Application Components

Application Fundamentals

Goal

- Understand apps and their components
- CONCEPTS:
  - Activity
  - Service
  - Broadcast Receiver
  - Content Provider
  - Intent
  - Android Manifest

Applications

- Written in Java (it’s possible to write native code - will not cover that here)
- Good separation (and corresponding security) from other applications:
  - Each application runs in its own process
  - Each process has its own separate VM
  - Each application is assigned a unique Linux user ID - by default files of the application are only visible to that application (can be explicitly exported)

Application Components

- Activities - visual user interface focused on a single thing a user can do
- Services - no visual interface - they run in the background
- Broadcast Receivers - receive and react to broadcast announcements
- Content Providers - allow data exchange between applications

Activities

- Basic component of most applications
- Most applications have several activities that start each other as needed
- Each is implemented as a subclass of the base Activity class

Activities - The View

- Each activity has a default window to draw in (although it may prompt for dialogs or notifications)
- The content of the window is a view or a group of views (derived from View or ViewGroup)
- Example of views: buttons, text fields, scroll bars, menu items, check boxes, etc.
- View(Group) made visible via Activity.setContentView() method.

Services

- Does not have a visual interface
- Runs in the background indefinitely
- Examples
  - Network downloads
  - Playing music
  - TCP/UDP Server
- You can bind to an existing service and control its operation

Broadcast Receivers

- Receive and react to broadcast announcements
- Extend the class BroadcastReceiver
- Examples of broadcasts:
  - Low battery, power connected, shutdown, timezone changed, etc.
  - Other applications can initiate broadcasts

Content Providers

- Makes some of the application data available to other applications
- It's the only way to transfer data between applications in Android (no shared files, shared memory, pipes, etc.)
- Extends the class ContentProvider
- Other applications use a ContentResolver object to access the data provided via a ContentProvider.

Intents

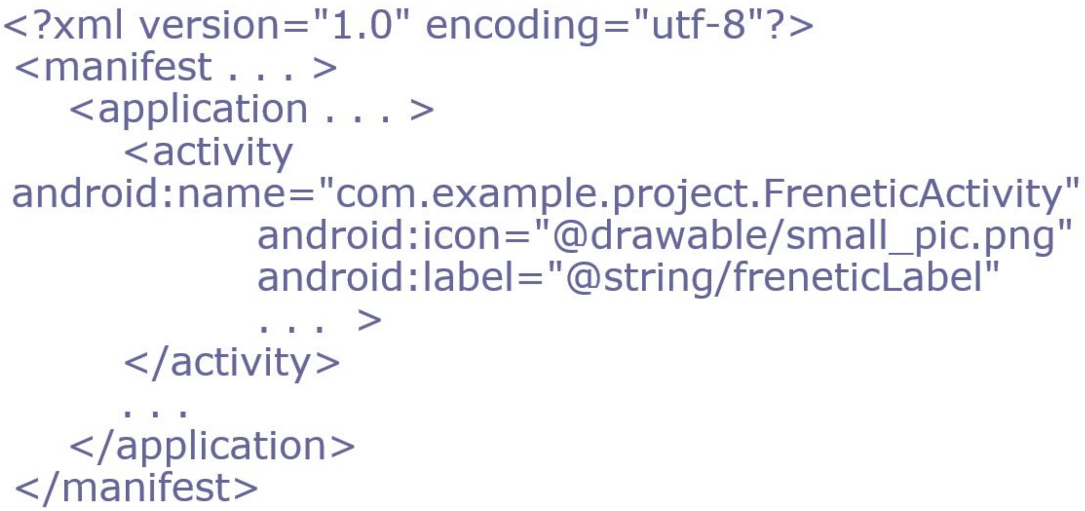
- An intent is an Intent object with a message content.
- Activities, services and broadcast receivers are started by intents. Content Providers are started by ContentResolvers:
  - An activity is started by Context.startActivity(Intent intent) or Activity.startActivityForResult(Intent intent, int requestCode)
  - A service is started by Context.startService(Intent service)
  - An application can initiate a broadcast by using an Intent in any of Context.sendBroadcast(Intent intent), Context.sendOrderedBroadcast(), and Context.sendStickyBroadcast()

Shutting down components

- Activities
  - can terminate itself via finish();
  - can terminate other activities it started via finishActivity();
- Services
  - can terminate via stopSelf(); or Context.stopService();
- Content Providers
  - are only active when responding to ContentResolvers
- Broadcast Receivers
  - are only active when responding to broadcasts

Android Manifest

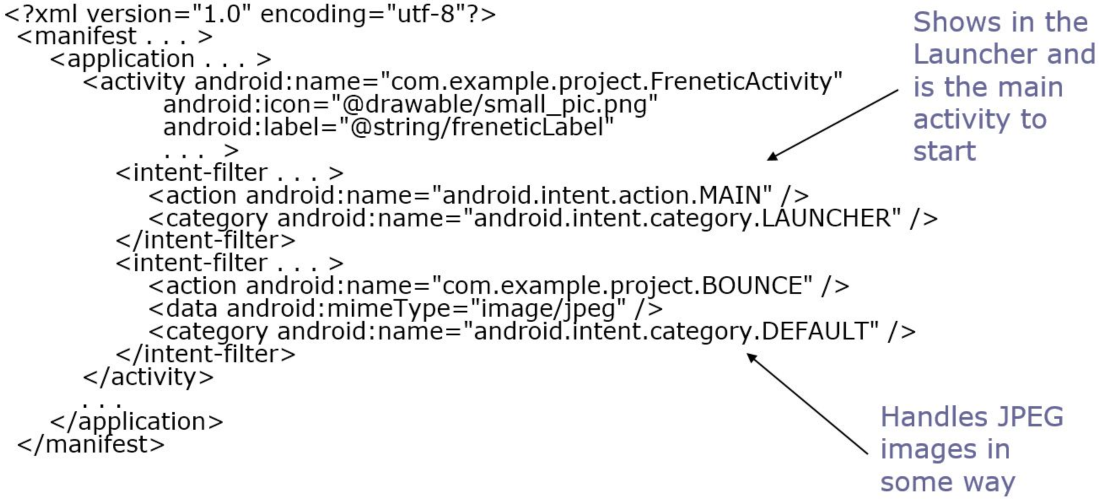
- Its main purpose in life is to declare the components to the system:



```
<?xml version="1.0" encoding="utf-8"?>
 <manifest . . . >
    <application . . . >
        <activity
android:name="com.example.project.FreneticActivity"
                  android:icon="@drawable/small_pic.png"
                  android:label="@string/freneticLabel"
                  . . .  >
        </activity>
        . . .
    </application>
 </manifest>
```

Intent Filters

- Declare Intents handled by the current application (in the AndroidManifest):



```
<?xml version="1.0" encoding="utf-8"?>
 <manifest . . . >
    <application . . . >
       <activity android:name="com.example.project.FreneticActivity"
              android:icon="@drawable/small_pic.png"
              android:label="@string/freneticLabel"
              . . .  >
          <intent-filter . . . >
             <action android:name="android.intent.action.MAIN" />
             <category android:name="android.intent.category.LAUNCHER" />
          </intent-filter>
          <intent-filter . . . >
             <action android:name="com.example.project.BOUNCE" />
             <data android:mimeType="image/jpeg" />
             <category android:name="android.intent.category.DEFAULT" />
          </intent-filter>
       </activity>
       . . .
    </application>
 </manifest>
```

Shows in the Launcher and is the main activity to start

Handles JPEG images in some way