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Android-从程序员到架构师之路

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D05_b

Android Service的 Proxy-Stub设计模式(b)

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3、实践Proxy-Stub模式

基于AIDL架构

- 基于AIDL架构，可以包装这个IBinder接口，来提供更好用的接口(如ISampeService)。例如，定义接口如下：

服务开发者定义接口

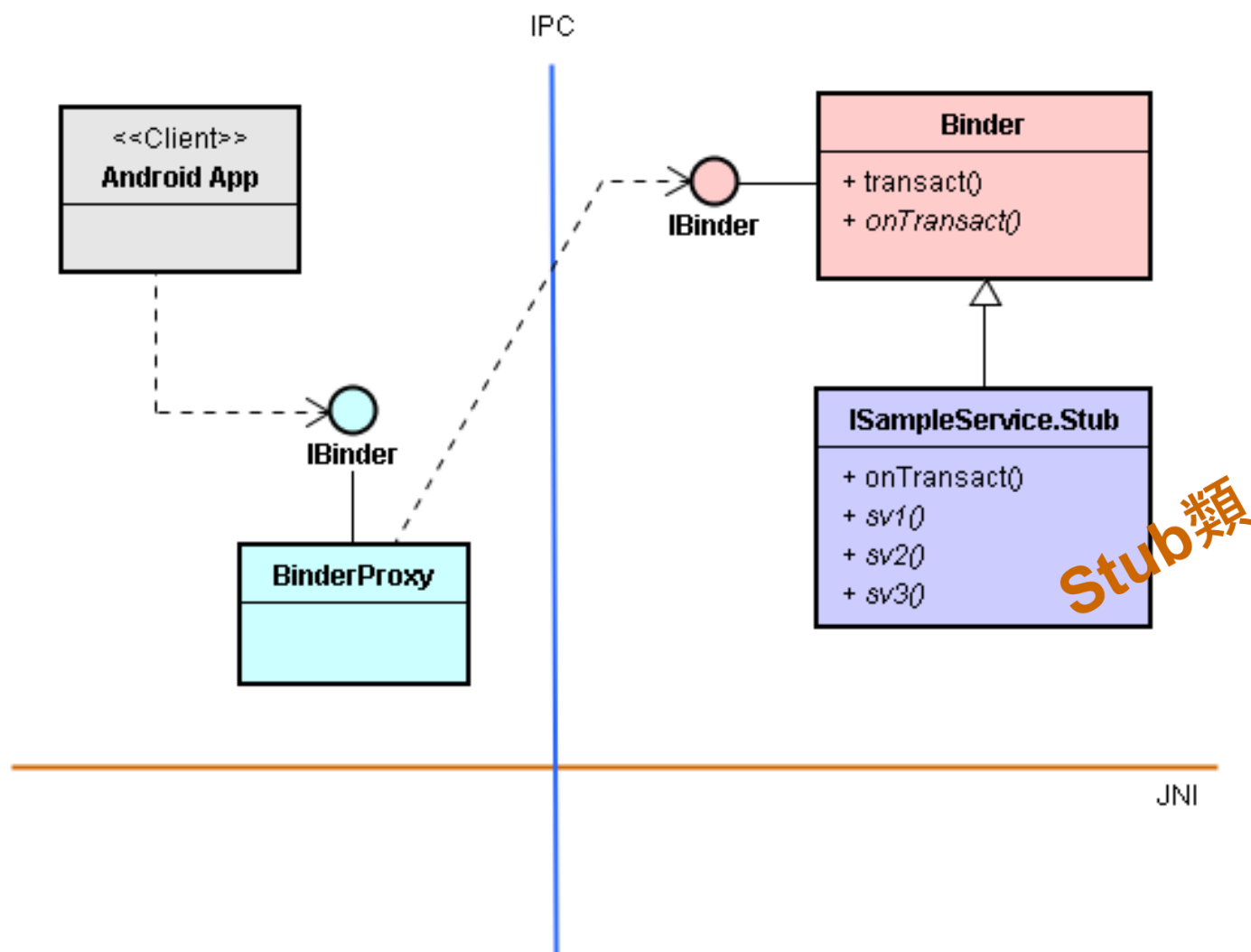
```
/*  
 * aidl file : frameworks/base/core/java/android/os/ISampleService.aidl  
 * This file contains definitions of functions which are exposed by service  
 */  
package android.os;  
interface ISampleService {  
    void sv1();  
    void sv2();  
    void sv3();  
}
```

- 此时，会使用aidl.exe工具产生ISampleService.Stub类。
- 它一方面继承了Binder框架基类，得到IBinder接口。
- 同时，也继承了ISampleService接口所定义的sv1(), sv2()和sv3()函数。其定义如下：

AIDL工具生成Stub类和Proxy类

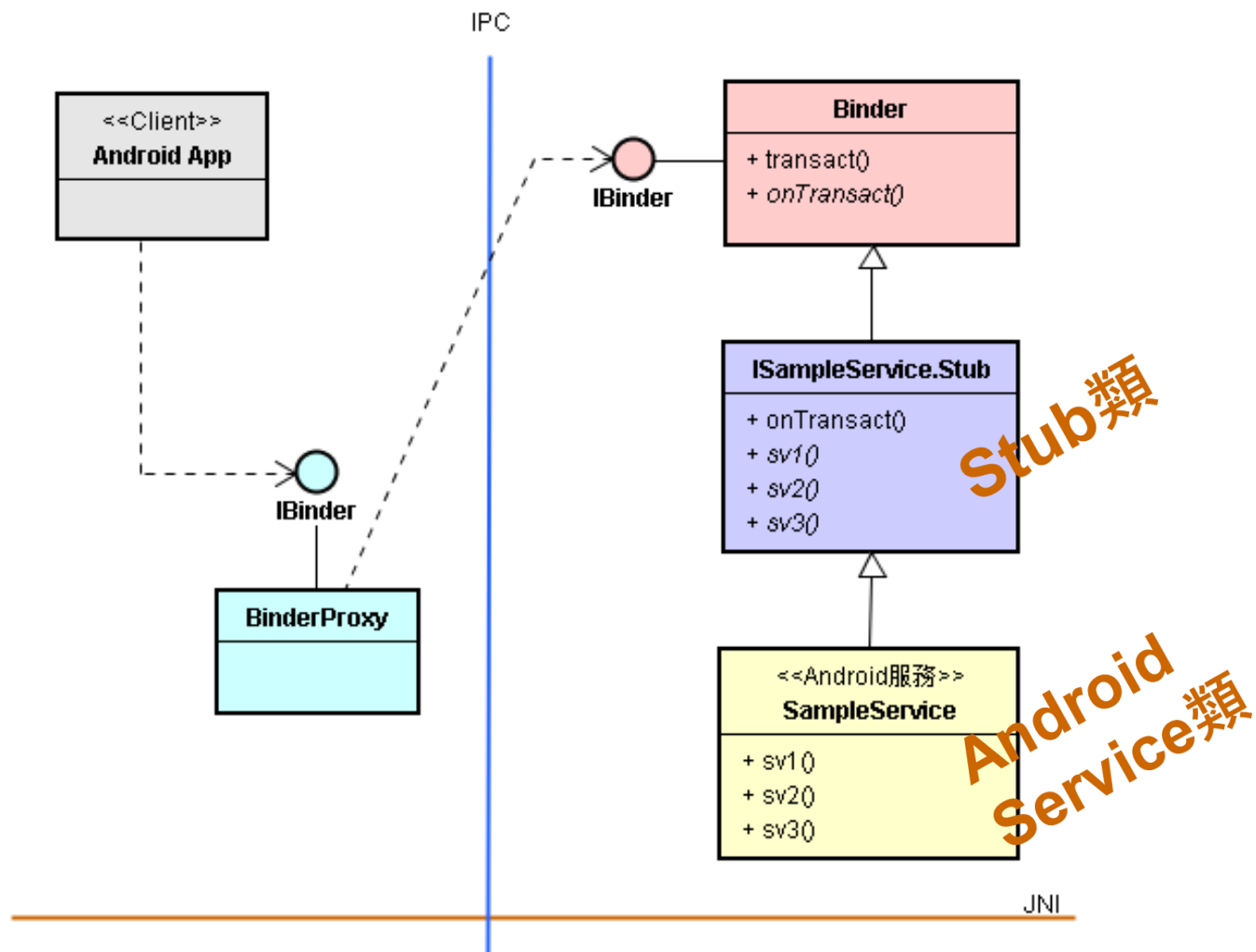
```
class ISampleService.Stub extends Binder
    implements ISampleService {
    //.....
}
```

