

App Component: Broadcast Receiver

Broadcast Receivers simply respond to broadcast messages from other applications or from the system itself. These messages are sometime called events or intents. For example, applications can also initiate broadcasts to let other applications know that some data has been downloaded to the device and is available for them to use, so this is broadcast receiver who will intercept this communication and will initiate appropriate action.

There are following two important steps to make BroadcastReceiver works for the system broadcasted intents –

- Creating the Broadcast Receiver.
- Registering Broadcast Receiver

There is one additional steps in case you are going to implement your custom intents then you will have to create and broadcast those intents.

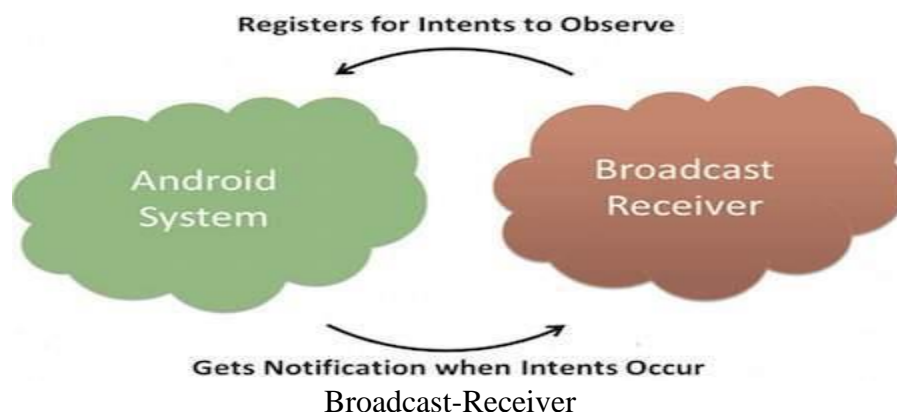
Creating the Broadcast Receiver

A broadcast receiver is implemented as a subclass of **BroadcastReceiver** class and overriding the onReceive() method where each message is received as a **Intent** object parameter.

```
public class MyReceiver extends BroadcastReceiver {  
    @Override  
    public void onReceive(Context context, Intent intent) {  
        Toast.makeText(context, "Intent Detected.", Toast.LENGTH_LONG).show();  
    }  
}
```

Registering Broadcast Receiver

An application listens for specific broadcast intents by registering a broadcast receiver in *AndroidManifest.xml* file. Consider we are going to register *MyReceiver* for system generated event ACTION_BOOT_COMPLETED which is fired by the system once the Android system has completed the boot process.



```

<application
    android:icon="@drawable/ic_launcher"
    android:label="@string/app_name"
    android:theme="@style/AppTheme" >
    <receiver android:name="MyReceiver">

        <intent-filter>
            <action android:name="android.intent.action.BOOT_COMPLETED">
            </action>
        </intent-filter>

    </receiver>
</application>

```

Now whenever your Android device gets booted, it will be intercepted by BroadcastReceiver *MyReceiver* and implemented logic inside *onReceive()* will be executed.

There are several system generated events defined as final static fields in the **Intent** class. The following table lists a few important system events.

| Sr.No | Event Constant & Description |
|-------|---|
| 1 | android.intent.action.BATTERY_CHANGED Sticky broadcast containing the charging state, level, and other information about the battery. |
| 2 | android.intent.action.BATTERY_LOW Indicates low battery condition on the device. |
| 3 | android.intent.action.BATTERY_OKAY Indicates the battery is now okay after being low. |
| 4 | android.intent.action.BOOT_COMPLETED This is broadcast once, after the system has finished booting. |
| 5 | android.intent.action.BUG_REPORT Show activity for reporting a bug. |

| | |
|---|--|
| 6 | android.intent.action.CALL Perform a call to someone specified by the data. |
| 7 | android.intent.action.CALL_BUTTON The user pressed the "call" button to go to the dialer or other appropriate UI for placing a call. |
| 8 | android.intent.action.DATE_CHANGED The date has changed. |
| 9 | android.intent.action.REBOOT Have the device reboot. |

There are mainly two types of Broadcast Receivers:

- **Static Broadcast Receivers:** These types of Receivers are declared in the manifest file and works even if the app is closed.
- **Dynamic Broadcast Receivers:** These types of receivers work only if the app is active or minimized.

Since from API Level 26, most of the broadcast can only be caught by the dynamic receiver.