XebiCon 2013

Clean Code in Android Apps



It's just Java, right?

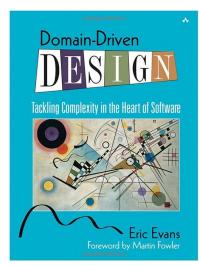
Well, kind of...

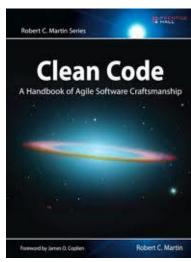
Conventional Wisdom still valid...

SOLID principles

Don't Repeat Yourself

Keep It Simple, Stupid









...but question your assumptions

Your app can outlive its Linux process.

Your static variables will vanish.

The GC hits much harder than on the desktop.

Devices are varied and, occasionally, broken.

Creating Intents

Don't scatter string references everywhere:

```
// in calling Activity
public void onClick( View v ) {
   Intent it = new Intent(Target.class);
   it.putExtra("name", "Joe");
   it.putExtra("send_enabled", true);

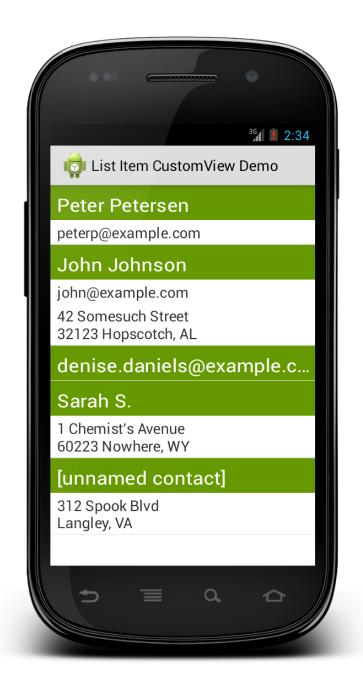
   this.startActivity(it);
}
```

Use a static factory method in target Activity:

```
public static Intent newIntent (
    String arg1, boolean arg2 ) {
  Intent it = new Intent(Target.class);
  it.putExtra("name", arg1);
  it.putExtra("send enabled", arg2);
  return it;
// in class CallingActivity
public void onClick( View v ) {
  startActivity(
    TargetActivity.newIntent("Joe", true)
```

Custom Views

Use Custom Views to to consistently display domain objects



Main Layout XML

<ListView

ListView Quick Recap

Model Item

List Adapter

ListView

Data Display

Data Display

Data Display

Data Display

שמוש שושטוט bata טואט

Item View

Model class

```
public class Contact {
  private final String name;
  private final String email;
  private final String address1;
  private final String address2;
  // Constructor and getters
```

Item View XML

<LinearLayout</pre>

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
            android:layout width="match parent"
            android:layout height="match parent"
            android:orientation="vertical">
    <TextView
      android: d="@+id/contact name"
      style="@style/contact title field">
      </TextView>
    <TextView
      android. d="@+id/contact email"
      style- estyle/contact detail field">
      </TextView>
    <TextView
      android:id="@+id/contact address"
      style="@style/contact detail field">
      </TextView>
</LinearLayout>
```

<TextView

ContactListAdapter.java

```
public class ContactListAdapter extends BaseAdapter {
   public View getView(
        int position, View convertView, ViewGroup parent) {
        final Contact item = getItem(position);
        final View view = (convertView == null)
          ? inflater.inflate(R.layout.list item, null)
          : convertView;
        TextView nameView = ((TextView) view.findViewById(R.id.contact name));
        if (item.getName() != null) {
            nameView.setText(item.getName());
        } else if (item.getEmail() != null) {
            nameView.setText(item.getEmail());
        } else {
            nameView.setText(R.string.unidentified);
       TextView emailView = (TextView) view.findViewById(R.id.contact email);
        if (item.getEmail() != null) {
             emailView.setText(item.getEmail());
             emailView.setVisibility(item.getName() == null ? View.GONE : View.VISIBLE);
        } else {
             emailView.setVisibility(View.GONE);
        TextView addressView = (TextView) view.findViewById(R.id.contact address);
        if (item.getAddressLines() != null) {
             addressView.setText(item.getAddressLines());
             addressView.setVisibility(View.VISIBLE);
             addressView.setVisibility(View.GONE);
        return view:
```

public View getView(int, View, ViewGroup)

```
\verb"public class ContactListAdapter extends BaseAdapter \{"
```

```
public View getView(
   int position, View convertView, ViewGroup parent) {
```

```
final contact item = getitem(position);
final View view = (convertView == null)
? inflater.inflate(R.layout.list_item, null)
: convertView;
```

Create or recycle view

