

WEB APPLICATION INTEGRATION TECHNIQUES

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LESSON PLAN

Subject/Course	Mobile App Development
Lesson Title	Web Application Integration Techniques

LESSON OBJECTIVE

Introduction of AsyncTask	Implementation of Third-Party Library to Fetch Network Data
Communication with Web API	Notifications
Introduction to JSON data	Telephony API
JSON Parsing	Google API

Introduction to AsyncTask

✓ **Introduction to AsyncTask**

- Performs **background tasks** without blocking the UI.
- Allows **UI updates** after background execution.
- **Lightweight alternative** to Threads.
- Common uses: **network calls, database operations, file handling.**

Introduction to AsyncTask

✓ **Execution Flow of AsyncTask**

- `onPreExecute()` → Runs **before** background task starts (UI Thread).
- `doInBackground()` → Runs **in background** (Background Thread).
- `onProgressUpdate()` → Updates progress on **UI Thread**.
- `onPostExecute()` → Runs **after task completes** (UI Thread).

✓ **Flow of Diagram**

- `onPreExecute()` → `doInBackground()` → `onProgressUpdate()` → `onPostExecute()`

Introduction to AsyncTask

✓ **Advantages of AsyncTask**

- **Simplifies** background processing in Android.
- Avoids **Application Not Responding (ANR)** errors.
- Easy to **update UI** from background tasks.
- Handles small tasks **efficiently** without complex thread management.

Introduction to AsyncTask

✓ AsyncTask Example in Android

- Demonstrates background task execution and UI update.
- Example: Fetching data from a server or simulating a delay.

Introduction to AsyncTask

```
private class MyTask extends
AsyncTask<Void, Integer, String> {
    @Override
    protected void onPreExecute() {
        // Before background task

    progressBar.setVisibility(View.VISIBLE)
    }

    @Override
    protected String
doInBackground(Void... params) {
        // Background task
        for (int i = 0; i <= 100; i++) {
            publishProgress(i);
            Thread.sleep(50); // Simulate
work }
}
```

```
@Override
protected void
onProgressUpdate(Integer... values) {
    // Update UI progress

    progressBar.setProgress(values[0]);
}

@Override
protected void
onPostExecute(String result) {
    // After task completion
    textView.setText(result);

    progressBar.setVisibility(View.GONE)
;
}
```

Communication with Web API

✓ What is Web API?

- Allows apps to **communicate over the internet**
- Enables **data exchange** between client and server

✓ How it Works?

- Client sends **request** → **Server processes** → **Response returned**



Communication with Web API

✓ HTTP Requests and Data Formats

- **Request Types:** GET, POST, PUT, DELETE
- **Data Formats:** JSON (most common), XML, CSV
- **Examples:**
 - GET → fetch data
 - POST → send new data

✓ Endpoints and Authentications

- **API Endpoints:** URL paths to access resources
(<https://api.example.com/users>)
- **Authentication Methods:**
 - API Key
 - OAuth
 - Token-based



✓ **Advantages and Tools**

- **Advantages:**
 - Real-time data fetching
 - Integration with third-party services
 - Automates backend tasks
- **Tools/Libraries:**
 - Android → Retrofit, Volley, OkHttp
 - Web → Axios, Fetch API

Introduction to JSON data

✓ **What is JSON?**

- **JSON (JavaScript Object Notation)** is a lightweight data format.
- Used to **store and exchange data** between client and server.
- **Text-based** and **human-readable**.
- **Language-independent** — works with Java, Python, C#, PHP, etc.

✓ Syntax and Structure

- Data in **key-value pairs** → "key": "value"
- **Curly braces {}** → represent **objects**
- **Square brackets []** → represent **arrays**
- Keys in **double quotes**
- Values can be: string, number, boolean, object, array, or null

Introduction to JSON data

✓ Example

```
{  
  "name": "Pradeep",  
  "age": 24,  
  "skills": ["Java", "HTML", "CSS"]  
}
```

Introduction to JSON data

✓ JSON in Web Communication

- Client sends a **request** to the server.
- Server responds with **JSON data**.
- JSON helps in **data exchange** between **frontend** and **backend**.



