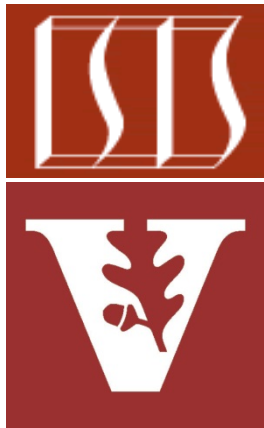


# Android Concurrency:

## Overview of Image Downloads App(s)



Douglas C. Schmidt

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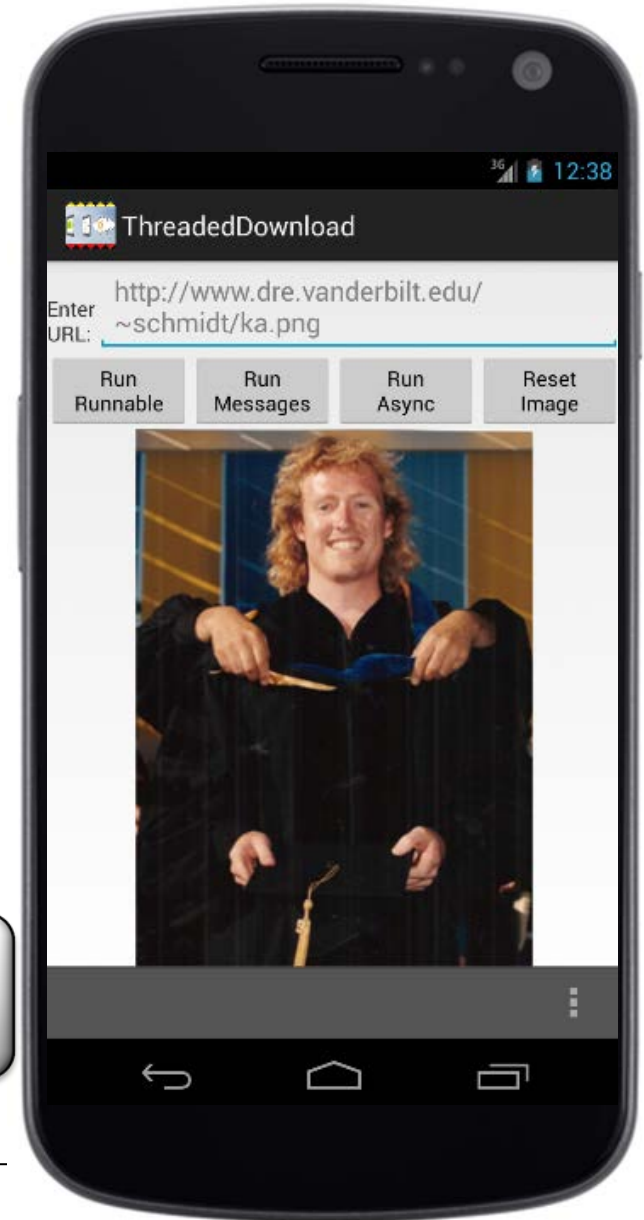
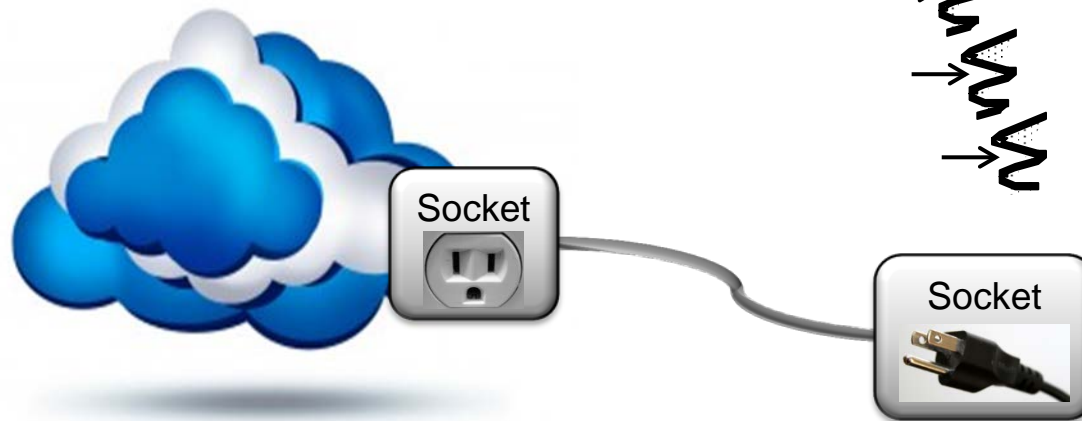
[www.dre.vanderbilt.edu/~schmidt](http://www.dre.vanderbilt.edu/~schmidt)

Institute for Software  
Integrated Systems  
Vanderbilt University  
Nashville, Tennessee, USA



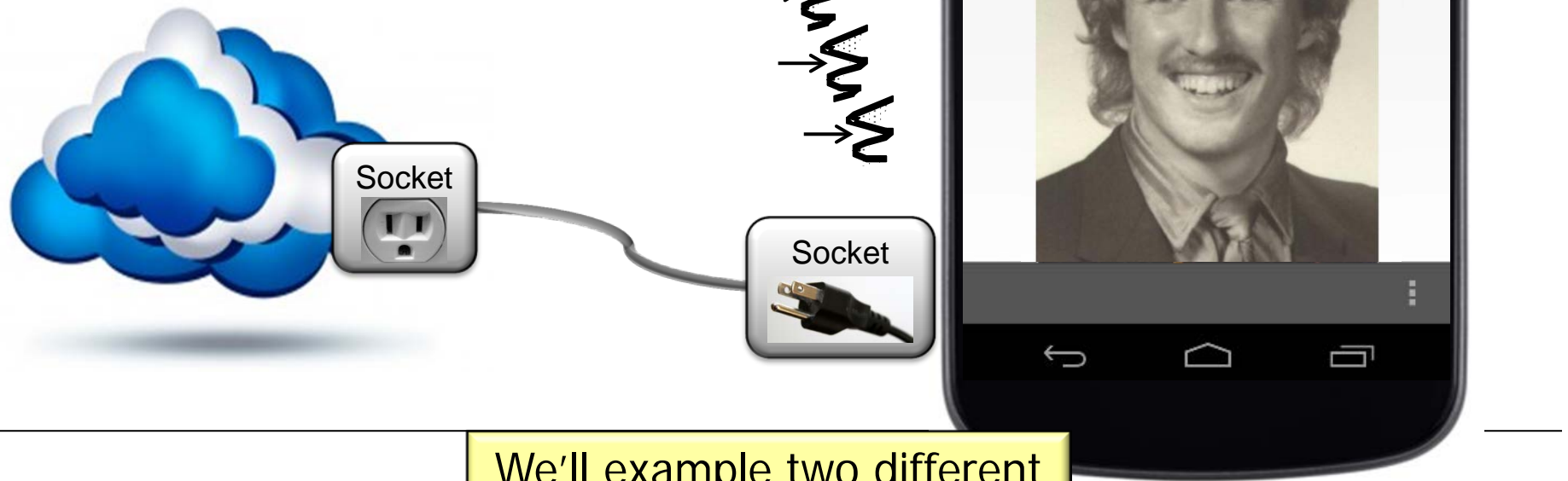
# Learning Objectives in this Part of the Module

- Understand the structure & functionality of Image Downloads app(s) to learn how to program with Android's concurrency frameworks



# Learning Objectives in this Part of the Module

- Understand the structure & functionality of Image Downloads app(s) to learn how to program with Android's concurrency frameworks



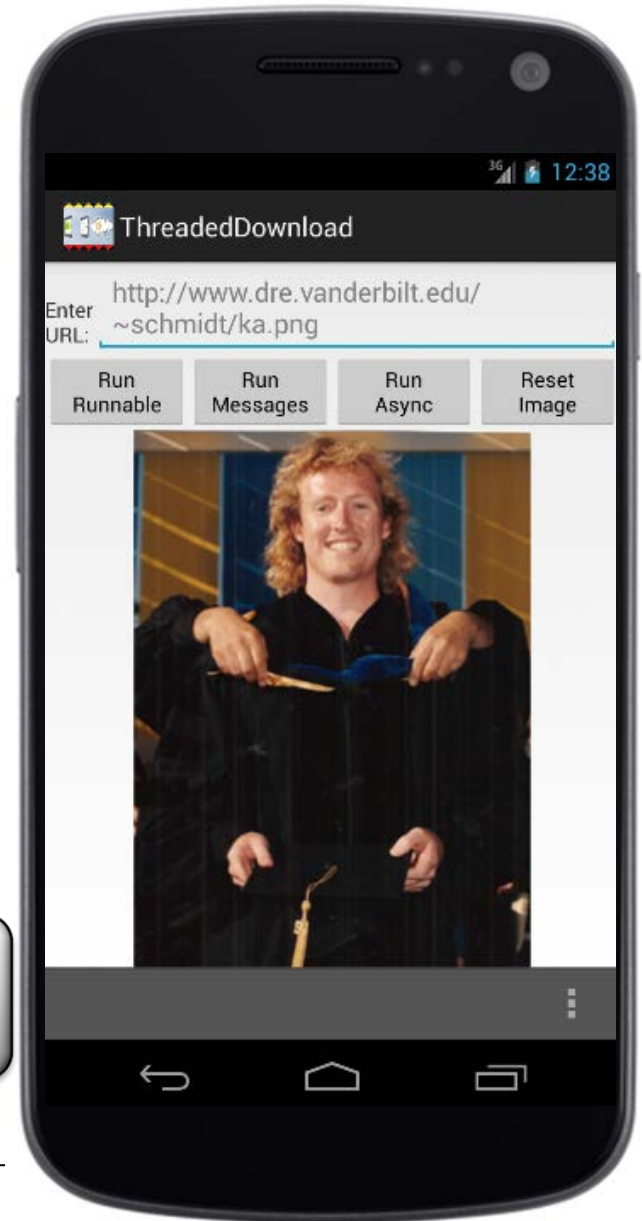
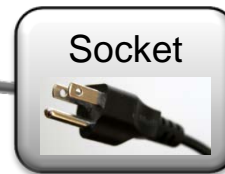
We'll example two different implementations of this app

---

# Overview of the Image Downloads App

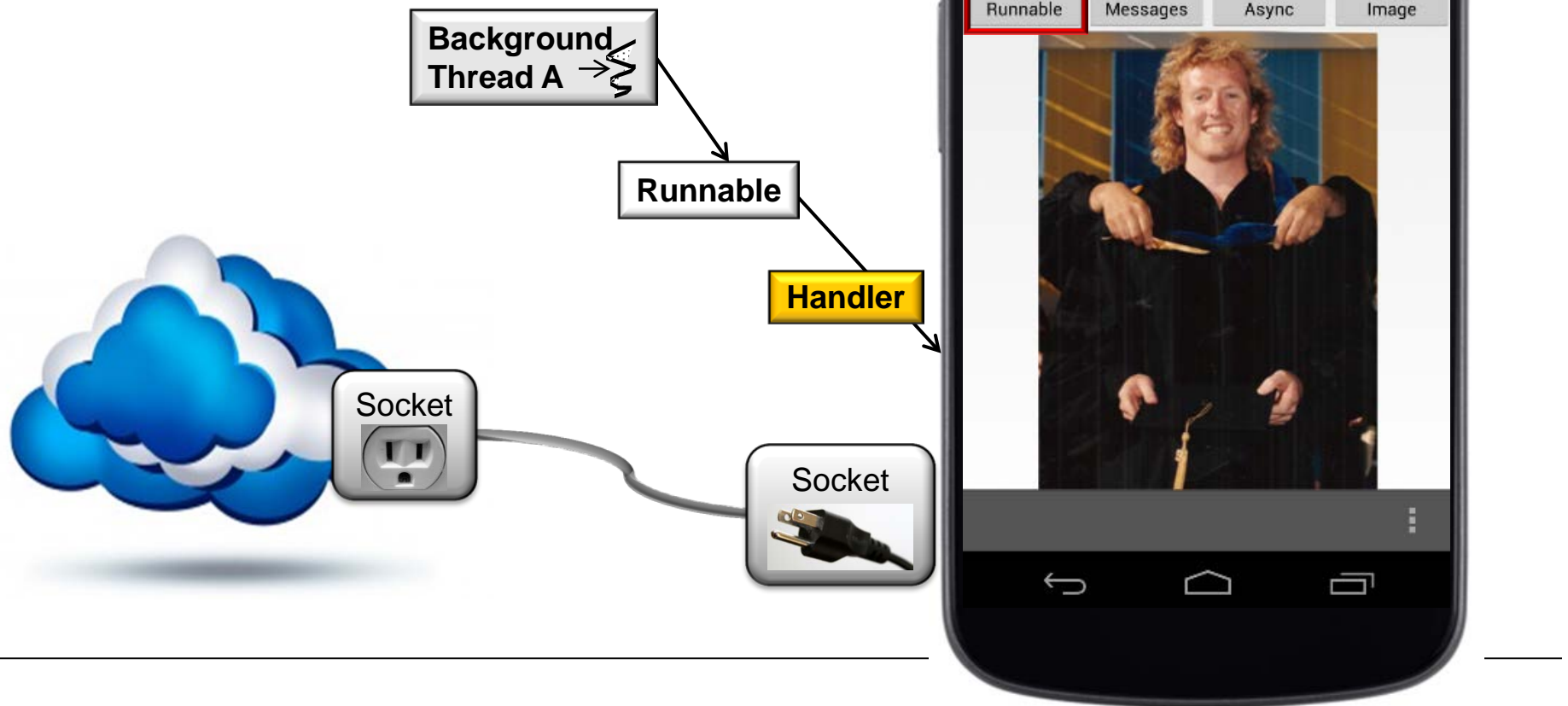
# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently



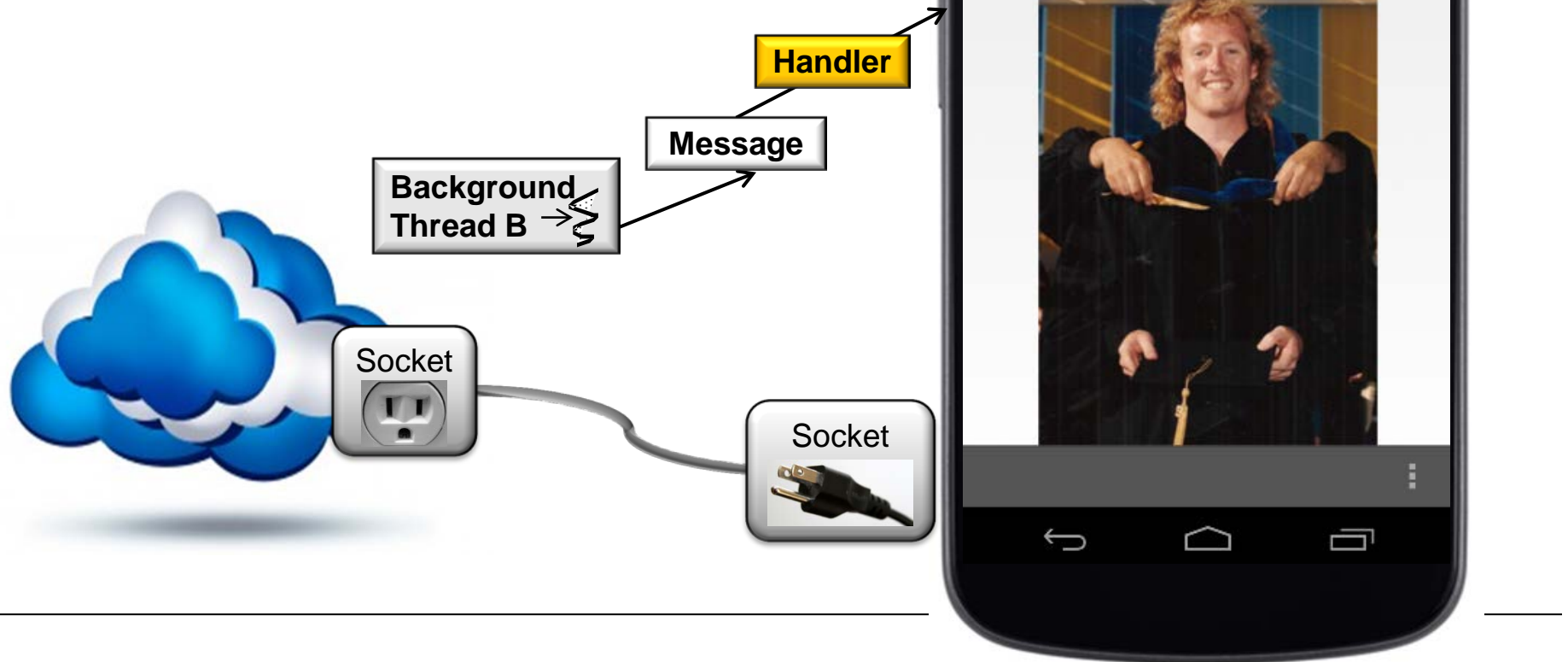
# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently
  - Posting & processing Runnables



# Overview of the Image Downloads App

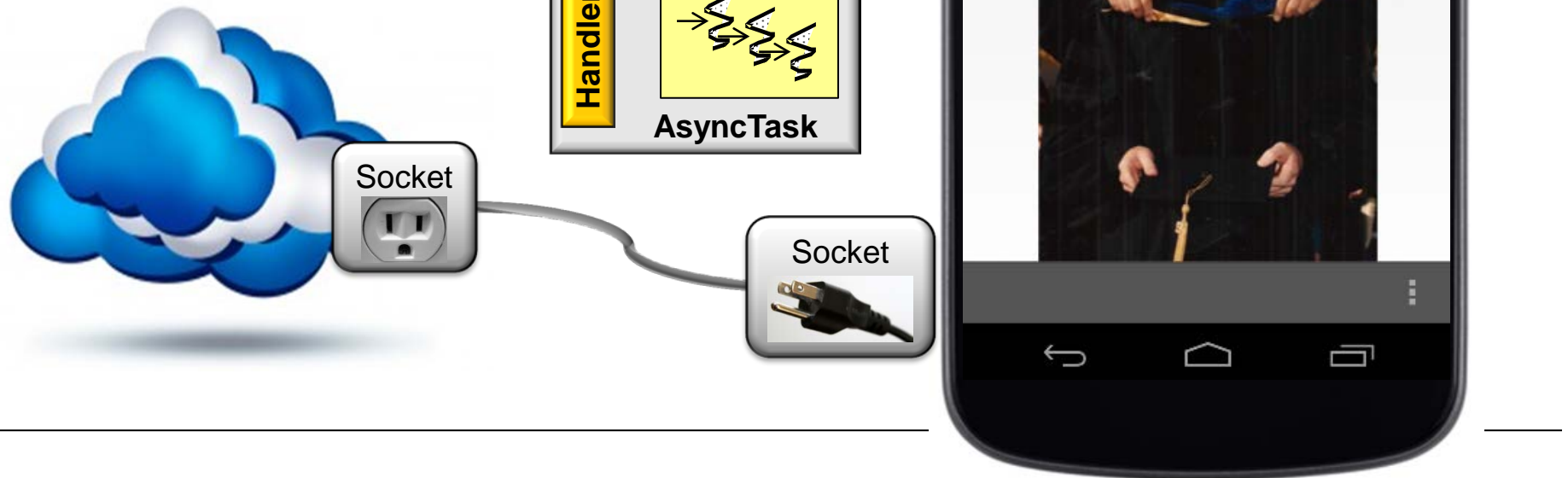
- Demonstrates multiple ways to download an image concurrently
  - Posting & processing Runnables
  - Sending & handling Messages





# Overview of the Image Downloads App

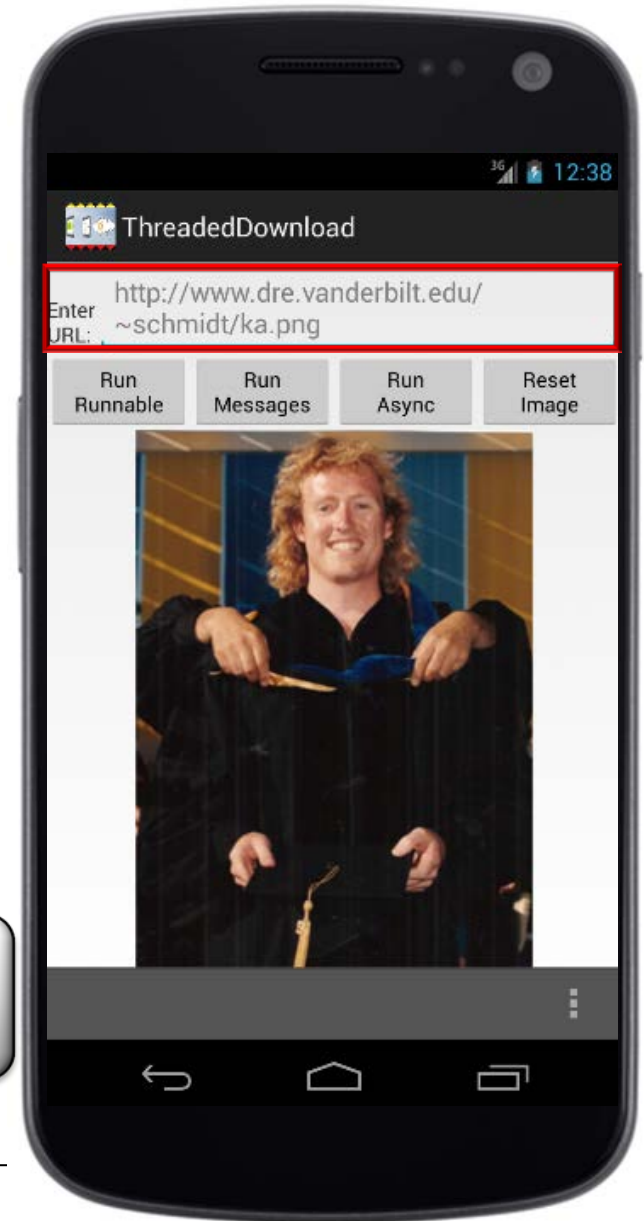
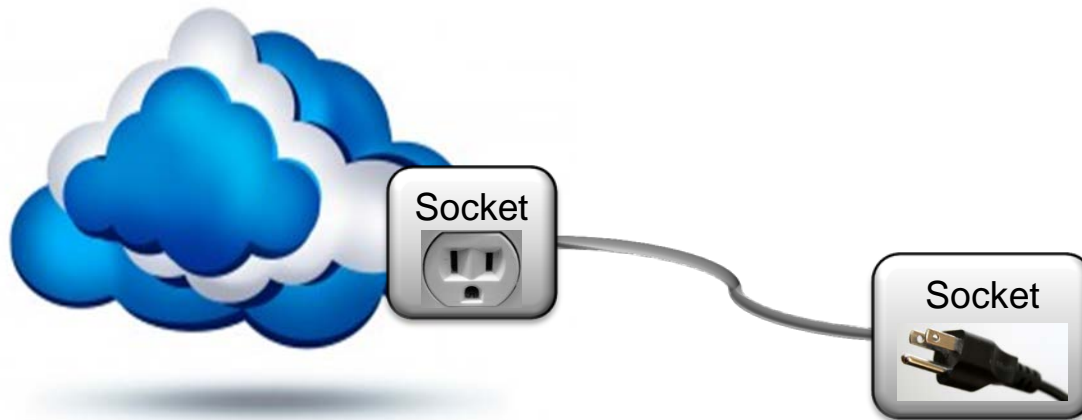
- Demonstrates multiple ways to download an image concurrently
  - Posting & processing Runnables
  - Sending & handling Messages
  - Executing AsyncTasks





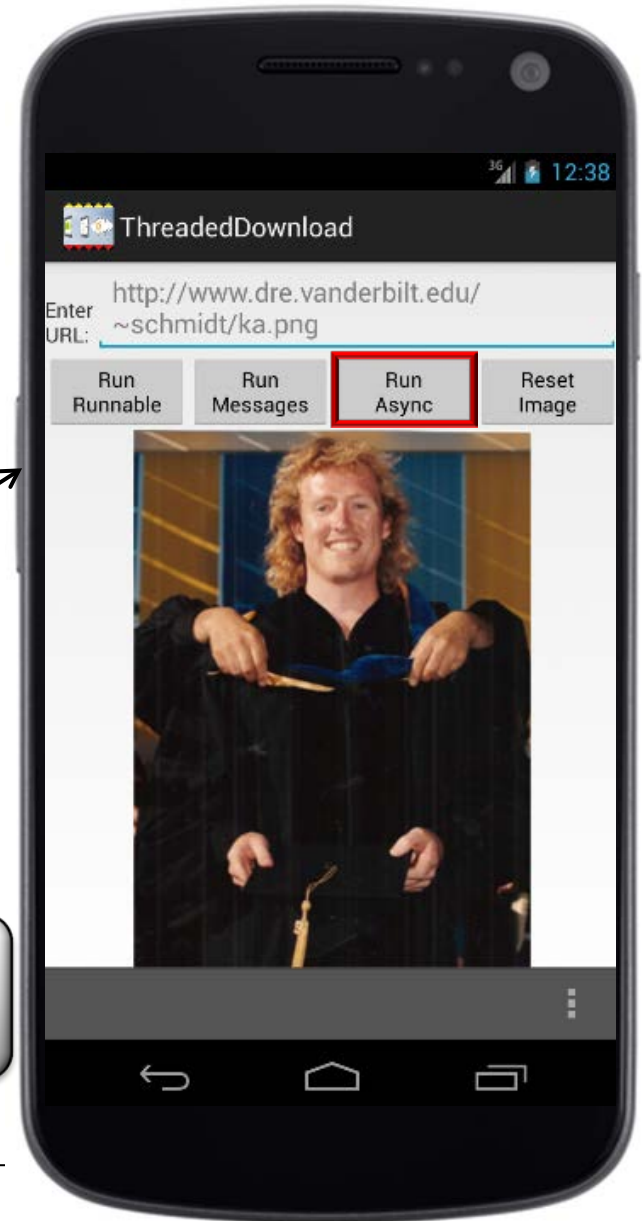
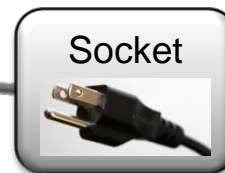
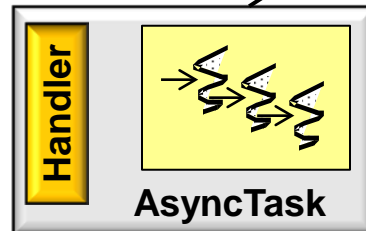
# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently
- User is prompted for image URL



