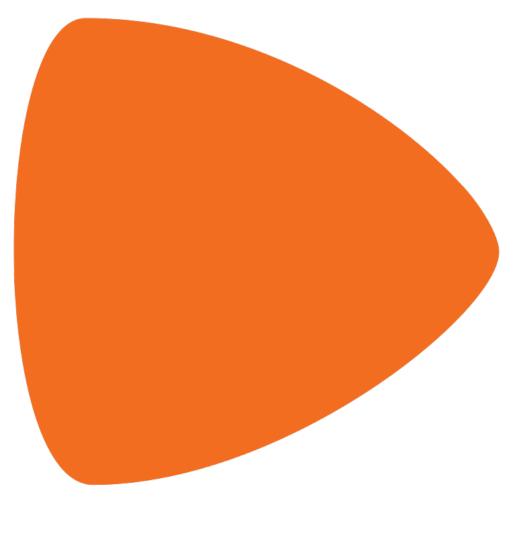
Apcraft

Faster than a speeding release train



zalando

1. The problem

- 1. The problem
- 2. Our solution

- 1. The problem
- 2. Our solution
- 3. Mobile client architecture

- 1. The problem
- 2. Our solution
- 3. Mobile client architecture
 - 4. Demo

- 1. The problem
- 2. Our solution
- 3. Mobile client architecture
 - 4. Demo
- 5. Future plans & lessons learned

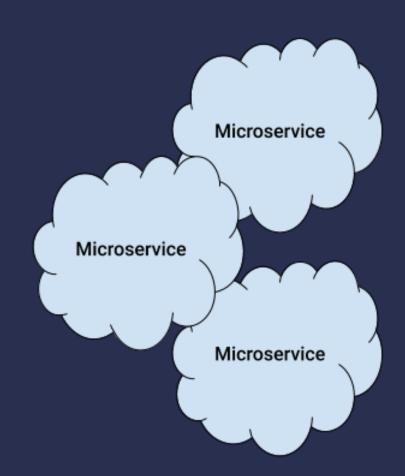
Traditional App

Per Screen

UI Layout (XML)

UI Code (Fragment/View Model) Transformation Code

Networking Code API Gateway



What is the lifecycle of an app change?

Acctins

Accting,

Meeting, ticket, code

Accting, code, test

Acetins, ticket, code, test, pull request

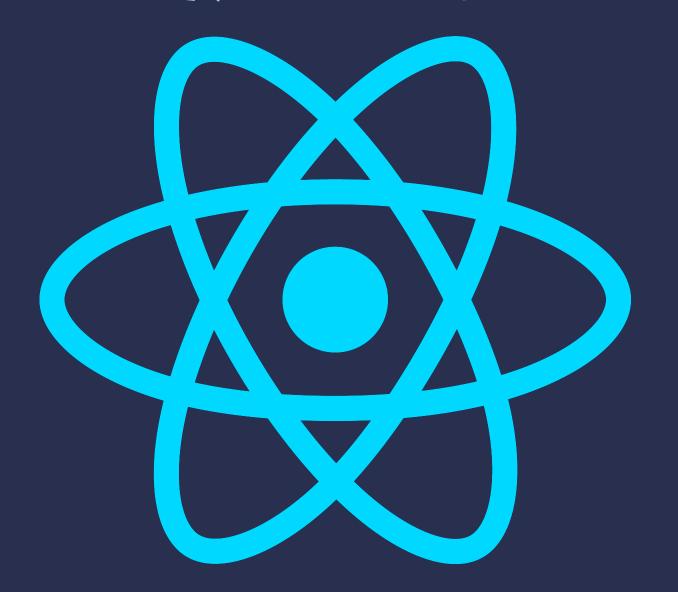
Accting ticket, code, test, pull request, discussion

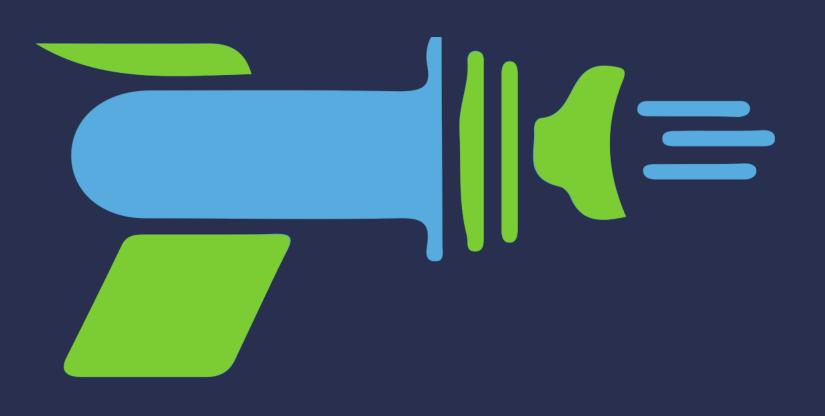
Meeting, ticket, code, test, pull request, discussion, merse FR

