

A woman with dark hair tied back in a bun is shown from the chest up. She is wearing a dark, possibly black, zip-up hoodie. Her gaze is directed downwards towards her hands, which are clasped together. The background is out of focus, showing circular bokeh lights in shades of blue and green.

JETPACK COMPOSE: FIRST BLOOD

ABOUT ME



ABOUT ME

> VLADIMIR IVANOV



ABOUT ME

- > VLADIMIR IVANOV
- > DESIGNING MOBILE-CENTRIC SOLUTIONS FOR LIVING



ABOUT ME

- > VLADIMIR IVANOV
- > DESIGNING MOBILE-CENTRIC SOLUTIONS FOR LIVING
- > PRIMARY SKILL: ANDROID



ABOUT ME

- › VLADIMIR IVANOV
- › DESIGNING MOBILE-CENTRIC SOLUTIONS FOR LIVING
- › PRIMARY SKILL: ANDROID
- › CERTIFIED GOOGLE CLOUD ARCHITECT.



**WHAT WE
USUALLY DO?**

IMPERATIVE PROGRAMMING

```
override fun onViewCreated(view: View, savedInstanceState: Bundle?) {
    super.onViewCreated(view, savedInstanceState)
    emergency_call_layout.setOnClickListener { onEmergencyCallPressed() }

    filter_recycler_view.layoutManager =
        LinearLayoutManager(context, LinearLayoutManager.HORIZONTAL, false)
    val filterAdapter =
        FilterAdapter(arrayListOf("One", "Two", "Three"), null, this::onFilterSelected)
    filter_recycler_view.adapter = filterAdapter

    crisis_centers_list.layoutManager = LinearLayoutManager(context)
    viewModel.crisisCenters.observe(this, crisisCenterObserver)
}
```

WHAT WE USUALLY DO?

WHAT WE USUALLY DO?

> XML

WHAT WE USUALLY DO?

- > XML
- > FRAGMENT

WHAT WE USUALLY DO?

- > XML
- > FRAGMENT
- > PRESENTER/VIEWMODEL

WHAT WE USUALLY DO?

- > XML
- > FRAGMENT
- > PRESENTER/VIEWMODEL
- > STYLES

WHAT WE USUALLY DO?

