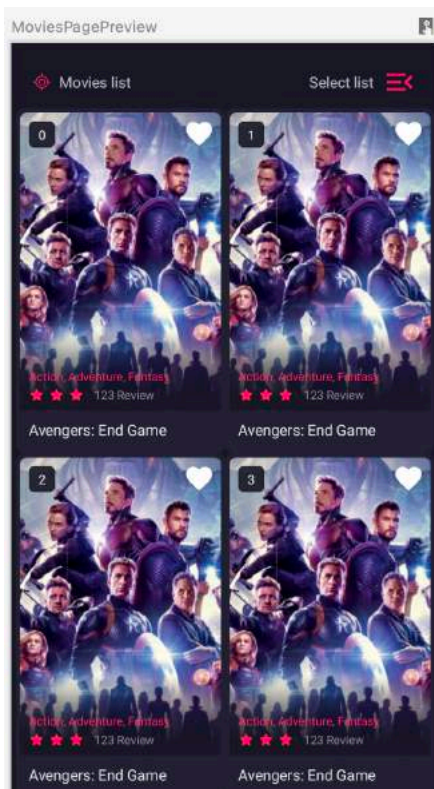
Если не так - надо  
мигрировать  
с Java на Kotlin  
с RxJava на Coroutines  
...



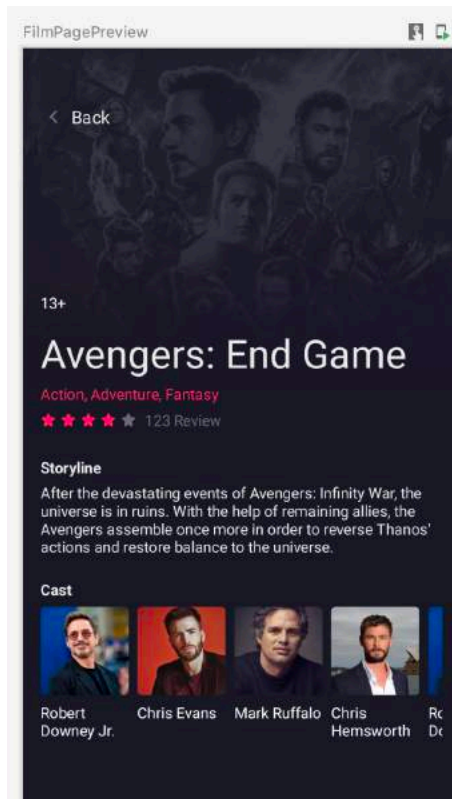
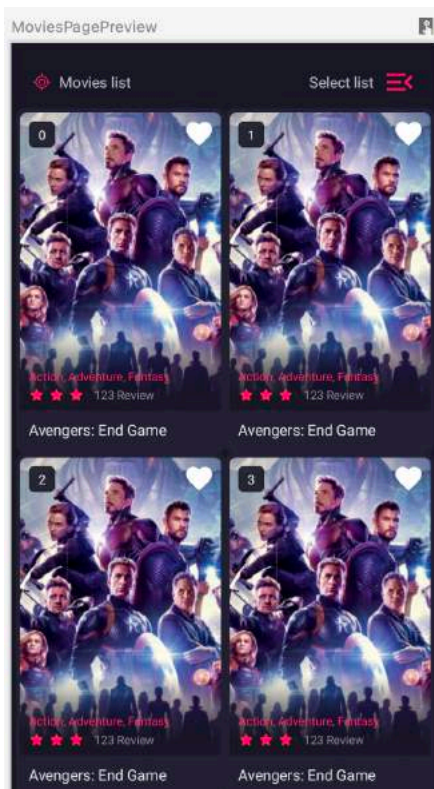
# У нас уже был Grid



# Добавляем Detail Fragment



# Добавляем Detail Fragment Page



# Compose Activity

```
class ComposeActivity : AppCompatActivity() {  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContent {  
            PagesContent()  
        }  
    }  
}
```

# Pages Content()

```
@Composable
fun PagesContent() {
    var filmState: Film? by remember { mutableStateOf(null) }
    MyTheme {
        Scaffold(
            backgroundColor = colorResource(id = R.color.background)
        ) { ... }
    }
}
```

# Pages Content()

```
@Composable
fun PagesContent() {
    var filmState: Film? by remember { mutableStateOf(null) }
    MyTheme {
        Scaffold(
            backgroundColor = colorResource(id = R.color.background)
        ) { ... }
    }
}
```



# Pages Content()

```
@Composable
fun PagesContent() {
    var filmState: Film? by remember { mutableStateOf(null) }
    MyTheme {
        Scaffold(
            backgroundColor = colorResource(id = R.color.background)
        ) { ... }
    }
}
```

# Pages Content()

```
@Composable
fun PagesContent() {
    var filmState: Film? by remember { mutableStateOf(null) }
    MyTheme {
        Scaffold(
            backgroundColor = colorResource(id = R.color.background)
        ) { ... }
    }
}
```

# Навигация

```
when (filmState) {  
    null → MoviesPage(  
        films = films,  
    )  
    else → FilmPage(film = filmState!!)  
}
```

