

Android Services & Local IPC:

Advanced Bound Service Communication

– AIDL Syntax & Supported Data Types

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Learning Objectives in this Part of the Module

- Understand the Android interface syntax & supported data types

```
InterfaceDeclaration:
    interface Identifier InterfaceBody
InterfaceBody:
    { { InterfaceBodyDeclaration } }
InterfaceBodyDeclaration:
    InterfaceMethodDecl
InterfaceMethodDecl:
    Type Identifier InterfaceMethodDeclaratorRest
InterfaceMethodDeclaratorRest:
    FormalParameters
```

```
interface IDownloadCallback {
    oneway void sendPath(in String path);
}
interface Idownload {
    oneway void setCallback(in IDownloadCallback callback);
}
```

AIDL Syntax & Supported Data Types

- AIDL allows application developers to declare their “business” logic methods using a Java-like interface syntax

```
interface IDropBoxManagerService {  
    void add(in DropBoxManager.Entry entry);  
    ...  
    DropBoxManager.Entry getNextEntry(String tag, long millis);  
}
```

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- Similarities with Java interfaces
 - AIDL can declare methods with typed parameters & a return value



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- Similarities with Java interfaces
- Differences from Java interfaces
 - No static fields



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- Similarities with Java interfaces
- Differences from Java interfaces
 - No static fields
 - All non-primitive parameters must be labeled by “direction”
 - **in** – (default/only mode for primitives) transferred to remote method
 - **out** – returned to the caller
 - **inout** – both in & out (rarely used)

Limit direction to just what's needed since marshaling parameters is expensive

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- Similarities with Java interfaces
- Differences from Java interfaces
 - No static fields
 - All non-primitive parameters must be labeled by “direction”
 - Methods (& AIDL interfaces themselves) can be defined as **oneway**
 - **oneway** method invocations don't block the caller



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- Similarities with Java interfaces
- Differences from Java interfaces
 - No static fields
 - All non-primitive parameters must be labeled by “direction”
 - Methods (& AIDL interfaces themselves) can be defined as **oneway**
 - Methods cannot throw exceptions
 - Interfaces can’t inherit from other interfaces



AIDL Syntax & Supported Data Types

- AIDL allows application developers to declare their “business” logic methods using a Java-like interface syntax

- Supported Java primitives

- boolean, boolean[], byte, byte[], char[], int, int[], long, long[], float, float[], double, double[]

- java.lang.CharSequence, java.lang.String

```
interface IEmailService {  
    ...  
    boolean createFolder(long accountId,  
                          String name);  
    boolean deleteFolder(long accountId,  
                          String name);  
    boolean renameFolder(long accountId,  
                          String oldName,  
                          String newName);  
}
```

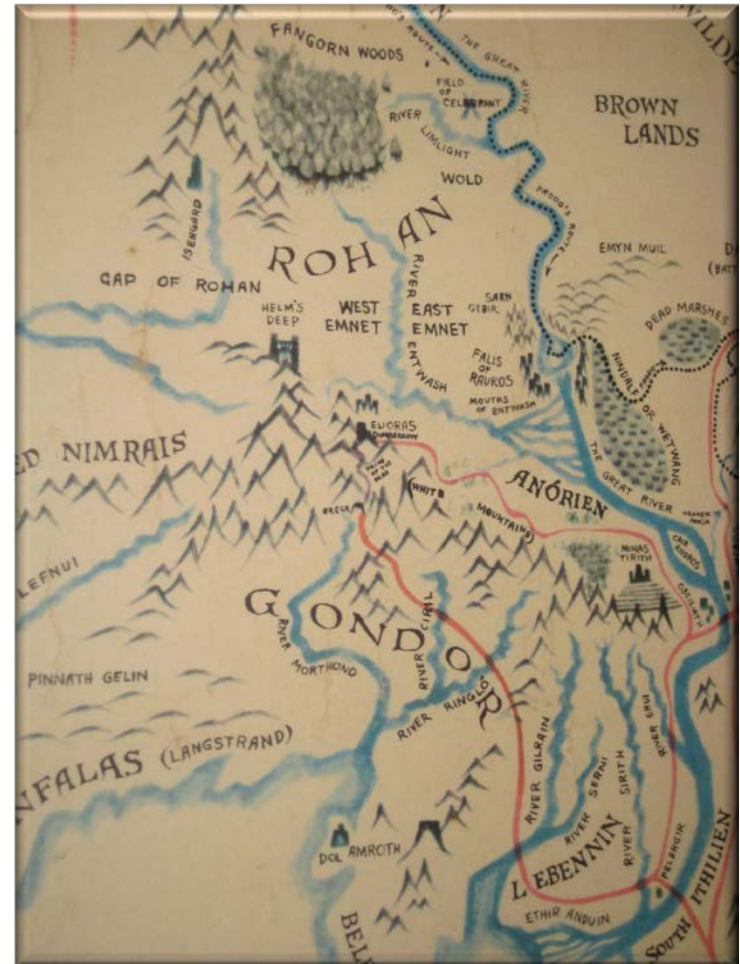
AIDL Syntax & Supported Data Types

- AIDL allows application developers to declare their “business” logic methods using a Java-like interface syntax
- Supported Java primitives
- `java.util.List`
 - Uses `java.util.ArrayList` internally
 - List elements must be valid AIDL data types
 - Generic lists supported

```
oneway interface
INetworkQueryServiceCallback {
    void onQueryComplete
        (in List<OperatorInfo>
         networkInfoArray,
         int status);
}
```

