Android Concurrency: Programming with Android Concurrency Frameworks (Part 2)



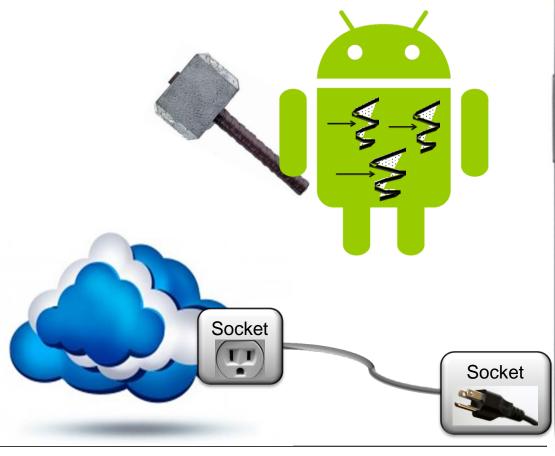
Douglas C. Schmidt <u>d.schmidt@vanderbilt.edu</u> www.dre.vanderbilt.edu/~schmidt

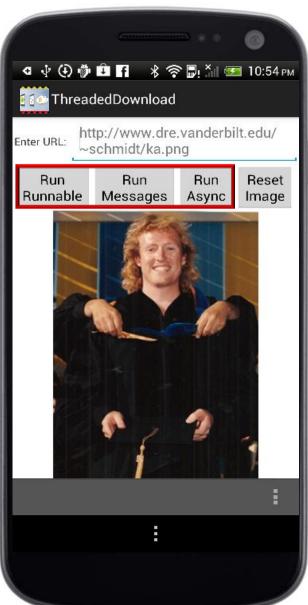
> Institute for Software Integrated Systems Vanderbilt University Nashville, Tennessee, USA



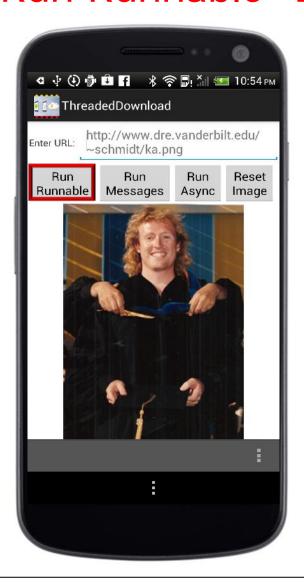
Learning Objectives in this Part of the Module

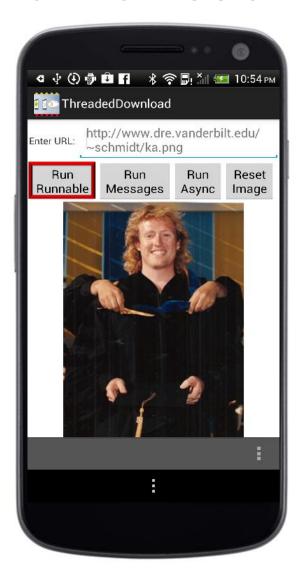
 Understand how to program the Threaded Downloads application using Android's HaMeR & AsyncTask frameworks







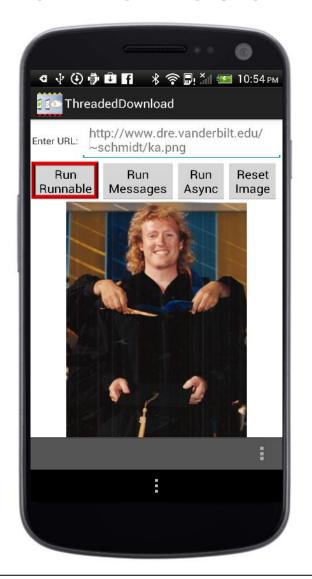




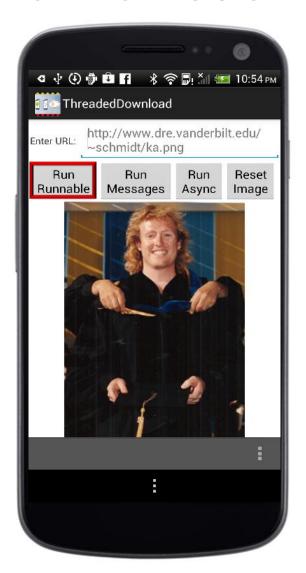
```
<Button
```

android:onClick="runRunnable"

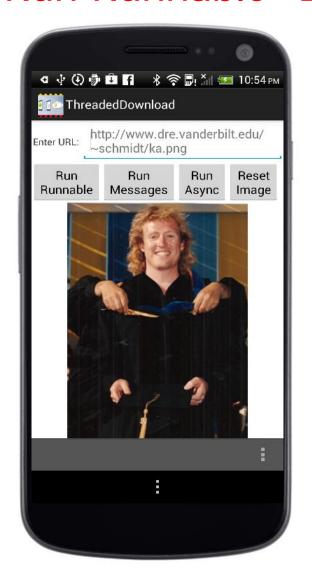
android:text="@string/runRunnable" />

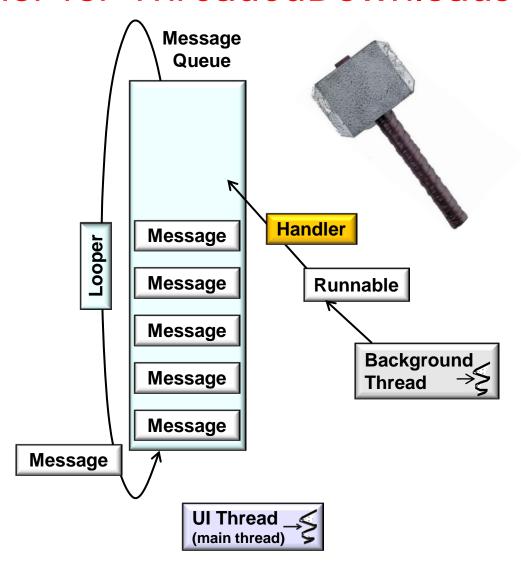


```
<Button
  android:onClick="runRunnable"
  android:text="@string/runRunnable" />
public class ThreadedDownloads
             extends Activity {
  public void runRunnable
    (View view) {...}
  public void runMessages
    (View view) {...}
  public void runAsyncTask
    (View view) {...}
```