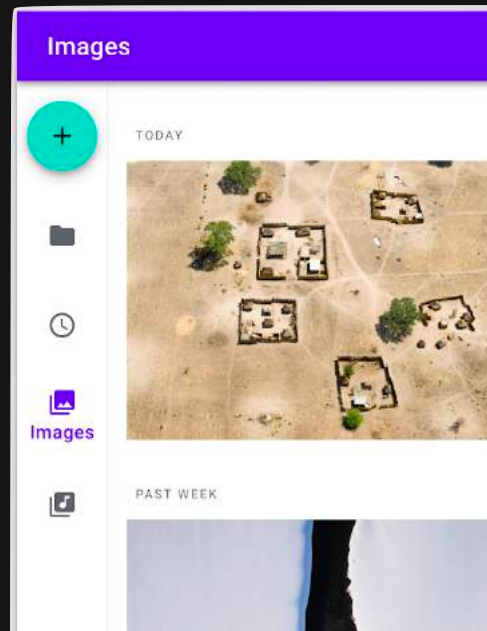
# Навигация

```
when (filmState) {  
    null → MoviesPage(  
        films = films,  
    )  
    else → FilmPage(film = filmState!!)  
}
```

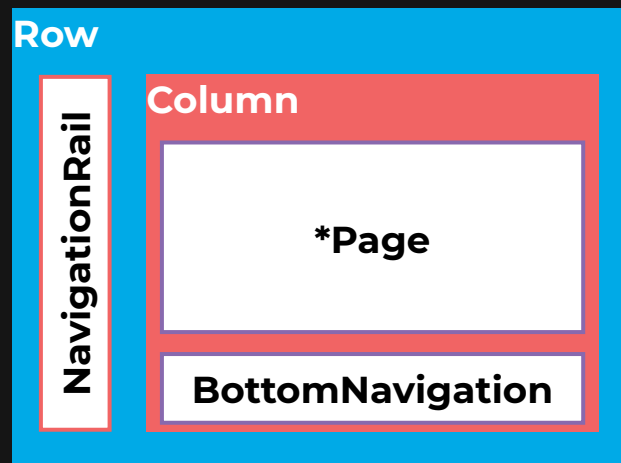
# Меняем состояние

```
when (filmState) {  
    null → MoviesPage(  
        films = films,  
        navCallback = { filmState = it }  
    )  
    else → FilmPage(film = filmState!!)  
}
```

# Добавляем BottomNavigation & NavigationRail

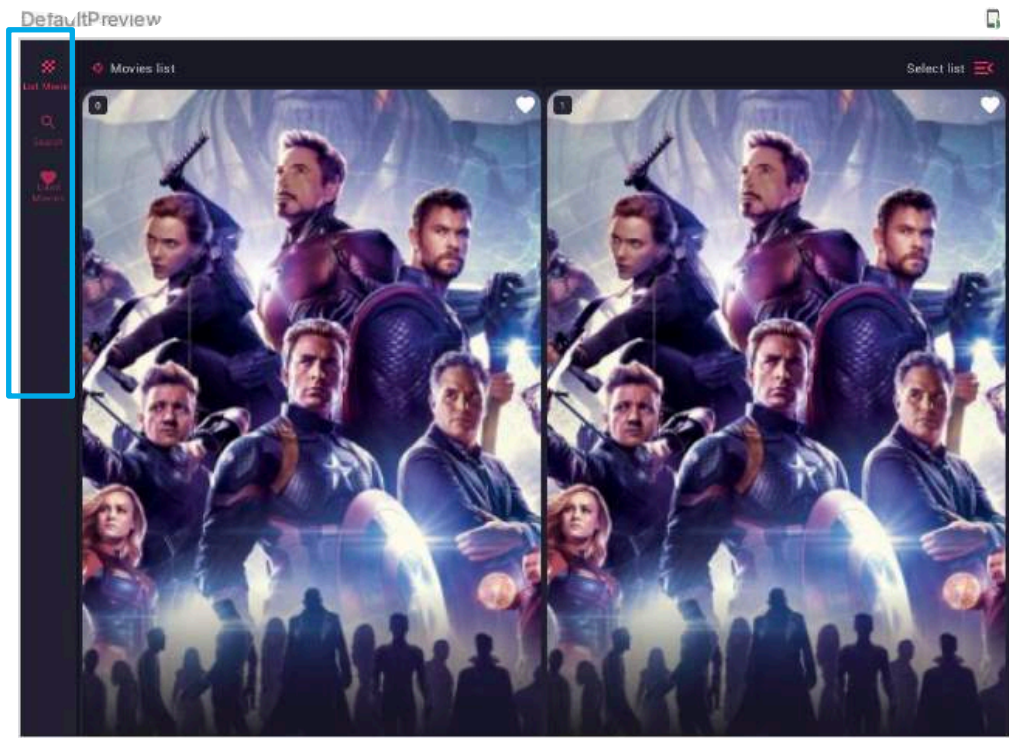
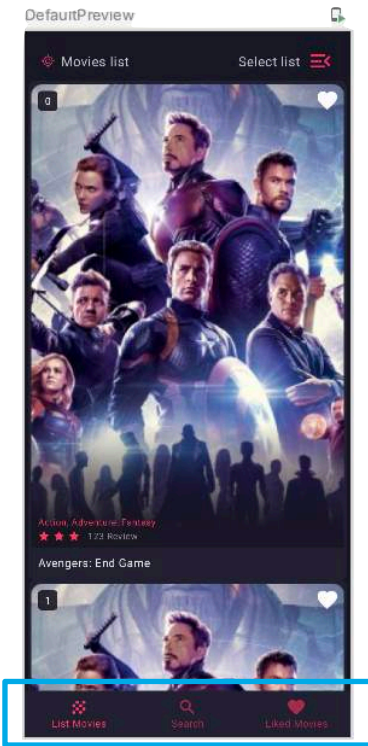


