

MICROOH 麦可网

Android-从程序员到架构师之路

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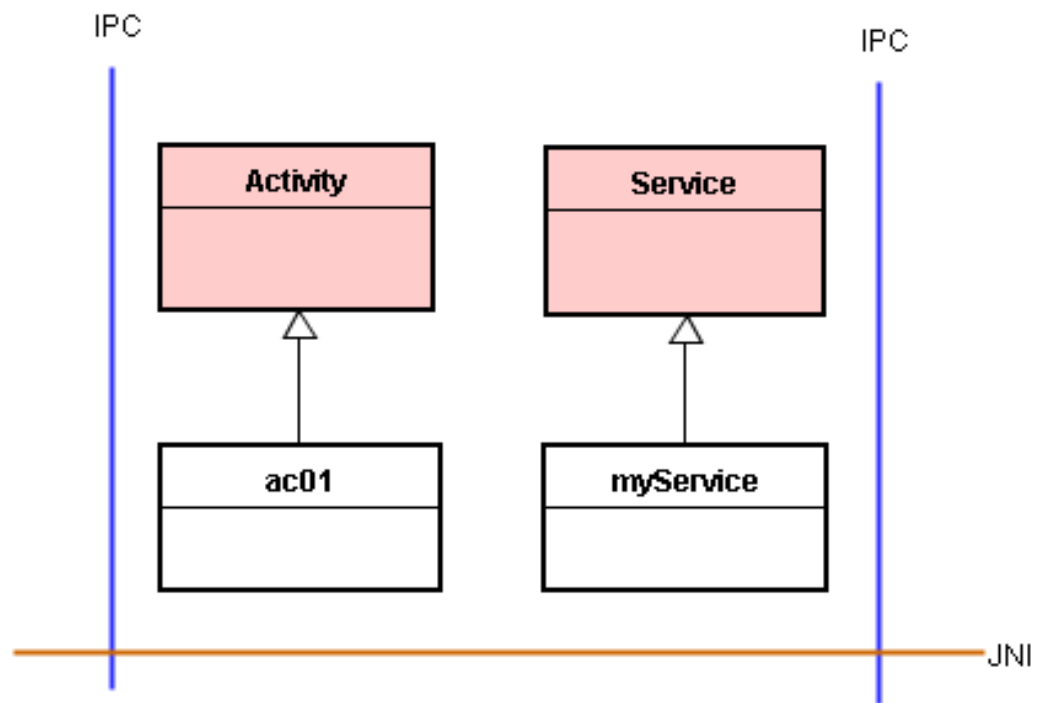
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