AIDL Syntax & Supported Data Types

- AIDL allows application developers to declare their “business” logic methods using a Java-like interface syntax
- Supported Java primitives
- `java.util.List`
- `Java.util.Map`
 - Uses `java.util.HashMap` internally
 - Map elements must be valid AIDL data types
 - Generic maps *not* supported
 - Not widely used (no use in Android)



AIDL Syntax & Supported Data Types

- AIDL allows application developers to declare their “business” logic methods using a Java-like interface syntax
- Supported Java primitives
- `java.util.List`
- `Java.util.Map`
- Classes implementing the Parcelable protocol

```
public class StatusBarIcon
    implements Parcelable {
    ...
    public void readFromParcel(Parcel in)
    { ... }
    public void writeToParcel
        (Parcel out, int flags) { ... }
}
```

Java source file

```
parcelable StatusBarIcon;
```

```
oneway interface IStatusBar {
    void setIcon(int index, in StatusBarIcon icon);
    ...
}
```

AIDL source file

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```
oneway interface IStatusBar {
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AIDL source file

<frameworks/base/core/java/com/android/internal/statusbar/IStatusBar.aidl>

Summary

- AIDL uses a simple syntax that lets you declare an interface with one or more methods that can take parameters & return values

InterfaceDeclaration:

interface Identifier InterfaceBody

InterfaceBody:

{ { InterfaceBodyDeclaration } }

InterfaceBodyDeclaration:

;

InterfaceMethodDecl

InterfaceMethodDecl:

Type Identifier InterfaceMethodDeclaratorRest

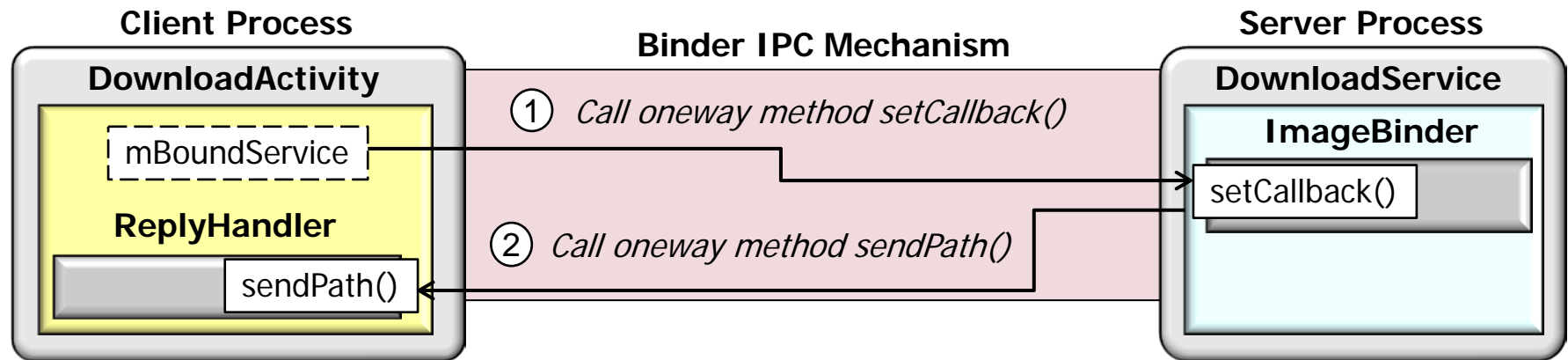
InterfaceMethodDeclaratorRest:

FormalParameters



Summary

- AIDL uses a simple syntax that lets you declare an interface with one or more methods that can take parameters & return values
- The parameters & return values can be of any supported type, even other AIDL-generated interfaces
- Interface methods that are passed parameters of other interfaces are commonly used to implement asynchronous one-way callbacks



Summary

- AIDL uses a simple syntax that lets you declare an interface with one or more methods that can take parameters & return values
- The parameters & return values can be of any supported type, even other AIDL-generated interfaces
- You must construct the .aidl file using a subset of the Java programming language
 - Each .aidl file must define a single interface & requires only the interface declaration & method signatures

```
interface Idownload {  
    oneway void setCallback(in IDownloadCallback callback);  
}
```

IDownload.aidl source file

IDownloadCallback.aidl source file

```
interface IDownloadCallback {  
    oneway void sendPath(in String path);  
}
```