Building a “real” Android app: the story of CalWatch

Dan S. Wallach (Rice University)

(something a bit different and fun for Comp215)
Prof. Wallach’s Java chops are rusty

But Comp215 is in Java, and in May 2014, Motorola gave me an idea...
Let’s build a watchface for Android Wear!

Initial idea for the Moto 360 contest, ~30 minutes in Photoshop & Illustrator:
Let's build a watchface for Android Wear!

Initial idea for the Moto 360 contest, ~30 minutes in Photoshop & Illustrator:

- Floating reminder text
- Transparency & shadows
- Free/busy time on the dial
- Easy to read, analog indicia (dive watch “tool” styling)
Android development 101

Android apps are written in Java 7 (no lambdas, no streams)
Download and install Java SE, Android Studio (IdeaJ), and tons of Android SDKs
Start building a basic “Hello World” and work up from there

Android Studio generates lots of boilerplate
You lay out your UI with a graphical tool
Basic Java code to put it together is auto-generated

Android “emulator” is easy to use
Build a fake phone with “AVD” (Android Virtual Device) and configure it right
  “Use host GPU” and use a virtual Intel chip, not ARM
  Install “HAXM” kernel extension
→ Runs super fast
Two days later... (August 13)

Running clock
Second hand ticking at 5Hz
Timezone is wrong
Crashes if you close, rotate, etc.

**Total code written**
MyActivity.java: 124 lines
MyView.java: 350 lines
XML layout, manifest, etc.: ~60 lines

Ignore Android Wear for now
I didn’t have one yet
Easier to test and debug on a phone
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“Application lifecycle”

Drawing on a Canvas

Machine generated (mostly)
The Android “Application Lifecycle”

You implement a subclass of Activity and override a bunch of methods `onCreate`, `onStart`, `onStop`, `onPause`, etc.

**Callback-style programming**
Set everything up, sit back, and wait for the system to call you.
Single-threaded UI programming

Blocking is not allowed! Schedule things for the future.
Set “alarms”
Use “animators”

Or, start a separate thread, and deal with multithreading headaches

Pay careful attention to the application lifecycle.
Turn off alarms, kill auxiliary threads, etc.
Hardest thing for me to ultimately debug
Debugging an Android app

Logging, logging, logging!

```java
import android.util.Log;

public class Foo {

    private static final String TAG = "Foo";

    ...

    Log.v(TAG, "something interesting happened here");
}
```

Logs are captured by Android Studio or by "adb" command line tool
Also, there are apps on the phone that can show you the logs
When your app crashes in the field, logs can be recovered post facto
Note: do not write "private" or user-sensitive info to the logs!
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5 log "levels" (verbose, error, info, ...). See also, `Log.wtf()`