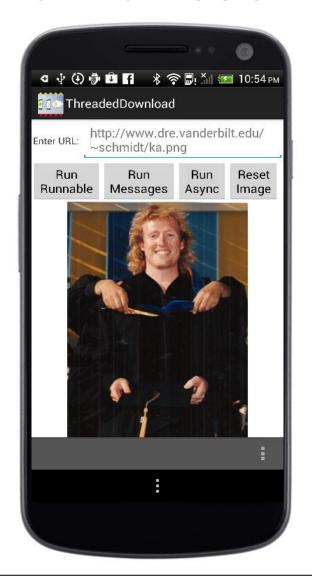


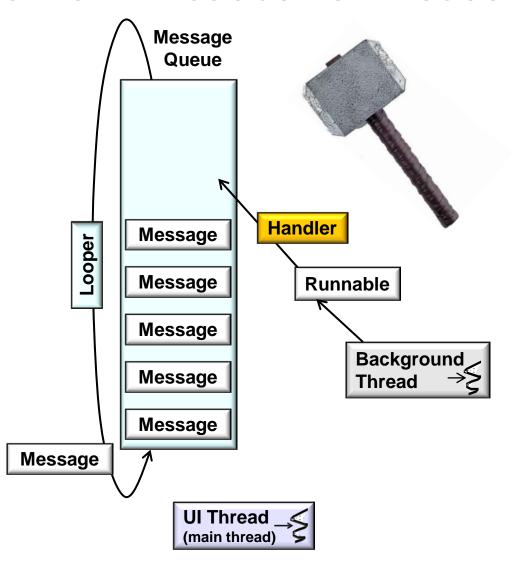
```
<Button
  android:onClick="runRunnable"
  android:text="@string/runRunnable" />
public class ThreadedDownloads
             extends Activity {
  public void runRunnable
    (View view) {...}
  public void runMessages
    (View view) {...}
  public void runAsyncTask
    (View view) {...}
```

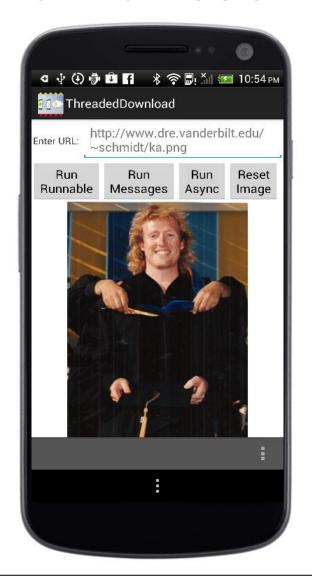


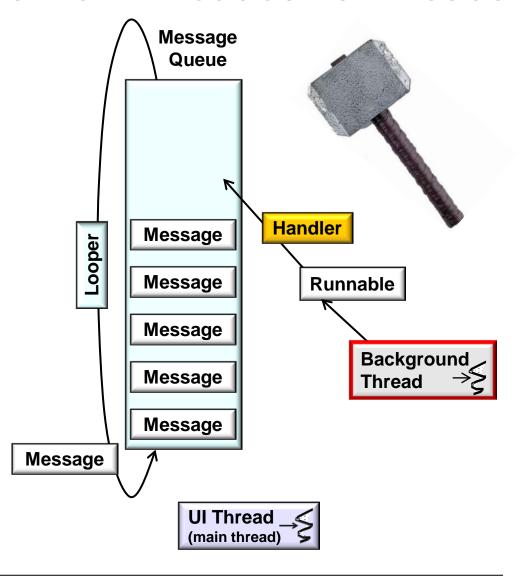


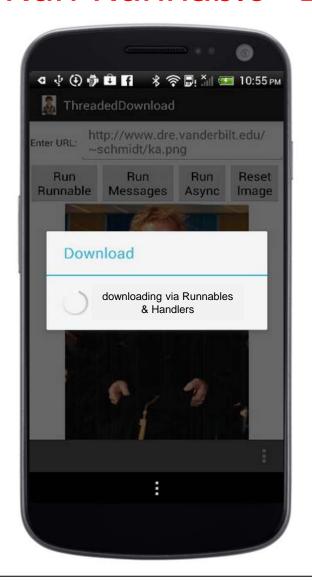
See earlier part on "Posting & Processing Runnables in Android Handler"