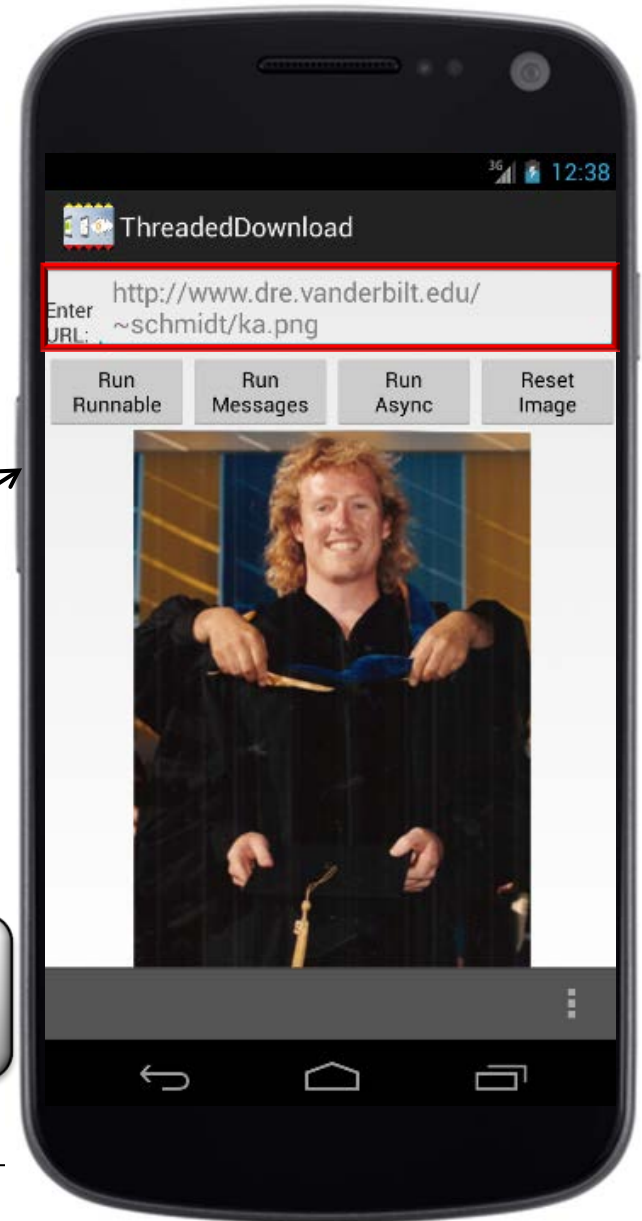
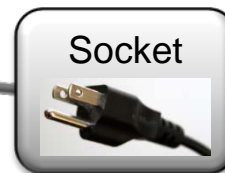
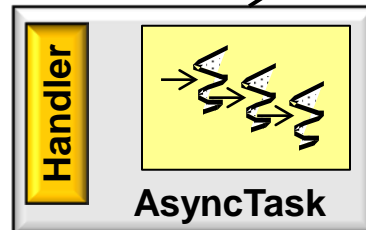
# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently
- User is prompted for image URL
- Select from a menu of buttons



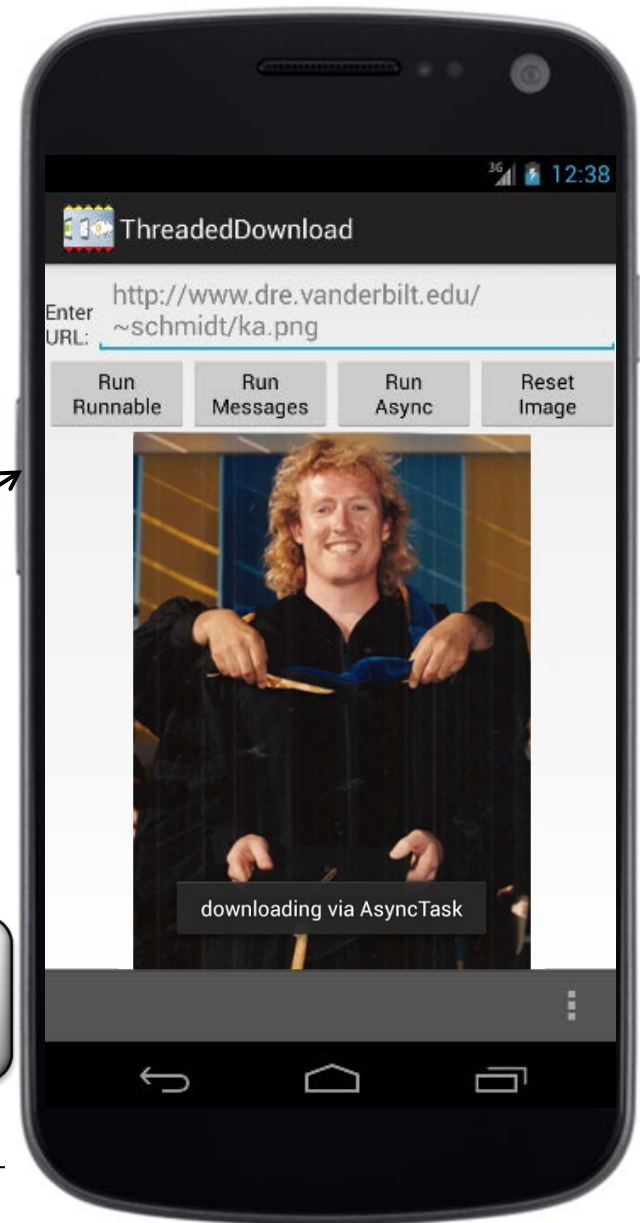
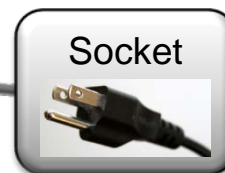
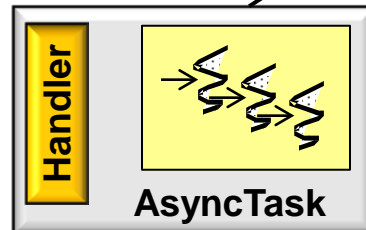
# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently
- User is prompted for image URL
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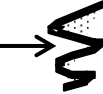
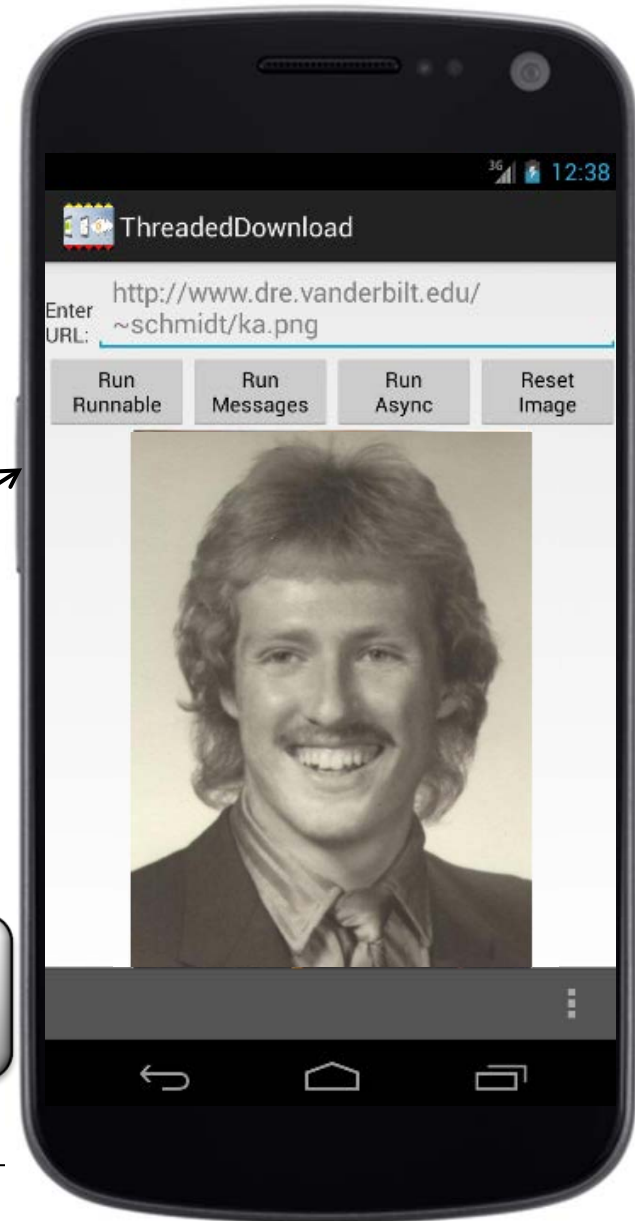
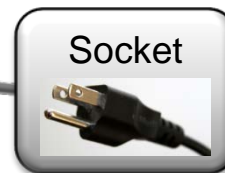
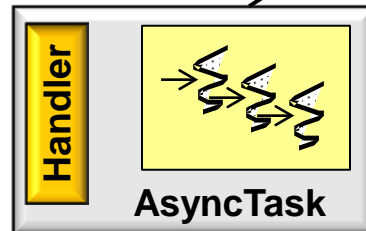
# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently
- User is prompted for image URL
- Select from a menu of buttons
  - Toast is displayed when download begins



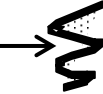
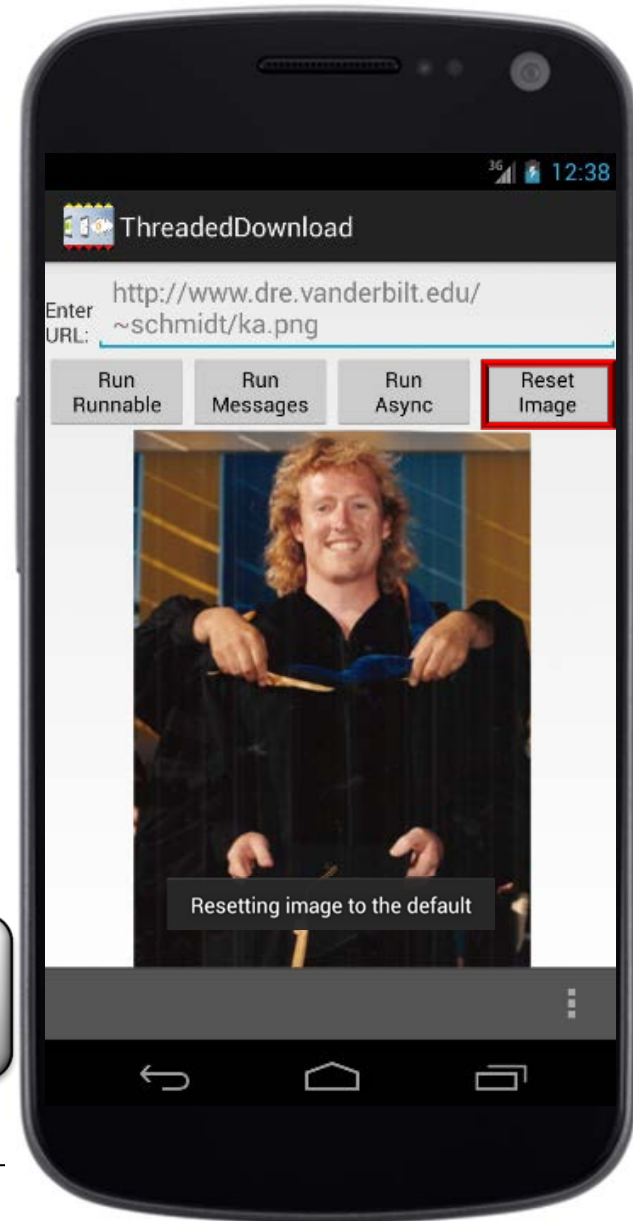
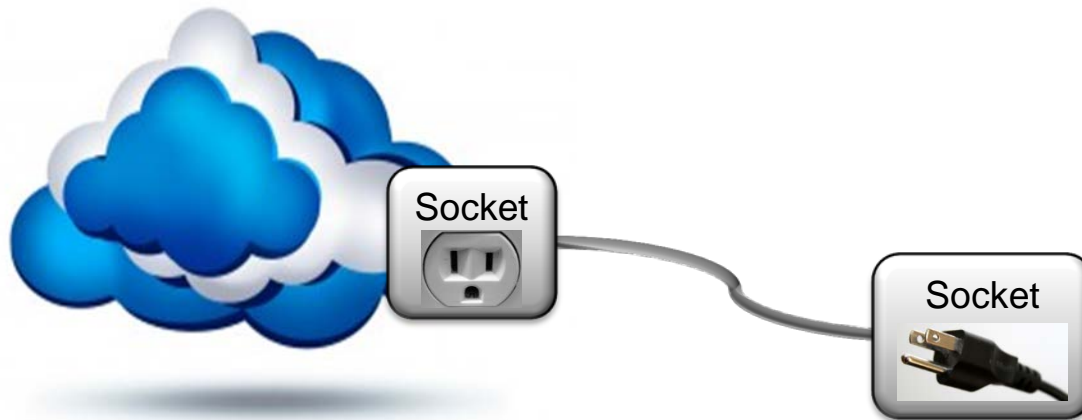
# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently
- User is prompted for image URL
- Select from a menu of buttons
- Image is displayed when download completes



# Overview of the Image Downloads App

- Demonstrates multiple ways to download an image concurrently
- User is prompted for image URL
- Select from a menu of buttons
- Image is displayed when download completes
- Default image can be reset





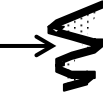
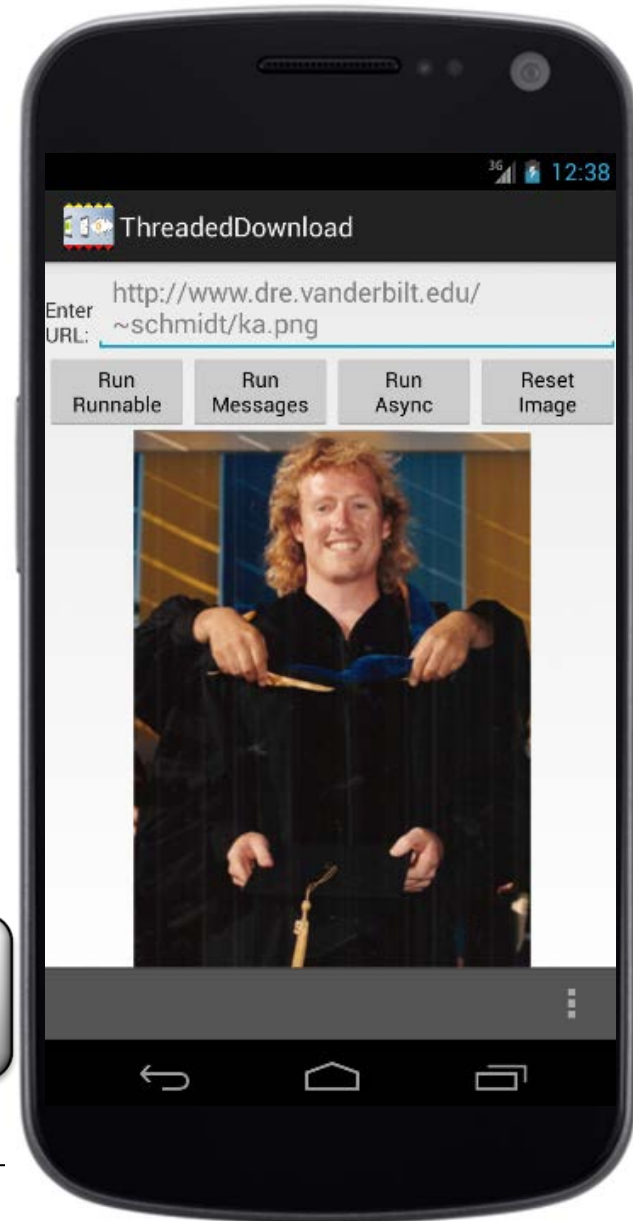
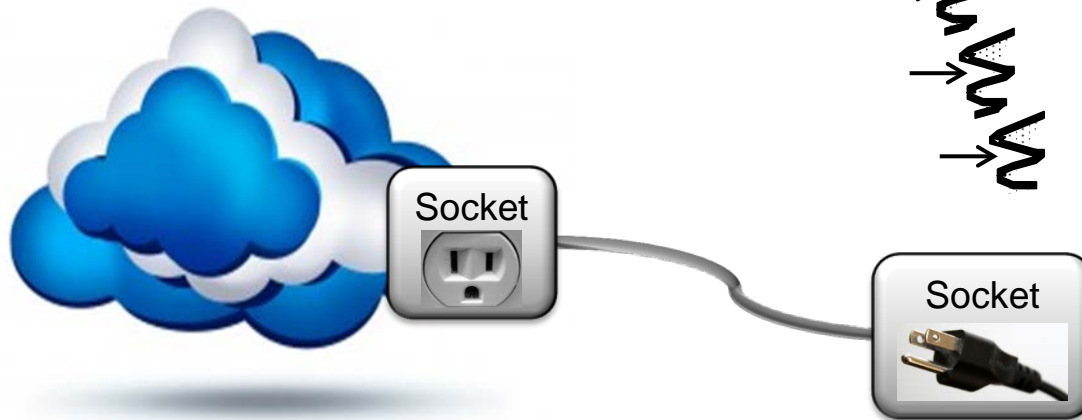
# Overview of the Image Downloads App

```
public class ImageDownloadsActivity
    extends Activity {

    ...
    public void runRunnable(View view) {
        /* App logic happens here */
    }

    public void runMessages(View view) {
        /* App logic happens here */
    }

    ...
}
```



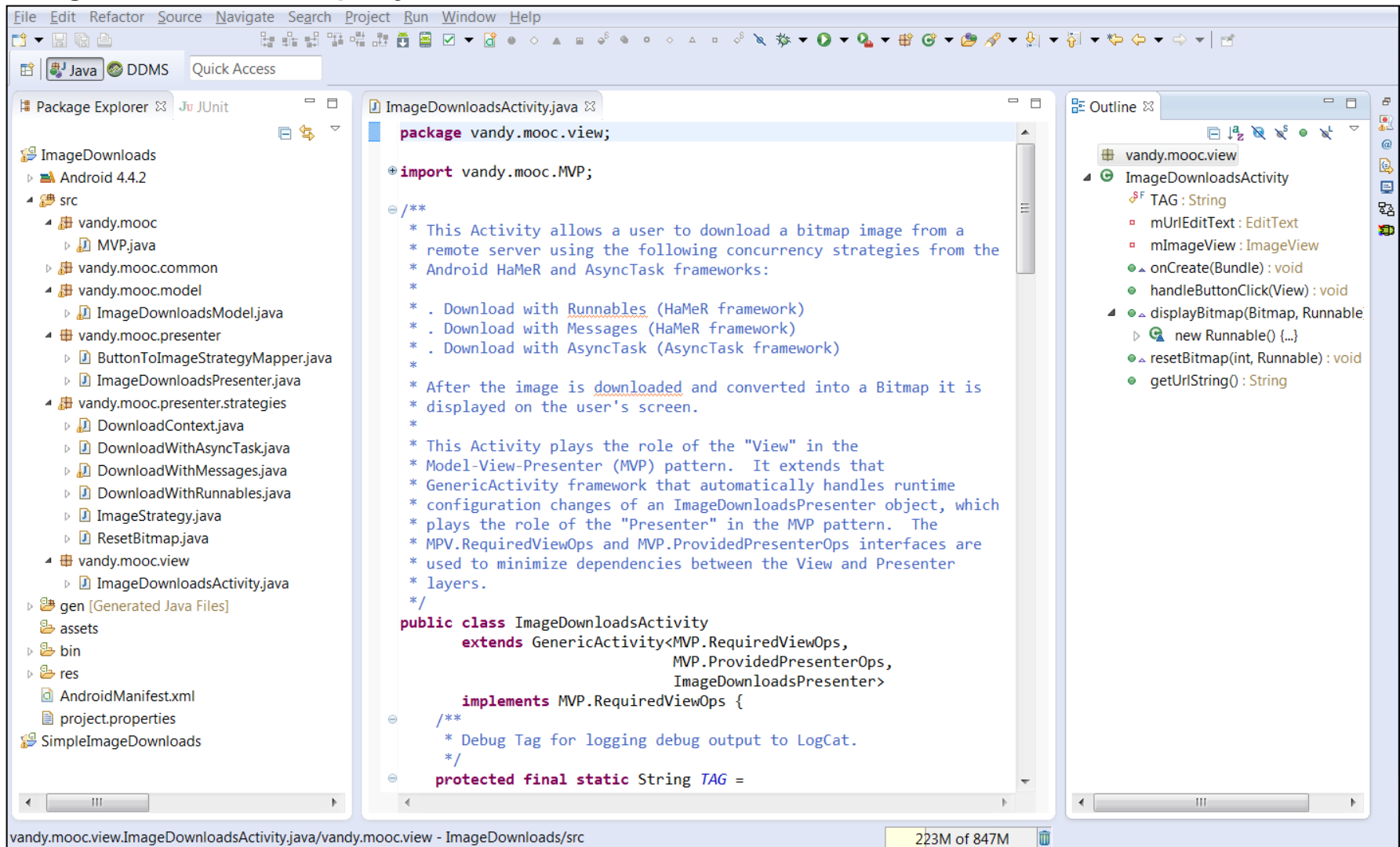


---

# The Structure & Functionality of the Image Downloads Project

# Image Downloads Structure & Functionality

- Image Downloads project



# Image Downloads Structure & Functionality

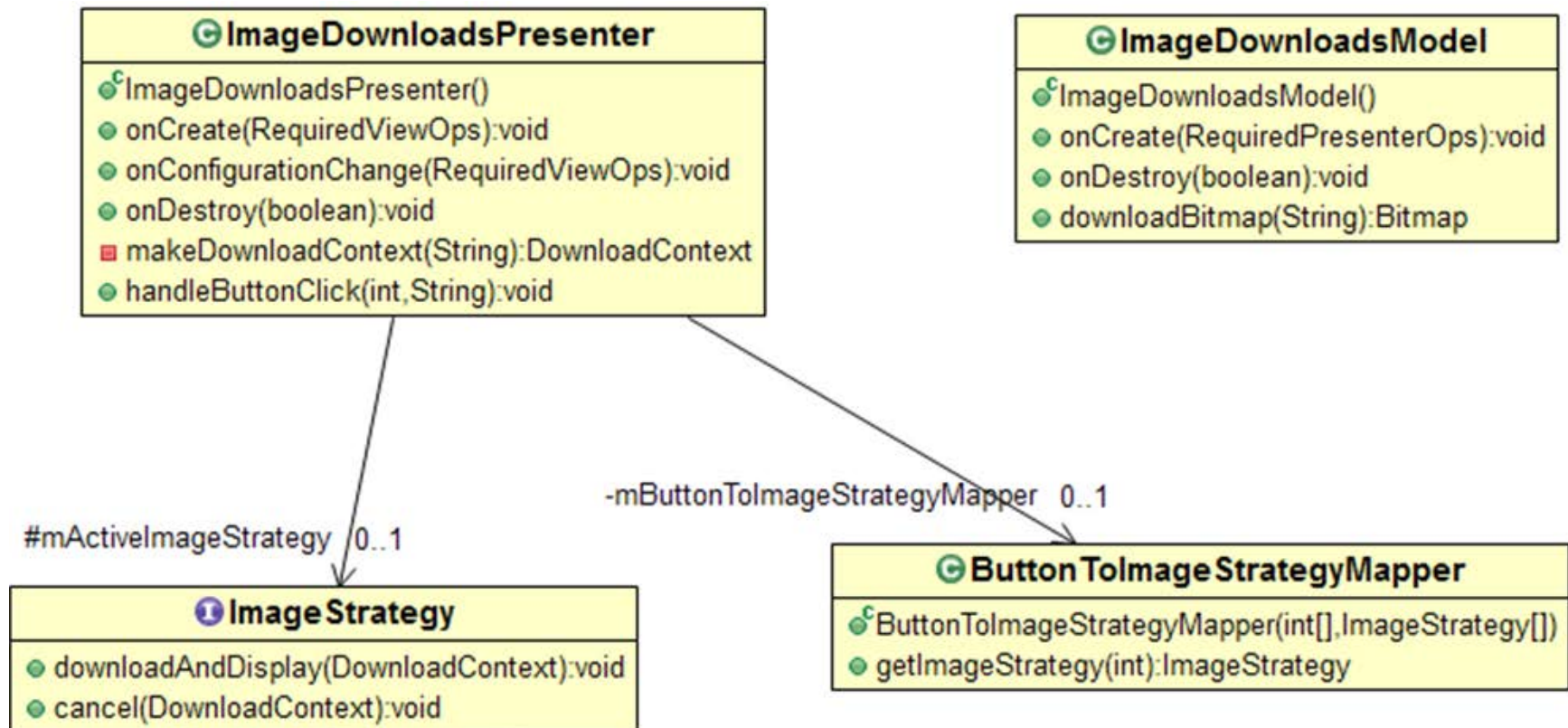
---

- Image Downloads project
- Three main elements:



# Image Downloads Structure & Functionality

- Image Downloads project
- Three main elements:
  - Java source code



The most creative & "free form"  
portion of an Android application

# Image Downloads Structure & Functionality

---

- Image Downloads project
- Three main elements:
  - Java source code
  - Resources providing other files & static content used by Java code
    - e.g., bitmaps, UI layouts, internationalized strings, etc.

```
<LinearLayout
    android:layout_width=
        "fill_parent"
    android:layout_height=
        "wrap_content"
    android:orientation=
        "horizontal">
    <Button
        android:id="@+id/button1"
        android:layout_width=
            "wrap_content"
        android:layout_height=
            "wrap_content"
        android:onClick=
            "handleButtonClick"
        android:text=
            "@string/runRunnable" />
    ...
```

---

See [developer.android.com/  
guide/topics/resources](http://developer.android.com/guide/topics/resources)

# Image Downloads Structure & Functionality

---

- Image Downloads project
- Three main elements:
  - Java source code
  - Resources providing other files & static content used by Java code
  - XML Manifest file containing info Android needs to execute the app

```
<manifest>    ...  
  <application>  
    <activity>  
      <intent-filter>  
        <action /> ... <data />  
      </intent-filter> ...  
    </activity>  
    <service>  
      <intent-filter> ...  
    </intent-filter>  
    </service>  
    <receiver>  
      <intent-filter> ...  
    </intent-filter>  
    </receiver>  
    <provider>  
      <grant-uri-permission />  
    </provider> ...
```

---

See [developer.android.com/guide/topics/manifest/manifest-intro.html](http://developer.android.com/guide/topics/manifest/manifest-intro.html)

# Image Downloads Structure & Functionality

---

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info

```
<manifest ...  
  package="vandy.mooc"  
  ...
```



# Image Downloads Structure & Functionality

---

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
  - Grants permission to use the Internet

```
<manifest ...  
    package="vandy.mooc"  
    <uses-permission  
        android:name=  
            "android.permission.INTERNET">  
    </uses-permission>  
    ...
```

---

Android M now gives Internet permission to all apps by default

# Image Downloads Structure & Functionality

---

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
  - Grants permission to use the Internet
  - Indicates the main Activity & declares with Intents it handles

```
<manifest ...  
    package="vandy.mooc"  
    <application  
        android:icon=  
            "@drawable/ic_launcher"  
        android:label=  
            "@string/app_name"  
        ...  
        <activity android:name=  
            "view.ImageDownloadsActivity"  
            <intent-filter>  
                <action android:name=  
                    "android.intent.  
                        action.MAIN" />  
                ...  
            </intent-filter>  
        </activity>  
    </application> ...
```

