

Module 3: Architecture & Persistence

MVVM, Room, Retrofit & Coil

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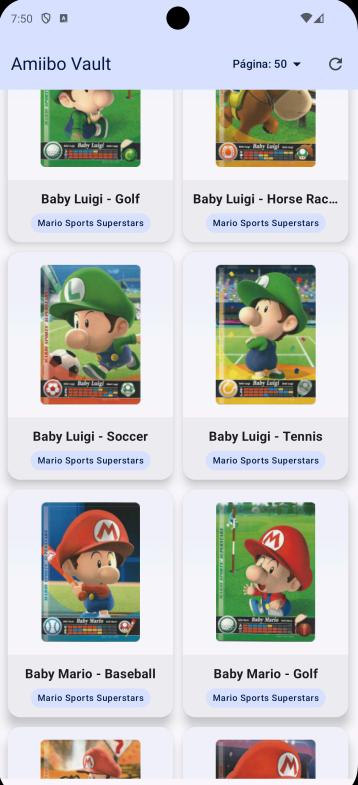
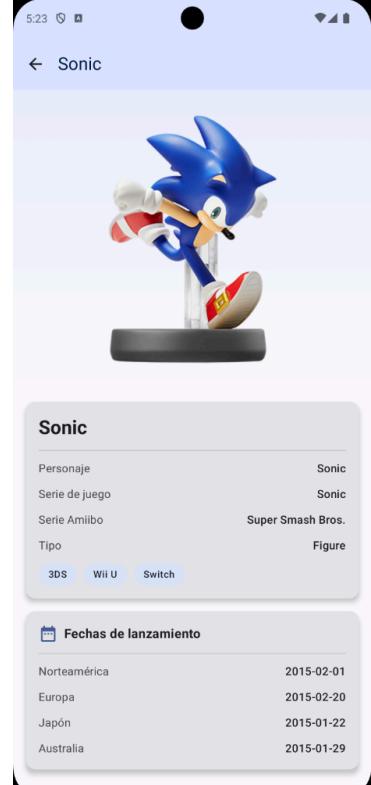
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Agenda

- 1. Module App**
- 2. MVVM & Advanced Architecture**
- 3. Room Database**
- 4. Networking**
- 5. Deep Dive (Internals)**
- 6. Challenge Lab**

Amiibo Vault App

This application demonstrates an **Offline-First** architecture. It fetches Amiibo data, stores it locally, and displays it even without an internet connection.

Home Screen	Detail Screen										
	 <p>Sonic</p> <p>Personaje: Sonic Serie de juego: Sonic Serie Amiibo: Super Smash Bros. Tipo: Figure Plataformas: 3DS, Wii U, Switch</p> <p>Fechas de lanzamiento</p> <table border="1"><thead><tr><th>Lugar</th><th>Fecha</th></tr></thead><tbody><tr><td>Norteamérica</td><td>2015-02-01</td></tr><tr><td>Europa</td><td>2015-02-20</td></tr><tr><td>Japón</td><td>2015-01-22</td></tr><tr><td>Australia</td><td>2015-01-29</td></tr></tbody></table>	Lugar	Fecha	Norteamérica	2015-02-01	Europa	2015-02-20	Japón	2015-01-22	Australia	2015-01-29
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Europa	2015-02-20										
Japón	2015-01-22										
Australia	2015-01-29										

2. Advanced Architecture

Unidirectional Data Flow (UDF) & State

The "Fragile" UI Problem

Traditional Android (View System / Early Compose):

