

# DISTRIBUTED MOBILE DEVELOPMENT AT SCALE

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Project Leader @ MercadoLibre

**A not so long time ago  
in a galaxy not so  
far far away...**





# One team to rule them all



## Home Team

Desktop

## Search Team

Desktop

## Android Team

Home  
Search  
VIP  
MyML

## VIP Team

Desktop

## MyML Team

Desktop

## iOS Team

Home  
Search  
VIP  
MyML

## Home Team

Desktop  
**Android**  
iOS

## Search Team

Desktop  
**Android**  
iOS

## Android Team

Architecture

## VIP Team

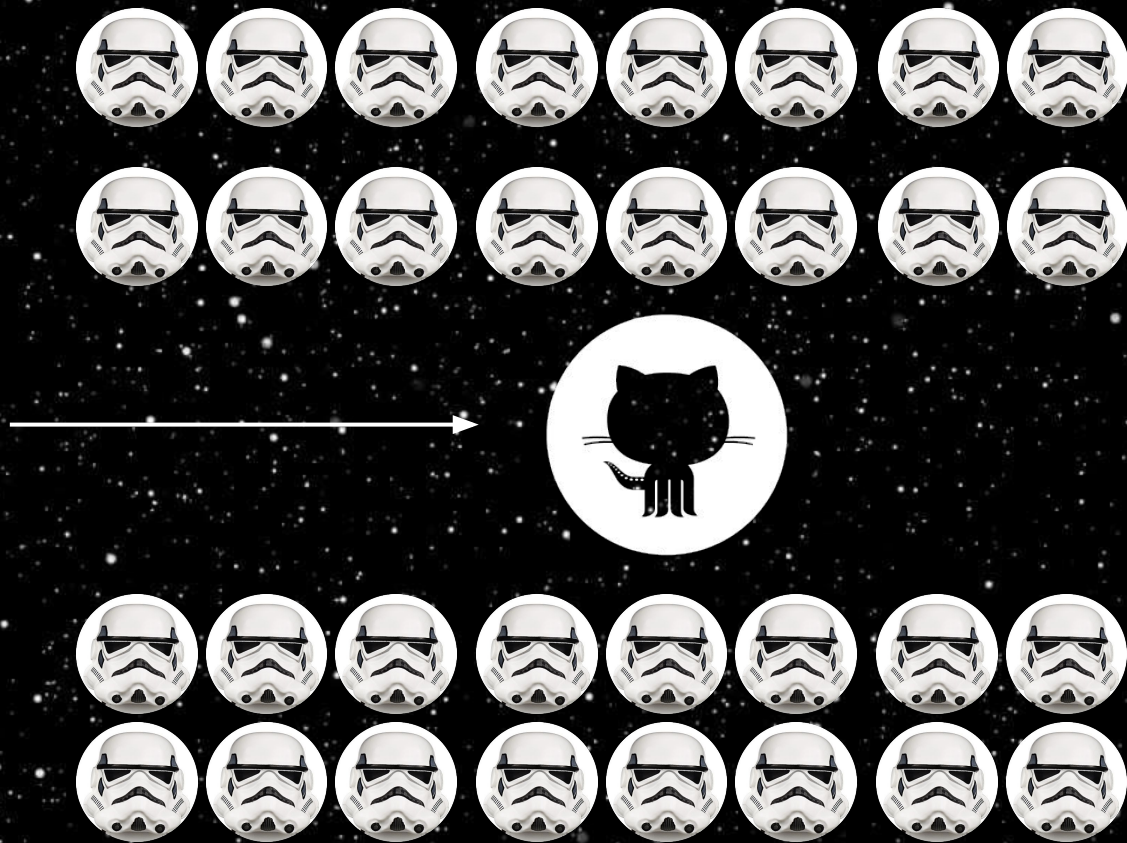
Desktop  
**Android**  
iOS

## MyML Team

Desktop  
**Android**  
iOS

## iOS Team

Architecture



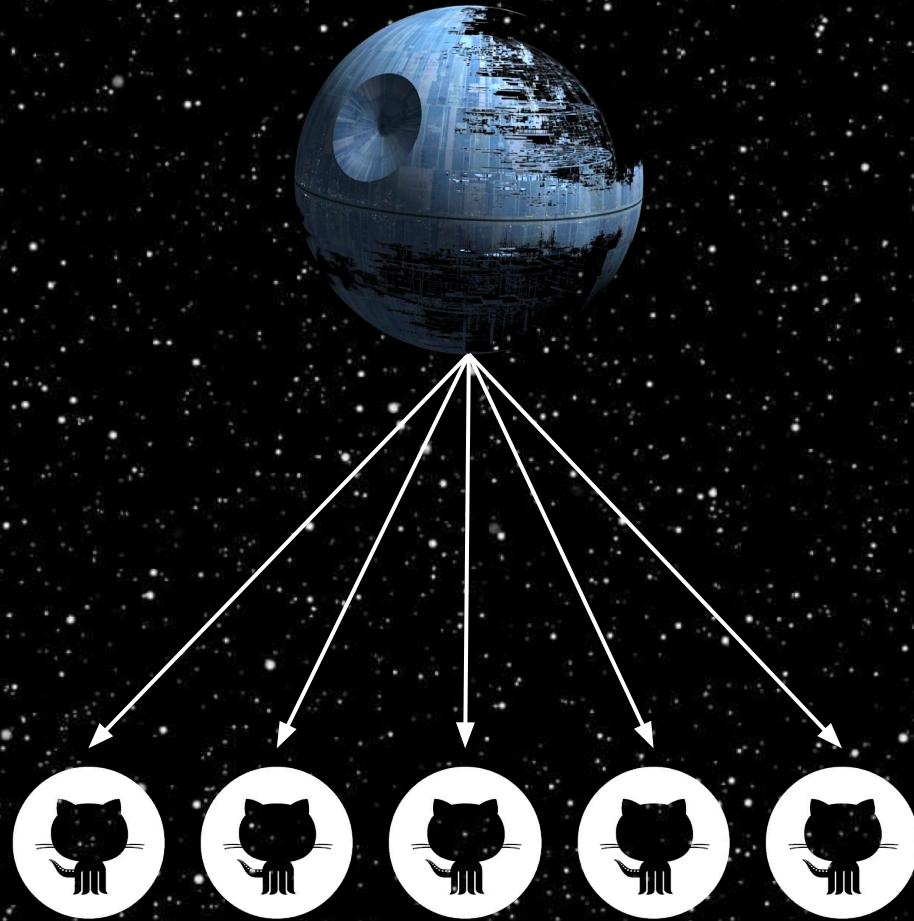
A photograph of a line of LEGO minifigures running from left to right. In the center, a large black rectangular block stands upright, with the words "INSTANT TROOPER" printed in white, bold, sans-serif capital letters. To the left of the block, a group of diverse minifigures is running, including a cheerleader in a blue and white uniform with a white 'M' on the chest, a character with red curly hair and a green shirt with a red bow tie, a character in a blue jumpsuit with a red cap, a character with a pink mohawk and a black t-shirt, and a character with dark hair in a black vest over a white shirt. To the right of the block, a line of Stormtrooper minifigures is running, all holding black blasters. The background is a plain, light-colored surface.

**INSTANT  
TROOPER**



**To scale and to be agile,  
we needed to change**





# Scaling the mobile code...

- **Improve code quality and reduce bugs**
- **Facilitate mobile development**
- **Support new teams in app dev.**
- **More agile development**



