简述

• 学习短信发送中

发送流程

- 打开短信应用会进入ConversationListActivity, 位于 packages/apps/Messaging/src/com/android/messaging/ui/conversationlist/ConversationlistA ctivity.java
- 创建新的消息,进入ConversationActivity,位于ui/conversation/ConversationActivity.java
 - 在onCreate()中调用updateUiState()创建ConversationFragment对象
- 在ConversationFragment的onCreateView获得ComposeMessageView并bind
 - ComposeMessageView: This view contains the UI required to generate and send messages.

```
public View onCreateView(final LayoutInflater inflater, final ViewGroup
container,final Bundle savedInstanceState) {
    mComposeMessageView =
    (ComposeMessageView)view.findViewById(R.id.message_compose_view_containe
    r);
    // Bind the compose message view to the DraftMessageData

mComposeMessageView.bind(DataModel.get().createDraftMessageData(mBinding .getData().getConversationId()), this);
}
```

• 在ComposeMessageView的onFinishInflate()中获取发送按钮并绑定点击事件

```
private ImageButton mSendButton;
protected void onFinishInflate() {
    mSendButton = (ImageButton) findViewById(R.id.send_message_button);
    mSendButton.setOnClickListener(new OnClickListener() {
        @Override
        public void onClick(final View clickView) {
            sendMessageInternal(true /* checkMessageSize */);
        }
    });
}
```

o 在sendMessageInternal () 中设置短信的内容和接收者,检查短信格式,根据结果执行相对应的操作

```
mInputManager.showHideSimSelector(false /* show */, true
/* animate */);
          //mBinding.getData()获得DraftMessageData对象,设置短信的内容
          final String messageToSend =
mComposeEditText.getText().toString();
          mBinding.getData().setMessageText(messageToSend);
          //设置短信的接收者
          final String subject =
mComposeSubjectText.getText().toString();
          mBinding.getData().setMessageSubject(subject);
          // Asynchronously check the draft against various
requirements before sending.
         mBinding.getData().checkDraftForAction(checkMessageSize,
                  mHost.getConversationSelfSubId(), new
CheckDraftTaskCallback() {
              @override
              public void onDraftChecked(DraftMessageData data, int
result) {
                  mBinding.ensureBound(data);
                  switch (result) {
                      case CheckDraftForSendTask.RESULT_PASSED:
                         // Continue sending after check succeeded.
                         //将DraftMessageData对象变为MessageData对象
                         final MessageData message =
mBinding.getData().prepareMessageForSending(mBinding);
                         if (message != null &&
message.hasContent()) {
                             playSentSound();
                             //使用ConversationFragment类的
sendMessage()方法开始发送Message。
                              mHost.sendMessage(message);
                             hideSubjectEditor();
(AccessibilityUtil.isTouchExplorationEnabled(getContext())) {
AccessibilityUtil.announceForAccessibilityCompat(
                                         ComposeMessageView.this,
null,
                                          R.string.sending_message);
                              }
                         }
                         break;
                  }
              }
         }, mBinding);
      }
 }
```

```
/*首先创建DraftMessageData类的内部类对象CheckDraftForSendTask,它继承了SafeAsync Task;接着调用此对象的executeOnThreadPool方法触发重写父类的三个方法调用onPreExecute、dolnBackgroundTimed 和onPostExecute,这几个方法的处理逻辑是发送短信的前置条件判断,最终通过mCallback.onDraftChecked调用将判断结果发送给CheckDraftTaskCallback对象。*/
public void checkDraftForAction(final boolean checkMessageSize, final int selfSubId,final CheckDraftTaskCallback callback, final Binding<DraftMessageData> binding) {
    new CheckDraftForSendTask(checkMessageSize, selfSubId, callback, binding).executeOnThreadPool((Void) null);
}
```

• 在ConversationFragment类的sendMessage()中