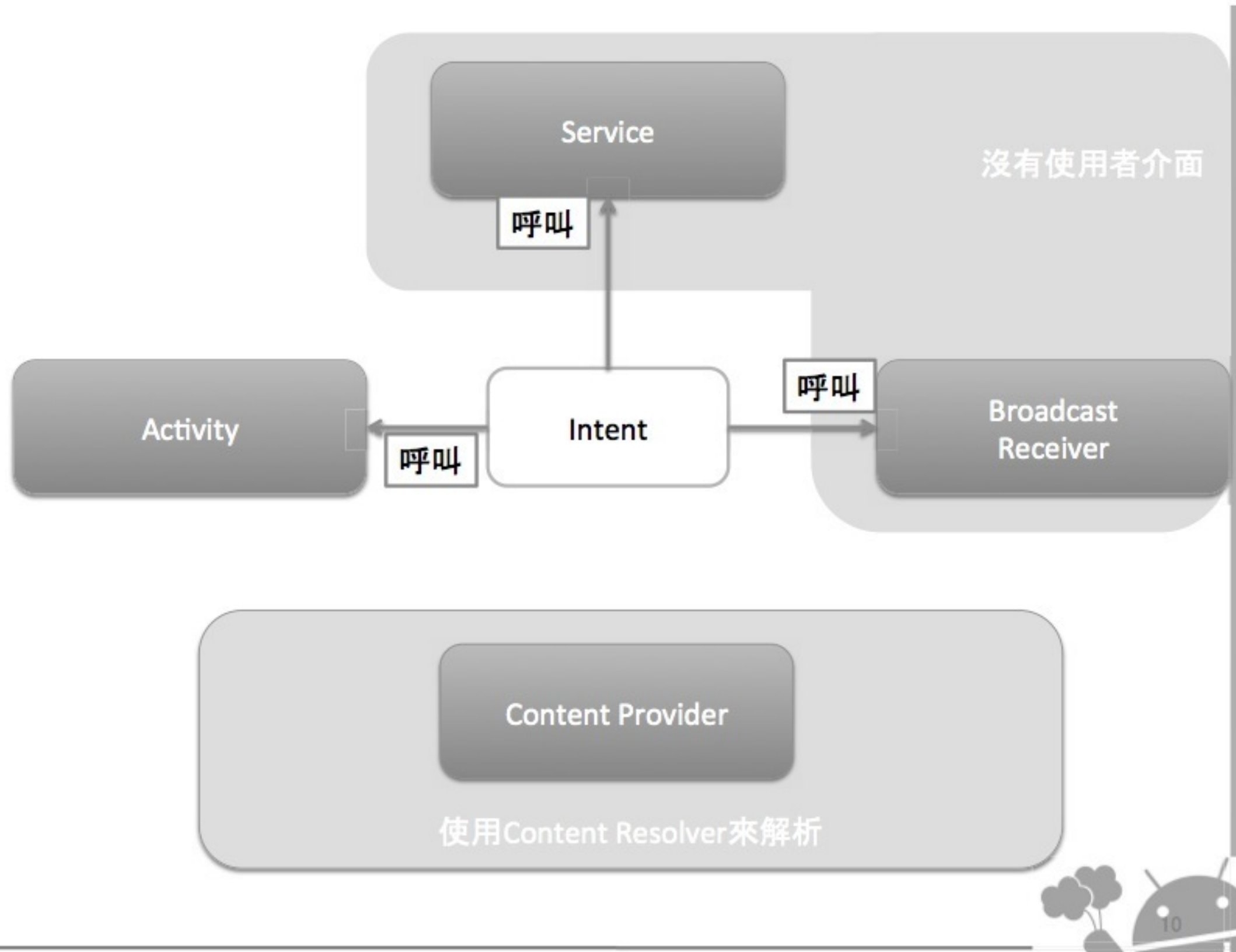


Android Broadcast & Receiver

Agenda

- Review
- Broadcast & Receiver



Broadcast & Receiver

- Activity & Service can be Broadcast or Receiver
- Behavior just like radio station & radio
- No GUI
- Broadcast & Receiver communicate with **ACTION Key**

Broadcast

- Use **Intent** to broadcast messages

```
Intent it = new Intent("com.playmusic"); // ACTION  
Key
```

```
it.putExtra("ACTION", "PAUSE"); // Data or Command
```

```
sendBroadcast(it);
```

Receiver

- 撰寫一個類別繼承 **BroadcastReceiver**
 - 撰寫接收訊息的處理邏輯
- 在Activity / Service中宣告為屬性
- 在onStart() / onStartCommand() 註冊接收的ACTION Key
 - **registerReceiver(...)**
- 在onDestroy() 解除註冊
 - **unregisterReceiver(...)**

撰寫一個類別繼承 BroadcastReceiver

```
class PlayerReceiver extends BroadcastReceiver {  
  
    public void onReceive(Context context, Intent i) {  
  
        String text = i.getStringExtra("ACTION");//Data or Command  
  
        if (text.equals("PLAY")) {  
  
            player.start();  
  
        } else if (text.equals("PAUSE")) {  
  
            player.pause();  
  
        } else if (text.equals("STOP")) {  
  
            player.stop();  
  
        }  
  
    }  
  
}
```

在Activity / Service中 宣告為屬性

```
class .....{
```

```
.....
```

```
    PlayerReceiver receiver;
```

```
.....
```

```
}
```


在onStart() / onStartCommand() 註冊接收的ACTION Key

```
if (receiver == null) {  
  
    receiver = new PlayerReceiver();  
  
    this.registerReceiver(receiver, new  
IntentFilter("com.playmusic"));  
  
}
```

在onDestory() 解除註冊

```
if (receiver != null) {
```

```
    this.unregisterReceiver(receiver);
```

```
}
```