# Добавляем BottomNavigation & NavigationRail




<https://github.com/phansier/AFProject>

# BottomNavigation & NavigationRail



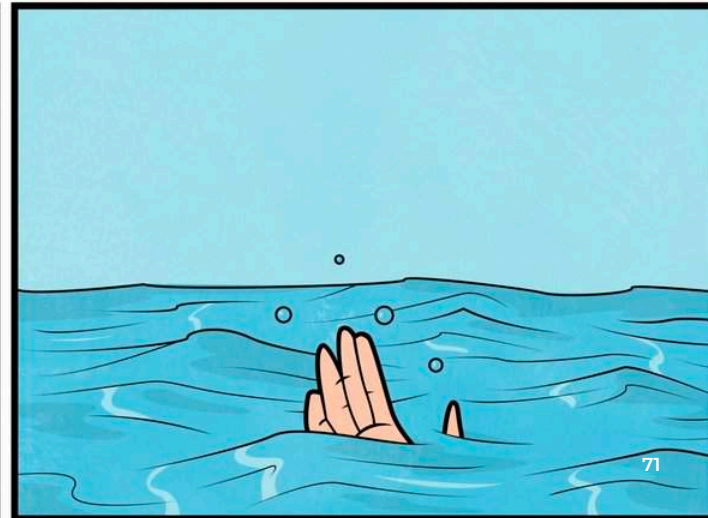


# Paging & Viewmodel

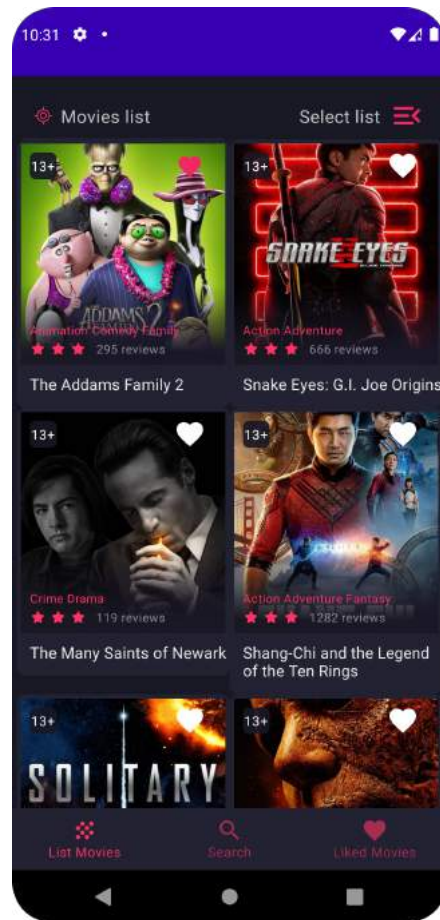
A hand is raised in the air, palm facing forward, against a dark green background. Several other hands are visible in the background, blurred. The image is decorated with white and green bokeh effects, particularly on the right side.

# Кто использовал Paging?

Кто  
работал с  
ViewModel?

