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Android Server Connection

There are a couple of ways to allow Android to connect to the servers. Two of the classes for the connections are given as follows:

- [URLConnection](#), which represents a communications link between the application and a URL, and
- [HttpClient](#), which is an interface for an HTTP client and was deprecated in Android 5.1 and is removed from the Android SDK in Android 6.0. In order to use it, edit the dependencies in `build.gradle` to the following:

Gradle Scripts: `build.gradle` (Module: `app`)

```
1 dependencies {  
2     compile fileTree(include: ['*.jar'], dir: 'libs')  
3     compile 'com.android.support:appcompat-v7:23.0.1'  
4     compile  
5     'org.jbundle.util.osgi.wrapped:org.jbundle.util.osgi.wrapped.org.apache.http.client:4.1.2'  
6     ...  
7 }
```

This app is based on the [Android - PHP/MySQL Tutorial](#), which retrieves the user's role from the MySQL database on the server according to the entered username and password.

The two figures on the right show the screenshots of this application, which calls a PHP program using either one of the



two methods: GET
and POST.

Connecting to Server

Login Application

Username

Password

LOGIN - GET

LOGIN - POST

Login Method:

Choose Method

Login Status:

Not login

Login Role:

Not assigned

Connecting to Server

Login Application

Username

Poke Mon

Password

.....

LOGIN - GET

LOGIN - POST

Login Method:

Get Method

Login Status:

Login Successful

Login Role:

admin

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