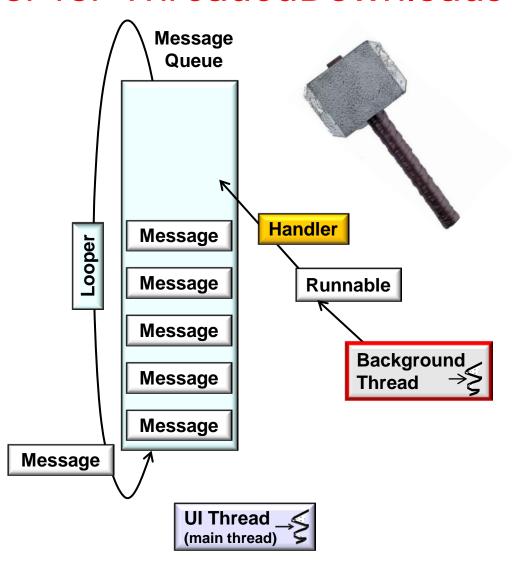


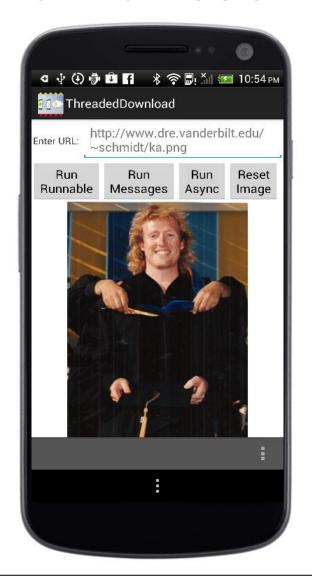


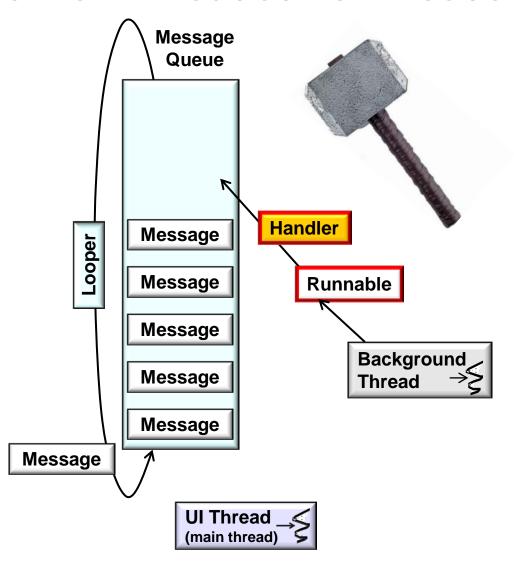


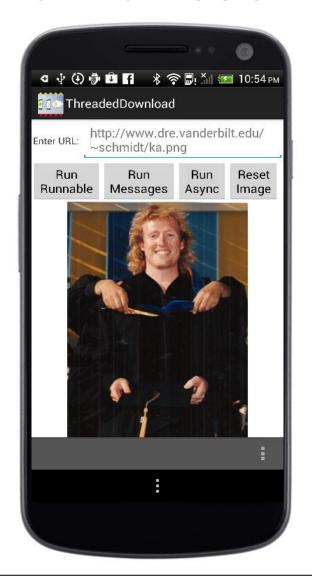


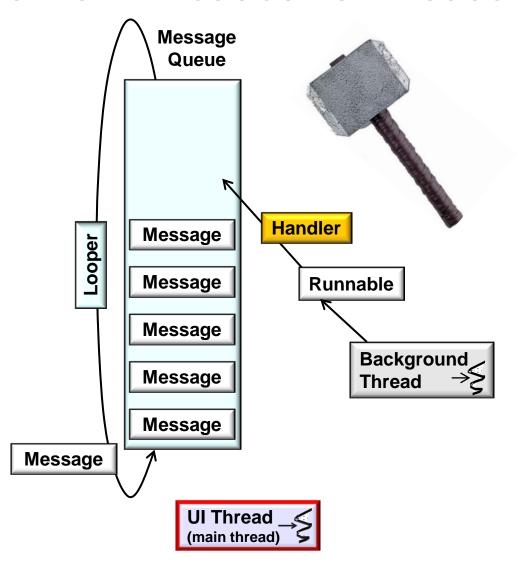




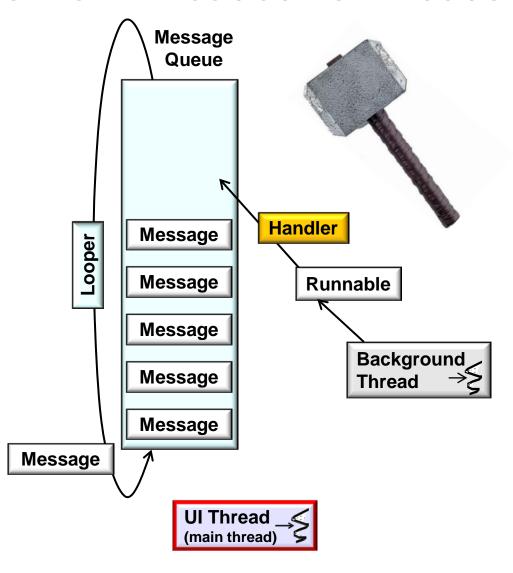












```
public class ThreadedDownloads extends Activity {
 public void runRunnables(View view) {
    String url = getUrlString();
    showDialog("downloading via Runnables and Handlers");
   new Thread(new RunnableWithHandlers(url)).start();
```

 Called when a user clicks the "Run Runnables" button on the user interface public class ThreadedDownloads extends Activity { public void runRunnables(View view) { String url = getUrlString(); Obtain requested URL from user input showDialog("downloading via Runnables and Handlers"); new Thread(new RunnableWithHandlers(url)).start();

```
public class ThreadedDownloads extends Activity {
  public void runRunnables(View view) {
    String url = getUrlString();
                            Inform user the
                        download is starting
    showDialog("downloading via Runnables and Handlers");
    new Thread(new RunnableWithHandlers(url)).start();
```

```
public class ThreadedDownloads extends Activity {
  public void runRunnables(View view) {
    String url = getUrlString();
    showDialog("downloading via Runnables and Handlers");
    new Thread(new RunnableWithHandlers(url)).start();
                      Create & start a new Thread to download an
                      image in the background via a Runnable CMD
```

```
public class ThreadedDownloads extends Activity {
  public void runRunnables(View view) {
    String url = getUrlString();
    showDialog("downloading via Runnables and Handlers");
    new Thread(new RunnableWithHandlers(url)).start();
                      Create & start a new Thread to download an
                      image in the background via a Runnable CMD
```

• Downloads image in a background Thread using a Runnable & a Handler

```
public class ThreadedDownloads extends Activity {
    ...
    private class RunnableWithHandlers implements Runnable {
        String mUrl;

        RunnableWithHandlers(String url) {
            mUrl = url;
        }
}
```

 Downloads image in a background Thread using a Runnable & a Handler public class ThreadedDownloads extends Activity {

private class RunnableWithHandlers implements Runnable {

```
RunnableWithHandlers(String url) {
  mUrl = url;
}
```

String mUrl;

Downloads image in a background Thread using a Runnable & a Handler public class ThreadedDownloads extends Activity {
 private class RunnableWithHandlers implements Runnable {

Retrieve the image from the server

public void run() {



```
final Bitmap image = downloadImage(mUrl);
...
```

 Downloads image in a background Thread using a Runnable & a Handler public class ThreadedDownloads extends Activity { private class RunnableWithHandlers implements Runnable { public void run() { Post a Runnable command to display downloaded image in the UI Thread ThreadedDownloads.this.runOnUiThread(new Runnable() { public void run() { mProgressDialog.dismiss(); displayImage(image);

 Downloads image in a background Thread using a Runnable & a Handler public class ThreadedDownloads extends Activity { private class RunnableWithHandlers implements Runnable { public void run() { Post a Runnable command to display downloaded image in the UI Thread ThreadedDownloads.this.runOnUiThread(new Runnable() { public void run() { mProgressDialog.dismiss(); displayImage(image);

});

 Downloads image in a background Thread using a Runnable & a Handler public class ThreadedDownloads extends Activity { private class RunnableWithHandlers implements Runnable { public void run() { ThreadedDownloads.this.runOnUiThread(new Runnable() { public void run() { mProgressDialog.dismiss(); displayImage(image);

 Downloads image in a background Thread using a Runnable & a Handler public class ThreadedDownloads extends Activity { private class RunnableWithHandlers implements Runnable { public void run() { ThreadedDownloads.this.runOnUiThread(new Runnable() { public void run() { Dismiss the progress dialog mProgressDialog.dismiss(); displayImage(image);

Downloads image in a background Thread using a Runnable & a Handler
 public class ThreadedDownloads extends Activity {

```
private class RunnableWithHandlers implements Runnable {
  public void run() {
    ThreadedDownloads.this.runOnUiThread(new Runnable() {
      public void run() {
        mProgressDialog.dismiss();
        displayImage(image);
                   Display downloaded image to user
```

ThreadedDownloads displayImage() Method

Displays a successfully downloaded & converted image or reports an error

```
public class ThreadedDownloads extends Activity {
  private void displayImage(Bitmap image) {
    else if (image != null)
      mImageView.setImageBitmap(image);
    else
      showErrorToast("image is corrupted,"
                     + " please check the requested URL.");
```

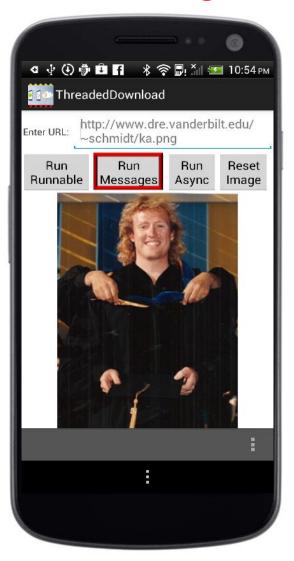
ThreadedDownloads displayImage() Method

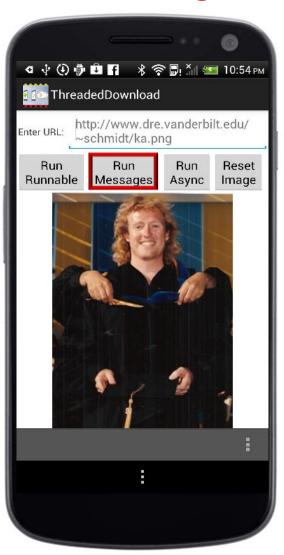
Displays a successfully downloaded & converted image or reports an error

```
public class ThreadedDownloads extends Activity {
  private void displayImage(Bitmap image) {
    else if (image != null)
      mImageView.setImageBitmap(image);
                      Display downloaded image to user if
                      download & conversion process succeeded
    else
      showErrorToast("image is corrupted,"
                      + " please check the requested URL.");
```

