

ITSMAP F13 Lesson 7

Androids Communication

Jesper Rosholm Tørresø

Today

- Use UML diagrams
 - for overview and understanding of AFW.
- Communication (Managing connections in a later lesson)
- Work with Hand In 2-3(-4) Get your approvals
- Help setting up Systematic Columna EPJ Client

Commination Resources

- Modern mobile devices offer a number of alternatives for accessing the Internet.
- Android provides two connection techniques for Internet connectivity. **Each is offered transparently to the application layer.**
 - Mobile Internet — GPRS, EDGE, 3G, 4G, and LTE Internet access is available through carriers that offer mobile data.
 - Wi-Fi — Wi-Fi receivers and mobile hotspots are becoming increasingly common.

Communication

- HTTP Communication
 - RESTFul protocol (Representational state transfer)
- Web services
- XML and JSON
- Proprietary protocols (TCP/UDP)

“Think you a little about”

Usin communication on a Smartphone

- **Bandwidth** — Static resources such as images, layouts, and sounds can be expensive on devices with bandwidth restraints. By creating a native application, you can limit the band-width requirements to changed data only.
- **Caching** — With a browser-based solution, a patchy Internet connection can result in intermittent application availability. A native application can cache data and user actions to provide as much functionality as possible without a live connection and synchronize with the cloud when a connection is reestablished.
- **Reducing battery drain** — Each time your application opens a connection to a server, the wireless radio will be turned on (or kept on). A native application can bundle its connections, minimizing the number of connections initiated. The longer the period between network requests, the longer the wireless radio can be left off.
- **Native features** — Android devices are more than simple platforms for running a browser. They include location-based services, Notifications, widgets, camera hardware, background Services, and hardware sensors. By creating a native application, you can combine the data available online with the hardware features available on the device to provide a richer user experience.

