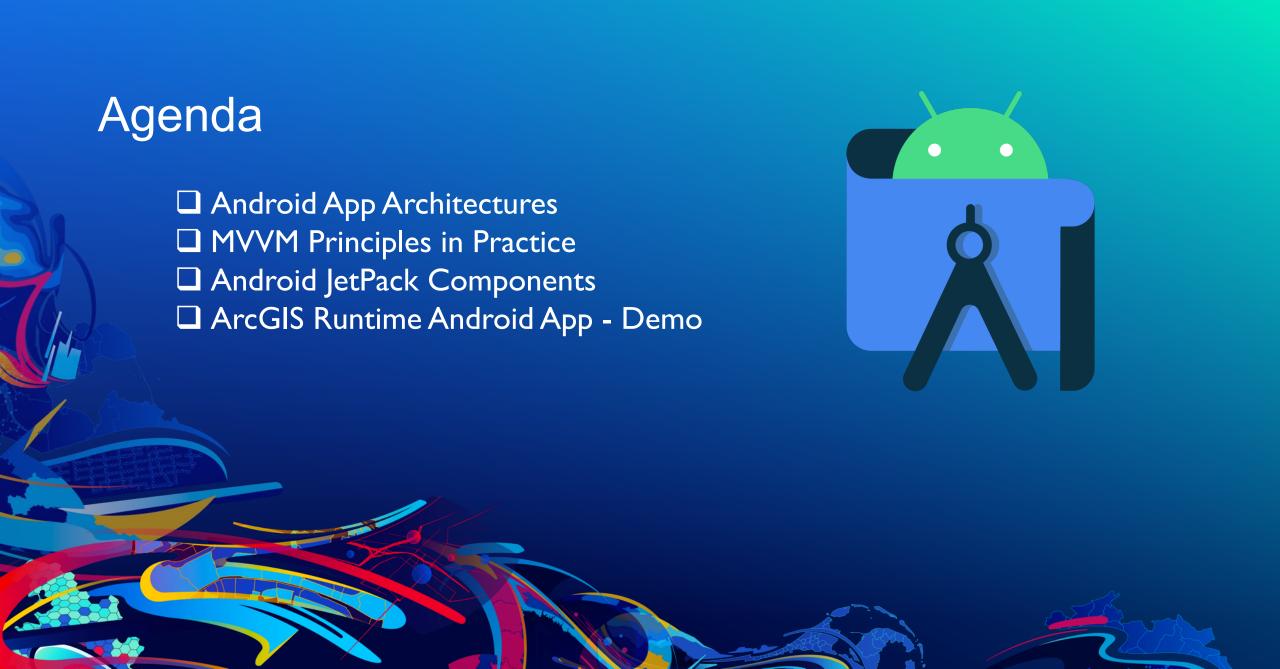


ArcGIS Runtime: Building Advanced Apps for Android with MVVM

Puneet Prakash

Rama Chintapalli





Rama



Android App Structure

UI Layer

View/Activity/Fragment

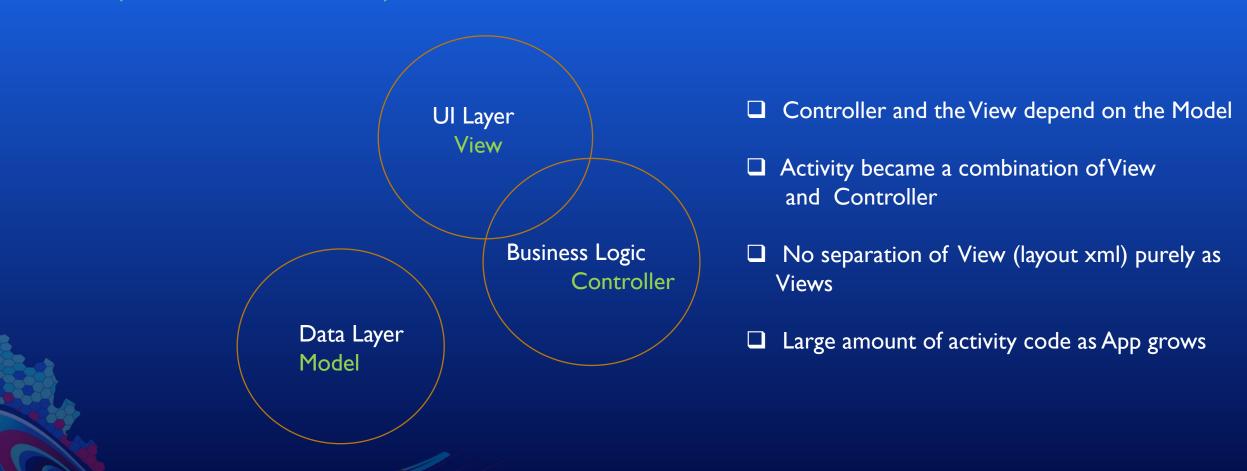