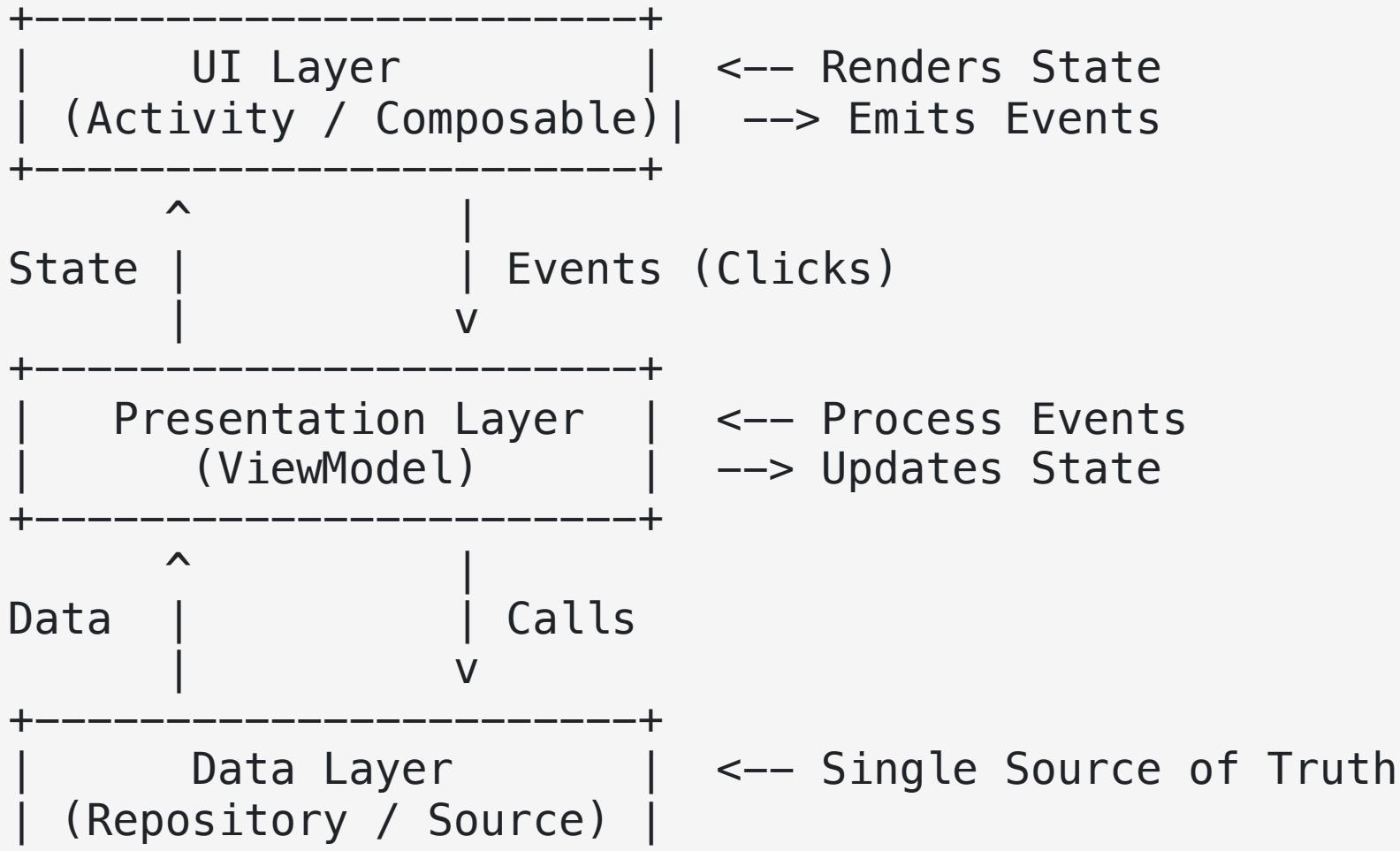
- UI components manage their own state.
- Data is scattered: `isLoading` in Activity, `data` in Adapter, `error` in a Toast.
- **Race conditions:** What if `isLoading` is true but `error` is also not null?

Consequence:

- Inconsistent UI states.
- Hard to debug.
- Difficult to test.

The Solution: Unidirectional Data Flow

Core Principle: State flows **DOWN**, Events flow **UP**.



UiState Pattern: The Golden Rule

Rule: The UI state should be a single, immutable snapshot of the screen at a specific point in time.

Why Sealed Interfaces?

- **Exhaustiveness:** The compiler forces you to handle ALL states.
- **Readability:** You see all possible UI configurations in one place.
- **Type Safety:** Success state guarantees data is present.