## MELI APP



**Home  
Module**



**Search  
Module**



**VIP  
Module**



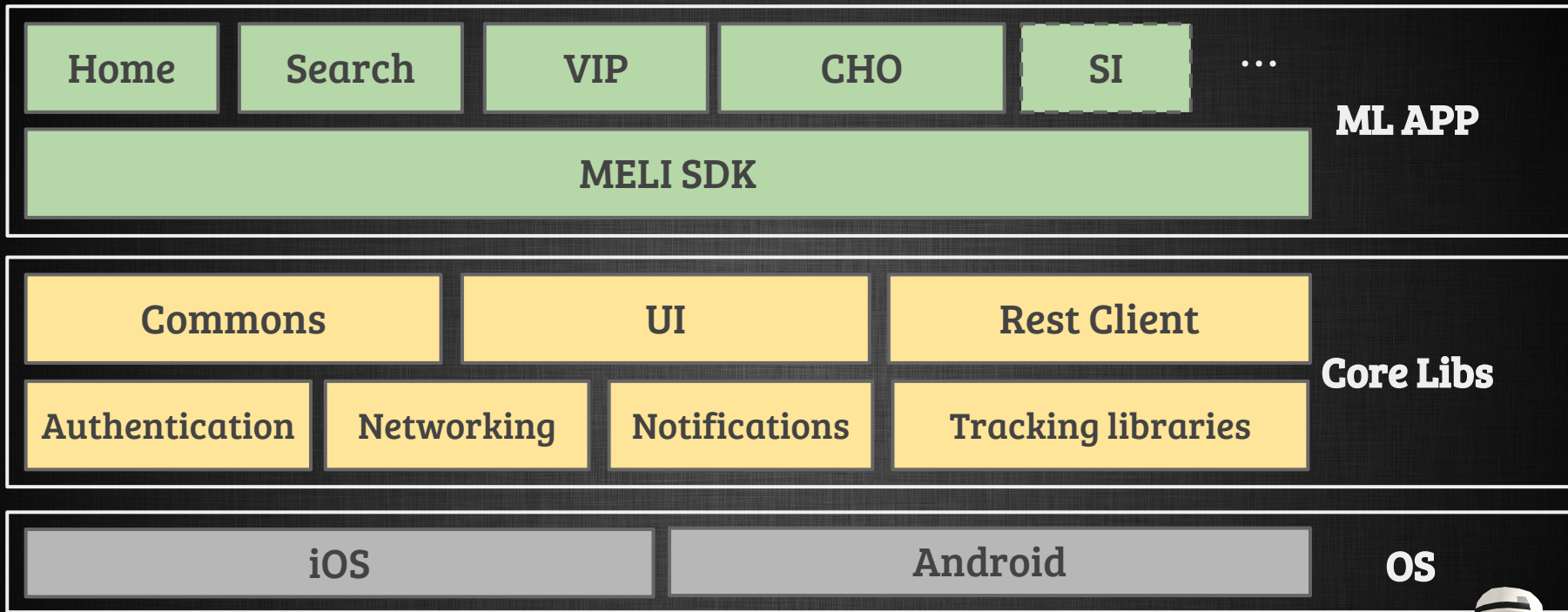
**CHO  
Module**

**Legacy  
App**

**Navigation Module**

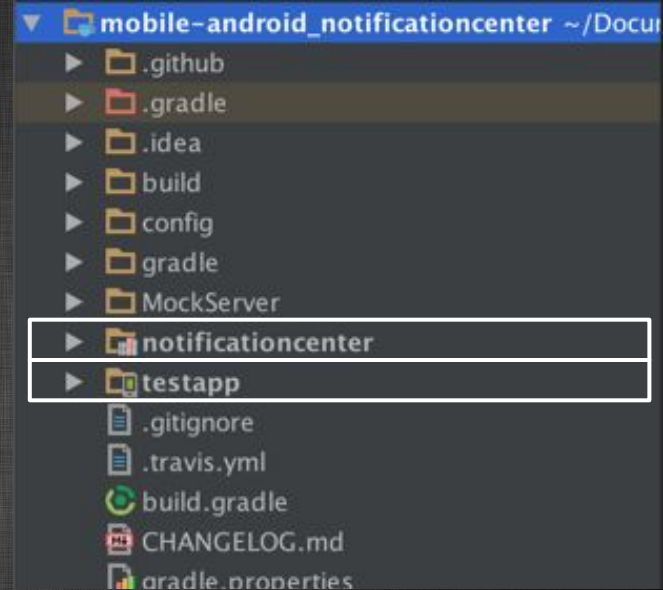
**Shared Libs & SDKs**





# Basic structure

- Each module has a testapp
- Each module can have one (or more) Android modules.
- Each module just imports:



```
...  
compile("com.mercadolibre.android.sdk:sdk:$sdkVersion")  
compile("com.mercadolibre.android.sdk:mvp:$sdkVersion")  
