

## Native Solution - Android

### Code Overview -

In the demo scene, the game object “code” is responsible for receiving event callback from the native library. So, please don't change the method name and game object name.

```
/// <summary>
/// If location service is not enable, location service screen shows.
/// This method is responsible for location service screen visibility.
/// </summary>
/// <param name="_status">Status.</param>
public void LocationServiceScreenStatus(string _status)
{
    switch (_status)
    {
        case "start":
            NativeControl.Instance().ShowToast("GPS Start", ToastLenght.LENGTH_LONG);
            break;

        case "stop":
            NativeControl.Instance().CheckLocationService();
            break;
    }
}

/// <summary>
/// Gets the location service event.
/// If user select high accuracy option in location service screen, return true in location status
/// </summary>
/// <param name="location_status">Location status.</param>
public void GetLocationServiceEvent(string location_status)
{
    switch(location_status)
    {
        case "true":
            GPSStatusTxt.text = "Mobile location service/GPS is start";
            break;

        case "false":
            GPSStatusTxt.text = "Mobile location service/GPS is not start";
            break;
    }
}
```