Programming with Handlers & Messages

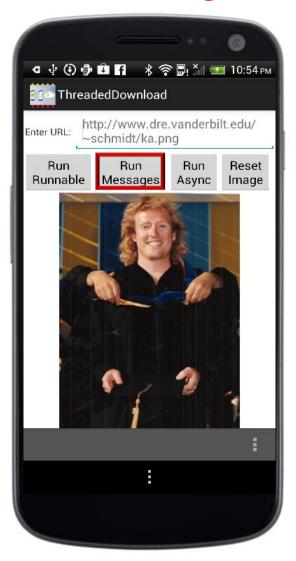




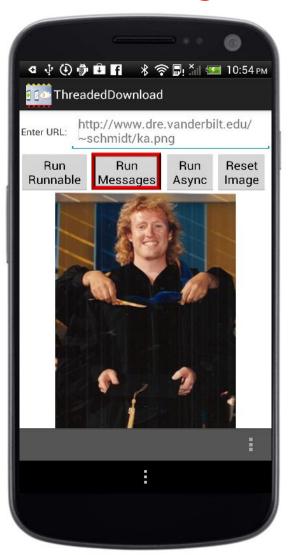


```
<Button
...
android:onClick="runMessages"</pre>
```

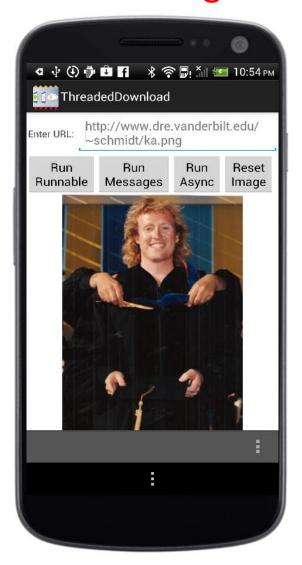
android:text="@string/runMessages" />

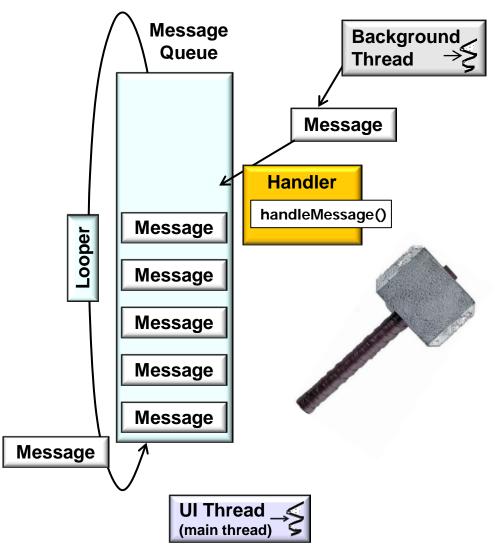


```
<Button
  android:onClick="runMessages"
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public class ThreadedDownloads
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    (View view) {...}
  public void runAsyncTask
    (View view) {...}
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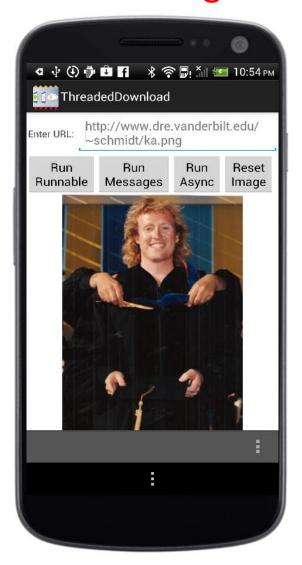


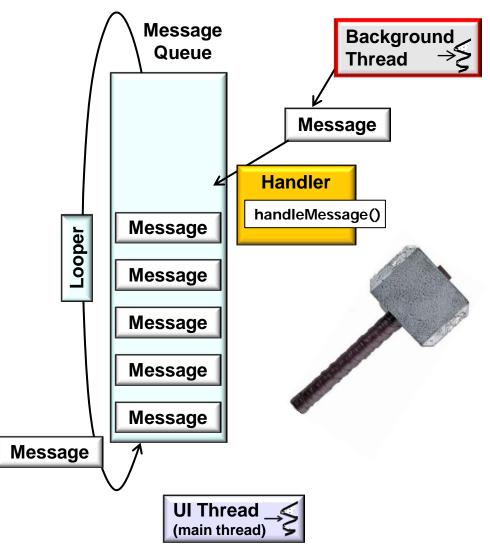
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<Button
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  public void runRunnable
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    (View view) {...}
```

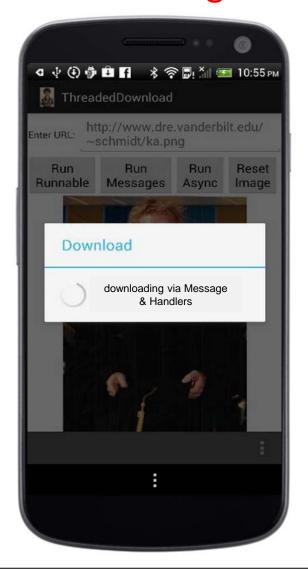


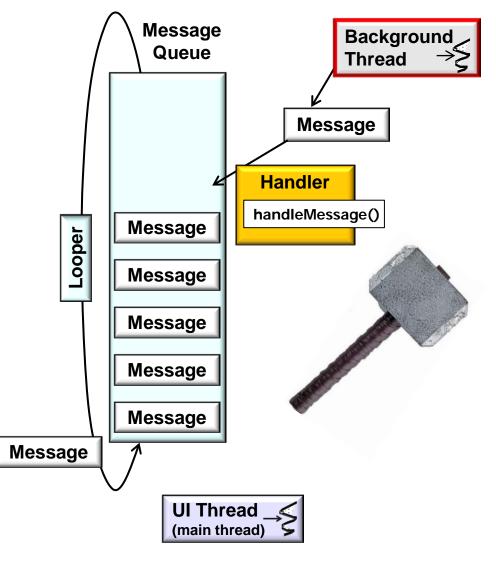


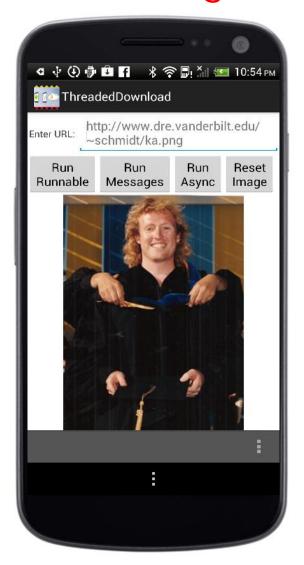
See earlier part on "Sending & Handling Messages in Android Handler"

