

Evan

Only let oneself become strong enough, good enough, can afford the life that you want to.

☰ 目录视图

三 摘要视图

 订阅

从创业到再就业，浅谈对程序员职业生涯的看法 征文 | 你会为 AI 转型么？ 赠书：7月大咖新书机器学习/Android/python

Android之极光推送发送自定义消息

标签： [android](#) [极光推送](#) [自定义消息](#)

2016-01-10 22:27

3796人阅读

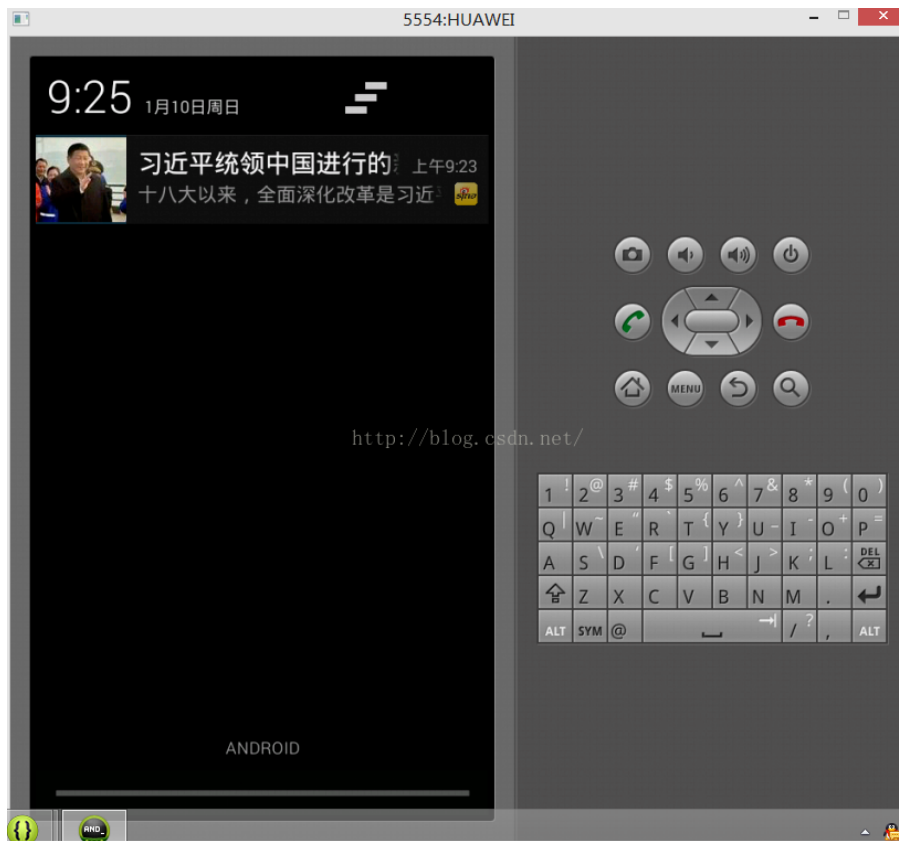
评论(0)

收藏

举报

分类: 移动开发 (38)