```
reactive nameview - ((reactive) view.rimuviewbyru(n.iu.contact name)),
if (item.getName() != null) {
                                                                                     Fill "name" field
   nameView.setText(item.getName());
} else if (item.getEmail() != null) {
   nameView.setText(item.getEmail());
} else {
   nameView.setText(R.string.unidentified);
TextView emailView = (TextView) view.findViewById(R.id.contact email);
if (item.getEmail() != null) {
                                                                                      Fill "email" field
    emailView.setText(item.getEmail());
    emailView.setVisibility(item.getName() == null ? View.GONE : View.VISIBLE);
} else {
    emailView.setVisibility(View.GONE);
TextView addressView = (TextView) view.findViewById(R.id.contact address);
if (item.getAddressLines() != null) {
    addressView.setText(item.getAddressLines());
                                                                                Fill "address" field
    addressView.setVisibility(View.VISIBLE);
    addressView.setVisibility(View.GONE);
```

ICCULII VICW,

Return view

Create or Recycle View

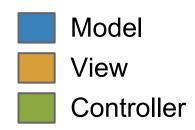
Fill "Name" field

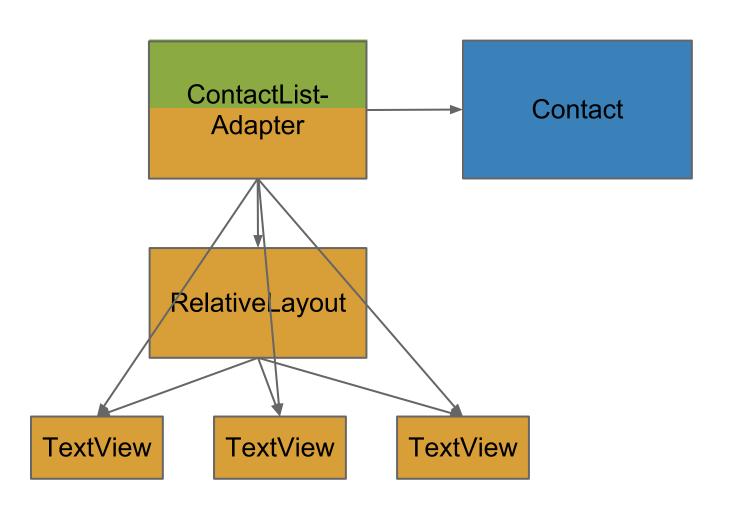
```
TextView nameView = ((TextView)
      view.findViewById( R.id.contact name ));
if (item.getName() != null) {
   nameView.setText(item.getName());
} else if (item.getEmail() != null) {
   nameView.setText(item.getEmail());
} else {
   nameView.setText(R.string.unidentified);
}
 // Continued
```

Fill "email" field

```
TextView emailView = (TextView)
      view.findViewById(R.id.contact email);
if (item.getEmail() != null) {
   emailView.setText(item.getEmail());
   emailView.setVisibility(
        item.getName() == null
        ? View.GONE : View.VISIBLE);
} else {
   emailView.setVisibility(View.GONE);
}
```

Runtime Structure





ViewHolder Pattern?

What about the ViewHolder pattern?

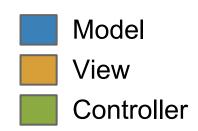
```
public class ViewHolder {
    public final TextView nameView;
    public final TextView emailView;
    public final TextView addressView;
    public ViewHolder( View v ) {
        nameView = (cast) v.findViewById(R.id.name);
        emailView = (cast) v.findVBI(R.id.email);
        addressView = (cast) v.findVBI(R.id.addr);
        v.setTag( this );
```

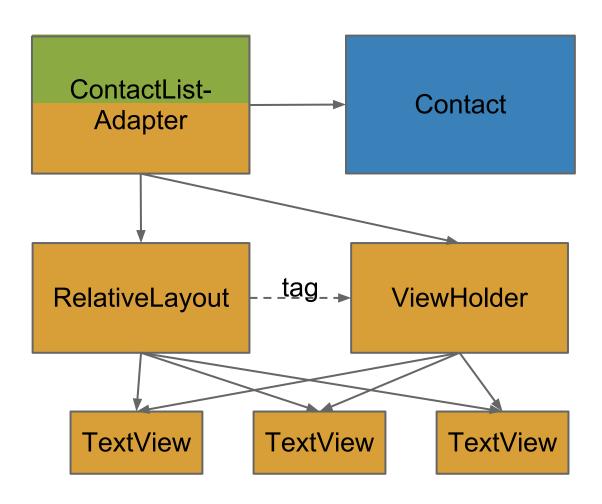
Create or Recycle View

