

Introduction:

M00C Organization & Topics

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Institute for Software
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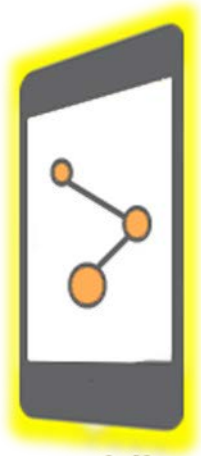


Learning Objectives in this Part of the Module

- Understand the MOOC's structure & contents



mobile
apps



mobile
services



cloud
services



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Section 1: Android Services & Local IPC

Part 1: Overview of Started & Bound Services

Part 2: Programming Started Services

Part 3: Android IntentService

Part 4: Activity & Service Communication

Part 5: Service to Activity Communication Using Messengers

Part 6: Programming Bound Services with Messengers

Part 7: Overview of Android Interface Definition Language (AIDL)

Part 8: Programming Bound Services with AIDL

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Part 1: Overview of Hyper-Text Transfer Protocol (HTTP)

Part 2: Designing Mobile Applications with HTTP Communication

Part 3: Better Client-side Communication Abstractions for HTTP

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Part 1: Starting Services on Demand with the *Activator* Pattern

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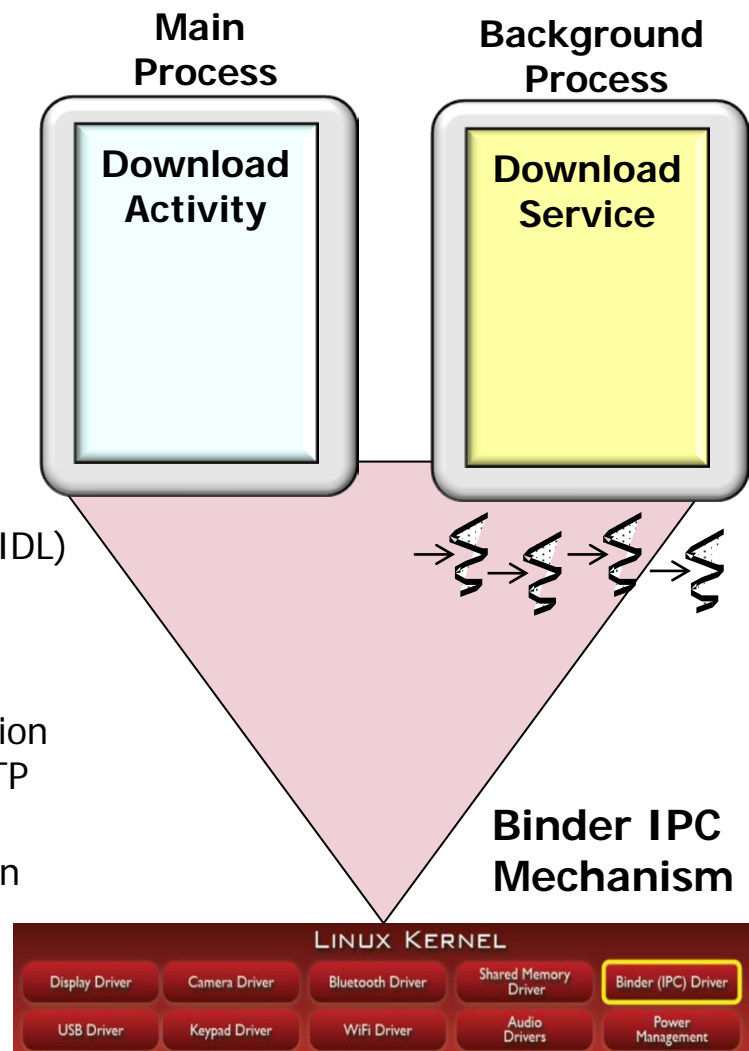
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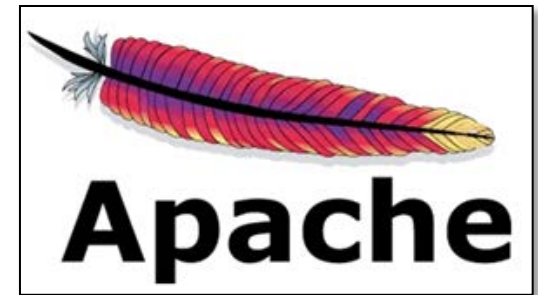
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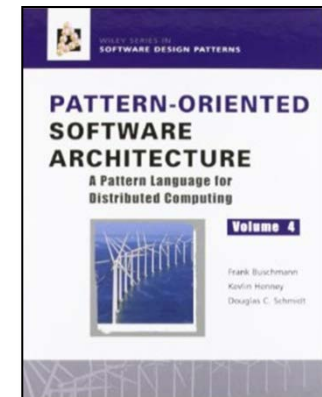
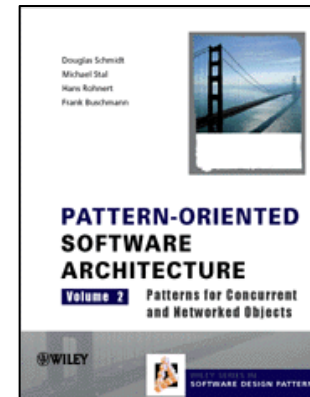
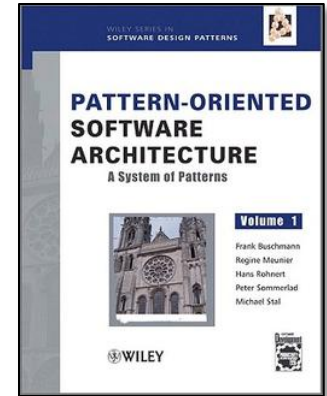
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See github.com/douglasraigschmidt/POSA-15/wiki/POSA-15-FAQ item #26

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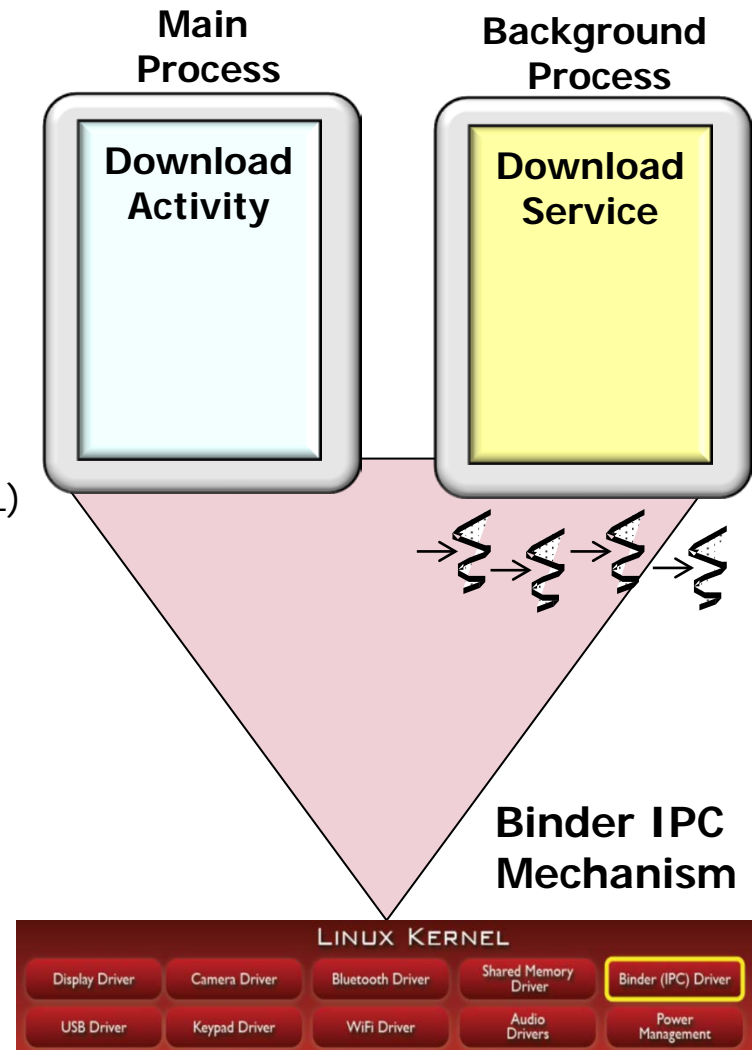
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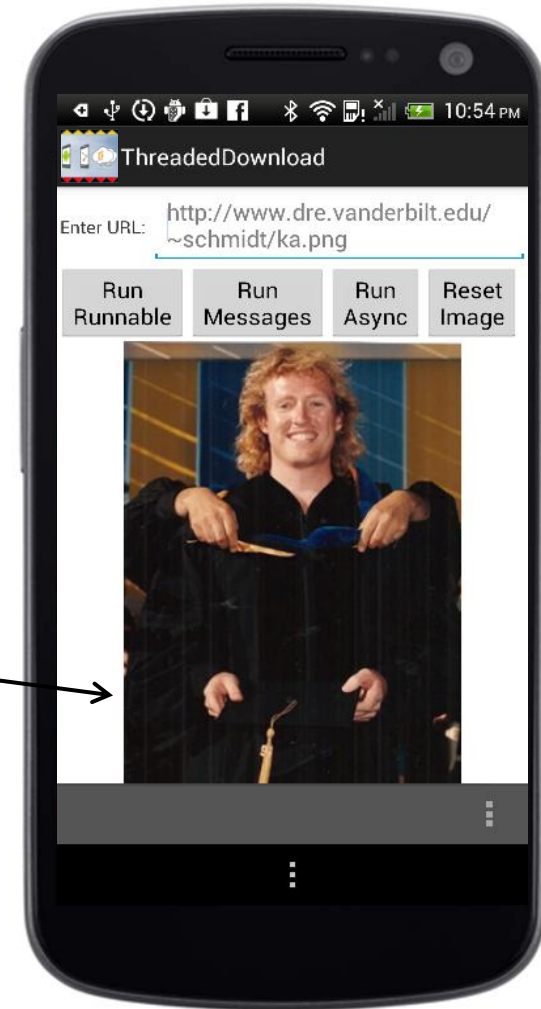
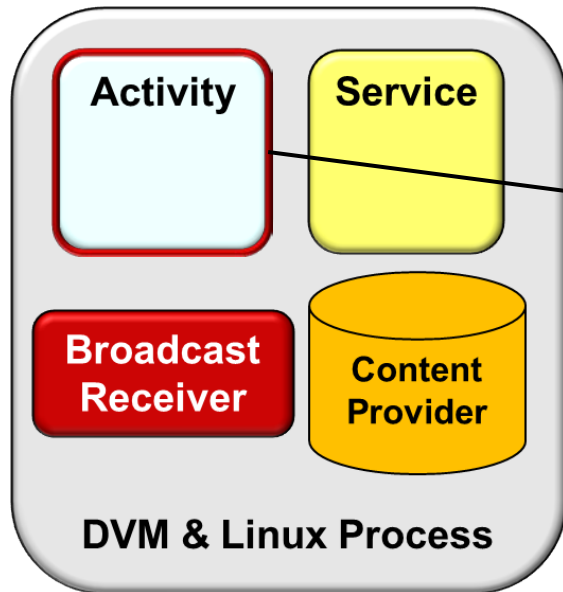
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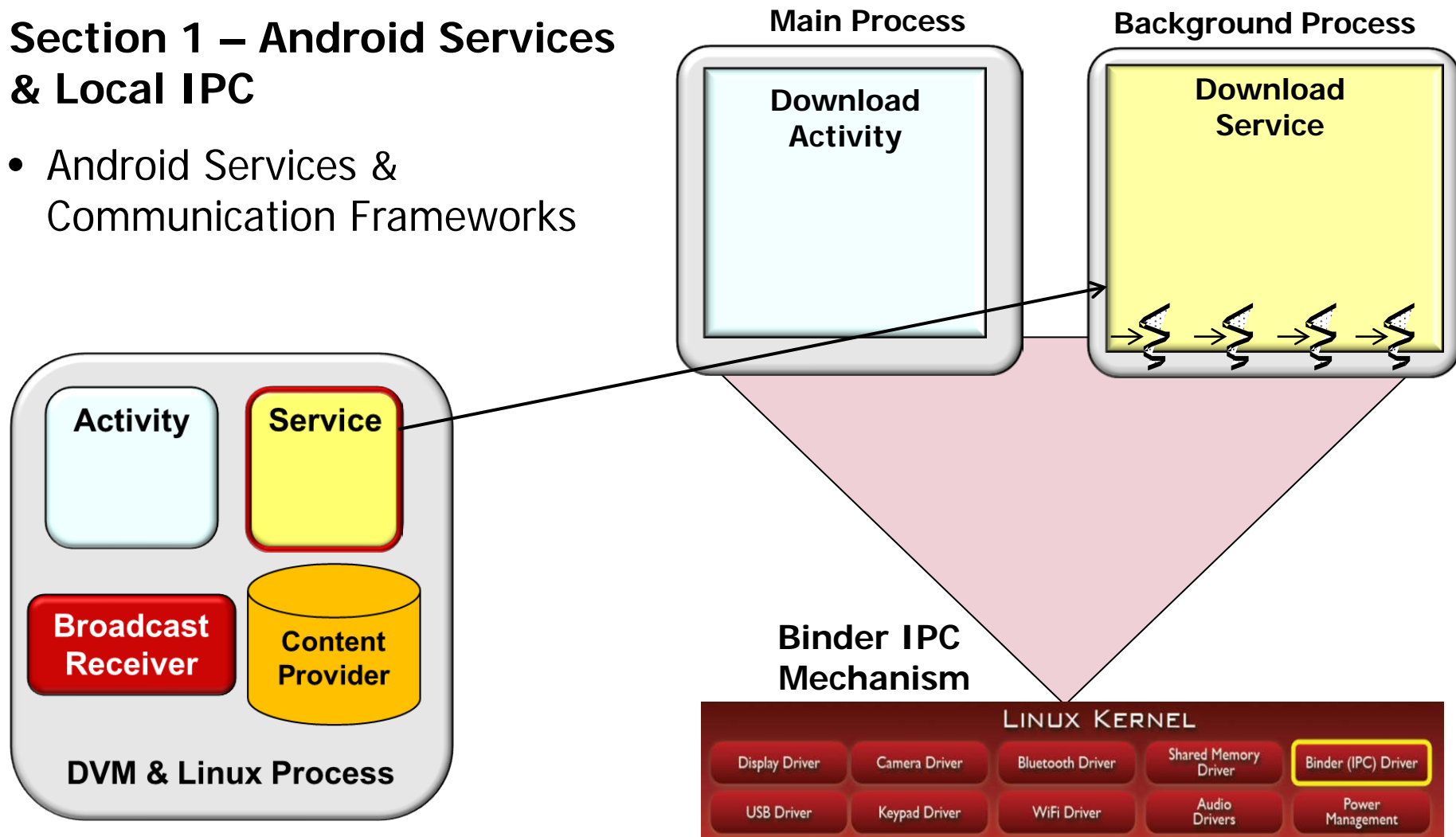
- **Section 1 – Android Services & Local IPC**
- Android Services & Communication Frameworks