- 如下图所示：



- 这个ISampleService.Stub类别是由Android SDK所提供的aidl.exe工具所自动产生的。
- 我们只要撰写SampleService类别，它来继承上述的ISampleService.Stub类别即可，如下图所示：

从Stub类
衍生出Android Service



```
/* SampleService.java */  
// .....  
public class SampleService extends ISampleService.Stub {  
    private static final String TAG = "SampleService";  
    private SubThread t;  
    private SubHandler h;  
    private Context mContext;  
  
    public SampleService(Context context) {  
        super();  
        mContext = context;  
        t = new SubThread();  
        t.start();  
    }  
}
```

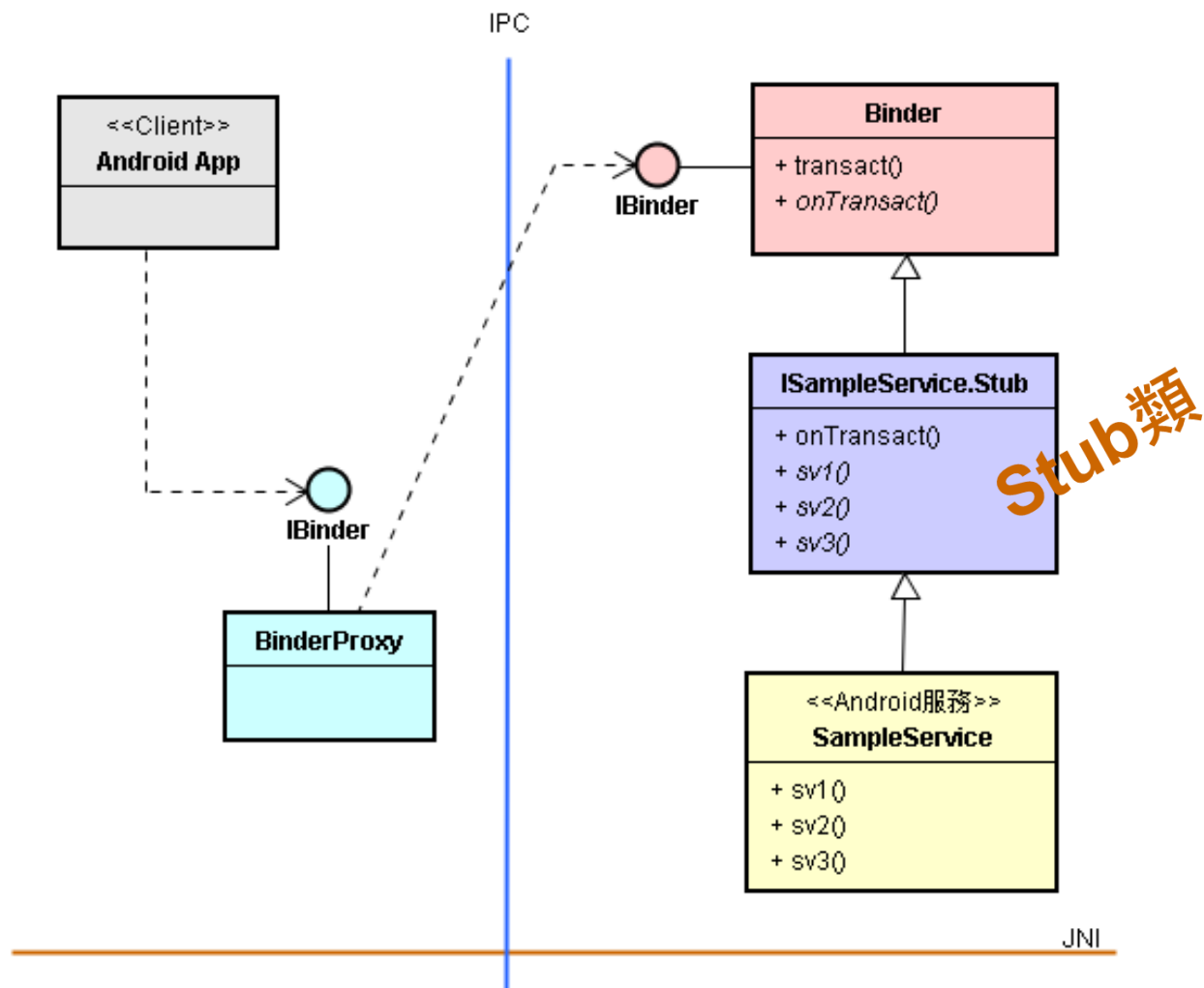
```
public void sv1() {  
    Message msg = Message.obtain();  
    msg.what = 0;  
    msg.arg1 = "sv1";  
    h.sendMessage(msg);  
}  
public void sv2() {  
    Message msg = Message.obtain();  
    msg.what = 0;  
    msg.arg1 = "sv2";  
    h.sendMessage(msg);  
}  
public void sv3() {  
    Message msg = Message.obtain();  
    msg.what = 0;  
    msg.arg1 = "sv3";  
    h.sendMessage(msg);  
}
```

```
private class SubThread extends Thread {  
    public void run() {  
        Looper.prepare();  
        h = new SubHandler();  
        Looper.loop();  
    }  
}  
private class SubHandler extends Handler {  
    @Override  
    public void handleMessage(Message msg) {  
        try {  
            if (msg.what == 0) {  
                // 顯示出 msg.arg1 內容;  
            }  
        } catch (Exception e) {  
            Log.e(TAG, "Exception...", e);  
        }  
    }  
}  
}
```