- > XML
- > FRAGMENT
- > PRESENTER/VIEWMODEL
- > STYLES
- > ATTRIBUTES

Android App

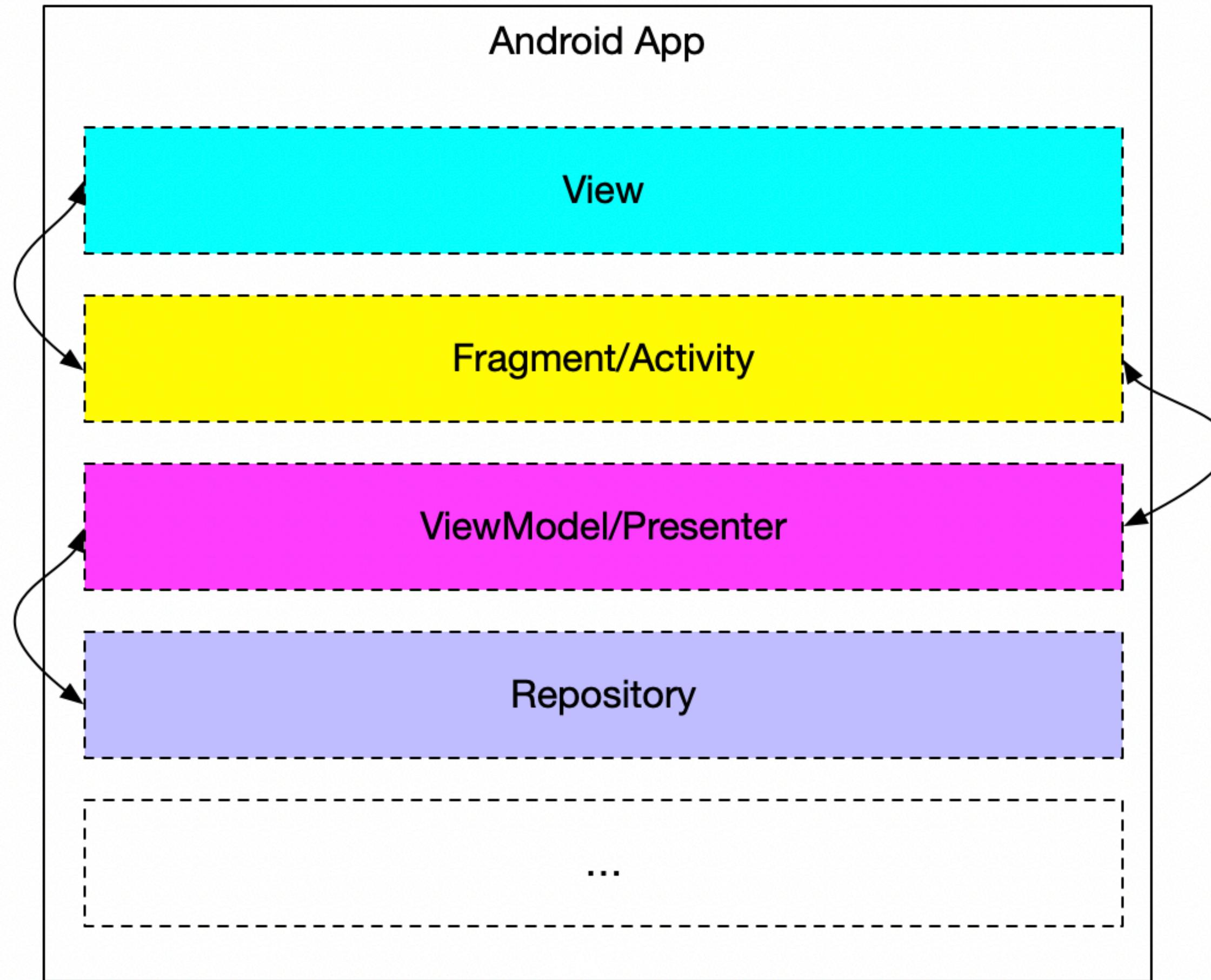
View

Fragment/Activity

ViewModel/Presenter

Repository

...



MINUSES

MINUSES

- > SEVERAL PLACES TO RIGHT CODE

MINUSES

- > SEVERAL PLACES TO WRITE CODE
 - > HARD TO DEBUG

MINUSES

- > SEVERAL PLACES TO WRITE CODE
 - > HARD TO DEBUG
 - > IMPOSSIBLE TO REUSE

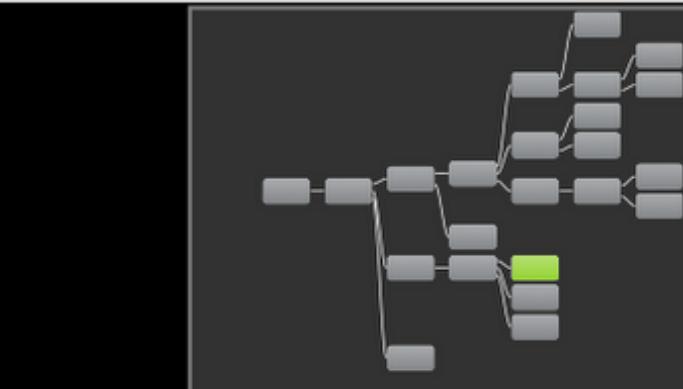
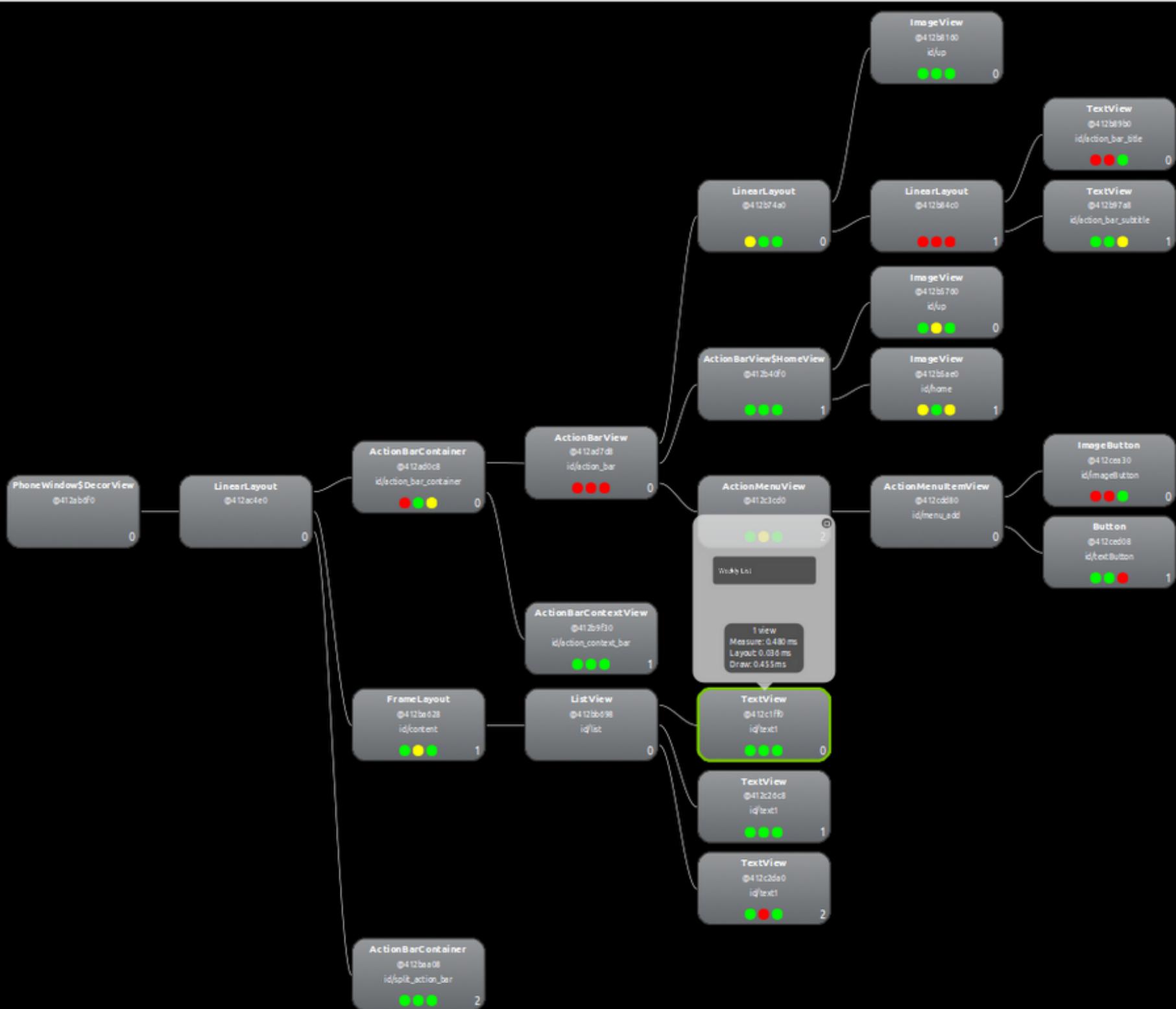
**LET'S RETHINK THE
WHOLE APPROACH**

