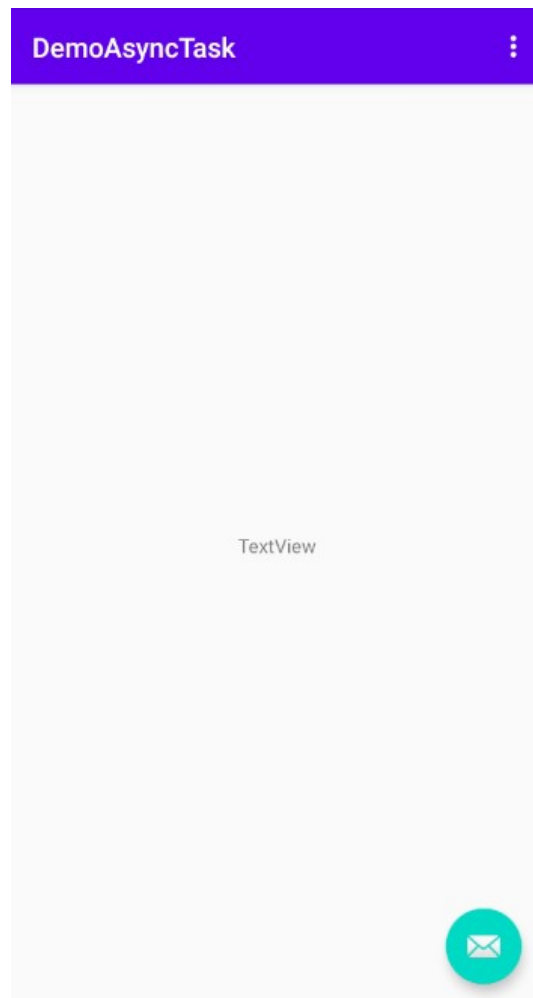


AsyncTask - In class Lab and Project

I am demoing a concept so I am not going to worry about handling phone rotations

Build app as below



In MainActivity:

have some constants

```
private static final int NUMBER_UPDATES = 200;  
private static final int ONE_SECOND = 10;  
private static final String RUNNING_CALC = "Running Calculation for thread ";  
private static final String DONE = "Done with thread ";  
private static final String USER_CANCELED = "User chose to cancel";
```

add associated FAB handler in OnCreate

```
fab.setOnClickListener(new View.OnClickListener() {  
    @Override  
    public void onClick(View v) {  
        //run calculation  
        MainActivity.this.tv.setText(RUNNING_CALC); //never see this  
        runCalcs(NUMBER_UPDATES); //if this is run outside of thread never  
                                   // see above change, button stays  
                                   // depressed until runCalcs done  
                                   // then see one below  
        MainActivity.this.tv.setText(DONE); //  
    }  
});
```

create a long running function

```
void runCalcs(Integer numb_updates)  
{  
    for (int i = 0; i <= NUMBER_UPDATES; i++) {  
        try {  
            Thread.sleep(ONE_SECOND);  
        } catch (InterruptedException e) {  
            // TODO Auto-generated catch block  
            e.printStackTrace();  
        }  
    }  
}
```

Now click the do calc button (nothing happens, no text change either until everything finishes running) that's cause the main thread can't change the text until we return from this function, bummer so lets put it in a thread.

```

//this is static, so it does not hold an implicit reference
//enclosing activity, but I am explicitly holding a ref in the constructor.
Rotate the phone and activity CANNOT be Gced. We will fix this in a bit
private static class MyTask extends AsyncTask<Integer,Void,Void> {
    private final MainActivity act;
    private static int numberInstances=0;    //how many threads are running
    public MyTask(MainActivity act){
        //want to be able to modify UI
        //in parent so save parent
        this.act = act;
    }
    @Override
    protected Void doInBackground(Integer... params) {
        act.runCalcs(params[0]);
        return (null);
    }
    @Override
    protected void onPreExecute() {
        super.onPreExecute();
        act.tv.setText(RUNNING_CALC + Integer.toString(++numberInstances));
    }
    @Override
    protected void onPostExecute(Void aVoid) {
        super.onPostExecute(aVoid);
        act.tv.setText(DONE + Integer.toString(numberInstances--));
    }
}

```

change the FAB handler in main code

```

fab.setOnClickListener(new View.OnClickListener()
@Override
public void onClick(View v) {
    mt= new MyTask(MainActivity.this);
    mt.execute(NUMBER_UPDATES);
}
});

```

But all the UI is still available, and I want the user to only be able to run 1 thread at a time?

Progress bar? Nah does not solve the multiple click problem

How about if we go and disable all the elements while we run the calculations?
PITB. Have to get a reference to each and set enabled to false.

How about if we pop a Dialog that indicates that we are busy so that the user cant touch other buttons? When thread is finished it stops that UI?

Add private variable

```
private ProgressDialog myProgressDialog;
```

and a couple of methods to start and stop it

```
private void progressDialog_start() {
    myProgressDialog = new ProgressDialog(this);
    myProgressDialog.setTitle("Please wait");
    myProgressDialog.setMessage("Notice user cannot interact with rest of UI\
nincluding starting additional threads");
    myProgressDialog.setCancelable(false);
    myProgressDialog.show();
}

private void progressDialog_stop(){
    myProgressDialog.dismiss();
}
```

start and stop in onPre and onPost in thread

so what if the thread goes on forever and we want to cancel it?

Make the async a member variable of activity

Add a cancel button to progress dialog

Add an onclick handler, if user clicks call **async.cancel(true)**

```
private void progressDialog_start() {
    myProgressDialog = new ProgressDialog(this);
    myProgressDialog.setButton(DialogInterface.BUTTON_NEGATIVE,
"Cancel", new DialogInterface.OnClickListener() {
        @Override
        public void onClick(DialogInterface dialog, int which) {
            mt.cancel(true);
            dialog.dismiss();
        }
    });
    myProgressDialog.setTitle("Please wait");
    myProgressDialog.setMessage("Notice user cannot interact with
rest of UI\nincluding starting additional threads");
    myProgressDialog.setCancelable(false);
    myProgressDialog.show();
}
```

tidy up doInBackground so it checks for canceled

```
protected Void doInBackground(Integer... params) {
    for (int i = 0; i <= params[0]; i++) {
        act.runCalcs(1);
        if (this.isCancelled())
            break;
    }
    return (null);
}
```

add a canceled method

```
protected void onCancelled(Void aVoid) {
    super.onCancelled(aVoid);
    numberInstances--;
    act.myTextView.setText(USER_CANCELED);
    act.progressBar.stop();
}
```

=====

But... Our thread is holding onto activity via member var, what happens if phone rotates? (start then rotate look at logcat, leaked window...)

```
E/WindowManager: android.view.WindowLeaked: Activity
com.example.demoasync.MainActivity has leaked window DecorView@a8aeb3a[Please
wait] that was originally added here
    at android.view.ViewRootImpl.<init>(ViewRootImpl.java:597)
```

Fix... Move thread to App with a ViewModel, let ViewModel hosts thread

add a ViewModel class

Move AsyncTask into ViewModel

now some stuff changes in main, progress dialog functions for instance need public access

add a ViewModel member to MainActivity

```
//persists accross config changes
DataVM myVM;
```

and in onCreate add the following

```
// Create a ViewModel the first time the system calls an
activity's
// onCreate() method. Re-created activities receive the same
// MyViewModel instance created by the first activity.
myVM = new ViewModelProvider(this).get(DataVM.class);
```

launch thread from ViewModel

```
fab.setOnClickListener(new View.OnClickListener() {
    //a better (but still bad) way
    @Override
    public void onClick(View v) {
        //what is this funkyness? create a new instance of the thread and attach to
        //myVM.mt
        myVM.mt= myVM.new AST_task(MainActivity.this);
        myVM.mt.execute(NUMBER_UPDATES);
    }
});
```

But... still tied directly to activity.. rotate the phone and you keep the thread but what happens to act?

Simple but misguided ?

Have attach and detach in thread

Mainactivity attaches in onCreate and detaches in OnDestroy

but now I have to do a LOT of null checks AND I am still mixing my UI with my threads, a recipe for confusion

AND I am not threadsafe... Where is the problem in the following?

```
protected void onPostExecute(Void aVoid) {  
    super.onPostExecute(aVoid);  
    if (act != null) {  
        act.tv.setText(DONE + Integer.toString(numberInstances--));  
        act.progressDialog_stop();  
    }  
}
```

what if activity destroyed after null check? Or progressdialog for that matter?

How about if we just separate them totally...

Enter LiveData - An observer pattern where all the data is kept in the ViewModel and the Activity is notified when the data changes, the framework correctly manages all the lifecycle events for you.