Business Logic Layer

Business Control Logic

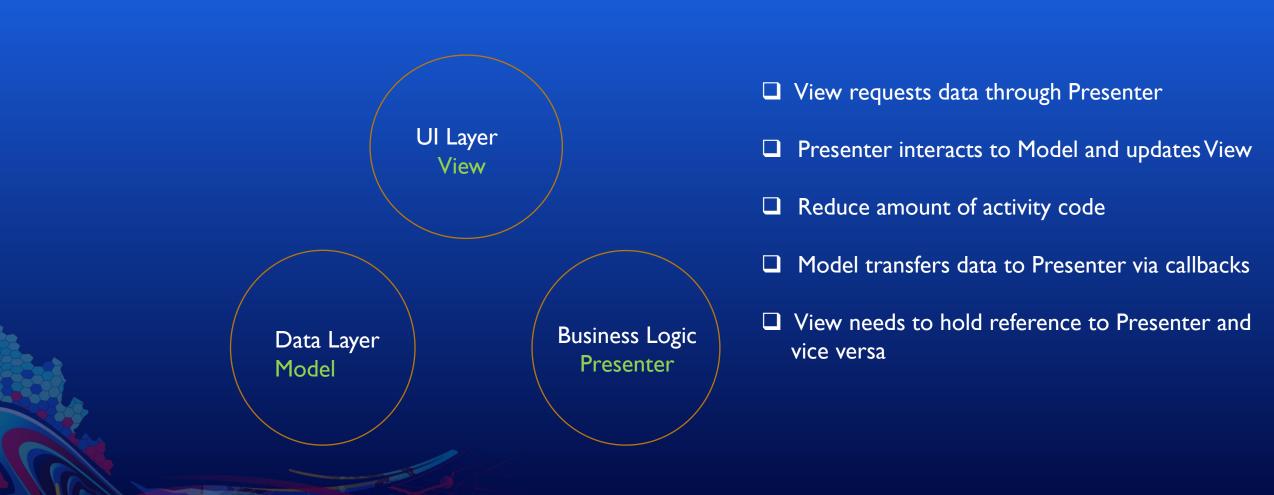
Data Layer

Database Connections/Network Requests

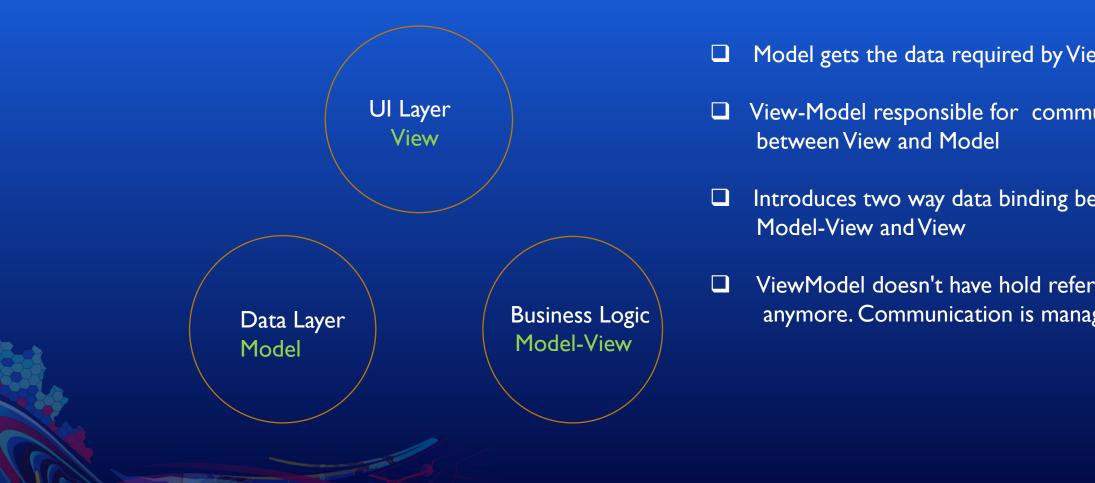
MVC (Model – View – Controller)