Activities handle user-facing operations

Overview of Topics Covered in Section 1

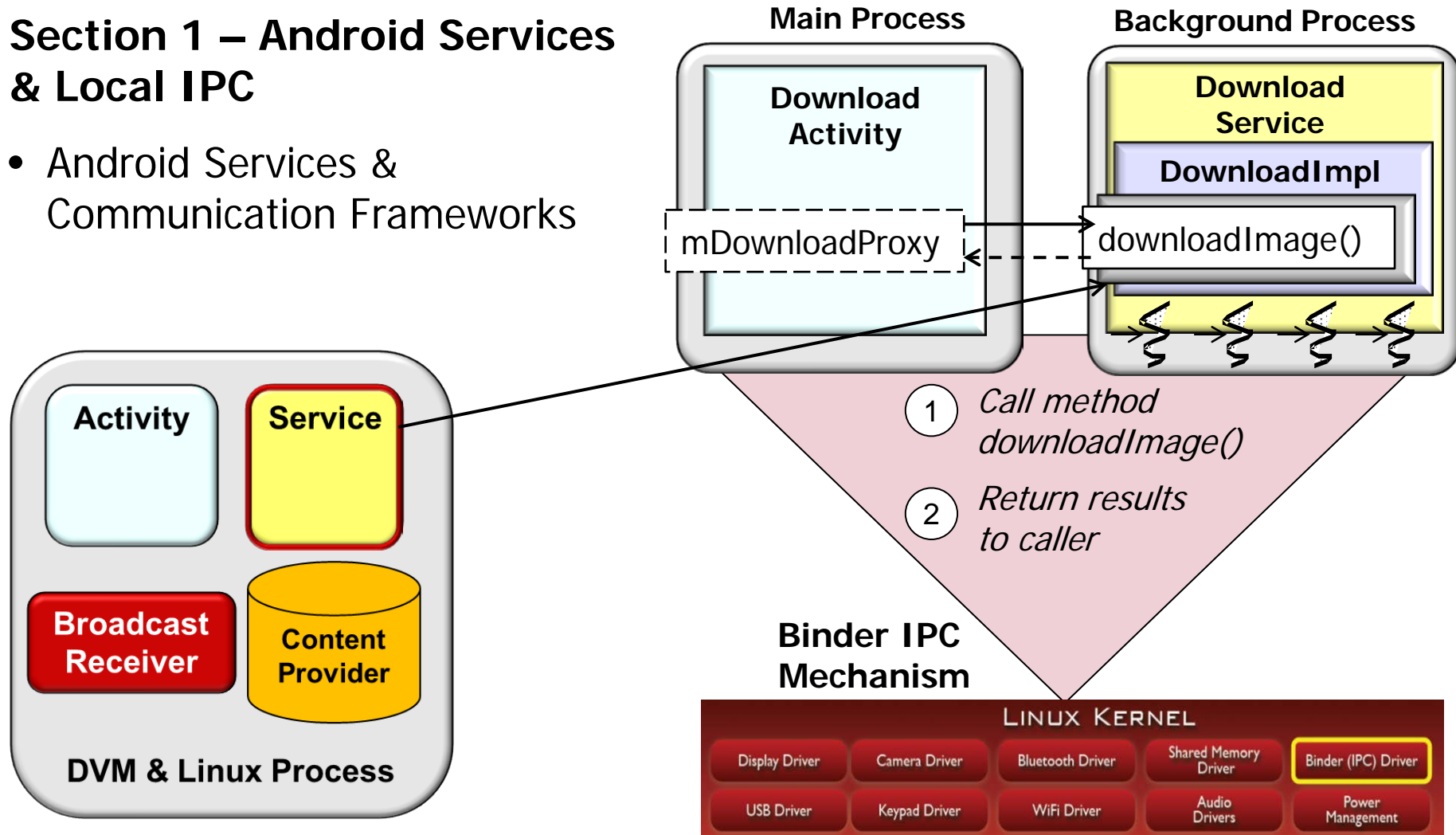
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Services can handle long-duration operations that don't interact with the user directly

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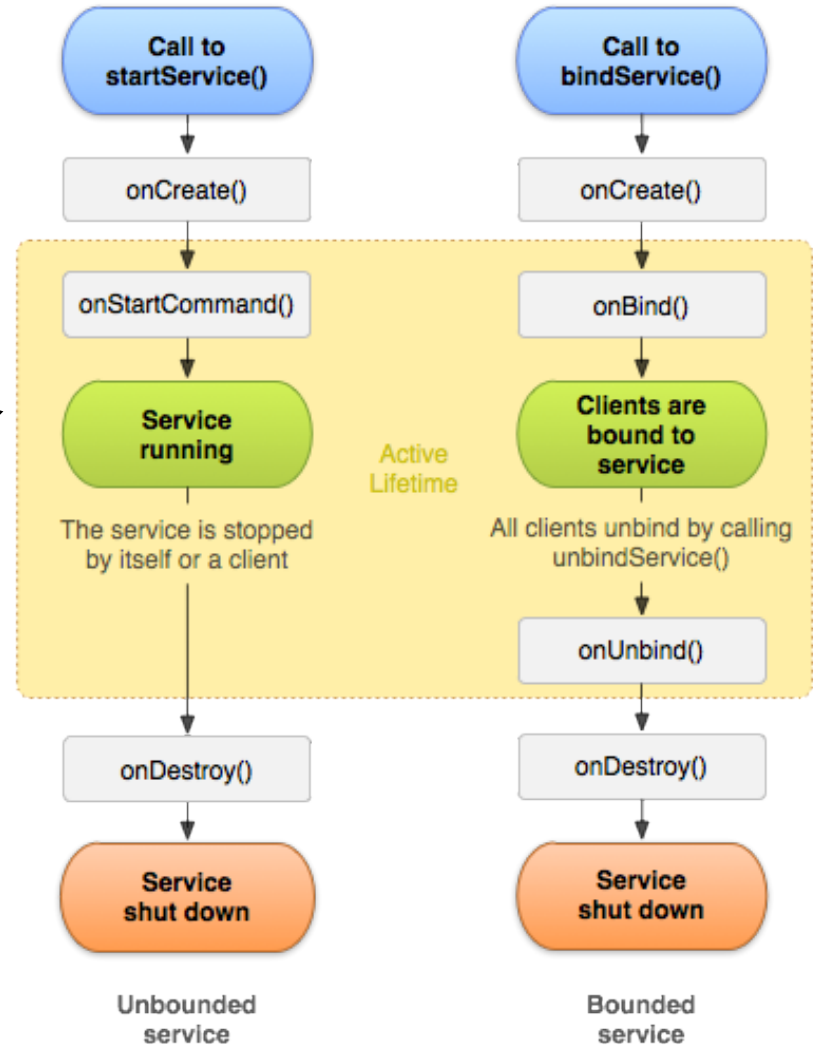
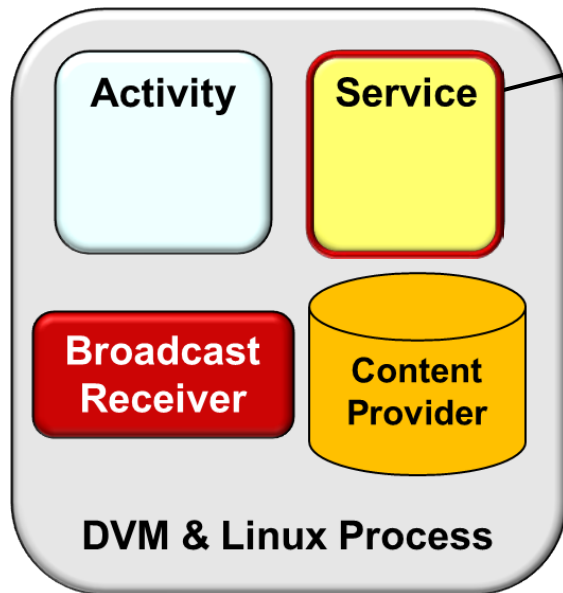
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IPC mechanisms are used to facilitate Activity & Service communication