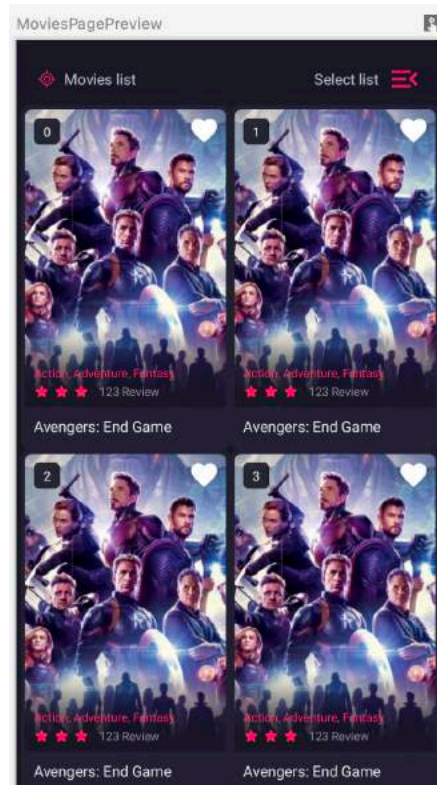


# Что делаем



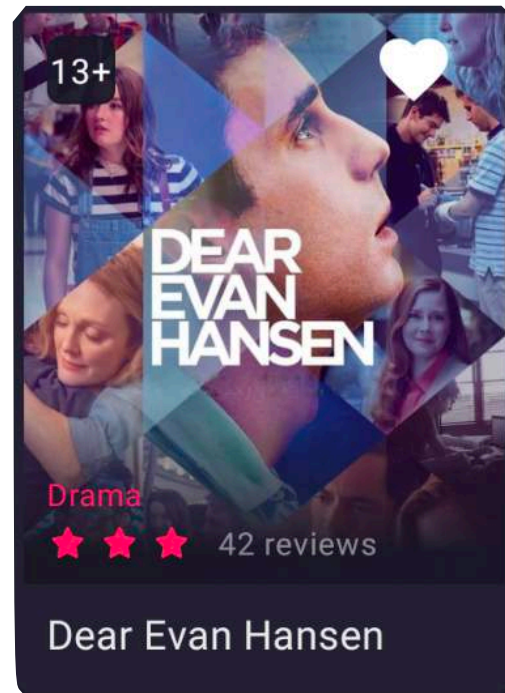
# Что нам нужно

7. Lazy[Column|Row|Grid\*]



# Что нам нужно

1. Lazy[Column|Row|Grid\*]
2. @Composable Item(Data, onClick)



# Что нам нужно

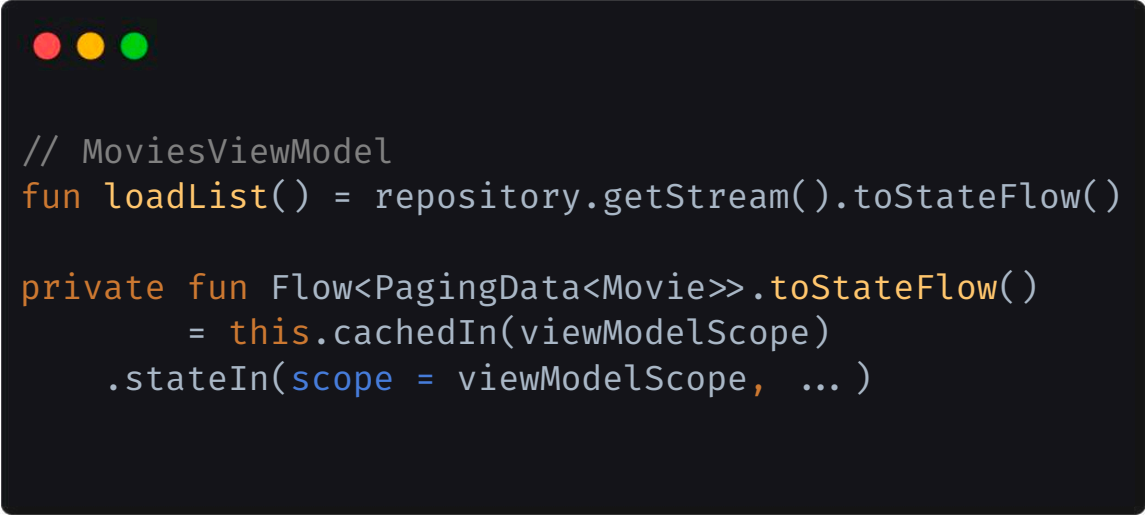
1. Lazy[Column|Row|Grid\*]
2. @Composable Item(Data, onClick)
3. Paging Source

```
// MoviesDataRepository
override fun getMovieListResultStream()
    : Flow<PagingData<Movie>> =
    Pager( ... )
    .flow
```

# Что нам нужно

4.

ViewModel



```
// MoviesViewModel
fun loadList() = repository.getStream().toStateFlow()

private fun Flow<PagingData<Movie>>.toStateFlow()
    = this.cachedIn(viewModelScope)
    .stateIn(scope = viewModelScope, ...)
```



# Собираем [0]

```
class ComposeActivity : AppCompatActivity() {  
    @Inject  
    lateinit var factory: ViewModelFactory.Factory  
  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        appComponent.inject(this)  
        setContent {  
            PagesContent(factory.create())  
        }  
    }  
}
```


# Собираем [1]



```
val viewModel: MoviesViewModel = viewModel(factory = viewModelFactory)
val films: Flow<PagingData<Film>> = viewModel.loadFilmList()
val filmListItems: LazyPagingItems<Film> = films.collectAsLazyPagingItems()

LazyVerticalGrid( ... ) {
    itemsIndexed(items = filmListItems, ... )
    ...
}
```

# Собираем [2]



```
val viewModel: MoviesViewModel = viewModel(factory = viewModelFactory)
val films: Flow<PagingData<Film>> = viewModel.loadFilmList()
val filmListItems: LazyPagingItems<Film> = films.collectAsLazyPagingItems()

LazyVerticalGrid( ... ) {
    itemsIndexed(items = filmListItems, ... )
    ...
}
```

# Собираем [3]



```
val viewModel: MoviesViewModel = viewModel(factory = viewModelFactory)
val films: Flow<PagingData<Film>> = viewModel.loadFilmList()
val filmListItems: LazyPagingItems<Film> = films.collectAsLazyPagingItems()

LazyVerticalGrid( ... ) {
    itemsIndexed(items = filmListItems, ... )
    ...
}
```

# Собираем [4]



```
val viewModel: MoviesViewModel = viewModel(factory = viewModelFactory)
val films: Flow<PagingData<Film>> = viewModel.loadFilmList()
val filmListItems: LazyPagingItems<Film> = films.collectAsLazyPagingItems()

LazyVerticalGrid( ... ) {
    itemsIndexed(items = filmListItems, ... )
    ...
}
```