MVP (Model – View – Presenter)



MVVM (Model – View – ViewModel)



- Model gets the data required by View
- View-Model responsible for communication
- Introduces two way data binding between
- ViewModel doesn't have hold references to View anymore. Communication is managed by events

MVVM Principles in Practice

Puneet



MOBILE APP ARCHITECTURE

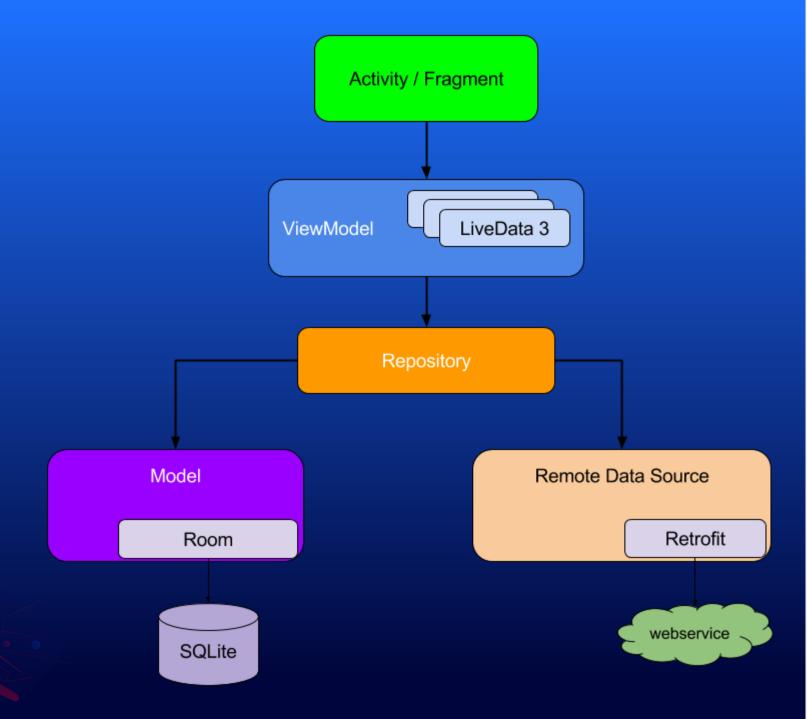
- App does not store any app data or state in your app components!
- App components do not depend on each other

COMMON ARCHITECTURAL PRINCIPLES

- Separation of concerns
- Drive UI from model(persistent)
- Model-View-ViewModel
- Single Activity Model

APP ARCHITECTURE

- MVVM
- Each component depends on the component one level below it



ANDROID JETPACK COMPONENTS

- Data Binding Declaratively bind observable data to UI elements
- Lifecycles Manage your activity and fragment lifecycles
- LiveData Notify views when underlying database changes
- Navigation Handle everything needed for in-app navigation
- ViewModel Manage UI-related data in a lifecycle-conscious way
- Paging Gradually load information on demand from data source
- Room Fluent SQLite database access
- WorkManager Manage your Android background jobs



DATA COLLECTION (ARCGIS RUNTIME OPENSOURCE APP)

Features:

- Viewing and editing your data with Popups (version 0.1)
- Identifying map features (version 0.1)
- Portal authentication with OAuth (version 0.1)
- Working with Features, Popups and PopupManager



DATA COLLECTION - LET'S LOOK AT SOME CODE