Meeting, ticket, code, test, pull request, discussion, merge PR, regression/QA

Meeting, ticket, code, test, pull request, discussion, merge PR, regression/QA, app release

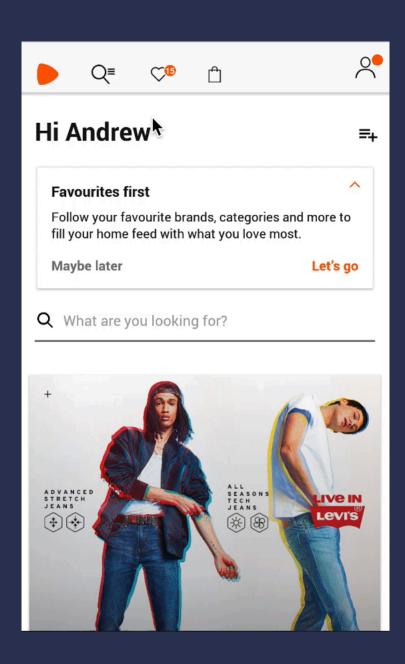
React Native + CodePush



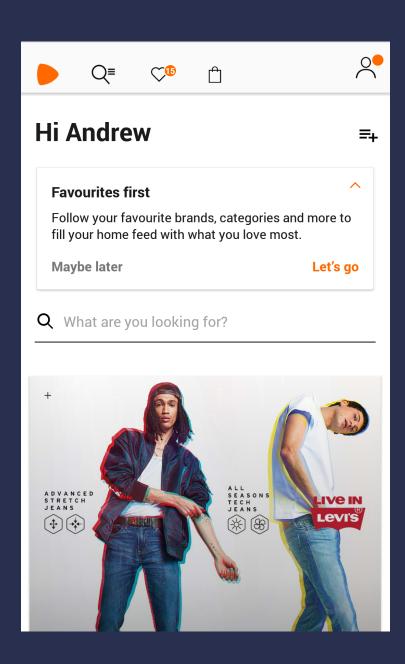


Cross-platform integration with existing apps is hard.

