



# Software Design & Architecture

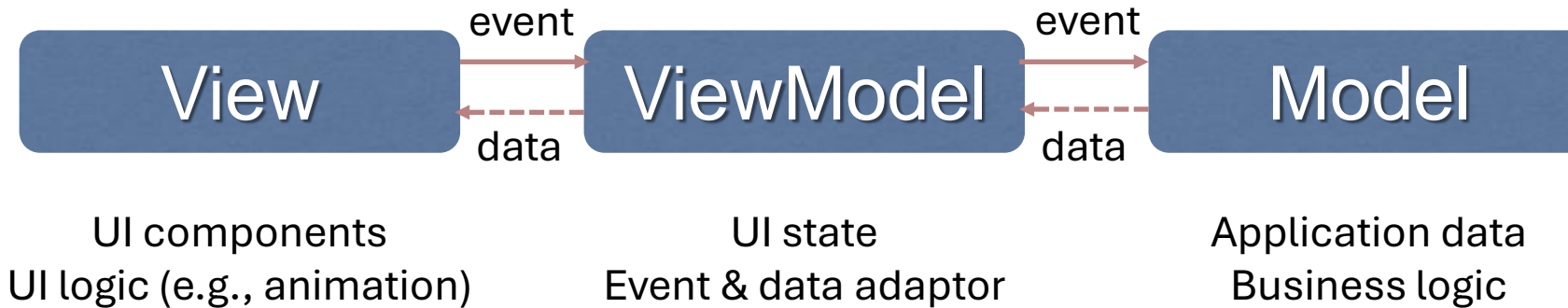
## Architecture Styles / MVVM (Model-View-ViewModel)