Optional 3rd argument: any Exception (prints stack trace to the log)
So I wanted to read from the calendar...

```
// first, get the list of calendars
Log.v(TAG, "CalendarFetcher starting to load content");
final String[] calProjection =
    new String[] {
        CalendarContract.Calendars._ID,
        CalendarContract.Calendars.NAME,
        CalendarContract.Calendars.ACCOUNT_NAME,
        CalendarContract.Calendars.ACCOUNT_TYPE,
        CalendarContract.Calendars.CALENDAR_COLOR,
        CalendarContract.Calendars.CALENDAR_COLOR_KEY,
        CalendarContract.Calendars.VISIBLE
    };
Cursor calCursor = ctx.getContentResolver().query(CalendarContract.Calendars.CONTENT_URI,
    calProjection,
    CalendarContract.Calendars.VISIBLE + " = 1",
    null,
    CalendarContract.Calendars._ID + " ASC");

int calendarsFound = 0;

if (calCursor.moveToFirst()) {
    do {
        CalendarResults.Calendar cal = new CalendarResults.Calendar();
        int i = 0;
        cal.ID = calCursor.getInt(i++);
        cal.name = calCursor.getString(i++);
        cal.accountName = calCursor.getString(i++);
        cal.accountType = calCursor.getString(i++);
        cal.calendarColor = calCursor.getInt(i++);
        cal.calendarColorKey = calCursor.getString(i++);
        cal.visible = (calCursor.getInt(i++) != 0);
        // Log.v(TAG, "Found calendar. ID(" + cal.ID + "), name(" + cal.name + "), color(" + Integer.toHexString(cal.calendarColor) + "), colorKey(" + cal.calendarColorKey + "), accountName(" + cal.accountName + "), visible(" + Boolean.toString(cal.visible)+ "))
        cr.calendars.put(cal.ID, cal);
        calendarsFound++;
    } while (calCursor.moveToNext());
}
Log.v(TAG, "calendars found (" + calendarsFound + ")");

calCursor.close();
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Log.v(TAG, "calendars found (" + calendarsFound + ")");

Load results into my own data structure

Don't forget to clean up afterwards
How do you figure all this out?

Google searches, StackOverflow searches, much head scratching
Initially, I was querying the full calendar
Found an open-source library for dealing with RFC 2245 “recurring events”
Didn’t always work (solved for real later; stay tuned...)

Save URLs in code comments

grep http *.java → 17 different places where I borrowed ideas and code

Warning: much advice on the Internet is incomplete or flat-out wrong
Overlapping calendar events

Initial thought: design a greedy algorithm
For each event: If no overlap with prior events, insert and we’re done
If there is overlap, then add a “new level” and squish overlapping events
Stretch prior inserted events to fill these new levels

Analysis: $O(n^3)$ worst case (if they all overlap), but $n$ is small

 Mostly worked, but obscure bugs and layout wasn’t pretty
Good enough for now, fix it later (stay tuned...)
Time to port the code to run on Android Wear
## Code size, August 24 (before Wear port)

<table>
<thead>
<tr>
<th>Class</th>
<th>Lines</th>
</tr>
</thead>
<tbody>
<tr>
<td>CalendarFetcher.java</td>
<td>417</td>
</tr>
<tr>
<td>CalendarResults.java</td>
<td>95</td>
</tr>
<tr>
<td>ClockFace.java</td>
<td>574</td>
</tr>
<tr>
<td>EventLayout.java</td>
<td>137</td>
</tr>
<tr>
<td>MyActivity.java</td>
<td>245</td>
</tr>
<tr>
<td>MyViewAnim.java</td>
<td>300</td>
</tr>
<tr>
<td>miscellaneous Java</td>
<td>47</td>
</tr>
<tr>
<td>XML files</td>
<td>158</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>1973</td>
</tr>
</tbody>
</table>

- Graphics code now in a separate class; Added graphics code for the pie wedges.
- Running the graphics in a separate thread, many headaches.
Android Wear: It’s just Android

APIs for implementing a “watchface” were undefined; start with an “app”

My app was running immediately on the watch emulator

New “layout” (XML) and minor tweaks, but it ran right away

There’s a CalendarProvider on the watch, but it returns no calendars, no events

New engineering necessary: build a phone → watch data path

Two choices: DataAPI or MessageAPI (both over Bluetooth)

DataAPI: key/value store, synchronized magically (eventually)

MessageAPI: here’s an array of bytes, get it over there or fail now
How to send calendar data?

DataAPI key/value store doesn’t handle object-arrays
Need reliable, simple serialization

Protocol buffers to the rescue!
Invented by Google, widely supported, efficient, compact, extensible, ...
Compact open-source “Wire” library from Square, engineered for Android

```protobuf
textproto
message WireEvent {
  required int64 startTime = 1;
  required int64 endTime = 2;
  required int32 displayColor = 3;
}

message WireUpdate {
  repeated WireEvent events = 1;
  required bool newEvents = 2; // true: the events are new, have a look; false: ignore the events field
  required int32 faceMode = 3; // display mode: ClockState.FACE_TOOL, FACE_NUMBERS, FACE_LITE
  required bool showSecondHand = 4;
  required bool showDayDate = 5;
}
```
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```java
public byte[] getProtobuf() {
    WireUpdate wireUpdate = new WireUpdate(getWireEventList(), true, getFaceMode(), getShowSeconds(), getShowDayDate());
    byte[] output = wireUpdate.toByteArray();
    return output;
}
```

Boom! Bytes ready to send.

11 calendar events → 250 bytes
Activities vs. Services

Activities (you run them, you see them)

Services (operate in the background)

Both can run in the same process, share the same UI thread. Services can continue running even when the app isn’t visible. Android might kill your Activity but leave your Service running. Services can automatically start at boot time.

We want to feed calendar data from the phone to the watch, even if the user hasn’t started the app!

