



# ANDROID

## Bootcamp

### 2014

Currency Converter

Nurul Arif Setiawan



DEVELOPERACADEMY

# Agenda

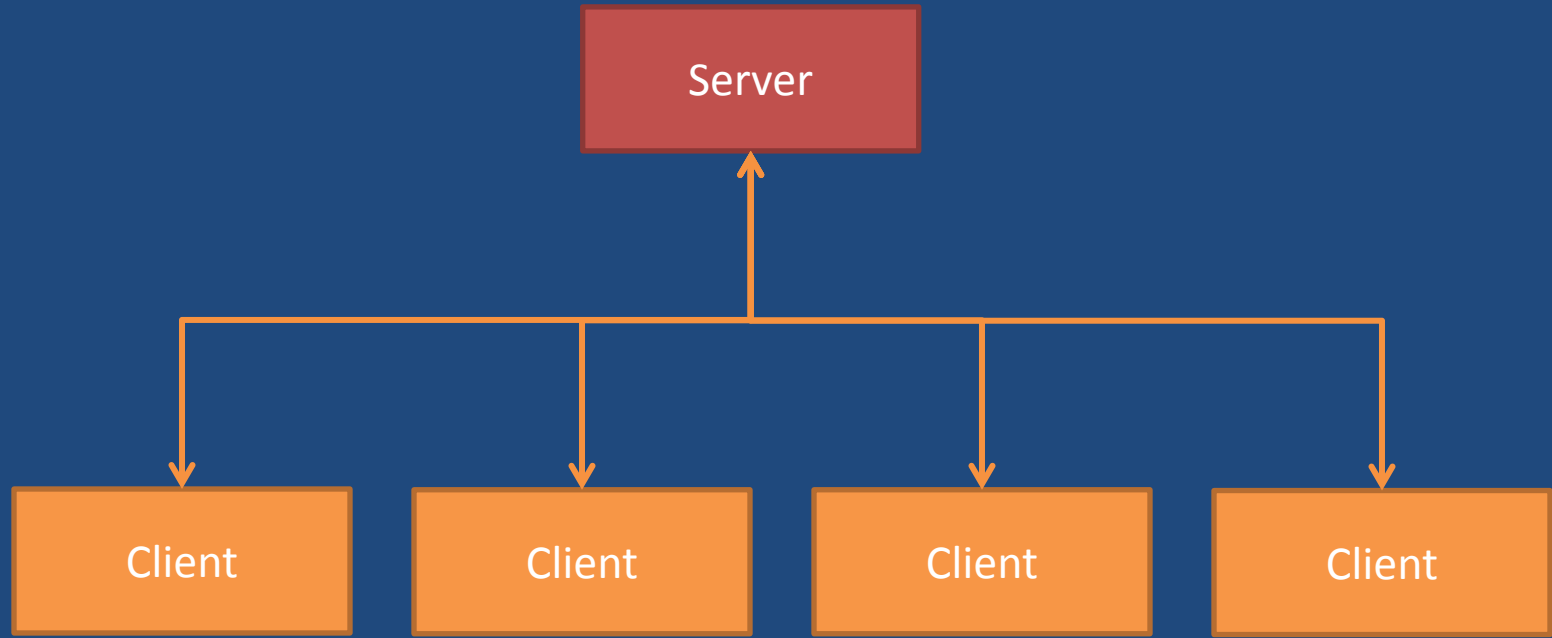
- Create Layout and View
- Connecting XML view to code
- Dialog
- Networking
- JSON parsing
- Preferences