# Собираем [4]

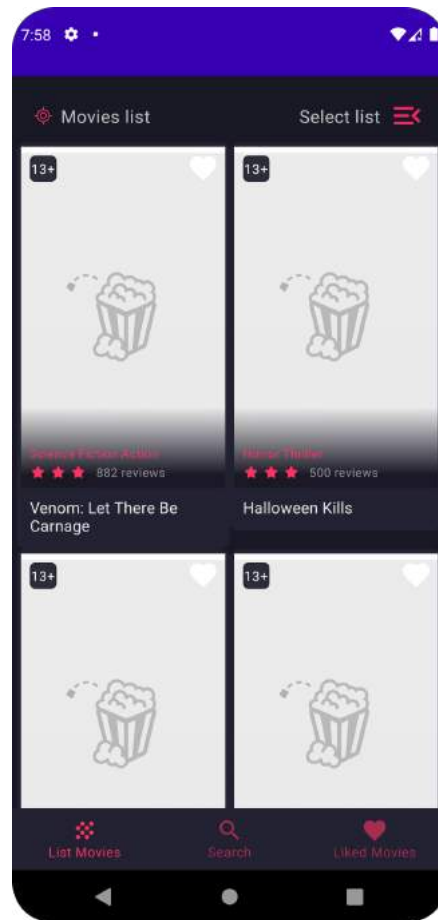


```
val viewModel: MoviesViewModel = viewModel(factory = viewModelFactory)
val films: Flow<PagingData<Film>> = viewModel.loadFilmList()
val filmListItems: LazyPagingItems<Film> = films.collectAsLazyPagingItems()

LazyVerticalGrid( ... ) {
    itemsIndexed(items = filmListItems, ... )
    ...
}
```

```
implementation 'androidx.paging:paging-compose:1.0.0-alpha13'
```

# Что получили



# Glide -> Coil

```
Image(  
    painter = rememberImagePainter(  
        data = film.imageUrl,  
        builder = {  
            placeholder(R.drawable.film_placeholder)  
        }  
    ),  
    ...  
)
```

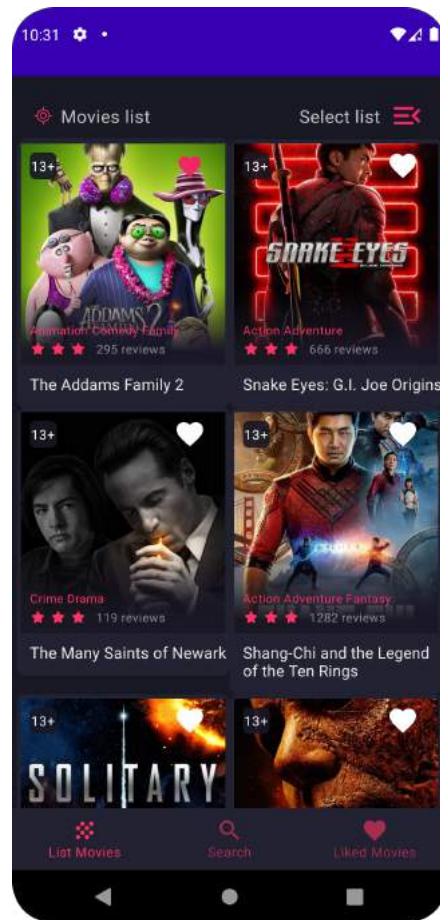
```
implementation("io.coil-kt:coil-compose:1.4.0")
```

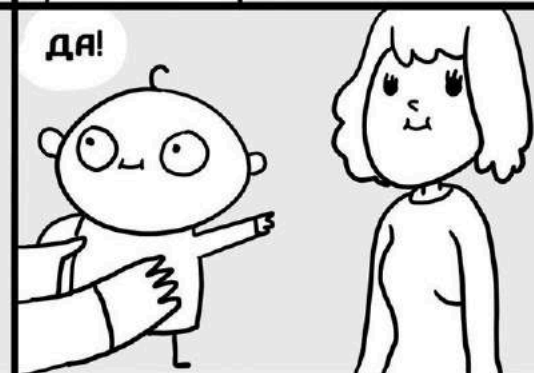


# Glide -> Coil

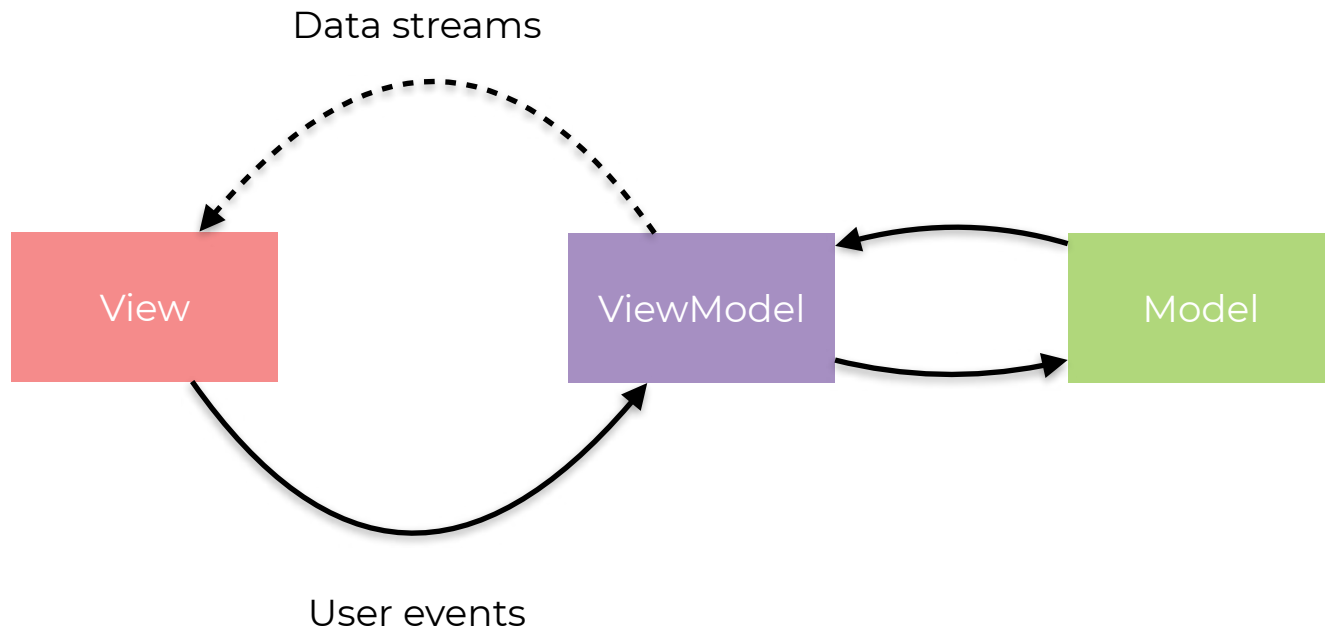
```
Image(  
    painter = rememberImagePainter(  
        data = film.imageUrl,  
        builder = {  
            placeholder(R.drawable.film_placeholder)  
        }  
    ),  
    ...  
)
```

