

FIT2081
Mobile Application
Development



Networking & APIs

Week 7

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Teaching Experience:

Data Visualisation

Web Fundamentals

Full-Stack Development

User Interface Design and Usability

Computer/Data Science Project

Research Methods

My research focuses on novel and effective interactions in immersive environments (VR, AR) for visualisation view management and AI in digital health and construction domain

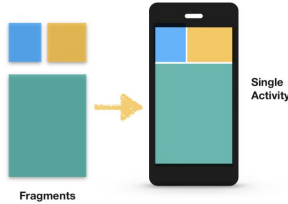
Learning Objectives

- **Fundamental concepts**
 - Understanding HTTP and RESTful Web Services
 - HTTP on Android
 - JSON and JSON parsing
 - What is Retrofit
- **Using Retrofit in Compose projects**
 - Handling permissions (Internet)

Android Development Learning Path



Views and Layouts



Activities and
Fragments

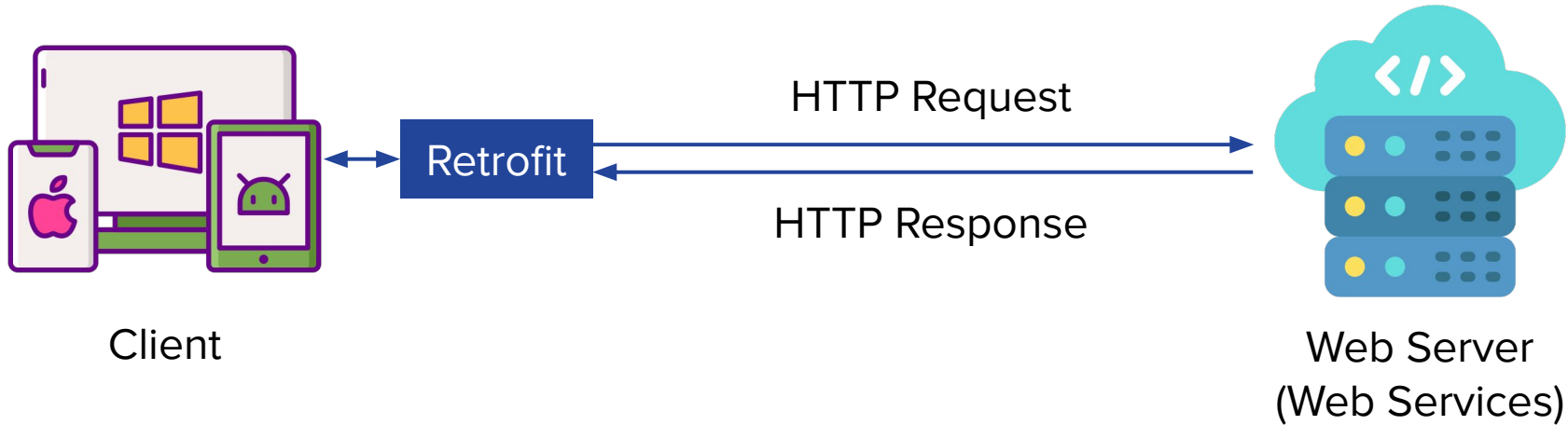


Handle Events



Network Connection

Client, Web Services, HTTP, and Retrofit



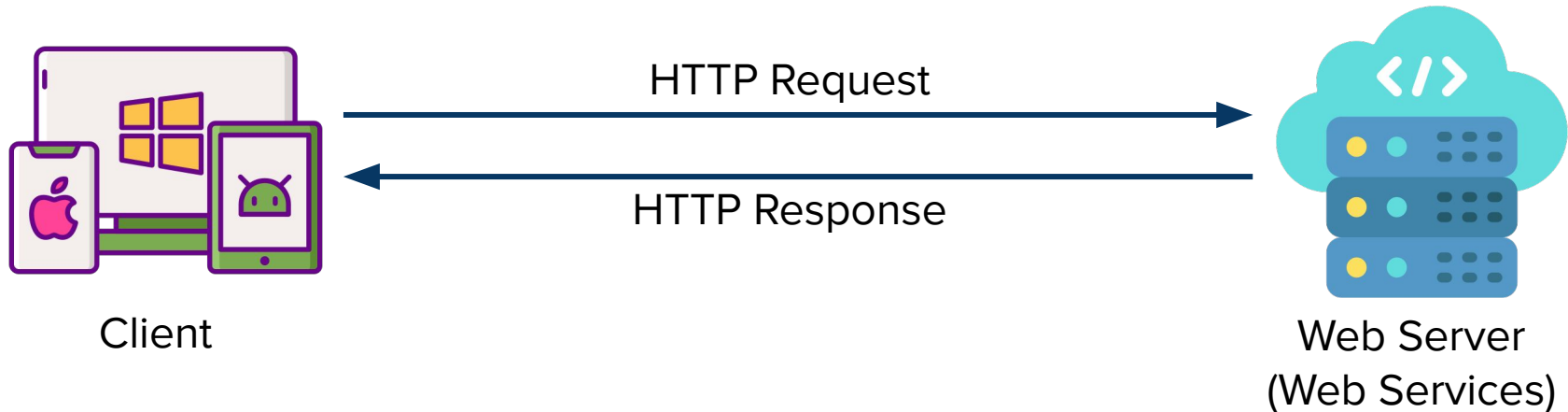
HTTP Fundamentals

Communication between client and server

HTTP Hypertext Transfer Protocol

It is an application-layer protocol for transmitting hypermedia documents, such as HTML.

<https://developer.mozilla.org/en-US/docs/Web/HTTP>



HTTP Request

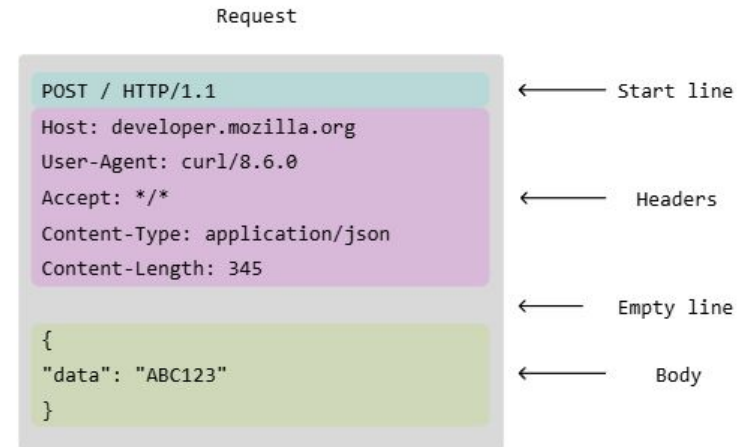
Start Line: HTTP method (HTTP verb), request-target (URL), HTTP version

HTTP headers: description of the message – Metadata

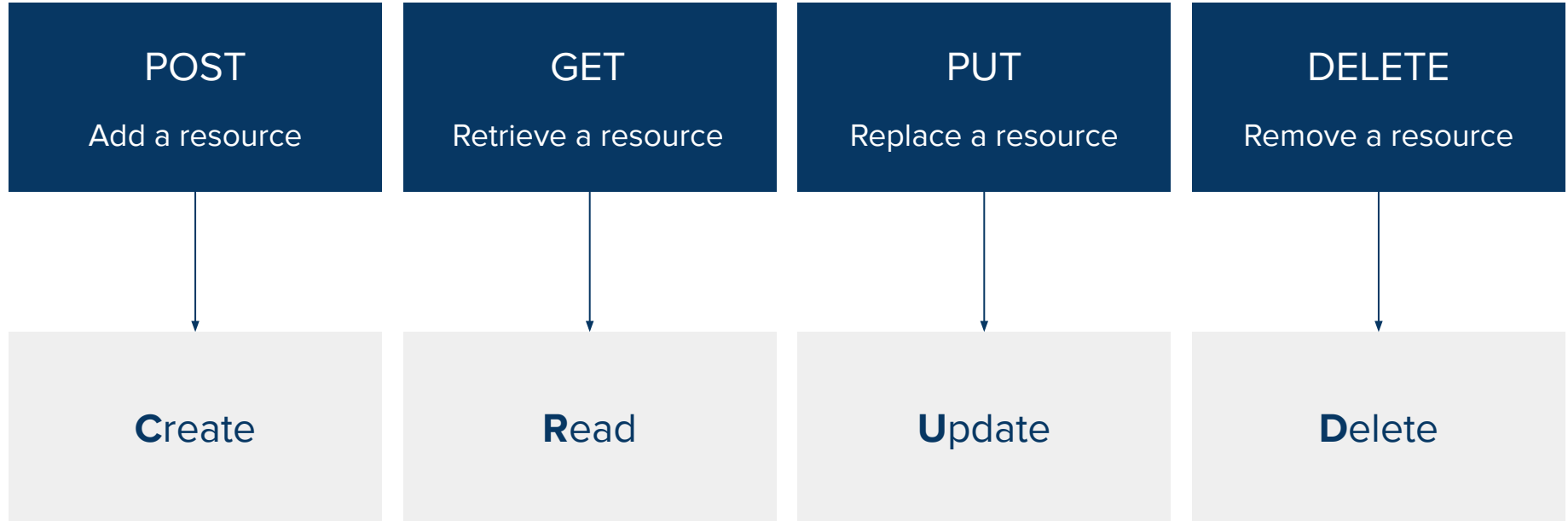
Request body: (optional) send data to server