**UI - IS A TREE-LIKE
DATA STRUCTURE THAT
CHANGES OVERTIME**



Hierarchy Viewer

File Tree View

 Save as PNG Capture Layers Load View Hierarchy Display View Invalidate Layout Request Layout Dump DisplayList

Property	Value
▶ Drawing	
▶ Focus	
▶ Layout	
▶ List	
▶ Measurement	
▶ Miscellaneous	
▶ Padding	
▶ Scrolling	
▼ Text	
getSelectionEnd()	-1
getSelectionStart()	-1
mResolvedTextDirection	FIRST_STRONG
mText	Weekly List
mTextDirection	INHERIT

 Show Extras
 Load All Views

DECLARATIVE APPROACH

DECLARATIVE APPROACH

- > MAKE UI A PURE FUNCTION OF STATE

PROS

PROS

- > ALMOST SINGLE PLACE TO WRITE CODE

PROS

- > ALMOST SINGLE PLACE TO WRITE CODE
 - > EASY TO TEST

PROS

- > ALMOST SINGLE PLACE TO WRITE CODE
 - > EASY TO TEST
 - > EASY TO SCALE

PROS

- > ALMOST SINGLE PLACE TO WRITE CODE
 - > EASY TO TEST
 - > EASY TO SCALE
- > UNBUNDLED IMPLEMENTATION

A man in a dark suit and tie is looking upwards with a serious expression, his head tilted back. He is positioned in front of a large, textured tree trunk with green moss growing on it. The background is a dense forest.

**YOU KNOW WHAT?
THE APPROACH WON!**

> REACT

- > REACT
- > ANGULAR

- > REACT
- > ANGULAR
- > VUE.JS

- > REACT
- > ANGULAR
- > VUE.JS
- > SWIFTUI

- > REACT
- > ANGULAR
- > VUE.JS
- > SWIFTUI
- > AND NOW: JETPACK COMPOSE

JETPACK COMPOSE

JETPACK COMPOSE

- > INSPIRED BY REACT AND FLUTTER

JETPACK COMPOSE

- > INSPIRED BY REACT AND FLUTTER
 - > PRE-PRE-ALPHA

JETPACK COMPOSE

- > INSPIRED BY REACT AND FLUTTER
 - > PRE-PRE-ALPHA
 - > PART OF AOSP

JETPACK COMPOSE

GENERALLY SPEAKING

GENERALLY SPEAKING

- > NODE FOR PIECE OF UI, HAVING CHILDREN

GENERALLY SPEAKING

- > NODE FOR PIECE OF UI, HAVING CHILDREN
- > FUNCTION TO RENDER A ROOT NODE

GENERALLY SPEAKING

- > NODE FOR PIECE OF UI, HAVING CHILDREN
- > FUNCTION TO RENDER A ROOT NODE
- > FUNCTIONS TO RENDER PRIMITIVES: TEXT, IMAGE, ETC.

THEN...

THEN...

- > WE NEED TO PASS ROOT NODE DOWN THE BRANCHES

THEN...

- > WE NEED TO PASS ROOT NODE DOWN THE BRANCHES
 - > WHICH CAN BE KINDA HARSH

So...

```
interface Composer {  
    // add node as a child to the current Node, execute  
    // `content` with `node` as the current Node  
    fun emit(node: Node, content: () -> Unit = {})  
}
```

THUS

THUS

- › ComposerImpl

THUS

- > ComposerImpl
- > TOP-LEVEL compose FUNCTION

THUS

- > ComposerImpl
- > TOP-LEVEL compose FUNCTION
- > CALL TOP LEVEL RENDER FUNCTION WITH COMPOSE INVOCATION

ALL THIS CAN BE HIDDEN WITH THE HELP OF COMPILER AND
RUNTIME
WHICH JETPACK COMPOSE HAPPENS TO BE

¹[HTTPS://DEVELOPER.ANDROID.COM/JETPACK/COMPOSE](https://developer.android.com/jetpack/compose)

²[HTTPS://WWW.RAYWENDERLICH.COM/3604589-JETPACK-COMPOSE-PRIMER](https://www.raywenderlich.com/3604589-jetpack-compose-primer)

> HOW TO START: [D.ANDROID.COM/JETPACK/COMPOSE¹](https://developer.android.com/jetpack/compose)

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- > HOW TO START: D.ANDROID.COM/JETPACK/COMPOSE¹
- > HOW TO START PROPERLY: PRIMER BY RAYWENDERLICH.COM²