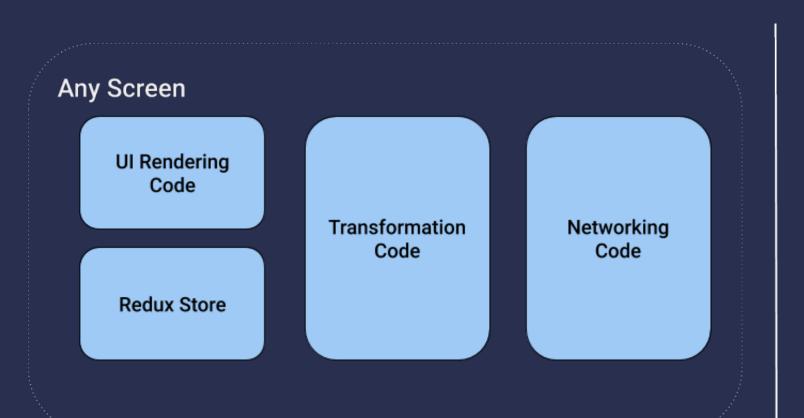
Home Screen

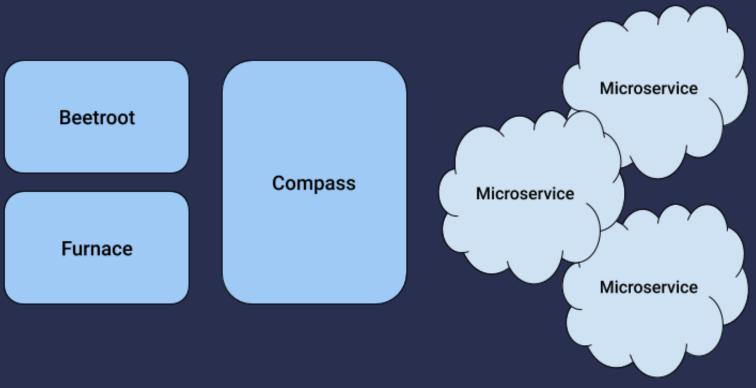


Home Screen



AppCraft



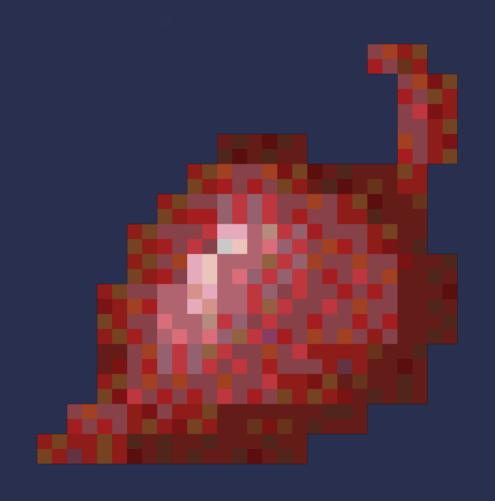


Compass



Furnace & Beetroot





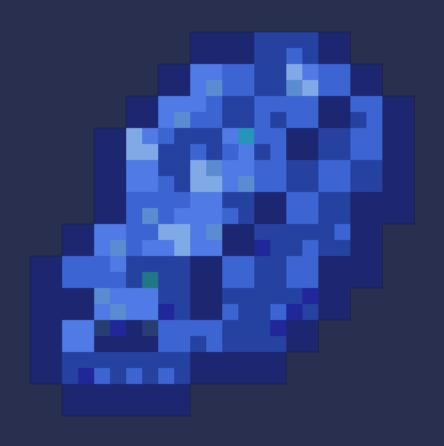
• Layout variants - phone vs. tablet, country, A/B tests

- Layout variants phone vs. tablet, country, A/B tests
 - Localization

- Layout variants phone vs. tablet, country, A/B tests
 - Localization
 - Tracking & analytics

Golem & Lapis





1. Configuration

- 1. Configuration
 - 2. Layout

- 1. Configuration
 - 2. Layout
 - 3. Data

- 1. Configuration
 - 2. Layout
 - 3. Data
- 4. Component Data

```
"screen_id": "example-screen",
"component": {
 "component_id": "root-component",
 "type": "layout",
 "children": [
      "component_id": "hello-text",
      "type": "text",
      "options": {
       "text": "Placeholder text"
```

```
"screen_id": "example-screen",
"component": {
  "component_id": "root-component",
 "type": "layout",
 "children": [
     "component_id": "hello-text",
      "type": "text",
      "options": {
       "text": "Placeholder text"
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 "type": "layout",
  "children": [
     "component_id": "hello-text",
      "type": "text",
      "options": {
       "text": "Placeholder text"
      "style": { ... },
```

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"screen_id": "example-screen",
"component": {
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 "type": "layout",
  "children": [
      "component_id": "hello-text",
      "type": "text",
      "options": {
       "text": "Placeholder text"
      "events: [ ... ]
```

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"screen_id": "example-screen",
"component": {
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      "type": "text",
      "options": {
        "text": "Placeholder text"
      "style": { ... },
      "events: [ ... ]
```

```
"component": {
 "component_id": "root-component",
  "items": [
     "component_id": "hello-text",
      "options": {
        "text": "Hello, MobiusConf!"
```

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 "component_id": "root-component",
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```

Litho & Texture





```
@LayoutSpec
public object LithoComponentSpec {
  @OnCreateLayout
  fun onCreateLayout(c: ComponentContext): Component =
    Text.create(c)
        .text("Hello, MobiusConf!")
        .textSizeSp(40))
        .build();
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        .textSizeSp(40))
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```

```
@MountSpec
public object ColorComponentSpec {
  @OnCreateMountContent
  fun onCreateMountContent(Context c): ColorDrawable = ColorDrawable();
  @OnMount
    colorDrawable.color = Color.parseColor(colorName)
```

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public object ColorComponentSpec {
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public object ColorComponentSpec {
  @OnCreateMountContent
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  @OnMount
  fun onMount(
     context: ComponentContext,
     colorDrawable: ColorDrawable,
    colorDrawable.color = Color.parseColor(colorName)
```