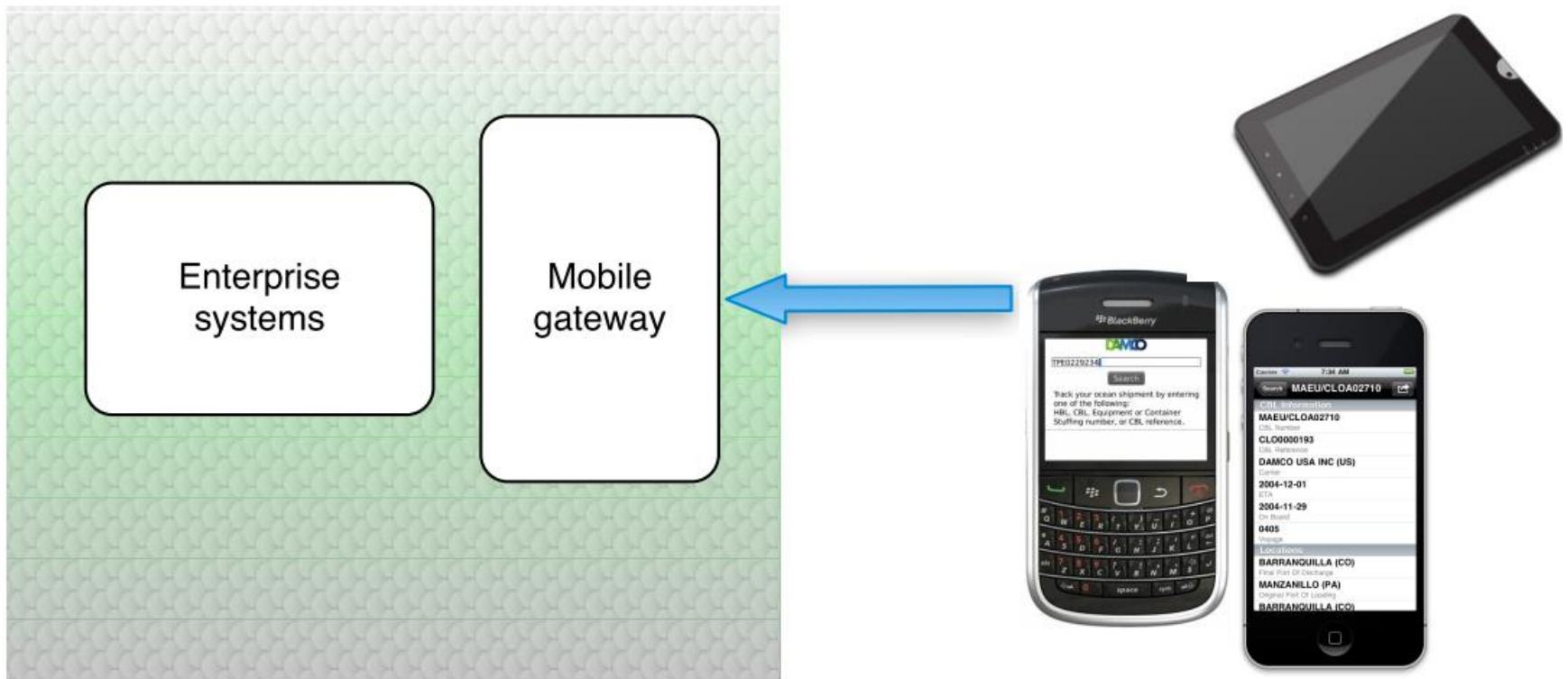
Offline? Online

Is a wireless connection available?

- You can not rely on a stable wireless connection. Simply there may be no signal or use has switch of radio
- Android has a DownloadManager allowing you to up and download resource on the Internet connection when this is available.
- For use: follow example in [MEIER] (Source code available from ITSMAP companion web site

<http://developer.android.com/reference/android/app/DownloadManager.html>

Principle



Using the Internet Resource

Some code for communication

```
public class MainActivity extends Activity {

    private static final String TAG = "Chapter6_Internet";

    private void listing601() {
        /**
         * Listing 6-1: Opening an Internet data stream
         */
        String myFeed = getString(R.string.my_feed);
        try {
            URL url = new URL(myFeed);

            // Create a new HTTP URL connection
            URLConnection connection = url.openConnection();
            HttpURLConnection httpConnection = (HttpURLConnection)connection;

            int responseCode = httpConnection.getResponseCode();
            if (responseCode == HttpURLConnection.HTTP_OK) {
                InputStream in = httpConnection.getInputStream();
                processStream(in);
            }
        }
        catch (MalformedURLException e) {
            Log.d(TAG, "Malformed URL Exception.", e);
        }
        catch (IOException e) {
            Log.d(TAG, "IO Exception.", e);
        }
    }
}
```


Permissions

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.paad.internet"
    android:versionCode="1"
    android:versionName="1.0" >

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

    <application
        android:icon="@drawable/ic_launcher"
        android:label="@string/app_name" >
        <activity
            android:name=".MyActivity"
            android:label="@string/app_name" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```



Foreground – Background

<-API L10 <|>API L11->



Attempting to perform network operations on the main UI thread will cause a `NetworkOnMainThreadException` on the latest Android platform releases. Be sure to execute code, such as that shown in Listing 6-1, in a background thread, as described in Chapter 9, “Working in the Background.”