Live Code: Defining UiState

Bad Approach:

```
class MyViewModel : ViewModel() {  
    val isLoading = MutableStateFlow(false)  
    val data = MutableStateFlow<String?>(null)  
    val error = MutableStateFlow<String?>(null)  
}  
// Possible invalid state: isLoading=true AND data="Wait what?"
```

Good Approach (Sealed Interface):

```
sealed interface AmiiboUiState {  
    data object Loading : AmiiboUiState  
    data class Success(val amiibos: List<Amiibo>) : AmiiboUiState  
    data class Error(val message: String) : AmiiboUiState  
}
```

StateFlow vs SharedFlow vs LiveData

LiveData:

- **Legacy** (Avoid in new Kotlin projects).
- Tied to Main Thread explicitly.

StateFlow:

- **State holder**. Always has a value (requires `initialValue`).
- **Hot stream**: Active only when collected? No, always holds value.
- Replaces LiveData for **UI State**.

SharedFlow:

- **Event stream**. Can have 0 subscribers.
- No initial value.

Drops older events if buffer full

How to Expose State Safely

Always expose `StateFlow` as read-only.

```
class AmiiboViewModel : ViewModel() {

    // 1. Private Mutable State
    private val _uiState = MutableStateFlow<AmiiboUiState>(AmiiboUiState.Loading)

    // 2. Public Immutable State
    val uiState = _uiState.asStateFlow()

    fun loadData() {
        _uiState.update { AmiiboUiState.Loading }
        // .update is atomic and thread-safe!
    }
}
```

MVI vs MVVM (Nuance)

MVVM (Model-View-ViewModel):

- Focus on state binding.
- ViewModel exposes multiple observables.

MVI (Model-View-Intent):

- Strict single state object.
- **Intents** (Actions) are objects too.

Modern Android approach:

- It is a hybrid.
- We use **ViewModel** (MVVM) but with **Single State** (MVI-ish).
- We conceptually treat user actions as "Events" processed by the ViewModel.

Collecting State in Compose

The naive way (Don't do this):

```
val state by viewModel.uiState.collectAsState()  
// KEEPS collecting even when app is in background!  
// Wastes resources/battery.
```

The safe way:

```
// Needs: implementation("androidx.lifecycle:lifecycle-runtime-compose:...")  
val state by viewModel.uiState.collectAsStateWithLifecycle()
```

- Automatically stops collecting when the Activity goes to STOPPED.
- Restarts when STARTED.

Error Handling Strategies in MVVM

Where do we catch exceptions?

1. Repository?

- Returns `Result<T>`.
- Pros: Explicit failures in signature.
- Cons: Wrapper hell `Result<List<Result<Amiibo>>>`.

2. ViewModel? (Preferred)

- Repository throws exceptions (suspend functions).
- ViewModel wraps calls in `try-catch`.
- Maps `Exception -> UiState.Error`.

Visualizing the Error Flow

```
[Repository]
|   fun getAmiibos() {
|       throw IOException("No Internet")
|   }
|
|   V
[ViewModel]
|   viewModelScope.launch {
|       try {
|           repo.getAmiibos()
|       } catch (e: IOException) {
|           _uiState.value = Error("Check Connection")
|       }
|   }
|
|   V
[UI Layer]
|   when(state) {
|       is Error -> ShowSnackbar(state.message)
|   }
```

3. Room Database

Persistence & Offline-First

Why Room?

Room is an abstraction layer over SQLite.

Features:

- Compile-time verification of SQL queries.
- Built-in migration support.
- Streamlined database access.
- **Observable queries** (Return `Flow<T>`).

It is the standard for localized persistence in Android.

Entity Definition

Data classes marked with `@Entity`.

```
@Entity(tableName = "amiibos")
data class AmiiboEntity(
    @PrimaryKey
    val id: String, // String ID from API

    @ColumnInfo(name = "full_name")
    val name: String,

    val gameSeries: String,

    // Room ignores this field
    @Ignore
    val temporaryFlag: Boolean = false
)
```

DAO (Data Access Object)

The interface to access the DB.

```
@Dao
interface AmiiboDao {

    // 1. Observable Read (Reactive)
    @Query("SELECT * FROM amiibos")
    fun getAll(): Flow<List<AmiiboEntity>>

    // 2. One-shot Write (Suspend)
    @Insert(onConflict = OnConflictStrategy.REPLACE)
    suspend fun insertAll(list: List<AmiiboEntity>)

    // 3. Transactions
    @Transaction
    suspend fun clearAndInsert(list: List<AmiiboEntity>) {
        deleteAll()
        insertAll(list)
    }
}
```

Type Converters

SQLite only supports primitive types (Text, Int, Real, Blob).

