Roar part 1:

Sending a roar from the app to the Internet

Code to add to Screen2.java

Important note: This pdf should not be read just by itself. You should first watch the videos, they are essential.

```
protected void onButton_1ActionEvent(com.codename1.ui.events.ActionEvent ev) {
```

See the code in Screen1 to understand where Screen1.username comes from

```
    Hashtable msgToBeSent = new Hashtable();
    msgToBeSent.put("username", Screen1.username));
    msgToBeSent.put("text", gui_Text_Field_1.getText());
```

key

value

We create a box « msgToBeSent », specialized in containing objects « Hashtable ». Hashtables are objects which can store pairs of keys + values. With these lines of code, we put the text of the roar and the name of the user in the Hashtable object. The text of the roar is the one written in "Text_Field_1", that was added through the GUI Builder. Check the video!

```
    final String msgJson= Result.fromContent(msgToBeSent).toString();
```

This line of code transforms the box msgToBeSent into some text formatted in JSON. Convenient!

The Internet address where we will send the roars.

```
    String firebase = "https://roar.firebaseIO.com/roar.json";

    ConnectionRequest request = new ConnectionRequest() {
      @Override
      protected void buildRequestBody(OutputStream os) throws IOException {
        os.write(msgJson.getBytes("UTF-8"));
      }

    };
```

This creates a « ConnectionRequest » object and we put it in the box « request ». Then between the green curly braces, we have strange lines of code, which basically prepare msgJson to be sent to Internet.

Boring ? Difficult ? No, I just did a copy / paste from the Codename One documentation

```
    request.setUrl(firebase);
    request.setPost(true);
    request.setHttpMethod("POST");
    request.setContentType("application/json");
```

We apply actions to the box « request ». These actions are necessary to prepare the sending of « msgJson » to the Internet.

```
    NetworkManager.getInstance().addToQueueAndWait(request);
```

This line of code actually sends msgJson to the Internet. Done !

```
}
```

If you think these lines of code are particularly hard to understand, and certainly can't be memorized, I agree with you. Coders don't learn that by heart. You read the documentation of Codename One, copy the code you need into your app, and do one or two adjustments to adapt the code to your particular needs. That's how I did it here.

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