



# Android App Anatomy

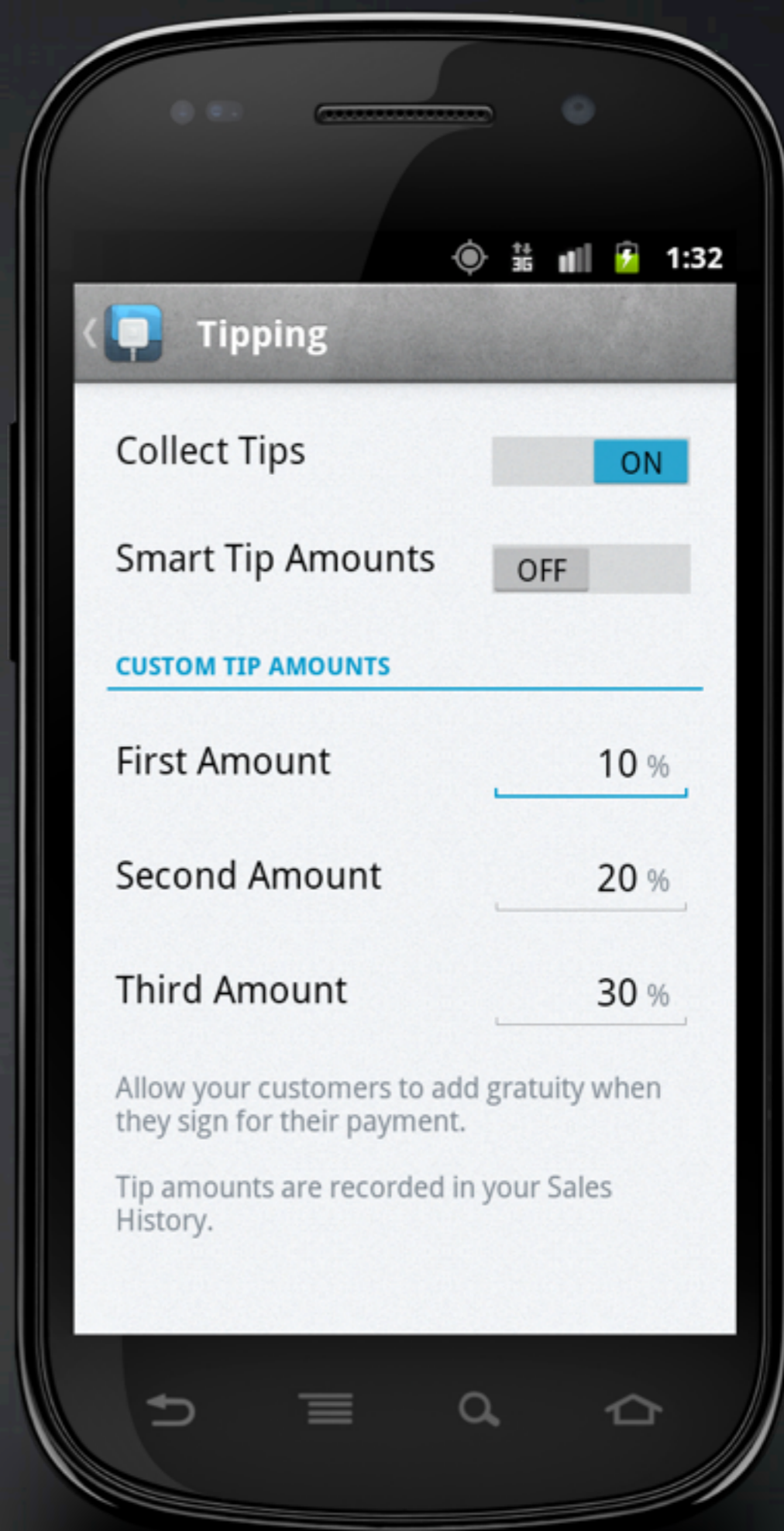
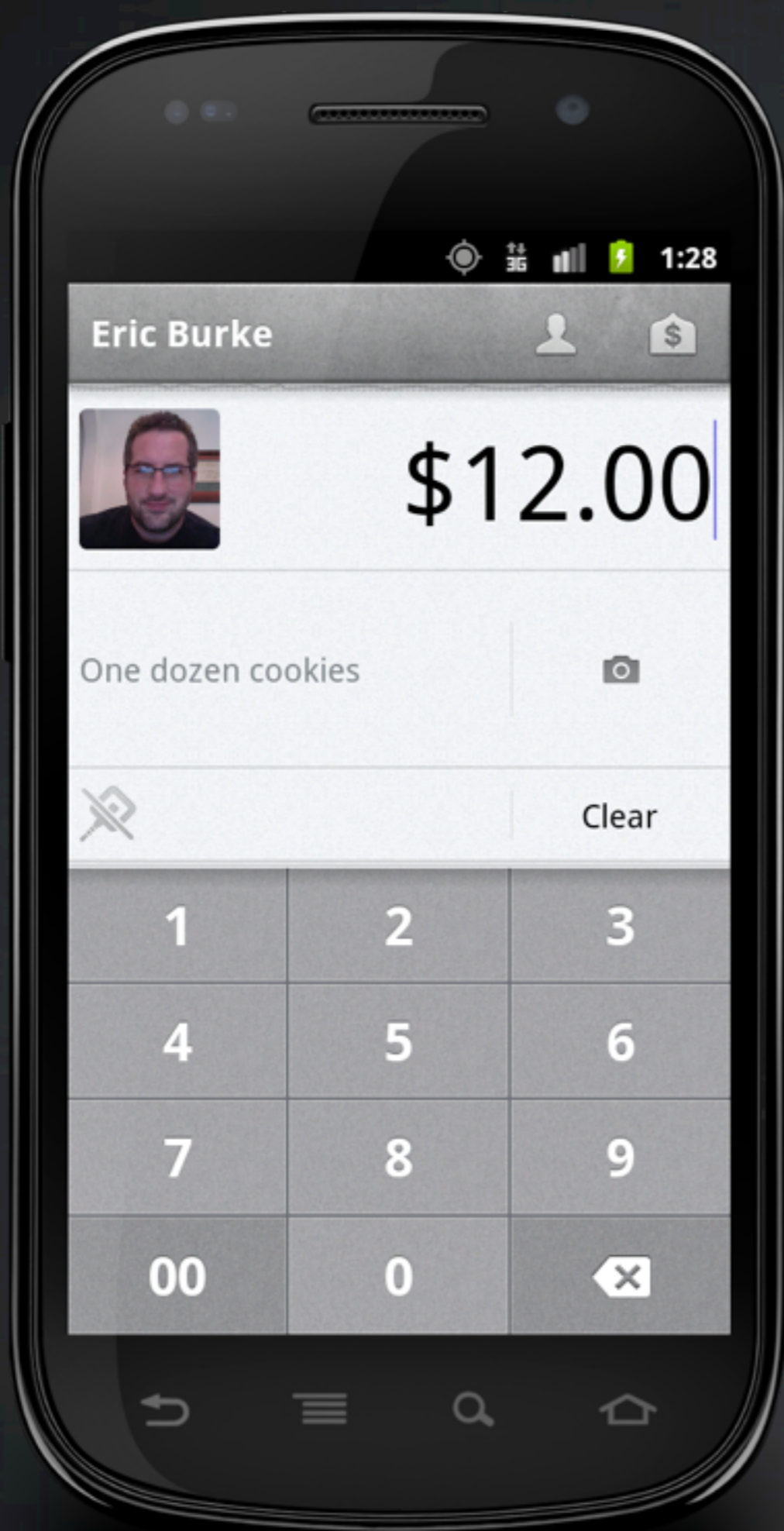
Eric Burke  
Square