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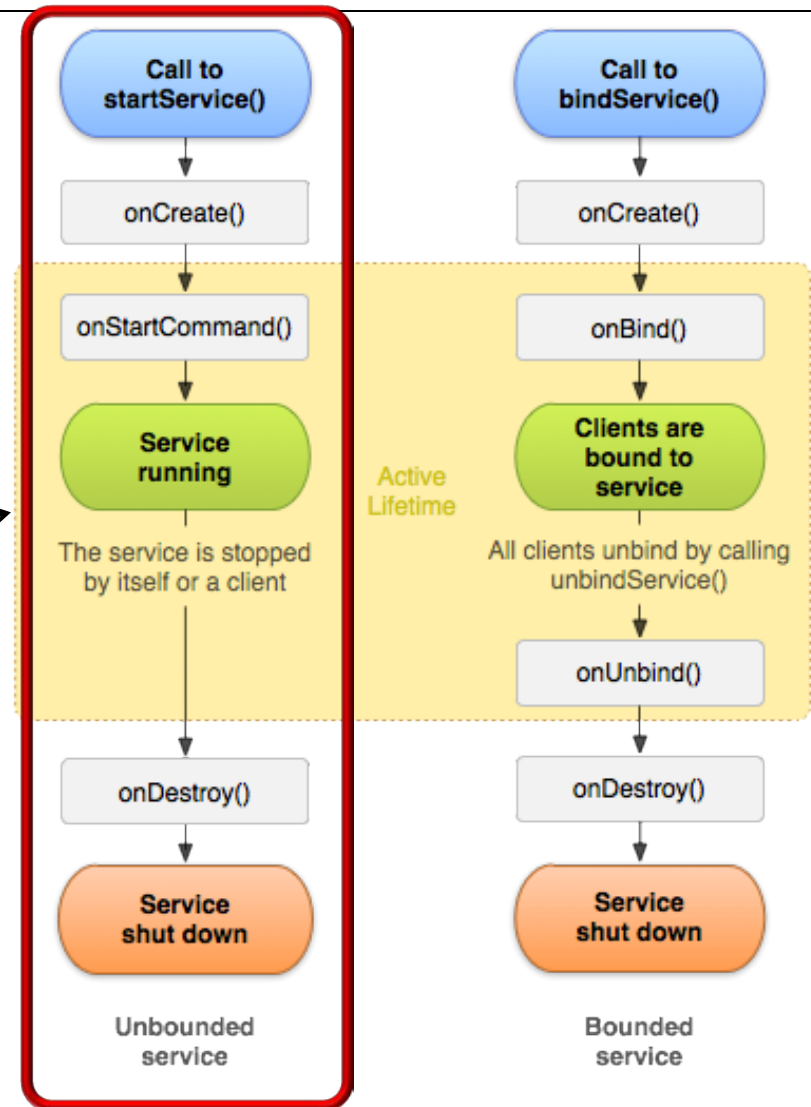
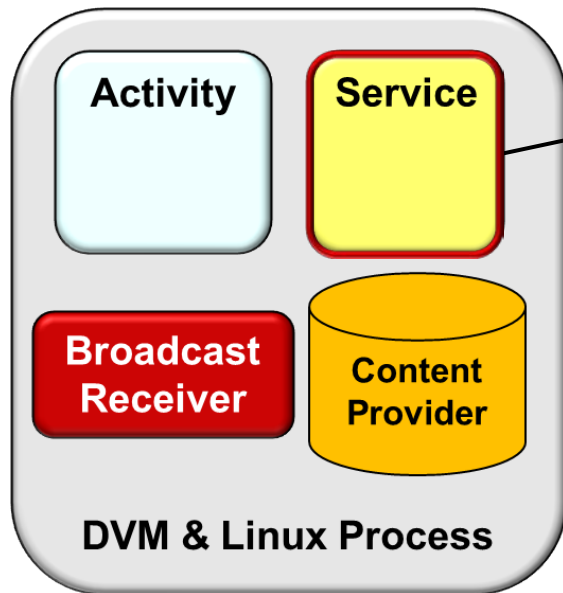
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There are two types of Services

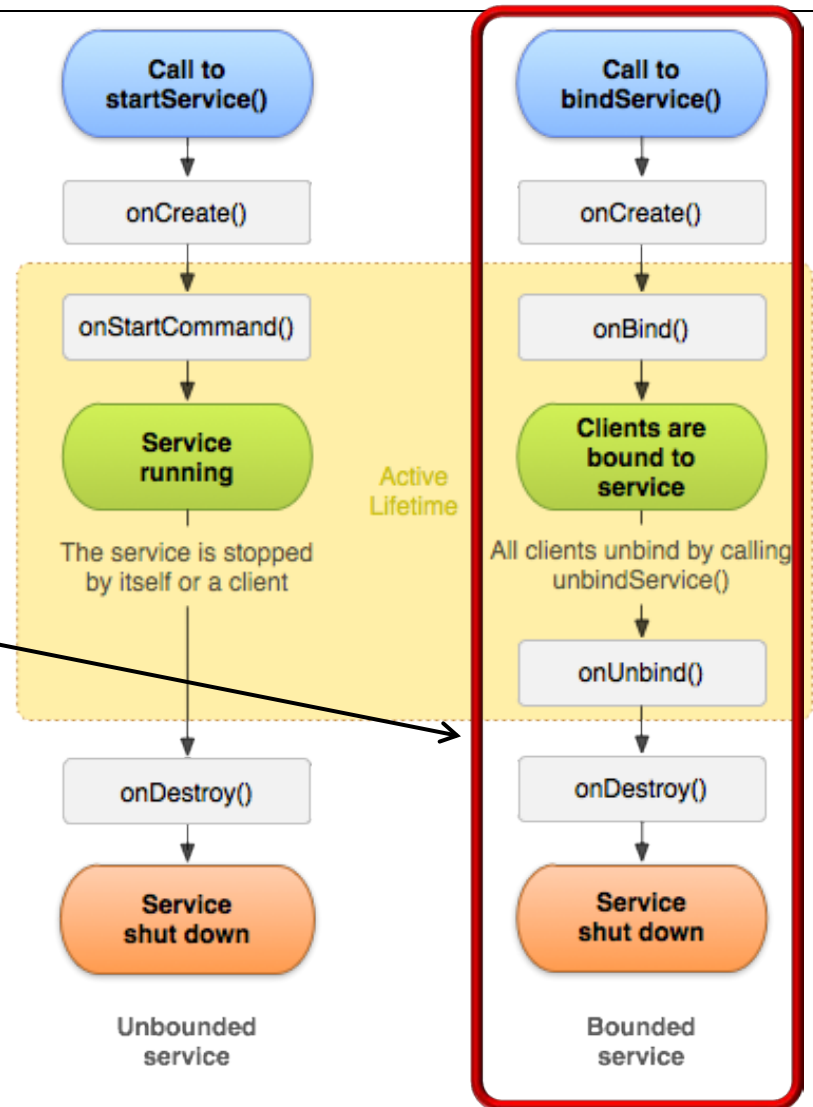
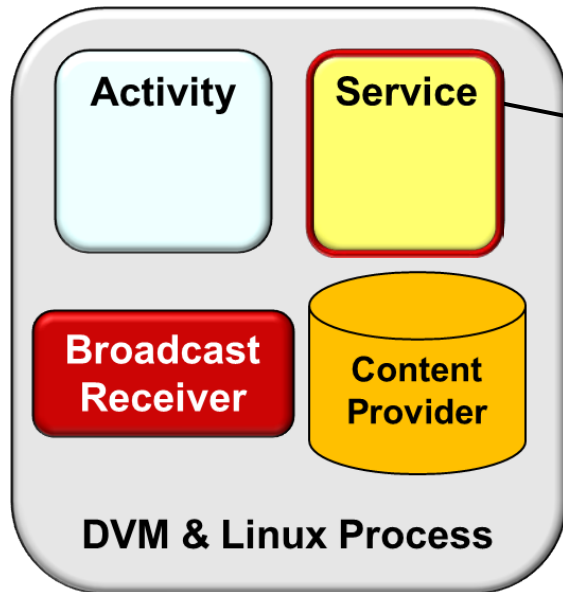
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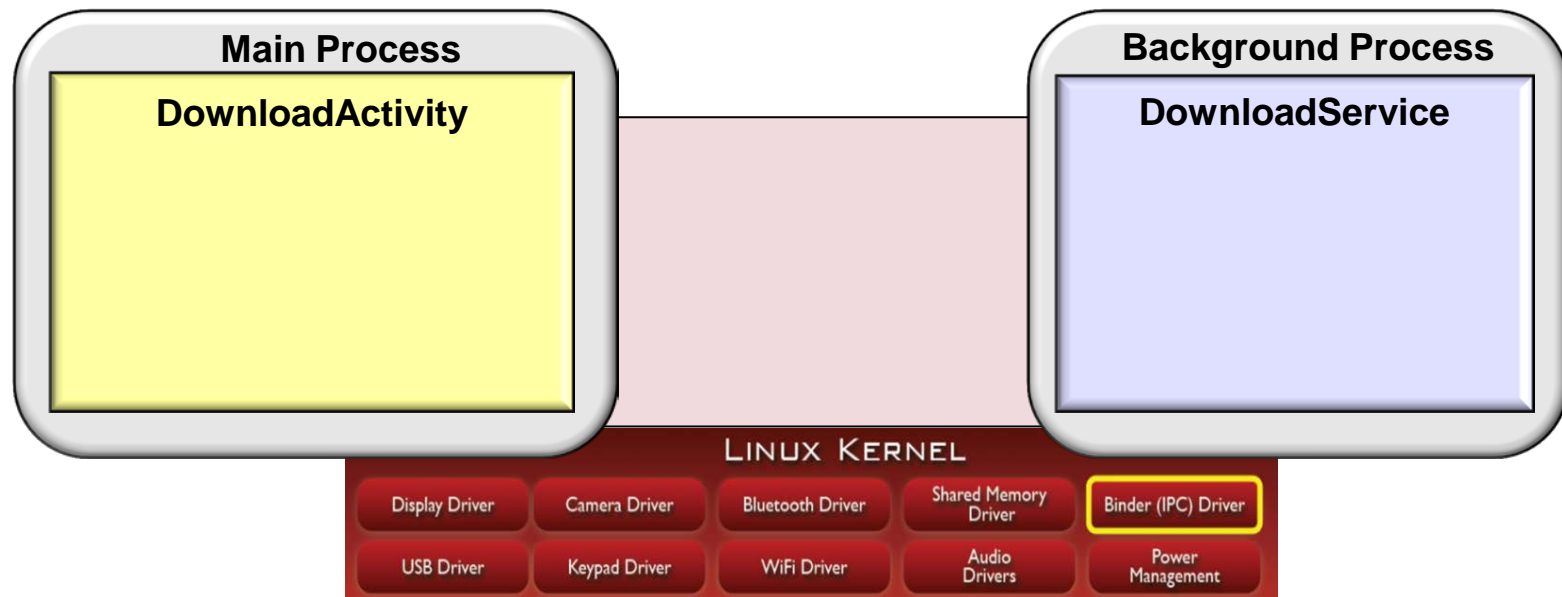
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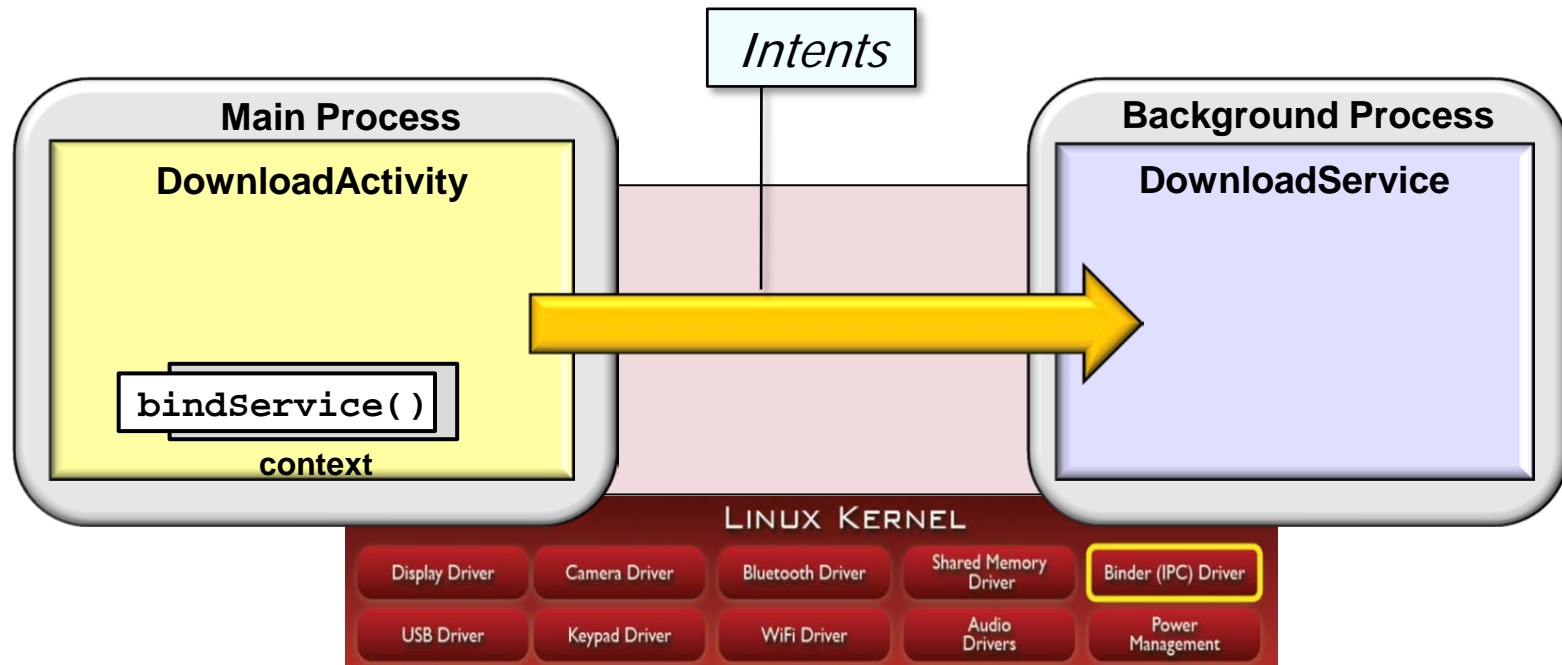
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Android Linux provides mechanisms that are optimized for inter-process communication

