Android 调用 未安装APK 或者jar

首先打包APK 或者jar时需要按照下面格式修改启动页面

public class MainActivity extends Activity implements View.OnClickListener {  
  
 private static final String ***TAG*** = "FromLocalActivity";  
 private Activity otherActivity;  
  
 public MainActivity(){  
 super();  
 }  
  
 public MainActivity(Activity context ){  
 super();  
 otherActivity = context;  
 }  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 if (otherActivity != null) {  
 Log.e(***TAG***,"This is a log from LocalActivity");  
 }else {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
 }  
 }  
 }

也就是 要手动添加构造函数（所以在写Local APK的时候需要注意每个需要的类 都要这样写）

2调用

在需要调用的APK里面 使用下面方法调用

public void jarToReflect(String path ) {

//path这是调用APK在SD卡的位置 如下：/mnt/sdcard/app-debug.apk

path = “/mnt/sdcard/app-debug.apk”;  
 File dexOutputDir = this.getDir("dex", 0);  
 final String dexOutputPath = dexOutputDir.getAbsolutePath();  
 DexClassLoader dexloader = new DexClassLoader(  
 path,  
 dexOutputPath,  
 null,  
 getClassLoader());  
 Class<?> libClazz = null;  
 try {  
 // Load the libraryclass from the class loader.

//Xyz.loadnl.MainActivity 这是你localAPk的包名加类名  
 Class<?> c = dexloader.loadClass("xyz.loadnl.MainActivity");  
 Object obj1 = c.newInstance();  
 Constructor<?> localConstructor = c.getConstructor(new Class[]{Activity.class});  
 Object instance = localConstructor.newInstance(new Object[]{this});  
 //onCreate 是类里面需要调用的方法

Method onCreate = c.getDeclaredMethod("onCreate", new Class[]{Bundle.class});  
 onCreate.setAccessible(true);  
 Bundle bundle = new Bundle();  
 onCreate.invoke(instance, bundle);//调用插件activity的onCreate方法  
 } catch (Exception e) {  
 e.printStackTrace();  
 }  
 }

特别注意 调用需要读取SD卡的权限