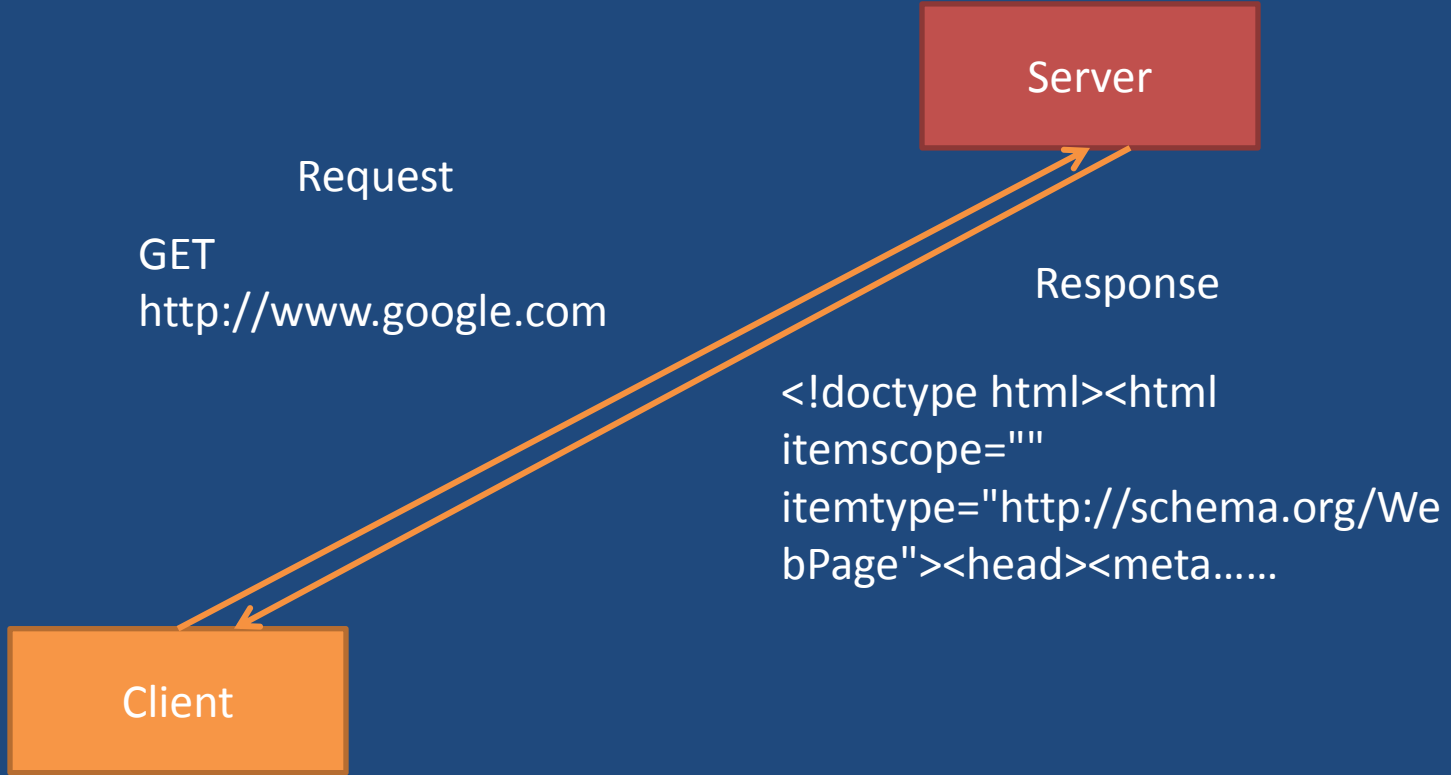
# Hands On

- Create Layout and View
- Connecting XML view to code
- Dialog



# Server Client Model





# HTTP Request Response

## Request

Url

Method: GET, POST, etc

Header

Body

## Response

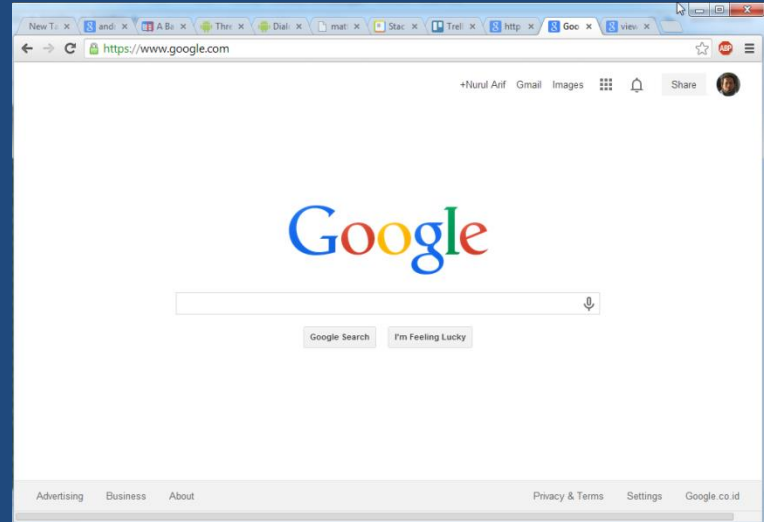
Status

Header

Body

# Client

```
<!doctype html><html  
itemscope=""  
itemtype="http://schema.org/WebPage"><head><meta.....
```



# HTTP GET and POST

- GET – Getting data, Obtaining resource
- POST – Updating information on Server
  - Has body



# JSON

- JavaScript Object Notation
- Describe data in key and value

```
"person" : {  
  "name" : "John",  
  "email" : "john@email.com",  
  "phones" : [  
    "0123456789",  
    "987654321"  
  ]  
}
```

Object

Array

# Parsing JSON

- Get element in JSON and put into Java (or others programming languages) data types.
- Why?

