

Assignment#8

Multi-pane Chatroom

Objective:-

Create chatting app with Fragments and Cloud

Description:-

All messages are uploaded by the client and stored in its content provider that have not yet been uploaded to the server. A sequence number is provided to the last message that it receives, along with its own UUID and client identifier to identify itself.

These messages are added to the server and adds to its own database, assigning each message a unique sequence number. The server responds with a list of all of the registered clients, and a list of the messages that it has received since it last synchronized with the client. The list of chat clients is replaced with the list received from the server. Assuming one is using server-assigned client identifiers as primary keys for clients in their content provider, you will be able to maintain the correct relationships between clients and messages in your content provider.

In order to create a fragment, we have to create a subclass of Fragment class. The code in Fragment class is similar to Activity class. It has callback methods similar to an activity, like onCreate(), onStart(), onPause(), and onStop(). We can convert an existing Android application to use fragments simply by moving code from our activity's callback methods into the respective callback methods of the fragment. Instead of base fragment class we can extend few subclasses like: Dialogue fragment, List Fragment and Preference Fragment.

I have implemented dialogue interfaces by extending my FragmentActivity in my Fragment layout class. I also created some inner classes that implement ListFragments to create fragment. I added methods that are responsible for operation of dialogues like onFinishAddDialog, onFinishEditDialog.

Conclusion:-

In this way I have successfully created chat app and using fragments and saved messages on to the cloud by using http protocols.