...
```

The image features two LEGO Stormtrooper minifigures in the foreground, holding a long, thin, light-colored wooden stick horizontally. They are positioned on a light brown surface, possibly a table. In the background, several other minifigures are visible but out of focus. The text "How do we communicate?" is overlaid in large, white, bold font across the center of the image.

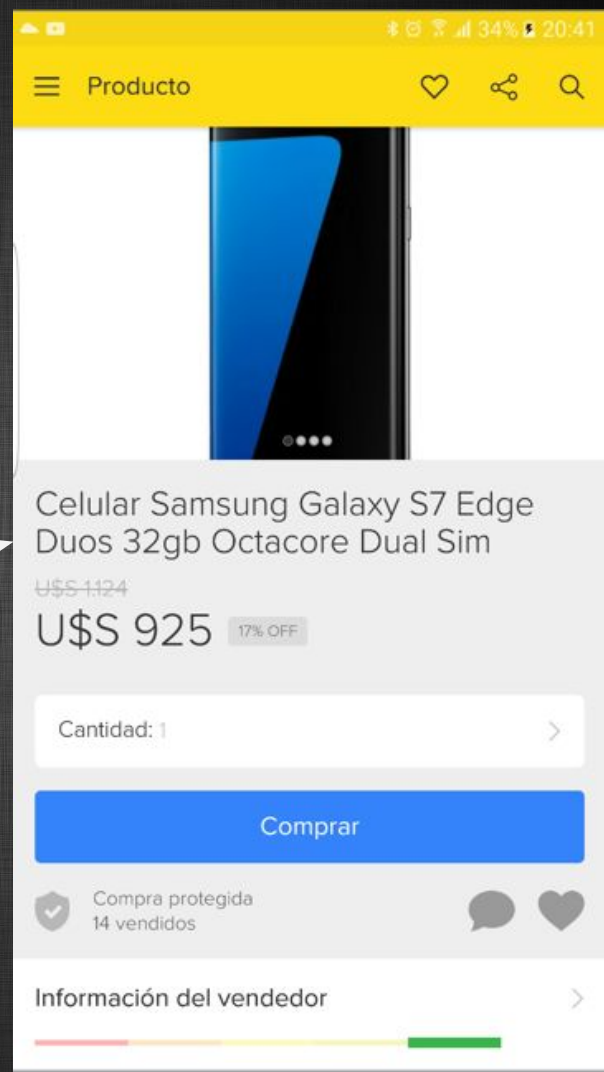
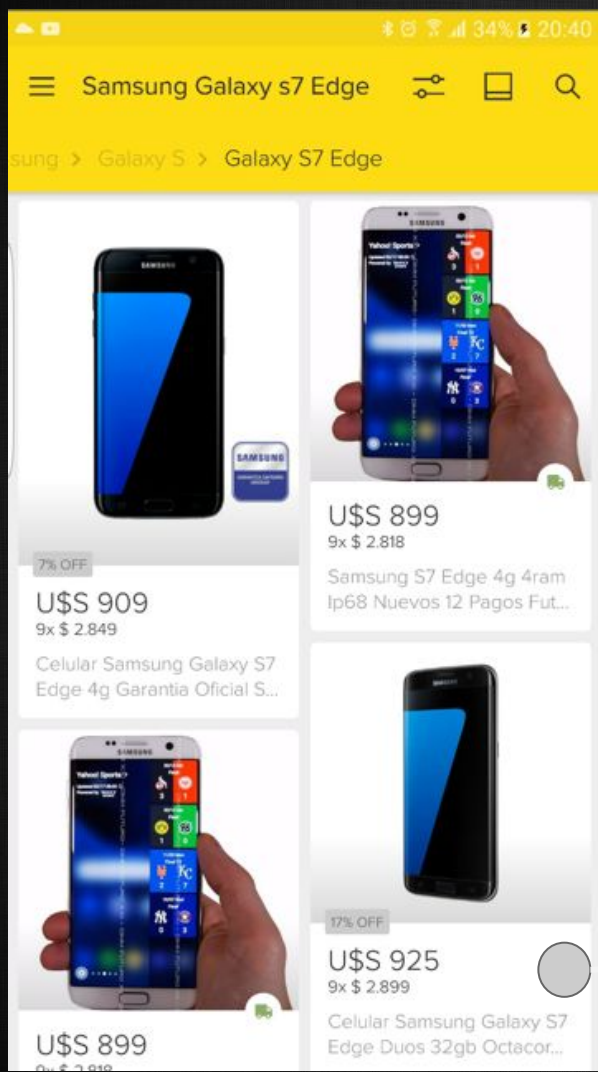
**How do we  
communicate?**