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# Agenda

- MVVM
  - topology
  - demo
  - pros & cons
  - vs. MVC, MVP

# MVVM Topology

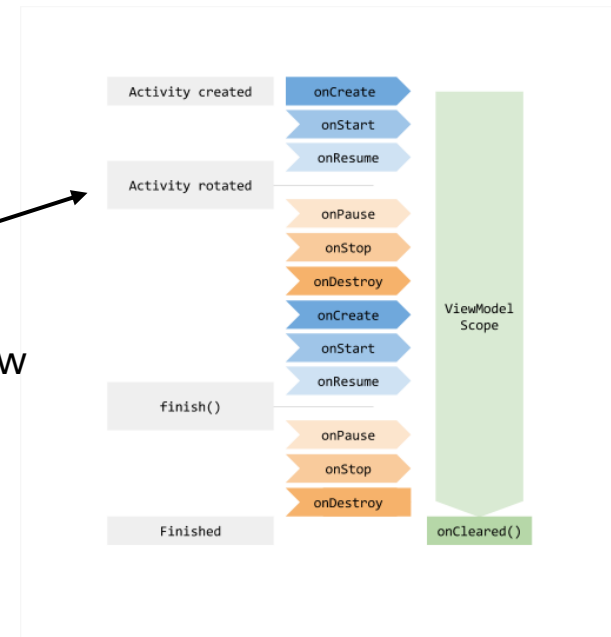


## Why?

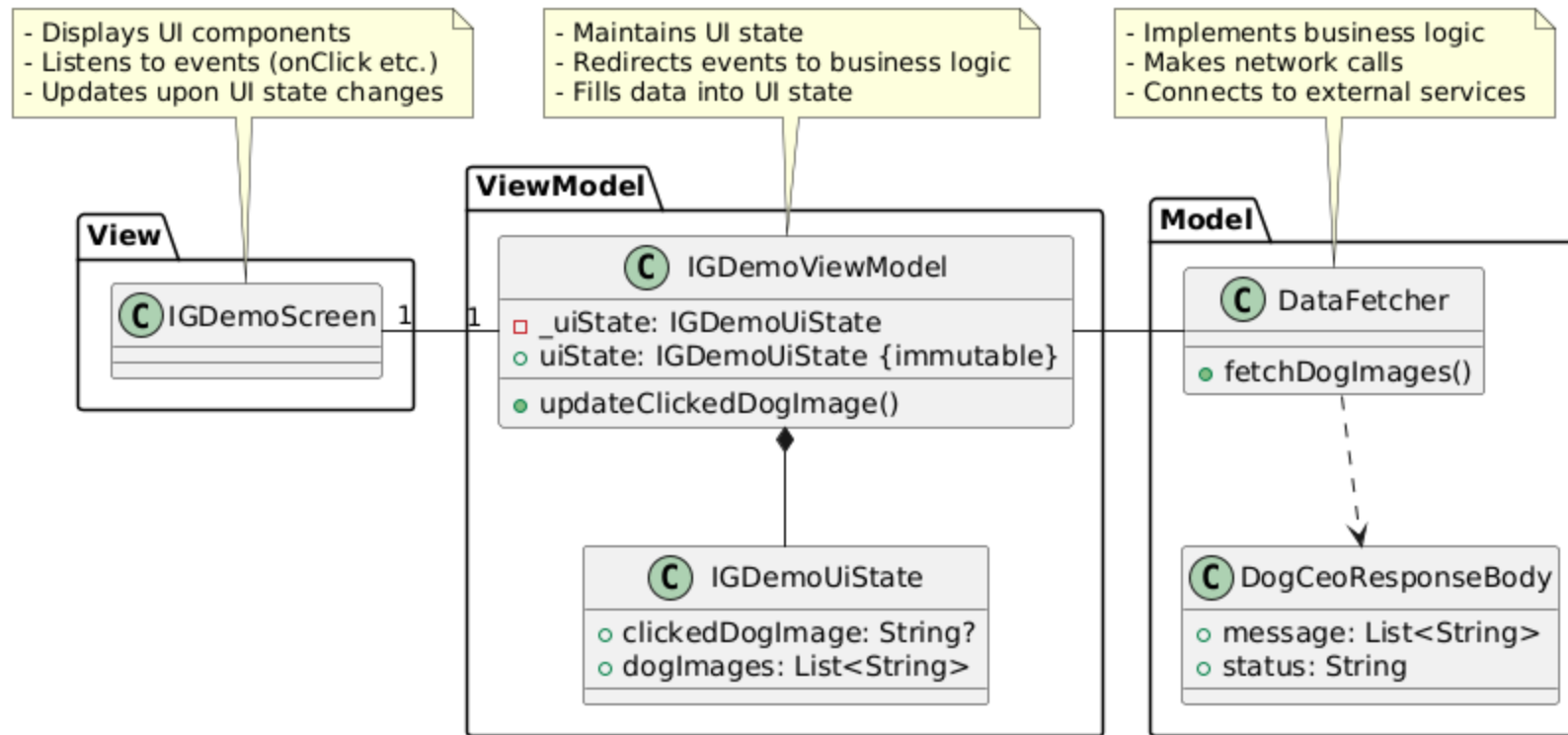
The lifecycle of View is designed around display and can be shorter than you expect

View (Activity and the Composables) may be destroyed

- during “configuration change”, e.g., rotation, multi-window
- anytime if the app is not on foreground



