

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)  
};
```

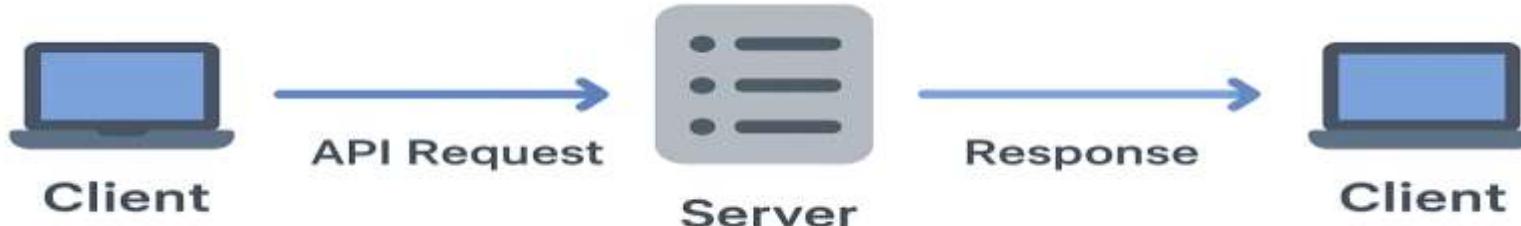
Communication with Web API

✓ 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

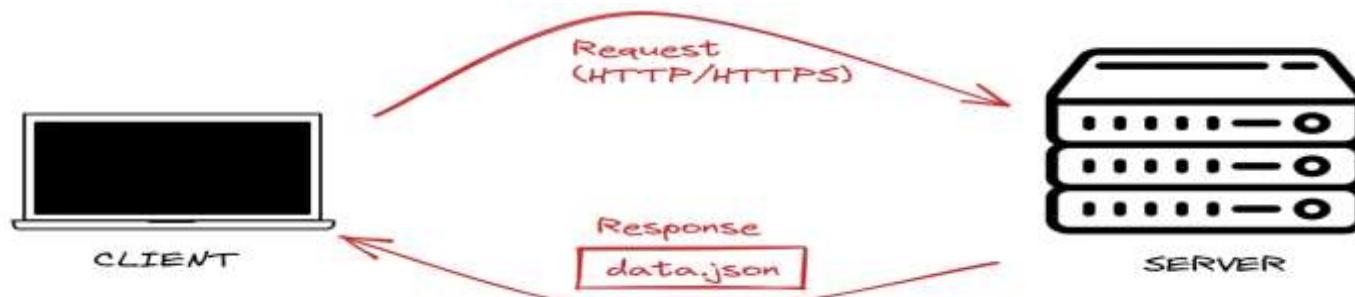
✓ Example

```
{  
    "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-
```

```
    permission android: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!