```
public View getView (int position,
          View convertView, ViewGroup parent) {
    final ViewHolder holder;
    final Contact item = getItem(position);
    if (convertView == null {
        holder = new ViewHolder(
        inflater.inflate(
                R.layout.list item, null));
    } else {
        holder = (cast) convertView.getTag();
```

Fill "Name" field

Runtime Structure





Can we do better?

Create or Recycle, and init, view

```
public View getView (int position,
          View convertView, ViewGroup parent) {
      final Contact item = getItem(position);
      final ItemView view = (ItemView)
          (convertView == null)
          ? inflater.inflate(R.layout.list item)
          : convertView;
      view.show( item );
      return view;
```

Item View, original

```
<?xml version="1.0" encoding="utf-8"?>
KLinearLayout xmlns:android="http://schemas.android
            android:layout width="match parent"
            android:layout height="match parent"
            android:orientation="vertical">
    <TextView
      android:id="@+id/contact name"
      style="@style/contact title field">
      </TextView>
    <TextView
      android:id="@+id/contact email"
      style="@style/contact detail field">
      </TextView>
    <TextView
      android:id="@+id/contact address"
      style="@style/contact detail field">
      </TextView>
</LinearLayout>
```

<LinearLayout</pre>

Item View, new

<com.myapp.ItemView</pre>

```
<?xml version="1.0" encoding="utf-8"?>
<com.myapp.ItemView kmlns:android="http://schemas.android.com/apk/res/android"</pre>
            android:layout width="match parent"
            android:layout height="match parent"
            android:orientation="vertical">
    <TextView
      android:id="@+id/contact name"
      style="@style/contact title field">
      </TextView>
    <TextView
      android:id="@+id/contact email"
      style="@style/contact detail field">
      </TextView>
    <TextView
      android:id="@+id/contact address"
      style="@style/contact detail field">
      </TextView>
</com.myapp.ItemView>
```

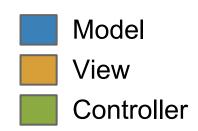
ItemView.java

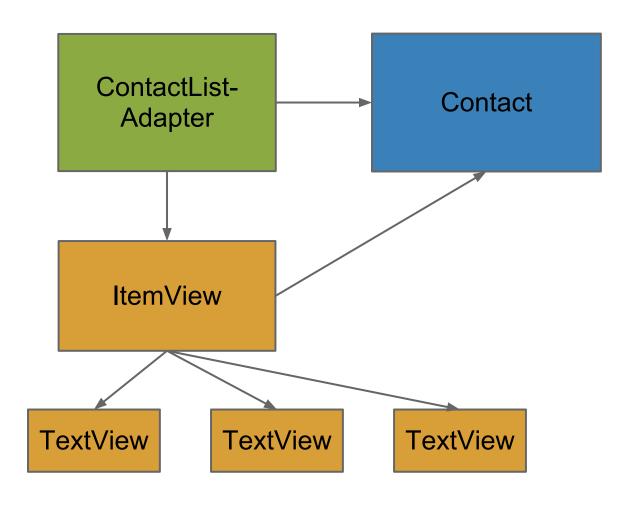
```
package com.myapp;
public class ItemView extends LinearLayout {
    private TextView nameView;
    private TextView emailView;
    private TextView addressView;
    // expose superclass constructors (3)
    @Override
    protected void onFinishInflate() {
      super.onFinishInflate();
      nameView = (cast) findViewById(R.id.name);
      emailView = (cast) findViewById(R.id.email);
      addressView = (cast) findVBI(R.id.address);
```

ItemView.java

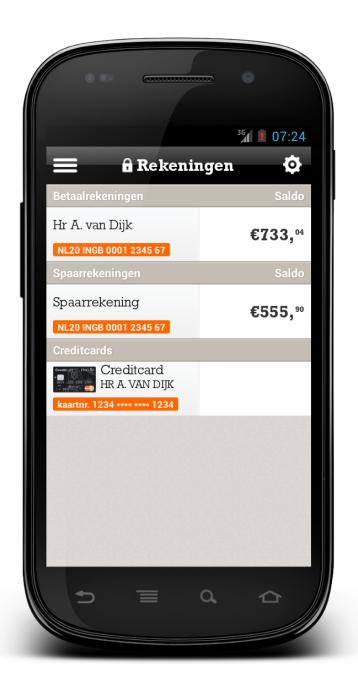
```
@Override
public void show( Contact item ) {
    String name = item.getName();
    String email = item.getEmail();
    if (name != null) {
        nameView.setText(name);
    } else if (email != null) {
        nameView.setText(email);
    } else {
        nameView.setText(R.string.unidentified);
    // etcetera
```

Runtime Structure





Not just composite views



Multiple Screens

One for all, all for one

Support multiple screen sizes while maintaining DRY principle.

How to reuse layouts:

- -Fragments (self-contained)
- -Use a Callback interface
- -Make use of resource qualifiers