# Communication

- Modules don't know each other.
- The navigation is through predefined URLs
- 100% decoupled and “Deep Linking” Ready

```
final Intent intent = new Intent(this);  
final Uri uri = Uri.parse("myscheme://myhost/segment1?k=v");  
intent.setData(uri);  
startActivity(intent);
```





# Navigation

## ➤ Pro:

- Simple and known approach.
- Based in how Android handles the deeplinks.

## ➤ Cons:

- Uri has to be parsed
- Cannot do pre-fetching

# Navigation

```
<activity
  android:name=".activities.MyActivity"
  android:exported="false">

  <intent-filter>
    <action android:name="android.intent.action.VIEW" />
    <category android:name="android.intent.category.DEFAULT" />
    <category android:name="android.intent.category.BROWSABLE" />

    <data
      android:host="items"
      android:pathPattern="/something"
      android:scheme="ml" />
  </intent-filter>
</activity>
```

# Navigation

```
public class MyActivity extends AppCompatActivity {
```

```
    @Override
```

```
    protected void onCreate(Bundle savedInstanceState) {
```

```
        super.onCreate(savedInstanceState);
```

```
        // ml://items/something?k=v
```

```
        segments.get(0) == "something"
```

```
        if (getIntent().getData() != null) {
```

```
            final Uri deeplink = getIntent().getData();
```

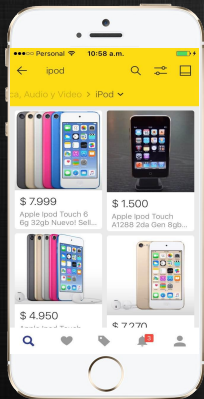
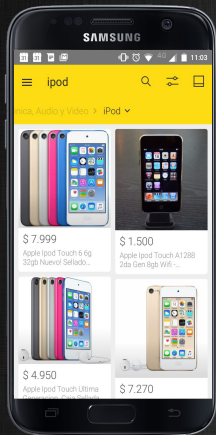
```
            final List<String> segments = deeplink.getPathSegments();
```

```
            final String val = deeplink.getQueryParameter("k");
```

```
            ...
```