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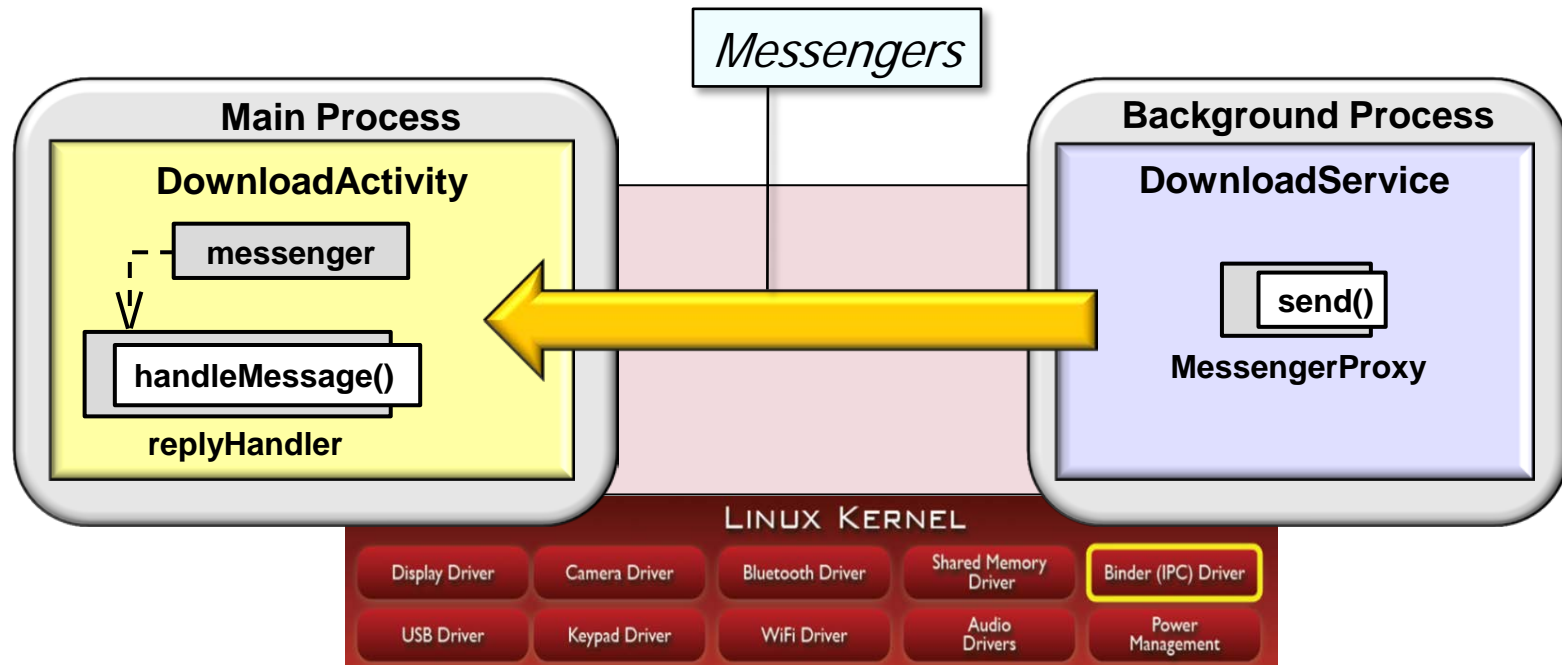
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Intents are used to launch Services (& Activities) & can also contain data

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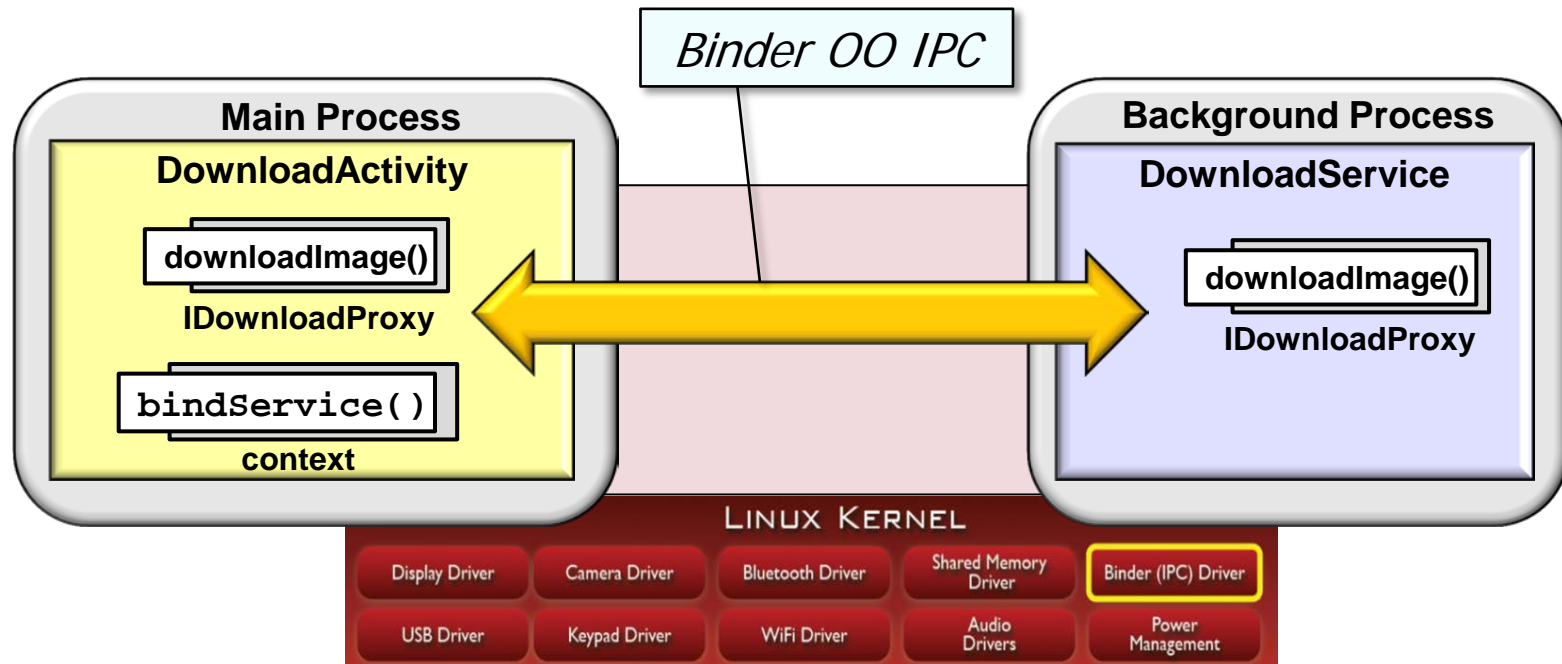
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Messengers can be used to pass messages between processes