版权声明：本文为博主原创文章，未经博主允许不得转载。



Android端实现主要代码：

[java]

```
01. <span style="font-size:14px;">import java.io.IOException;
02. import java.io.InputStream;
03. import java.net.HttpURLConnection;
04. import java.net.MalformedURLException;
05. import java.net.URL;
06.
07. import org.json.JSONException;
08. import org.json.JSONObject;
09.
10. import android.annotation.SuppressLint;
11. import android.app.Notification;
12. import android.app.NotificationManager;
13. import android.app.PendingIntent;
```

```

14. import android.content.BroadcastReceiver;
15. import android.content.Context;
16. import android.content.Intent;
17. import android.graphics.Bitmap;
18. import android.graphics.BitmapFactory;
19. import android.os.Bundle;
20. import android.os.Handler;
21. import android.os.Message;
22. import android.support.v4.app.NotificationCompat;
23.
24. import com.mine.xinlangapp.R;
25. import com.mine.xinlangapp.activity.BaseActivity;
26.
27. import cn.jpush.android.api.JPushInterface;
28. /**
29.  * 自定义接收器
30.  *
31.  * 如果不定义这个 Receiver, 则:
32.  * 1) 默认用户会打开主界面
33.  * 2) 接收不到自定义消息
34.  */
35. public class MyReceiver extends BroadcastReceiver {
36.     private Bitmap bitmap = null;
37.     private NotificationManager notifyManager = null;
38.     private NotificationCompat.Builder notifyBuilder = null;
39.     private Notification notification = null;
40.     private String url = "";
41.     @SuppressWarnings("HandlerLeak")
42.     private Handler handler = new Handler(){
43.         @Override
44.         public void handleMessage(Message msg){
45.             if(bitmap!=null){
46.                 notifyBuilder.setLargeIcon(bitmap);
47.             }else{
48.                 notifyBuilder.setSmallIcon(R.drawable.sina);
49.             }
50.             notification = notifyBuilder.build();
51.             notification.defaults |= Notification.DEFAULT_SOUND;
52.             notification.defaults |= Notification.DEFAULT_VIBRATE;
53.             notifyManager.notify(1000, notification);
54.         }
55.     };
56.     @SuppressWarnings("InflateParams")
57.     @Override
58.     public void onReceive(Context context, Intent intent) {
59.         Bundle bundle = intent.getExtras();
60.         /*
61.         // 自定义样式放在init()之后.
62.         CustomPushNotificationBuilder builder=new CustomPushNotificationBuilder(
63.             context.getApplicationContext(),
64.             R.layout.customer_notification_layout,
65.             R.id.icon, R.id.title, R.id.text);
66.         builder.layoutIconDrawable=R.drawable.menu_home; //下拉状态时显示的通知图标.
67.         builder.layout = R.layout.customer_notification_layout;
68.         JPushInterface.setPushNotificationBuilder(2, builder);
69.         */
70.
71.         if (JPushInterface.ACTION_MESSAGE_RECEIVED.equals(intent.getAction())) {
72.             /*
73.             //接收到推送下来的自定义消息, 开启服务执行耗时的操作
74.             Intent i = new Intent(context, MyService.class);
75.             i.putExtras(bundle);
76.             context.startService(i);
77.             */
78.             processCustomMessage(context, bundle);
79.         }else if(JPushInterface.ACTION_NOTIFICATION_RECEIVED.equals(intent.getAction())){
80.
81.         }else if (JPushInterface.ACTION_NOTIFICATION_OPENED.equals(intent.getAction())) {
82.             Intent i = new Intent(context, BaseActivity.class);
83.             bundle.putBoolean("push", true);
84.             i.putExtras(bundle);
85.             //i.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK);
86.             i.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK | Intent.FLAG_ACTIVITY_CLEAR_TOP );
87.             context.startActivity(i);
88.         }
89.     }
90.
91.     private void processCustomMessage(Context context, Bundle bundle){
92.         notifyManager = (NotificationManager) context.getSystemService(Context.NOTIFICATION_SERVICE);

```

```

93.         notifyBuilder = new NotificationCompat.Builder(context);
94.
95.         String title = bundle.getString(JPushInterface.EXTRA_TITLE);
96.         String message = bundle.getString(JPushInterface.EXTRA_MESSAGE);
97.         String extras = bundle.getString(JPushInterface.EXTRA_EXTRA);
98.         //自定义信息: 获取
99.         if (extras != null) {
100.             try {
101.                 JSONObject object = new JSONObject(extras);
102.                 url = object.optString("src");
103.             } catch (JSONException e) {
104.                 e.printStackTrace();
105.             }
106.         }
107.         Intent i = new Intent(context, BaseActivity.class);
108.         bundle.putBoolean("push", true);
109.         i.putExtras(bundle);
110.         PendingIntent pi = PendingIntent.getActivity(context, 1000, i, PendingIntent.FLAG_UPDATE_CURRENT);
111.
112.         notifyBuilder.setContentTitle(title);
113.         notifyBuilder.setContentText(message);
114.         notifyBuilder.setContentIntent(pi);
115.         notifyBuilder.setAutoCancel(true);
116.
117.         new Thread(new Runnable() {
118.             @Override
119.             public void run() {
120.                 bitmap = returnBitMap(url);
121.                 handler.sendMessage(1);
122.             }
123.         }).start();
124.
125.         handler.sendMessage(1); //这里要先发送一次, 因为<span><span style="font-size:14px;">onReceive</span><span style="font-size:14px;">方法实现不可以超过10秒, 获取图片是耗时的, 然而Notification没有图片通知是发送不了的。
126.     }
127.     //以Bitmap的方式获取一张图片
128.     public Bitmap returnBitMap(String url){
129.         URL myFileUrl = null;
130.         Bitmap bitmap = null;
131.         try{
132.             myFileUrl = new URL(url);
133.         }catch(MalformedURLException e){
134.             e.printStackTrace();
135.         }
136.         try{
137.             HttpURLConnection conn = (HttpURLConnection) myFileUrl.openConnection();
138.             conn.setDoInput(true);
139.             conn.connect();
140.             InputStream is = conn.getInputStream();
141.             bitmap = BitmapFactory.decodeStream(is);
142.             is.close();
143.         }catch(IOException e){
144.             e.printStackTrace();
145.         }
146.         return bitmap;
147.     }
148. }
149.
150. </span>