# Image Downloads Structure & Functionality

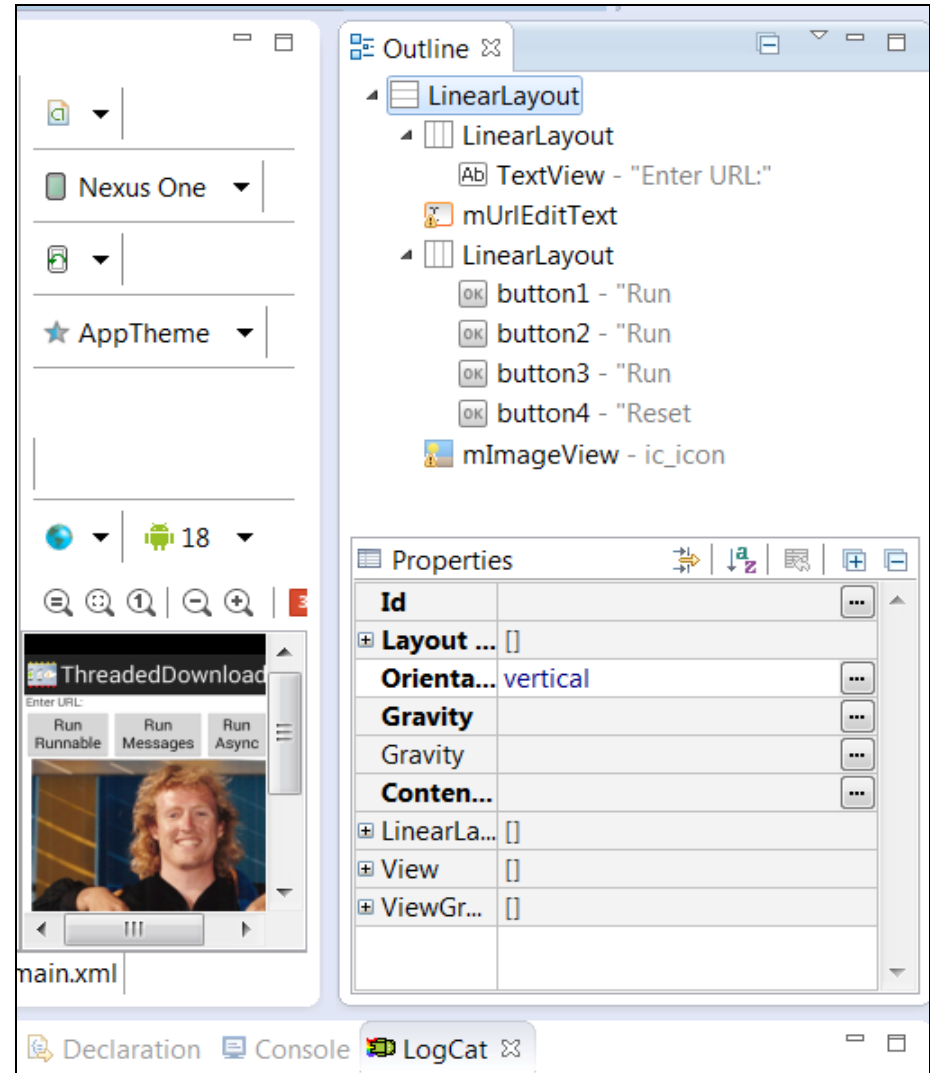
---

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
  - Grants permission to use the Internet
  - Indicates the main Activity & declares with Intents it handles

```
<manifest ...  
    package="vandy.mooc"  
    <application  
        android:icon=  
            "@drawable/ic_launcher"  
        android:label=  
            "@string/app_name"  
        ...  
        <activity android:name=  
            "view.ImageDownloadsActivity"  
            <intent-filter>  
                <action android:name=  
                    "android.intent.  
                    action.MAIN" />  
                ...  
            </intent-filter>  
        </activity>  
    </application> ...
```

# Image Downloads Structure & Functionality

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
- The image\_downloads\_activity.xml resource file specifies app layout



# Image Downloads Structure & Functionality

---

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
- The image\_downloads\_activity.xml resource file specifies app layout
  - Dictates how text & buttons appears on the screen

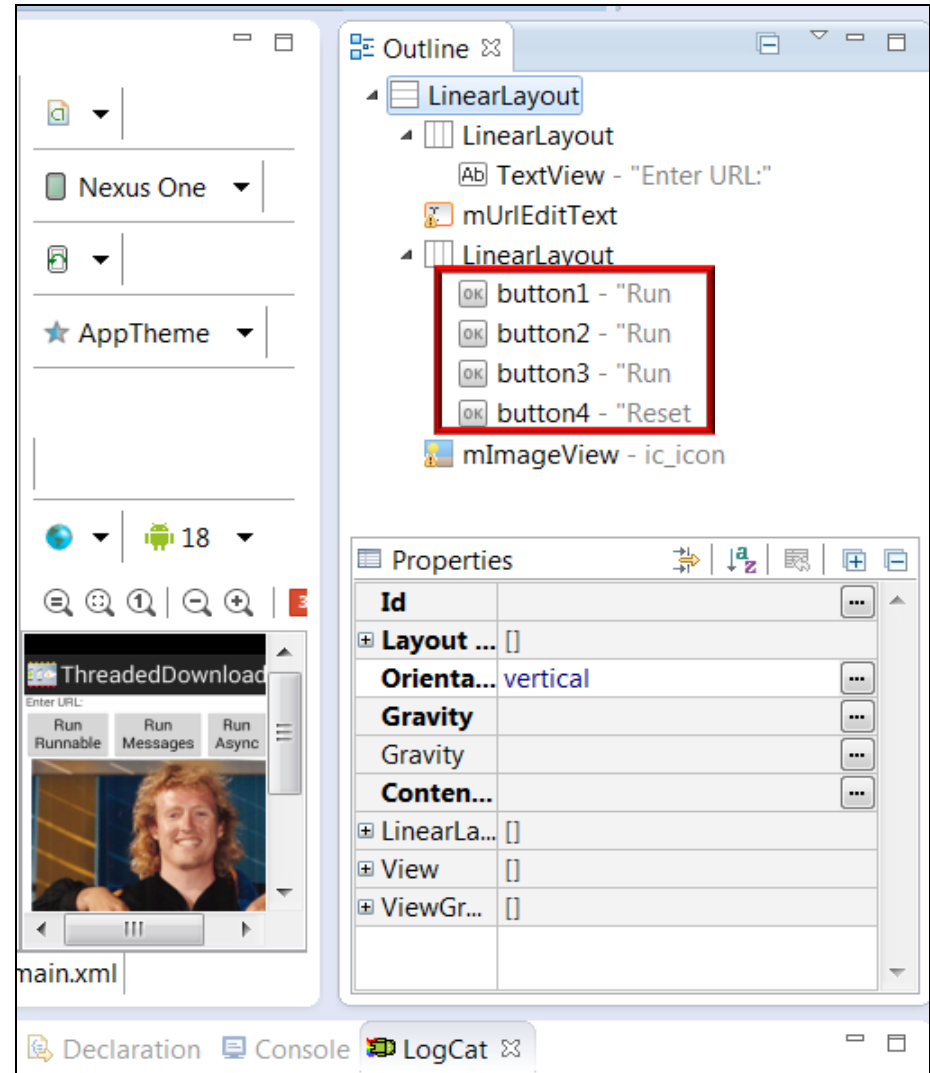
```
<TextView
    android:layout_width=
        "wrap_content"
    android:layout_height=
        "wrap_content"
    android:text="@string/location"
    ... />
```

```
<EditText
    android:id="@+id/mUrlEditText"
    android:layout_height=
        "wrap_content"
    android:hint="@string/defaultURL"
    ... />
```

```
<Button
    android:id="@+id/button1"
    ...
```

# Image Downloads Structure & Functionality

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
- The `image_downloads_activity.xml` resource file specifies app layout
  - Dictates how text & buttons appears on the screen
- Maps methods to buttons



# Image Downloads Structure & Functionality

---

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
- The image\_downloads\_activity.xml resource file specifies app layout
  - Dictates how text & buttons appears on the screen
  - Maps methods to buttons

```
<Button  
    ...  
    android:onClick="handleButtonClick"  
    android:text="@string/runRunnable" />
```

```
<Button  
    ...  
    android:onClick="handleButtonClick"  
    android:text="@string/runMessages" />
```

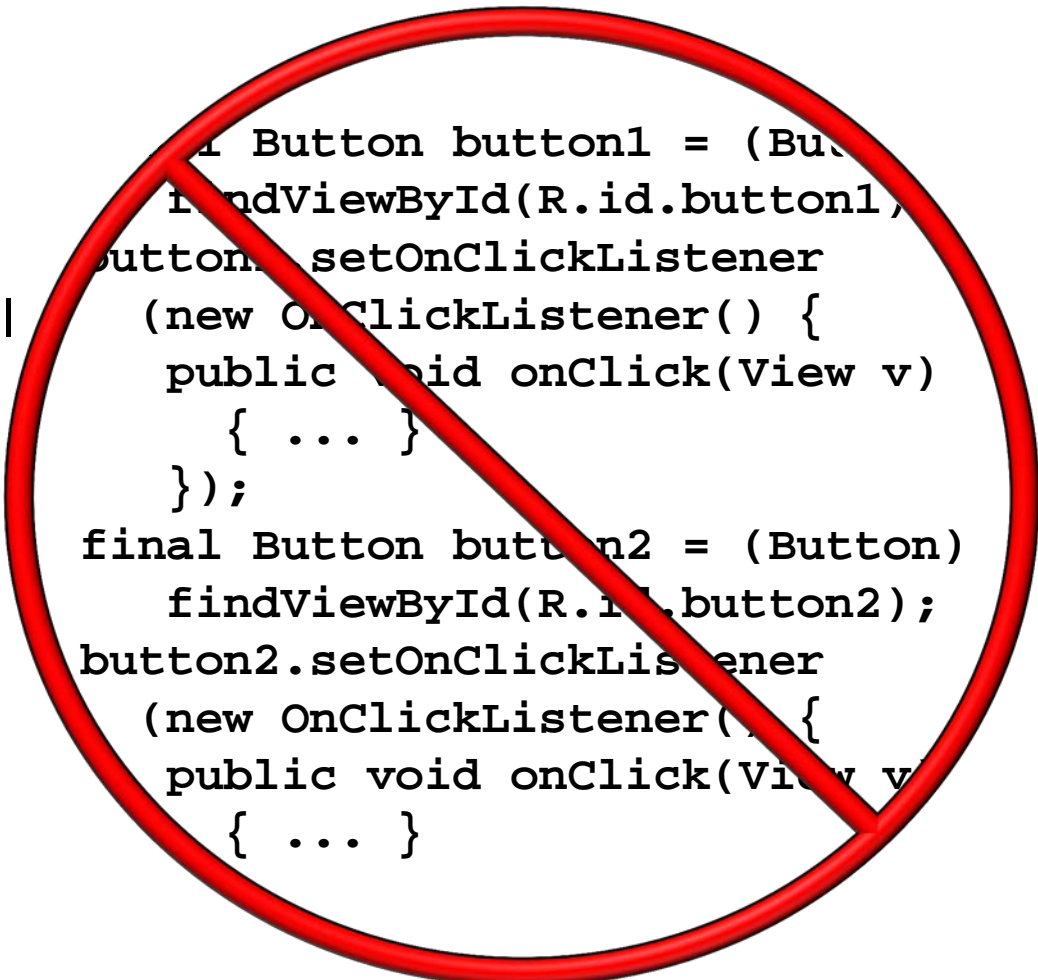
```
<Button  
    ...  
    android:onClick="handleButtonClick"  
    android:text="@string/runAsyncTask" />
```

```
<Button  
    ...  
    android:onClick="handleButtonClick"  
    android:text="@string/resetImage" />
```



# Image Downloads Structure & Functionality

- Image Downloads project
- Three main elements
- XML Manifest file for Image Downloads app contains essential info
- The image\_downloads\_activity.xml resource file specifies app layout
  - Dictates how text & buttons appears on the screen
  - Maps methods to buttons
  - Avoids hard-coding UI components into class ImageDownloadsActivity



```
final Button button1 = (Button)
findViewById(R.id.button1);
button1.setOnClickListener
(new OnClickListener() {
    public void onClick(View v)
    { ... }
});
final Button button2 = (Button)
findViewById(R.id.button2);
button2.setOnClickListener
(new OnClickListener() {
    public void onClick(View v)
    { ... }
```

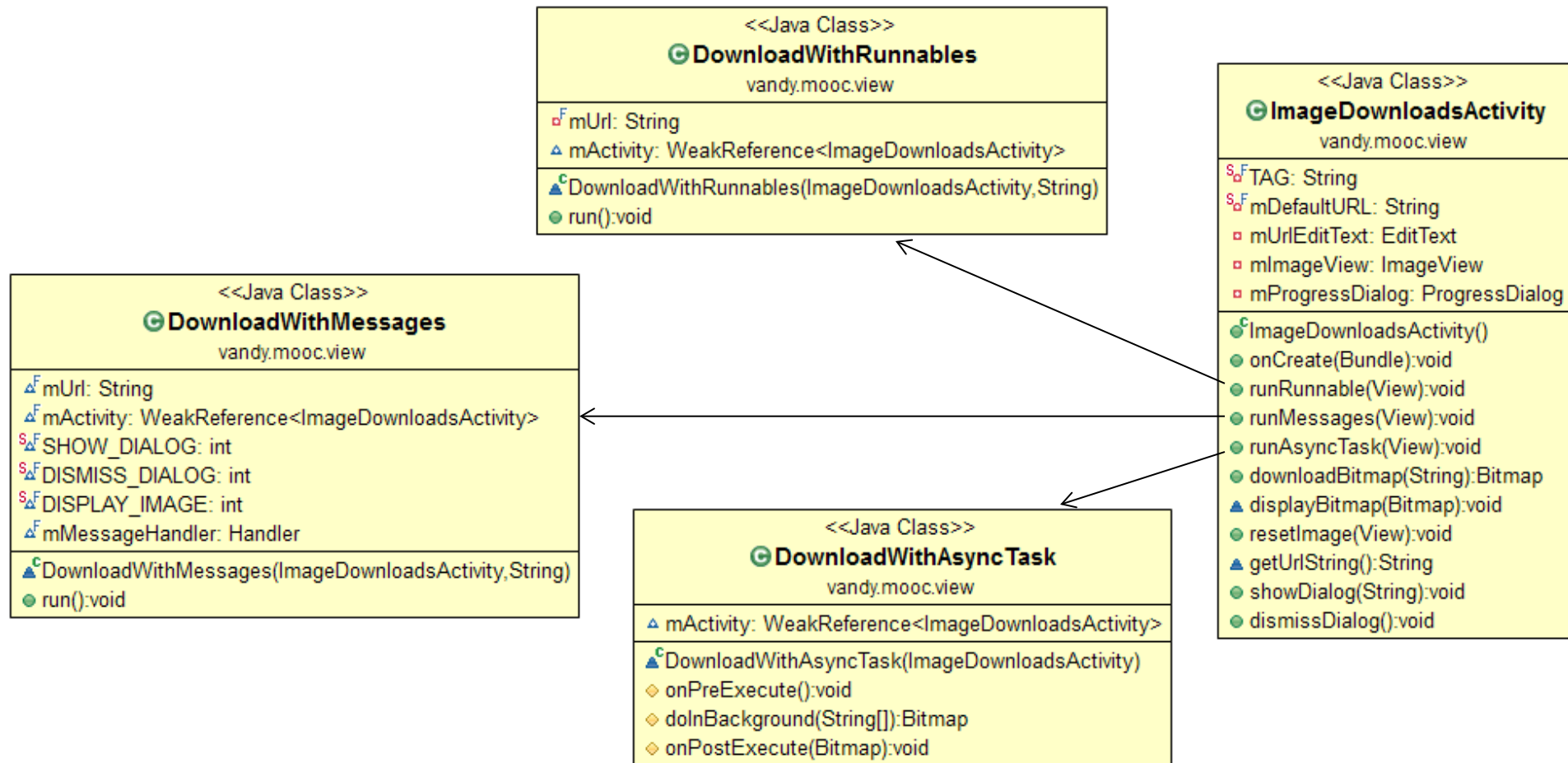
There are drawbacks to this approach in more complex apps