# Что получили

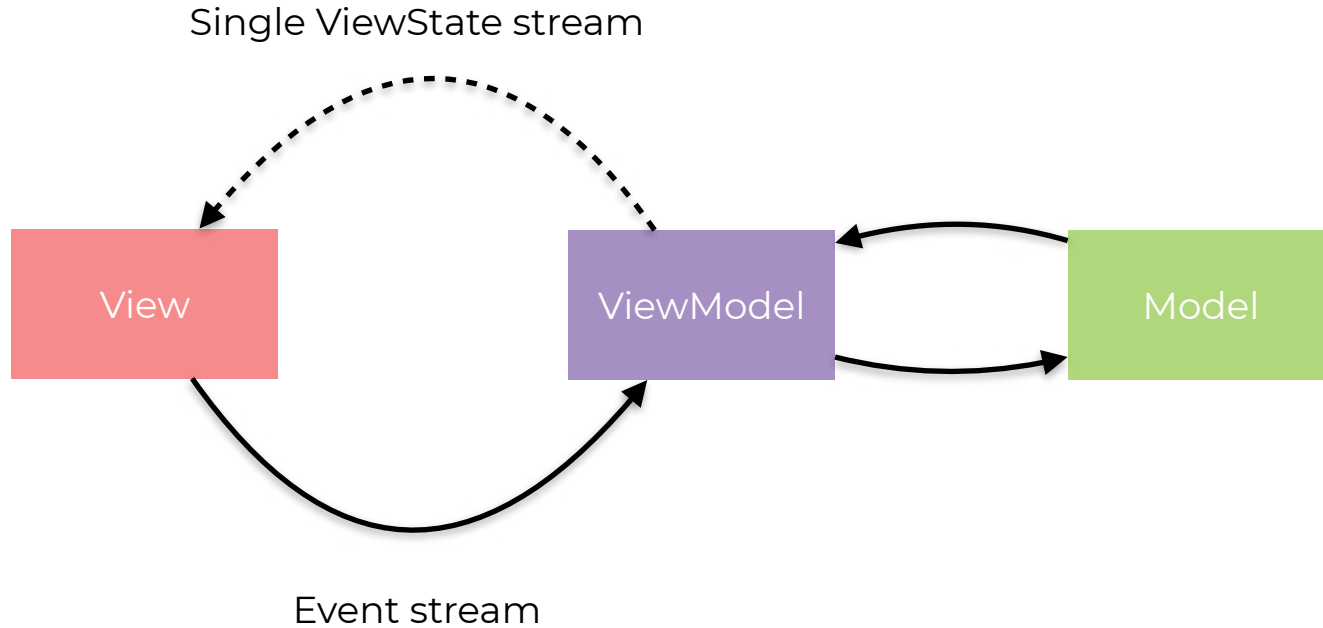




# MVVM -> MVI



# MVVM -> MVI



# MVVM -> MVI

```
@Composable
fun PagesContent(
    navigationViewModel: NavigationViewModel,
    filmsViewModel: FilmsViewModel,
    likesViewModel: LikesViesModel
)
```

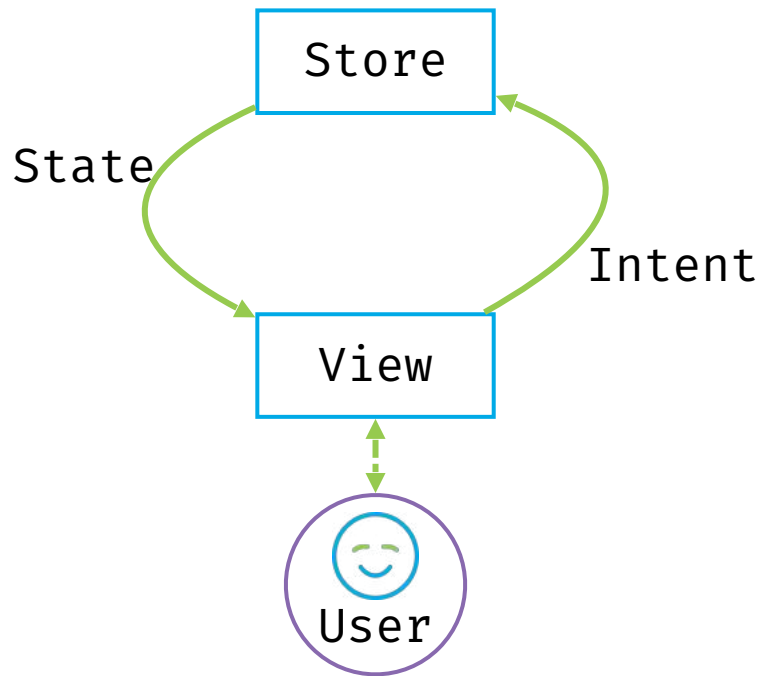
```
@Composable
fun PagesContent(
    commonViewModel: CommonViewModel,
)
```