```

服务器端java代码：

[java]

```

01. <span style="font-size:14px;">import java.util.HashMap;
02. import java.util.Map;
03. import java.util.Timer;
04. import java.util.TimerTask;
05.
06. import org.jsoup.Jsoup;
07. import org.jsoup.nodes.Document;
08. import org.jsoup.nodes.Element;
09. import org.jsoup.select.Elements;
10.
11. import cn.jpush.api.ErrorCodeEnum;
12. import cn.jpush.api.JPushClient;

```

```
13. import cn.jpush.api.MessageResult;
14.
15. public class JPushClientExample {
16.     private static final String appKey = "43bbac097a385c25c157e385"; //必填, 例如</span><span style="font-size:14px;">43bbac097a385c25c157e385</span><span style="font-size:14px;">
17.     private static final String masterSecret = "90ac96cf260c77e64cc2004b"; //"/span><span style="font-size:14px;">90ac96cf260c77e64cc2004b</span><span style="font-size:14px;">; //必填, 每个应用都对应一个masterSecret
18.     private static JPushClient jpush = null;
19.     /**
20.      * 保存离线的时长。秒为单位。最多支持10天（86400秒）。
21.      * 0 表示该消息不保存离线。即：用户在线马上发出, 当前不在线用户将不会收到此消息。
22.      * 此参数不设置则表示默认, 默认为保存1天的离线消息（86400秒）。
23.      */
24.     private static long timeToLive = 60 * 60 * 24;
25.     private static String top_href = "";
26.
27. // public static void main(String[] args) {
28.     public void main(){
29.         /*
30.          * Example1: 初始化,默认发送给android和ios, 同时设置离线消息存活时间
31.          * jpush = new JPushClient(masterSecret, appKey, timeToLive);
32.          */
33.         /*
34.          * Example2: 只发送给android
35.          * jpush = new JPushClient(masterSecret, appKey, DeviceEnum.Android);
36.          */
37.         /*
38.          * Example3: 只发送给IOS
39.          * jpush = new JPushClient(masterSecret, appKey, DeviceEnum.IOS);
40.          */
41.         /*
42.          * Example4: 只发送给android,同时设置离线消息存活时间
43.          * jpush = new JPushClient(masterSecret, appKey, timeToLive, DeviceEnum.Android);
44.          */
45.         jpush = new JPushClient(masterSecret, appKey, timeToLive);
46.         /*
47.          * 是否启用ssl安全连接, 可选
48.          * 参数: 启用true, 禁用false, 默认为非ssl连接
49.          */
50.         //jpush.setEnableSSL(true);
51.
52.         Timer timer = new Timer();
53.         //在1秒后执行此任务, 每次间隔半小时, 如果传递一个Data参数, 就可以在某个固定的时间执行这个任务
54.         timer.schedule(new MyTask(), 1000, 1800*1000);
55.     }
56.
57.     private static class MyTask extends TimerTask{
58.         @Override
59.         public void run() {
60.             Map<String, String> map = getNews();
61.             String href = map.get("href");
62.             if(!top_href.equals(href)){ //判断与上次发送的是否相同, 不相同就推送
63.                 top_href = href;
64.                 //测试发送消息或者通知
65.                 testSend(map);
66.             }
67.         }
68.     }
69.
70.     private static Map<String, String> getNews(){
71.         Document doc = null;
72.         Map<String, String> map = new HashMap<String, String>();
73.         try {
74.             doc = Jsoup.connect("http://news.sina.cn/").get();
75.             Elements ListDiv = doc.getElementsByAttributeValue("class", "carditems");
76.             for (int i = 0; i<ListDiv.select("dl").size(); i++) {
77.                 Element a = ListDiv.select("a").get(i);
78.                 String href = a.attr("href");