¹[HTTPS://DEVELOPER.ANDROID.COM/JETPACK/COMPOSE](https://developer.android.com/jetpack/compose)

²[HTTPS://WWW.RAYWENDERLICH.COM/3604589-JETPACK-COMPOSE-PRIMER](https://www.raywenderlich.com/3604589-jetpack-compose-primer)

START WITH

```
override fun onCreate(savedInstanceState: Bundle?) {  
    super.onCreate(savedInstanceState)  
    setContent {  
        CraneWrapper {  
            MaterialTheme {  
                EditAndSlider()  
            }  
        }  
    }  
}
```


> LOOKS LIKE DSL

- > LOOKS LIKE DSL
- > LOOKS LIKE A TREE

- > LOOKS LIKE DSL
- > LOOKS LIKE A TREE
- > EVERY RECORD IS A COMPONENT

**COMPONENT IS
A FUNCTION (...)
→ UNIT**

**CRANEWRAPPER - ROOT
COMPOSABLE
MATERIALTHEME - SOME
STYLING DEFAULTS**

**SELECTIONS CONTROLS DE
MO - INVOCATION OF OUR
FUNCTION**

```
@Composable  
fun EditAndSlider() {  
    Text(text = "Enter your login")  
}
```

COMPOSABLE COMPONENT

COMPOSABLE COMPONENT

- > RETURNS ANOTHER FUNCTION INVOCATION

COMPOSABLE COMPONENT

- > RETURNS ANOTHER FUNCTION INVOCATION
 - > HAS @COMPOSABLE

COMPOSABLE COMPONENT

- > RETURNS ANOTHER FUNCTION INVOCATION
 - > HAS @COMPOSABLE
 - > BASICALLY YIELDS PIECE OF UI

WHY COMPILER IS INVOLVED?

WHY COMPILER IS INVOLVED?

- > EVERY @COMPOSABLE SHOULD ACCEPT A COMPOSER AS A LAST ARGUMENT

WHY COMPILER IS INVOLVED?

- > EVERY @COMPOSABLE SHOULD ACCEPT A COMPOSER AS A LAST ARGUMENT
- > THINK OF @COMPOSABLE AS A KEYWORD(LIKE SUSPEND)

```
@Composable
fun EditAndSlider() {
    Surface(color = Color(0xFFFFFFF00.toInt())) {
        Text(text = "Enter your login, ")
    }
}
```

```
@Composable  
fun EditAndSlider() {  
    Surface(color =  
        Color(0xFFFFF00.toInt())) {  
        Text(text = "Enter your login, ")  
    }  
}
```



Material/Compose

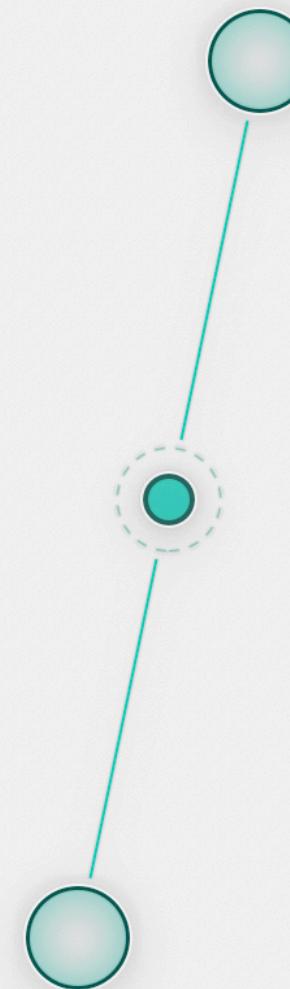
Enter your login,

```
Text(  
    text = "Enter your login, ",  
    style = TextStyle(fontSize = 120f)  
)
```



Material/Compose

Enter your login,



```
Text(  
    text = "Enter your login, ",  
    style = TextStyle(fontSize = 120f),  
    textAlign = TextAlign.Center  
)
```

```
val progressState = +state { EditorState(text = "vladimir@example.com") }

EditableText(
    value = progressState.value,
    editorStyle = EditorStyle(TextStyle(fontSize = 48.toFloat())),
    onValueChange = { progressState.value = it }
)
```

```
val progressState = +state { EditorState(text = "vladimir@example.com") }

EditableText(
    value = progressState.value,
    editorStyle = EditorStyle(TextStyle(fontSize = 48.toFloat())),
    onValueChange = { progressState.value = it }
)
```