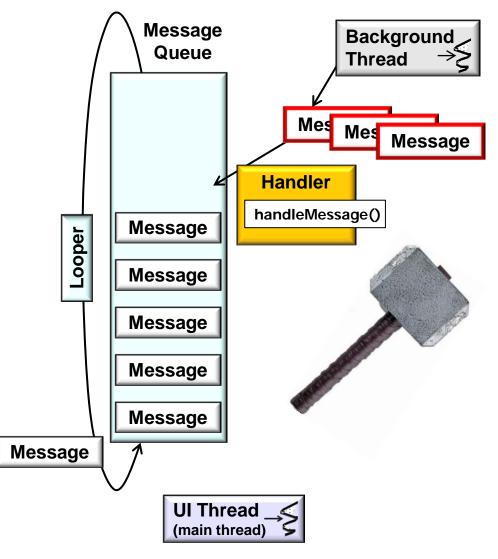


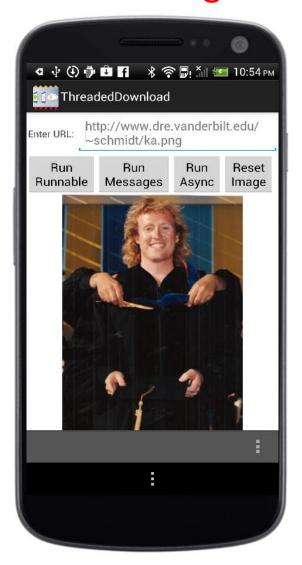


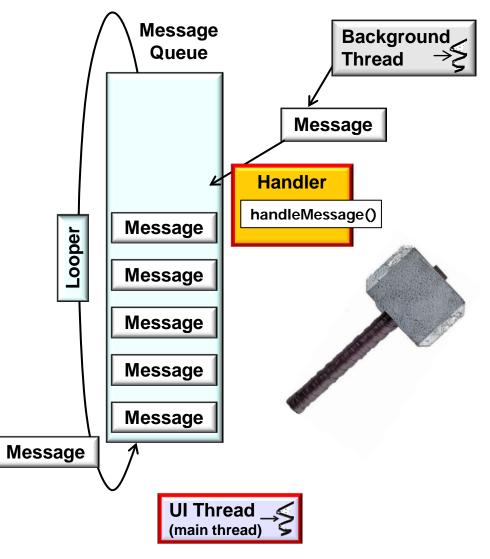




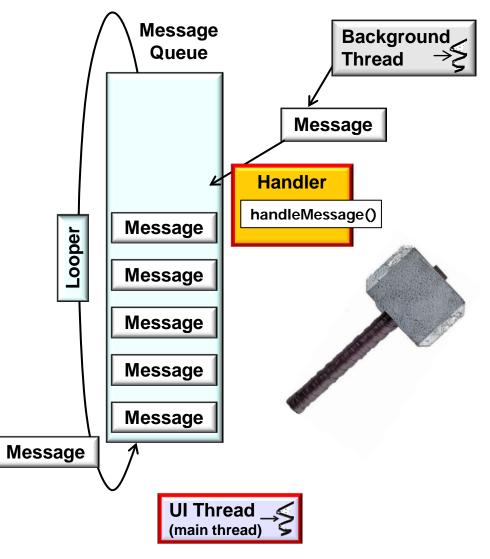




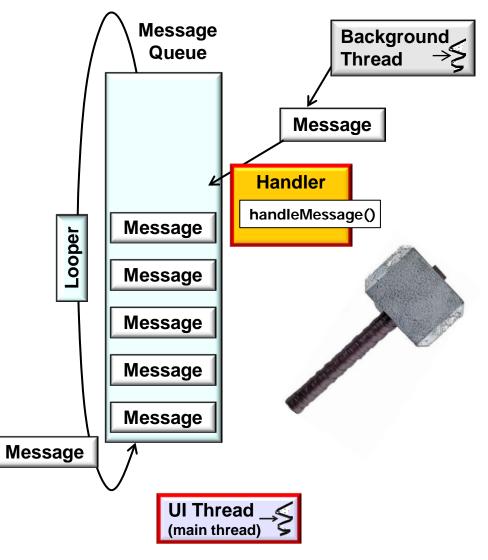












```
public class ThreadedDownloads extends Activity {
    ...
    private static class MessageHandler extends Handler {
        static final int SHOW_DIALOG = 1;
        static final int DISMISS_DIALOG = 2;
        static final int DISPLAY_IMAGE = 3;
    ...
```

```
public class ThreadedDownloads extends Activity {
    ...
    private static class MessageHandler extends Handler {
        static final int SHOW_DIALOG = 1;
        static final int DISMISS_DIALOG = 2;
        static final int DISPLAY_IMAGE = 3;
    ...
```

Handles Messages received from a background Thread

```
public class ThreadedDownloads extends Activity {
  private static class MessageHandler extends Handler {
    static final int SHOW DIALOG = 1;
    static final int DISMISS_DIALOG = 2;
    static final int DISPLAY_IMAGE = 3;
```

Types of Messages passed from a background Thread to UI Thread to specify which processing to perform

 Handles Messages received from a background Thread public class ThreadedDownloads extends Activity { private static class MessageHandler extends Handler { Allows Activity to be garbage collected properly WeakReference<ThreadedDownloads> mActivity; MessageHandler(ThreadedDownloads activity) { mActivity = new WeakReference<ThreadedDownloads> (activity);

 Handles Messages received from a background Thread public class ThreadedDownloads extends Activity { private static class MessageHandler extends Handler { WeakReference<ThreadedDownloads> mActivity; MessageHandler(ThreadedDownloads activity) { mActivity = new WeakReference<ThreadedDownloads> (activity);

 Handles Messages received from a background Thread public class ThreadedDownloads extends Activity { private static class MessageHandler extends Handler { WeakReference<ThreadedDownloads> mActivity; MessageHandler(ThreadedDownloads activity) { mActivity = new WeakReference<ThreadedDownloads> (activity); **Constructs mActivity as** weak reference to the activity

```
public class ThreadedDownloads extends Activity {
  private static class MessageHandler extends Handler {
    public void handleMessage(Message msg) {
      switch (msg.what) {
        case SHOW DIALOG:
        case DISMISS DIALOG:
          mActivity.get().dismissDialog();
          break;
                             Dismiss the process dialog
```

```
public class ThreadedDownloads extends Activity {
  private static class MessageHandler extends Handler {
    public void handleMessage(Message msg) {
      switch (msg.what) {
        case SHOW DIALOG:
        case DISMISS DIALOG:
        case DISPLAY IMAGE:
          mActivity.get().displayImage((Bitmap) msg.obj);
          break;
                                   Display downloaded image to user
```

Handles Messages received from a background Thread
 public class ThreadedDownloads extends Activity {
 ...
 private static class MessageHandler extends Handler {
 }

 MessageHandler messageHandler = new MessageHandler(this);
 ...
 Instance of MessageHandler holds a reference

to the ThreadedDownloads Activity

to the ThreadedDownloads Activity

• Called when a user clicks the "Run Messages" button on the user interface

```
public class ThreadedDownloads extends Activity {
    ...
    public void runMessages(View view) {

    String url = getUrlString();

    new Thread(new RunnableWithMessages(url)).start();
}
```

• Called when a user clicks the "Run Messages" button on the user interface
public class ThreadedDownloads extends Activity {
 ...
 public void runMessages(View view) {
 Obtain requested URL from user input
 String url = getUrlString();
 new Thread(new RunnableWithMessages(url)).start();