---

# Overview of Image Downloads Apps

# Overview of SimpleImageDownloads

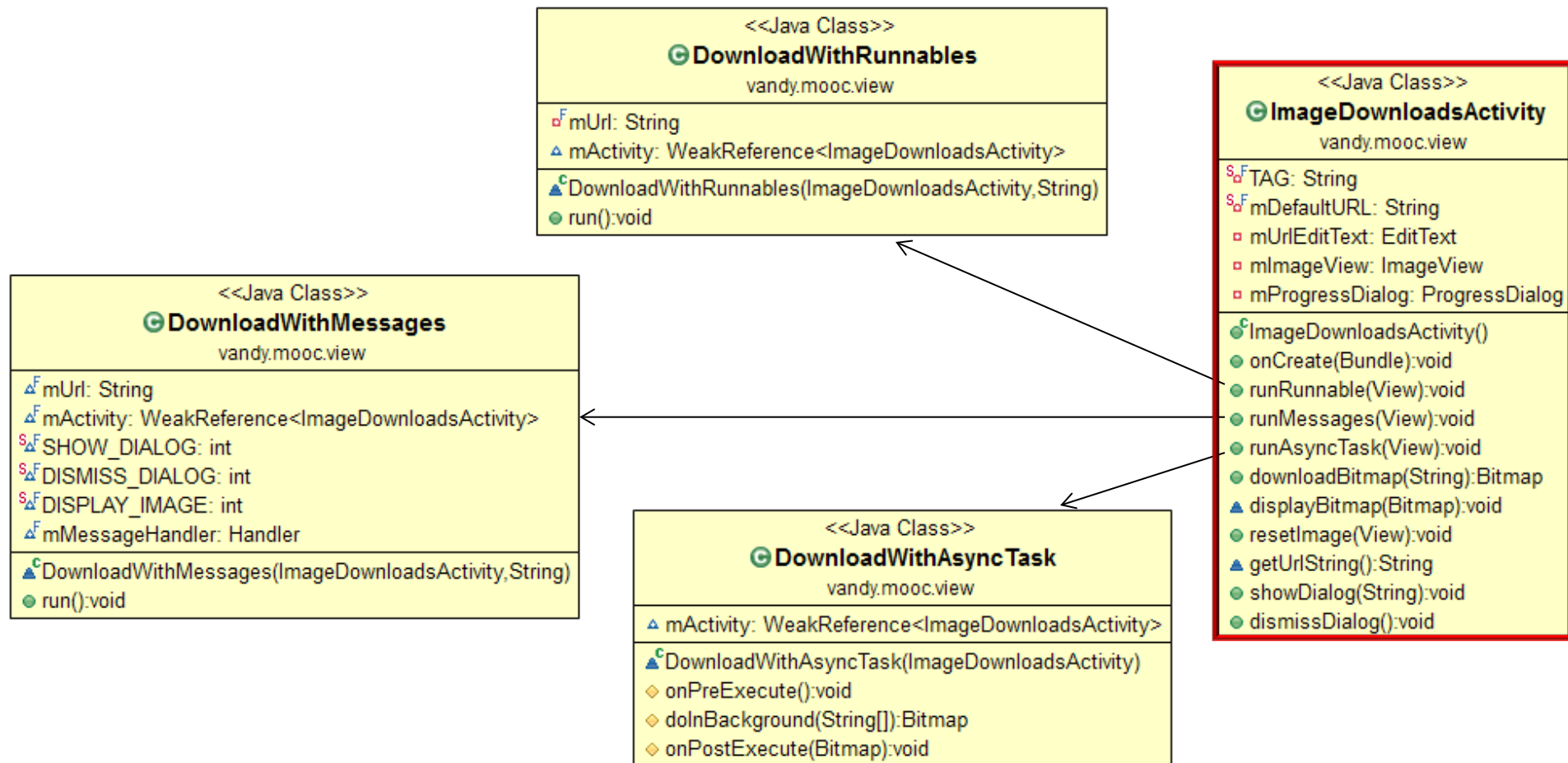
- Simple app showcasing Android HaMeR & AsyncTask concurrency frameworks



See [github.com/douglasraigschmidt/POSA-15/tree/master/ex/SimpleImageDownloads](https://github.com/douglasraigschmidt/POSA-15/tree/master/ex/SimpleImageDownloads)

# Overview of SimpleImageDownloads

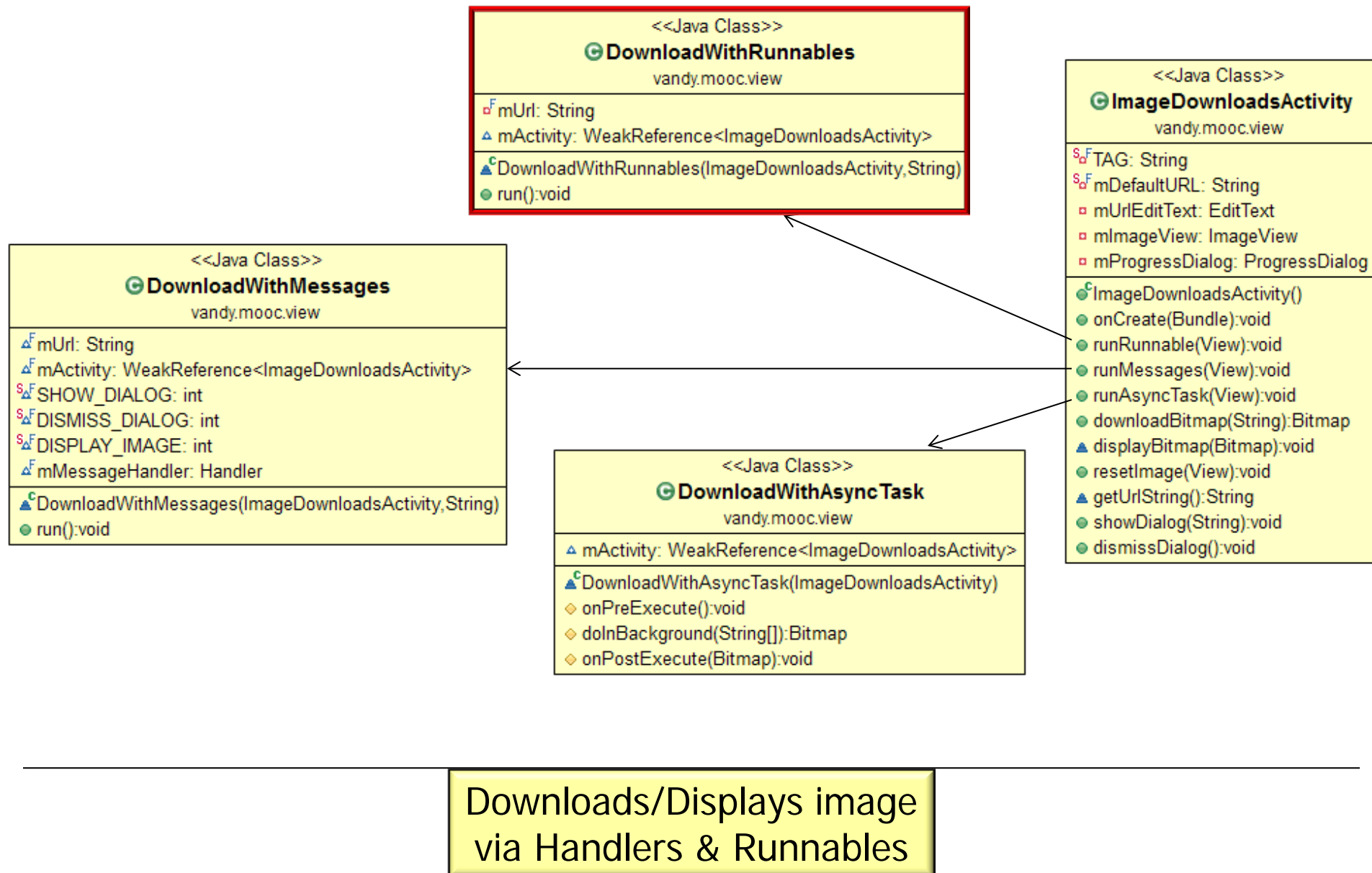
- Simple app showcasing Android HaMeR & AsyncTask concurrency frameworks



