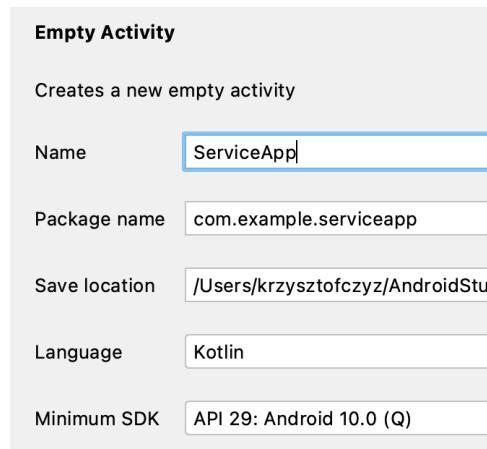
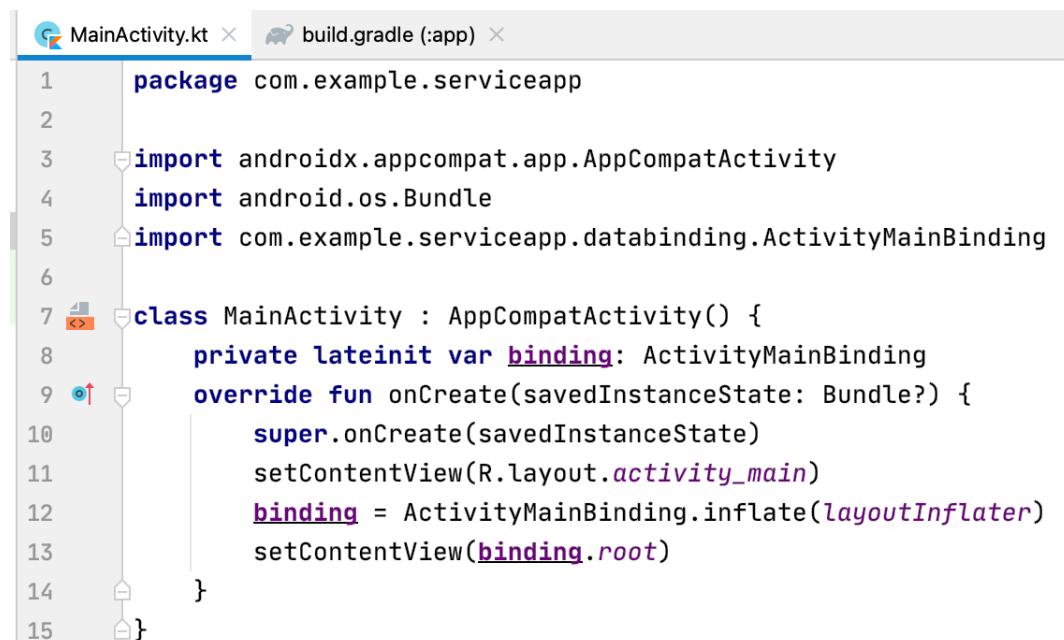


Usługi (services)

Usługi są wykonywane w tle. Przykład: zegar pracuje w czasie, gdy oglądamy film. Uruchamiamy nowy projekt:

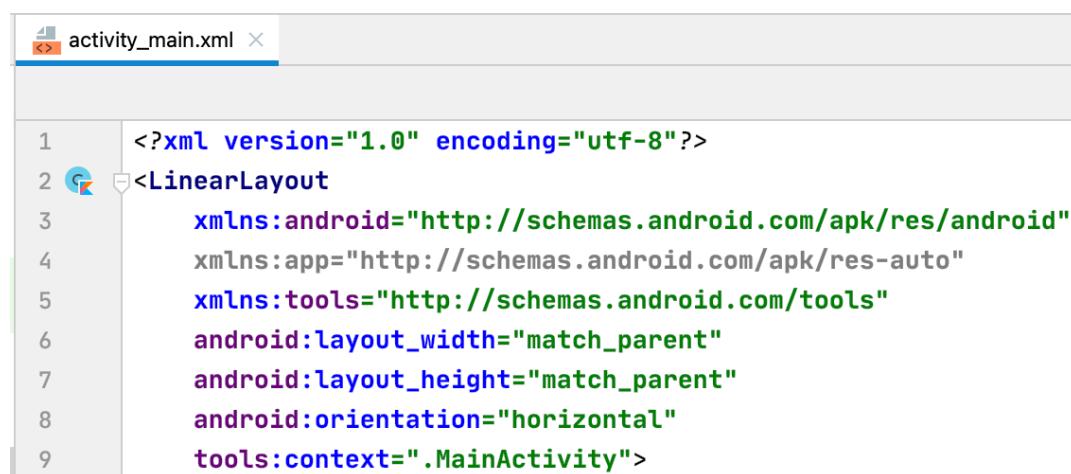


Uruchamiamy viewBinding:



```
1 package com.example.serviceapp
2
3 import androidx.appcompat.app.AppCompatActivity
4 import android.os.Bundle
5 import com.example.serviceapp.databinding.ActivityMainBinding
6
7 class MainActivity : AppCompatActivity() {
8     private lateinit var binding: ActivityMainBinding
9     override fun onCreate(savedInstanceState: Bundle?) {
10         super.onCreate(savedInstanceState)
11         setContentView(R.layout.activity_main)
12         binding = ActivityMainBinding.inflate(layoutInflater)
13         setContentView(binding.root)
14     }
15 }
```

Oraz projektujemy nasz interfejs xml w pliku activity_main.xml :



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <LinearLayout
3     xmlns:android="http://schemas.android.com/apk/res/android"
4     xmlns:app="http://schemas.android.com/apk/res-auto"
5     xmlns:tools="http://schemas.android.com/tools"
6     android:layout_width="match_parent"
7     android:layout_height="match_parent"
8     android:orientation="horizontal"
9     tools:context=".MainActivity">
```

```

10
11     <Button
12         android:id="@+id	btn_start"
13         android:layout_width="wrap_content"
14         android:layout_height="wrap_content"
15         android:layout_margin="10dp"
16         android:text="Start" />
17
18     <Button
19         android:id="@+id	btn_stop"
20         android:layout_width="wrap_content"
21         android:layout_height="wrap_content"
22         android:layout_margin="10dp"
23         android:text="Stop" />
24
25 </LinearLayout>

```

Dodajemy klasę MyService:

```

10 class MainActivity : AppCompatActivity() {
11     private lateinit var binding: ActivityMainBinding
12     override fun onCreate(savedInstanceState: Bundle?) {
13         super.onCreate(savedInstanceState)
14         setContentView(R.layout.activity_main)
15         binding = ActivityMainBinding.inflate(layoutInflater)
16         setContentView(binding.root)
17     }
18     class MyService: Service(){
19         override fun onBind(intent: Intent?): IBinder? {
20             return null
21         }
22     }
23 }

```

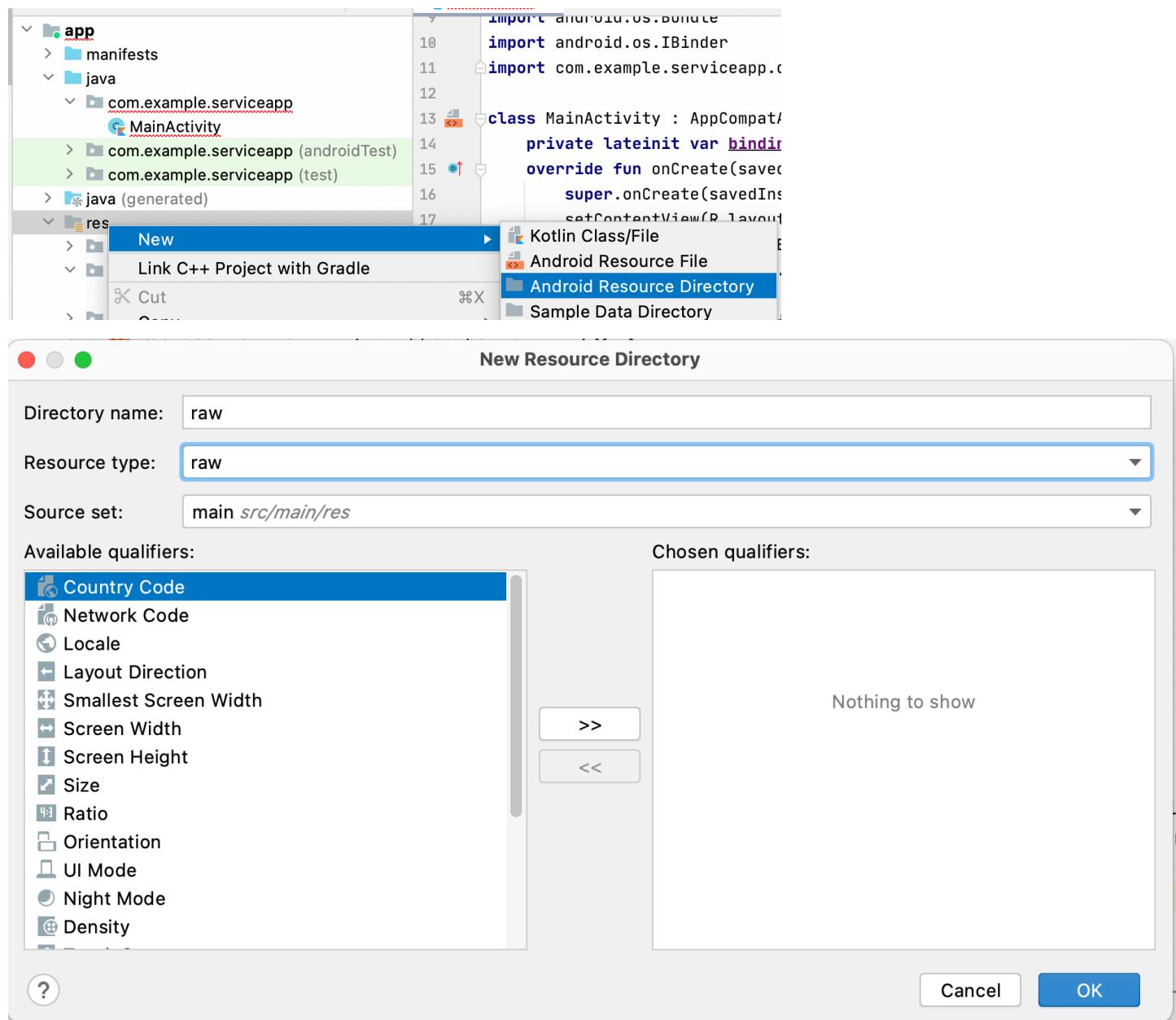
Rozbudowujemy klasę o zmienne i dodatkowe metody:

```

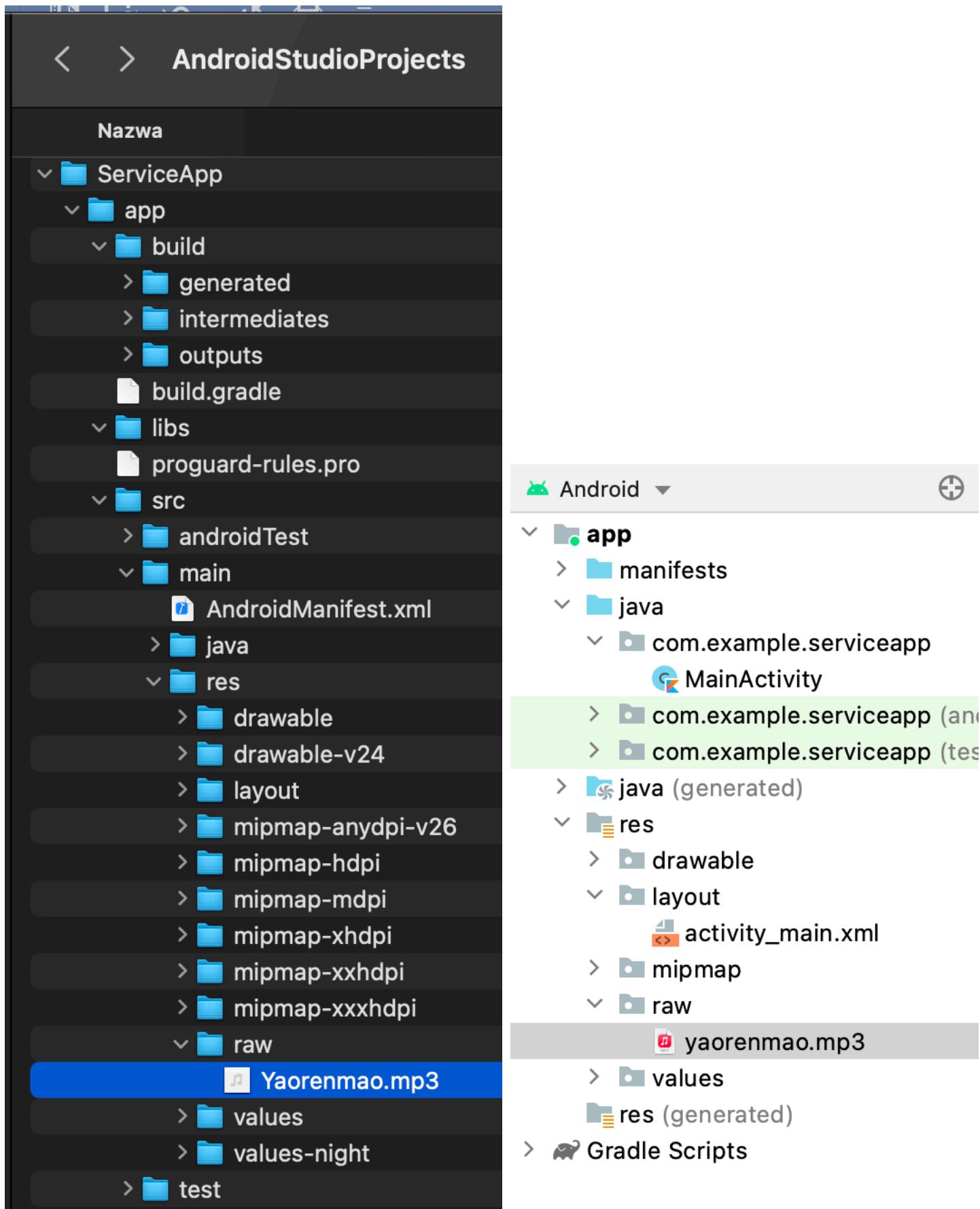
19 class MyService: Service(){
20     private lateinit var mediaPlayer: MediaPlayer
21     private var isPlay: Boolean = false
22     //-- metoda uruchamiajaca nasz service
23     override fun onCreate() {
24         super.onCreate()
25     }
26     //-- metoda odnawiajaca dzialanie servivce
27     override fun onStartCommand(intent: Intent?, flags: Int, startId: Int): Int {