Called when a user clicks the "Run Messages" button on the user interface
 public class ThreadedDownloads extends Activity {
 public void runMessages(View view) {

```
String url = getUrlString();
```

new Thread(new RunnableWithMessages(url)).start();



Create & start a new Thread to download an image in background & then use Messages & MessageHandler to cause it to be displayed in UI Thread

Called when a user clicks the "Run Messages" button on the user interface
 public class ThreadedDownloads extends Activity {
 ...
 public void runMessages(View view) {

```
String url = getUrlString();
```

new Thread(new RunnableWithMessages(url)).start();



Create & start a new Thread to download an image in background & then use Messages & MessageHandler to cause it to be displayed in UI Thread

• Downloads an image in a background Thread using a Handler & Messages public class ThreadedDownloads extends Activity {

```
private class RunnableWithMessages implements Runnable {
   String mUrl;

RunnableWithMessages(String url) {
   mUrl = url;
}
```

Downloads an image in a background Thread using a Handler & Messages
 public class ThreadedDownloads extends Activity {
 ...
 private class RunnableWithMessages implements Runnable {
 String mUrl;

```
RunnableWithMessages(String url) {
  mUrl = url;
}
...
```

• Downloads an image in a background Thread using a Handler & Messages

public class ThreadedDownloads extends Activity {

```
private class RunnableWithMessages implements Runnable {
   public void run() {
```



Executes in a background Thread & sends Messages to the MessageHandler, which processes them in the UI Thread

• Downloads an image in a background Thread using a Handler & Messages

 Downloads an image in a background Thread using a Handler & Messages public class ThreadedDownloads extends Activity {

```
private class RunnableWithMessages implements Runnable {
  public void run() {
    final MessageHandler mHandler =
      ThreadedDownloads.this.messageHandler;
    Message msg = mHandler.obtainMessage
                                     (MessageHandler.SHOW DIALOG,
                                      mProgressDialog);
           Create & send a Message to initiate the ProgressDialog
```

mHandler.sendMessage(msg);

• Downloads an image in a background Thread using a Handler & Messages

public class ThreadedDownloads extends Activity {

```
public class ThreadedDownloads extends Activity {
  private class RunnableWithMessages implements Runnable {
    public void run() {
      final MessageHandler mHandler =
        ThreadedDownloads.this.messageHandler;
      Message msg = mHandler.obtainMessage
                                      (MessageHandler.SHOW DIALOG,
                                       mProgressDialog);
             Create & send a Message to initiate the ProgressDialog
      mHandler.sendMessage(msg);
```

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• Downloads an image in a background Thread using a Handler & Messages

 Downloads an image in a background Thread using a Handler & Messages public class ThreadedDownloads extends Activity { private class RunnableWithMessages implements Runnable { public void run() { final MessageHandler mHandler = ThreadedDownloads.this.messageHandler; msg = mHandler.obtainMessage (MessageHandler.DISMISS DIALOG, mProgressDialog); Create & send a Message to dismiss the ProgressDialog mHandler.sendMessage(msg);

 Downloads an image in a background Thread using a Handler & Messages public class ThreadedDownloads extends Activity { private class RunnableWithMessages implements Runnable { public void run() { final MessageHandler mHandler = ThreadedDownloads.this.messageHandler; msg = mHandler.obtainMessage (MessageHandler.DISMISS DIALOG, mProgressDialog); **Create & send a Message to dismiss the ProgressDialog** mHandler.sendMessage(msg);

Downloads an image in a background Thread using a Handler & Messages
 public class ThreadedDownloads extends Activity {
 ...
 private class RunnableWithMessages implements Runnable {
 public void run() {

ThreadedDownloads.this.messageHandler;

Create & send a Message to display the image

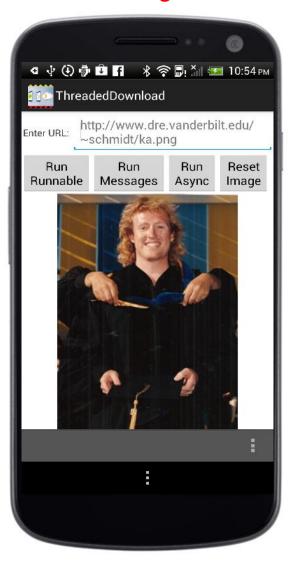
final MessageHandler mHandler =

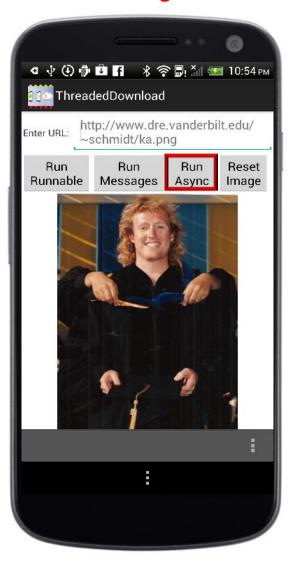
mHandler.sendMessage(msg);

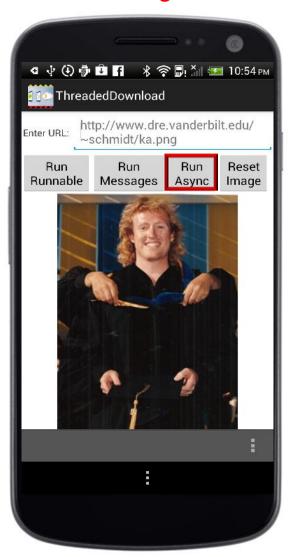
ThreadedDownloads RunnableWithMessages

 Downloads an image in a background Thread using a Handler & Messages public class ThreadedDownloads extends Activity { private class RunnableWithMessages implements Runnable { public void run() { final MessageHandler mHandler = ThreadedDownloads.this.messageHandler; msg = mHandler.obtainMessage (MessageHandler.DISPLAY IMAGE, image); Create & send a Message to display the image mHandler.sendMessage(msg);

Programming with AsyncTask



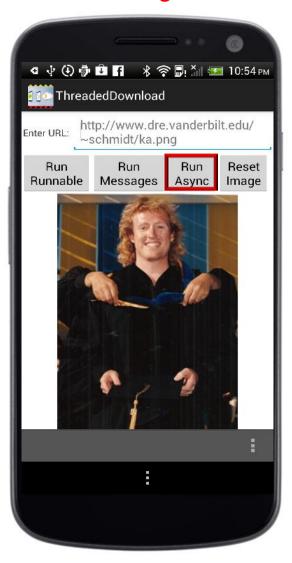




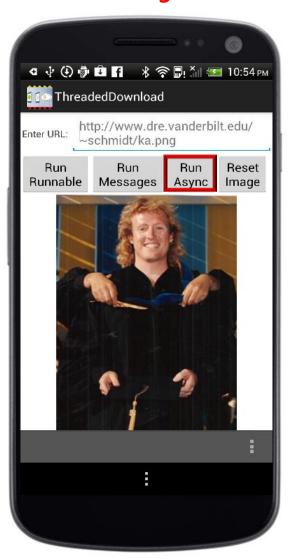
```
<Button
```

android:onClick="runAsync"

