

AsyncTask

It is a light-weight asynchronous class (Params, Progress, Result).

- Threadpool: `SerialExecutor + THREAD_POOL_EXECUTOR`
 - Default thread pool size is 5, cache is 10
- 1 Handler(static `InternalHandler` requires to be loaded in `MainThread`)
- Abstract Class
 - `MainThread`: `onPreExecute()`
 - `ThreadPool`: `doInBackground(Params... params)`
 - `publishProgress` -> `onProgressUpdate()`
 - `MainThread`: `onProgressUpdate(Progress... values)`
 - `MainThread`: `onPostExecute(Result result)`
 - `MainThread`: `onCancelled()`

Cancel

- Not actual cancel the task, but setting status to cancel, we can check status in `doInBackground()`. Just like `interrupt()` a `Thread`, we can check in the thread to end itself.
- When `cancel()`, `onCancelled()` called, and `onPostExecute()` won't be call.

Advantage

- Easy update UI, instead of passing value to `MainThread` Handler.

Disadvantage

- `AsyncTask` doesn't bind with any component's lifecycle (eg: `cancel(boolean)` it when `Activity/Fragment` destroy).
- `AsyncTask` has to be created in `MainThread`.
- `AsyncTask.execute()` has to be invoked in `MainThread`, and only call once.
- Memory leak
 - If a `AsyncTask` is a non-static inner class within `Activity`, then it will keep a reference of creator `Activity`. When the `Activity` destroyed before the `AsyncTask` completed, the `Activity` reference will be kept in the memory. As a result, creator `Activity` won't be recycled by GC, and it leads to a memory leak.

Activity OnConfiguration

- Solution 1
 - `EventBus` post a `AsyncTaskResultEvent(result)`