Introduction to JSON data

✓ **Advantages of JSON**

- Lightweight & fast
- Easy to read and write
- Supports multiple data types
- Works with almost every programming language
- Used in APIs, configuration files, and databases

✓ JSON Parsing

- JSON parsing is the process of converting JSON (JavaScript Object Notation) data into a format that can be easily used by programming languages. This allows applications to read, manipulate, and utilize data structured in JSON format.
- API data received in JSON format
- Parsing helps:
 - Convert JSON → Java Object
 - Extract required data for app use

✓ JSON Parsing Methods

- Using **org.json** (built-in)
- Using **Gson** (Google library)
- Using **Jackson** (powerful library)

✓ org.json Example

```
JSONObject obj = new JSONObject("{\"name\":\"Rajesh\",\"age\":25}");
```

```
String name = obj.getString("name");
```

```
int age = obj.getInt("age");
```

➤ Simple and available in Android SDK

✓ Gson Example

```
Gson gson = new Gson();
```

```
Person p = gson.fromJson("{\"name\":\"Rajesh\",\"age\":25}", Person.class);
```

➤ Converts JSON ↔ Java objects easily

Requires dependency:

```
implementation 'com.google.code.gson:gson:2.10.1'
```

✓ Jackson Example

```
ObjectMapper mapper = new ObjectMapper();
```

```
Person person = mapper.readValue(jsonString, Person.class);
```

- Used in enterprise projects
 - Handles complex JSON structures

✓ Parsing JSON from API

```
URL url = new URL("https://api.example.com/data.json");
```

```
BufferedReader reader = new BufferedReader(new
```

```
InputStreamReader(url.openStream()));
```

```
StringBuilder json = new StringBuilder();
```

Implementation of Third-Party Library to Fetch Network Data

✓ Introduction

- Android apps often need to **fetch data from web servers (APIs)**
- Doing this manually with HttpURLConnection is complex
- To simplify, developers use **Third-Party Libraries**

Implementation of Third-Party Library to Fetch Network Data

✓ What is Third-Party Library?

- Ready-made external code developed by others
- Helps perform tasks faster and with fewer errors
- Integrated using **Gradle dependencies**

✓ Popular Networking Libraries

- **Retrofit** – Most popular for REST APIs
- **Volley** – Lightweight and fast
- **OkHttp** – Handles HTTP requests at a low level

✓ Retrofit Libraries

- Developed by **Square**
- Converts JSON response into Java objects automatically
- Works well with **Gson** for JSON parsing
- **Gradle Dependency:**

```
implementation 'com.squareup.retrofit2:retrofit:2.9.0'
```

```
implementation 'com.squareup.retrofit2:converter-gson:2.9.0'
```

✓ Retrofit Basic example

API Interface	MainActivity
<pre>public interface ApiService { @GET("users") Call<List<User>> getUsers(); }</pre>	<pre>Retrofit retrofit = new Retrofit.Builder() .baseUrl("https://api.example.com/") .addConverterFactory(GsonConverterFactory. create()) .build(); ApiService service = retrofit.create(ApiService.class);</pre>

Implementation of Third-Party Library to Fetch Network Data

Volley Library

- Developed by **Google**
- Best for **small and frequent requests**
- Automatically handles caching and threading
- **Dependency:**

implementation 'com.android.volley:volley:1.2.1'

Volley Example

```
String url = "https://api.example.com/data.json";

JsonObjectRequest request = new
JsonObjectRequest(Request.Method.GET, url, null,
    response -> Log.d("Response", response.toString()),
    error -> Log.e("Error", error.toString()));

Volley.newRequestQueue(context).add(request);
```

OkHttp Library

- Also developed by **Square**
- Used internally by Retrofit
- Provides powerful features for custom HTTP requests
- **Dependency:**

implementation 'com.squareup.okhttp3:okhttp:4.12.0'

```
OkHttpClient client = new  
OkHttpClient();  
Request request = new  
Request.Builder()  
  
.url("https://api.example.com/data.js  
on")  
.build();
```

```
client.newCall(request).enqueue(new  
Callback() {  
    public void onResponse(Call call,  
Response response) {  
        Log.d("Data",  
response.body().string());  
    }  
    public void onFailure(Call call,  
IOException e) {  
        e.printStackTrace();  
    }  
});
```

Implementation of Third-Party Library to Fetch Network Data

✓ Advantages of using Libraries

- Less code, faster development
- Handles network errors and caching
- Easy JSON integration
- Secure and efficient communication

Notification in Android

✓ Introduction

- Notifications alert users about **events or updates**
- Can appear in:
 - Status bar
 - Lock screen
 - Notification drawer
- Helps **keep users engaged**

Notification in Android

✓ Types of Notifications

- **Simple Notification** – Shows title and message
- **Big Text / Inbox Style** – Expands to show more info
- **Action Notification** – Includes buttons for user actions
- **Progress Notification** – Shows progress (e.g., file download)