What if I want to save a Date or List<String>?

```
class Converters {  
    @TypeConverter  
    fun fromTimestamp(value: Long?): Date? {  
        return value?.let { Date(it) }  
    }  
  
    @TypeConverter  
    fun dateToTimestamp(date: Date?): Long? {  
        return date?.time  
    }  
}
```

Register them in @Database(entities = [...], version = 1).

Database Migrations (The Horror)

When you change the schema (add a column), the app crashes on update if you don't migrate.

Automated Migrations (New & Easy):

```
@Database(  
    version = 2,  
    entities = [AmiiboEntity::class],  
    autoMigrations = [  
        AutoMigration (from = 1, to = 2)  
    ]  
)  
abstract class AppDatabase : RoomDatabase()
```

Room calculates the diff and generates the SQL script.

Manual Migrations

For complex changes (renaming columns, changing data types).

```
val MIGRATION_1_2 = object : Migration(1, 2) {
    override fun migrate(database: SupportSQLiteDatabase) {
        database.execSQL(
            "ALTER TABLE amiibos ADD COLUMN is_favorite INTEGER NOT NULL DEFAULT 0"
        )
    }
}
```

Add to builder: `.addMigrations(MIGRATION_1_2)`

Testing DAOs

DAOs should be tested with an in-memory database (fast, no file IO).

```
@Test
fun writeUserAndReadInList() = runTest {
    val amiibo = AmiiboEntity("1", "Mario")
    dao.insert(amiibo)

    val byName = dao.findByName("Mario")
    assertEquals(amiibo, byName)
}
```

Offline-First Strategy

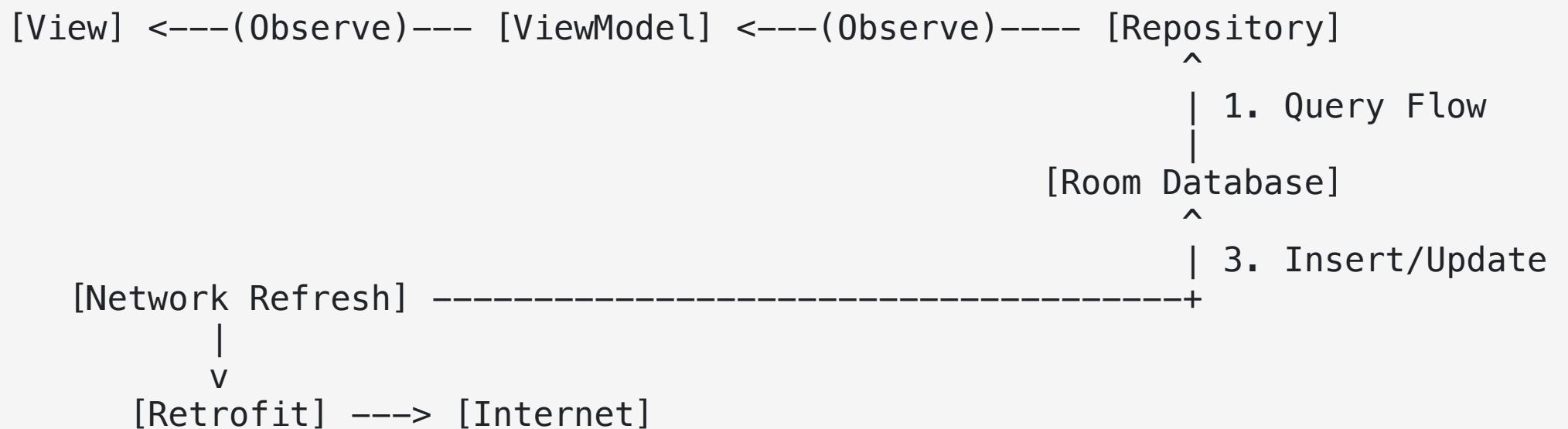
Repository Logic:

1. **Always** emit data from Local DB first (`dao.getAll()`).
2. Trigger a network refresh in the background.
3. On network success, write to DB.
4. DB emits new data automatically.