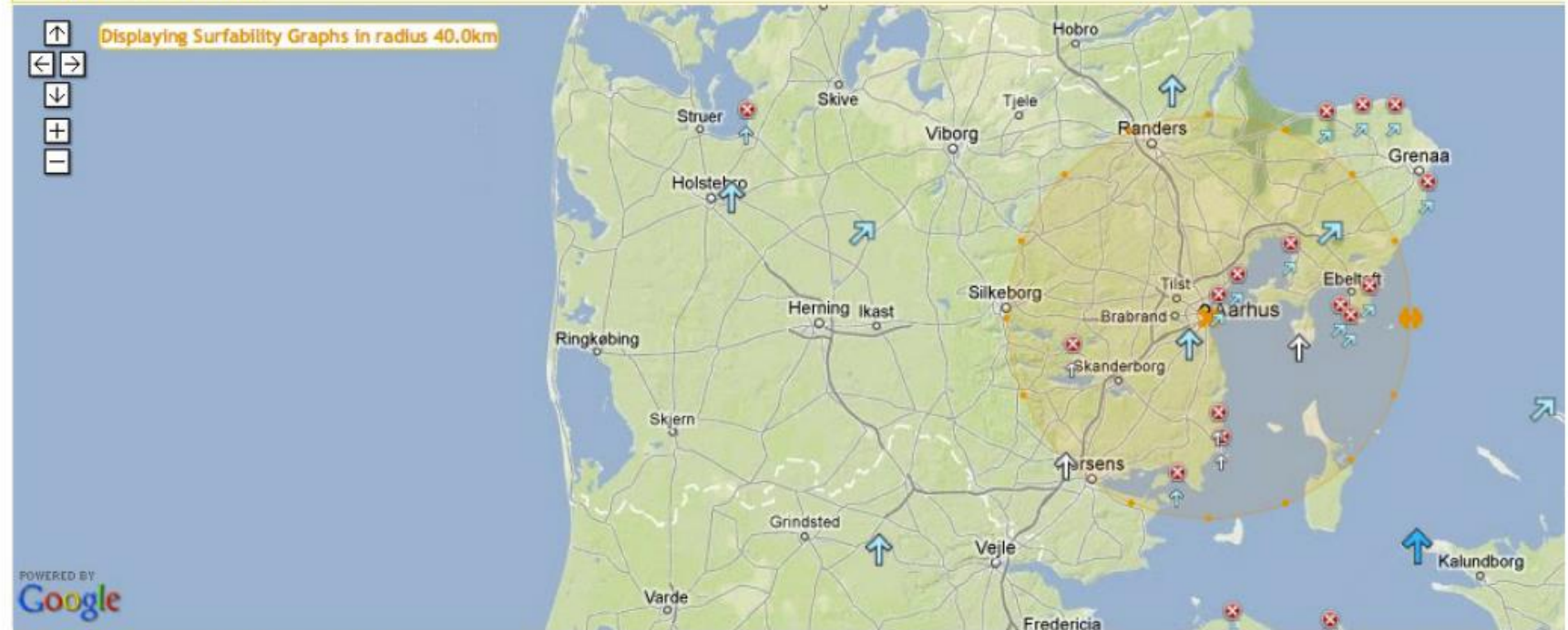
- For a very time limited communication use a background `AsyncTask` or a plain `Thread` (if `View` resources is not accessed) in an `Activity`
- Otherwise put background task into a `Service`

<http://www.vogella.com/blog/2012/02/22/android-strictmode-networkonmainthreadexception/>
<http://developer.android.com/reference/android/os/NetworkOnMainThreadException.html>

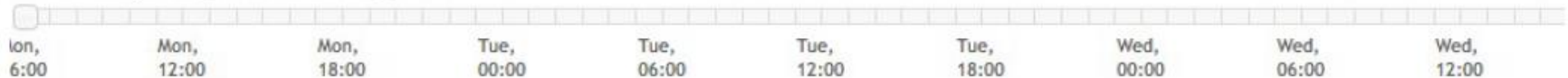
We Love Wind (Beta)

