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Course: Android Application Development II

Date: March 17, 2019

Class Summary

A service is a method of telling Android to run an application in the background without a user interface. Worker threads need to be created if any additional actions, such as interacting with the GUI, are to be performed. Clients send requests to the   Context.startService(Intent) calls which starts the service and handles each queued intent using a worker thread. It will stop if no more intents are present to be handled. All requests will be handled on a single worker thread and may take as long as required. A service’s intents are referred to as commands which perform an assigned task.

For the class exercise we were required to:

1. Try to build, understand and run the gallery search app with background services and notifications
2. Understand how to use Services, Intents, and Notifications in Android
3. Add Services, Intents, and Notifications in Login/Register app, and related logic (both web service and client), check and make sure the app can communicate with the web service. Requirements: poll the web server for tasks, e.g. every 10 minutes, and display the new tasks in the notification drawer. You can work as a team if you like.
4. Instead of pull service, learn the push service, e.g. GCM (Google Cloud Messaging), and FCM (Firebase CM)