Refactor code to have a service interacting with the calendar provider

Shared state: Activity (on phone) just sees new data to render

Networking: Serialize the state and send it to the watch
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
  package="org.dwallach.calwatch">
  <uses-feature android:name="android.hardware.type.watch"
    android:required="false" />
  <uses-permission android:name="android.permission.READ_CALENDAR" />
  <uses-permission android:name="android.permission.WAKE_LOCK" />
  <uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED" />
  <uses-permission android:name="android.permission.READEXTERNAL_STORAGE" />
  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
  <uses-permission android:name="com.google.android.permission.PROVIDE_BACKGROUND" />
  <application android:allowBackup="true"
    android:icon="@drawable/ic_launcher"
    android:label="@string/app_name"
    android:theme="@style/AppTheme">
    <meta-data android:name="com.google.android.gms.version"
      android:value="@integer/google_play_services_version" />
    <activity android:name=".PhoneActivity"
      android:label="@string/app_name">
      <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
      </intent-filter>
    </activity>
    <service android:name=".WatchCalendarService"
      android:enabled="true"
      android:exported="false" />
    <receiver android:name=".WakeupReceiver"
      android:enabled="true"
      android:exported="true">
      <intent-filter>
        <action android:name="android.intent.action.BOOT_COMPLETED" />
        <action android:name="org.dwallach.calwatch.WAKE" />
      </intent-filter>
      <intent-filter>
        <action android:name="android.intent.action.PROVIDER_CHANGED" />
        <data android:scheme="content" />
        <data android:host="com.android.calendar" />
      </intent-filter>
    </receiver>
  </application>
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    <uses-permission android:name="com.google.android.permission.PROVIDE_BACKGROUND"/>
    <application android:allowBackup="true"
        android:icon="@drawable/ic_launcher"
        android:label="@string/app_name"
        android:theme="@style/AppTheme">
        <meta-data android:name="com.google.android.gms.version"
            android:value="@integer/google_play_services_version" />
        <activity android:name=".PhoneActivity"
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                <data android:host="com.android.calendar"/>  
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    </application>
</manifest>

Extra declaration: I’m a hybrid phone/watch app
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Manifest.XML - where it all begins

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The Activity: what the user sees
Manifest.XML - where it all begins

Service: fetches data when the calendar is updated
Manifest.XML - where it all begins

Receiver: Gets notified when we boot and when the calendar changes; kicks the Service
Gradle build system

make → ant → maven → gradle → ...

Gradle is this week’s current trendy build system; it has some cool features

dependencies {
    compile fileTree(dir: 'libs', include: ['*.jar'])
    compile 'com.squareup.wire:wire-runtime:1.5.1'
}

def getVersionName = { ->
    try {
        def stdout = new ByteArrayOutputStream()
        exec {
            commandLine 'git', 'describe', '--tags', '--dirty'
            standardOutput = stdout
        }
        return stdout.toString().trim()
    } catch (ignored) {
        return null;
    }
}

Go find the library out there, somewhere, and link it in for me.

General-purpose Groovy scripting language.
Debugging
Paranoid engineering?

Tons of paranoid code throughout the codebase, e.g.,:

```java
public void onConnected(Bundle connectionHint) {
    Log.v(TAG, "connected to Google API!");
    readyToSend = true;

    // shouldn't ever happen, but might explain the weird null pointer exceptions that rarely show up in the logs
    if(googleApiClient == null) {
        Log.e(TAG, "unexpected null googleApiClient");
        cleanup();
        initGoogle();
        return;
    }

    try {
        Wearable.MessageApi.addListener(googleApiClient, this);
    } catch (NullPointerException e) {
        Log.e(TAG, "unexpected failure in onConnected (googleApiClient = " + googleApiClient + ")", e);
        cleanup();
        initGoogle();
        return;
    }

    sendAllToWatch();
}
```
This is the callback once we’re “connected” to the Google API.
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```

Paranoia 1: maybe `googleApiClient` was null (which shouldn’t happen).