Notification in Android

✓ Basic Notification Example

```
NotificationCompat.Builder builder = new NotificationCompat.Builder(this,  
"CHANNEL_ID")  
    .setSmallIcon(R.drawable.ic_notification)  
    .setContentTitle("New Message")  
    .setContentText("You have a new notification")  
    .setPriority(NotificationCompat.PRIORITY_DEFAULT);  
NotificationManagerCompat manager = NotificationManagerCompat.from(this);  
manager.notify(1, builder.build());
```

Notification in Android

Steps to show Notification

- **Create Notification Channel** (Android 8.0+)

```
NotificationChannel channel = new NotificationChannel("CHANNEL_ID", "My  
Channel", NotificationManager.IMPORTANCE_DEFAULT);
```

```
NotificationManager manager =  
getSystemService(NotificationManager.class);  
manager.createNotificationChannel(channel);
```

- **Build Notification** using NotificationCompat.Builder
- **Show Notification** using NotificationManagerCompat.notify()

Notification in Android



Key Notes

- **Notification Channel** is mandatory for Android 8.0+
- Always use **small icon** (setSmallIcon())
- Can add:
 - **Sound** → setSound()
 - **Vibration** → setVibrate()
 - **Action buttons** → addAction()

Notifications in Android



Use Cases

- New message alerts
- App updates
- Reminders / Alarms
- Download progress

Telephony API in Android



Introduction

- **Telephony API** allows Android apps to **interact with phone services**.
- Provides information such as:
 - Phone network
 - SIM details
 - Call status
 - Device identifiers

✓ Key classes in Telephony API

- **TelephonyManager** – Main class to access phone info
- **SmsManager** – Send SMS programmatically
- **PhoneStateListener** – Monitor call and network state

✓ TelephonyManager Example

```
TelephonyManager tm = (TelephonyManager)
getSystemService(TELEPHONY_SERVICE);

String networkOperator = tm.getNetworkOperatorName();

String simSerial = tm.getSimSerialNumber();

String deviceId = tm.getDeviceId(); // Deprecated in API 26+

Log.d("TELEPHONY", "Operator: " + networkOperator + ", SIM: " + simSerial);
```

✓ PhoneStateListner Example

```
PhoneStateListener listener = new PhoneStateListener() {  
    @Override  
    public void onCallStateChanged(int state, String incomingNumber) {  
        if(state == TelephonyManager.CALL_STATE_RINGING) {  
            Log.d("CALL", "Incoming number: " + incomingNumber);  
        }  
    }  
};  
  
TelephonyManager tm = (TelephonyManager) getSystemService(TELEPHONY_SERVICE);  
tm.listen(listener, PhoneStateListener.LISTEN_CALL_STATE);
```

✓ Permission Required

- Required in AndroidManifest.xml:

<uses-

permissionandroid:name="android.permission.READ_PHONE_STATE"/>

<uses-permission android:name="android.permission.SEND_SMS"/>

✓ Use cases of Telephony API

- Detect incoming calls
- Send SMS programmatically
- Read SIM / network info
- Implement call logs or caller features

Google API in Android



Introduction

- Google APIs allow apps to **access Google services**
- Commonly used for:
 - Maps & Location
 - Authentication (Google Sign-In)
 - Firebase services (Analytics, Messaging, Storage)
 - Drive & Calendar integration



Key Google APIs for Android

- **Google Maps API** – Display maps, markers, routes
- **Google Sign-In API** – Authenticate users with Google account
- **Google Drive API** – Upload/download files
- **Firebase API** – Push notifications, analytics, storage
- **Places API** – Get information about nearby places

✓ Google Maps Example

```
SupportMapFragment mapFragment = (SupportMapFragment)
getSupportFragmentManager()
    .findFragmentById(R.id.map);
mapFragment.getMapAsync(new OnMapReadyCallback() {
    @Override
    public void onMapReady(GoogleMap googleMap) {
        LatLng location = new LatLng(28.6139, 77.2090); // New Delhi
        googleMap.addMarker(new MarkerOptions().position(location).title("Marker
in Delhi"));
        googleMap.moveCamera(CameraUpdateFactory.newLatLngZoom(location,
10));} });
```



Google Sign-In Example

```
GoogleSignInOptions gso = new  
GoogleSignInOptions.Builder(GoogleSignInOptions.DEFAULT_SIGN_IN)  
    .requestEmail()  
    .build();  
  
GoogleSignInClient mGoogleSignInClient = GoogleSignIn.getClient(this, gso);  
  
Intent signInIntent = mGoogleSignInClient.getSignInIntent();  
  
startActivityForResult(signInIntent, RC_SIGN_IN);
```




Key Notes

- **Requires API Key** for most Google APIs
- Must enable API in **Google Cloud Console**
- Always check permissions before accessing services

THANK YOU!