28         return super.onStartCommand(intent, flags, startId)
29     }

```

Dodajemy katalog na muzykę:



Teraz do folderu kopujemy mp3-kę i na nowo uruchamiamy aplikację:

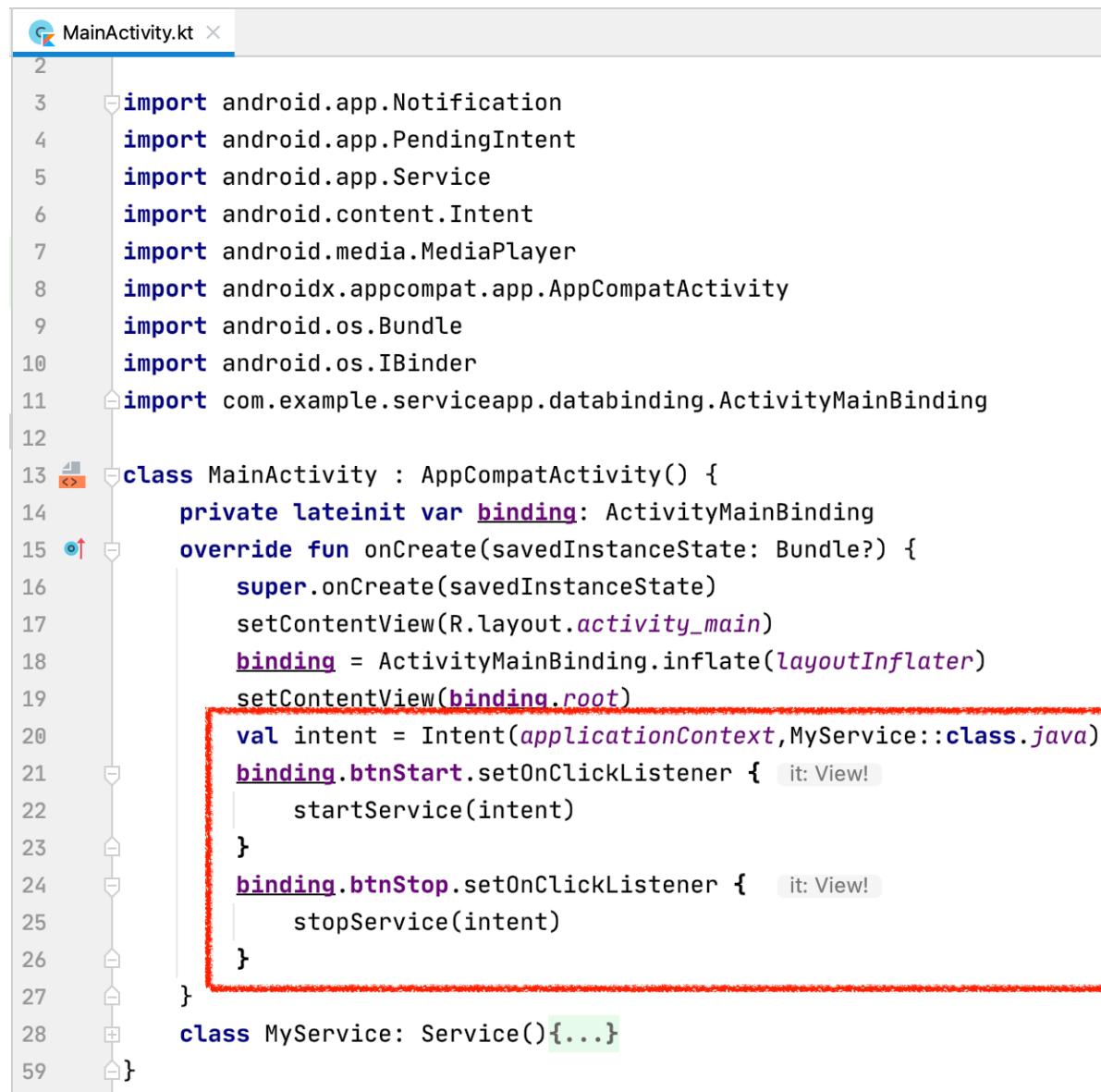


Warto zastosować małe litery w nazwach plików.

Tworzymy notyfikację (powiadomienie) w metodzie onStartCommand oraz metodę wyłączającą nasze zdarzenie onDestroy:

```
MainActivity.kt X ▲ 1 ✘ 18 ^  
21 class MyService: Service(){  
22     private lateinit var mediaPlayer: MediaPlayer  
23     private var isPlay: Boolean = false  
24     //--- metoda uruchamiająca nasz service  
25     override fun onCreate() {...}  
26     //--- metoda odnawiająca działanie servivce  
27     override fun onStartCommand(intent: Intent?, flags: Int, startId: Int): Int {  
28         if(!isPlay){  
29             val notificationIntent = Intent(packageContext: this,MainActivity::class.java)  
30             val pendingIntent = PendingIntent.getActivity(context: this, requestCode: 0,  
31             notificationIntent, flags: 0)  
32             val notification = Notification.Builder(context: this, channelId: "Test")  
33             .setContentTitle("Przykład usługi").setContentText("Działa wq tle").setContentIntent  
34             (pendingIntent).build()  
35             mediaPlayer = MediaPlayer.create(applicationContext, R.raw.yaorenmao)  
36             mediaPlayer.start()  
37             isPlay = true  
38             startForeground(id: 1,notification)  
39         }  
40         return START_NOT_STICKY  
41     }  
42     override fun onDestroy() {  
43         mediaPlayer.stop()  
44         isPlay = false  
45     }  
46 }
```

Teraz oprogramowujemy działanie przycisków:

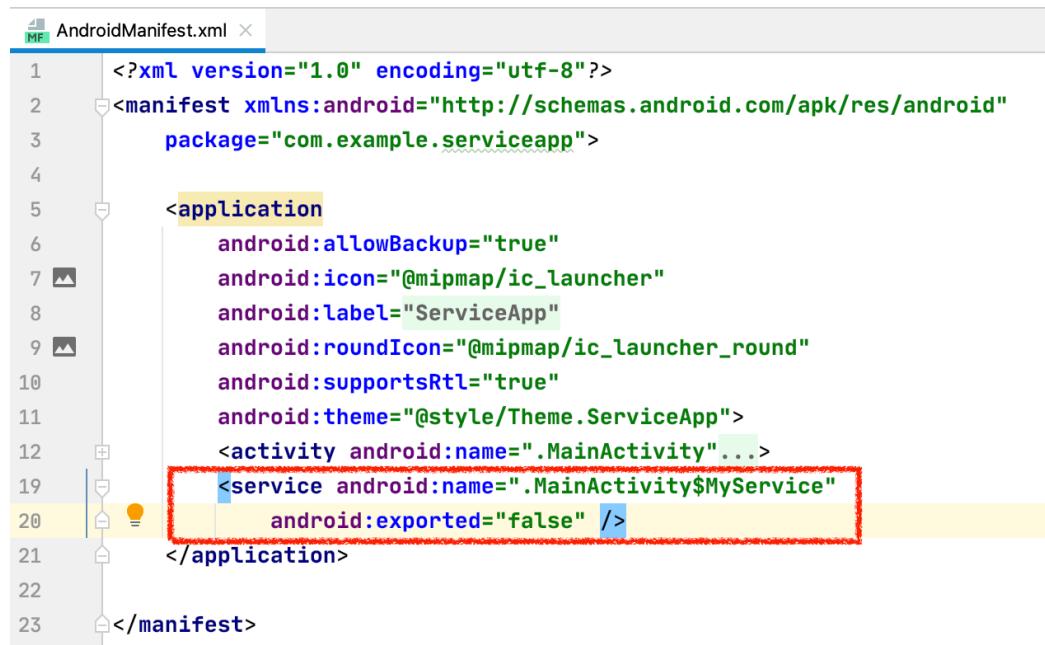


