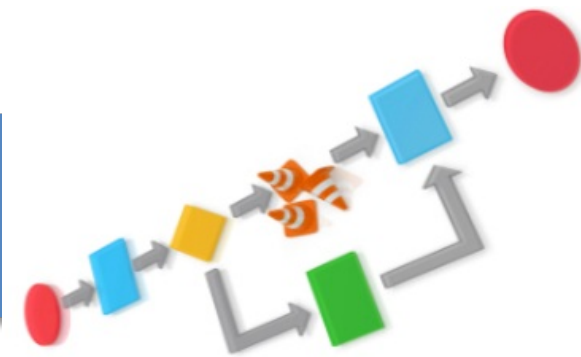


MVVM architecture

Jiří Šebek

b4m36swa



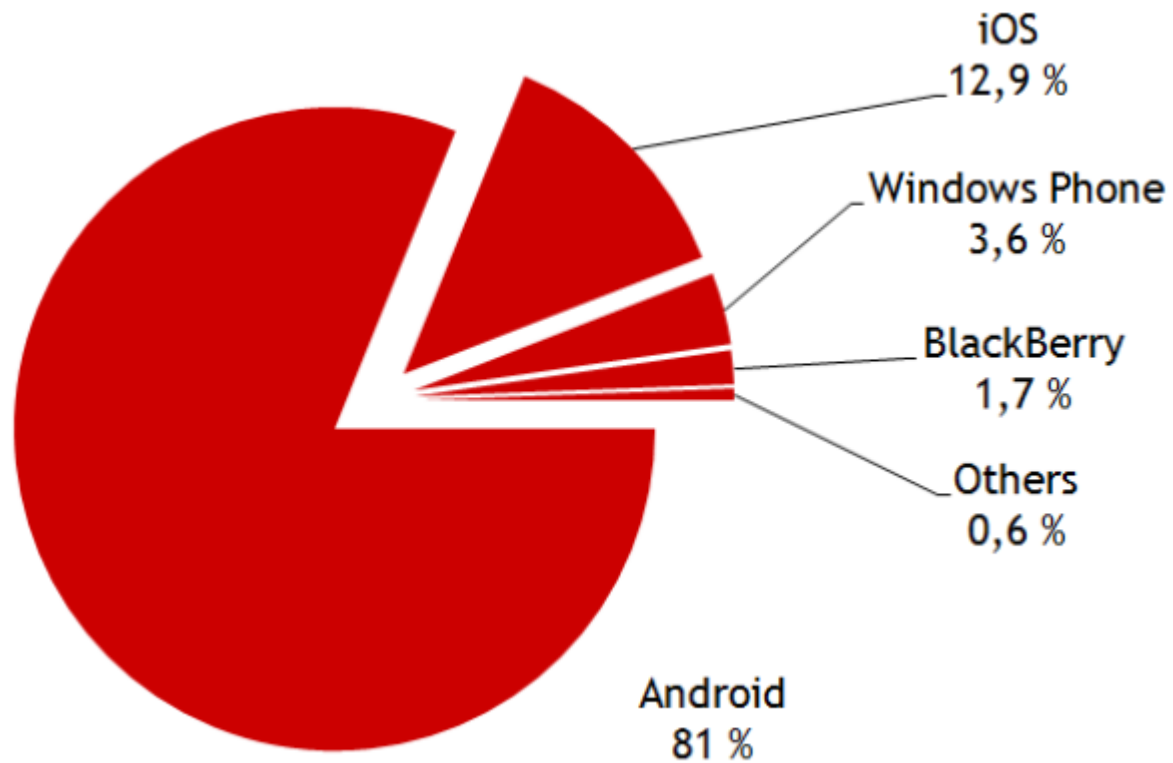
```
public final void onSensorChanged(SensorEvent event)
{
    m_flightIntensity = event.values[0];
    m_etAmblight.setText("" + m_flightIntensity + " lx");
}

private void resume()
{
    m_flightIntensity = SensorEvent.NORMAL;
}
```

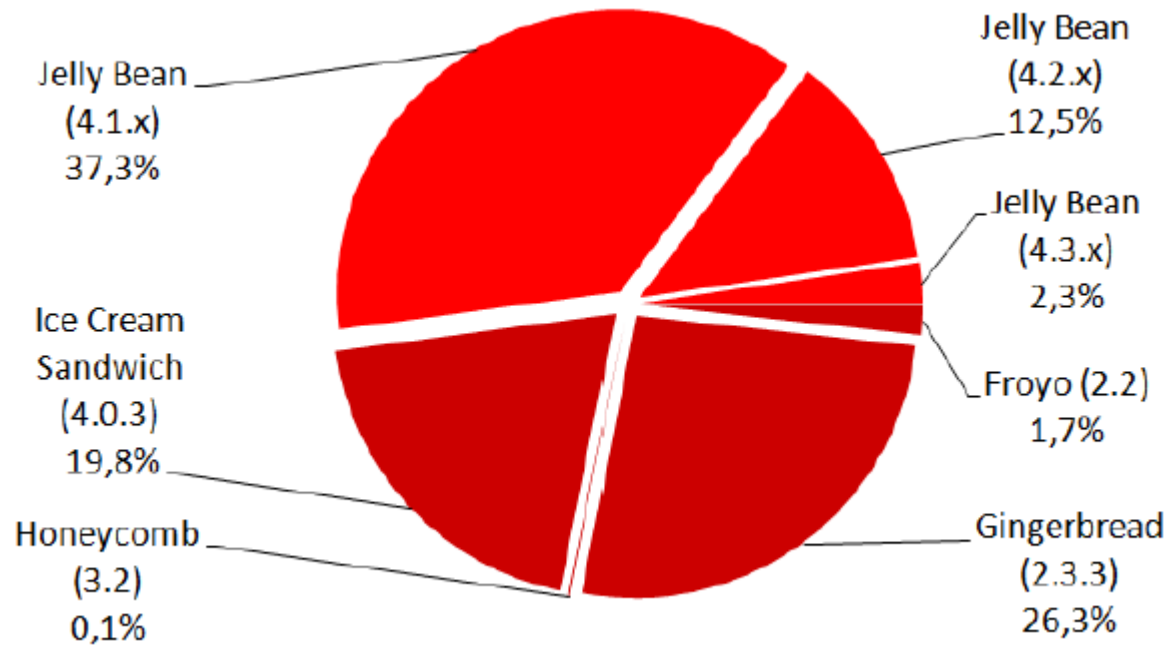
Popis

- Model-View-ViewModel
 - Architektura pro mobilní aplikace
 - Zejména pro wpf aplikace
 - (ale také pro android)
 - oddělit logiku aplikace od uživatelského rozhraní
→ méně kódu a přehlednost

Motivace pro Android



Motivace pro Android



Druhy aplikací

- nativní (java, object C)
- webové (html5, js)
- hybridní (PhoneGap)

Každá má svoje výhody a nevýhody.

Implementation

Presentation

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
    <TextView
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="Hello World!"
        android:textSize="18sp"
        android:gravity="center"
        android:background="#cccccc"
        />
    <ImageView
        android:src="@drawable/australia"
        android:id="@+id/imageView1"
        android:layout_height="wrap_content"
        android:scaleType="centerInside"
        android:layout_width="match_parent"
        android:layout_weight="1"
        android:background="#000000"
        />
    </LinearLayout>
```

UI Layout Definition (XML File)

Functionality

```
public class InogeActivity extends Activity
{
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
    }
}
```

Java Code

+ AndroidManifest.xml → konfigurace aplikace