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Android-从程序员到架构师之路

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B01_f

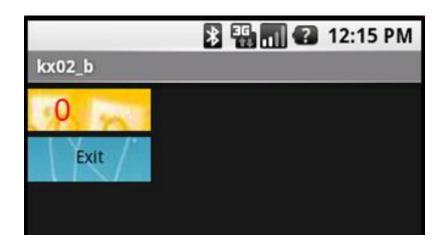
认识进程与IPC架构(f)

By 高煥堂

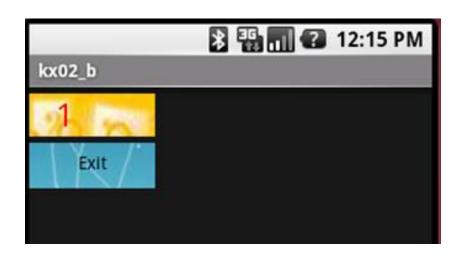
7、短程通信 vs. 远程通信

範例:短程通信

• 首先出现ac01画面,立即启动myService, 定时连续传来数字,如下:



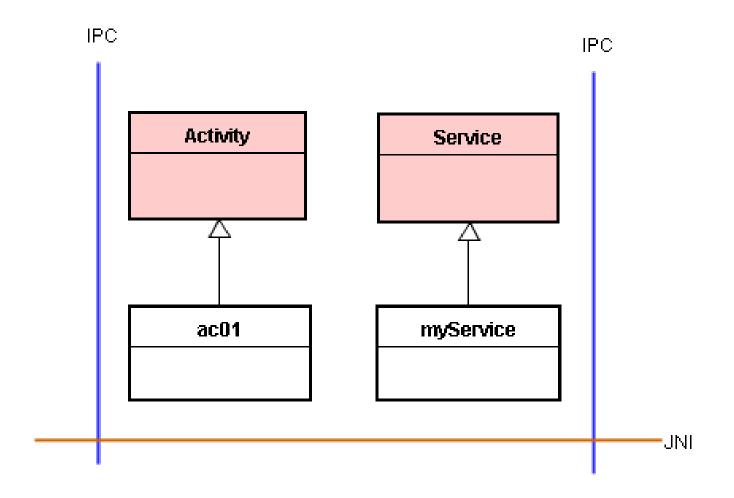
由于定时连续传来数字,所以数字会持续 递增,如下:



// AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
   package="com.misoo.pkm"
   android:versionCode="1"
   android:versionName="1.0.0">
  <application android:icon="@drawable/icon"
  android:label="@string/app_name">
    <activity android:name=".ac01"
             android:label="@string/app_name">
       <intent-filter>
         <action android:name="android.intent.action.MAIN" />
         <category
  android:name="android.intent.category.LAUNCHER" />
       </intent-filter>
    </activity>
    <service android:name=".myService" > </service>
  </application>
</manifest>
```

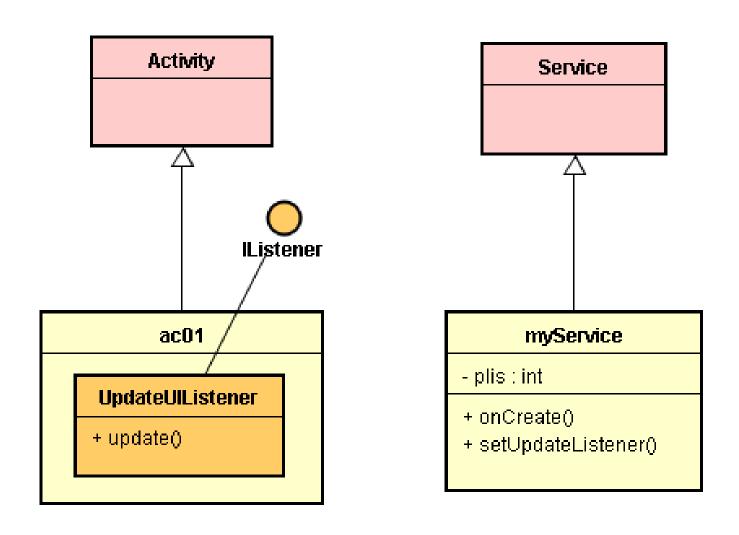
 这AndroidManifest.xml指定了:ac01 和myService是在同一进程里执行。



撰写步骤

Step-1: 定义 IListener接口:

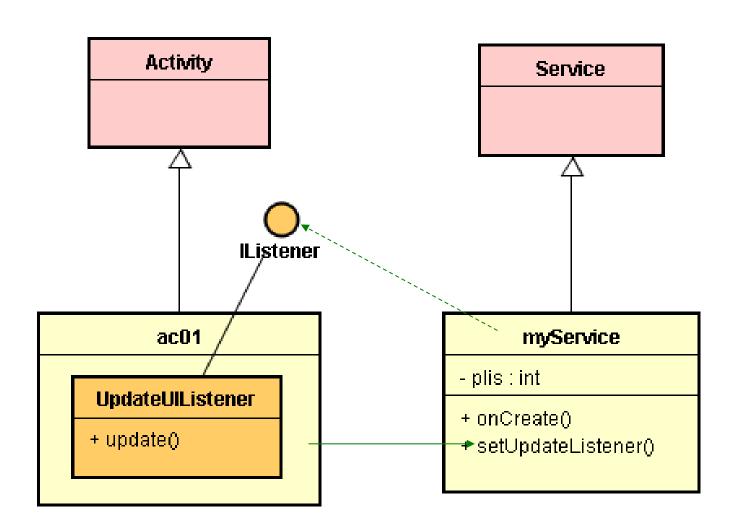
```
// IListener.java
package com.misoo.ppvv;
public interface IListener {
    public void update(String s);
}
```



```
// ac01.java
// . . . . . . .
public class ac01 extends Activity implements OnClickListener {
   private final int WC =
   LinearLayout.LayoutParams.WRAP_CONTENT;
   private TextView tx;
   private Button btn;
   @Override public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.main);
    LinearLayout layout = new LinearLayout(this);
     layout.setOrientation(LinearLayout. VERTICAL);
    LinearLayout.LayoutParams param =
         new LinearLayout.LayoutParams(100, WC);
     param.topMargin = 5;
    tx = new TextView(this); tx.setTextSize(26);
    tx.setTextColor(Color.RED);
    tx.setBackgroundResource(R.drawable.x_yellow);
     layout.addView(tx, param);
```

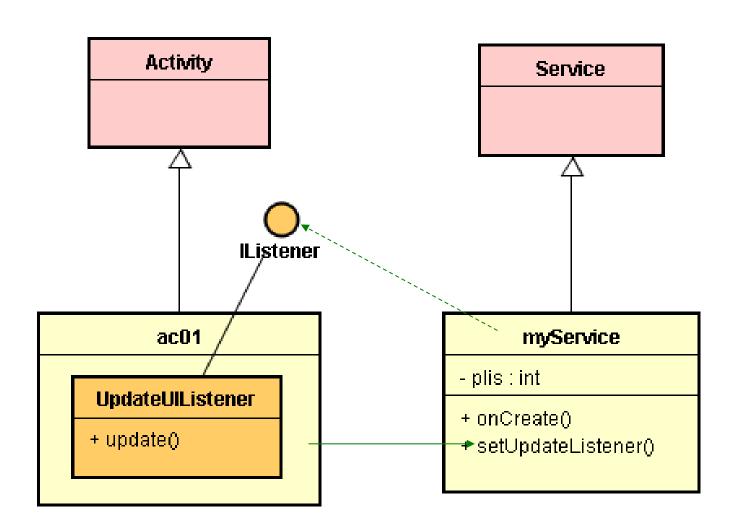
```
btn = new Button(this); btn.setText("Exit");
   btn.setBackgroundResource(R.drawable.earth);
   btn.setOnClickListener(this);
   layout.addView(btn, param);
   this.setContentView(layout);
   myService.setUpdateListener( new UpdateUIListener() );
   Intent svc = new Intent(this, myService.class);
   startService(svc);
@Override protected void onDestroy() {
    super.onDestroy();
   Intent svc = new Intent(this, myService.class);
   stopService(svc);
class UpdateUIListener implements IListener {
   public void update(String s) tx.setText(" " + s);
public void onClick(View v) { this.finish(); }
```

诞生一个UpdateUIListner的对象,然后将此对象之参考值(Reference)传递给myService,存于plis参考变量里。

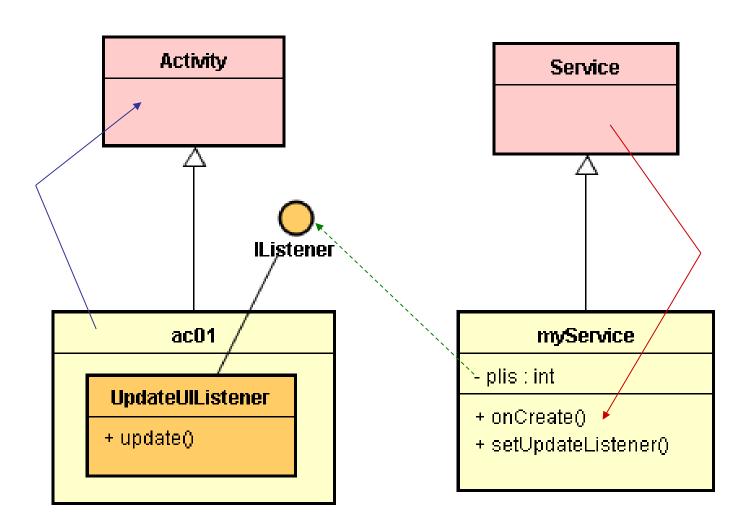