E.g., JSON data for student object

```
{  
  "name": "Joe",  
  "age": 18  
}
```



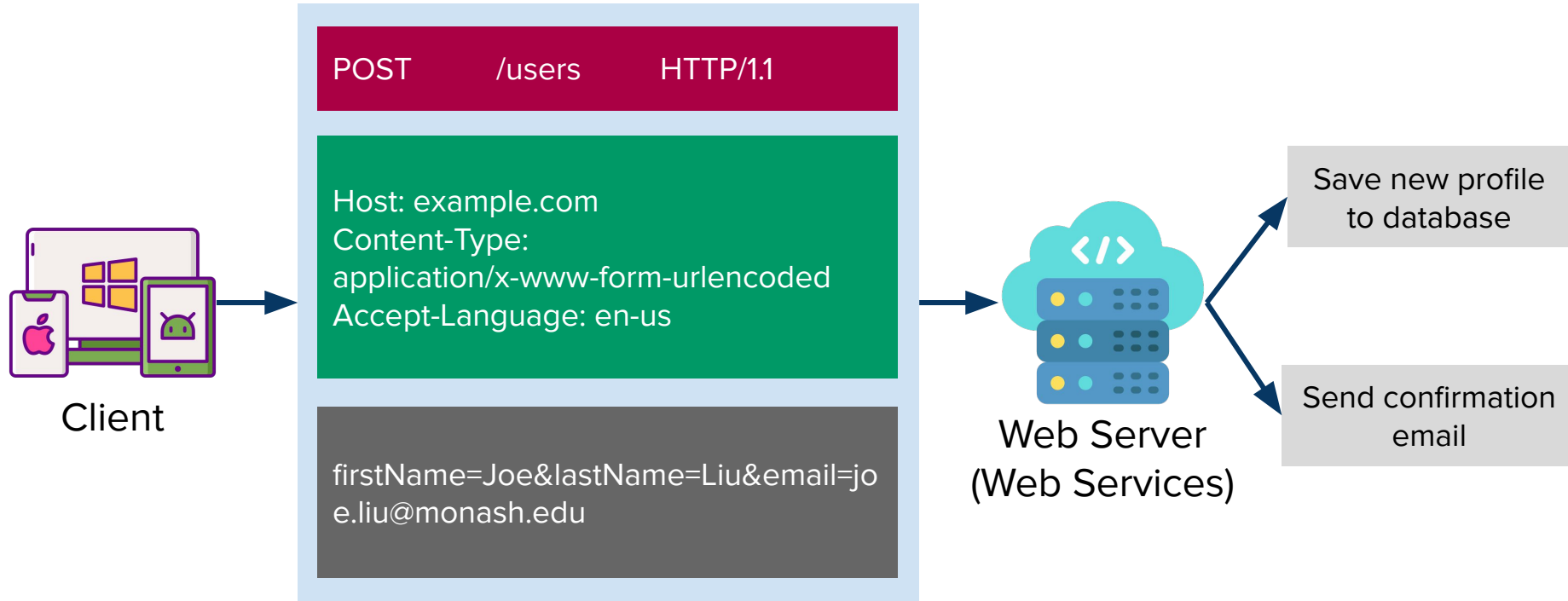
Main HTTP Methods



Four basic operations (actions) of persistent storage



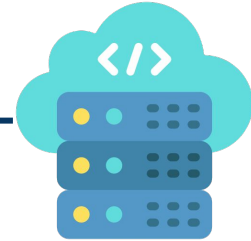
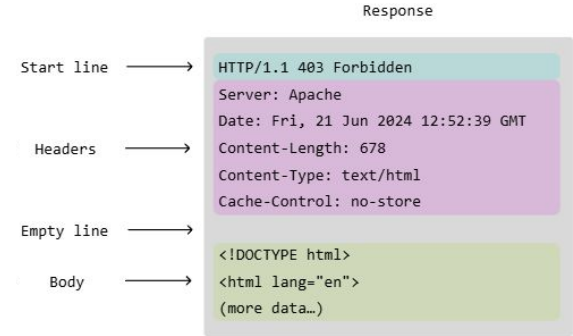
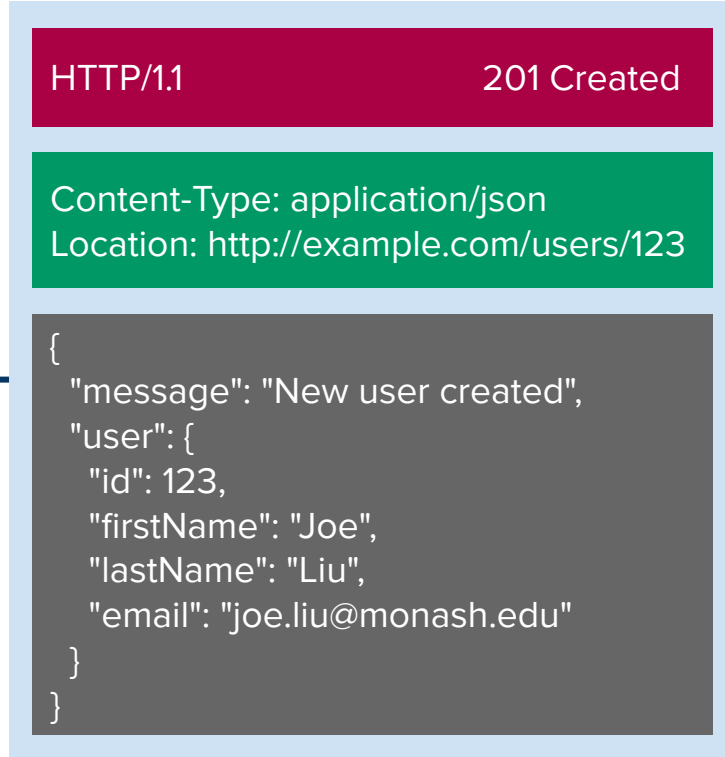
HTTP Request Example



HTTP Response