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@MountSpec
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  @OnCreateMountContent
  fun onCreateMountContent(Context c): ColorDrawable = ColorDrawable();
  @OnMount
  fun onMount(
     context: ComponentContext,
     colorDrawable: ColorDrawable,
     @Prop colorName: String) {
    colorDrawable.color = Color.parseColor(colorName)
```

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@MountSpec
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Litho: Wrapping a Native View

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     colorDrawable: ColorDrawable,
     @Prop colorName: String) {
    colorDrawable.color = Color.parseColor(colorName)
```

```
fun createView(context: Context): View {
  val c = ComponentContext(context)
  val component =
    LithoComponent.create(c)
      .background(
        ColorComponent.create(c).colorName("blue")
      .build()
  return LithoView.create(c, component))
```

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      .build()
  return LithoView.create(c, component))
```

Text

- Text
- Button

- Text
- Button
- Image

Layout

- Layout
- Repeater

- Layout
- Repeater
- Parallax Layout

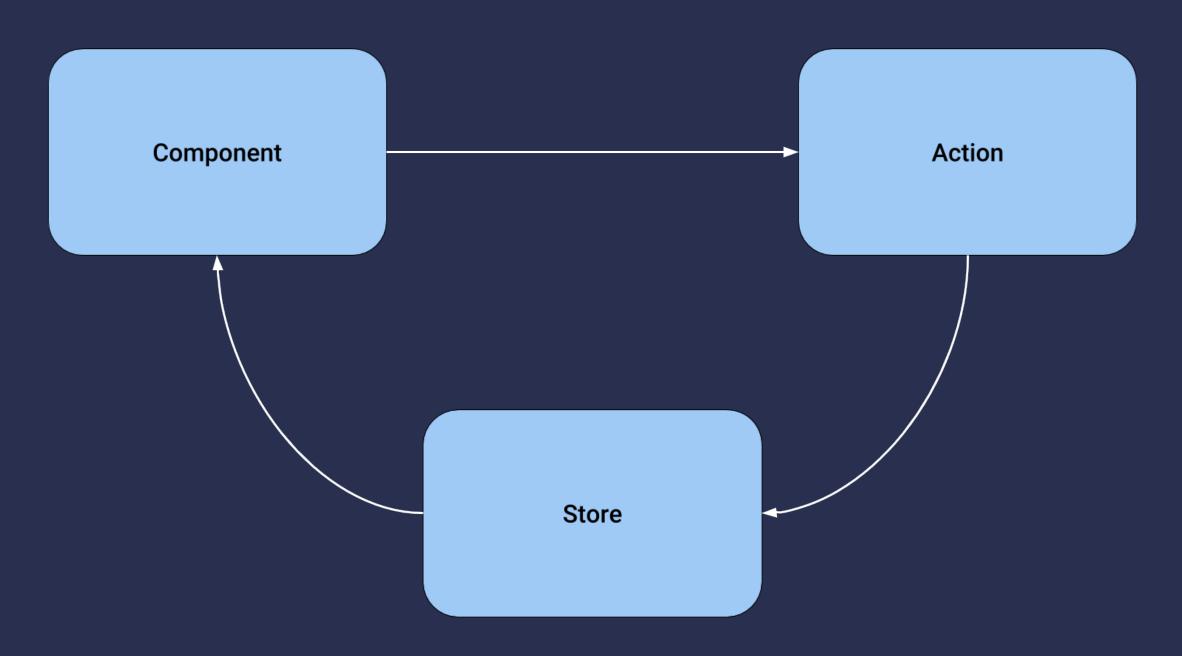
Wish List button

- Wish List button
 - Cart button

- Wish List button
 - Cart button
 - Follow button

- Wish List button
 - Cart button
 - Follow button
 - Price

Redux Architecture



Redux/MVI Android Libraries

Redux/MVI Android Libraries

RxRedux

Redux/MYI Android Libraries