- 将Android Service登录到SystemServer，并从Init进程启动这项系统服务。

Register service in SystemServer.java

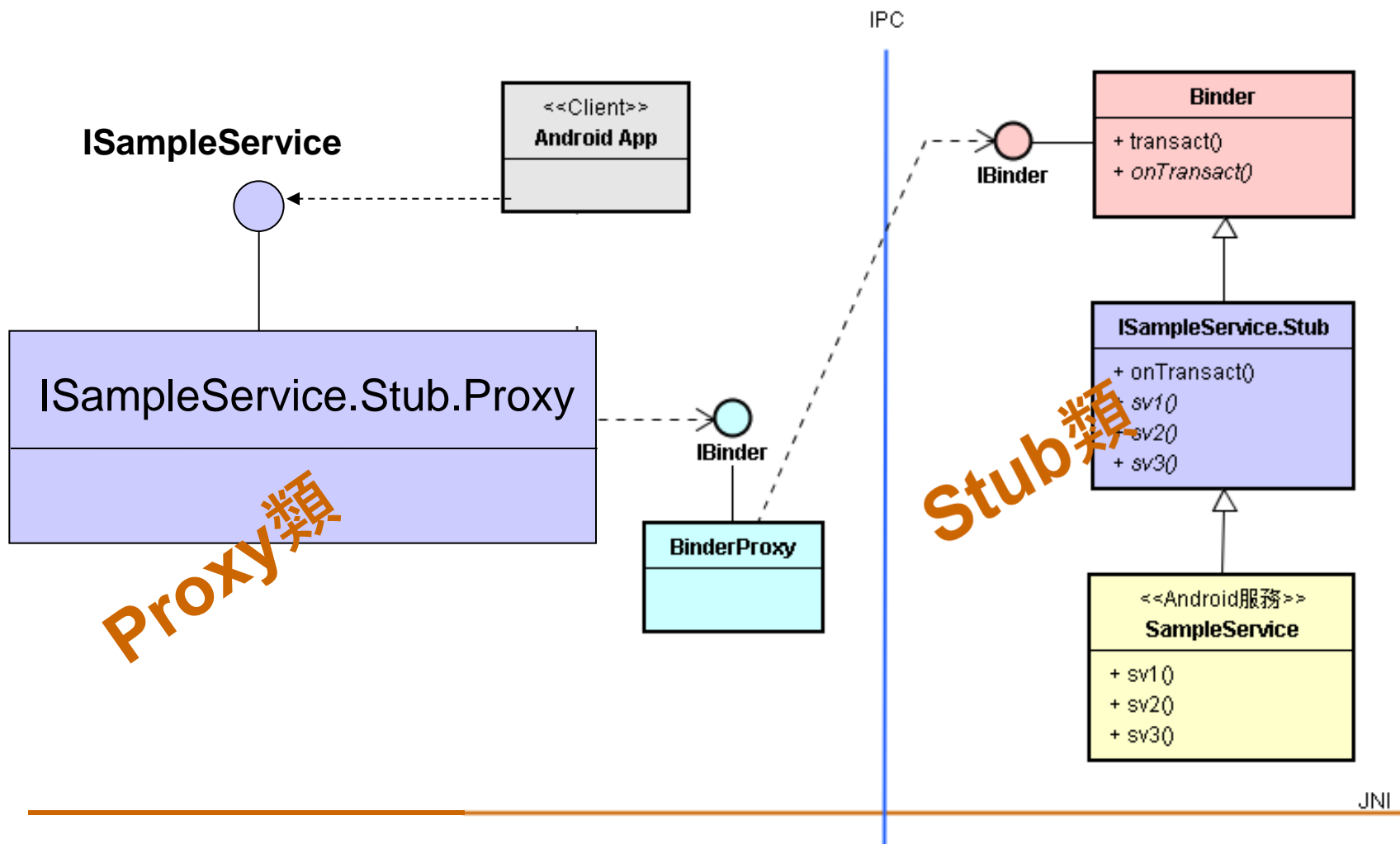
```
/*  
 * go to function "@Override public void run()" /*  
 * ..... */  
 * Add following block after line "if (factoryTest !=  
SystemServer.FACTORY_TEST_LOW_LEVEL) {"  
 */  
  
try {  
    Slog.i(TAG, "Test Service");  
    ServiceManager.addService( "CS001" ,  
                               new SampleService(context));  
} catch (Throwable e) {  
    Slog.e(TAG, "Failure starting SampleService", e);  
}
```

在Client端创建Proxy类的对象

```
/*  
 * myActivity.java  
 */  
// .....  
public class myActivity extends Activity {  
    private static final String DTAG = "SampleServer";  
    /** Called when the activity is first created. */  
    @Override  
    public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.main);  
    }
```

```
IBinder m_ib = ServiceManager.getService("CS001");
ISampleService m_obj = ISampleService.Stub.asInterface( m_ib );
    try {
        Log.d(DTAG, "Going to call service");
        m_obj.f1(255);
        m_obj.f2(17.35);
    }
    catch (Exception e) {
        Log.d(DTAG, "FAILED to call service");
        e.printStackTrace();
    }
}
```





~ Continued ~