@burke\_eric

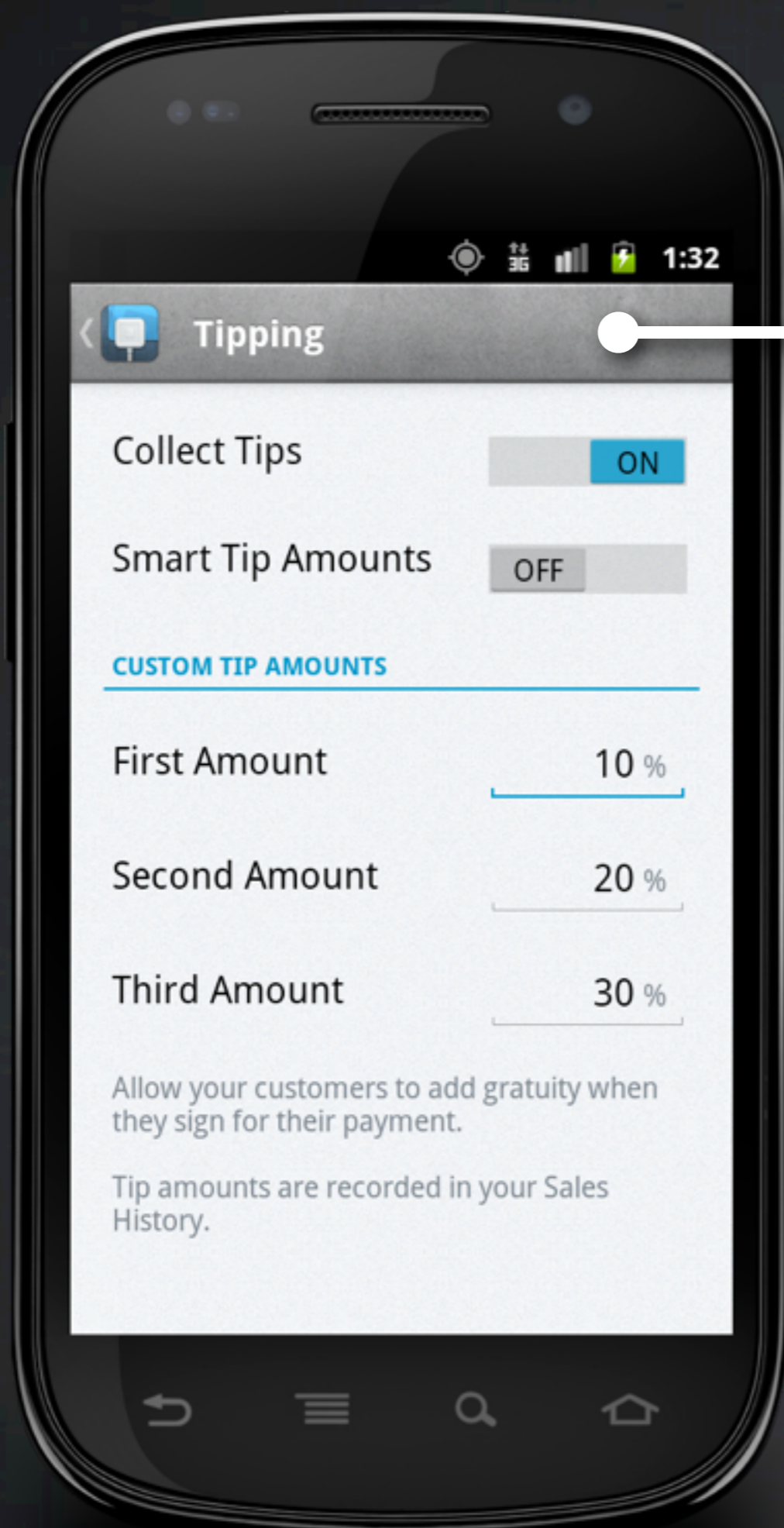
# Topics

- Android lifecycle
- Fragments
- Open source
  - Tape
  - Otto
  - Dagger









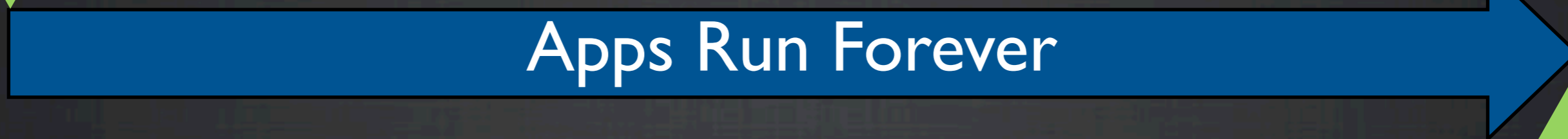
ActionBarSherlock

Android Design on  
every device.



# Lifecycle

Install



Uninstall



Process 1

Process 2

Apps Run Forever

The diagram consists of two horizontal green rectangular boxes at the top, each containing the text 'Process 1' and 'Process 2' respectively. Below these boxes is a large blue arrow pointing to the right, which contains the text 'Apps Run Forever' in white. The entire diagram is set against a dark blue background.



Activity

Activity

Activity

Process 1

Process 2

Apps Run Forever

The diagram consists of three horizontal layers. The top layer has three blue rectangular boxes, each containing the word 'Activity' in white text. The middle layer has two green rectangular boxes, each containing the text 'Process 1' and 'Process 2' respectively in white text. The bottom layer is a large blue arrow pointing to the right, containing the text 'Apps Run Forever' in white text.

R.I.P.



Static Variables

Activity

Activity

Activity

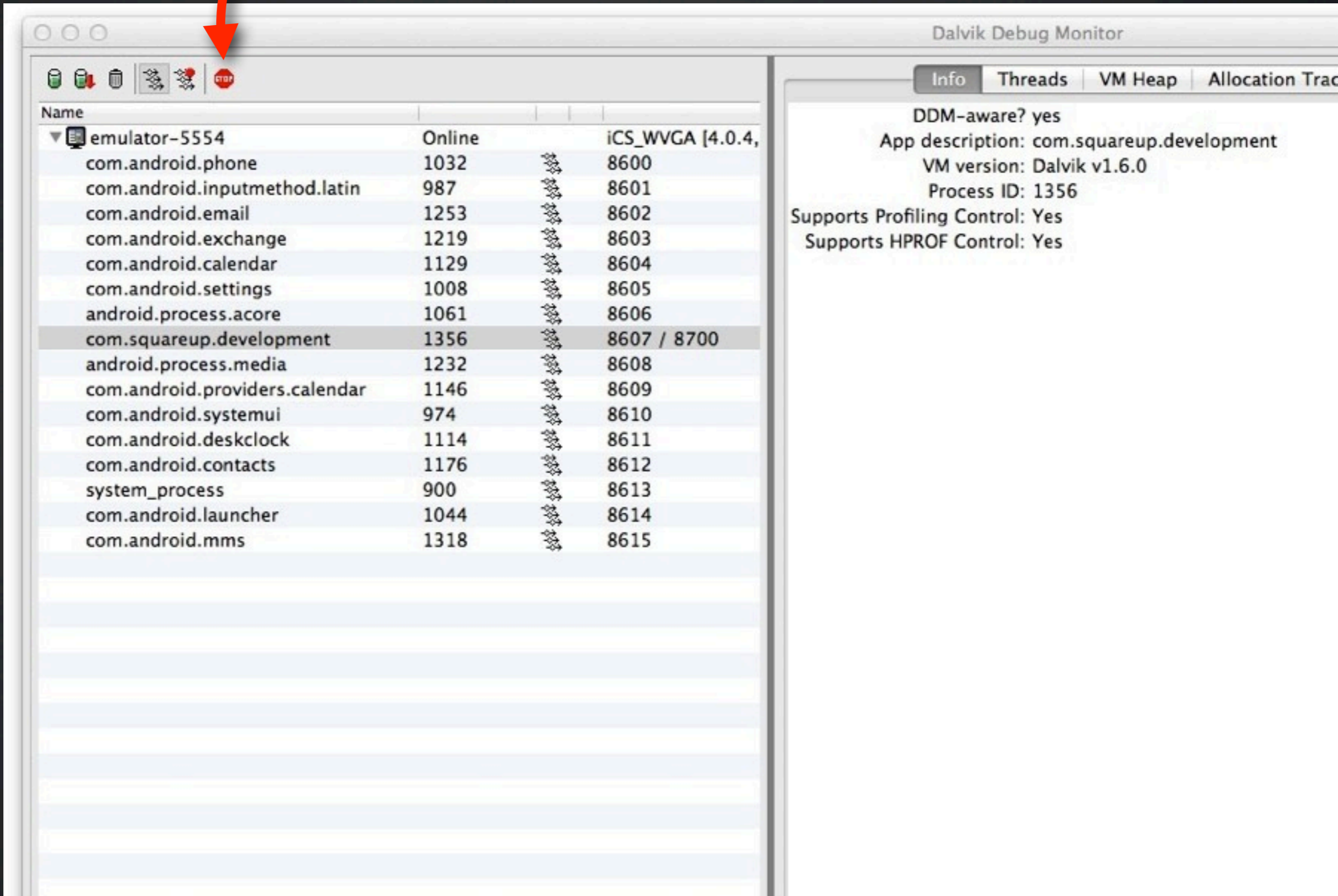
Process 1

Process 2

Apps Run Forever



# Kill your process



The screenshot shows the Dalvik Debug Monitor interface. A red arrow points to the 'Kill' button (a red circle with a white 'X') in the top toolbar. The main window displays a list of processes running on the emulator. The process 'com.squareup.development' is highlighted in grey. The right-hand pane shows details for the selected process, including its ID (1356) and supported profiling controls.

Name	State	VM	Address
emulator-5554	Online	iCS_WVGA [4.0.4,	
com.android.phone	1032		8600
com.android.inputmethod.latin	987		8601
com.android.email	1253		8602
com.android.exchange	1219		8603
com.android.calendar	1129		8604
com.android.settings	1008		8605
android.process.acore	1061		8606
<b>com.squareup.development</b>	<b>1356</b>		<b>8607 / 8700</b>
android.process.media	1232		8608
com.android.providers.calendar	1146		8609
com.android.systemui	974		8610
com.android.deskclock	1114		8611
com.android.contacts	1176		8612
system_process	900		8613
com.android.launcher	1044		8614
com.android.mms	1318		8615

**Info** | Threads | VM Heap | Allocation Trac

DDM-aware? yes  
App description: com.squareup.development  
VM version: Dalvik v1.6.0  
Process ID: 1356  
Supports Profiling Control: Yes  
Supports HPROF Control: Yes