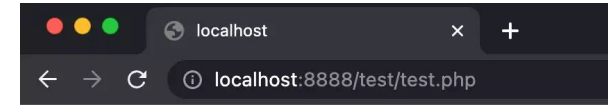
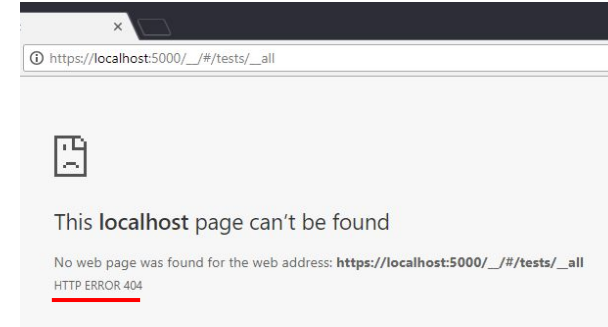
Client



Web Server
(Web Services)

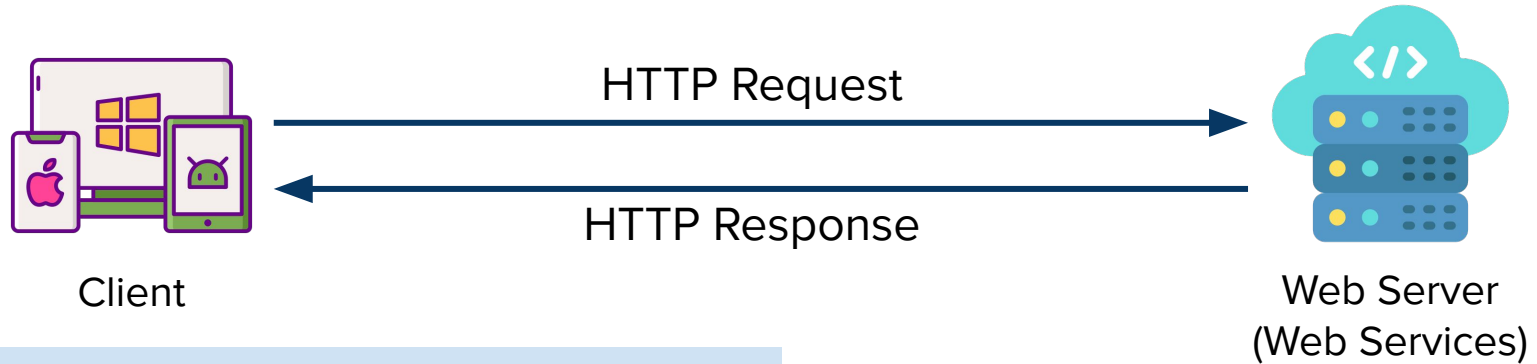
Status Code

Status Code Range	Meaning
100 – 199	Informational responses
200 – 299	Successful responses
300 – 399	Redirection messages
400 – 499	Client error responses
500 – 599	Server error responses