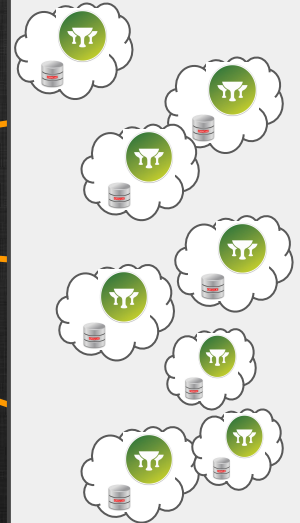
# Wrapper 2.0

# Wrapper 2.0

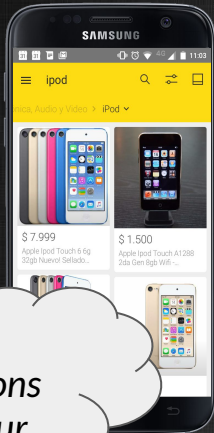


**Mobile  
Middleware  
(Wrapper)**

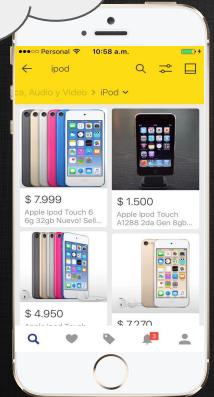
**Meli API**



# Wrapper 2.0



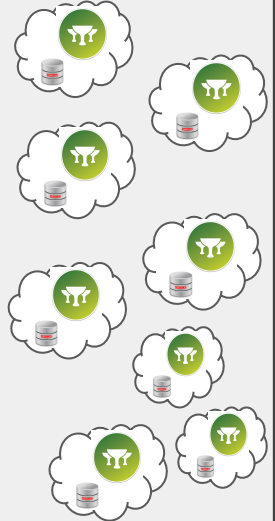
text translations behaviour



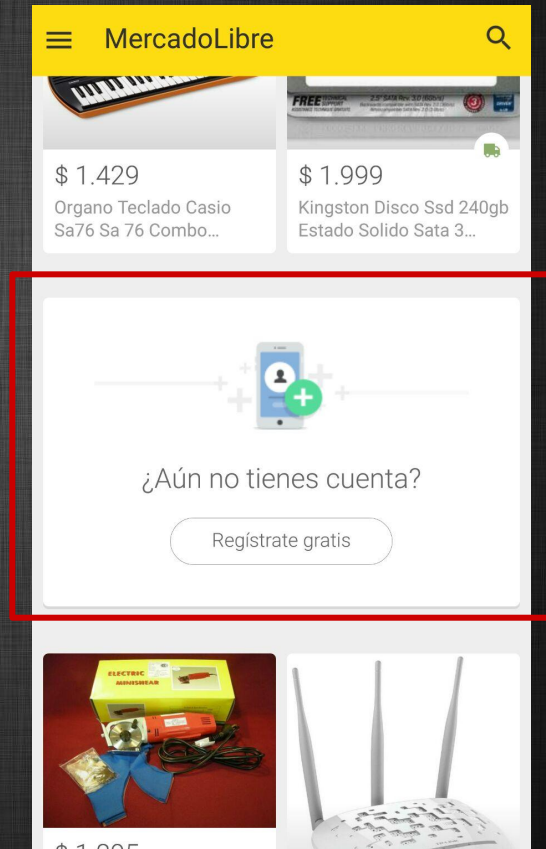
Mobile  
Middleware  
(Wrapper)

text translations behaviour

Meli API



# Wrapper 2.0





# Wrapper 2.0

```
{  
  id: "sign_up",  
  title: "¿Aún no tienes cuenta?",  
  button:  
  {  
    text: "Regístrate gratis",  
    text_color: "#666666",  
    background_color: "#ffffff"  
  },  
  action: "myschema://registration",  
  image: "http://static.ml.com/2b7c0ecb042a5.png",  
  background_color: "#ffffff"  
}
```

# Wrapper 2.0

- The response can change based on the App version (*design with that in mind*).
- The backend is **easily** modified, the apps are **not**.
- Backend must always be **backward compatible**.

# Quality Assurance

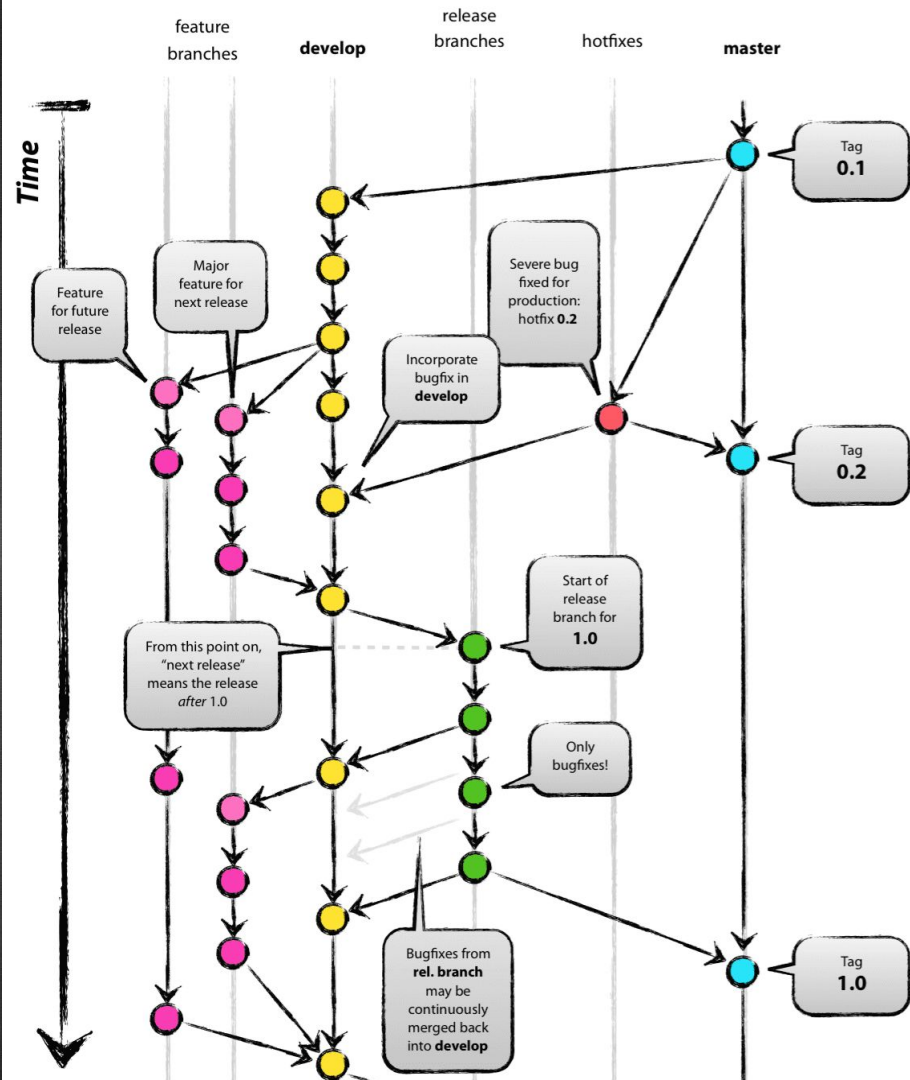


# Branching Model

A successful git branching model

➤ Three main branches:

- **develop**
- **release**
- **master**



**We have a  
new release  
process =)**

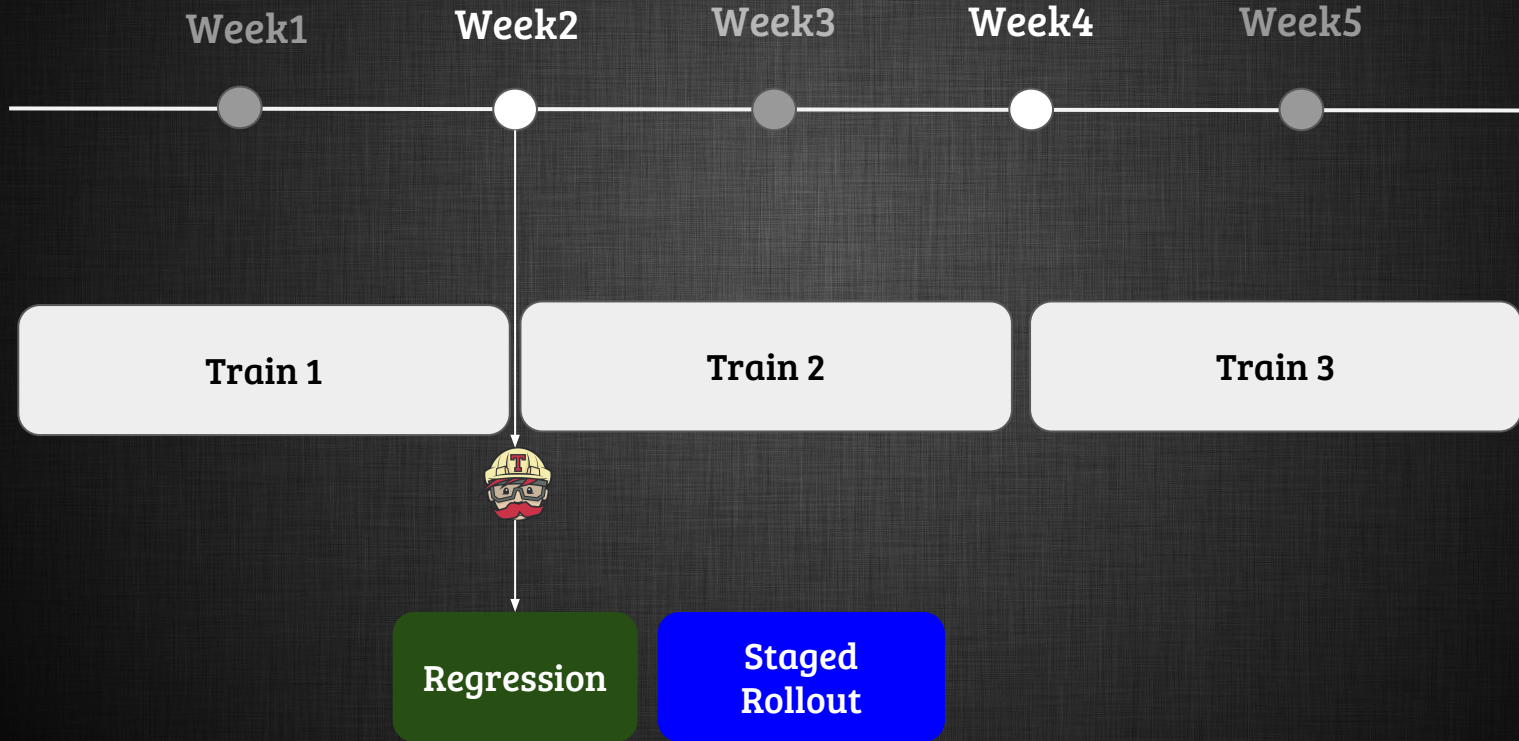


# Agile Release Trains

- Every 2 weeks a new version is released.
- Every 2 weeks, the train passes by and takes with it all merged PRs.
- A release train is implemented with a **Milestone** in Github.



# Agile Release Trains



# The Release Manager

- ❖ Assigning Pull Requests.
- ❖ Checking if the new version is ok.
- ❖ Creating the "What's New"
- ❖ Creating the APK and rolling it out.
- ❖ Following issues.





# Agile Release Trains

- Better communication with teams
- Teams estimate based on this schedule.
- New versions are better tested and controlled.

## MercadoLibre v6.15.0

📅 Due by July 14, 2016 ⌚ Last updated about 2 hours ago

RM @barriosnahuel; Fecha de finalización del desarrollo para las... (more)



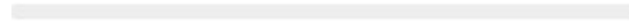
66% complete 5 open 10 closed

[Edit](#) [Close](#) [Delete](#)

## Mercado Libre v6.16.0

📅 Due by July 29, 2016 ⌚ Last updated about 6 hours ago

RM @natponzo Fecha de finalización del desarrollo para las libs: 2... (more)



0% complete 1 open 0 closed

[Edit](#) [Close](#) [Delete](#)



# Testing Automation

# Android Testing Pyramid



# Testing Automation

## ➤ MVP

- Most logic is in the presenter.
- More testable and readable code.

## ➤ Coverage from unit tests

- Stable and fast.
- Run the same local and in CI.

# Testing Automation *(example)*

@Test

```
public void testPictureResourceNoDeeplink() throws IOException {  
    MySomething mock = mock(MySomething.class);
```

```
    // Mock listener and run test method
```

```
    presenter.callSomeMethod(mock);
```

```
    verify(myMVPView, times(1)).methodExecutedOnlyOnceOnView(view);
```

```
    verify(myMVPView, never()).methodMustNotBeExecutedOnView(view);
```

```
}
```

# CI & CD



## ➤ Continuous Integration

- Automatically run tests and give feedback to the RM and developer.

## ➤ Continuous Deployment

- The APK is generated in Travis if the last commit to **release/master** contains *[ci deploy]*.