Benefits:

- App works immediately on launch.
- No loading spinners for cached content.
- Network errors don't wipe out the screen.

Visualization: Offline Repo



4. Networking

Retrofit, OkHttp & Coil

Retrofit Essentials

Turns an HTTP API into a Kotlin interface.

```
interface ApiService {  
    @GET("amiibo")  
    suspend fun getAmiibos(  
        @Query("type") type: String  
    ): AmiiboResponse  
}
```

Key concept: Retrofit uses **Dynamic Proxies** to generate the implementation code at runtime.

JSON Parsing (Serialization)

Kotlinx Serialization is the modern standard (Kotlin-first, no reflection).

```
@Serializable  
data class AmiiboDto(  
    @SerializedName("name") val characterName: String,  
    val image: String  
)
```

vs Gson:

- Gson is maintained by Google but "in maintenance mode".
- Gson uses reflection (slower).
- Kotlinx Serialization is typesafe (fails fast if non-nullable field is missing).

OkHttp: The Engine

Retrofit is just a wrapper. **OkHttp** does the actual work.

Interceptors: Hooks into the request/response chain.

1. **Logging Interceptor:** View JSON in Logcat.
2. **Auth Interceptor:** Add `Authorization: Bearer xyz` header efficiently.
3. **Cache Interceptor:** Force HTTP caching.

Visualizing Interceptors

```
Request  --> [ Auth Interceptor ] --> (Add Header)
              --> [ Log   Interceptor ] --> (Print Request)
              --> [ Network Call    ] --> INTERNET
                                         |
Response <-- [ Log   Interceptor ] <-- (Print Response)
          <-- [ ErrorInterceptor ] <-- (Catch 401/500)
          <-- Application
```

Implementing a Header Interceptor

```
val authInterceptor = Interceptor { chain ->
    val originalRequest = chain.request()

    val newRequest = originalRequest.newBuilder()
        .header("Authorization", "Bearer $myToken")
        .header("User-Agent", "AmiiboApp/1.0")
        .build()

    chain.proceed(newRequest)
}
```

Plug it in: `OkHttpClient.Builder().addInterceptor(authInterceptor).build()`

Coil: Coroutine Image Loader

Designed for Compose.

Why Coil?

- **Memory Caching:** Bitmaps are heavy. Coil reuses memory.
- **Disk Caching:** Saves downloads to local storage.
- **Downsampling:** Loads a small version of the image if the View is small.

```
AsyncImage(  
    model = ImageRequest.Builder(LocalContext.current)  
        .data("https://example.com/image.png")  
        .crossfade(true)  
        .build(),  
    contentDescription = null  
)
```

Repository Pattern: Mapping

The Boundary:

- API returns `AmiiboDto` (Network Model).
- UI wants `Amiibo` (Domain Model).

Why map?

- Decouples backend changes from UI logic.
- Format dates, capitalize strings, filter nulls in the mapping layer.

```
fun AmiiboDto.toDomain(): Amiibo {
    return Amiibo(
        name = this.name.uppercase(),
        imageUrl = this.image ?: "placeholder.png"
    )
}
```

5. Deep Dive

Architecture, Room & Network Internals

Architecture: Compose Stability

Why does Compose sometimes recompose too much?

Unstable Types: `List`, `Var`, Classes from external modules without Stable marker.

Stable Types: `String`, `Int`, Data classes with `val` of Stable types.

The Fix:

Wrapper classes or `@Stable` annotation.

```
@Immutable  
data class AmiiboListState(  
    val items: List<Amiibo> // List is unstable interface, but @Immutable forces it  
)
```

Takeaway: Always use `Immutable` / `Stable` for UI State to enable Skippability.

Room: Invalidation Tracker

How does `Flow<List<User>>` update automatically?

1. Room sets up a standard SQLite `Trigger` (or uses `FileObserver` in newer versions).
2. When `INSERT/UPDATE` happens, the Trigger modifies a tracking table `room_table_modification_log`.
3. Room's `InvalidationTracker` observes this.
4. If the table you are querying changed, it re-runs the `SELECT` query.

Performance Note: It re-runs the **ENTIRE** query. It receives a new List. Compose creates new items.