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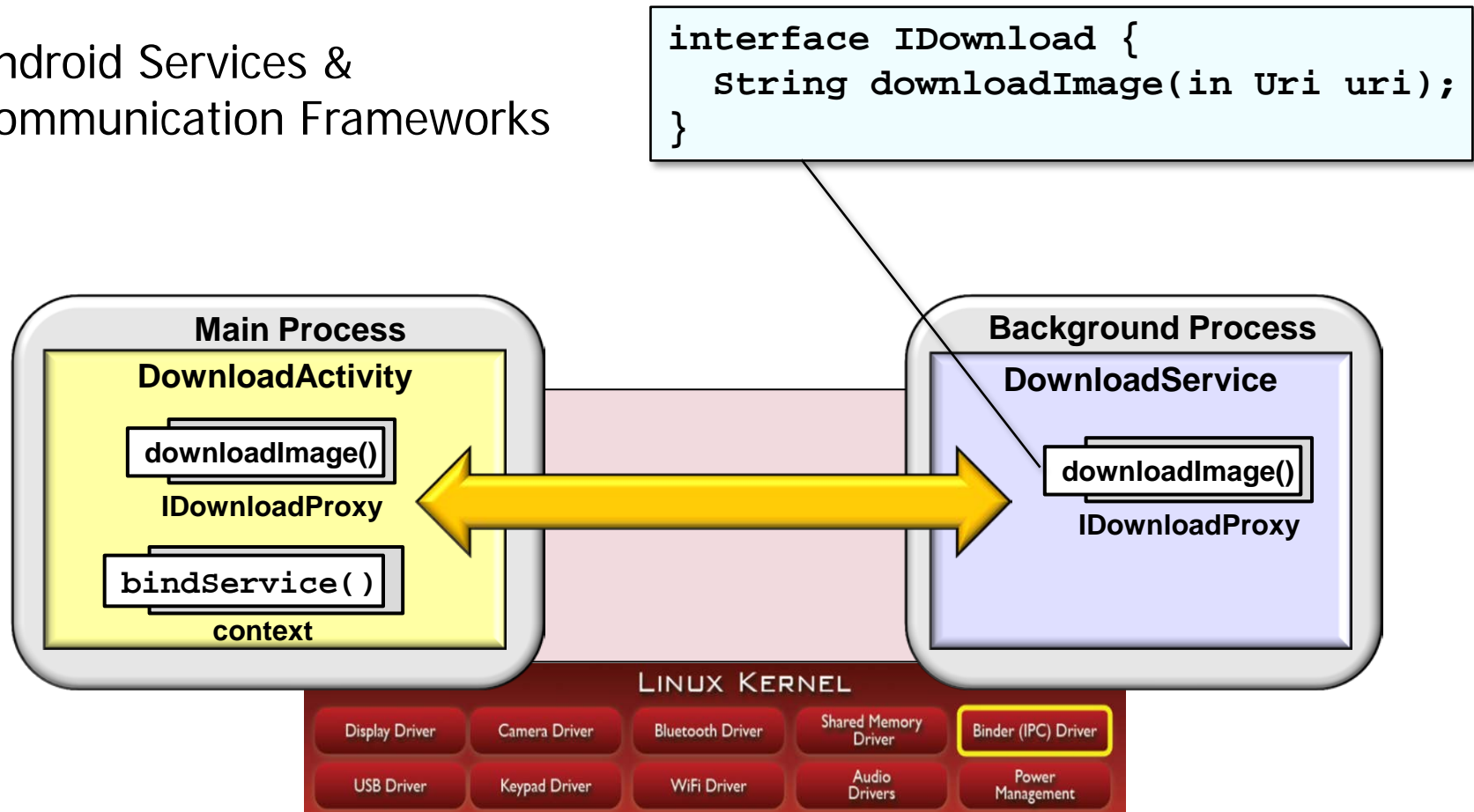


The Binder also provides an object-oriented IPC mechanism that can invoke methods on objects in other processes

Overview of Topics Covered in Section 1

- Section 1 – Android Services & Local IPC

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The Android Interface Definition Language (AIDL) provides the means to enable strongly typed IPC across processes

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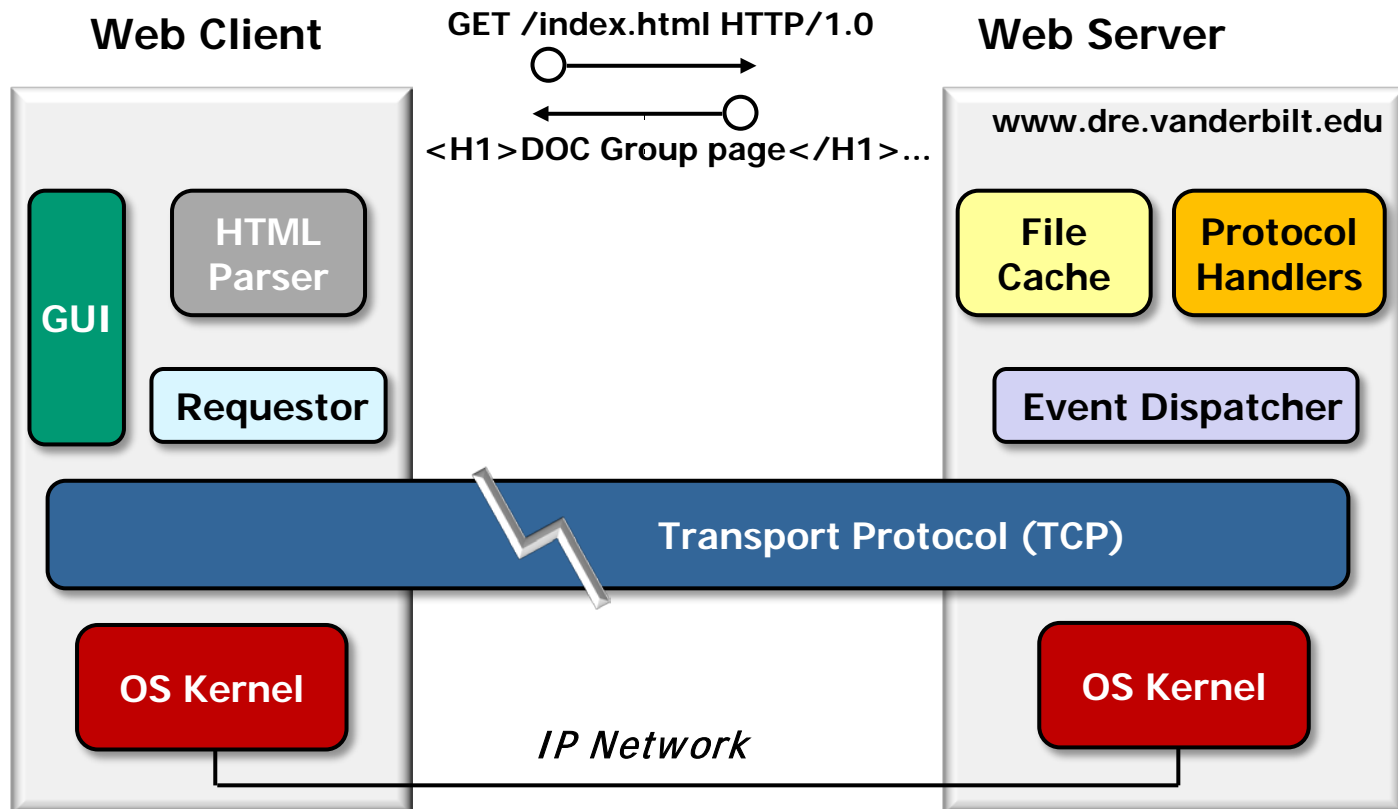
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- Section 2 – Android Remote IPC
 - Overview of HTTP

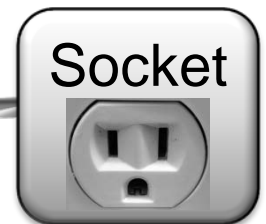
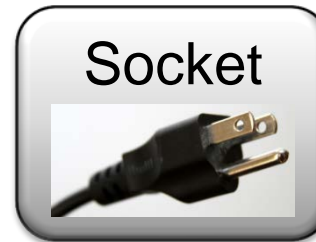
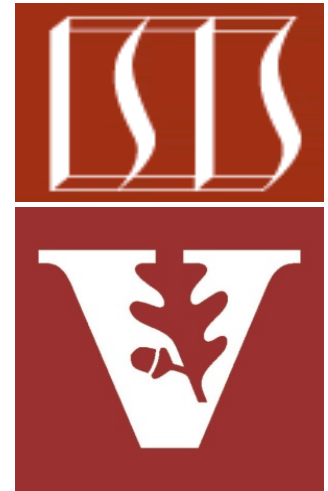
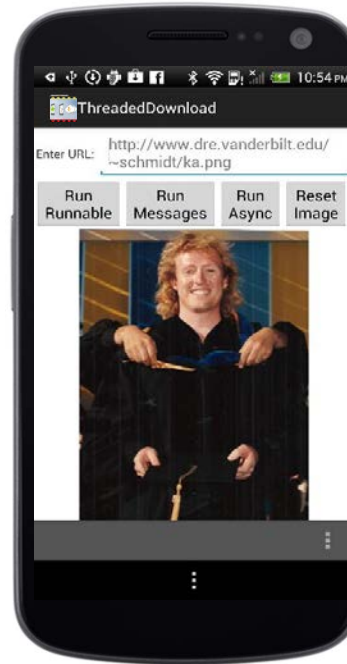


See en.wikipedia.org/wiki/Hypertext_Transfer_Protocol

Overview of Topics Covered in Section 2

- Section 2 – Android Remote IPC

- Overview of HTTP
- Writing clients that access web services via HTTP & JSON



HTTP/TCP/IP

See android-developers.blogspot.com/2011/09/androids-http-clients.html

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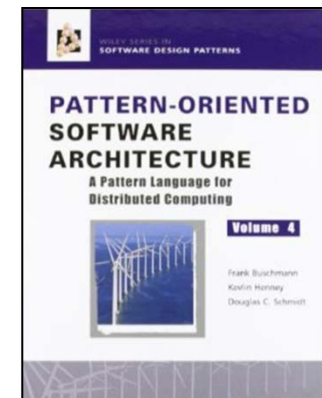
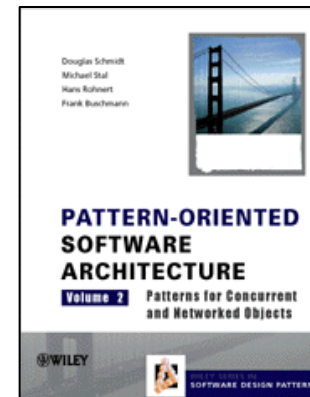
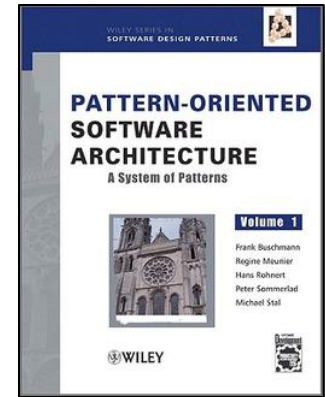
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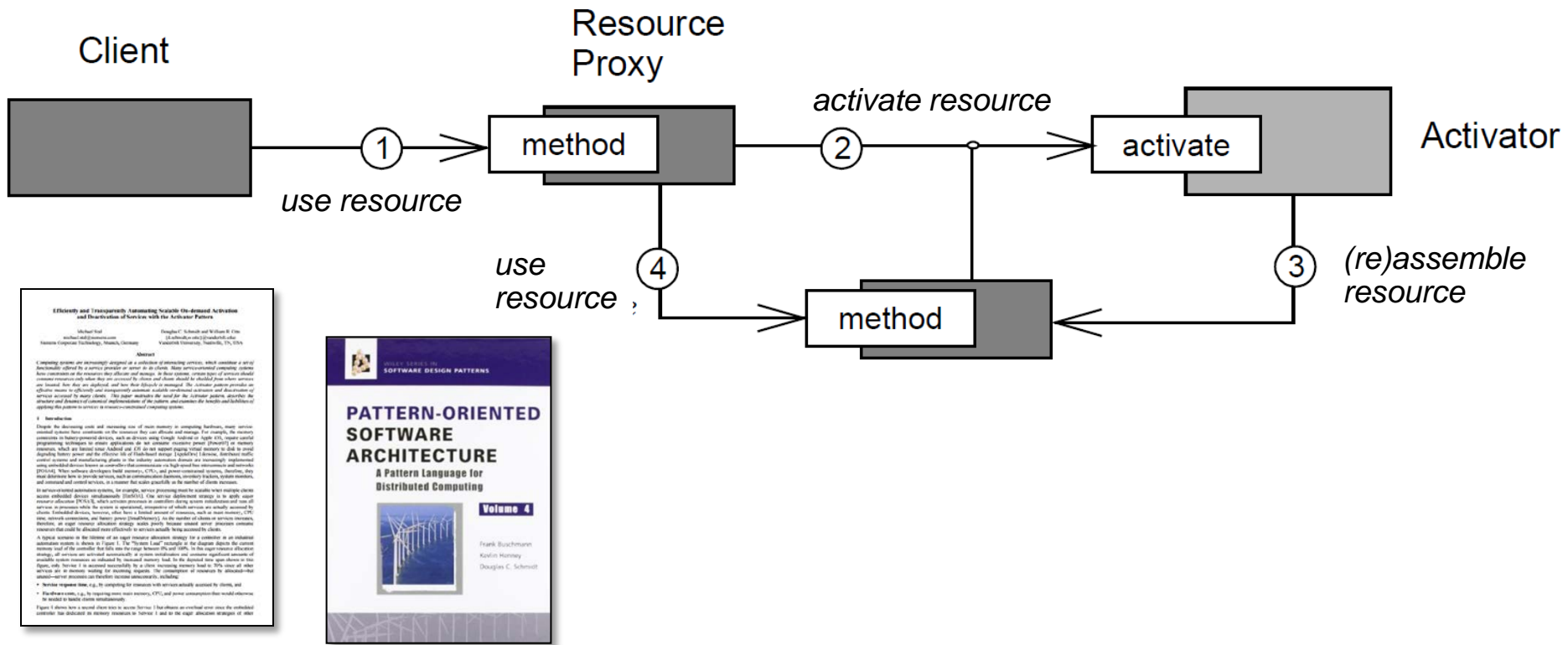