RESTful Web Service

Web Service Patterns and Protocols



SOAP and **WSDL** web services are
XML-based protocol/language

URL Patterns

example.com/getUser
example.com/addUser
example.com/updateUser
example.com/deleteUser

```
POST /InStock HTTP/1.1
Host: www.example.org
Content-Type: application/soap+xml; charset=utf-8
Content-Length: 299
SOAPAction: "http://www.w3.org/2003/05/soap-envelope"

<?xml version="1.0"?>
<soap:Envelope xmlns:soap="http://www.w3.org/2003/05/soap-envelope" xmlns:m="http://www.example.org">
  <soap:Header>
  </soap:Header>
  <soap:Body>
    <m:GetStockPrice>
      <m:StockName>T</m:StockName>
    </m:GetStockPrice>
  </soap:Body>
</soap:Envelope>
```

Heavy

Example of SOAP message



MONASH
University

RESTful Web Service

RESTful web services, or **REST APIs**, are a type of web service that follows the principles of **Representational State Transfer (REST)**

Stateless Client-Server
Relationship

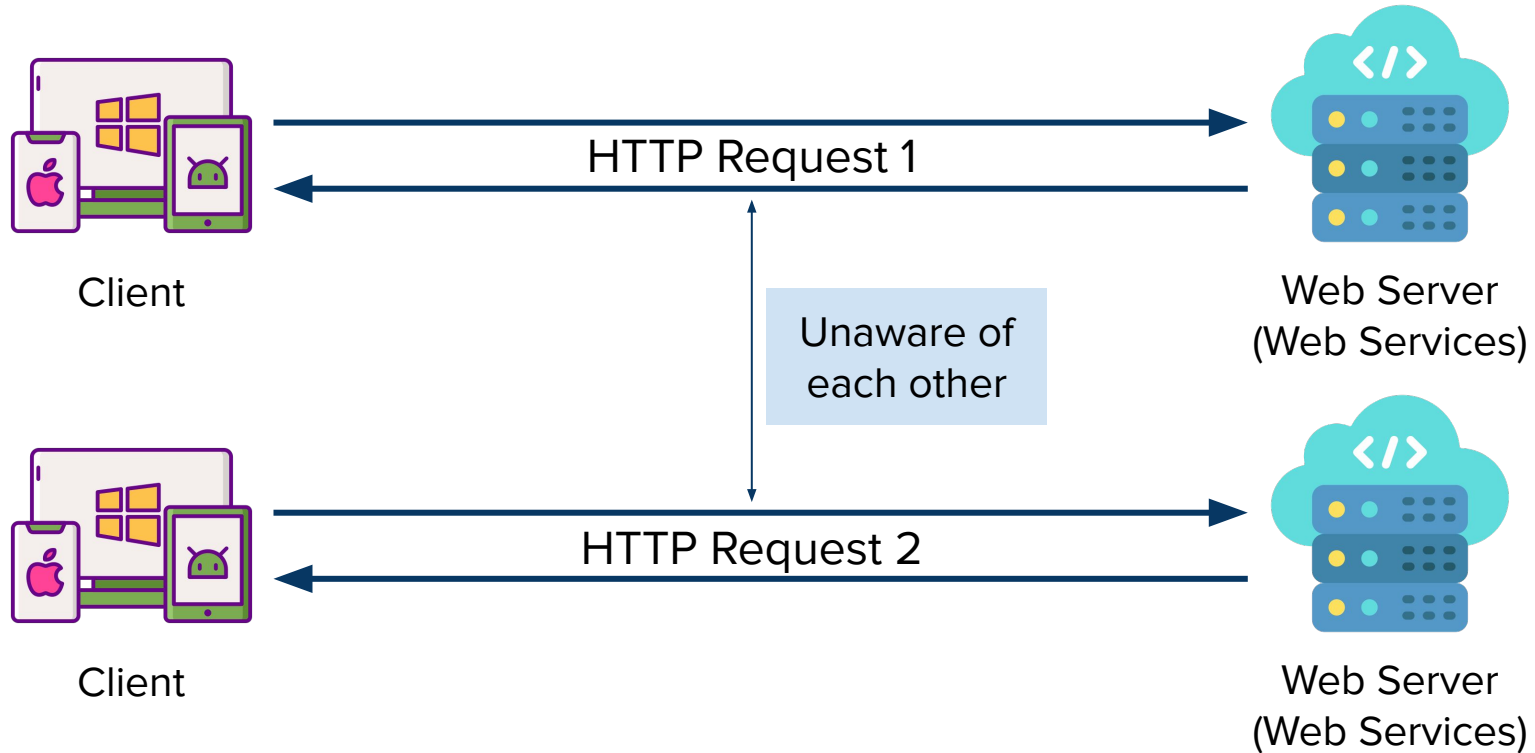
Utilise HTTP Methods
(POST, GET, PUT, DELETE)