FORECASTS SPOTS FOR MOBILE DEVICES ABOUT

▼ Spots and Forecasts Map



Show weather symbols ☐ Show observations ☒



Alrø

Forecast Calculated: Sun, 08:02, Estimated Update: Sun, 21:00

12m/s

6m/s

0m/s

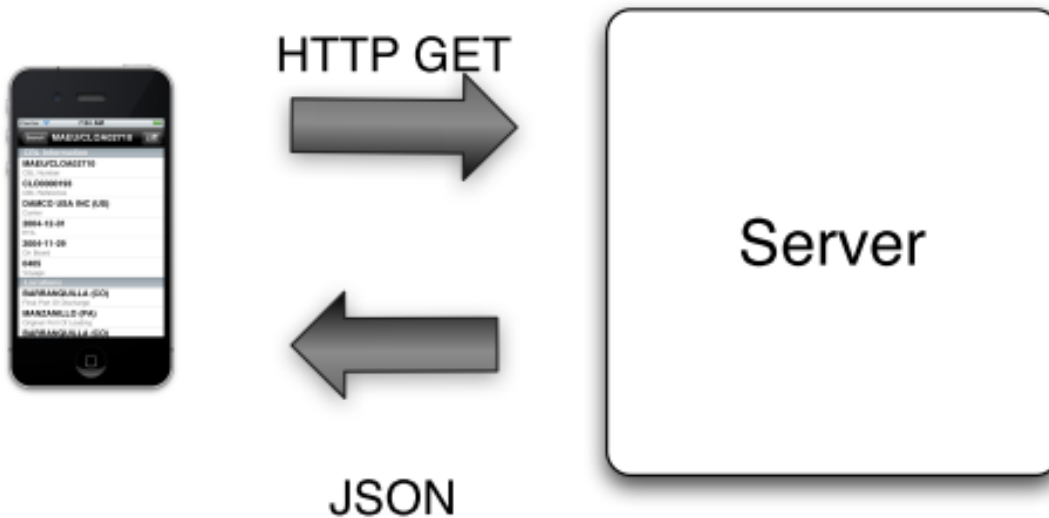
6m/s

12m/s

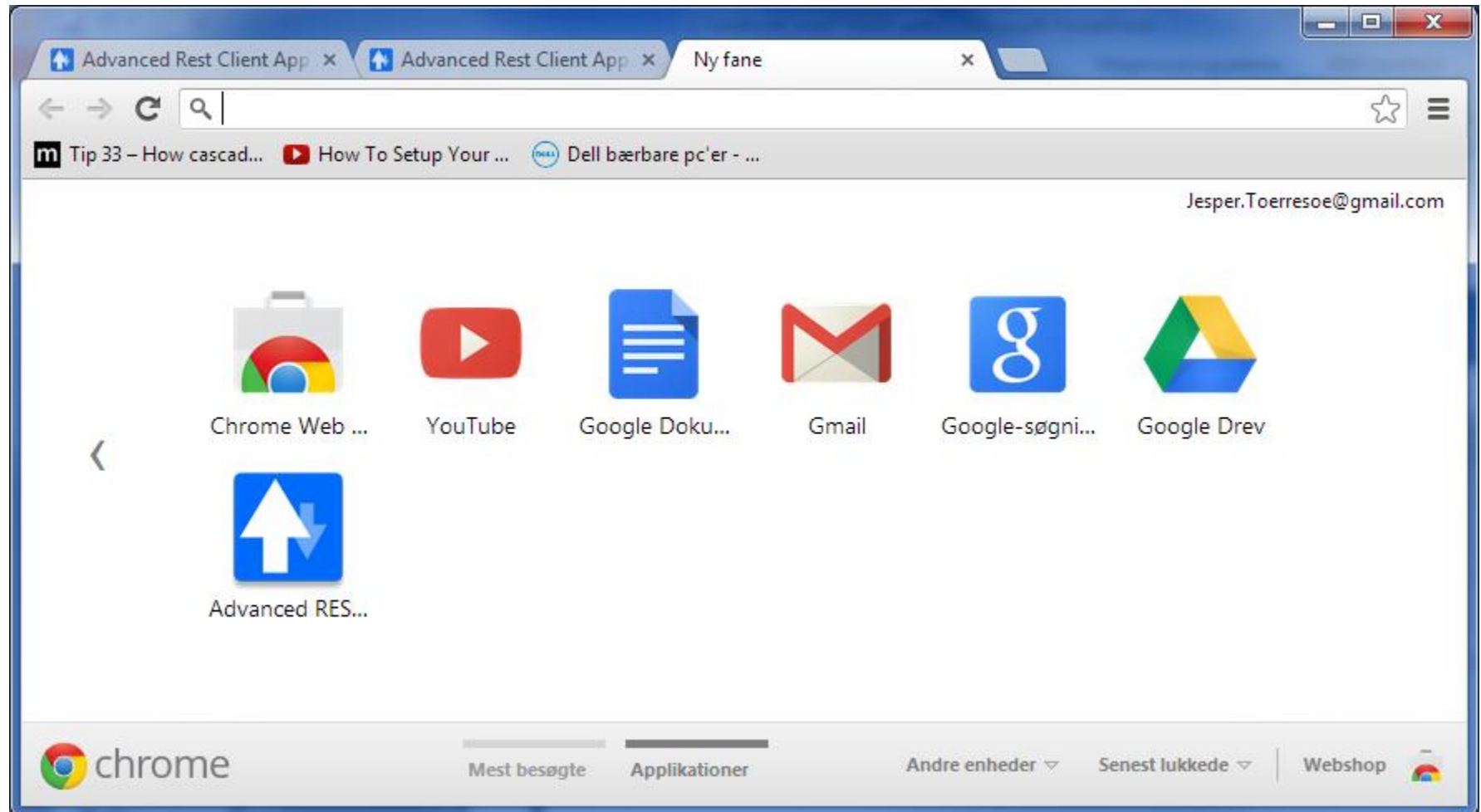


API

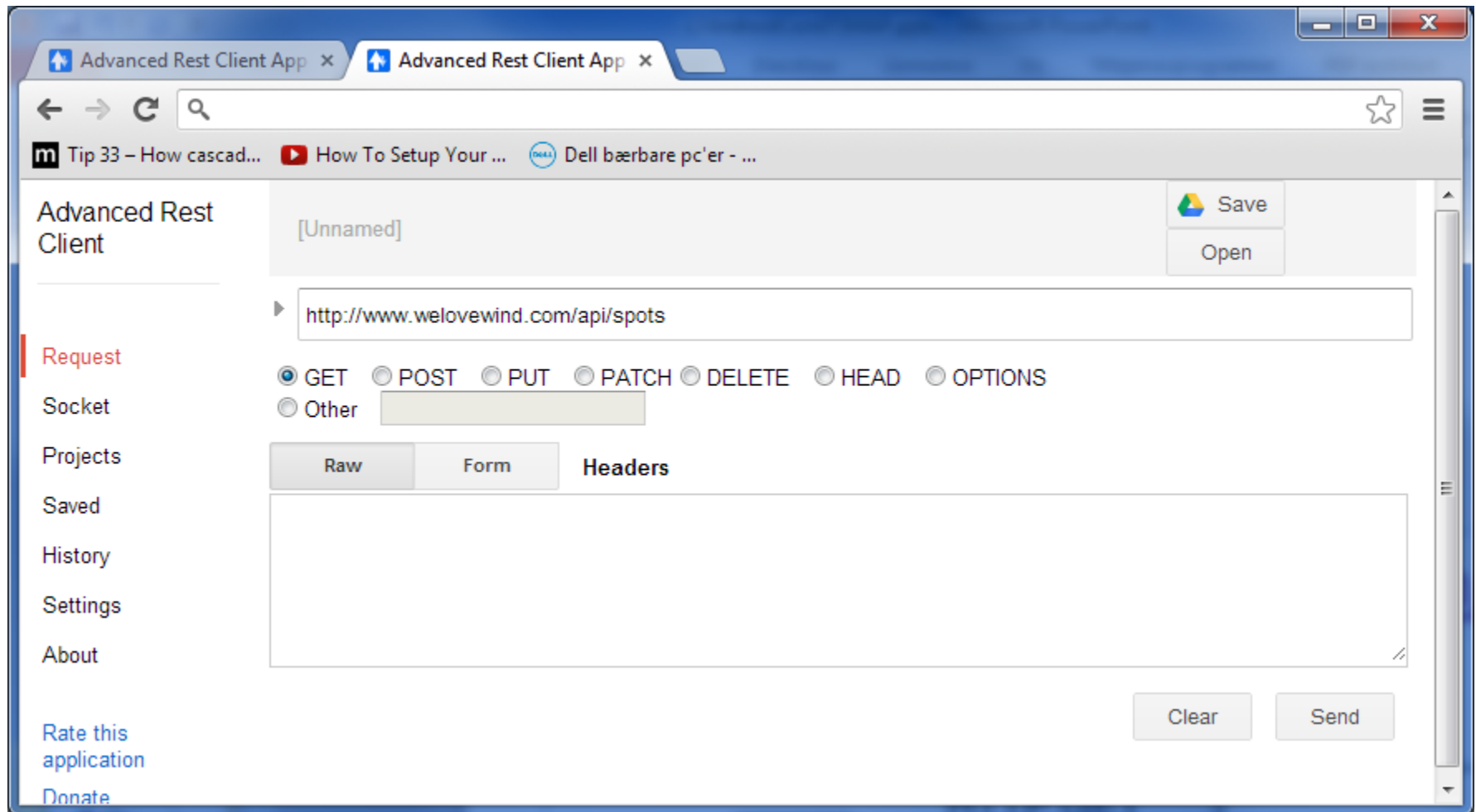
- <http://www.welovewind.com/api/spots>



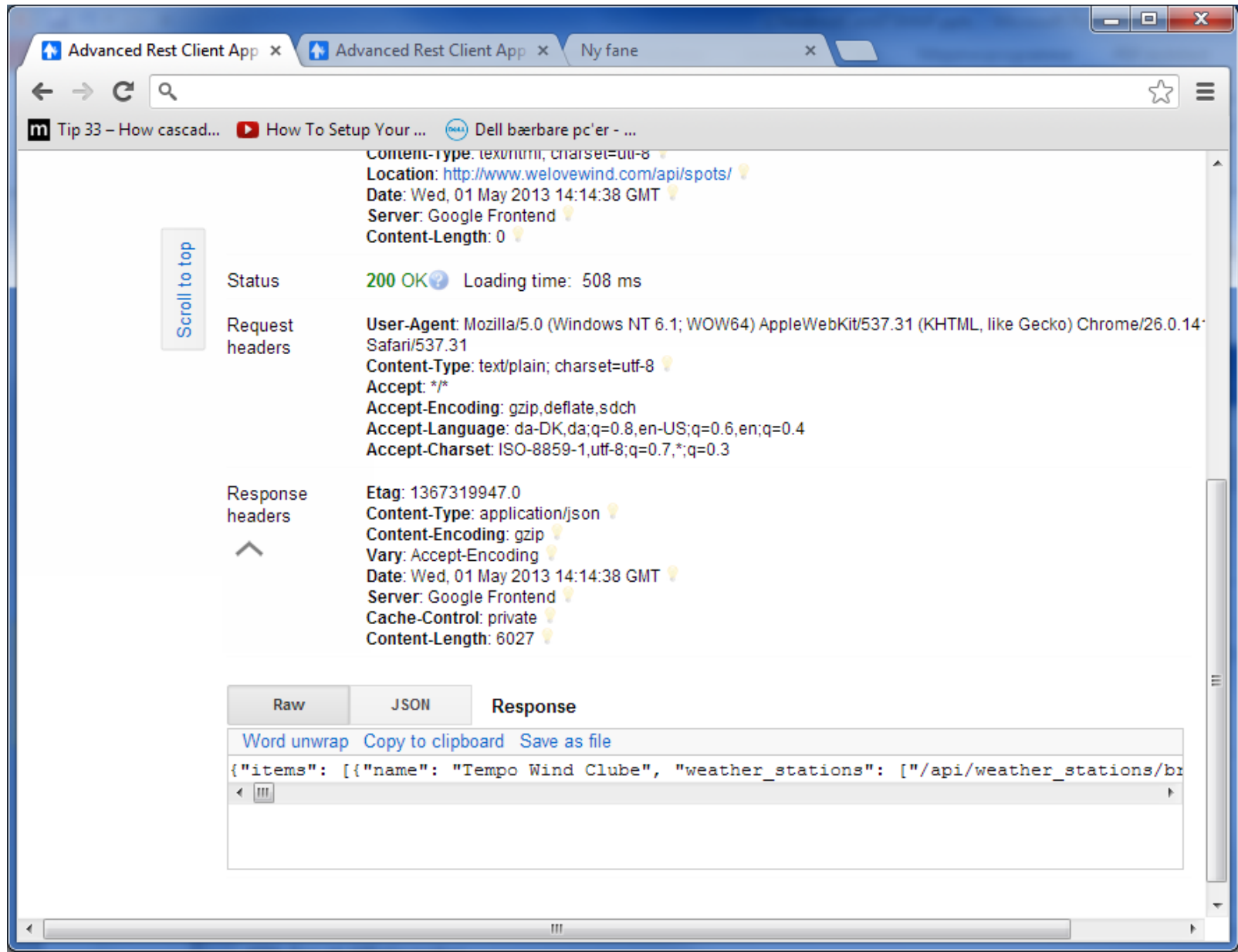
Google Chrome Advanced REST Client



Google Chrome Advanced REST Client



Google Chrome Advanced REST Client



```
{
  "items": [
    {
      "name": "Tempo Wind Clube",
      "weather_stations": [
        "/api/weather_stations/br/SBSP/"
      ],
      "lon": -46.731119155883789,