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• Section 3 – Communication Patterns Applied in Android

– *Activator*

- Automates scalable on-demand activation & deactivation of service execution contexts to run services accessed by many clients without consuming excessive resources



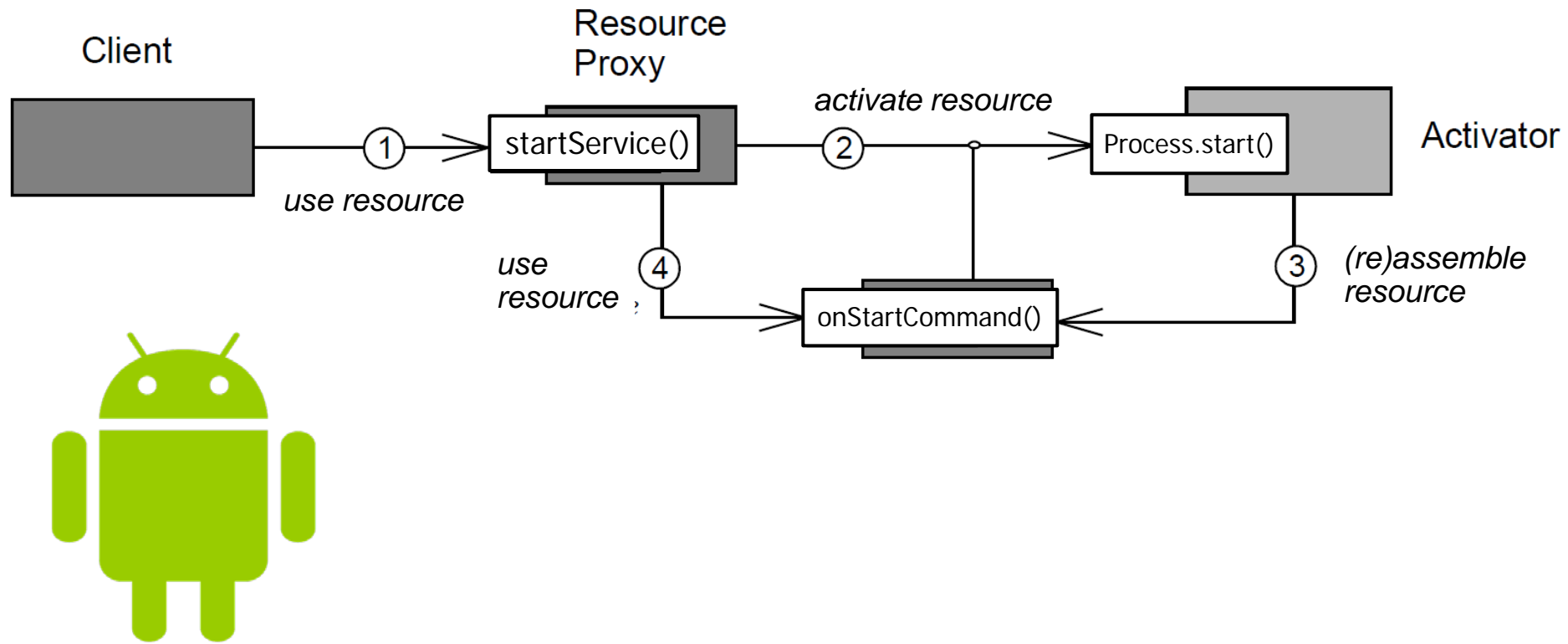
See www.dre.vanderbilt.edu/~schmidt/PDF/Activator.pdf

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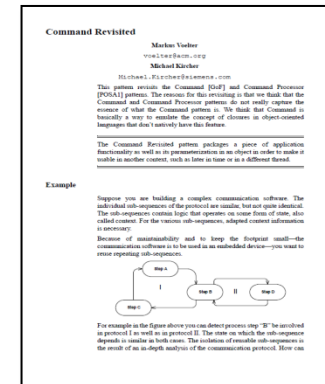
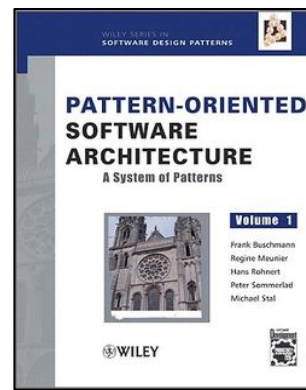
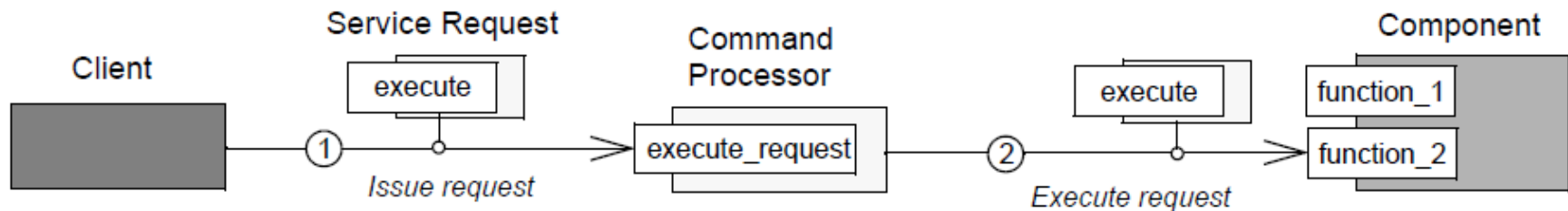
Android's Activity Manager Service applies *Activator* to launch Services (& Activities) on-demand

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– *Command Processor*

- Automates scalable on-demand activation & deactivation of service execution contexts to run services accessed by many clients without consuming excessive resources

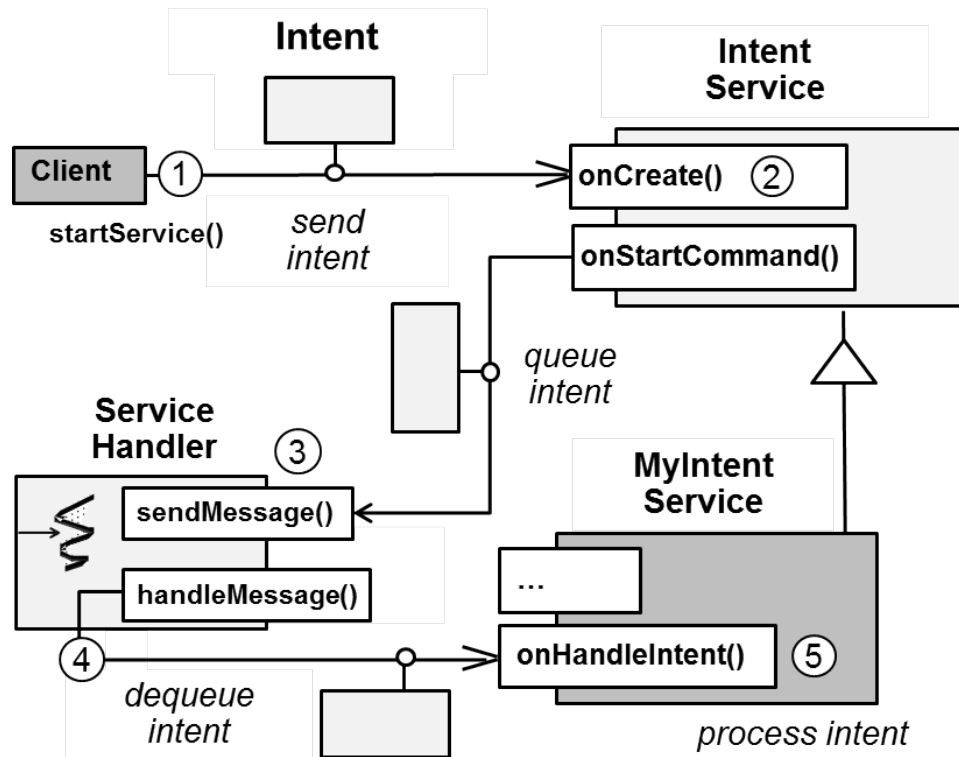


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- Command Processor*

- Automates scalable on-demand activation & deactivation of service execution contexts to run services accessed by many clients without consuming excessive resources



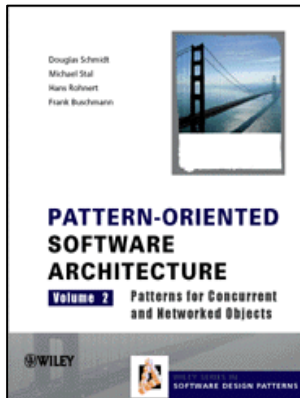
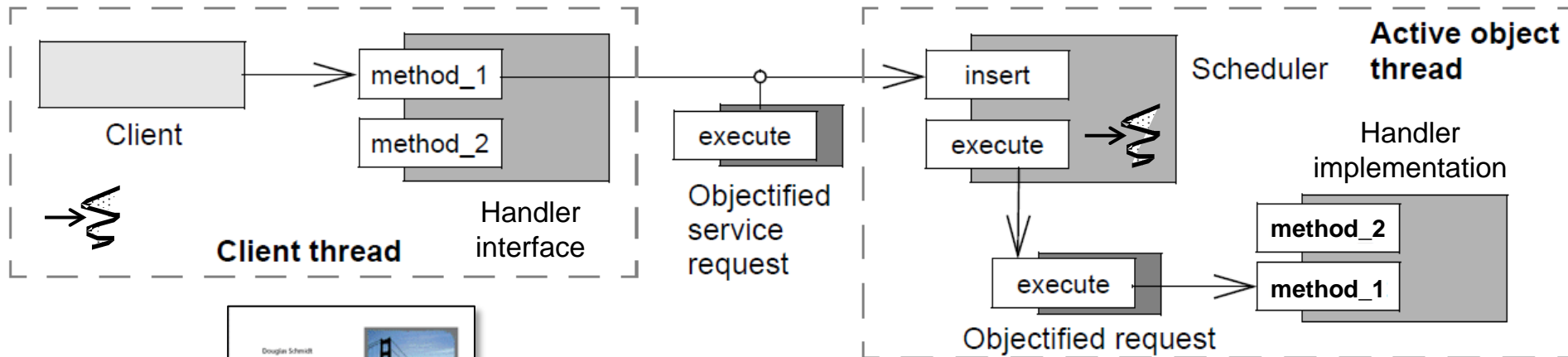
Android's Activity Manager Service applies *Command Processor* to pass commands to Services