Structured and Consistent URLs

Consistent Data Type Transfer



Stateless Client-Server Relationship



HTTP Methods and Structured URLs

HTTP Method	Consistent URL	Web Service Operation
GET	example.com/users	Fetch User
POST	example.com/users	Add User
PUT	example.com/users	Update User
DELETE	example.com/users	Delete User

HTTP Method	Consistent URL	Web Service Operation
GET	example.com/users/123	Get user with ID of 123
DELETE	example.com/users/123/comments	Delete comments of user whose ID is 123
GET	example.com/users/123/email	Get email of the user whose ID is 123



Consistent Data Type

JSON

XML

A web service is RESTful when it provides **stateless operations** to manage data using different **HTTP methods** and **structured URLs**



JSON and JSON parsing

JSON

- JSON stands for JavaScript Object Notation
- JSON is lightweight text-data interchange format
- JSON is "self-describing" and easy to understand
- JSON supports two structures:
 - Objects: a collection of name/value pairs {"firstName": "John"}
 - Arrays: an ordered list of values

```
{ "phoneNumber":  
  [  
    {  
      "type": "home", "number": "212 555-1234"  
    },  
    {  
      "type": "fax", "number": "646 555-4567"  
    }  
  ]  
}
```

https://www.w3schools.com/js/js_json_intro.asp



JSON (cont'd)

- Objects in name/value pairs (properties) separated by a colon
- A value can be a string, a number, true/false or null, an object or an array
- Data is separated by commas
- Curly braces hold objects and square brackets hold arrays

```
{ "firstName": "John", "lastName": "Smith", "age": 25, "address": {  
  "streetAddress": "21 2nd Street",  
  "city": "New York",  
  "state": "NY",  
  "postalCode": 10021  
},  
  "phoneNumber": [  
    {  
      "type": "home", "number": "212 555-1234"  
    },  
    {  
      "type": "fax", "number": "646 555-4567"  
    }  
  ]  
}
```



Parsing JSON

- JSON parsing online
- <https://jsonformatter.org/json-parser>
- <https://jsoneditoronline.org/>

```
{ "firstName": "John", "lastName": "Smith", "age": 25,  
  "address": { "streetAddress": "21 2nd Street", "city": "New  
York", "state": "NY", "postalCode": 10021  
}, "phoneNumbers": [ { "type": "home", "number": "212  
555-1234" }, { "type": "fax", "number": "646 555-4567" } ] }
```

```
▼ object {5}  
  firstName : John  
  lastName : Smith  
  age : 25  
  ▼ address {4}  
    streetAddress : 21 2nd Street  
    city : New York  
    state : NY  
    postalCode : 10021  
  ▼ phoneNumbers [2]  
    ▼ 0 {2}  
      type : home  
      number : 212 555-1234  
    ▼ 1 {2}  
      type : fax  
      number : 646 555-4567
```



Popular HTTP Libraries

Pros & Cons

A Professional App should have ...



