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# Clean Architecture: A Craftsman's Guide to Software Structure and Design, First Edition 2018 Pearson Education, Inc.

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When the sources from the industry are examined, different sources answer this question in different ways as there is no certain way of answering such a question. In addition, when academic resources are examined, the inadequacy and outdatedness of these resources immediately become apparent.

The main purpose of these architectures is to overcome the issues and challenges we have mentioned above. Bob Martin has described a set of rules and principles in his book “Clean Architecture” to improve the separation of concerns and increase the maintainability of the software systems (11). Clean Architecture, based on SOLID principles, is a high-level guideline for creating software systems with a layered architecture. The main purpose of the Clean Architecture is to make a software system more understandable and maintainable. The same set of rules can be applied to Android application development to resolve the previously mentioned issues.

All of these methods focus on developing high-maintainability and high-quality Android applications, thus aiming to overcome the difficulties mentioned above.

It is also studied why Clean Architecture is the solution and what impact it has when solving the maintainability problems in Android application development, what are the pros and cons of applying Clean Architecture to the development of an Android application. In addition to the theoretical information regarding the application of Clean Architecture principles to Android, this study shares the best practices from the industry with elaborate examples.

In addition, insights from the most popular Android libraries and how these libraries can be adapted to the Clean Architecture in Android are given.

This study aims to provide detailed information regarding the development of Android applications with Clean Architecture to overcome the maintainability and complexity issues for large and enterprise Android applications.

Therefore it is a must to apply some kind of software engineering processes and techniques in order to build secure and high-quality mobile applications. In that sense, many classic software engineering techniques fit quite well with the mobile application development domain(2)

Over the last decade, a couple of different ideas were in point to resolve these issues in the context of Android application development. Some of the remarkable ideas amongst these ideas can be counted as Model-View-Controller, Model-View-Presenter, Model-View-View-Model, and VIPER. These are the well-known design patterns in the industry for Android application development and they are widely used(19).

Even if these methods are adopted to Android application development processes, they might be insufficient when it comes to real-world Android application development. Although many of these methods work well for separating the business and presentation logic from the view, they are not enough when an Android app gets bigger and the codebase becomes more complex. When the codebase becomes huge, the presentation related classes become bloated, and applying separation of concerns becomes very hard. Therefore, all the possible challenges mentioned above would be very hard to overcome. Consequently, these solutions are not sufficient to overcome the difficulties mentioned above, especially when it comes to the development of large and enterprise Android applications. As this information shows, it is clear that in the process of developing complex enterprise Android applications, a more advanced solution is needed to resolve the mentioned concerns. In order to survive the competitive Android market, develop a high-quality application with high maintainability, increase team efficiency, and faster delivery, modern software development companies must have a set of rules and software development techniques to scale their Android application development processes.

The high demand for Android applications and the high frequency of updates are other challenges when developing Android applications. These challenges make the development of high-quality and maintainable applications essential for Android application developers(19). Because users demand error-free, high-performance, easy-to-use, and low-energy applications. Developers, on the other hand, aim to develop maintainable, expandable, scalable and easily testable applications in the shortest time due to the rapidly changing and evolving user requests, and to be able to update the application as soon as possible to future user requests(21). Also, it gets harder to maintain the codebase as the codebase and the development team grows or changes. Any time a new developer joins the team, the time required to onboard the new developer to the codebase is directly related to the level of readability and maintainability of the codebase. Therefore, developing high-quality Android applications to meet all these expectations, overcome the mentioned challenges, and delivering the application rapidly is essential. Thus, processes such as updating Android applications, adding new features, fixing errors will be more time and cost-efficient in terms of software engineering principles and software quality standards.

Moreover, well-known design patterns and architectural approaches to overcome the maintainability issues in Android application development will be introduced with their pros and cons. Lastly, the reason for the need for a higher level architectural approach when developing complex, enterprise Android applications will be explained in the summary of the section. In this section, previous studies similar to this study, and the results of these studies will be covered as well.

For that reason, maintainability emerges as one of the most crucial quality requirements and maybe even the most important one in software development processes and also particularly in the field of Android application development(19).

, maintainability became one of the most important aspects that should be taken into consideration when developing complex software products with teams.

***“Of course bad code can be cleaned up. But it’s very expensive.” - Robert C. Martin (16)***