# Code Review & Static Code Analysis

- Code standards.
- Improve code quality and documentation.
- Share good practices & reduce bugs.
- Accept constructive comments.

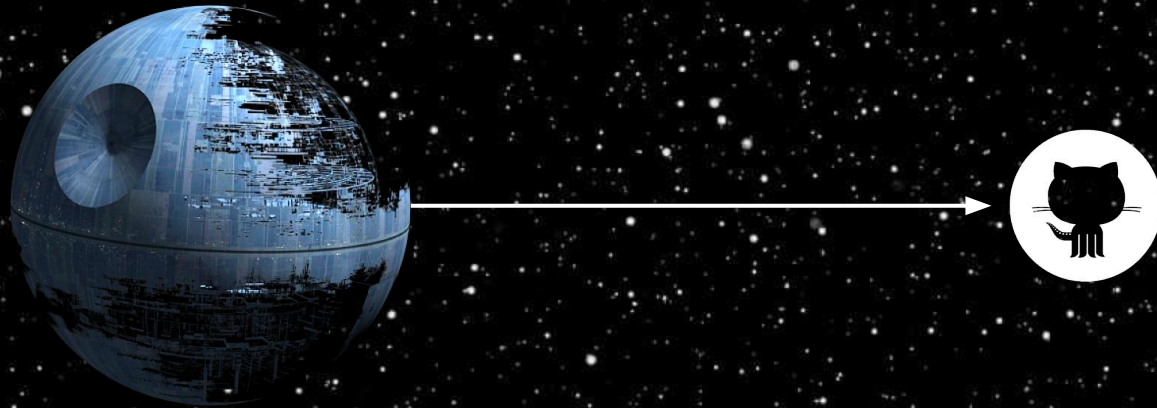


**How  
everything  
worked out?**

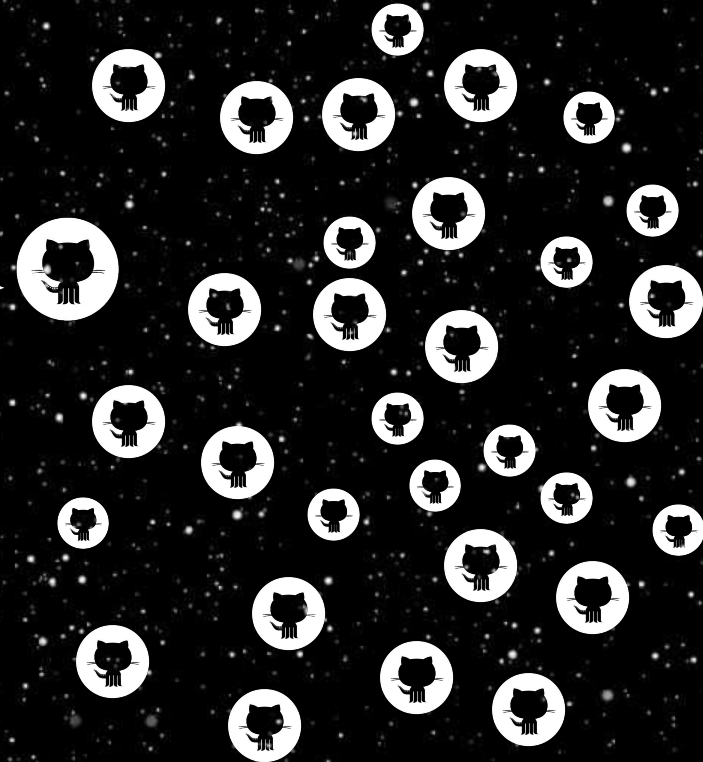




# One big-fat repo



# Distributed development



# A whole new feature is just a line...

Search version 3.13.1 #2742

 Merged marbarfa merged 1 commit into `mercadolibre:develop` from `nnavasi:release-3.13` 9 days ago