Flash screen when apps do long operations on main thread

---

## Show CPU usage

Screen overlay showing current CPU usage



## Profile GPU rendering

Measure rendering time in adb shell  
dumpsys gfxinfo



## Enable traces

No traces currently enabled

## APPS

---

### Don't keep activities

Destroy every activity as soon as the user leaves it



### Background process limit

Standard limit

---

### Shrink all ANRs

## Background process limit

---

Standard limit

No background processes

At most 1 process

At most 2 processes

At most 3 processes

At most 4 processes

Cancel



# Tape



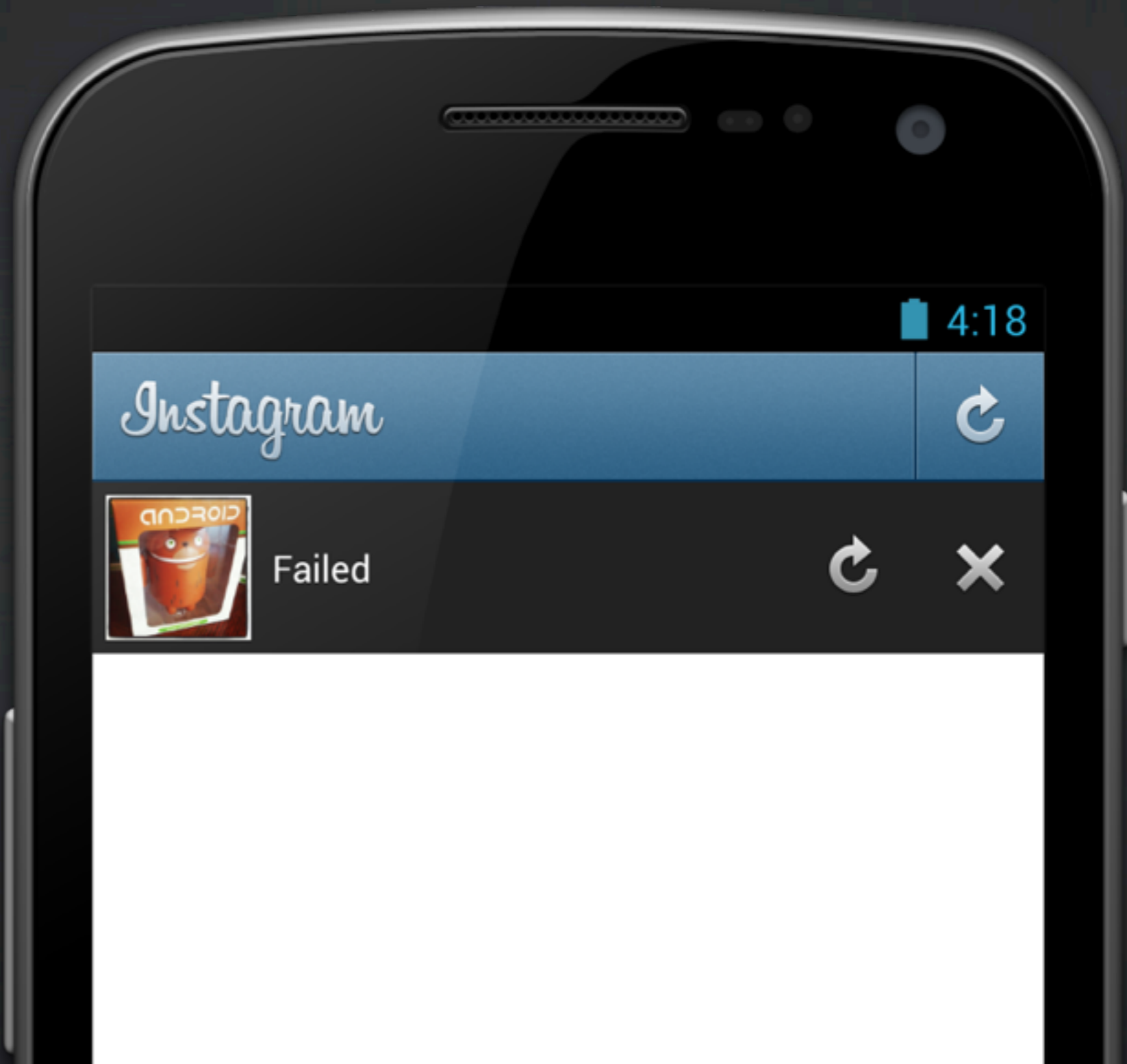


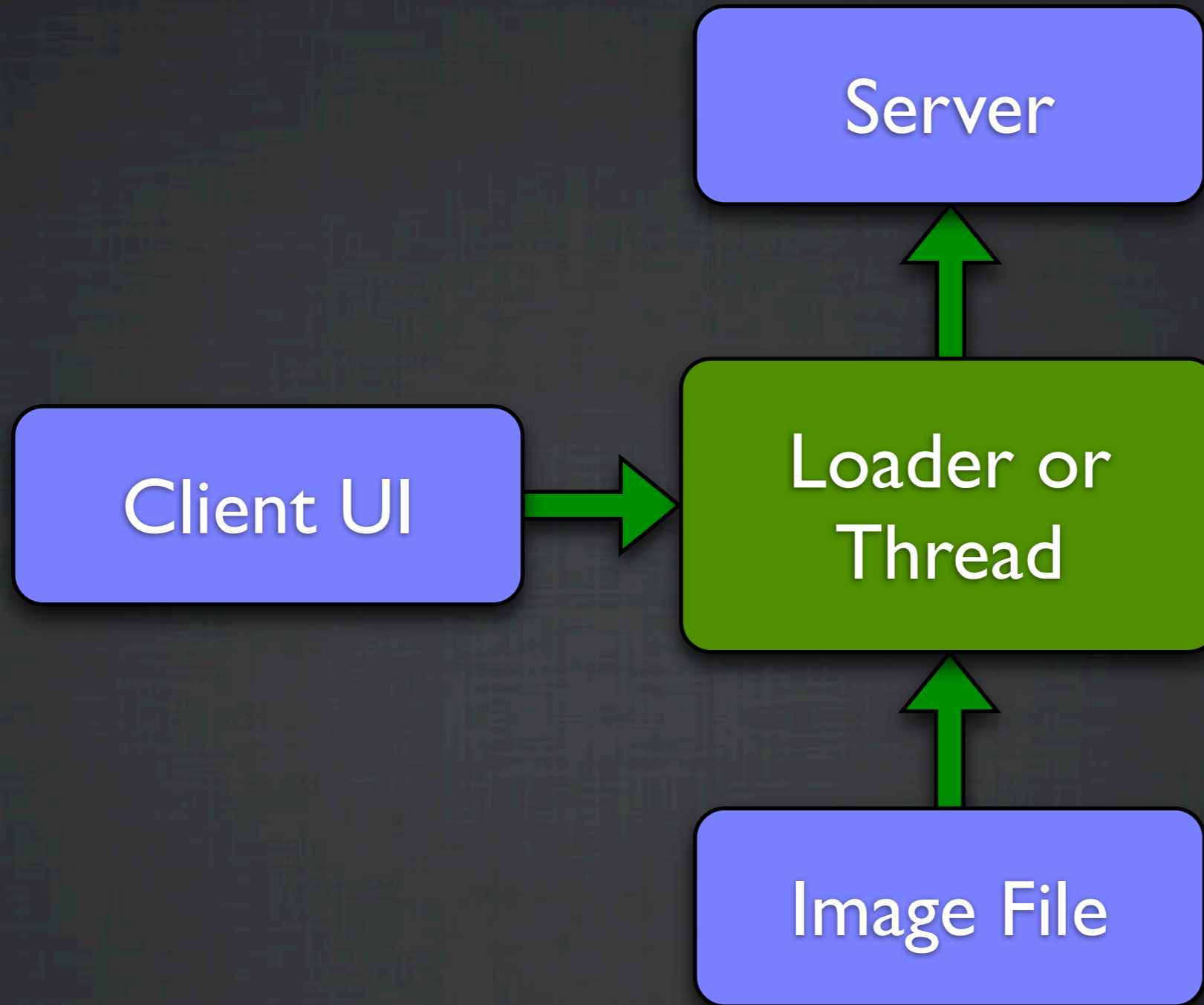
“If you respect  
users, persist tasks  
to disk.”

- Jesse Wilson



# Don't Do This







# Do This





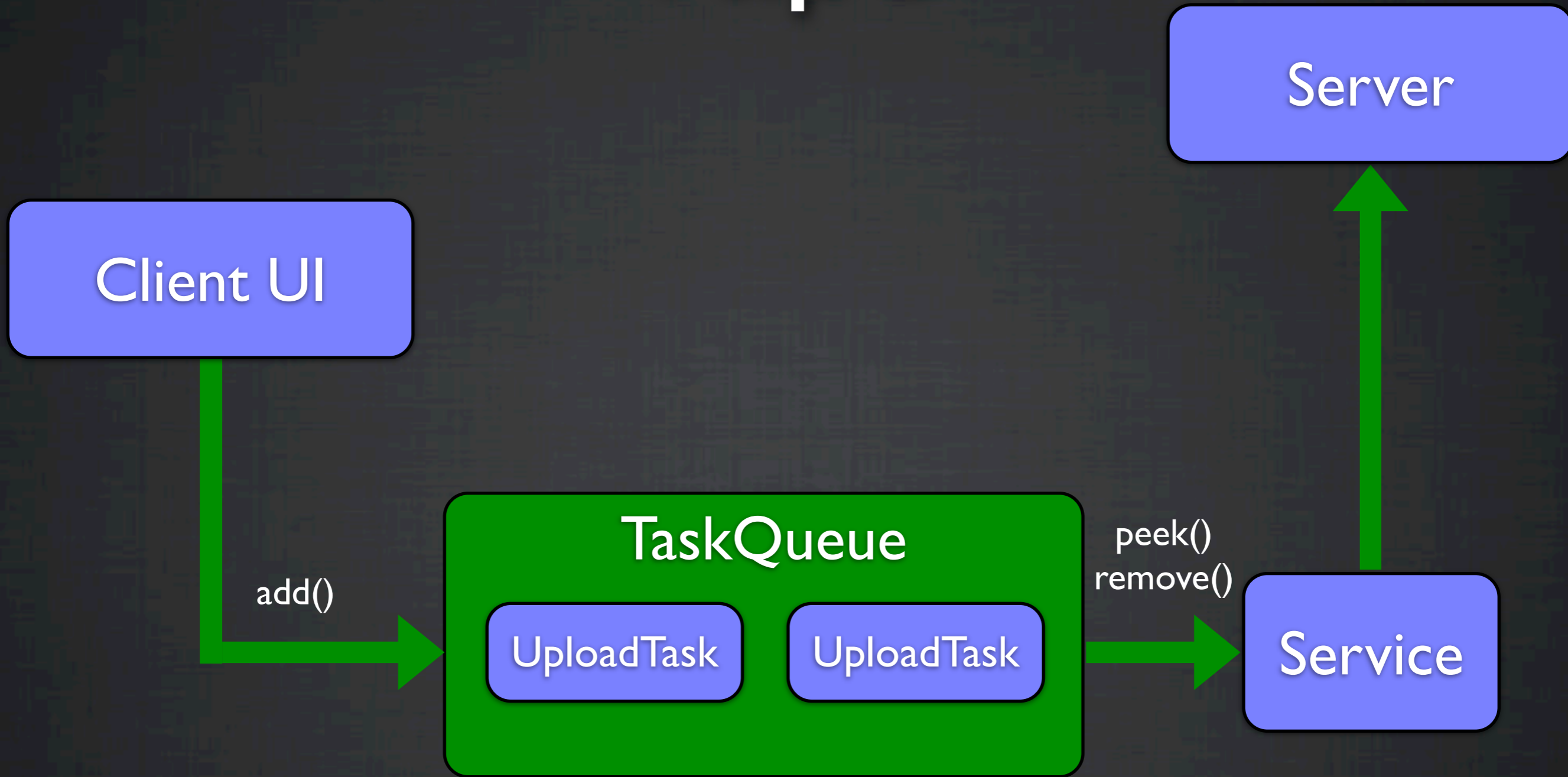


# Tape API

- QueueFile
  - $O(1)$  FIFO queue of `byte[]`
- ObjectQueue
  - A queue of `<T>`
- TaskQueue
  - Injects and starts tasks



# Tape





# Usage Pattern

## 1. UI adds to a TaskQueue:

```
queue.add(new ImageUploadTask(image));
```

## 2. Start the Android Service:

```
context.startService(new Intent(context, ImageUploadTaskService.class));
```



### 3. Service executes the next task:

```
Task t = queue.peek();  
t.execute(this); // Listener
```

### 4. If successful:

```
queue.remove();  
executeNext();
```

### 5. If failure, schedule a retry.





# Retrying Failed Tasks

- Always process tasks in order: FIFO
- Distinguish between client bugs vs. network or server exceptions
  - Client errors – do not retry
  - Server & network errors – retry

# Fragment Lifecycle

onCreate()

onSaveInstanceState()

Activity

Time →

Tap the Upload Button



Activity

Time →



Loader or Thread

The diagram consists of two horizontal bars. The top bar is dark blue and contains the text 'Loader or Thread'. The bottom bar is light blue and contains the text 'Activity'. A vertical dashed white line connects the left side of the top bar to the left side of the bottom bar. Below the bars, the text 'Time →' is written, indicating the direction of time.