Authentication



Async Requests



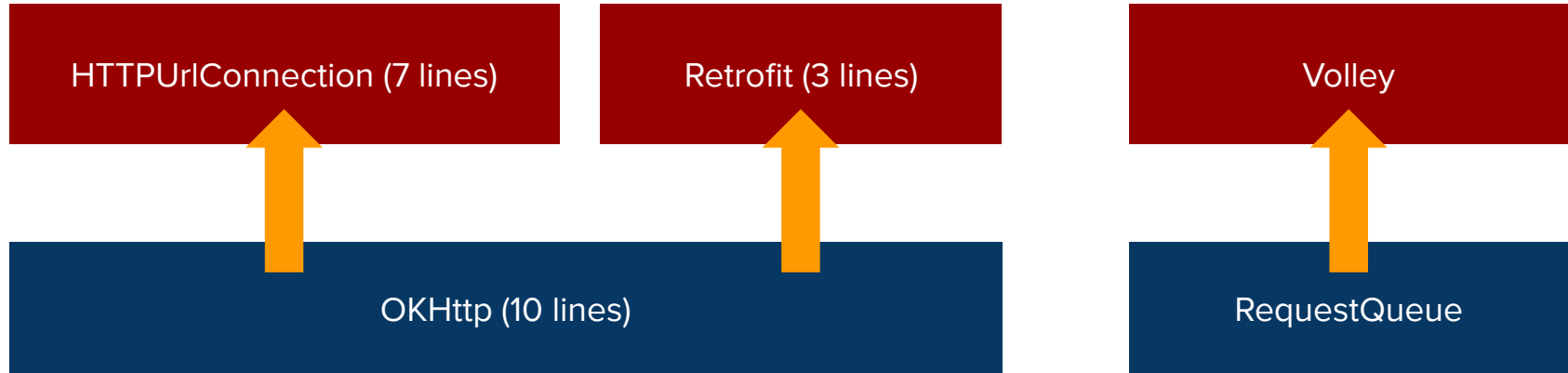
Map JSON to
usable objects



Load Images



Popular HTTP libraries



They all use Background Threads. Asynchronous in nature.



Disadvantages of HttpURLConnection

- Poor readability and less expressive
- Lots of boilerplate
 - Byte arrays, stream readers
- No built-in support for parsing JSON response
- Manage background threads manually
 - Poor resource management

<https://developer.android.com/reference/java/net/HttpURLConnection>

Disadvantages of Volley

- Limited REST specific features
- Poor authentication layer
- Meagre documentation
- Smaller community

<https://github.com/google/volley>

Introduction to Retrofit

What is Retrofit

- Retrofit developed by Square <https://square.github.io/retrofit/>
- Retrofit facilitates **interactions with public APIs** in Android (http calls)
- Retrofit is built on top of OkHttp
- Retrofit supports adding and using converters such as **Gson libraries** to convert Java objects into their JSON representation or vice versa



Why use Retrofit

- Active Community
 - Easier troubleshooting
- Expressive code with more abstraction
- Manage resources efficiently
 - Background threads
 - Async calls and queries
 - Automatic JSON parsing using GSON library
 - Automatic error handling callbacks
 - Built-in user authentication support



Internet access permission & Retrofit Dependencies

- To use the internet, the manifest file must include the internet permission

- `<uses-permission android:name="android.permission.INTERNET" />`

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <uses-permission android:name="android.permission.INTERNET" />

    <application
...

```

- Using Retrofit, we need to add the required dependencies to the module level gradle file

```
implementation("com.squareup.retrofit2:retrofit:2.11.0")
implementation("com.squareup.retrofit2:converter-gson:2.11.0") // Gson Converter

```



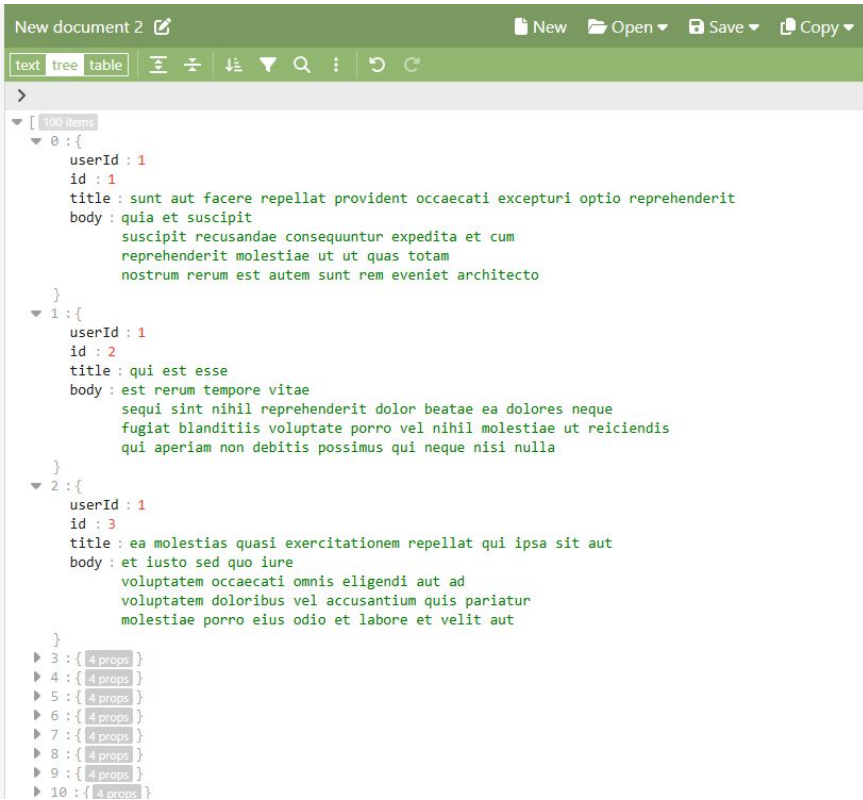
Retrofit Model Class

- To provide a mapping from the structure of the JSON's response body to Kotlin objects, we use **data classes** (other options are also possible)
- Using data classes, we can obtain the objects we want from the long body of the JSON response
- *E.g. in the Posts response (JSON) we want to access key-value pairs under the 'Posts' so we create a Retrofit Model class to map them*