ImageDownloadsActivity is the only Activity defined in the app

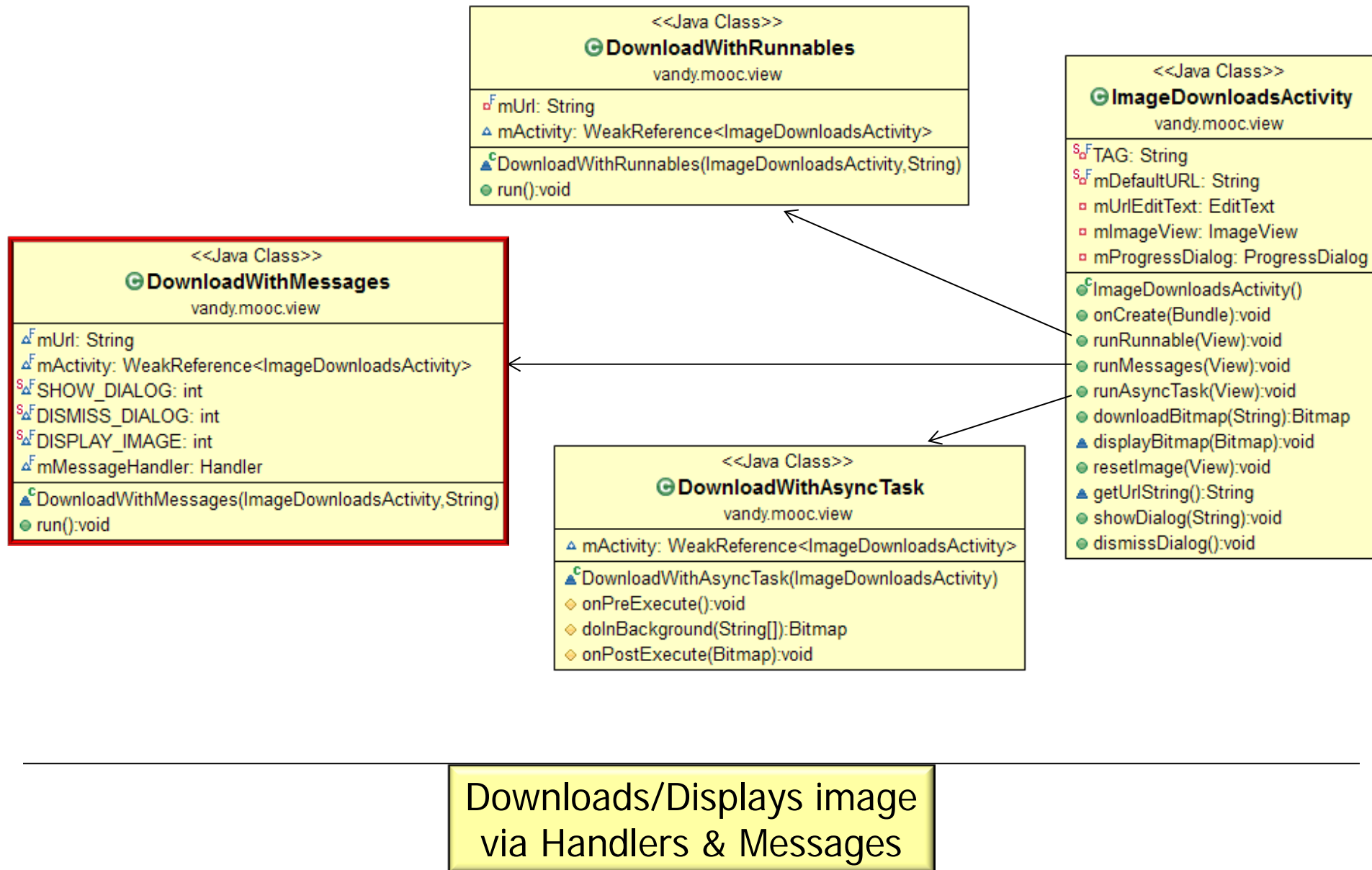
# Overview of SimpleImageDownloads

- Simple app showcasing Android HaMeR & AsyncTask concurrency frameworks



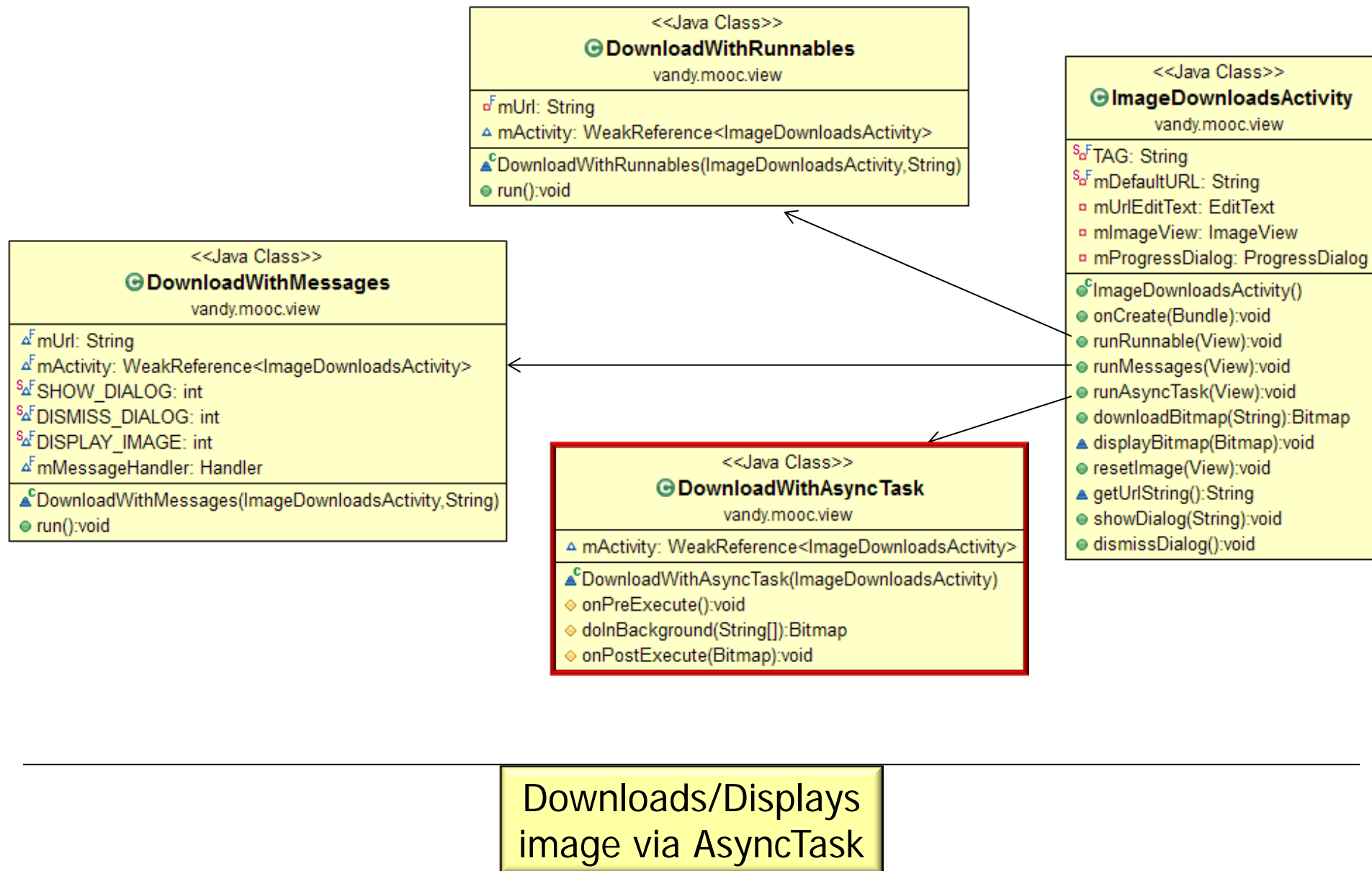
# Overview of SimpleImageDownloads

- Simple app showcasing Android HaMeR & AsyncTask concurrency frameworks



# Overview of SimpleImageDownloads

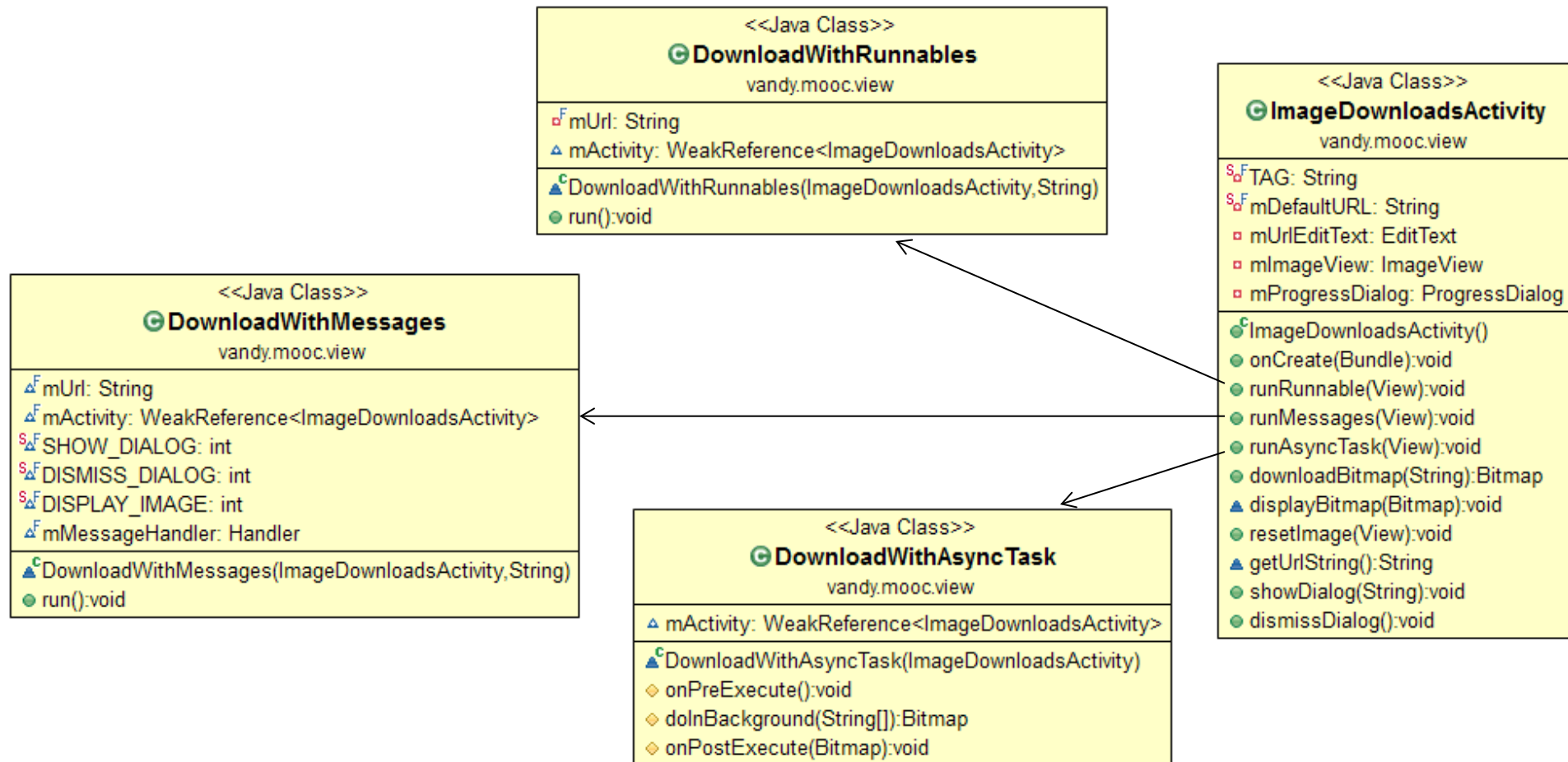
- Simple app showcasing Android HaMeR & AsyncTask concurrency frameworks





# Overview of SimpleImageDownloads

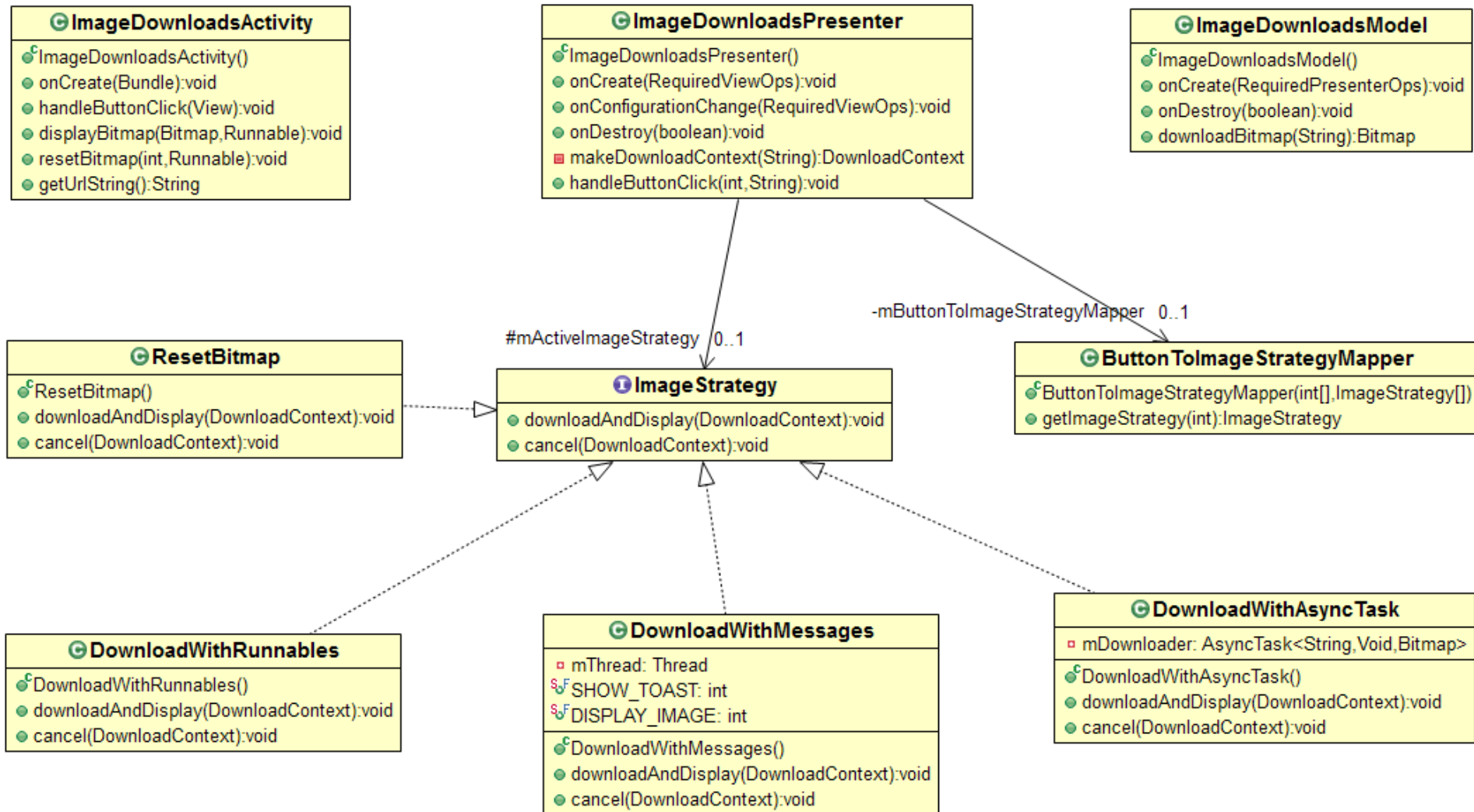
- Simple app showcasing Android HaMeR & AsyncTask concurrency frameworks



This solution doesn't handle runtime configuration changes

# Overview of ImageDownloads

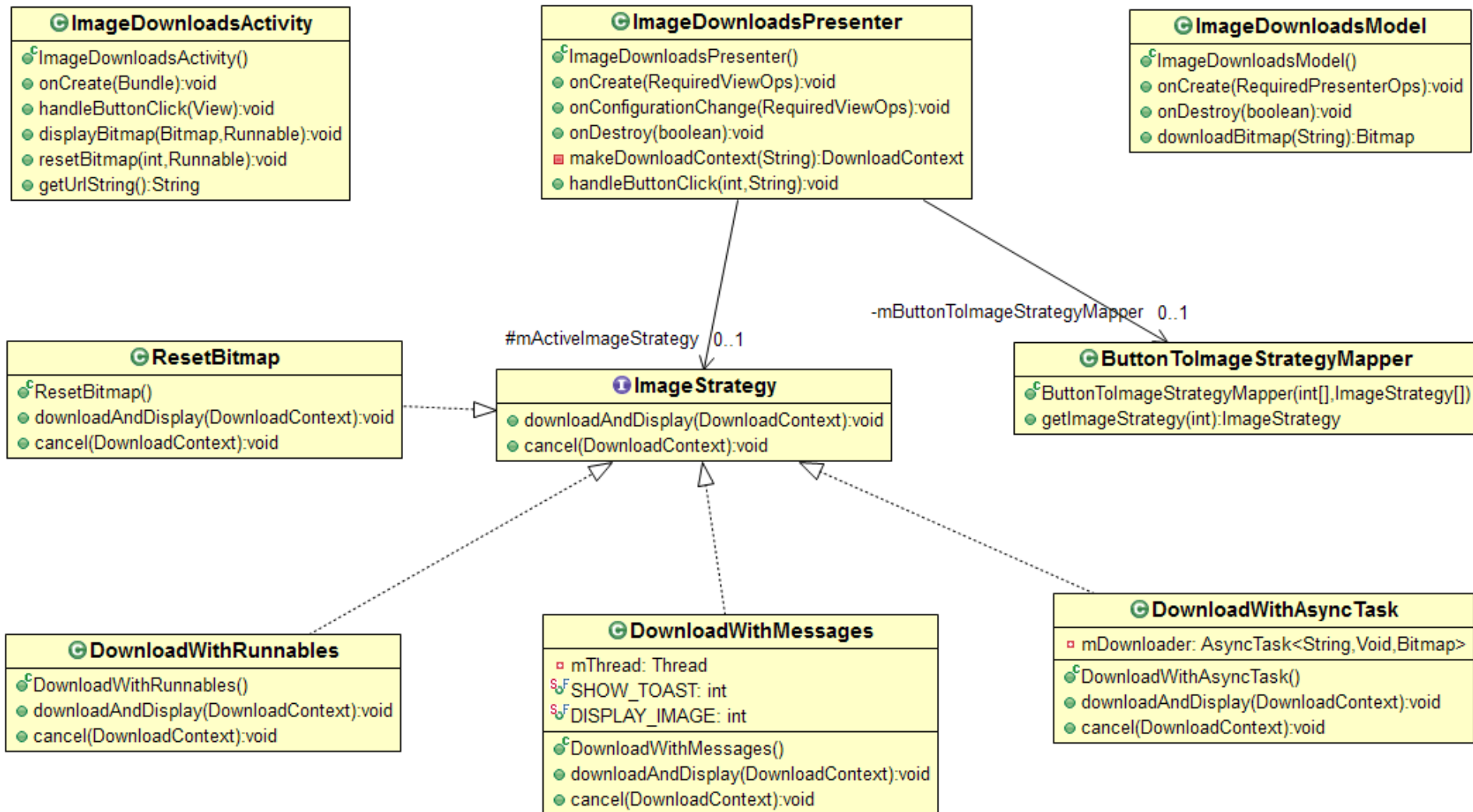
- This implementation is based on the *Model-View-Presenter* (MVP) pattern



