Interactive Mobile Development

Worksheet 4 – BroadcastReceiver - Battery

You will be creating an application with 1 activity which show a Toast once the device connects to a Wi-Fi Network

N.B. make use of the provided Table

1. Create a new Application called WifiBroadcastExample
2. Create a Main Activity – (empty)
3. Create a new Java Class which extends BroadcastReceiver
4. Override the `onReceive()` method with the code below:

```
NetworkInfo info =
intent.getParcelableExtra(WifiManager.EXTRA_NETWORK_INFO);
if(info != null && info.isConnected()) {
    // Do your work.

    // e.g. To check the Network Name or other info:
    WifiManager wifiManager = (WifiManager)
        ontext.getSystemService(Context.WIFI_SERVICE);

    WifiInfo wifiInfo = wifiManager.getConnectionInfo();
    String ssid = wifiInfo.getSSID();
```

5. To the code above add a Toast displaying *"Connected to "* and the name of the SSID
6. Make reference to the presentation Broadcast and Register this receiver in the `AndroidManifest.xml`