MVI

---

# Jetpack Viewmodel

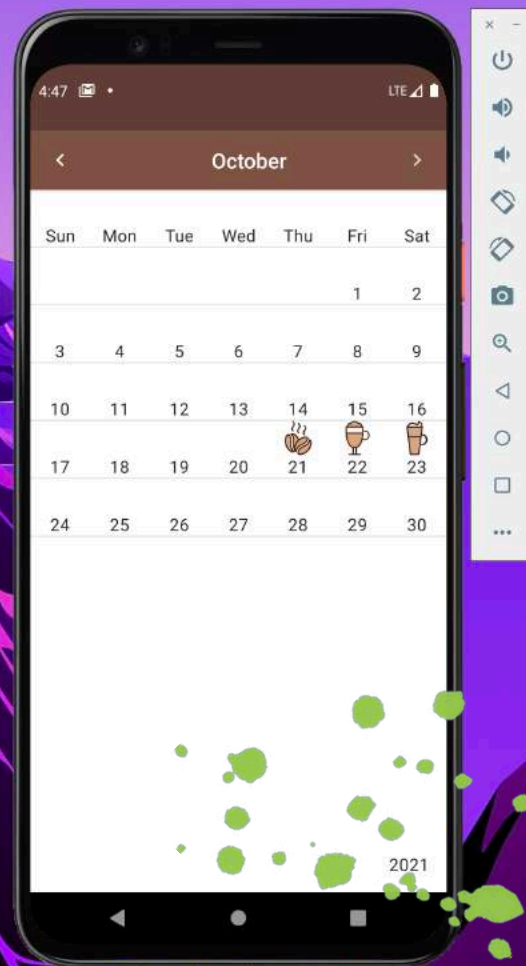
# MVI



```
abstract class Store<Intent : Any, State : Any> {  
    val state: StateFlow<State>  
    get() = _state  
  
    fun newIntent(intent: Intent) {  
        _intentChannel.offer(  
            intent  
        )  
    }  
}
```

[Трансформация Android-разработки с Jetpack Compose и Корутинами](#)





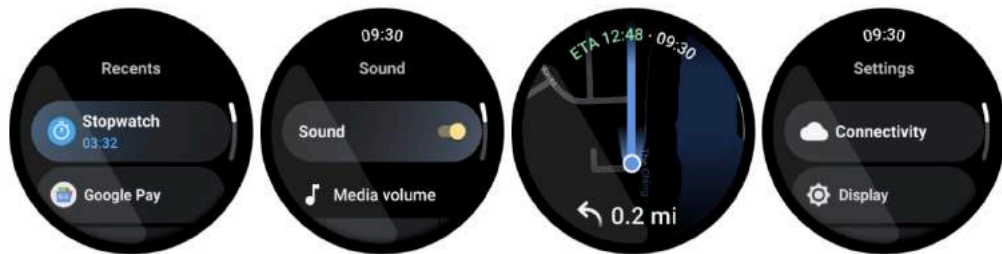
## 4. Другие возможности Compose

# Интеграция в Jetpack

- ▶ Activity Result API - `androidx.activity.compose`
- ▶ ViewModel - `androidx.lifecycle.viewmodel.compose`
- ▶ LiveData - `androidx.compose.runtime:runtime-livedata`
- ▶ Navigation Component - `androidx.navigation:navigation-compose`
- ▶ Hilt - `androidx.hilt:hilt-navigation-compose`
- ▶ Paging - `androidx.paging:paging-compose`
- ▶ RxJava - `androidx.compose.runtime:runtime-rxjava2/3`

# Compose for Wearables

13 октября -  
androidx.wear.  
compose.material:1.0.0-alpha08



Chip

ToggleChip

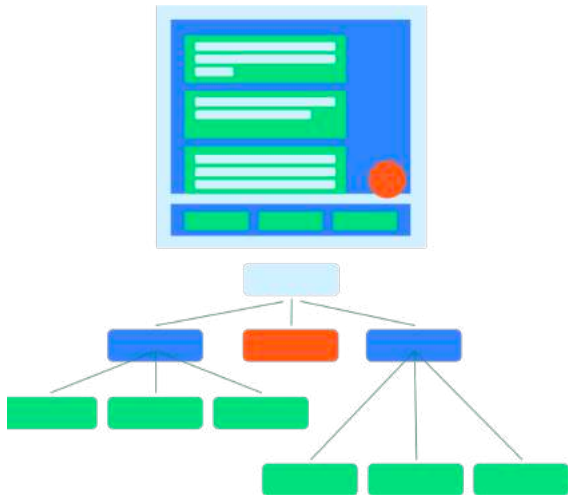
BasicCurvedText

TimeText

В планах Homescreen widgets

<https://developer.android.com/jetpack/androidx/releases/wear-compose>  
<https://developer.android.com/jetpack/androidx/compose-roadmap>

