

| Ex | camples of main-thread events |
|----------|--|
| | |
| D | on Create, on Resume calls. |
| ح) | when UI views are drawn. |
| (3) | When user touch event is handled. |
| 4) | Callbacks-from networking and other |
| | Services |
| * 7 | in the same of the same of the same of a |
| Me. | ssage Quue |
| u u | shile loop to respond to events. |
| | a collect to our distraction |
| | i) de remedide encroque exemple de |
| 100 | main Thread |
| | handle Next Event() |
| | -framework |
| Res | pond to Touches! F.W schedules or reschedule |
| | the Event Queue |
| Res | pond to Systems |
| | TO BY THE PARTY WAS A SECOND FOR A PARTY OF THE STATE OF |
| UP | date UI |
| | May be live for the homens of the world |
| Re | rume Activity provinces hampur based and i |
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| | The same of the sa |



Responsiveness

more code on main thread, less time to update UI. : response slows down.

Handler

- allows you to send and process possage a Runnable objects associated with thread's message queue.
- 2 main uses of handler.
 - De executed.



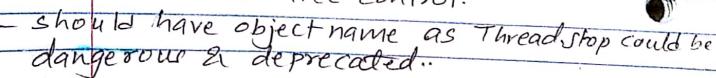
2) to enque an action to be performed on different thread than your own.

Responsiveness

-) On main thread do as little, as fast, work, as possible.
- 2) Move longer tasks to background threads.
- 3) Main thread highest priority.

Thread

- Should have resource control.



| | Async Task it is a sybolase. |
|---|--|
| | Async Task. — it is a subclass. Not recommended for long-running threads. |
| | |
| | methods in class. |
| | 0 5 |
| V | D on Pre Execute |
| mst | 12) doln Background (Params) 113) on Progress Update (T update). 14) on Post Execute (R result). |
| impleme | on Progress Opdate (Tupdate) |
| 1 | 4) on rose checute (R oesult). |
| | implemented usually as private subclass. |
| | |
| | extends AsyncTask. |
| | |
| private | chi Downloadimage < VRL, Integer, Bitmap). |
| | |
| | template parameter. progress Result. |
| | execute to handle the triggering. |
| | execute to name the triggering. |
| | |
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