新手必备的常用 Android 代码片段整理 (2)

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来源:赵凯强 (@裸奔的凯子哥)

链接: http://blog.csdn.net/zhaokaiqiang1992/article/details/44724687

本系列:

新手必备的常用 Android 代码片段整理 (1)

以下内容来自多个开源项目的整理和自己的项目积累

1.收集设备信息,用于信息统计分析

```
public static Properties collectDeviceInfo(Context context) {
     Properties mDeviceCrashInfo = new Properties();
     try {
       PackageManager pm = context.getPackageManager();
       PackageInfo pi = pm.getPackageInfo(context.getPackageName(),
            PackageManager.GET ACTIVITIES);
       if (pi != null) {
          mDeviceCrashInfo.put(VERSION NAME,
               pi.versionName == null ? "not set" : pi.versionName);
          mDeviceCrashInfo.put(VERSION_CODE, pi.versionCode);
    } catch (PackageManager.NameNotFoundException e) {
       Log.e(TAG, "Error while collect package info", e);
    }
     Field[] fields = Build.class.getDeclaredFields();
     for (Field field: fields) {
       try {
         field.setAccessible(true);
         mDeviceCrashInfo.put(field.getName(), field.get(null));
       } catch (Exception e) {
          Log.e(TAG, "Error while collect crash info", e);
       }
     }
     return mDeviceCrashInfo;
  }
public static String collectDeviceInfoStr(Context context) {
     Properties prop = collectDeviceInfo(context);
```

2.是否有SD卡

3.动态隐藏软键盘

```
@TargetApi(Build.VERSION CODES.CUPCAKE)
  public static void hideSoftInput(Activity activity) {
    View view = activity.getWindow().peekDecorView();
    if (view != null) {
       InputMethodManager inputmanger = (InputMethodManager) activity
           .getSystemService(Context.INPUT METHOD SERVICE);
       inputmanger.hideSoftInputFromWindow(view.getWindowToken(), 0);
    }
  }
  @TargetApi(Build.VERSION CODES.CUPCAKE)
public static void hideSoftInput(Context context, EditText edit) {
    edit.clearFocus();
    InputMethodManager inputmanger = (InputMethodManager) context
         .getSystemService(Context.INPUT METHOD SERVICE);
    inputmanger.hideSoftInputFromWindow(edit.getWindowToken(), 0);
  }
```

4.动态显示软键盘

```
@TargetApi(Build.VERSION_CODES.CUPCAKE)
public static void showSoftInput(Context context, EditText edit) {
    edit.setFocusable(true);
    edit.setFocusableInTouchMode(true);
    edit.requestFocus();
```

5.动态显示或者是隐藏软键盘

6.主动回到Home,后台运行

7.获取状态栏高度

注意,要在onWindowFocusChanged中调用,在onCreate中获取高度为0

```
@TargetApi(Build.VERSION_CODES.CUPCAKE)
public static int getStatusBarHeight(Activity activity) {
   Rect frame = new Rect();
   activity.getWindow().getDecorView().getWindowVisibleDisplayFrame(frame);
   return frame.top;
}
```

8.获取状态栏高度+标题栏(ActionBar)高度

(注意,如果没有ActionBar,那么获取的高度将和上面的是一样的,只有状态栏的高度)

```
public static int getTopBarHeight(Activity activity) {
```

9.获取MCC+MNC代码 (SIM卡运营商国家代码和运营商网络代码)

仅当用户已在网络注册时有效, CDMA 可能会无效 (中国移动: 46000 46002, 中国联通: 46001,中国电信: 46003)

10.返回移动网络运营商的名字

(例:中国联通、中国移动、中国电信) 仅当用户已在网络注册时有效, CDMA 可能会无效)

11.返回移动终端类型

12.判断手机连接的网络类型(2G,3G,4G)

联通的3G为UMTS或HSDPA,移动和联通的2G为GPRS或EGDE,电信的2G为CDMA,电信的3G为EVDO

```
public class Constants {
   * Unknown network class
   */
  public static final int NETWORK_CLASS_UNKNOWN = 0;
  /**
   * wifi net work
  public static final int NETWORK WIFI = 1;
   * "2G" networks
  public static final int NETWORK CLASS 2 G = 2;
   * "3G" networks
   */
  public static final int NETWORK CLASS 3 G = 3;
  /**
   * "4G" networks
  public static final int NETWORK CLASS 4 G = 4;
}
public static int getNetWorkClass(Context context) {
    TelephonyManager telephonyManager = (TelephonyManager) context
         .getSystemService(Context.TELEPHONY_SERVICE);
    switch (telephonyManager.getNetworkType()) {
    case TelephonyManager.NETWORK_TYPE_GPRS:
    case TelephonyManager.NETWORK_TYPE_EDGE:
    case TelephonyManager.NETWORK_TYPE_CDMA:
    case TelephonyManager.NETWORK_TYPE_1xRTT:
    case TelephonyManager.NETWORK_TYPE_IDEN:
      return Constants.NETWORK_CLASS_2_G;
    case TelephonyManager.NETWORK_TYPE_UMTS:
    case TelephonyManager.NETWORK TYPE EVDO 0:
```

```
case TelephonyManager.NETWORK_TYPE_EVDO_A:
    case TelephonyManager.NETWORK_TYPE_HSDPA:
    case TelephonyManager.NETWORK_TYPE_HSUPA:
    case TelephonyManager.NETWORK_TYPE_HSPA:
    case TelephonyManager.NETWORK_TYPE_EVDO_B:
    case TelephonyManager.NETWORK_TYPE_EHRPD:
    case TelephonyManager.NETWORK_TYPE_HSPAP:
        return Constants.NETWORK_CLASS_3_G;

case TelephonyManager.NETWORK_TYPE_LTE:
    return Constants.NETWORK_CLASS_4_G;

default:
    return Constants.NETWORK_CLASS_UNKNOWN;
}
```

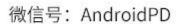
13.判断当前手机的网络类型(WIFI还是2,3,4G)

需要用到上面的方法

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