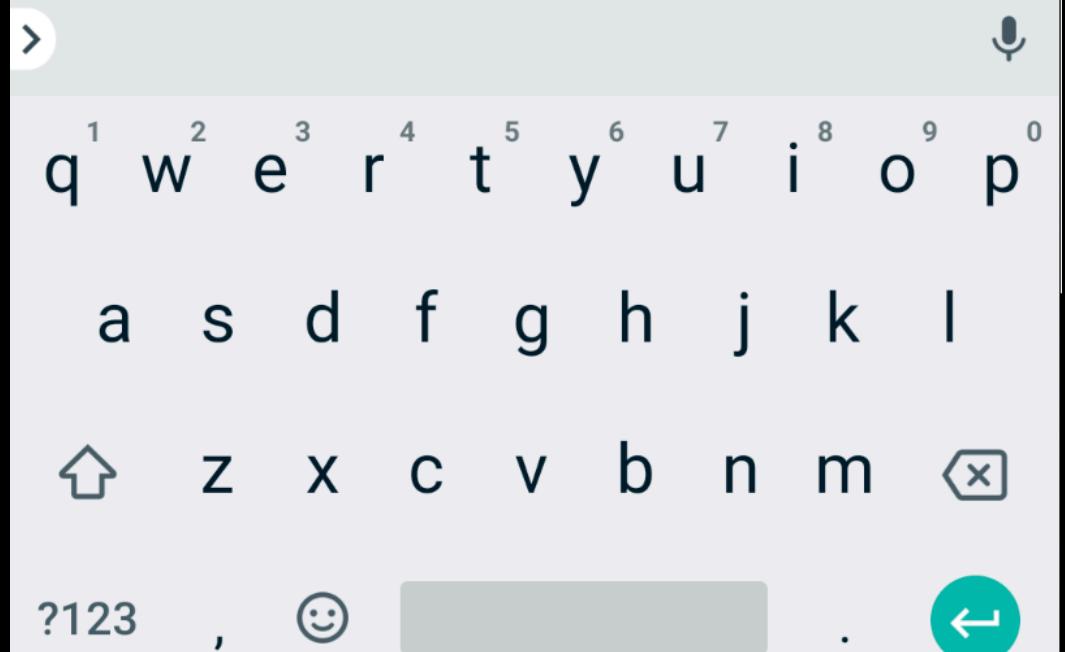
3:04



Material/Compose

Login:

vladimir@example.com



REUSABILITY

```
@Composable
fun InputWithCaption(caption: String) {

    val labelStyle = +themeTextStyle { h6 }
    val progressState = +state { EditorState(text = "vladimir@example.com") }

    Column(crossAxisAlignment = CrossAxisAlignmentAlignment.Start) {
        Text(caption, style = labelStyle)
        Surface(color = customColor3) {
            EditableText(
                value = progressState.value,
                editorStyle = EditorStyle(TextStyle(fontSize = 48.toFloat())),
                onValueChange = { progressState.value = it }
            )
        }
    }
}
```

```
@Composable
fun InputWithCaption(caption: String) {
    val labelStyle = +themeTextStyle { h6 }
    val progressState = +state { EditorState(text = "vladimir@example.com") }

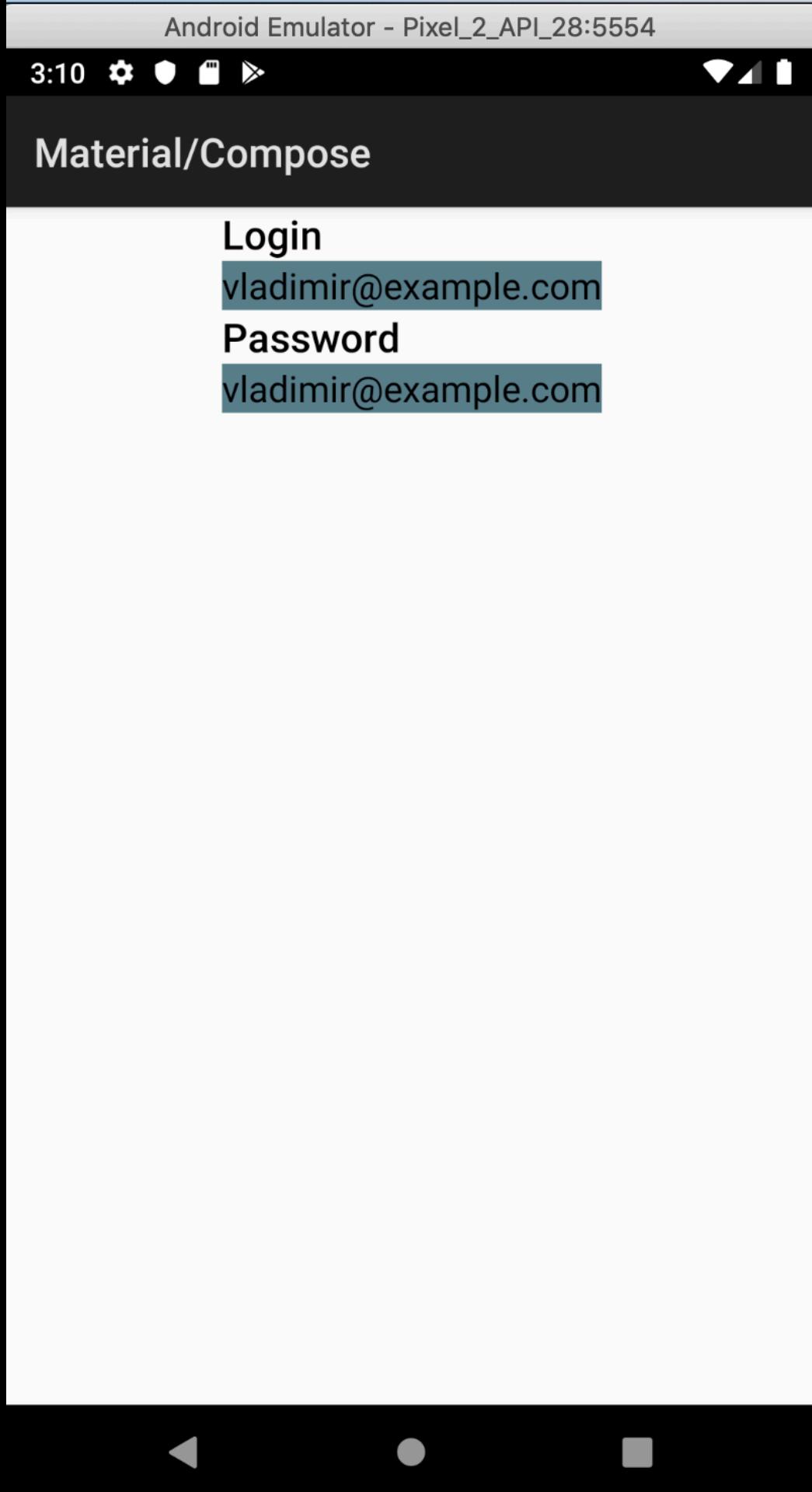
    Column(crossAxisAlignment = CrossAxisAlignmentAlignment.Start) {
        Text(caption, style = labelStyle)
        Surface(color = customColor3) {
            EditableText(
                value = progressState.value,
                editorStyle = EditorStyle(TextStyle(fontSize = 48.toFloat())),
                onValueChange = { progressState.value = it }
            )
        }
    }
}
```

```
@Composable
fun InputWithCaption(caption: String) {

    val labelStyle = +themeTextStyle { h6 }
    val progressState = +state { EditorState(text = "vladimir@example.com") }

    Column(crossAxisAlignment = CrossAxisAlignmentAlignment.Start) {
        Text(caption, style = labelStyle)
        Surface(color = customColor3) {
            EditableText(
                value = progressState.value,
                editorStyle = EditorStyle(TextStyle(fontSize = 48.toFloat())),
                onValueChange = { progressState.value = it }
            )
        }
    }
}
```

```
override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContent {
        CraneWrapper {
            MaterialTheme {
                Column {
                    InputWithCaption("Login")
                    InputWithCaption("Password")
                }
            }
        }
    }
}
```