Activity

Time →

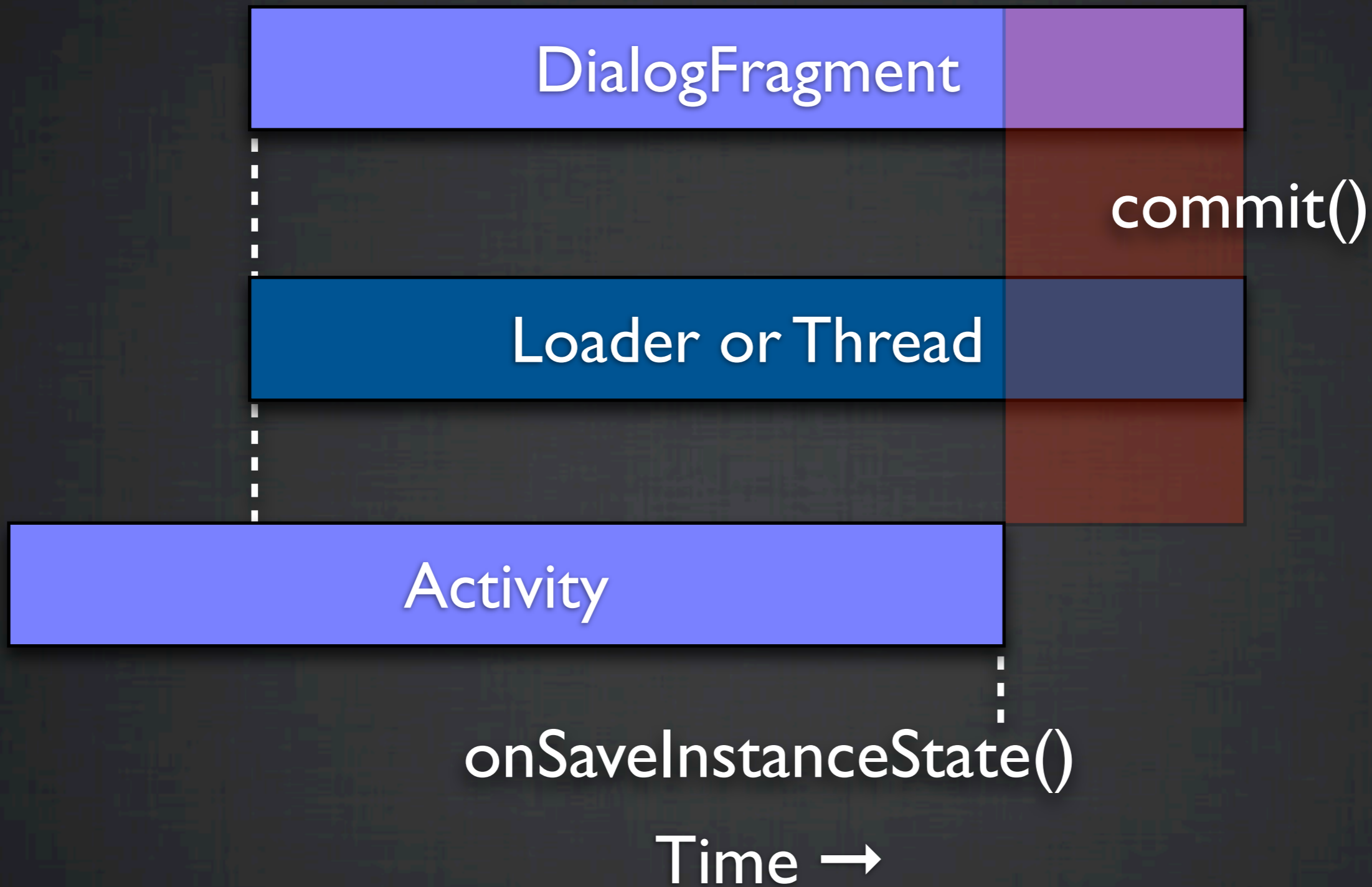
DialogFragment

beginTransaction()

Loader or Thread

Activity

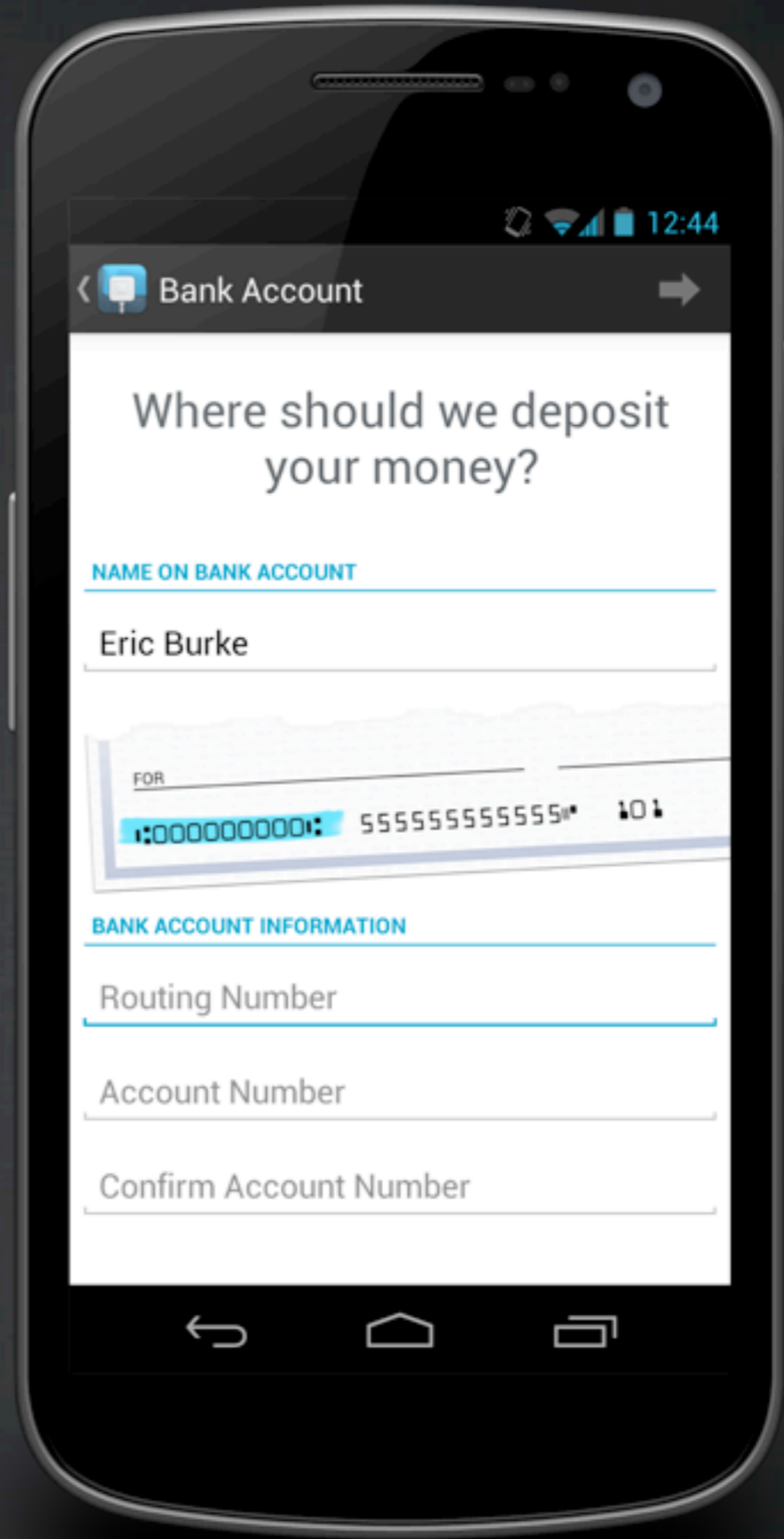
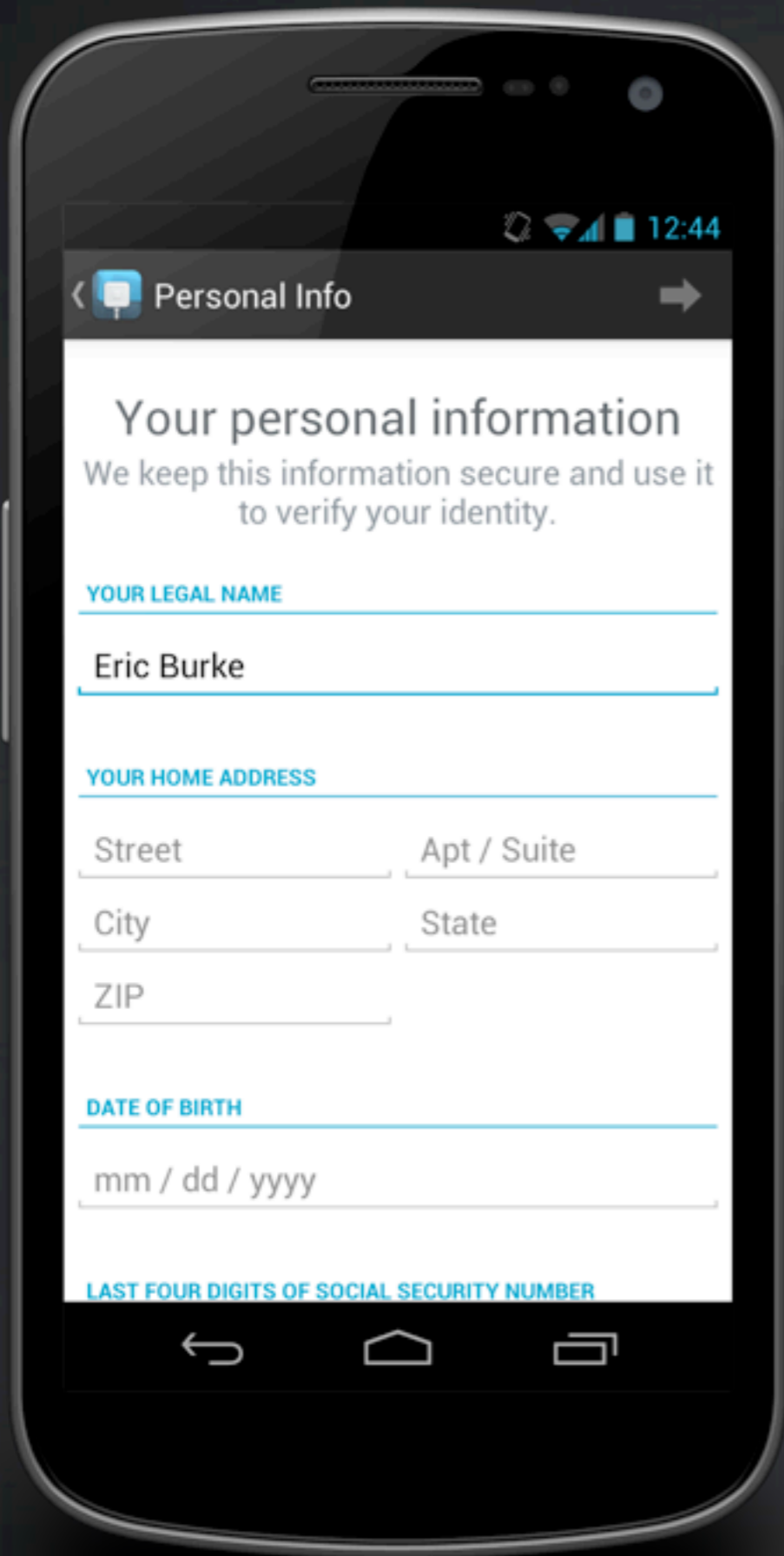
Time →