# Class Diagram of the MVVM Demo

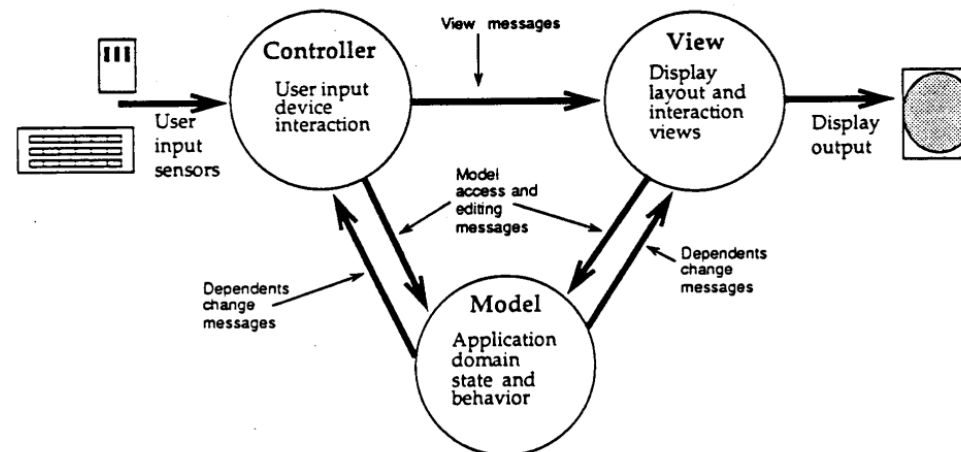


# MVVM Pros & Cons

- + Separation of concerns
- + View becomes stateless, can be destroyed and recreated easily
- + ViewModel can be shared by multiple Views
- + Easier to unit test
- Overkill for simple state
- Harder to debug

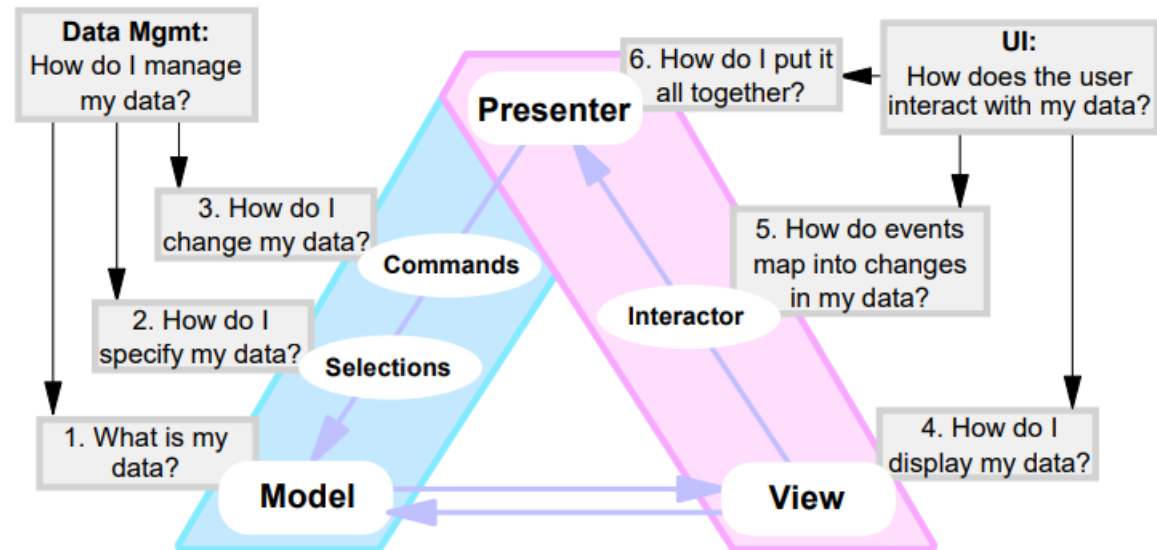
# MVVM vs. MVC

- Controller:
  - originally defined (in 1988) as the component for handling user inputs
  - in practice, a component overloaded with many functions (UI state update, event handling, business logic) and tightly coupled with View
- ViewModel:
  - loose coupling with View
  - very few business logic



# MVVM vs. MVP

- Presenter:
  - clarify its role as the adaptor between View and Model
  - has reference to View
- ViewModel:
  - doesn't have reference to View (so that they can have different lifecycle)



# Resources

- Sample repos
  - App repo: <https://github.com/android/nowinandroid>
  - ...and its documentation about architecture:  
<https://github.com/android/nowinandroid/blob/main/docs/ArchitectureLearningJourney.md>
- Android guide to app architecture:  
<https://developer.android.com/topic/architecture>
- ViewModel documentation in Android:  
<https://developer.android.com/topic/libraries/architecture/viewmodel>

P2: Project Proposal due this Friday!