```
// myService.java
// ......
public class myService extends Service {
   private static IListener plis;
   private static int k = 0;
   private Timer timer = new Timer();
   public Handler handler = new Handler(){
      public void handleMessage(Message msg) {
          plis.update(String.valueOf(k++));
```

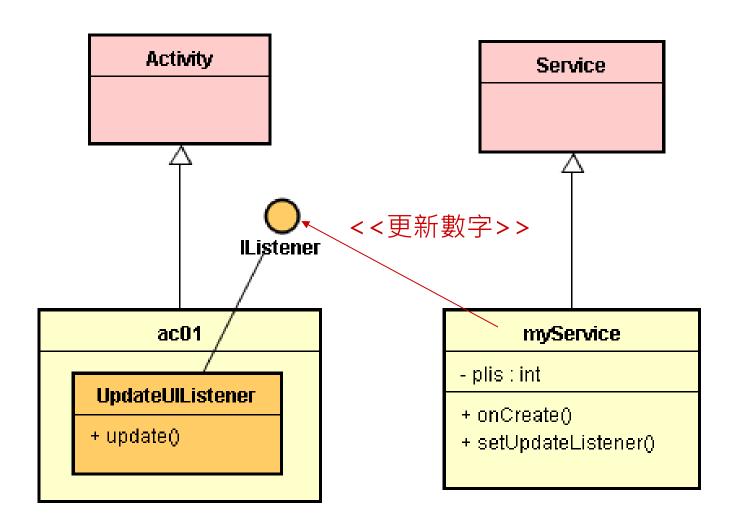
```
@Override public void onCreate() {
     super.onCreate();
     TimerTask task = new TimerTask() {
           @Override public void run() {
                handler.sendEmptyMessage(0);
      }};
     timer.schedule(task,1000, 4000);
@Override
             public IBinder onBind(Intent intent)
              { return null; }
public static void setUpdateListener(IListener listener)
      { plis = listener; }
```



 接着,诞生一个Intent对象去要求Android 启动myService。就执行到myService的 onCreate()函数。



- 此onCreate()函数诞生一个Timer对象,它 会定时呼叫Handler类别的 handleMessage()函数。
- 此onCreate()函数就透过plis而将数据传递给ac01里的UpdateUIListner对象,然后将数字呈现于画面上,并且循环下去。



WINTER VS.

</manifest>