APPLY KOTLIN CONSTRUCTIONS

```
setContent {  
    CraneWrapper {  
        MaterialTheme {  
            Column {  
                for (1..10) {  
                    InputWithCaption("$it")  
                }  
            }  
        }  
    }  
}
```

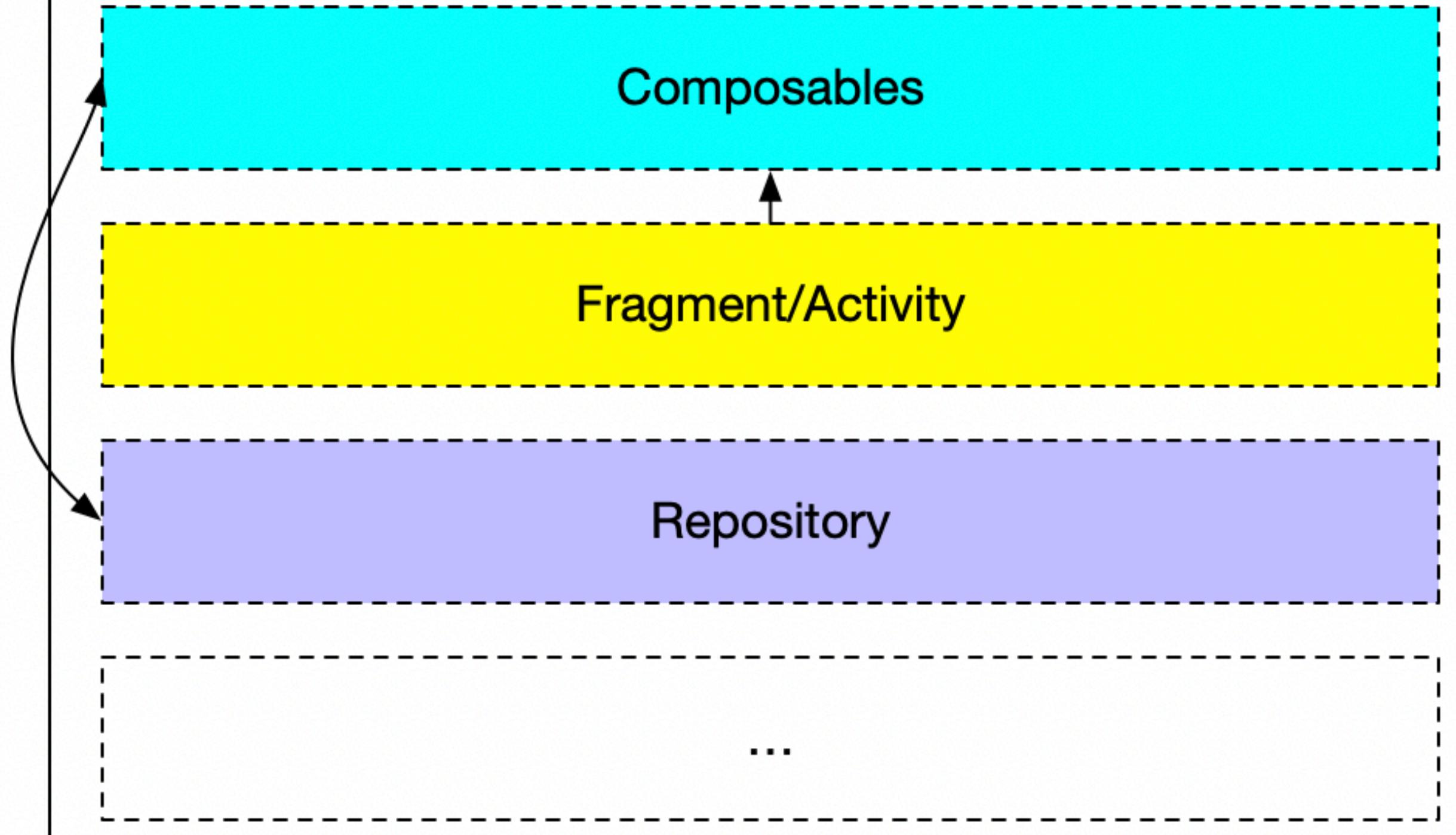
PASS LAMBDAS

```
fun onSubmit() {  
    Toast.makeText(this, "Hello!", LENGTH_LONG).show()  
}  
  
setContent {  
    CraneWrapper {  
        MaterialTheme {  
            InputWithCaption("Login", onSubmit)  
        }  
    }  
}
```