79.                 Element dl = ListDiv.select("dl").get(i);
80.                 Element dd = dl.select("dd").get(0);
81.                 Elements dt = dl.getElementsByTag("img");
82.                 Elements h3 = dd.select("h3"); //标题
83.                 Elements h4 = dd.select("h4"); //内容
84.                 String title = h3.text();
85.                 String fu_title = h4.text();
86.                 String url = dt.attr("src"); // 图片链接
87.
88.                 if(fu_title!=null && !fu_title.equals("")){
89.                     map.put("src", url);
```

```

90.         map.put("title", title);
91.         map.put("fu_title", fu_title);
92.         map.put("href", href);
93.         break;
94.     }
95. }
96. } catch (Exception e) {
97.     e.printStackTrace();
98. }
99. return map;
100. }
101.
102. private static void testSend(Map<String, String> map) {
103.     // 在实际业务中, 建议 sendNo 是一个你自己的业务可以处理的一个自增数字。
104.     // 除非需要覆盖, 请确保不要重复使用。详情请参考 API 文档相关说明。
105.     int sendNo = getRandomSendNo();
106.     //String msgTitle = "+; //jpush\\"";
107.     //String msgContent = "\\&w\\"a--【\npush】";
108.
109.     String href = map.get("href");
110.     String msgTitle = map.get("title");
111.     String msgContent=map.get("fu_title");
112.     String url = map.get("src");    //图片地址
113.
114.     /*
115.      * IOS设备扩展参数,
116.      * 设置badge, 设置声音
117.      */
118.     Map<String, Object> extra = new HashMap<String, Object>();
119.     extra.put("href", href);
120.     extra.put("src", url);
121.     // IOSExtra iosExtra = new IOSExtra(10, "WindowsLogonSound.wav");
122.     // extra.put("ios", iosExtra);
123.
124.     //对所有用户发送通知, 更多方法请参考文档    message字段
125.     // MessageResult msgResult = jpush.sendNotificationWithAppKey(sendNo, msgTitle, msgContent, 2, extra);
126.     MessageResult msgResult = jpush.sendCustomMessageWithAppKey(sendNo, msgTitle, msgContent, "a", extra); //发送自定义消息
127.     //MessageResult msgResult = jpush.sendCustomMessageWithAppKey(sendNo,msgTitle, msgContent);
128.     //MessageResult msgResult = jpush.sendNotificationWithAlias(sendNo, "a", msgTitle, msgContent);
129.
130.     //覆盖指定msgId的消息,msgId可以从msgResult.getMsgid()获取。
131.     //MessageResult msgResult = jpush.sendNotificationWithAppKey(sendNo, msgTitle, msgContent, 0, extra,msgResult.getMsgid());
132.
133.     if (null != msgResult) {
134.         System.out.println("服务器返回数据: " + msgResult.toString());
135.         if (msgResult.getErrcode() == ErrorCodeEnum.NOERROR.value()) {
136.             System.out.println(String.format("发送成功, sendNo= %s,messageId= %s",msgResult.getSendno(),msgResult.getMsg_id()));
137.         } else {
138.             System.out.println("发送失败, 错误代码=" + msgResult.getErrcode() + ", 错误消息=" + msgResult.getErrmsg());
139.         }
140.     } else {
141.         System.out.println("无法获取数据");
142.     }
143. }
144.
145. public static final int MAX = Integer.MAX_VALUE;
146. public static final int MIN = (int) MAX/2;
147.
148. /**
149.  * 保持 sendNo 的唯一性是有必要的
150.  * It is very important to keep sendNo unique.
151.  * @return sendNo
152.  */
153. public static int getRandomSendNo() {
154.     return (int) (MIN + Math.random() * (MAX - MIN));
155. }
156.
157. }
158. </span>

```