Paranoia 2: try to clean up and reconnect.
Finally, I got my LG G Watch in the mail

Found bugs that I didn’t find in the emulator
Tweaks to the graphics to look good on the watch (shadows, font size, ...)
Integrated sample code (reverse-engineered) to run as a real watchface
Extra work to deal with “ambient” mode
No documentation from Google at all

Many, many fixes to lifecycle bugs
Example: what if the watchface restarts and there’s no connected phone?
Solution: use persistent state to remember old calendar data

Tweak graphics for the “flat tire” bottom of the Moto 360
Performance & profiling

Rule #1: Don’t.

Rule #2: Profile your code.

android.os_Debug.startMethodTracing()

Run ~60 seconds, stop, get giant dump, run in analysis tool
Also useful: compute min/mean/max frame rendering times, report in log

Tentative observations:
Recomputing day/date (“Nov 4”) on every redraw is surprisingly expensive
Caching this result not only sped up redraws, but also eliminated most garbage collection events

Recomputing the geometry of the watch face is also dumb
Canvas lets you “cache” this in a Path, which you can reuse on subsequent frames

Results? Running at 40+ Hz, using <30% of available CPU time

Folk wisdom:
Keep your onDraw() method lean (no memory allocation, etc.)
Alpha 1 “release”: September 15

First point that I’m willing to generate an APK, show others. Still buggy.

<table>
<thead>
<tr>
<th>Class</th>
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</tr>
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<td></td>
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<td>EventLayout.java</td>
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<td>ClockState.java</td>
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<td>TimeWrapper.java</td>
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<td>MyViewAnim.java</td>
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<td>WearActivity.java</td>
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<td>miscellaneous Java</td>
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Total lines: 1973 → 3555
**Alpha 1 “release”: September 15**

First point that I’m willing to generate an APK, show others. Still buggy.

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<tr>
<th>Class</th>
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</table>

*Model / View / Controller separation*
Alpha 1 “release”: September 15

First point that I’m willing to generate an APK, show others. Still buggy.

Shared code across phone & watch
Subsequent fixes: lots and lots of bugs

Reading the calendar. *Properly.*
“Instances” not “events”
CalendarFetcher.java: 449→275 lines, and no more recurring-event bugs
Removed RFC2245 library, no longer necessary

*Observation:* led astray by calendar code on the Internet, fixed by careful reading of the Android API documentation.

And yet more subtle bugs fixed with the app lifecycle.
Maybe once-a-day crashes? Run to a computer and extract logs. Repeat.

*Observation:* Easy to get running. Hard to nail down weird bugs.
Exasperation: Pasting together bits of code from the Internet is dangerous.
Calendar event layout misbehavior

Weird corner cases where the layout just didn’t work right

Attempt #1: Unit testing and careful engineering

Android has unit testing support. The event layout engine is easy to test on its own.

_Hypothesis:_ My greedy algorithm is the wrong solution. Need to treat like a system of equations or springs.

_Insight:_ Computer science to the rescue. Linear constraint solvers!

**Simplex method is decades old**

Exponential worst case, fast in practice

Picked the Cassowary solver (Java, open source)
Using a solver is easy

ClLinearExpression sumSizes = new ClLinearExpression(0.0);
for (i = 0; i < nEvents; i++) {
    sumSizes = sumSizes.plus(sizes[i]);
    for (j = i + 1; j < nEvents; j++) {
        if (events.get(i).overlaps(events.get(j))) {
            // constraint: base level + its size < base level of next dependency
            ClLinearExpression levelPlusSize = new ClLinearExpression(startLevels[i]).plus(sizes[i]);
            ClLinearInequality liq = new ClLinearInequality(levelPlusSize, CL.LEQ, startLevels[j], ClStrength.required);
            solver.addConstraint(liq);

            // weak constraint: constrained segments should have the same size (0.5x weight of other weak constraints)
            ClLinearEquation eqSize = new ClLinearEquation(sizes[i], new ClLinearExpression(sizes[j]), ClStrength.weak, 0.5);
            solver.addConstraint(eqSize);
        }
    }
}

// constraint: the sum of all the sizes is greater than the maximum it could ever be under the absolute best of cases
// (this constraint's job is to force us out of degenerate cases when the solver might prefer zeros everywhere)
ClLinearInequality sumSizesEq = new ClLinearInequality(sumSizes, CL.GEQ, new ClLinearExpression(MAXLEVEL*nEvents), ClStrength.weak);
solver.addConstraint(sumSizesEq);
Using a solver is easy