- RxRedux
- Mobius

Redux/MVI Android Libraries

- RxRedux
- Mobius
 - MvRx

1. Layout API request

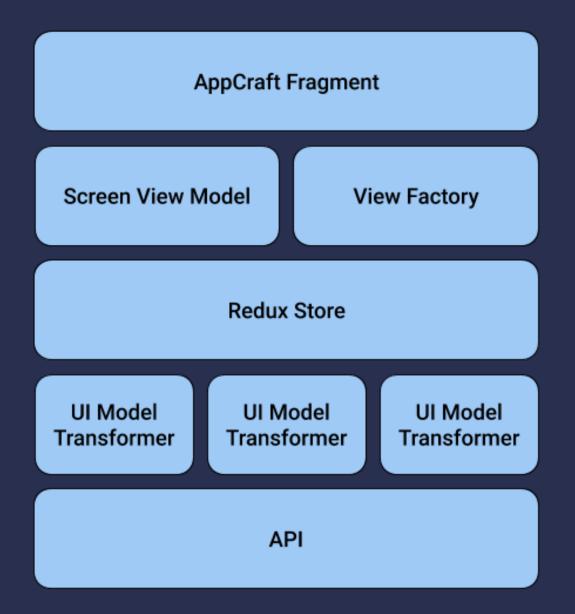
- 1. Layout API request
- 2. Render layout with placeholders and/or defaults

- 1. Layout API request
- 2. Render layout with placeholders and/or defaults
 - 3. Data API request

- 1. Layout API request
- 2. Render layout with placeholders and/or defaults
 - 3. Data API request
 - 4. Rerender layout bound with data and events

- 1. Layout API request
- 2. Render layout with placeholders and/or defaults
 - 3. Data API request
 - 4. Rerender layout bound with data and events
 - 5. Additional data requests, if necessary

Android Architecture



Testing & CI

• Static analysis - code styles, lint, public API, etc.

- Static analysis code styles, lint, public API, etc.
 - Unit tests

- Static analysis code styles, lint, public API, etc.
 - Unit tests
 - Screenshot tests

- Static analysis code styles, lint, public API, etc.
 - Unit tests
 - Screenshot tests
 - End-to-end/integration tests

TestCraft

doScreenshot_TextStyleFootnote_TextUnlimitedShort()

Expected Short text Actual Short text

doScreenshot_TextStyleMedium_TextUnlimitedShort()

Expected Short text Actual Short text

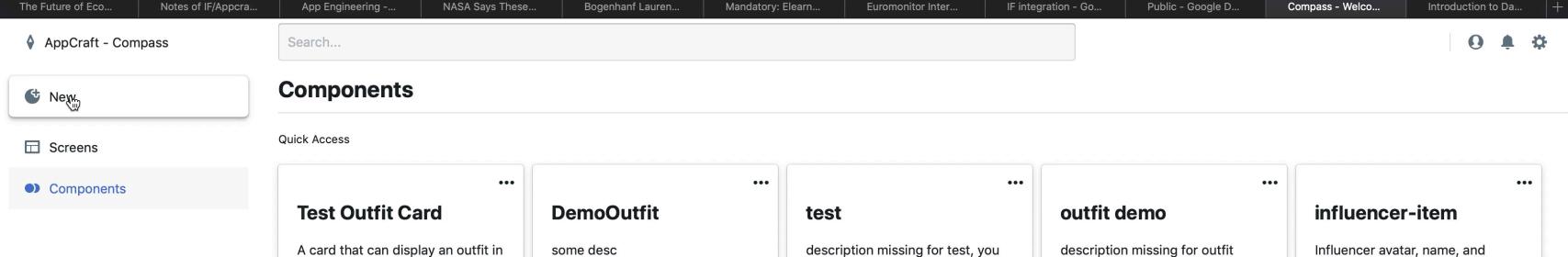
doScreenshot_TextStyleH1_TextUnlimitedLong()

Expected

Long text. Reduced for you. Our best offers for you. New season style, wardrobe refresh

Actual

Long text. Reduced for you. Our best offers for you. New season style, wardrobe refresh



Zalando app