Network: Connection Pooling (OkHttp)

Why is the first request slow and subsequent ones fast?

TCP Handshake (SYN, SYN-ACK, ACK) + TLS Handshake takes time.

Connection Pooling:

OkHttp keeps the socket open for ~5 mins (Keep-Alive).

If you request the same host again, it reuses the socket.

GZIP Compression:

OkHttp automatically adds `Accept-Encoding: gzip`.

It transparently unzips the response body.

This can reduce payload size by 70-90%.

ViewModel Lifecycle & SavedStateHandle

How long does a ViewModel live?

- Survives configuration changes (rotation).
- Destroyed when the Activity/Fragment is **finished** (not just stopped).

SavedStateHandle:

For data that must survive **process death** (system kills app in background).

```
class AmiiboViewModel(  
    private val savedStateHandle: SavedStateHandle  
) : ViewModel() {  
    // Survives process death  
    var searchQuery: String  
        get() = savedStateHandle["query"] ?: ""  
        set(value) { savedStateHandle["query"] = value }  
}
```

Repository Pattern Best Practices

Single Responsibility:

- Repository should only coordinate data sources.
- Don't put business logic here (use Use Cases/Interactors for that).

Error Mapping:

```
// Map network errors to domain errors
suspend fun getAmiibos(): Result<List<Amiibo>> {
    return try {
        Result.success(api.getAmiibos().toDomain())
    } catch (e: IOException) {
        Result.failure(NetworkError("No connection"))
    } catch (e: HttpException) {
        Result.failure(ServerError(e.code()))
    }
}
```

6. Challenge Lab

Practice & Application

Part 1: Graceful Offline Mode

Context:

Currently, when the API fails, the app shows a full-screen error even if cached data exists in Room. This is poor UX for an offline-first app.

Your Task:

Implement graceful error handling that:

- Shows cached data when available, even during errors
- Displays a non-blocking Snackbar for network errors
- Only shows full-screen error when NO cached data exists
- Allows retry without losing current view

Files to Modify:

- ui/viewmodel/AmiiboViewModel.kt

Part 1: Definition of Done

Criteria	Description
UiState updated	Error state accepts optional <code>data: List<Amiibo>?</code>
Cached data preserved	Error state carries existing data from previous state
Snackbar shown	Network error shows Snackbar, not full-screen error
Grid still visible	User sees cached Amiibos while Snackbar is displayed
Full error only when empty	Full-screen error only if <code>data</code> is null/empty
Retry available	Snackbar has "Retry" action button
Dismiss works	Snackbar can be dismissed without affecting grid

Part 2: Local Search

Context:

Users want to filter the Amiibo collection by name without making network requests.
This requires reactive Flow switching.

Your Task:

Implement local search that:

- Adds a search TextField at the top of the screen
- Filters Amiibos in real-time as user types
- Uses Room query (not in-memory filtering)
- Switches between full list and filtered list reactively

Files to Modify:

- data/dao/AmiiboDao.kt

Part 2: Definition of Done

Criteria	Description
DAO method exists	<code>searchAmiibos(query: String): Flow<List<AmiiboEntity>></code>
LIKE query works	SQL uses `WHERE name LIKE '%'`
Search TextField	OutlinedTextField at top of screen
Real-time filtering	Results update as user types (debounce optional)
Flow switching	Uses flatMapLatest to switch between flows
Empty query = all	Blank search shows full list
Clear button	X icon to clear search text

Resources & Wrap-up

Resources

Architecture & State

- [Android Architecture Guide](#)
- [StateFlow and SharedFlow](#)
- [Sealed Classes in Kotlin](#)
- [UI State in Compose](#)
- [Codelab: State in Jetpack Compose](#)

Room Database

- [Room Training](#)
- [Room with Kotlin Flows](#)
- [Room Migrations Guide](#)
- [KSP Overview](#)

Recommended Articles

Room Database

- [7 Pro-Tips for Room](#) - Android Developers
- [Room Flow: Reactive Queries](#) - Android Developers
- [Database Relations in Room](#) - ProAndroidDev

Offline-First Architecture

- [Build an Offline-First App](#) - ProAndroidDev
- [Caching Strategies for Android](#) - Android Developers
- [The Repository Pattern Explained](#) - ProAndroidDev