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ClLinearExpression sumSizes = new ClLinearExpression(0.0);
for (i = 0; i < nEvents; i++) {
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solver.addConstraint(sumSizesEq);
```

Event ordering impacts layout. So what order?
Event sorting: for consistency + aesthetics

// Primary sort: color, so events from the same calendar will become consecutive wedges

// Secondary sort: endTime, with objects ending earlier appearing first in the sort.
// (goal: first fill in the outer ring of the display with smaller wedges; the big
// ones will end late in the day, and will thus end up on the inside of the watchface)

// Third-priority sort: startTime, with objects starting later (smaller) appearing first in the sort.

Collections.sort(cr.instances, new Comparator<CalendarResults.Instance>() {
    public int compare(CalendarResults.Instance lhs, CalendarResults.Instance rhs) {
        if(lhs.displayColor != rhs.displayColor)
            return Long.compare(lhs.displayColor, rhs.displayColor);

        if(lhs.endTime != rhs.endTime)
            return Long.compare(lhs.endTime, rhs.endTime);

        return Long.compare(rhs.startTime, lhs.startTime);
    }
});
Solver performance?

In typical use, the solver runs for <100ms (on the watch with ~10 events). Overkill: re-running the solver with even $n$ position swaps (never mind $n!$ total reorderings) could explode the solver time. Not acceptable. (And maybe the current scheme looks better than a packing-optimal one.)

The result is cached.

The cache is only invalidated once per hour or if new calendar data arrives.

And it looks great. Conclusion? Problem solved.
Time to let more people play with it!

“Private” beta
September 24
Invited personal friends

Found more bugs

Eventually “public” beta
G+ Community: “Android Wear Developers”
Picked up 30-40 users
Little useful bug feedback
Play Store bug reporting

When the app fails, the user can report it. It goes to the Play dev console.
Sadly, logs aren’t included.
Also, doesn’t seem to include on-watch crashes.

Better error reporting is available with Crashalytics library, but network permissions are required.
I don’t want network permissions!
Finally, I think I nailed it

Careful attention to the Android SDK documents for lifecycle events
But zero documentation for watchfaces, so it’s a guessing game

**Careful attention to multithreaded discipline**
Simultaneous redrawing from two threads will (rarely) crash the whole watch
→ If the draw thread is active, suppress redraws from elsewhere

**Many bugs found/fixed specifically for the Moto 360**
Different behavior for “ambient” mode, etc.

**Try/catch blocks everywhere**
35 try blocks across ~4700 lines of code

**Minor stuff**
Android 5 “material design” widgets, if the phone is running Android 5
Proper handling of daylight savings time
**Beta 11 release: November 2**

This time, for sure. No, really. (Line counts relative to alpha 1.)

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<th>Class</th>
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<tr>
<td>Total</td>
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</table>
Since then?

Very rare misbehaviors. Stab-in-the-dark code to catch them.
E.g., Rarely, the event loop keeps running even after I kill it.

**Reading over the logcat, some evidence of subtle Android system bugs.**
Messages about running out of file descriptors.
  Could be me leaking memory, object finalizers not running.

Only seems to happen multiple days after the app starts running.

**Recovery after a crash is at least solid.**
User sees “Unfortunately, CalWatch has stopped working. [Ok]”.
Single click and it’s back again like nothing happened.

Even found a few bugs while preparing these slides...
What's next?

Google still hasn’t announced official watchface APIs
No “Wear” section in the Google Play Store
Maybe they'll change things around → more fun with the application lifecycle!

**Need to test with other languages and locales**
Right-to-left (Arabic, Farsi, Hebrew, ...) will be fun to test and debug
At least Android has good support for internationalization and localization

**Open source?**
*Dual license:* it’s easy to share (GPLv3) and license commercially

http://www.cs.rice.edu/~dwallach/calwatch/

https://github.com/danwallach/CalWatch
Acknowledgements...

https://android.googlesource.com/platform/packages/providers/CalendarProvider/+master/src/com/android/providers/calendar/CalendarReceiver.java
http://constraints.cs.washington.edu/cassowary/
https://developer.android.com/training/wearables/data-layer/events.html
http://sourabhsoni.com/how-to-use-intent-action_time_tick/
http://stackoverflow.com/questions/7597742/what-is-the-purpose-of-looper-and-how-to-use-it
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