Networking in Android

**Chapter Objective**

• Remind some network concepts

• Know how to make a HTTP request and process its JSON response

A network is a series of points or nodes interconnected by communication paths

**External Library: Volley**

• Volley is an Android HTTP Client library

• It is very simple, powerful and extendable.

• In order to use Volley, clone it from its GitHub repository and add it as

module.

• Create request queue:

RequestQueue queue = Volley . newRequestQueue( context );

• Create request:

ImageRequest imageRequest = new ImageRequest ( . . . )

• Create listeners:

Response . Listener<Bitmap> listener =

new Response . Listener<Bitmap>() {

@Override

public void onResponse(Bitmap response ) {

. . .

}

};

• Add request to queue:

queue . add(imageRequest );