Name	Description	Last Updated	
Outfit Card	description missing for Outfit Card, you can add a description from the editor screen	4/3/2019, 11:36:45 AM	
☐ outfit-detail-item	List item for an article that is part of an outfit	3/27/2019, 6:07:43 PM	

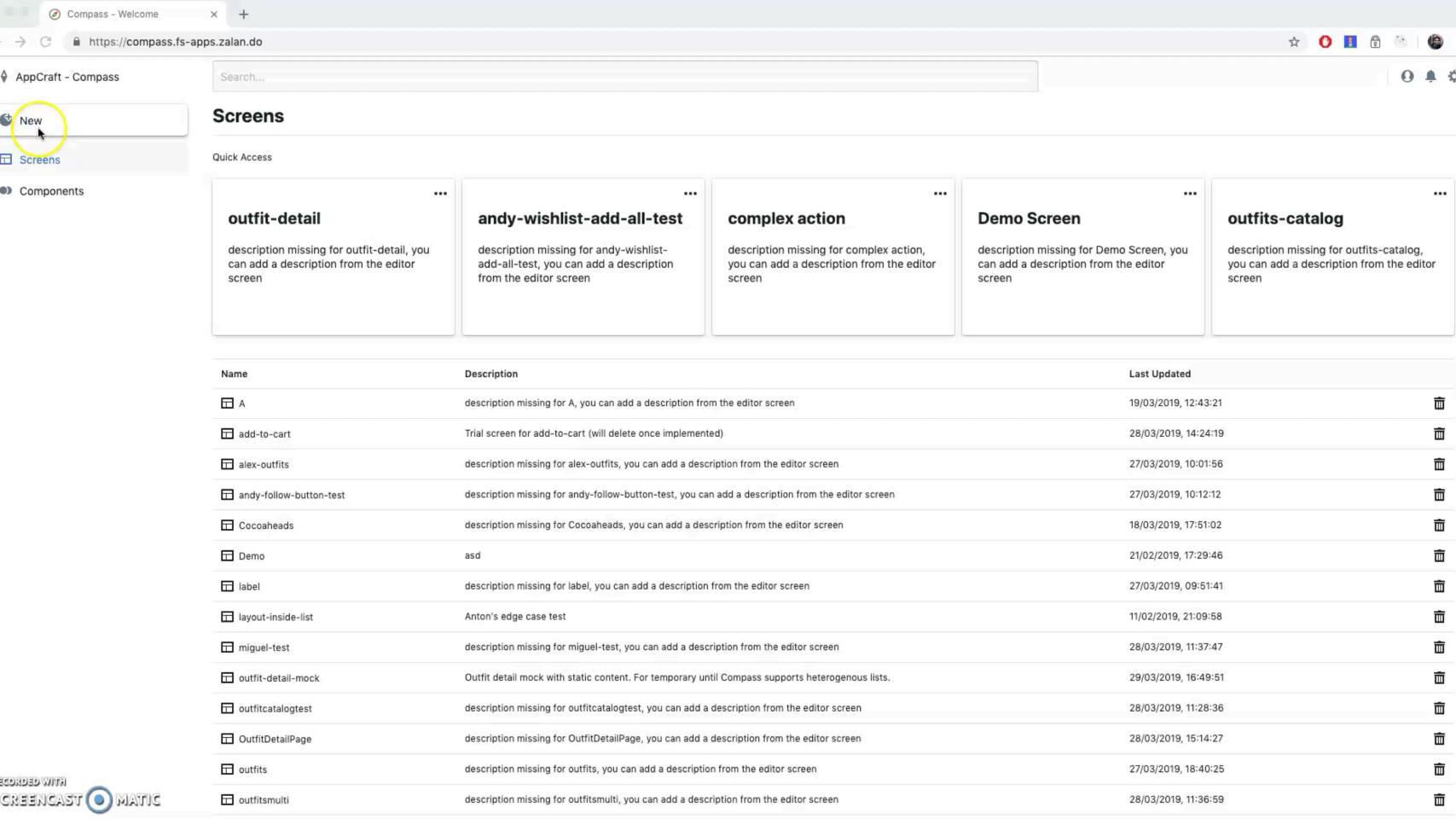
can add a description from the

editor screen

demo, you can add a description

from the editor screen

follow button



• Initial production rollout

- Initial production rollout
- Fully dynamic home screen

- Initial production rollout
- Fully dynamic home screen
- Algorithmically created screens

- Initial production rollout
- Fully dynamic home screen
- Algorithmically created screens
- Flutter and/or Jetpack Compose

• The difference between a prototype and a production ready platform is immense.

- The difference between a prototype and a production ready platform is immense.
 - Don't cut corners. Paint both sides of the fence. YPGNI.

- The difference between a prototype and a production ready platform is immense.
 - Don't cut corners. Paint both sides of the fence. YPGNI.
 - If something seems obvious but no one else is doing it, it's either genius or foolish...maybe both.

Lessons Learned (cont.)

Lessons Learned (cont.)

• A Redux/MVI architecture has a lot of advantages.

Lessons Learned (cont.)

- A Redux/MVI architecture has a lot of advantages.
- Pair programming really is as great as people say it is.

Thank You!

Thank You!

• Slides: bit.ly/2YCrQFb

Thank You!

- Slides: bit.ly/2YCrQFb
- We're hiring! jobs.zalando.com