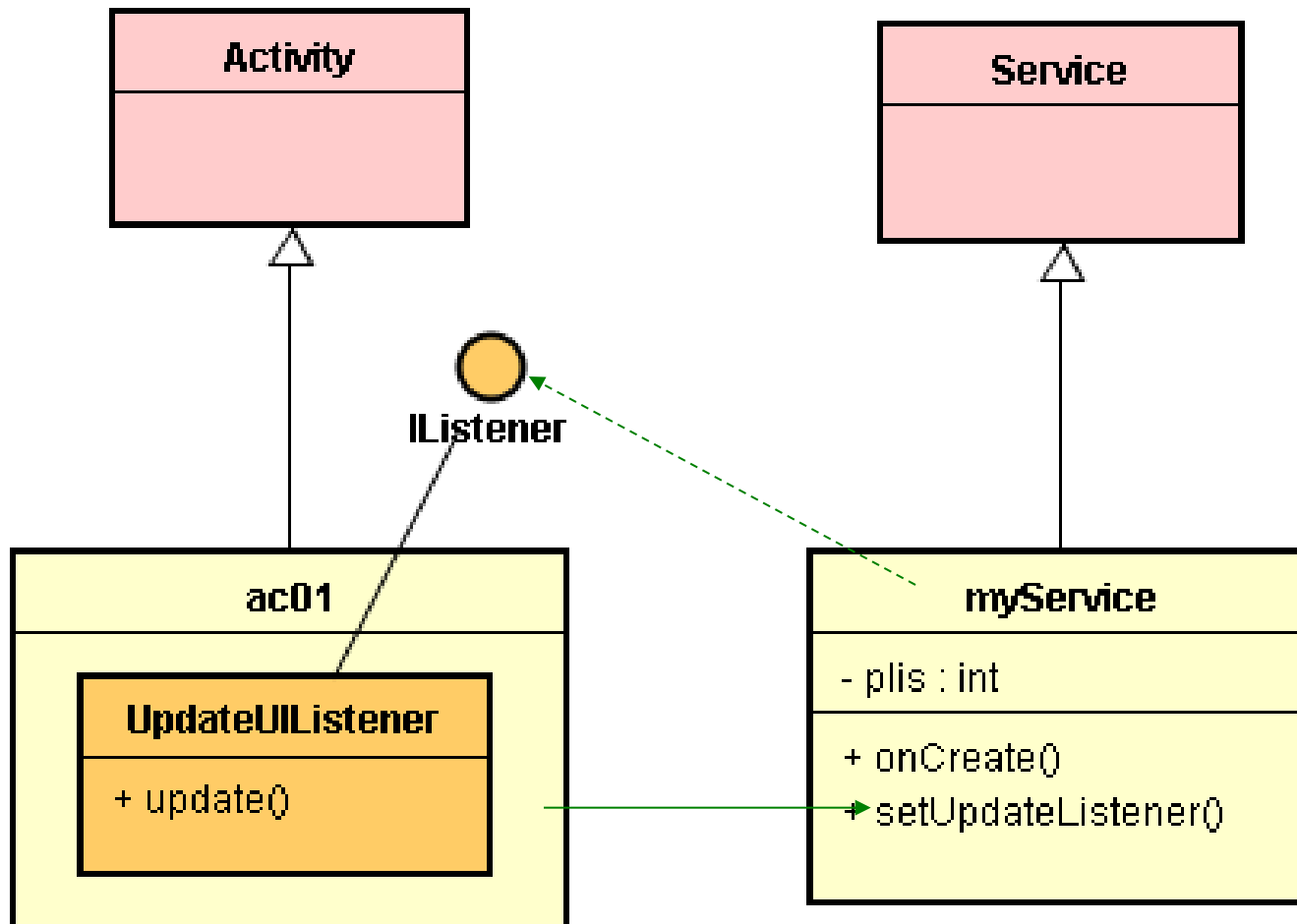
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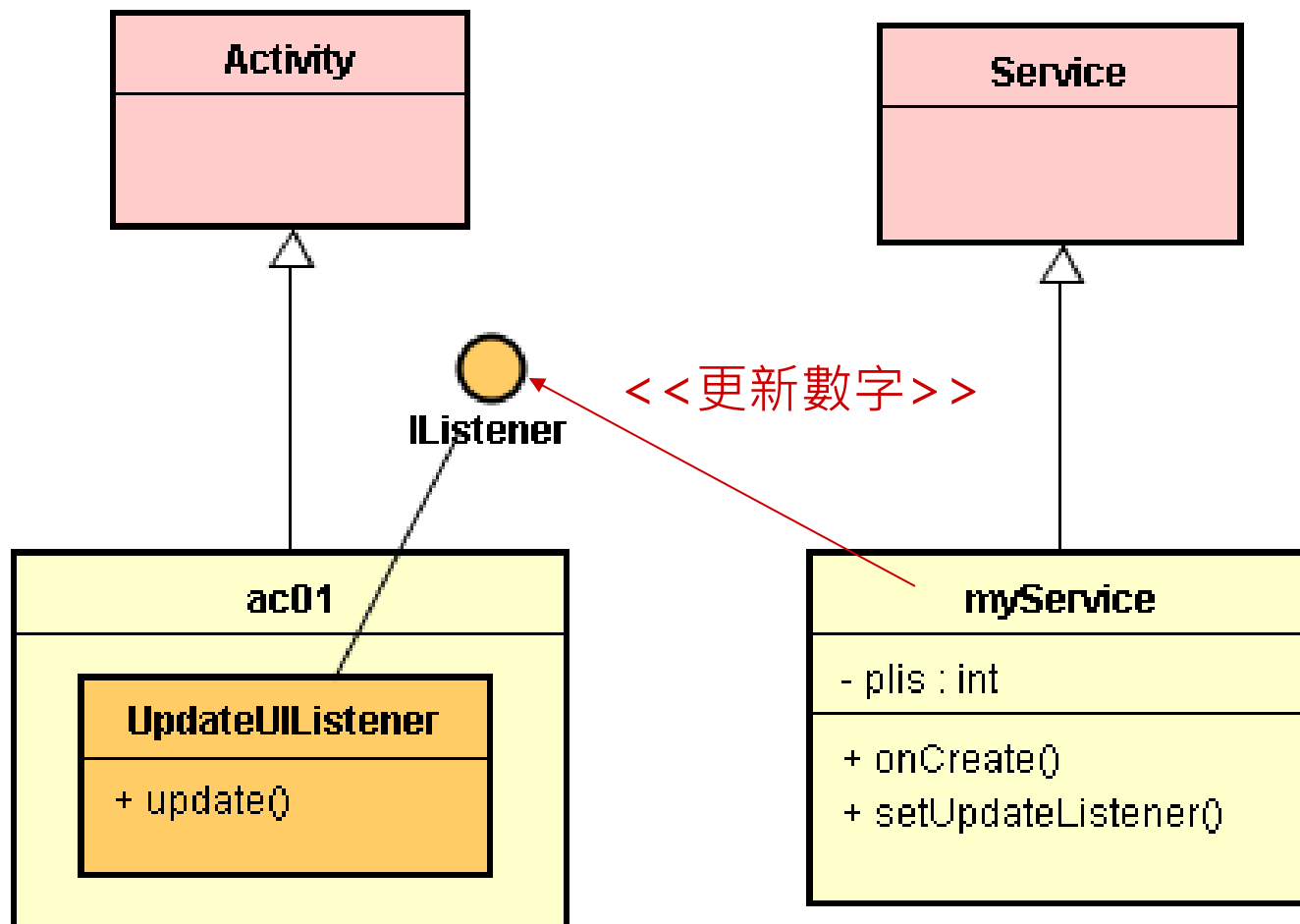
认识进程与IPC架构(g)

By 高煥堂

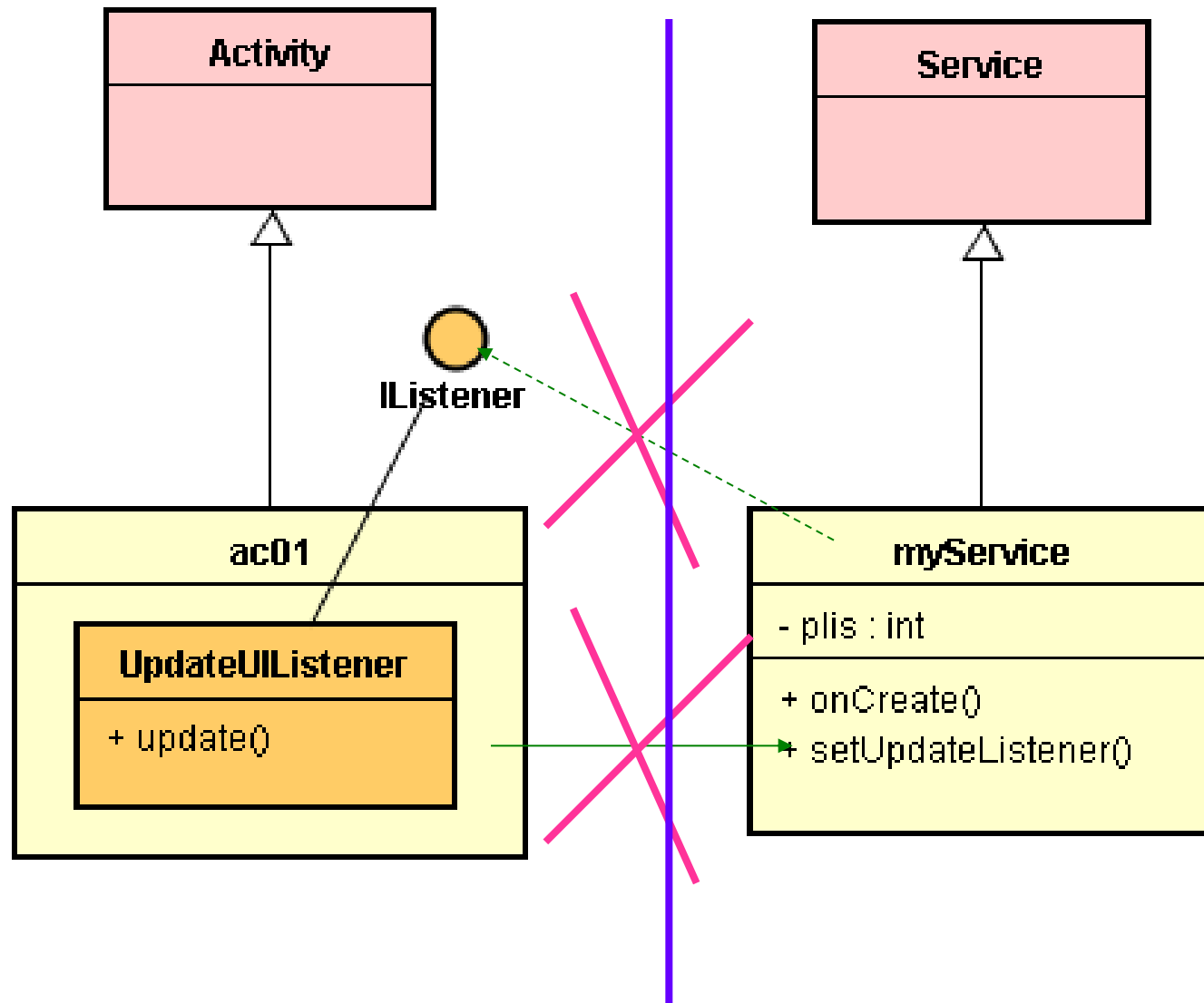
复习：短程通信







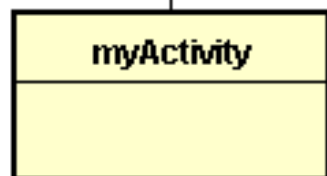
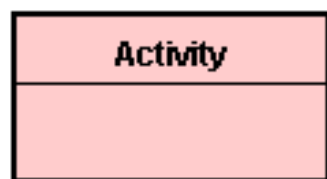
IPC