```
public class AccountListFragment extends ListFragment{
    public static interface Callback {
        void onAccountSelected(final Account account);
    public static AccountListFragment newInstance(final String param) {
        AccountListFragment fragment = new AccountListFragment();
        Bundle args = new Bundle();
        args.putString("param1", param);
        fragment.setArguments(args);
        return fragment;
    @Override
   public void onAttach (Activity activity) {
        this.callback = (Callback) activity;
    }
    @Override
    public View onCreateView(...) {
         return inflater.inflate (R.layout.account fragment, null);
    @Override
    public void onActivityCreated(Bundle savedInstanceState) {
        super.onActivityCreated(savedInstanceState);
        String param1 = getArguments().getString("param1");
    @Override
    public void onListItemClick(ListView 1, View v, int position, long id) {
       Account account = getListAdapter().getItem(position);
       callback.onAccountSelected(account);
```

Resource Qualifiers

```
<TextView
    android:layout_marginLeft="@dimen/ui_edge_gap"
    android:maxLength="@integer/company_id_maxlength"
    android:text="@string/contactpicker"
    android:background="@color/list_row_background"
    style="@style/InlineError"/>
```

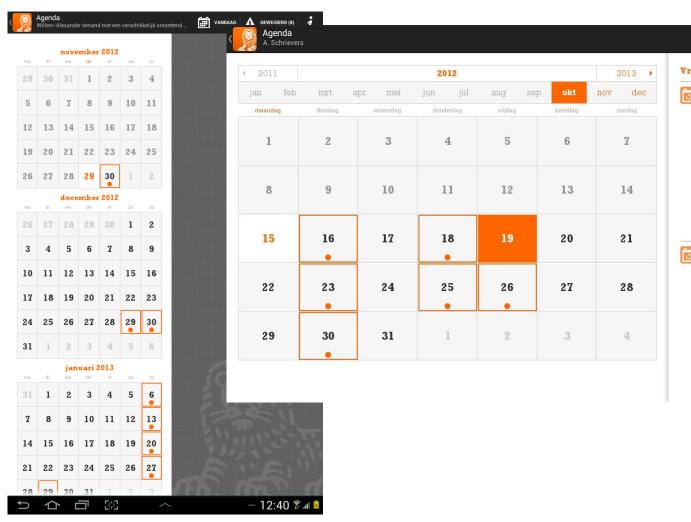
Resource Qualifiers

res/layout/login.xml res/layout-xlarge/login.xml res/layout-sw600dp/login.xml res/layout-land-xlarge/login.xml res/layout-port/login.xml res/values-sw720dp/dimensions.xml res/values-XXX/colors.xml ... res/values-XXX/styles.xml ..

10"

How many layouts/fragments/activities?

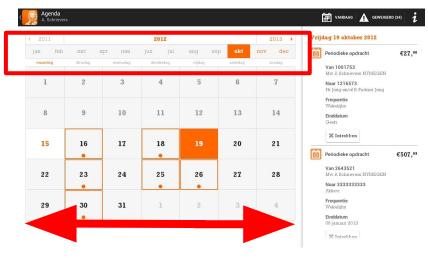




How many layouts/fragments/activities?







1 activity: AgendaActivity.java

1 fragment: DatePickerFragment.java

3 layouts: res/layout/agendaActivity.xml

res/layout-xlarge/agendaActivity.xml

res/layout/datepicker.xml

2 dimensions: res/values-xlarge-land/dimension.xml

res/values-xlarge-port/dimension.xml

1 extra style: res/values-xlarge-land /style.xml

//simple: only a placeholder for fragment

//simple: only a 2 panel holder for fragments

//this one is complex!

//only a width

//only a width

//visibilty of extra control in datepicker.xml

Resource naming

- drawable resources: images and selectors icon_foo_enabled.png icon_foo_disabled.png icon_foo.xml
- layouts, styles and values: context, subject dimen/global__screen_edge_margin string/login_error_invalid_credentials style/login_password

Pick a pattern and be consistent

Summary

Use static factory methods (intent, fragment)
Use custom views to clarify program structure
Smart reuse of views using qualifiers

ViewGroup Example: github.com/xebia/xebicon-2013__cc-in-aa

Session Survey:

