### //ENGINEERING SMART //BUILDING DUMB

**SERVER-DRIVEN APP DEVELOPMENT** 



### I'm Brandon John-Freso

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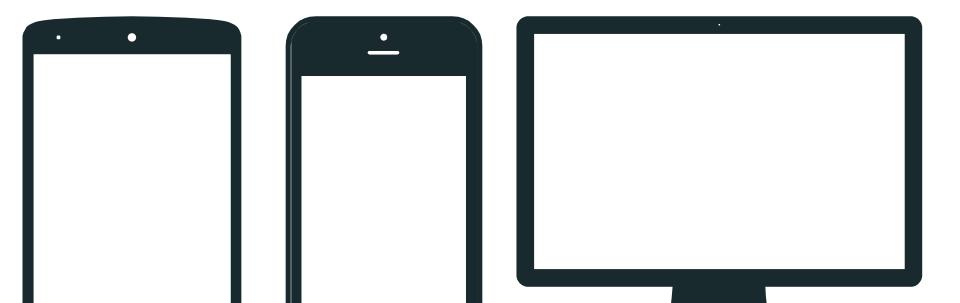
## Your app is too damn smart.



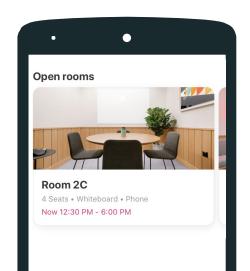


Give a person a fish and you feed them for a day. Teach a person to fish and they're gonna screw the pooch.

### How did we get here?



## 1 color change = 40, 320 minutes



(...4 weeks)



# Server-Side Rendering Thin Clients

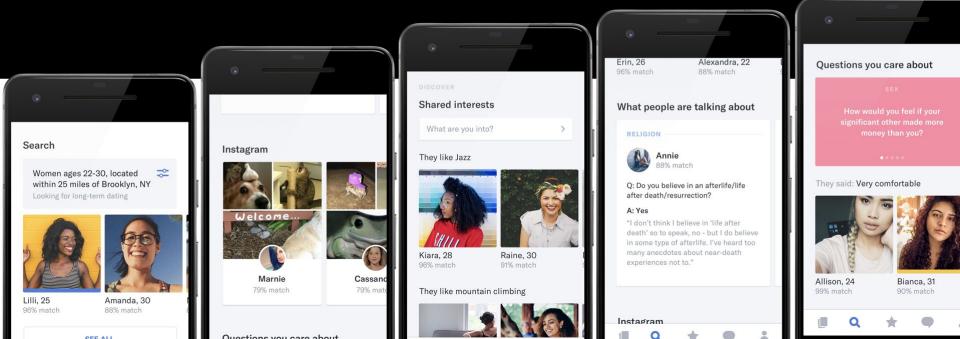
## **DISPLAY DATA**



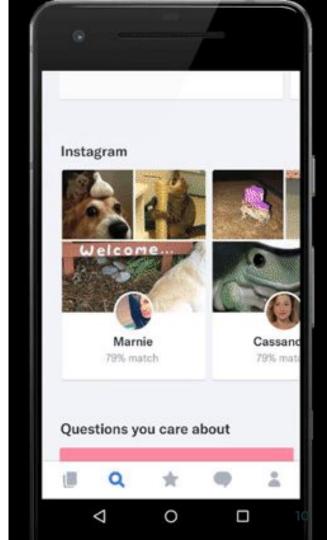
## 2 HANDLE INPUT

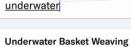


#### CASE STUDY: DISCOVERY



Remotely configurable dynamic layouts + behavior





#### **Breathing Underwater**

#### **Underwater Photography**

#### Shared interests

What are you into?

#### They like Jazz





Kiara, 28

Raine, 30 91% match

#### Questions you care about



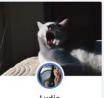
They said: Very comfortable



#### RELIGION Annie 88% match Q: Do you believe in an afterlife/life after death/resurrection? A: Yes "I don't think I believe in 'life after death' so to speak, no - but I do believe in some type of afterlife. I've heard too many anecdotes about near-death



experiences not to."







"A large and tir taking a nap in Exquisite

#### Instagram







#### Search

Women ages 22-30, located within 25 miles of Brooklyn, NY Looking for long-term dating





96% match

88% match

SEE ALL

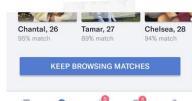
#### **Highest matches**





96% match

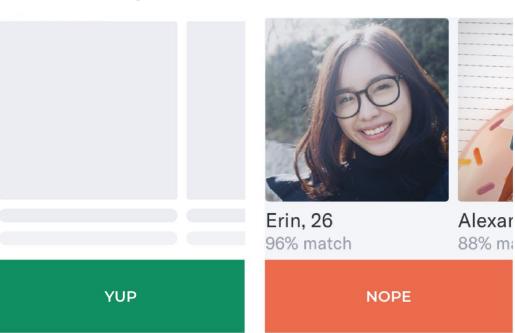
Alexandra, 22

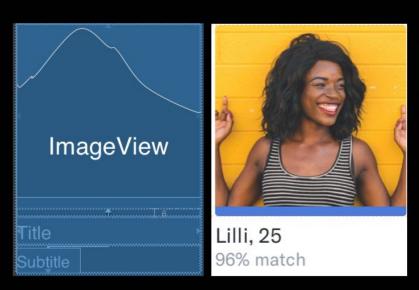


data class User() data class MatchInfo() data class Question() data class Answer() data class Photo() data class Interest() data class Message()

UI is inherently entity agnostic.

#### Think layouts Not users





xmlns:app="http://schemas.android.com/apk/res-auto" xmlns:bind="http://schemas.android.com/apk/res-auto" xmlns:tools="http://schemas.android.com/tools"> <data> <variable</pre> name="viewModel" type="com.okcupid.okcupid.native\_packages.discovery.viewModels.PictureTitleSubtitleViewModel"/> </data> <android.support.constraint.ConstraintLayout</p> android: layout\_width="130dp" android: layout\_height="wrap\_content" android: focusable="true" android:onClick="@{() -> viewModel.emitModelAction()}"> <android.support.v7.widget.CardView...> <View android:id="@+id/v\_bottom\_border" . android:background="@{viewModel.bottomBorderColor}" android: layout\_width="match\_parent" android: layout\_height="8dp" android:layout\_gravity="bottom" /> <TextView android:id="@+id/tv\_title" app:okText="@{viewModel.title}" android: layout\_width="0dp" android: layout\_height="wrap\_content" android: layout\_marginTop="6dp" android:ellipsize="end" android: fontFamily="sans-serif-medium" android:lines="1" android:maxLines="1" android:textSize="15sp" app:layout\_constraintEnd\_toEndOf="parent" app:layout\_constraintStart\_toStartOf="parent" app:layout\_constraintTop\_toBottomOf="@+id/image\_view\_picture" tools:text="Title" /> <TextView...> </android.support.constraint.ConstraintLayout> </layout>

<layout xmlns:android="http://schemas.android.com/apk/res/android"</pre>

## Create layout-based models

```
open class LayoutData(
        SerializedName("action") val action: OkAction?
        SerializedName("id") val id: String?
data class PictureTitleSubtitle(
        SerializedName("picture_url") val pictureUrl: String?
        SerializedName("picture_bottom_border_color") val pictureBottomBo
        SerializedName("title") val title: 0kText?
        SerializedName("subtitle") val subtitle: OkText?
) : LayoutData()
data class TileAvatarText(
        SerializedName("avatar_url") val avatarUrl: String?
        SerializedName("top text") val topText: OkText?
        SerializedName("bottom text") val bottomText: OkText?
        SerializedName("background color") val backgroundColor: OkRGBA?
        SerializedName("top tile url") val topTileUrl: String?
 : LayoutData()
data class AvatarThreeText(
        SerializedName("title") val title: OkText?
        SerializedName("top text") val topText: OkText?
        SerializedName("middle_text") val middleText: OkText?
        SerializedName("bottom text") val bottomText: 0kText?
        SerializedName("accent color") val accentColor: OkRGBA?
 : LayoutData()
data class ThreeTileAvatarText(
        SerializedName("top_right_tile_url") val topRightTileUrl: String?
        SerializedName("avatar_url") val avatarUrl: String?,
        SerializedName("bottom text") val bottomText: OkText?,
//More layout params...
```

### But serious, what is state?

#### The Action in Interaction.

```
{
  type: 'ADD_TODO',
  payload: {
    text: 'Do something.'
  }
}
```

```
sealed class Action
data class NavigateTo(val path: String)
data class LikeUser(val id:String)
data class BlockUser(val id:String)
data class ReportUser(val id:String)
```

### How do we modify state? A reducer.

## Use polymorphic deserialization

```
RuntimeTypeAdapterFactory
.of(LayoutData::class.java, "layout")
.registerSubtype(PictureTitleSubtitle::class.java)
.registerSubtype(OneTileAvatarText::class.java)
.registerSubtype(AvatarThreeText::class.java)
.registerSubtype(ThreeTileAvatarText::class.java)
.registerSubtype(EmptyState::class.java)
```

@Body supportedLayouts: SupportedLayouts

interface DiscoveryAPI {
 @POST("/1/discovery")
 fun getLayoutData(

): Single<List<LayoutData>>

## Parse actions into subtypes.

## Bind the action to your view and ...

```
<variable
    type="viewModels.PictureTitleSubtitleViewModel"/>

<android.support.constraint.ConstraintLayout
    android:onClick="@{() -> viewModel.emitModelAction()}">

fun emitModelAction() {
    viewModelActionSubject.onNext(model.action)
}
```

```
▼ 1 {7}
     subtitle {2}
        text: 76% match
      ▶ text color {4}
     picture url: https://kl.okccdn.com/php/load okc
                   image.php/images/225x225/225x225/22
                   3x0/1125x902/2/8329705882572159189.
                  webp?v=2
     layout : PictureTitleSubtitle
     id
          : 14116586731704798092
   ▼ picture bottom border color {4}
        blue : 255
        green: 100
        red : 0
        alpha: 1
   ▶ title {2}
   ▶ action {2}
```



### Common Mistakes