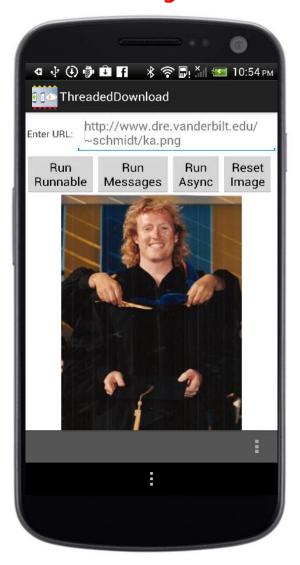
android:text="@string/runAsync" />

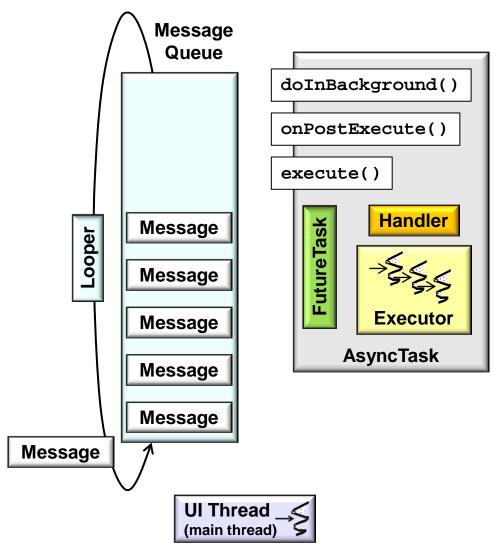


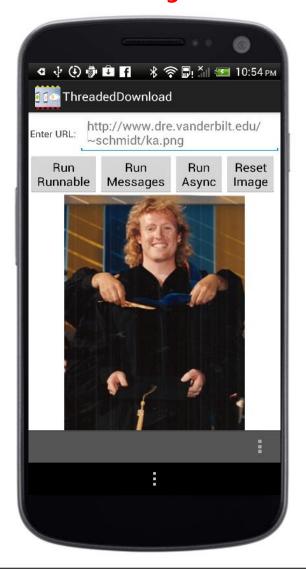
```
<Button
  android:onClick="runAsync"
  android:text="@string/runAsync" />
public class ThreadedDownloads
             extends Activity {
  public void runRunnable
    (View view) {...}
  public void runMessages
    (View view) {...}
  public void runAsyncTask
    (View view) {...}
```

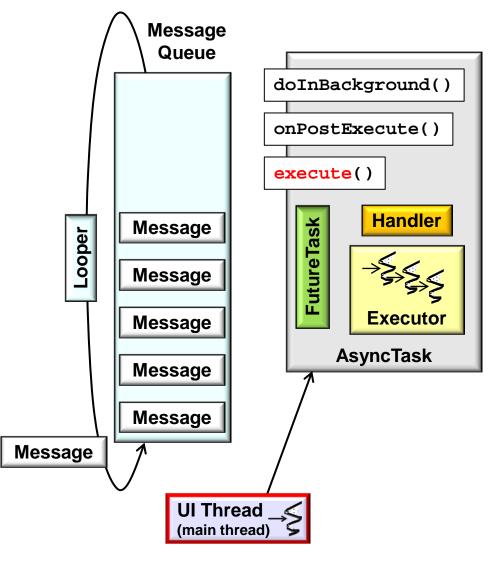


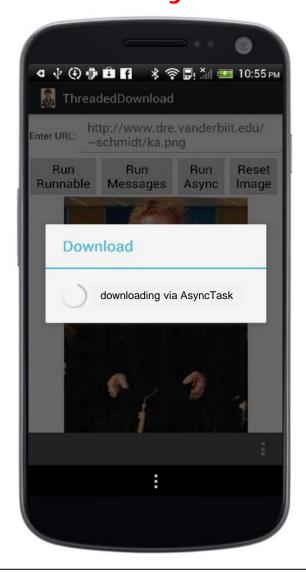
```
<Button
  android:onClick="runAsync"
  android:text="@string/runAsync" />
public class ThreadedDownloads
             extends Activity {
  public void runRunnable
    (View view) {...}
  public void runMessages
    (View view) {...}
  public void runAsyncTask
    (View view) {...}
```