See [github.com/douglascaigschmidt/POSA-15/tree/master/ex/ImageDownloads](https://github.com/douglascaigschmidt/POSA-15/tree/master/ex/ImageDownloads)

# Overview of ImageDownloads

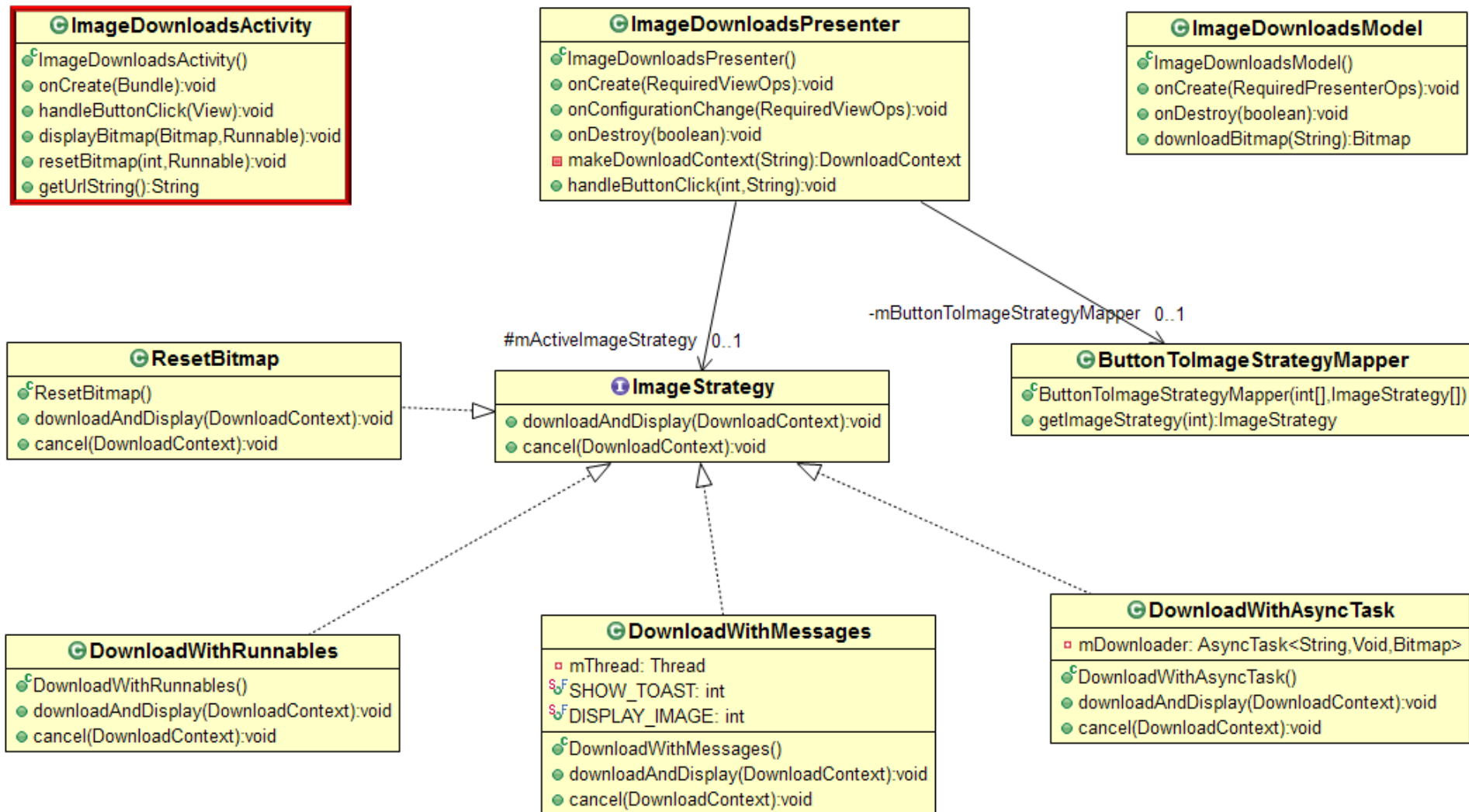
- This implementation is based on the *Model-View-Presenter* (MVP) pattern



This solution uses the MPV pattern to handle runtime configuration changes

# Overview of ImageDownloads

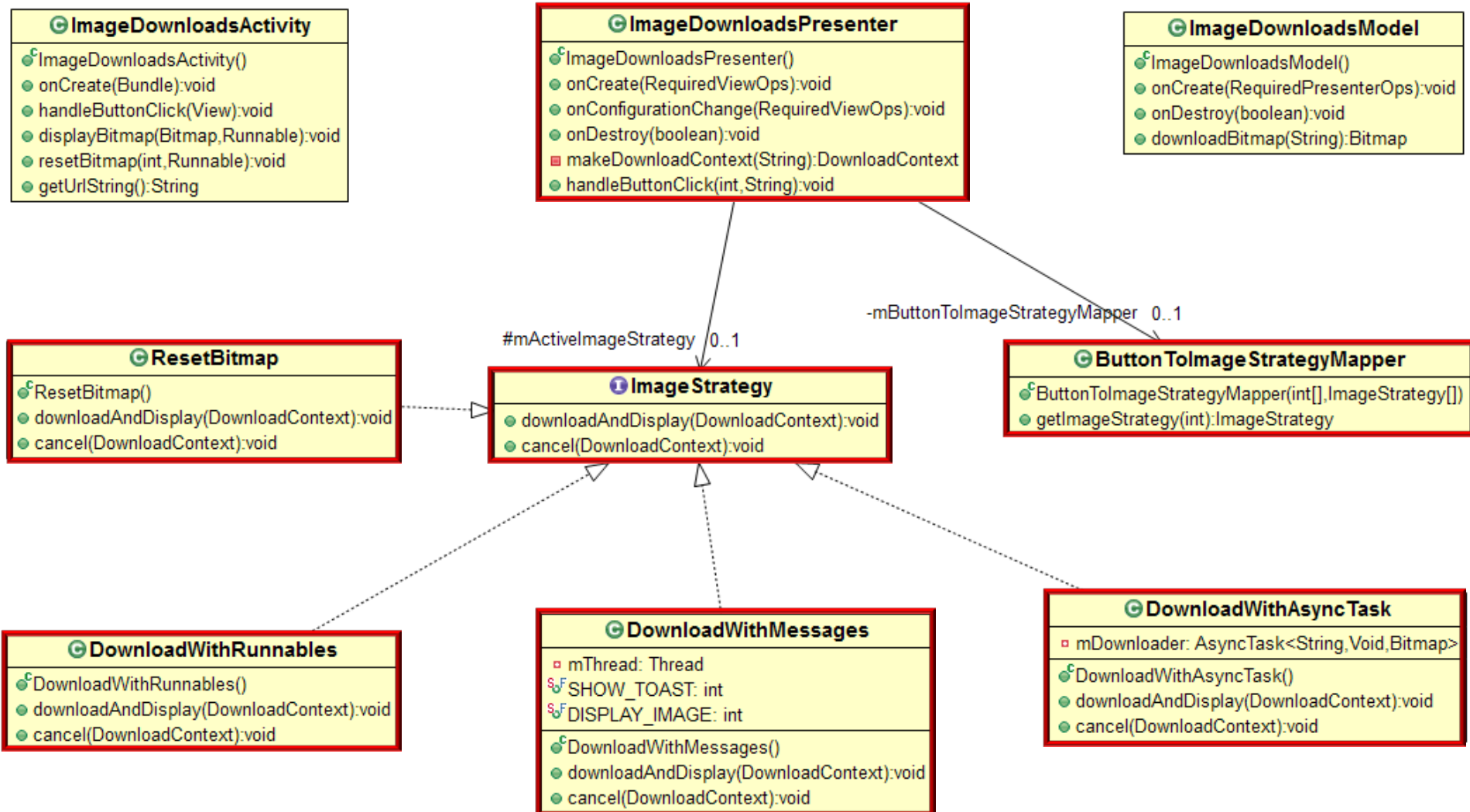
- This implementation is based on the *Model-View-Presenter* (MVP) pattern



The View layer handles interactions with the user

# Overview of ImageDownloads

- This implementation is based on the *Model-View-Presenter* (MVP) pattern

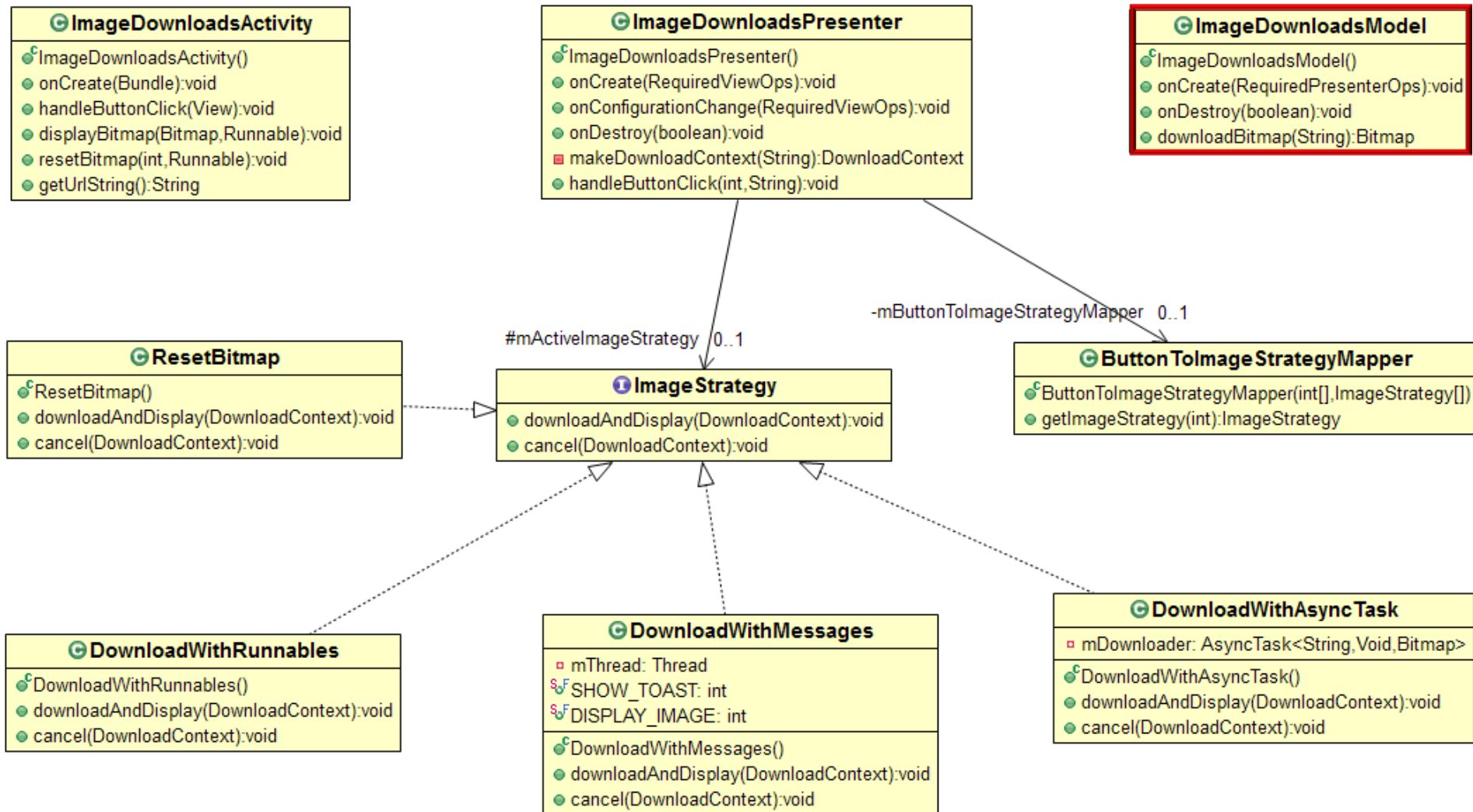


The Presenter layer concurrently mediates interactions with the View & Model layers



# Overview of ImageDownloads

- This implementation is based on the *Model-View-Presenter* (MVP) pattern



The Model layer interacts with the remote web server