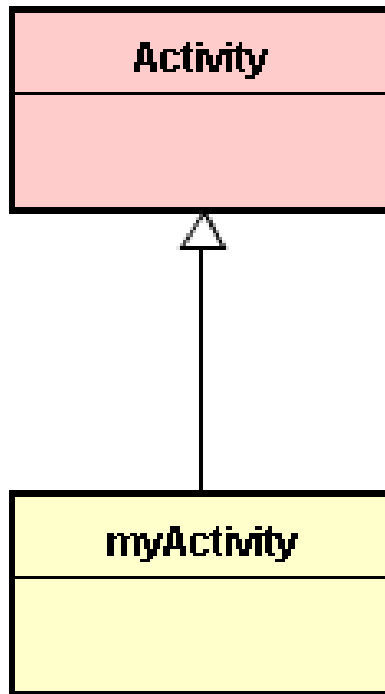
範例：遠程通信

- 茲拿剛才的MP3播放范例，來說明其詳細步驟。Activity類想跨進程去調用MediaPlayer播放引擎，如下圖所示：

IPC

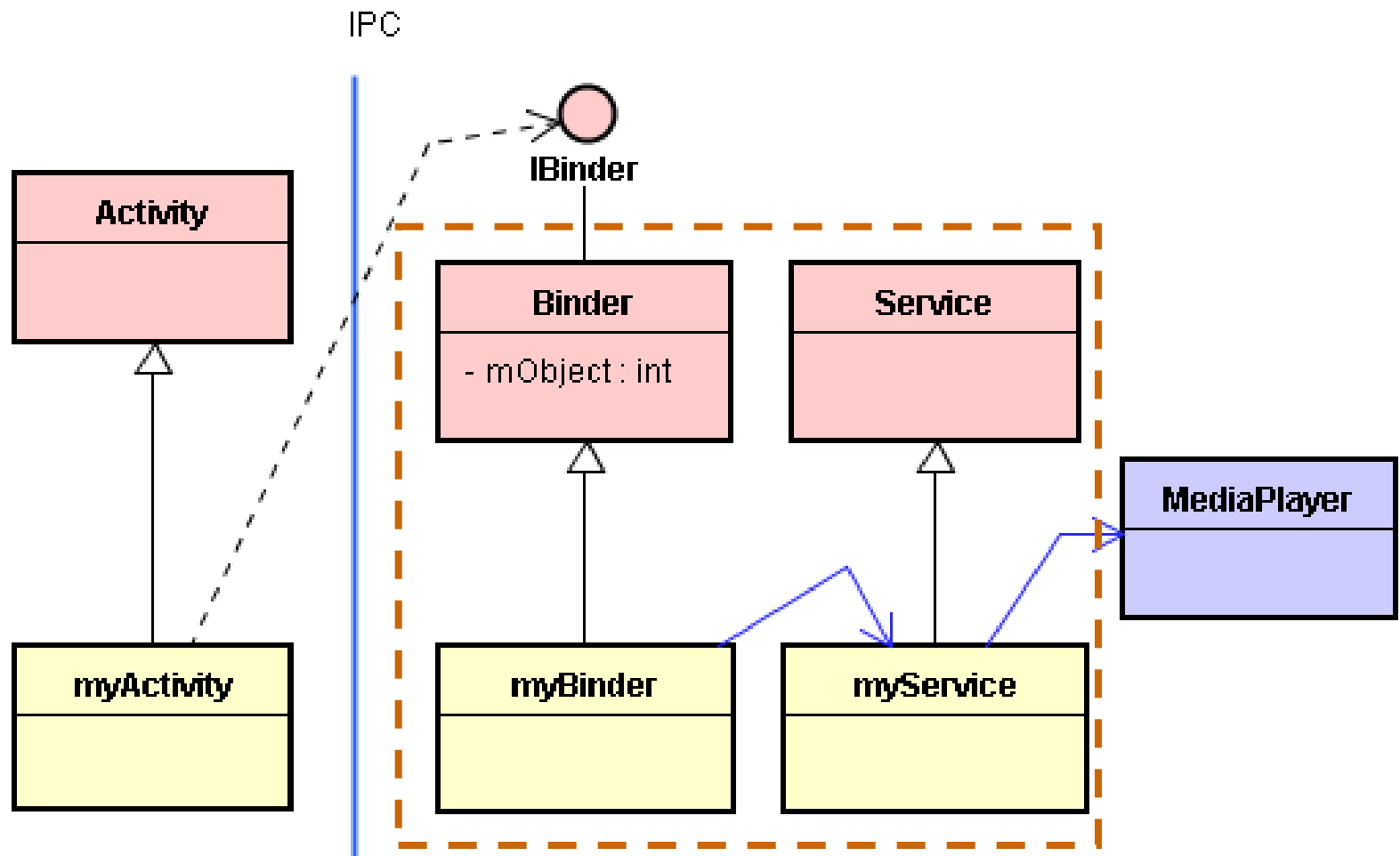


IPC



EIT
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EIT造形的<組合>

牛郎与织女的约会三步骤：

Step-1. 配对。

Step-2. 建乔。

Step-3. 相会。



1:10 PM

kx02_c

play 

stop 

exit 

Ready

```
// myActivity.java
```

```
// .....
```

```
public class myActivity extends Activity implements OnClickListener
{
    private final int WC =
        LinearLayout.LayoutParams.WRAP_CONTENT;
    private final int FP = LinearLayout.LayoutParams.FILL_PARENT;
    private Button btn, btn2, btn3;
    public TextView tv;
    private IBinder ib = null;

    public void onCreate(Bundle icle) {
        super.onCreate(icle);
        LinearLayout layout = new LinearLayout(this);
        layout.setOrientation(LinearLayout.VERTICAL);
        btn = new Button(this);  btn.setId(101); btn.setText("play");
        btn.setBackgroundResource(R.drawable.heart);