REUSE STYLES

```
val h6: TextStyle = TextStyle(  
    fontFamily = FontFamily("Roboto"),  
    fontWeight = FontWeight.w500,  
    fontSize = 20f),
```

Android App



OPENED QUESTIONS

LISTS SUPPORT

LISTS SUPPORT

- > RECYCLERVIEW ANALOG IN DEVELOPMENT

UNIT TESTS

```
fun testRendersTheTitleAsPartOfTheRallyAppBarComponent() {  
    val title = "Any title"  
  
    val component = RallyApp(title)  
  
    assertEquals(title, component.title.text)  
}
```

```
fun testRendersTheRallyAppBarComponent() {  
    val component = RallyApp(title )  
  
    component.matchWithSnapshot()  
}
```

```
@Composable  
fun RallyAppBar(title: String) {  
    Row {  
        Text(text = title, style = +themeTextStyle { h4 })  
    }  
}
```

HOWEVER

IMO THIS IS A BIT OF A JUMP IN LOGIC. THE ASSUMPTION HERE IS THAT ASSERTING ON THE RETURNED 'VIRTUAL DOM' OF COMPONENTS IS THE RIGHT AND ONLY WAY TO TEST THOSE COMPONENTS. I DISAGREE ON BOTH COUNTS. WITH THE RIGHT APIs EXPOSED, COMPOSE WILL BE AS TESTABLE AS ANYTHING ELSE AND WE WILL PUSH YOU INTO THE 'PIT OF SUCCESS' OF TESTING THE PUBLIC API OF COMPONENTS INSTEAD OF THEIR IMPLEMENTATION DETAILS.

-- LELAND RICHARDSON

STATE MANAGEMENT

STATE MANAGEMENT

- > REDUX IS FAR IN THE FUTURE

MULTITHREADING

MULTITHREADING

- > WOULD BE AWESOME TO ACCEPT SUSPEND FUNCTIONS. BUT CURRENT KOTLIN-COMPOSE COMPILER PLUGIN DOESN'T SUPPORT IT

MULTITHREADING

- > WOULD BE AWESOME TO ACCEPT SUSPEND FUNCTIONS. BUT CURRENT KOTLIN-COMPOSE COMPILER PLUGIN DOESN'T SUPPORT IT
- > YOU'RE POSSIBLE TO CHANGE THE +STATE OBJECT FROM ANY THREAD SAFELY

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- > YOU'RE POSSIBLE TO CHANGE THE `+STATE` OBJECT FROM ANY THREAD SAFELY
 - > IF YOU HAVE A FRAME OBJECT IN CURRENT THREAD

MULTITHREADING

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 - > IF YOU HAVE A FRAME OBJECT IN CURRENT THREAD
 - > FRAME EXISTS IN UI THREAD

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 - > FRAMES ARE IN-MEMORY OBSERVABLE NON-DURABLE TRANSACTIONS

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 - > FRAME TO BE RENAMED TO TRANSACTION

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 - > IF YOU HAVE A FRAME OBJECT IN CURRENT THREAD
 - > FRAME EXISTS IN UI THREAD
- > FRAMES ARE IN-MEMORY OBSERVABLE NON-DURABLE TRANSACTIONS
 - > FRAME TO BE RENAMED TO TRANSACTION
 - > BATCHES ALREADY SUPPORTED