Square does not\* use Loaders.

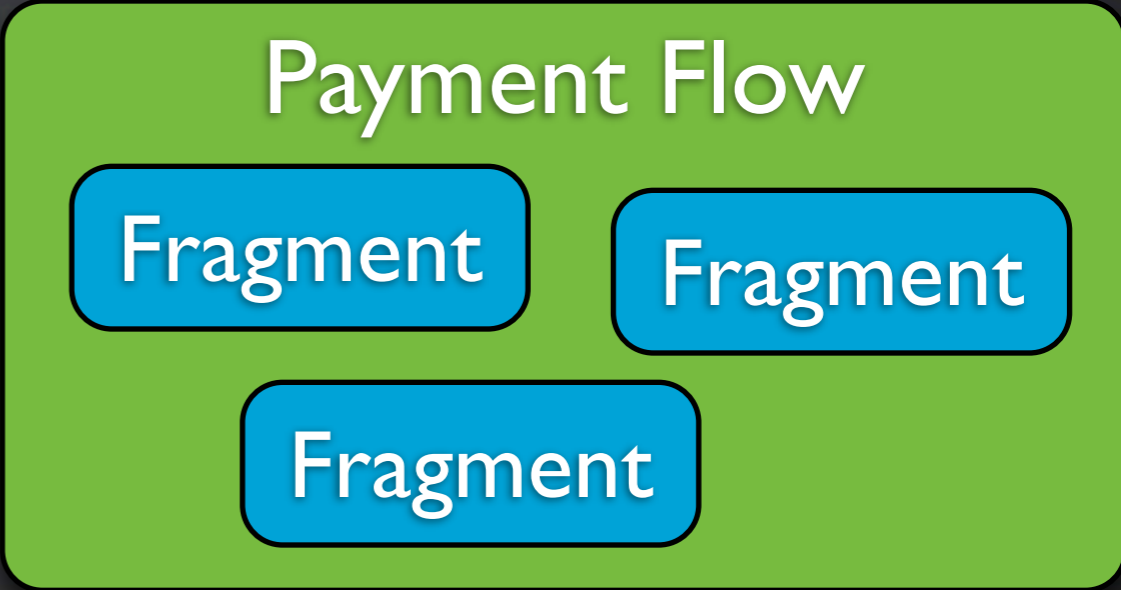
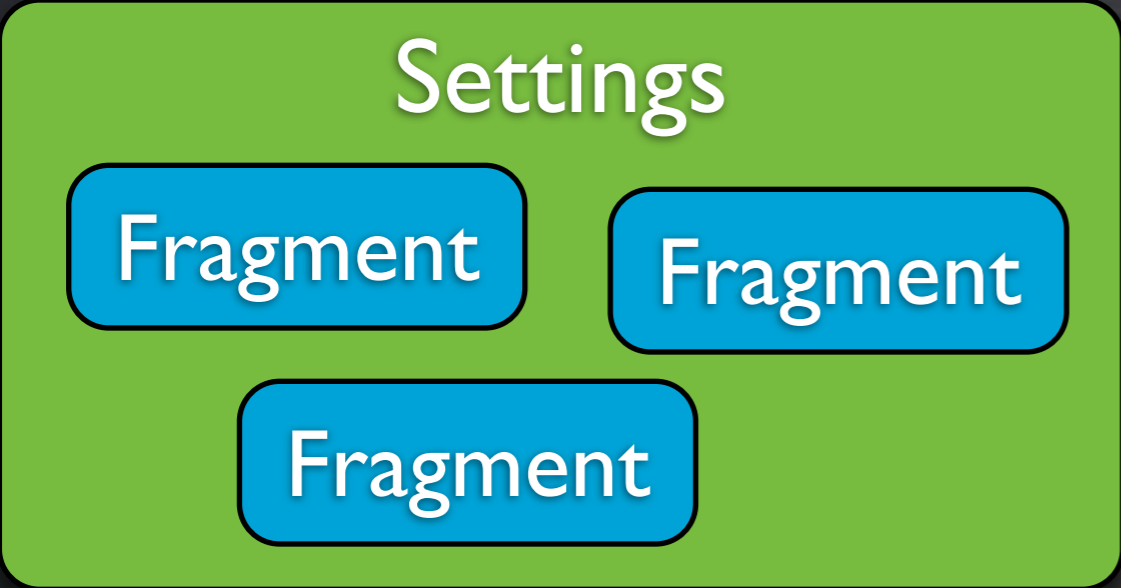
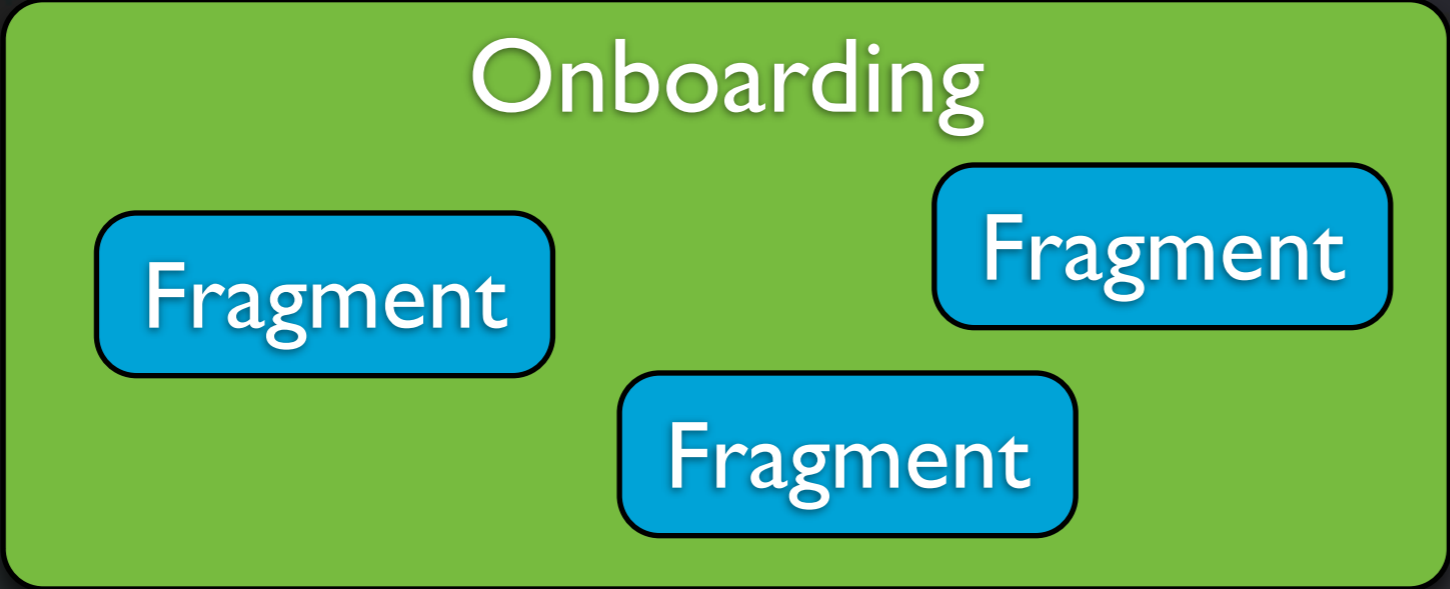


# Fragment Layout

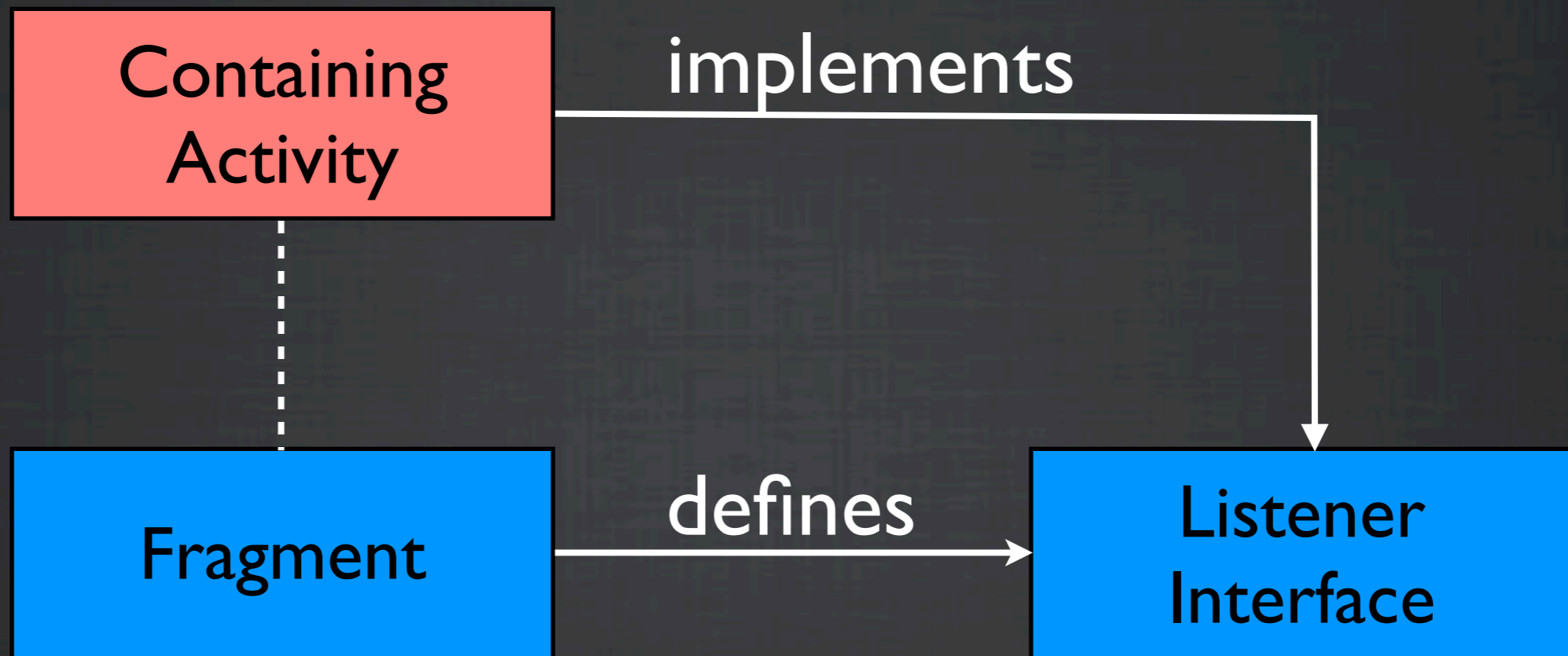


# Advantages

- Smooth animations between steps
- ActionBar does not move
- Code organization



# Fragment → Activity Communication





# Listener Interface

```
public class NewsFragment extends Fragment {
    private Listener listener;

    public interface Listener {
        void onItemClick(int position);
    }

    @Override public void onAttach(Activity a) {
        super.onAttach(a);

        listener = (Listener) a;
    }
}
```

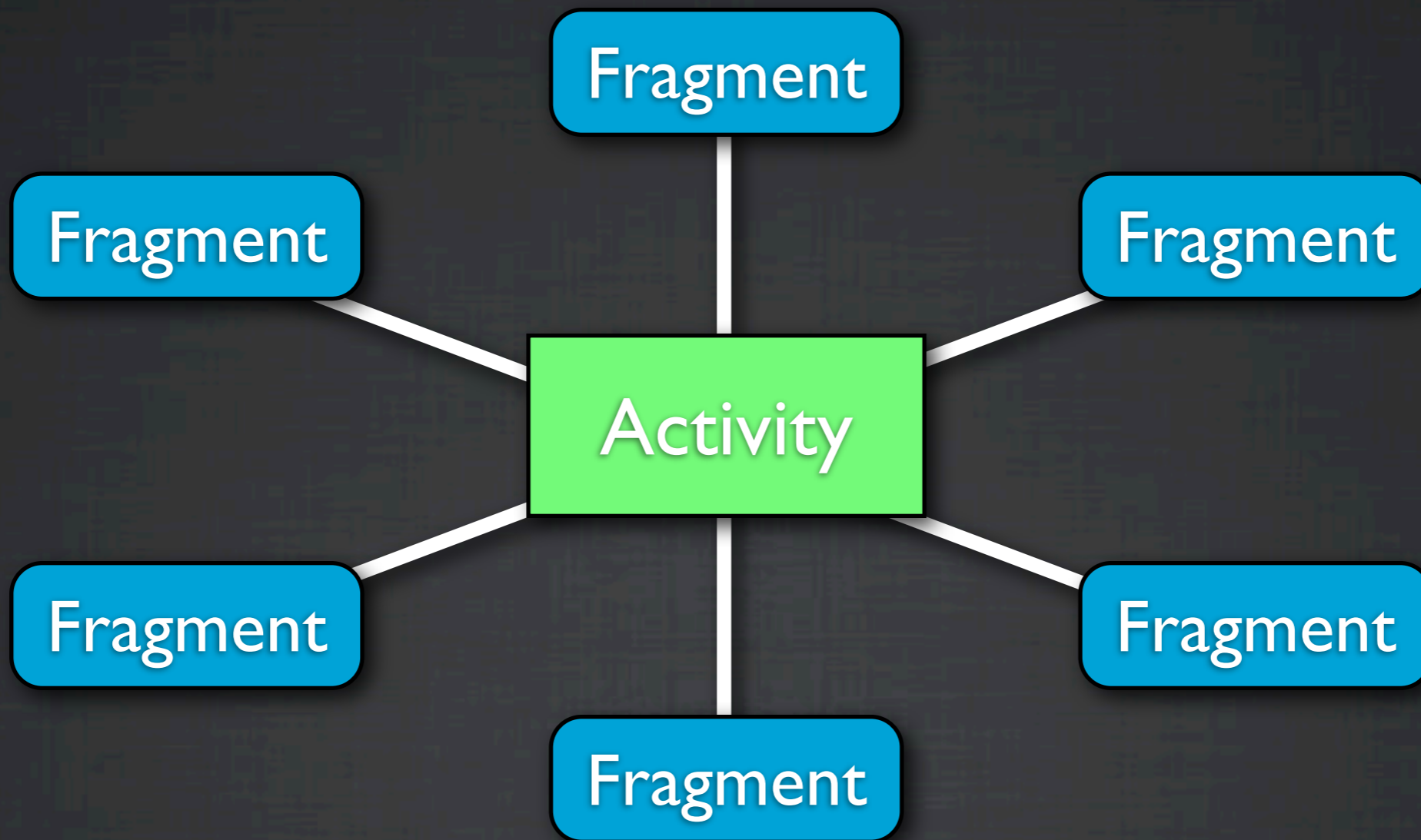
# Activity

```
public class HomeActivity extends Activity
    implements NewsFragment.Listener {

    @Override
    public void onItemSelected(int position) {
        ...
    }
}
```

```
public class Onboarding extends Activity
    implements AccountFragment.Listener,
        ActivateFragment.Listener,
        ShippingFragment.Listener,
        BankFragment.Listener,
        etc...

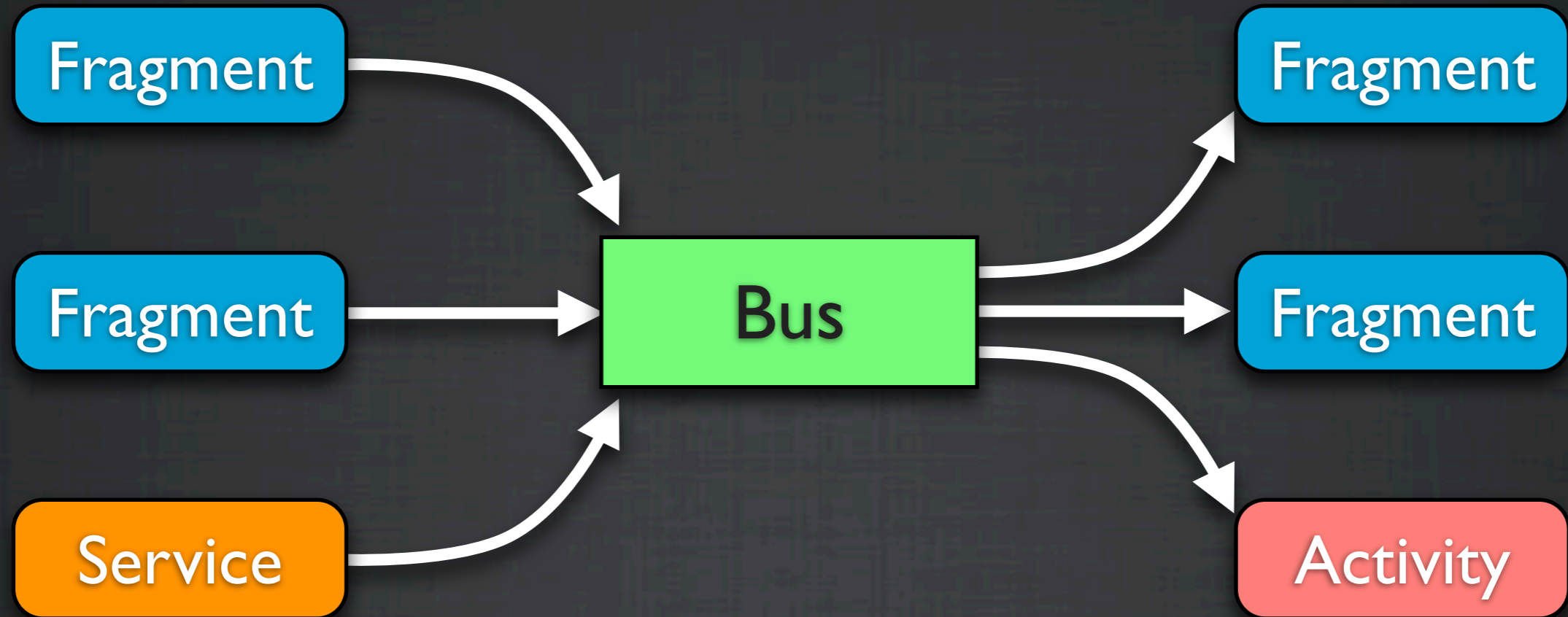
{
    // The god object...
}
```



How can Fragments communicate without tight Activity coupling?

Publish

Subscribe





# LocalBroadcastManager

- Included in Android Support library
- Publishes Intents within your process

# Publishing

```
Intent intent = new Intent(  
    BroadcastIds.LOCATION_UPDATED_ACTION);  
  
intent.putExtra(  
    BroadcastIds.CURRENT_LOCATION_KEY,  
    getCurrentLocation());  
  
LocalBroadcastManager.getInstance(  
    getActivity()).sendBroadcast(intent);
```

# Publishing

```
Intent intent = new Intent(  
    BroadcastIds.LOCATION_UPDATED_ACTION);  
  
intent.putExtra(  
    BroadcastIds.CURRENT_LOCATION_KEY,  
    getCurrentLocation());  
  
LocalBroadcastManager.getInstance(  
    getActivity()).sendBroadcast(intent);
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# Publishing

```
Intent intent = new Intent(  
    BroadcastIds.LOCATION_UPDATED_ACTION);  
  
intent.putExtra(  
    BroadcastIds.CURRENT_LOCATION_KEY,  
    getCurrentLocation());  
  
LocalBroadcastManager.getInstance(  
    getActivity()).sendBroadcast(intent);
```



# Subscribing

```
BroadcastReceiver receiver = new BroadcastReceiver() {  
    @Override public void onReceive(  
        Context context, Intent intent) {  
  
        Location location =  
            (Location) intent.getParcelableExtra(  
                BroadcastIds.CURRENT_LOCATION_KEY);  
  
        showLocation(location);  
    }  
};
```



# Subscribing

```
IntentFilter locationFilter = new IntentFilter(  
    BroadcastIds.LOCATION_UPDATED_ACTION);
```

```
@Override public void onResume() {  
    super.onResume();  
    LocalBroadcastManager.getInstance(getActivity())  
        .registerReceiver(receiver, locationFilter);  
}
```

```
@Override public void onPause() {  
    super.onPause();  
    LocalBroadcastManager.getInstance(getActivity())  
        .unregisterReceiver(receiver);  
}
```

Boilerplate.  
No type safety.  
Hard to test.



Otto



# Registration

```
public class BaseFragment extends Fragment {  
    @Inject Bus bus;  
  
    @Override public void onResume() {  
        super.onResume();  
        bus.register(this);  
    }  
  
    @Override public void onPause() {  
        super.onPause();  
        bus.unregister(this);  
    }  
}
```



# Registration

```
public class BaseFragment extends Fragment {  
    @Inject Bus bus;  
  
    @Override public void onResume() {  
        super.onResume();  
        bus.register(this);  
    }  
  
    @Override public void onPause() {  
        super.onPause();  
        bus.unregister(this);  
    }  
}
```

Fails fast at  
runtime.





# Subscribing

**@Subscribe**

```
public void onLocationUpdated(Location l) {  
    showLocation(l);  
}
```

Receives any type  
extending Location.



# Publishing

```
bus.post (getCurrentLocation ( ) ) ;
```

Synchronous  
delivery.

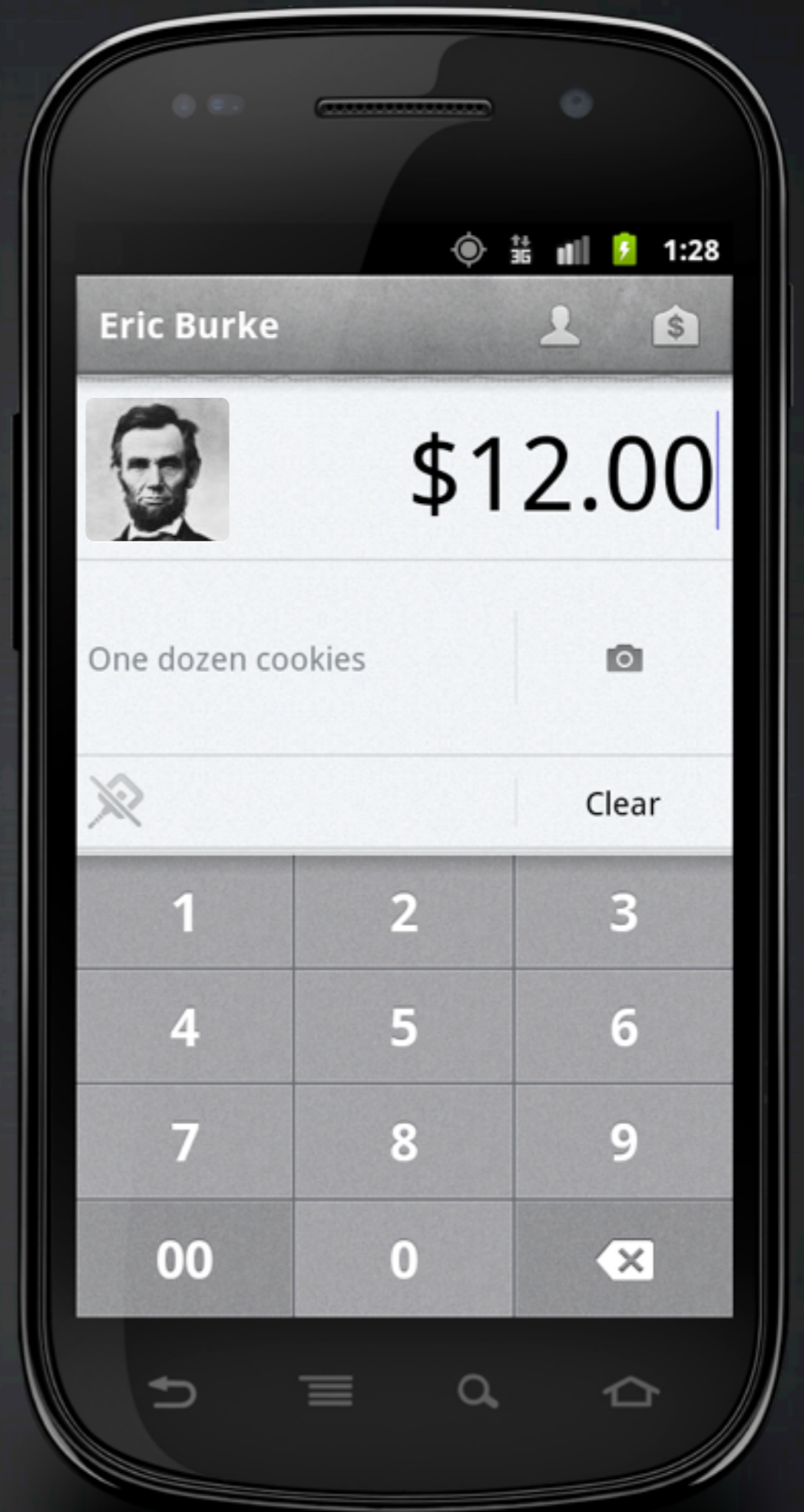


# @Produce

(getting data the first time)



How to get  
this image?







Downloader

post(UserImage)

Bus

UserImageCache







# Subscribing

```
public class AccountActivity
    extends BaseActivity {

    @Subscribe public void onUserImageUpdated(
        UserImage image) {
        ((ImageView) findViewById(R.id.image))
            .setImageBitmap(image.getBitmap());
    }
}
```



get()

done()

onResume()

onPause()

Downloader

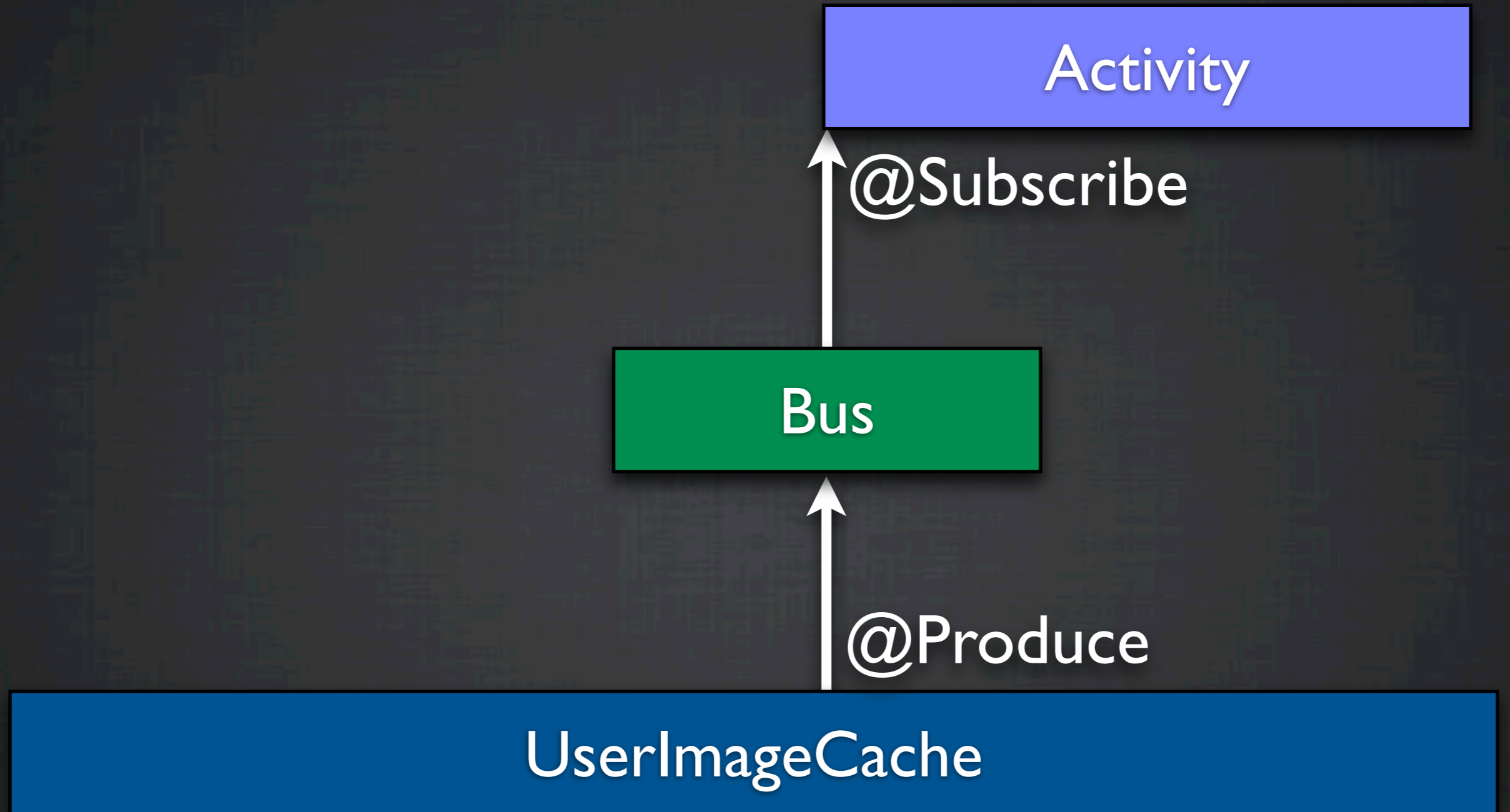
Activity

UserImageCache



# Producers

```
@Singleton public class UserImageCache {  
  
    @Produce  
    public UserImage produceUserImage() {  
        return cachedUserImage;  
    }  
  
    ...  
}
```





@Produce decouples  
threads from the Activity  
and Fragment lifecycle.





# Otto API Summary

- register(), unregister(), post()
- @Subscribe, @Produce
- Thread confinement
- Easy to test!



# Origins of Otto

- Forked from Guava's EventBus
- Optimized for Android – 16k!
- Less reflection; more caching

# Dependency Injection

# Guice on Android?

- We've used it for 2+ years
- Startup performance is a challenge
- Runtime error checking
- See also: RoboGuice

Can we do better?



† Dagger



# What is Dagger?

Compile-time  
dependency injection.





# @Inject

```
import javax.inject.Inject; // JSR-330
```

```
public class PublishFragment  
    extends BaseFragment {
```

```
    @Inject Bus bus;
```

```
    @Inject LocationManager locationManager;
```

```
    ...
```

```
}
```



# Constructor Injection

```
public class AccountUpdater {  
  
    private final Bus bus;  
    private final AccountService accounts;  
  
    @Inject public AccountUpdater (Bus bus,  
        AccountService accounts) {  
        this.bus = bus;  
        this.accounts = accounts;  
    }  
}
```



# Module

```
@Module(  
    entryPoints = {  
        HomeActivity.class,  
        PublishFragment.class,  
        SubscribeFragment.class  
    }  
)  
public class ExampleModule {  
  
    @Provides @Singleton Bus provideBus() {  
        return new Bus();  
    }  
}
```





# Module

```
@Module (  
    entryPoints = {  
        HomeActivity.class,  
        PublishFragment.class,  
        SubscribeFragment.class  
    }  
)  
public class ExampleModule {  
  
    @Provides @Singleton Bus provideBus () {  
        return new Bus ();  
    }  
}
```



# Missing Provider Method?

No injectable members on `com.squareup.otto.Bus`.  
Do you want to add an injectable constructor?  
required by `com.squareup.anatomy.PublishFragment`  
for `com.squareup.anatomy.ExampleModule`



# Bootstrapping

```
public class ExampleApp extends Application {
    private ObjectGraph objectGraph;

    @Override public void onCreate() {
        super.onCreate();

        objectGraph = ObjectGraph.get(
            new ExampleModule(this));
    }

    public ObjectGraph objectGraph() {
        return objectGraph;
    }
}
```



# Bootstrapping

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public class ExampleApp extends Application {  
    private ObjectGraph objectGraph;  
  
    @Override public void onCreate() {  
        super.onCreate();  
  
        objectGraph = ObjectGraph.get(  
            new ExampleModule(this));  
    }  
  
    public ObjectGraph objectGraph() {  
        return objectGraph;  
    }  
}
```





# Bootstrapping

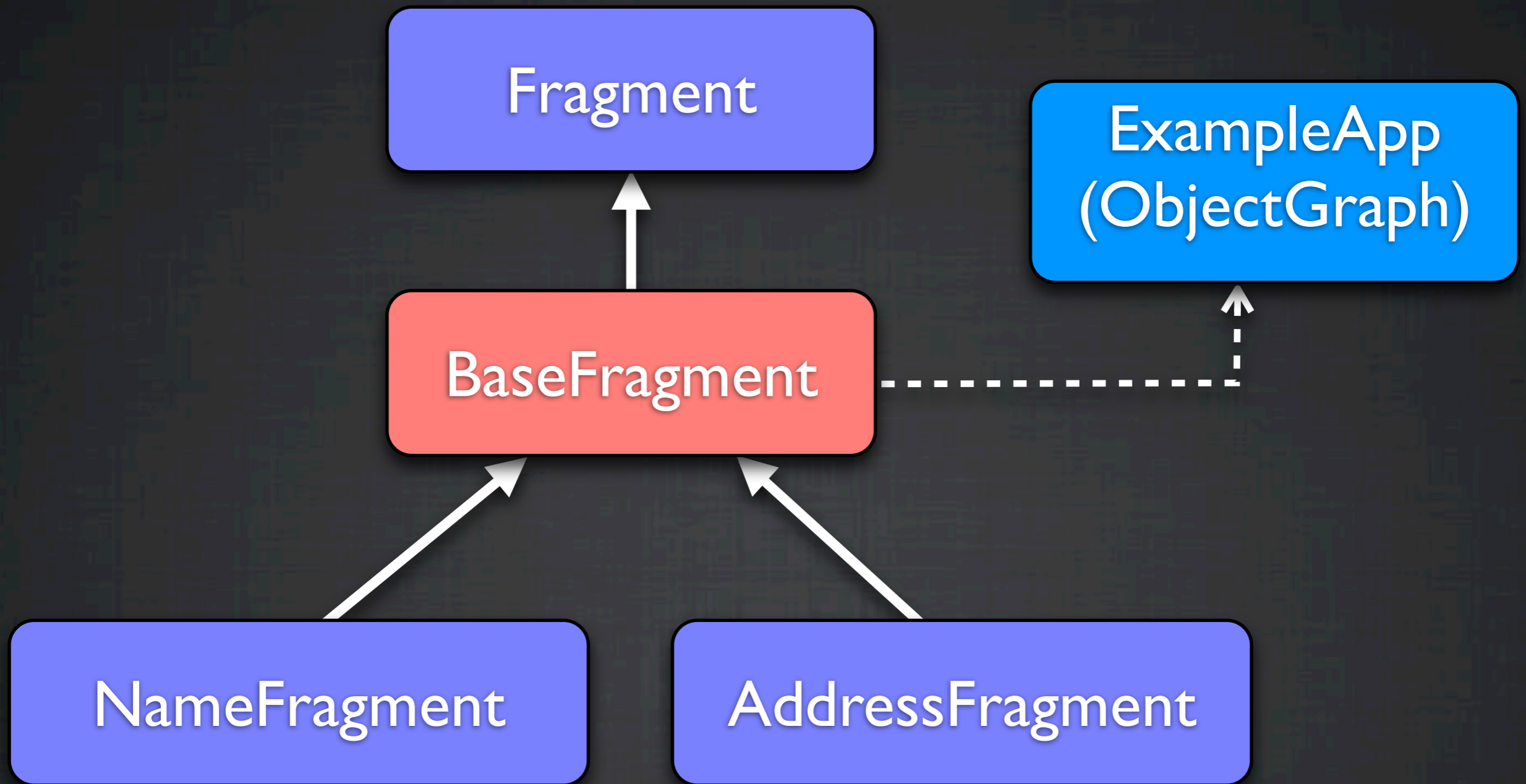
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    }  
  
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        return objectGraph;  
    }  
}
```





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        objectGraph = ObjectGraph.get(  
            new ExampleModule(this));  
    }  
  
    public ObjectGraph objectGraph() {  
        return objectGraph;  
    }  
}
```





# Fragment Injection

```
public class BaseFragment extends Fragment {  
  
    @Override  
    public void onCreate(Bundle state) {  
        super.onCreate(state);  
  
        ((ExampleApp) getActivity()  
            .getApplication())  
            .objectGraph().inject(this);  
    }  
}
```



# Fragment Injection

```
public class BaseFragment extends Fragment {  
  
    @Override  
    public void onCreate(Bundle state) {  
        super.onCreate(state);  
  
        ((ExampleApp) getActivity()  
            .getApplication())  
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    }  
}
```





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```
public class BaseFragment extends Fragment {  
  
    @Override  
    public void onCreate(Bundle state) {  
        super.onCreate(state);  
  
        ((ExampleApp) getActivity()  
            .getApplication())  
            .objectGraph().inject(this);  
    }  
}
```





# Dagger Limitations

- No final and private field injection
- No method injection
- No scopes
- @Assisted



# Dagger Features

- Compile time injection
- Very little magic
- über fast

<https://github.com/eburke/presentations>



Tape → [square.github.com/tape/](https://square.github.com/tape/)



Otto → [square.github.com/otto/](https://square.github.com/otto/)



ActionBarSherlock → [actionbarsherlock.com](http://actionbarsherlock.com)



Dagger → [square.github.com/dagger](https://square.github.com/dagger)