        btn.setOnClickListener(this);
    }
}
```

```
LinearLayout.LayoutParams param = new
    LinearLayout.LayoutParams(80, 50);
param.topMargin = 10;
layout.addView(btn, param);
btn2 = new Button(this); btn2.setId(102); btn2.setText("stop");
btn2.setBackgroundResource(R.drawable.heart);
btn2.setOnClickListener(this);
layout.addView(btn2, param);
btn3 = new Button(this); btn3.setId(103); btn3.setText("exit");
btn3.setBackgroundResource(R.drawable.heart);
btn3.setOnClickListener(this);
layout.addView(btn3, param);
tv = new TextView(this); tv.setTextColor(Color.WHITE);
tv.setText("Ready");
LinearLayout.LayoutParams param2
    = new LinearLayout.LayoutParams(FP, WC);
param2.topMargin = 10;
```

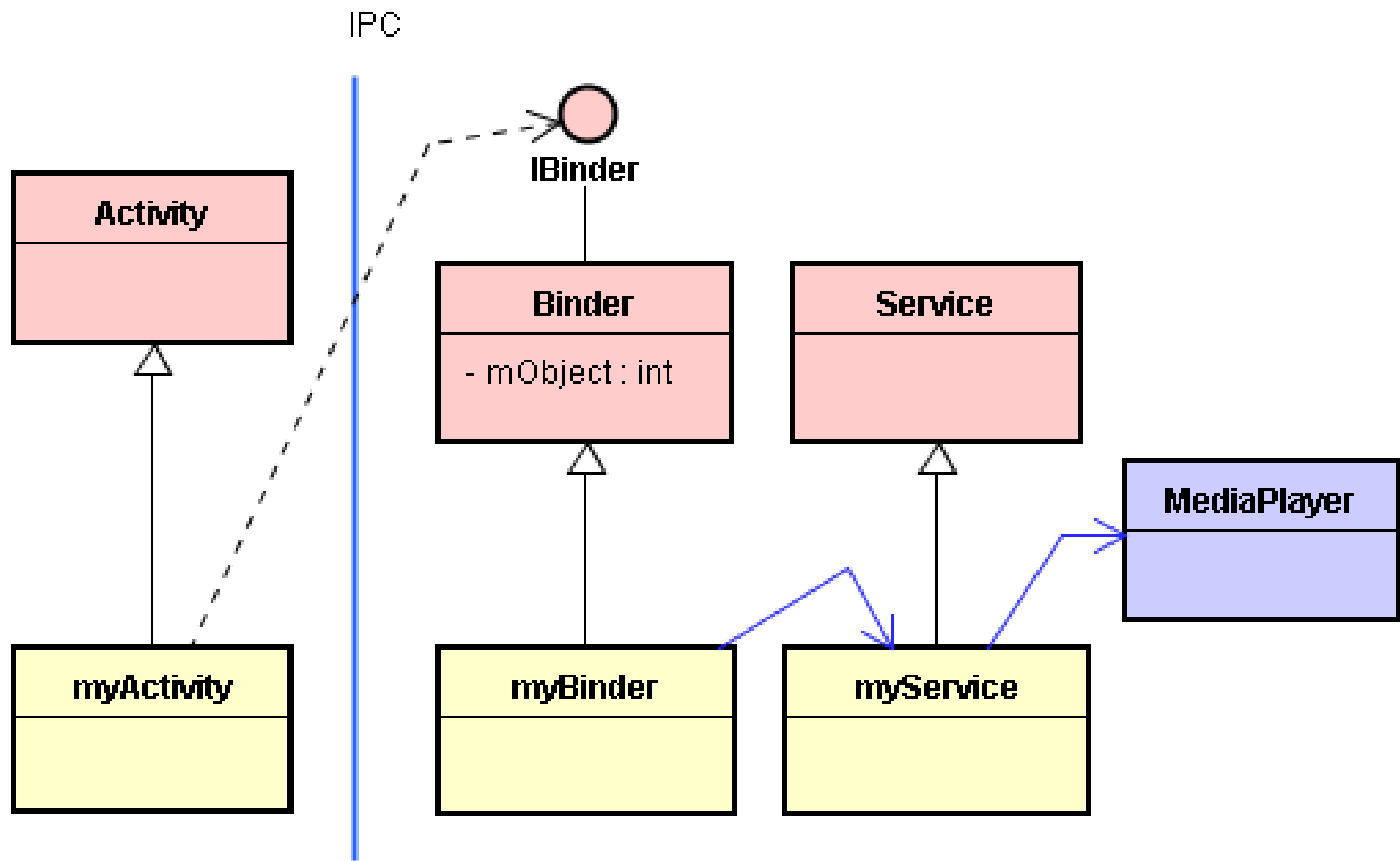
```
layout.addView(tv, param2);
setContentView(layout);
//-----
// startService(...)
bindService(new Intent("com.misoo.kx02c.REMOTE_SERVICE"),
             mConnection, Context.BIND_AUTO_CREATE);
}
```

```
private ServiceConnection mConnection =
    new ServiceConnection() {
        public void onServiceConnected(ComponentName
            className, IBinder ibinder) {
            ib = ibinder;
        }
        public void onServiceDisconnected(ComponentName
            className) {}
    };
};
```

```
public void onClick(View v) {  
    switch (v.getId()) {  
        case 101:  
            Parcel pc = Parcel.obtain();  
            Parcel pc_reply = Parcel.obtain();  
            pc.writeString("playing");  
            try {  
                ib.transact(1, pc, pc_reply, 0);  
                tv.setText(pc_reply.readString());  
            } catch (Exception e) { e.printStackTrace(); } break;  
        case 102:  
            pc = Parcel.obtain(); pc_reply = Parcel.obtain();  
            pc.writeString("stop");  
            try { ib.transact(2, pc, pc_reply, 0);  
                tv.setText(pc_reply.readString());  
            } catch (Exception e) { e.printStackTrace(); }  
            break;  
        case 103:    finish(); break;  
    }  
}
```