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• Section 3 – Communication Patterns Applied in Android

– *Active Object*

- Define service requests on components as the unit of concurrency & run service requests on a component in different thread(s) from the requesting client thread



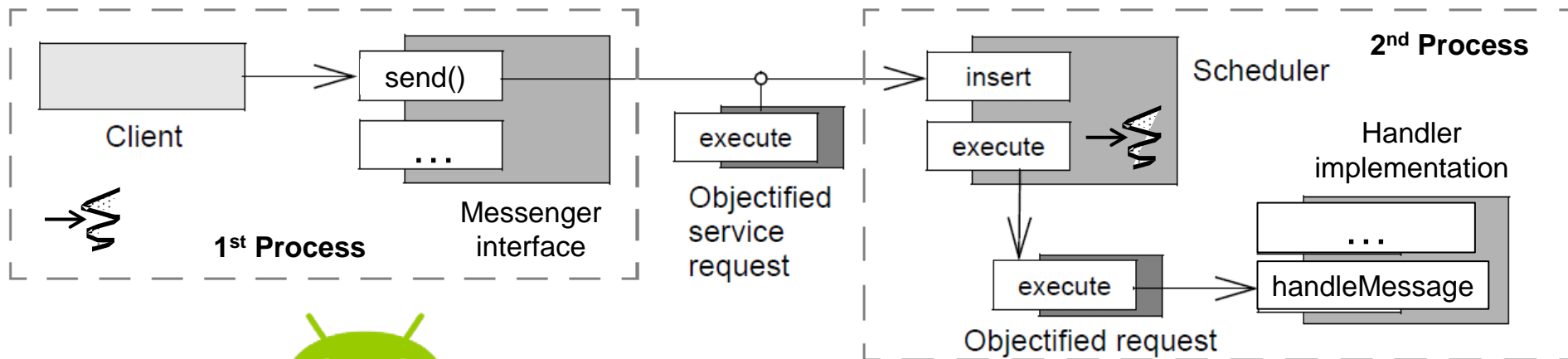
See en.wikipedia.org/wiki/Active_object

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– *Active Object*

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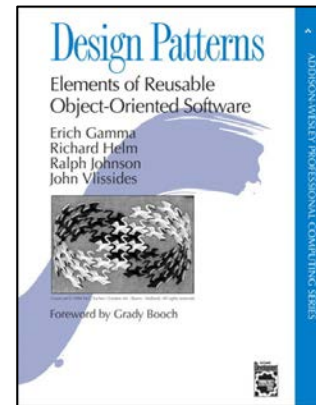
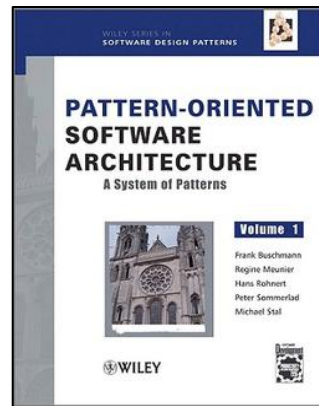
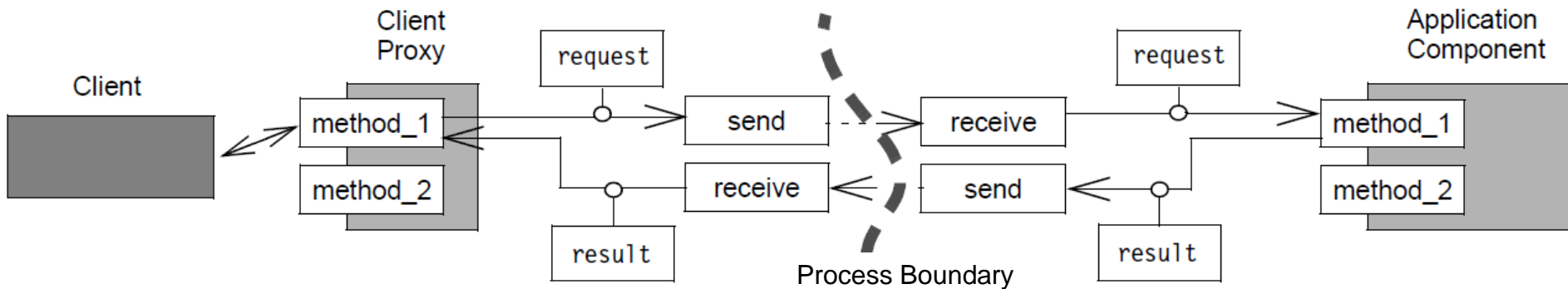
Android's Messenger IPC mechanism applies *Active Object* to send messages across processes

Overview of Topics Covered in Section 3

- Section 3 – Communication Patterns Applied in Android

- Proxy*

- Provide a surrogate or placeholder for another object to control access to it



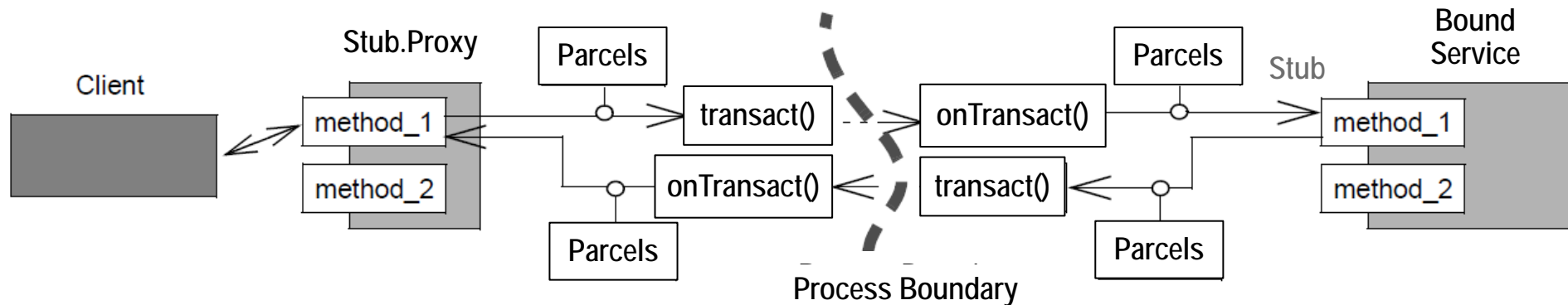
See en.wikipedia.org/wiki/Proxy_pattern

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- Proxy*

- Provide a surrogate or placeholder for another object to control access to it



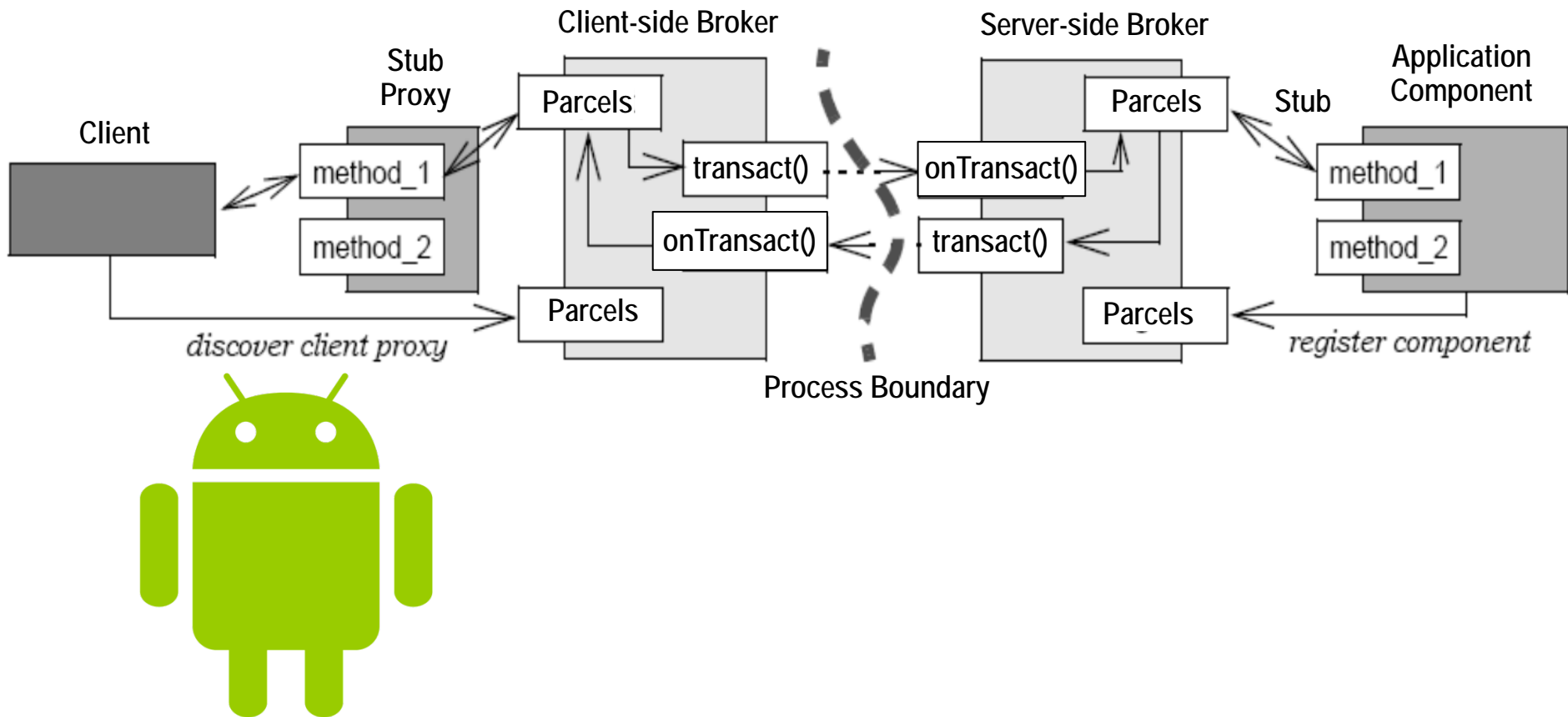
Android's Binder framework uses *Proxy* to support typed IPC