# Тестирование



Kakao Compose

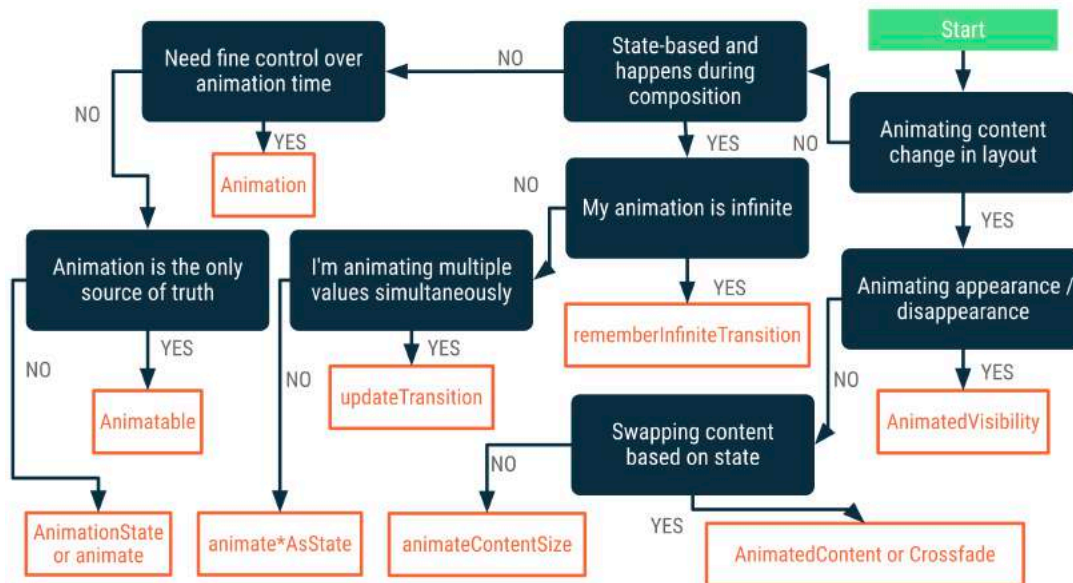


Kaspresso Compose (WIP)

# Анимации



Lottie Compose



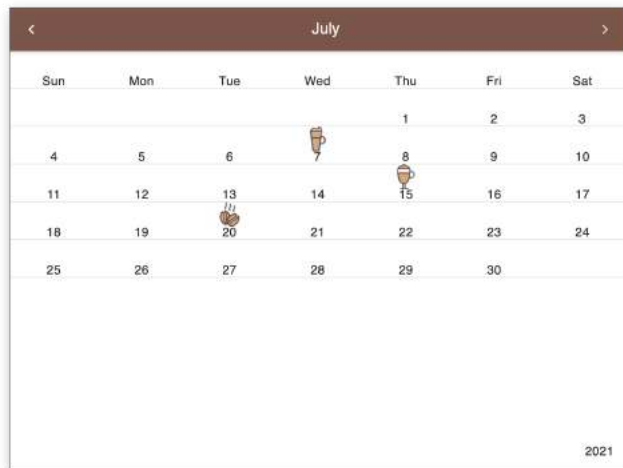
# Apps built with Compose



# Compose Multiplatform

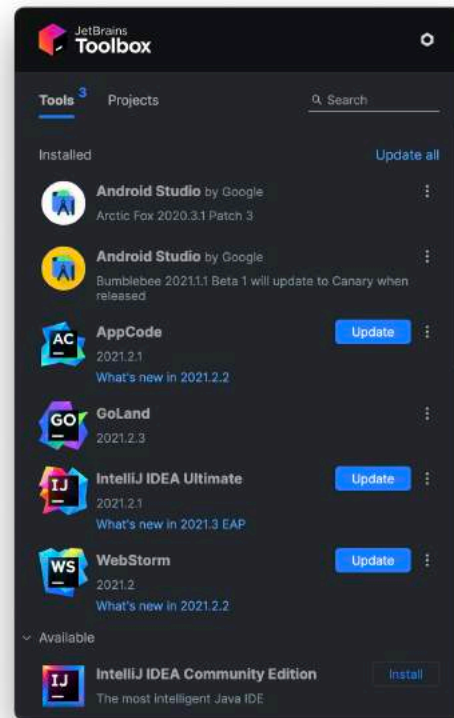
Desktop + Web - v1.0.0-alpha3

<https://github.com/phansier/Coffeegram-Desktop>



*Stable release - 2021*

avito.tech



<https://github.com/JetBrains/compose-jb>

<https://compose-web.ui.pages.jetbrains.team>

# Что посмотреть?

01. [Доклад “Темные стороны Jetpack Compose”](#)

02. [Статья Трансформация Android-разработки с Jetpack Compose и Корутинами](#)

03. Примеры кода  
<https://github.com/phansier/AFProject> -  
для этого доклада  
<https://github.com/phansier/Coffeegram>  
<https://github.com/phansier/Coffeegram-Desktop>

04. Рассылка <https://jetc.dev/>



# avito.tech



Google Developer Groups  
Omsk, Russia

# Jetpack Compose

Андрей Берюхов



<https://github.com/phansier>



<https://t.me/phansier>

## Ссылки:

<https://beryukhov.ru>

<https://github.com/phansier/AFProject>