- App启动时(就会把App的 load到内存里，此刻通称为loading-time。在这个时刻，就会创建了mConnection对象。

- 因为mConnection对象不是属于特定函数内的对象，而是属于类的对象，各函数都可用的公用对象。这种static对象(或变量)都是loading-time就创建了。
- App被load进来之后，才会启动(创建)myActivity对象，之后才会调用myActivity的onCreate()函数。



```
// myService.java
```

```
// .....
```

```
public class myService extends Service {  
    private IBinder mBinder = null;  
    @Override    public void onCreate() {  
        mBinder = new myBinder(getApplicationContext());  
    }  
    @Override    public IBinder onBind(Intent intent) {  
        return mBinder;  
    }  
}
```

```
// myBinder.java
```

```
// .....
```

```
public class myBinder extends Binder{  
    private MediaPlayer mPlayer = null;  
    private Context ctx;  
    public myBinder(Context cx)  
        { ctx= cx; }  
    @Override    public boolean onTransact(int code,  
        Parcel data, Parcel reply, int flags)  
        throws android.os.RemoteException  
    {  
        reply.writeString(data.readString()+ " mp3");  
        if(code == 1)  
            this.play();  
        else if(code == 2)  
            this.stop();  
        return true;  
    }  
}
```

```
public void play(){  
    if(mPlayer != null) return;  
    mPlayer = MediaPlayer.create(ctx, R.raw.test_cbr);  
    try { mPlayer.start();  
    }catch (Exception e)  
        { Log.e("StartPlay", "error: " + e.getMessage(), e);}  
}  
public void stop(){  
    if (mPlayer != null) {  
        mPlayer.stop(); mPlayer.release(); mPlayer = null; }  
}  
}
```

Q&A



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