```

2
3 import android.app.Notification
4 import android.app.PendingIntent
5 import android.app.Service
6 import android.content.Intent
7 import android.media.MediaPlayer
8 import androidx.appcompat.app.AppCompatActivity
9 import android.os.Bundle
10 import android.os.IBinder
11 import com.example.serviceapp.databinding.ActivityMainBinding
12
13 class MainActivity : AppCompatActivity() {
14     private lateinit var binding: ActivityMainBinding
15     override fun onCreate(savedInstanceState: Bundle?) {
16         super.onCreate(savedInstanceState)
17         setContentView(R.layout.activity_main)
18         binding = ActivityMainBinding.inflate(layoutInflater)
19         setContentView(binding.root)
20         val intent = Intent(applicationContext, MyService::class.java)
21         binding.btnStart.setOnClickListener { it: View! ->
22             startService(intent)
23         }
24         binding.btnStop.setOnClickListener { it: View! ->
25             stopService(intent)
26         }
27     }
28     class MyService: Service(){...}
29 }

```

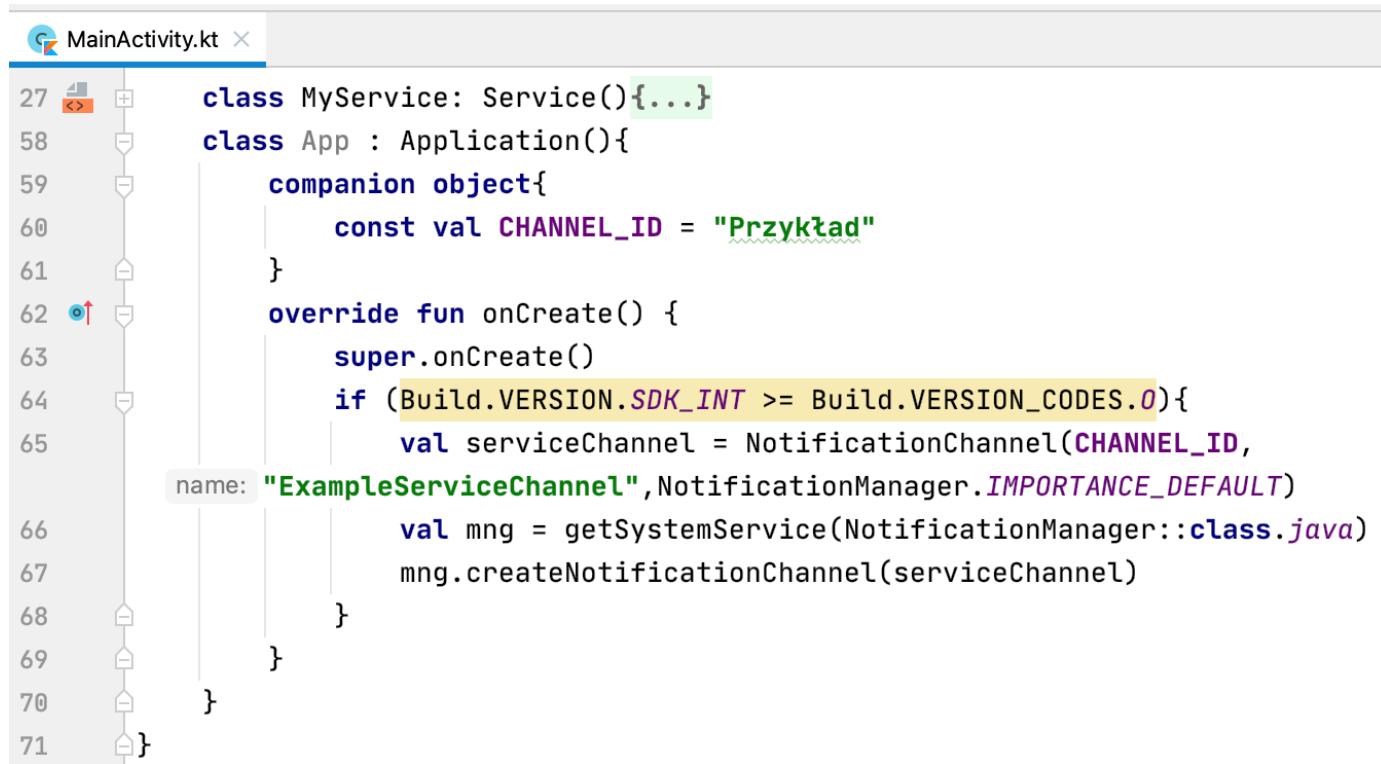
W pliku Manifest musimy umożliwić uruchomienie naszej usługi:



```

1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.example.serviceapp">
4
5     <application
6         android:allowBackup="true"
7         android:icon="@mipmap/ic_launcher"
8         android:label="ServiceApp"
9         android:roundIcon="@mipmap/ic_launcher_round"
10        android:supportsRtl="true"
11        android:theme="@style/Theme.ServiceApp">
12         <activity android:name=".MainActivity" ...>
13             <service android:name=".MainActivity$MyService" ...
14                 android:exported="false" />
15         </activity>
16     </application>
17
18 </manifest>

```

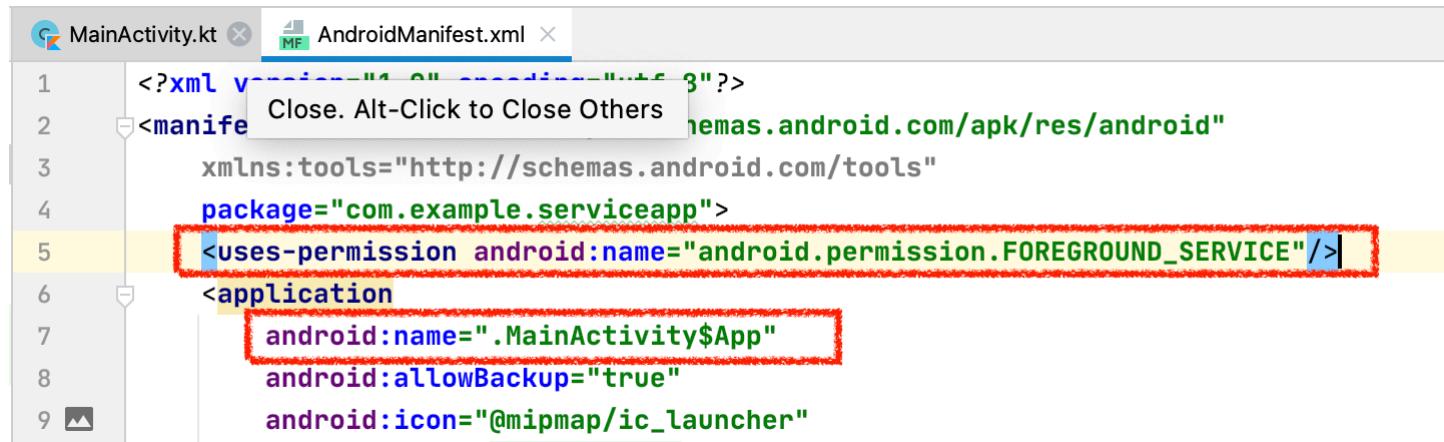