Overview of Topics Covered in Section 3

- Section 3 – Communication Patterns Applied in Android

- Broker*

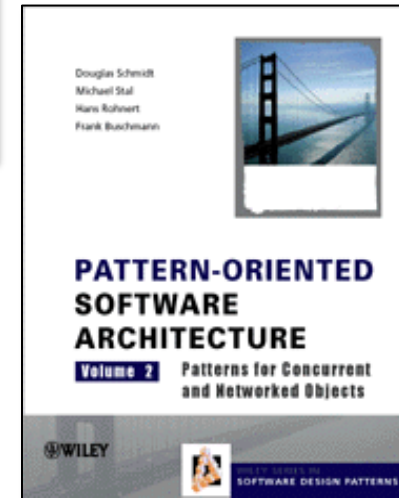
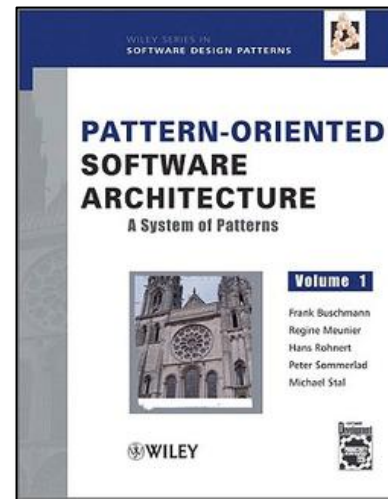
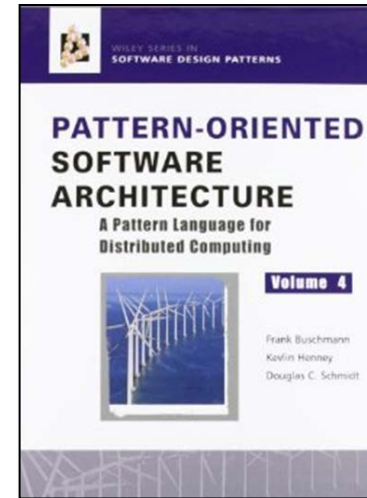
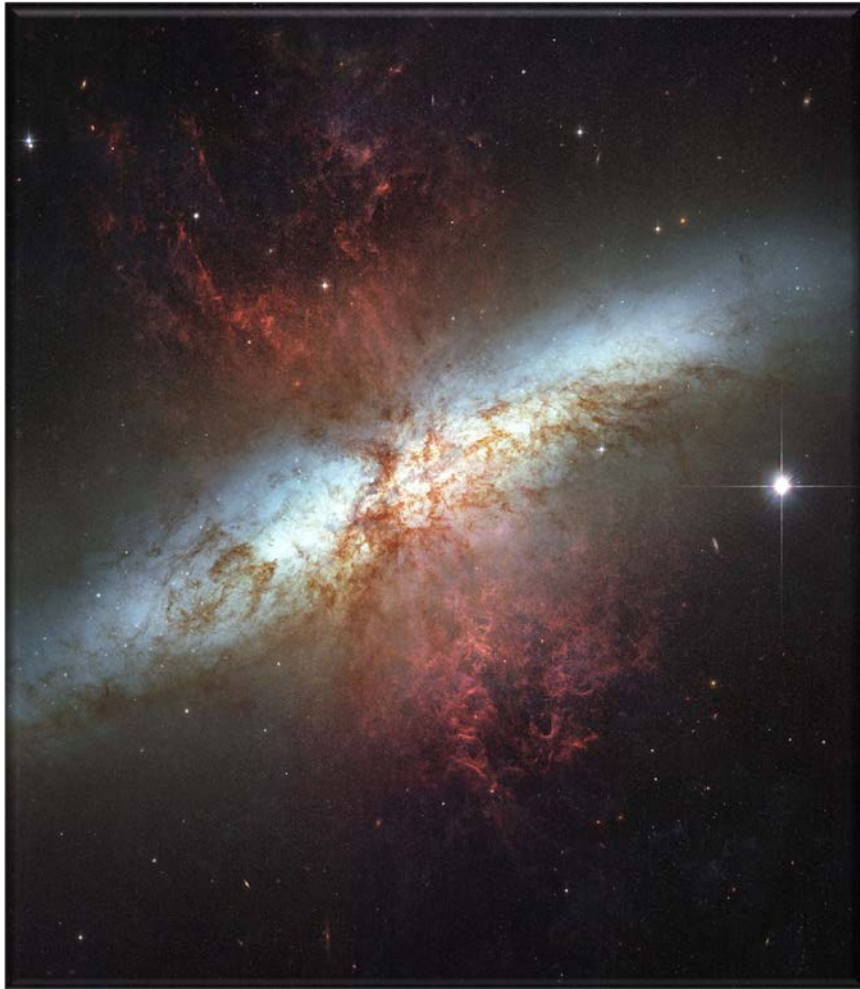
- Connect clients with remote objects by mediating invocations from clients to remote objects, while encapsulating details of local and/or remote IPC



Android's Binder framework uses *Broker* to support object-oriented IPC

Overview of Topics Covered in Section 3

- Section 3 – Communication Patterns Applied in Android



These patterns aren't limited to Android, Java, or mobile device programming

Summary

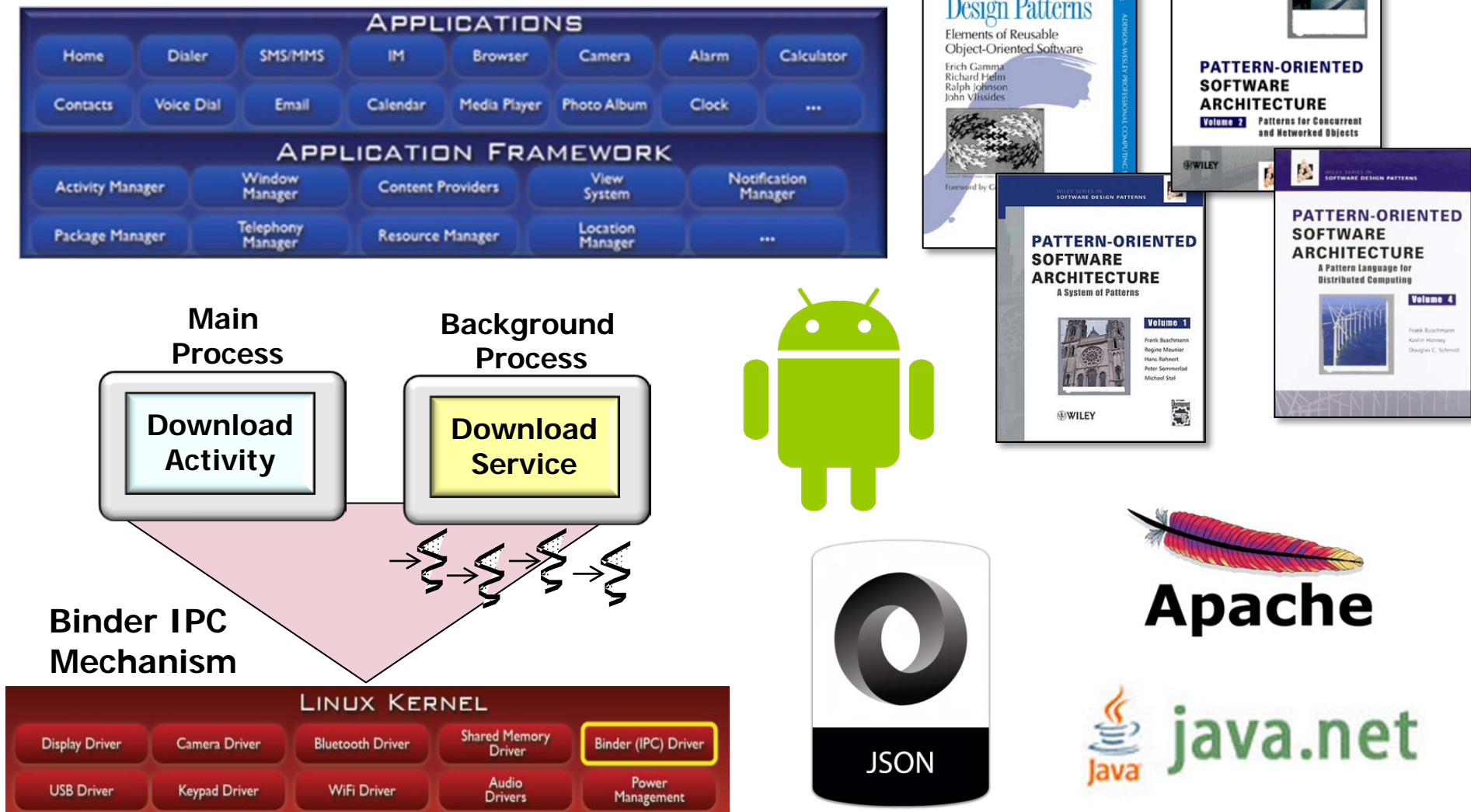


Summary

- This MOOC covers a spectrum of topics

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- This MOOC covers a spectrum of topics
- We analyze lots of Android software

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SOURCE LUKETHE



See github.com/douglasraigschmidt/POSA-15/wiki/POSA-15-FAQ item #25

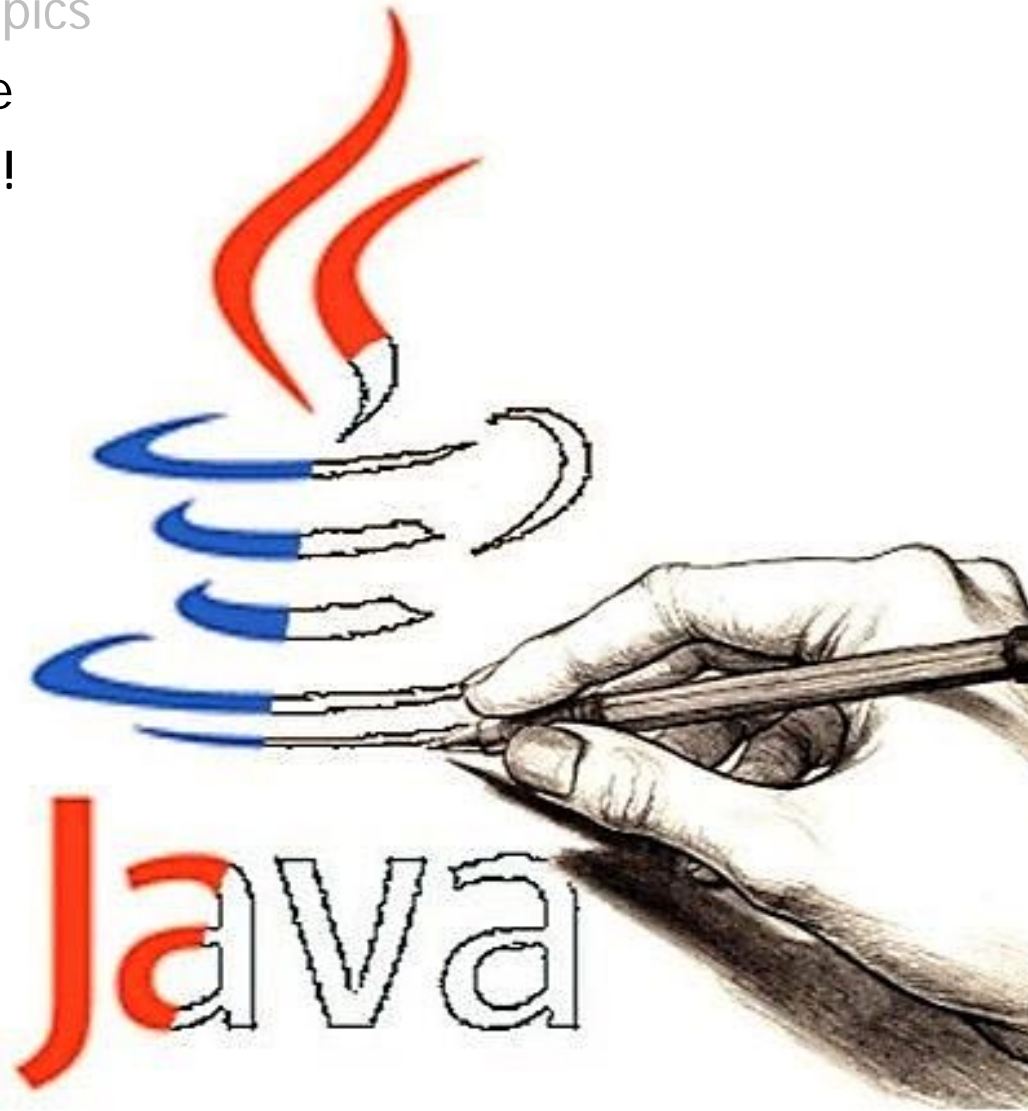
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See github.com/douglasraigschmidt/POSA-15/wiki/POSA-15-FAQ item #7