      "uri": "/api/spots/br/tempo_wind_clube/",
      "forecast_point": "/api/forecast_points/-23.7022,-46.7311/",
      "country_code": "br",
      "lat": -23.702214589312561,
      "wind_diagram": {
        "E": "YES",
        "NE": "YES",
        "N": "YES",
        "S": "YES",
        "SE": "YES",
        "NW": "YES"
      }
    },
    {
      "name": "Praia do Pepe",
      "weather_stations": [
        "/api/weather_stations/br/SBJR/",
        "/api/weather_stations/br/SBAF/"
      ],
      "lon": -43.306303024291992,
      "uri": "/api/spots/br/praia_do_pepe/",
      "forecast_point": "/api/forecast_points/-23.0161,-43.3063/",
      "country_code": "br",
      "lat": -23.016066390570344,
      "wind_diagram": {
        "SW": "YES",
        "S": "YES",
        "E": "YES",
        "SE": "YES"
      }
    }
  ]
}
```



```

{
  "calculation_time": "2011-11-20T07:02:22",
  "next_run_time": "2011-11-20T20:00:00",
  "lat": -23.7022000000000001,
  "lon": -46.731099999999998,
  "uri": "/api/forecast_points/-23.7022,-46.7311/",
  "forecasts": [
    {
      "direction": "54.4",
      "span": 3,
      "temp": "17.7",
      "symbol": "3_night",
      "time": "2011-11-21T06:00:00",
      "speed": "1.7"
    },
    {
      "direction": "21.4",
      "span": 3,
      "temp": "18.8",
      "symbol": "1_night",
      "time": "2011-11-21T09:00:00",
      "speed": "2.3"
    },
    {
      "direction": "6.5",
      "span": 3,
      "temp": "26.2",
      "symbol": "3",
      "time": "2011-11-21T12:00:00",
      "speed": "3.4"
    }
  ]
}

```

JSON vs. XML

```
<sometitle>ITSMAP</sometitle>  
<coursenumber>1212</coursenumber>
```

```
{  
  sometitle: ITSMAP  
  coursenumber: 1212  
}
```

<http://stog.itog.dk/itog/action/list/format/json>



| København H m. syd | |
|--------------------|-----------------|
| C | Ballerup 0 |
| B | Høje Taastrup 4 |
| E | Køge 5 |
| H | Frederikssund 7 |
| A | Hundige 7 |
| C | Frederikssund 7 |
| E | Køge 11 |
| A | Hundige 14 |

DSB S-tog

for iPhone and Android

Hand In 4 View

- Here is the Users View for Hand In 4 App
 - ListView,
 - the filter text field
 - and the getdata button