# Hands On

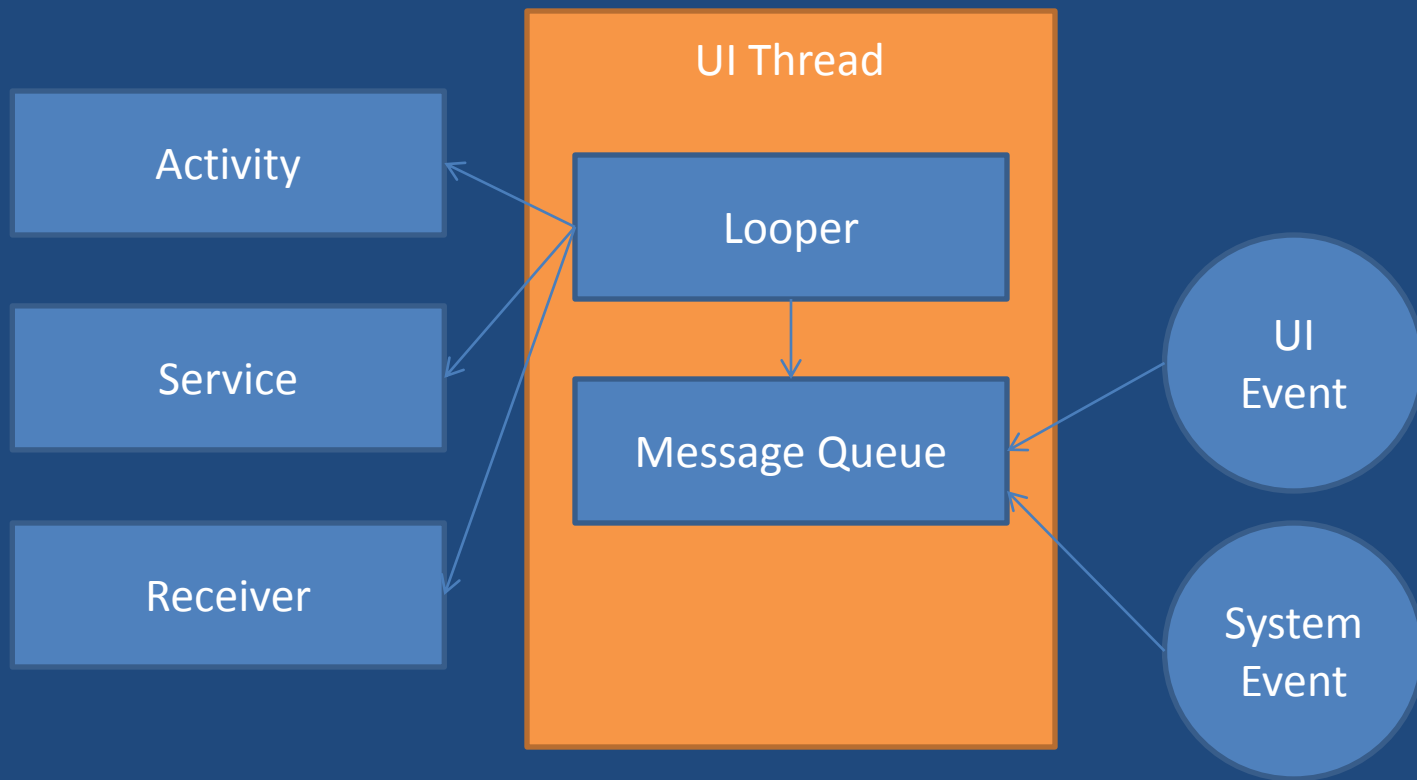
- HTTP Request in Android



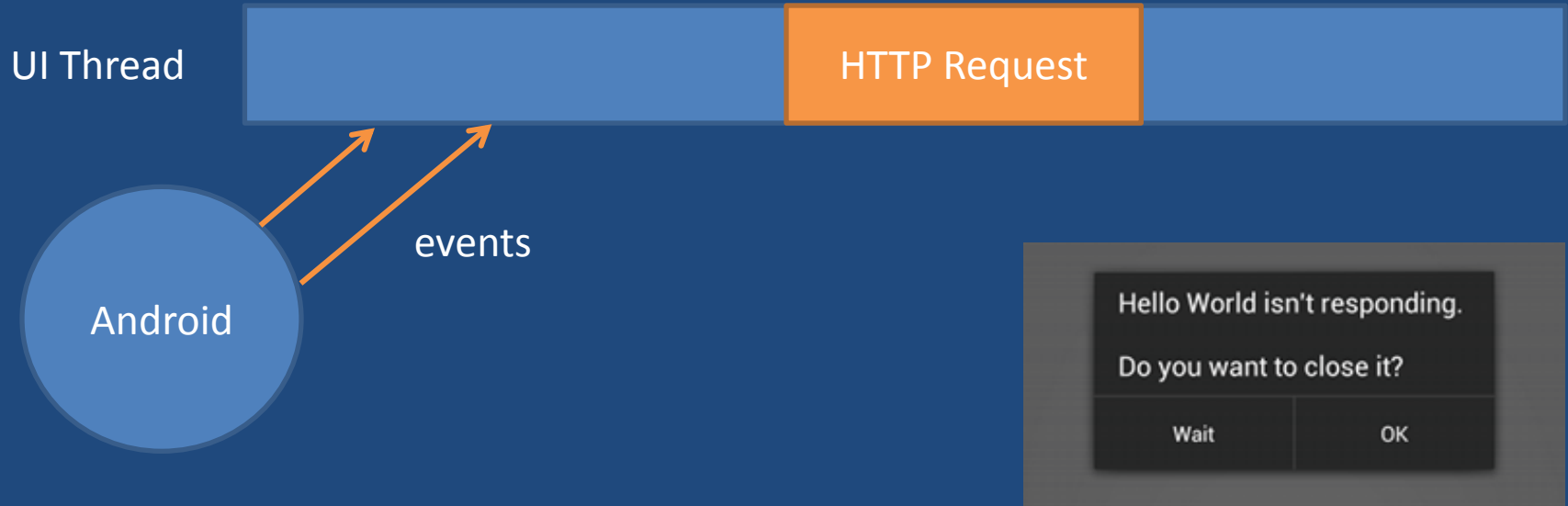
# Thread

- A Thread is a concurrent unit of execution.
- A Process can have multiple thread. It's called concurrency
- By default one app runs on one thread called UI thread
- Rule : DO NOT BLOCK UI THREAD!

# Process



# Blocking UI Thread



# Hands on

- Multithread in Android



# AsyncTask

```
private class DownloadCurrencyData extends AsyncTask<String, Void, String> {  
  
    // This runs in other thread  
    @Override  
    protected String doInBackground(String... urls) {  
  
        try {  
            // TODO  
            // Download code here  
        } catch (IOException e) {  
            return "Unable to retrieve web page. URL may be invalid.";  
        }  
    }  
  
    // This runs in UI thread  
    @Override  
    protected void onPostExecute(String result) {  
        // Parse JSON here  
    }  
}
```

Thread 1

UI Thread

Thread 2

HTTP  
Request



# Hands on

- Parsing JSON
- Store data with SharedPreferences