 Conversation 0

 Commits 1

 Files changed 1

Changes from all commits ▾ 1 file ▾

2  gradle.properties



@@ -14,7 +14,7 @@ meliTestingVersion=3.0.3

14

14

15

15

# FEnds

16

16

`checkoutVersion = 1.8.1`

17

~~`-searchVersion = 3.12.0`~~

17

`+searchVersion = 3.13.1`

18

18

`vipVersion = 3.13.2-EXPERIMENTAL-+`

19

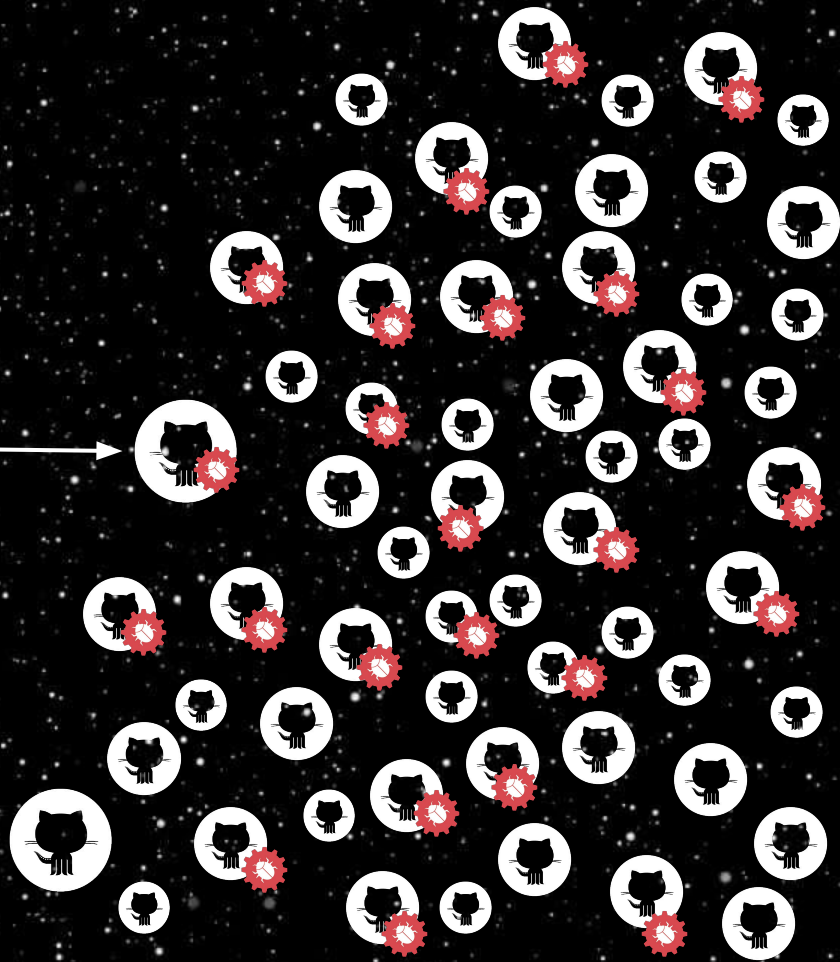
19

`homeVersion = 4.12.0`

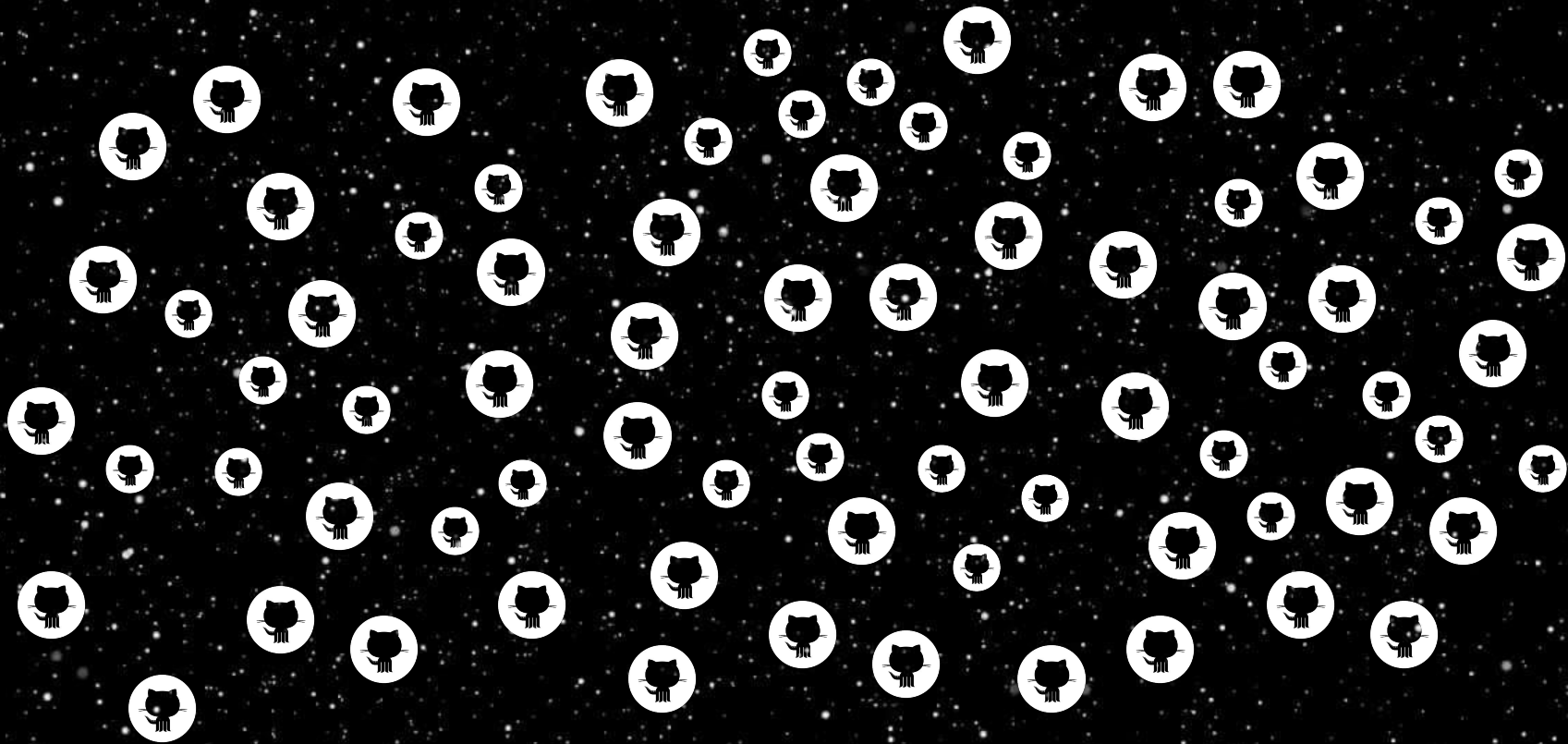
# New Challenges



# Distributed Bugs



# Evangelize Good Practices



# THANK YOU!

MARCOS BARRETO

@marbarfa

