

RETROFIT

1)what is Retrofit?

It's a simple network library that used for network transactions. By using this library, we can seamlessly capture [JSON](#) response from web service/web API. It's easy and fast library to retrieve and upload the data ([JSON](#) or any other structured data) via a REST based web service.

2)Need of Retrofit in Android?

We have a lot of network libraries that used to fetch and send the data from/to server. we use [Volley](#) library for network transactions but [Retrofit](#) is an ultimate replacement of [Volley](#) and all other libraries. [Retrofit](#) is better alternative of other libraries in terms of performance, ease of use, extensibility and others.

3)Differences between Retrofit and Other libraries?

In Android, retrofit library is different from other network libraries because it gives us an easy to use platform through which we don't need to parse [JSON](#) responses as they are done by library itself. It used GSON library in the background to parser the response data. What we need to do is define a POJO (Plain Old [Java](#) Object) to parse the response.

Here is the main difference between our three mainly used techniques for implementing API's in our android app. You can see the difference in performance that for one discussion means for one network request and response they will take how much time.

1AsyncTask:

one(1)discussion:941ms

Seven(7)discussions:4539ms

Twenty Five(25) discussions: 13957 ms

2.Volley:

one(1)discussion:560ms

Seven(7)discussions:2202ms

Twenty Five(25) discussions: 4275 ms

3.Retrofit:

one(1)discussion:312ms

Seven(7)discussions:889ms

Twenty Five(25) discussions: 1059