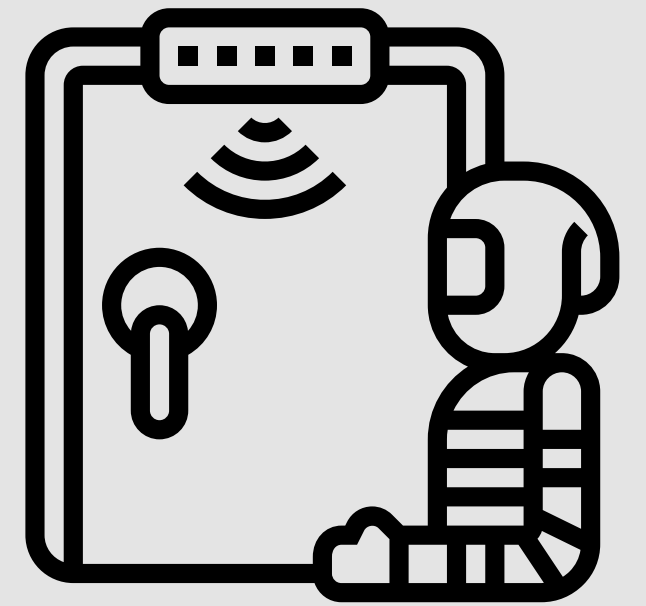


ACTIVITY 22

BROADCAST RECEIVERS

Broadcast receivers are the components in your Android app that listen for these events and respond accordingly.

Android OS sends broadcasts to apps when any event happens in the app or in the system. Broadcast receivers helps our app communicate with Android OS and other apps.




BROADCAST RECEIVERS

For example, in the case of a low battery event, you want to stop your app from using any backend data polling mechanism. To listen to these events you will need a listener which will only listen to particular events for which it is registered. The listener is nothing but a broadcast receiver. You register this broadcast receiver either in the manifest file or in the code. These events are intents. So, whenever these kinds of events happen, an intent is triggered. Here the term intent is actually a broadcast, and if a broadcast receiver is registered in the manifest file or code to listen to these events, then it will respond to these broadcast intents.



CONTENT PROVIDERS


Content providers are employed to manage passage to a structured set of data. We need them due to the following:

- They encapsulate the data.
 - Contribute to abstraction adequately as the mechanism for defining data security.
 - Content providers are utilized by other applications that access the provider using a provider's client object.
 - Jointly, providers and provider clients offer a consistent, definitive interface to data that also handles inter-process communication and secure data access.
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CONTENT PROVIDERS

Android does not provide storage that all applications share. Instead, Android uses content providers that enable apps to save and retrieve data. It also makes data accessible across applications. Android exposes data through a content provider. Several content providers are built into Android for access to data such as videos, images, and contact information, and so on.

Content providers store and retrieve data and make it accessible to all applications. They're the only way to share data across applications; there's no common storage area that all Android packages can access.



JULETTE ANTHONY PEQUE

**THANK
YOU!**

PROFESSOR: FULGENCIO D. DUCUT