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Internet University of Freburg		REIBURG
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Internet connection useful for many applications.		
Examples: Loading ads or interact with Google APIs on a server.		
 Application needs permission for internet usage[1]. 		
Extend application manifest:		
<pre>1 <uses-permission android:name="android. permission.INTERNET"></uses-permission></pre>		

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- REIBURG
- GPS can be used to obtain user location.
- Problem: Works only outdoors and drains battery.
- Better: Android's Network Location Provider[4].
- Works indoors and outdoors, is faster and uses less battery power.
- Combination of both techniques also possible.
- Similar usage: Request location updates from *LocationManager* and what type of location provider to use.
 - LocationManager.NETWORK_PROVIDER for Network Location Provider.
 - LocationManager.GPS_PROVIDER for GPS Location Provider.



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Location Using GPS in Emulator University of Freiburg



- Emulator in Android Studio can be fed mock GPS data.[5].
- $\hfill\blacksquare$ Start emulator, then open emulator control.
- Can be found at Tools > Android > Android Device Monitor > Emulator Control.





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Location Geocoder University of Freiburg	

- *Geocoder* used to transform address into a coordinate (latitude and longitude)_[2].
- Reverse geocoding is transforming a coordinate into an address.
- $\hfill\blacksquare$ Needs internet permisson to access backend service.
- Part of the external *Google Maps library*.
- Can be given a locale to provide better results, for example Locale.GERMANY or Locale.US.
- Extend application manifest:

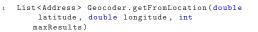
<uses-library< th=""><th>android:name="com.google.</th></uses-library<>	android:name="com.google.
android.map	ps" />

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Location

- Class MapView included in external Google Maps library[3].
- Easy way to display a map obtained from the Google Maps service.
- Enables similar user interaction as known from http://maps.google.com.
- Maps API Key needed to display data in a MapView object.
- Registration at Google Maps service mandatory to obtain



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- Example code can be found at <sdk>/add-ons/google_apis-<api-level>/samples/MapsDemo.

```
\blacksquare Displaying a map using XML layout:
\verb| `LinearLayout xmlns: and roid="http://schemas."|
android.com/apk/res/android"...>
<com.google.android.maps.MapView
android.id="0+id/map.view"
android:layout_width="..."
android:layout_height="..."
android:enabled="true"
android:clickable="true"
android:apiKey="mymapapikey" />
</LinearLayout>
```

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Location

■ Obtaining coordinates from MapView: Override method dispatch Touch Event

```
@Override
public boolean dispatchTouchEvent(MotionEvent
    ev){
   if (ev.getAction() == MotionEvent.ACTION_UP
      Projection p = mapView.getProjection();
GeoPoint loc = p.fromPixels((int)ev.getX
   (), (int)ev.getY());
Double longitude = ((double)loc.
   getLongitudeE6())/1000000;
       Double latitude = ((double)loc
getLatitudeE6())/1000000;
   return super.dispatchTouchEvent(ev);
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```

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■ Class Location has a method distanceTo(Location destination) to approximate a distance in meters.



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Summary



- Internet connection opens new possibilities for applications.
- User location can be obtained using a *Network Location* Provider and/or GPS.
- Mock GPS data can be created to test location functionality in emulator.
- A Geocoder translates between addresses and coordinates using an internet connection.
- External Google Maps library provides easy to use map functionality.

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