FEEDBACK LOOP

FEEDBACK LOOP

> NO PREVIEW

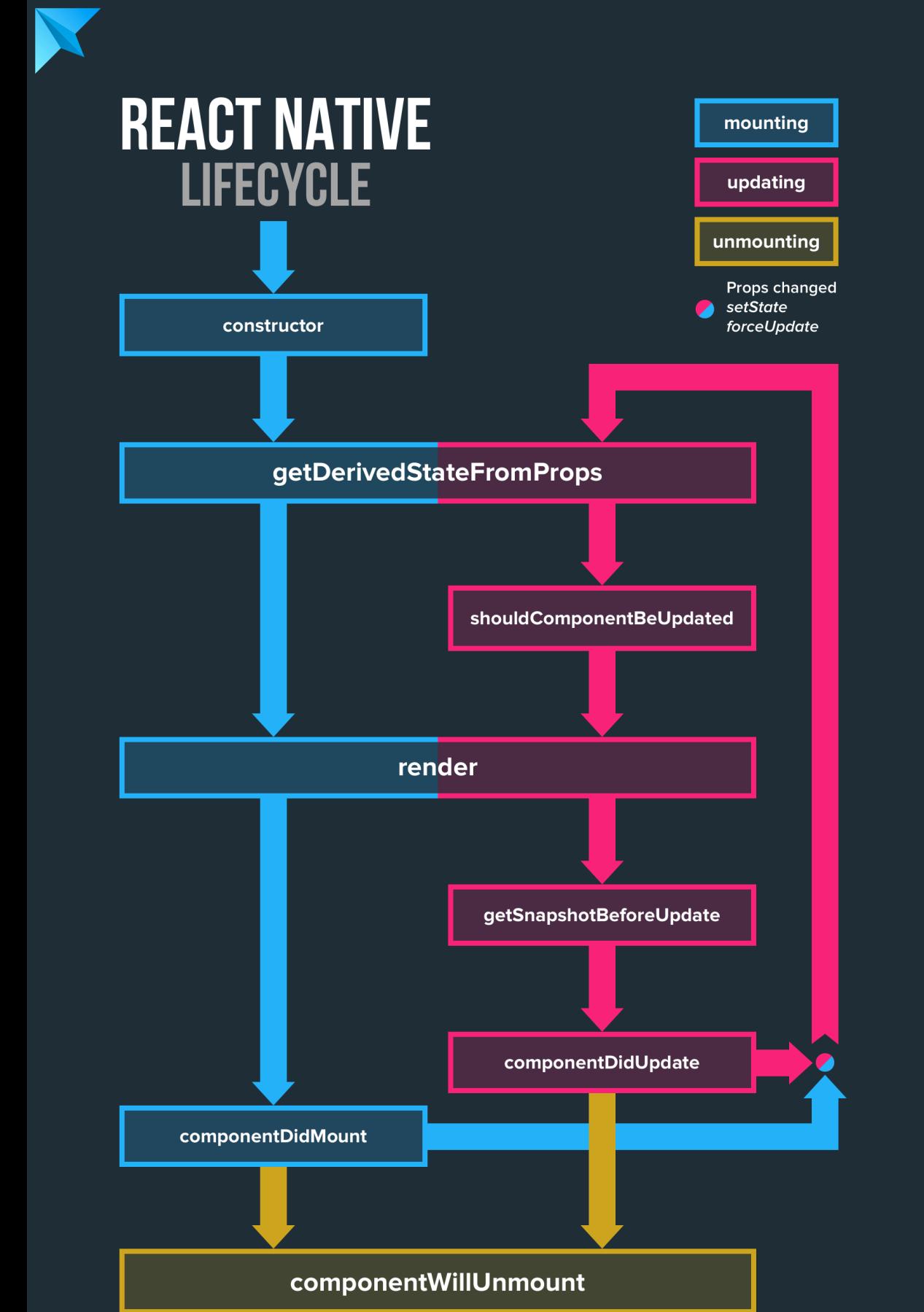
FEEDBACK LOOP

- > NO PREVIEW
- > HOT RELOADING IS WARM AT THE MOMENT (~30 SECONDS ON MY MACHINE)

FEEDBACK LOOP

- > NO PREVIEW
- > HOT RELOADING IS WARM AT THE MOMENT (~30 SECONDS ON MY MACHINE)
- > FASTER. TENANT HOT RELOADING TO COME

LIFECYCLE



ADDRESSED BY CALLBACKS

ADDRESSED BY CALLBACKS

- › onActive

ADDRESSED BY CALLBACKS

- › onActive
- › onDispose

ADDRESSED BY CALLBACKS

- › onActive
- › onDispose
- › onCommit

```
@Composable
fun UserProfile(userId: Int) {
    val user = +state<User?>(userId) { null }
    +onCommit(userId) {
        val cancellationToken = UserAPI.get(userId) {
            user.value = it
        }
        onDispose {
            UserAPI.cancel(cancellationToken)
        }
    }
    if (user == null) {
        Loading()
        return
    }
    Text(text=user.name)
    Image(src=user.photo)
}
```

COMPATIBILITY

COMPATIBILITY

- > YOU CAN USE @COMPOSABLE FUNCTIONS AS VIEWS

COMPATIBILITY

- > YOU CAN USE @COMPOSABLE FUNCTIONS AS VIEWS
- > YOU CAN USE VIEWS INSIDE @COMPOSABLE

> **D.ANDROID.COM/JETPACK/COMPOSE**

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- > **KOTLINLANG.SLACK.COM**

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 - > [KOTLINLANG.SLACK.COM](https://kotlinlang.slack.com)
- > [HTTPS://BLOG.KARUMI.COM/ANDROID-JETPACK-COMPOSE-REVIEW/](https://blog.karumi.com/android-jetpack-compose-review/)

A man with long brown hair and a beard is standing in a dense forest. He is wearing a dark tunic and has a sword strapped to his back. He is looking directly at the camera with a serious expression. The background is filled with tall trees and dappled sunlight.

THE END