```

27     class MyService: Service(){}
28
29     class App : Application(){
30         companion object{
31             const val CHANNEL_ID = "Przykład"
32         }
33
34         override fun onCreate() {
35             super.onCreate()
36             if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.O){
37                 val serviceChannel = NotificationChannel(CHANNEL_ID,
38                     name: "ExampleServiceChannel",NotificationManager.IMPORTANCE_DEFAULT)
39
40                 val mng = getSystemService(NotificationManager::class.java)
41                 mng.createNotificationChannel(serviceChannel)
42             }
43         }
44     }
45
46 }

```

W pliku Manifest dodajemy naszą nową klasę oraz zezwolenie na użycie kanału powiadomień:

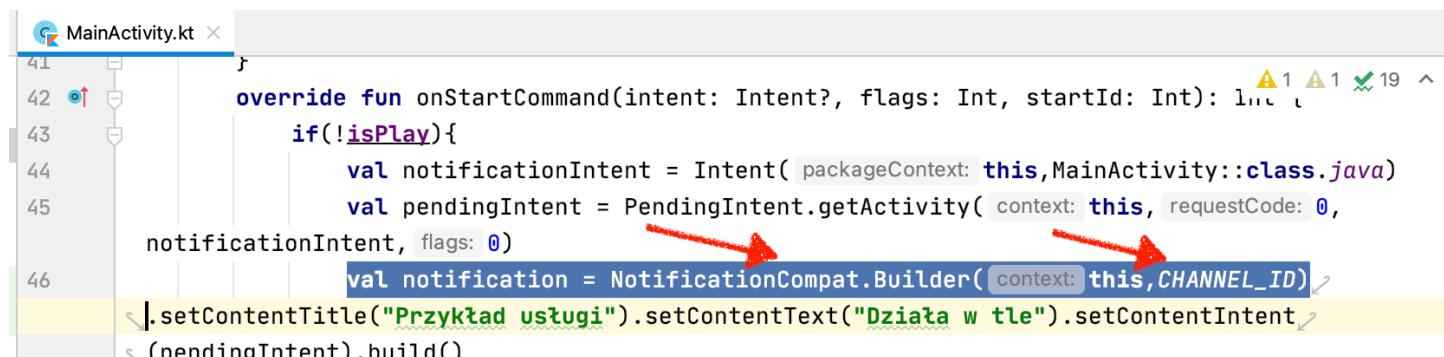


```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    package="com.example.serviceapp">
    <uses-permission android:name="android.permission.FOREGROUND_SERVICE"/>
    <application
        android:name=".MainActivity$App"
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"

```

Ostatnią rzeczą jest uruchomienie naszego kanału powiadomień w wywołaniu aplikacji:



```

41
42         override fun onStartCommand(intent: Intent?, flags: Int, startId: Int): Int {
43             if(!isPlay){
44                 val notificationIntent = Intent(packageName, MainActivity::class.java)
45                 val pendingIntent = PendingIntent.getActivity(context, requestCode: 0,
46                         notificationIntent, flags: 0)
47
48                 val notification = NotificationCompat.Builder(context: this, CHANNEL_ID)
49
50                     .setContentTitle("Przykład usługi").setContentText("Działa w tle").setContentIntent(
51                         pendingIntent).build()
52             }
53         }
54
55     }

```

Można sprawdzić działanie przycisków.