```
data class Post(  
    val userId: Int,  
    val id: Int,  
    val title: String,  
    val body: String  
)
```



Retrofit Model Class (cont'd)



```
data class Post(
    val userId: Int,
    val id: Int,
    val title: String,
    val body: String
)
```



Retrofit Interface

- **Retrofit interface** handles the HTTP API
- An interface defines http methods (**GET**) and the HTTP API (@Path or @Query)
[suspend fun will be covered next week]
 - **@Query** is used to define query parameters for HTTP requests
 - **@Path** is used to define path parameters that are included in a URL path
- The Model class should **match the returned type** in the Retrofit Interface

```
interface MyAPI {  
    @GET("posts")  
    fun getPosts(): Call<List<Post>>  
}
```

<https://square.github.io/retrofit/>

```
interface MyAPI {  
    @GET("Posts/{id}")  
    suspend fun getPostsByID(  
        @Path("id") id: Int  
    ): Call<List<Post>>  
}
```

[Understand Query and Path in HTTP Requests](#)



Retrofit Builder

- **Retrofit.Builder** is used to create **an instance of Retrofit** by calling the **build()**
- The **build()** uses the **baseUrl** and the **Gson converter factory** provided to
- create the Retrofit instance
- We then call the **create()** on the Retrofit instance and pass the Retrofit interface

```
val BASE_URL = "https://jsonplaceholder.typicode.com/"

val api = Retrofit.Builder()
    .baseUrl(BASE_URL)
    .addConverterFactory(GsonConverterFactory.create())
    .build()
    .create(MyAPI::class.java)
```

Retrofit Response

- The **enqueue()** function asynchronously send the “**GET**” request defined in our API via **getPosts()** and notify Callback of its responses. We need to override the default behaviours for functions **onResponse()** and **onFailure()**.

```
val TAG: String = "CHECK_RESPONSE"

api.getPosts().enqueue(object : Callback<List<Post>> {
    override fun onResponse(p0: Call<List<Post>>, p1: Response<List<Post>>) {
        if(p1.isSuccessful) {
            p1.body()?.let {
                for (post in it) {
                    Log.i(TAG, "onResponse: ${post.body}")
                }
            }
        }
    }

    override fun onFailure(p0: Call<List<Post>>, p1: Throwable) {
        Log.i(TAG, "onFailure: ${p1.message}")
    }
})
```



Reminders and Announcements

Assignments:

- **App Critiques (10%) – Deadline (Thursday 11:55 PM)**
- **Peer Engagement Weekly Task (2%)**

Lab activities this week

- Develop three apps that connect to WebAPIs
 - Use Coil3 Library and Retrofit Library
 - Generate and use Google Gemini API Key

Week 8

- *Introduction to coroutines and async tasks in Kotlin*
- *Structured concurrency basics*



Reference

- Pari Delir Haghighi (S1 2024) Network Connection and Retrofit [PowerPoint slides], FIT5046: Mobile and Distributed Computing Systems, Monash University.
- Flaticon: <https://www.flaticon.com/>
- <https://medium.com/ibtech/activity-vs-fragment-703c749c1bbd>
- ChatGPT Image Generation - one week off