

# WEB APPLICATION INTEGRATION TECHNIQUES

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## LESSON PLAN

Subject/Course	Mobile App Development
Lesson Title	Web Application Integration Techniques

## LESSON OBJECTIVE

<b>Introduction of AsyncTask</b>	<b>Implementation of Third-Party Library to Fetch Network Data</b>
<b>Communication with Web API</b>	<b>Notifications</b>
<b>Introduction to JSON data</b>	<b>Telephony API</b>
<b>JSON Parsing</b>	<b>Google API</b>

## **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**

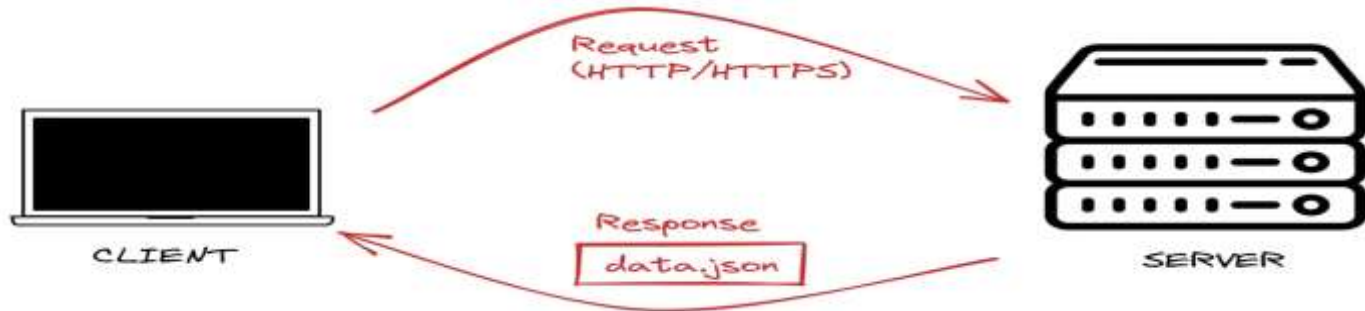
### **✓ Example**

```
{  
  "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&lt;List&lt;User&gt;&gt;     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-

permissionandroid: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!**