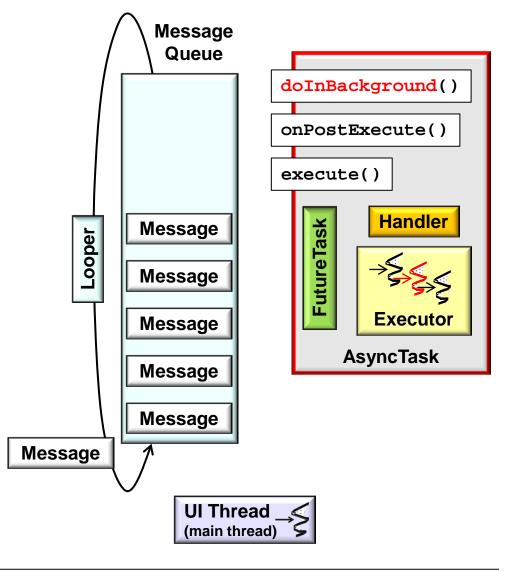




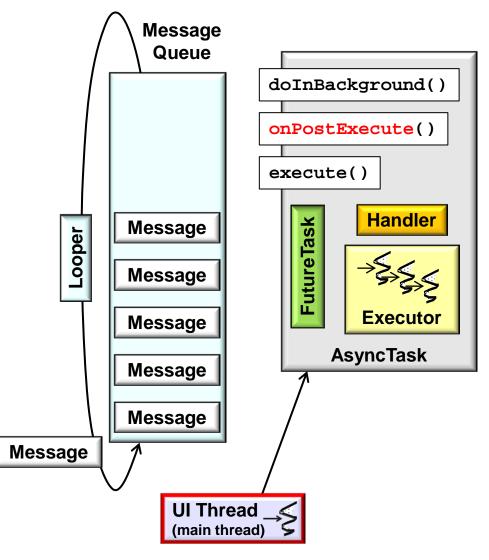




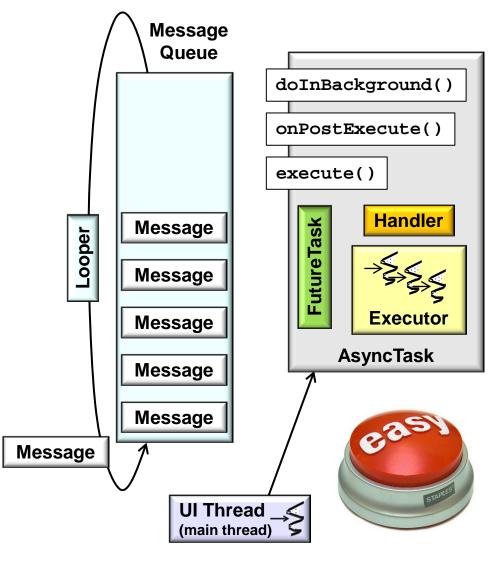




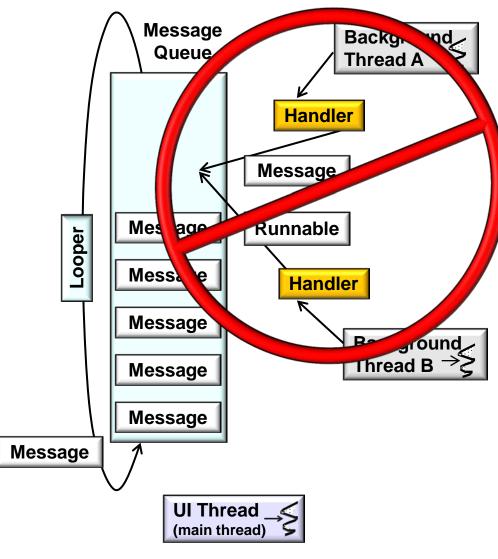




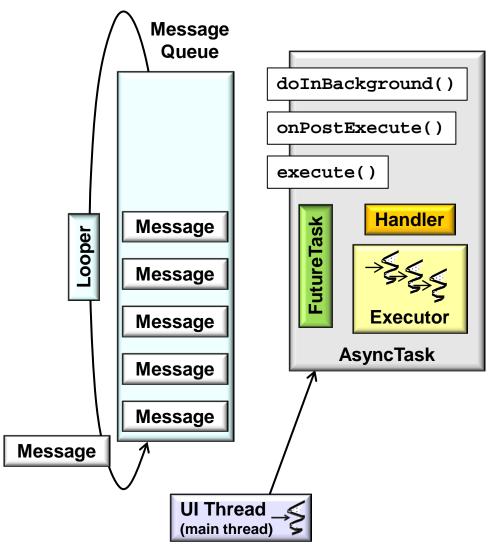




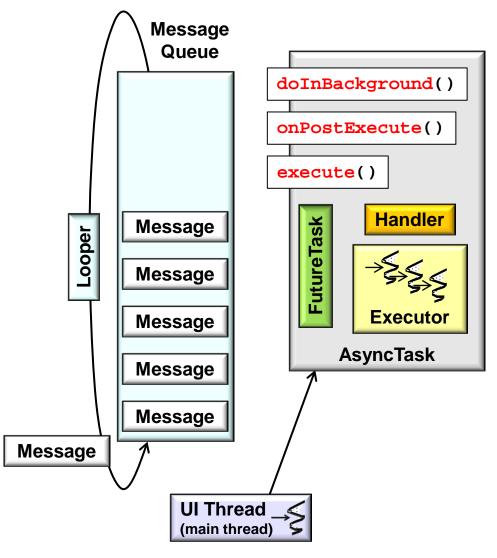












ThreadedDownloads runAsync() Method

• Called when a user clicks the "Run Async" button on the user interface

```
public class ThreadedDownloads extends Activity {
    ...
    public void runAsync(View view) {

    String url = getUrlString();

    new DownloadTask().execute(url);
}
```

ThreadedDownloads runAsync() Method

ThreadedDownloads runAsync() Method

 Called when a user clicks the "Run Async" button on the user interface public class ThreadedDownloads extends Activity { public void runAsync(View view) { String url = getUrlString(); new DownloadTask().execute(url); Create & executes the DownloadTask object to

retrieve & display the requested image

extends AsyncTask<String, Integer, Bitmap> {

Downloads an image in a background Thread using AsyncTask
 public class ThreadedDownloads extends Activity {
 private class DownloadTask

• • •

Downloads an image in a background Thread using AsyncTask
 public class ThreadedDownloads extends Activity {

```
...

private class DownloadTask

extends AsyncTask<String, Integer, Bitmap> {
```

• Downloads an image in a background Thread using AsyncTask public class ThreadedDownloads extends Activity { ... private class DownloadTask extends AsyncTask<String, Integer, Bitmap> { ... protected Bitmap doInBackground(String... urls) { ... }
protected void onPostExecute(Bitmap image) { ... }

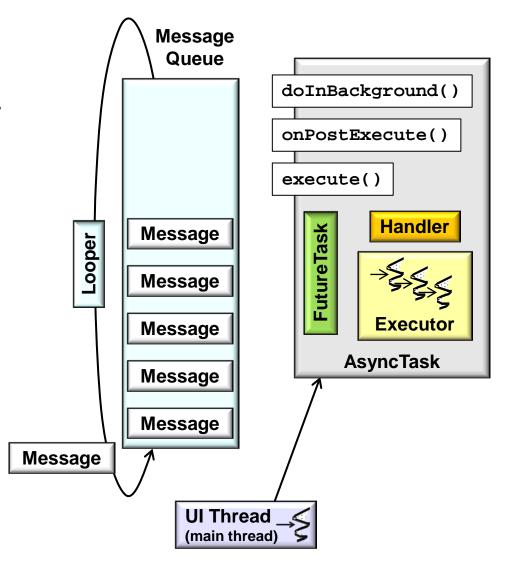
the download in a background Thread

it to the AsyncTask framework

 Downloads an image in a background Thread using AsyncTask public class ThreadedDownloads extends Activity { private class DownloadTask extends AsyncTask<String, Integer, Bitmap> { protected void onPostExecute(Bitmap image) { dismissDialog(); displayImage(image);

Display the image to the user

 Switching of contexts between the UI Thread & background Thread is handled seamlessly & transparently by the AsyncTask framework



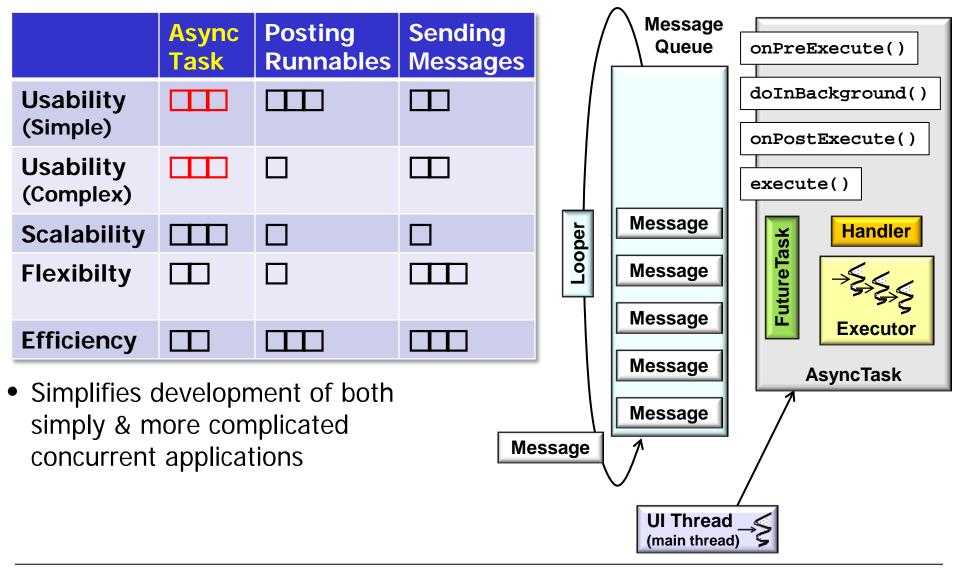
Comparing & Contrasting the Three Concurrency Model Solutions

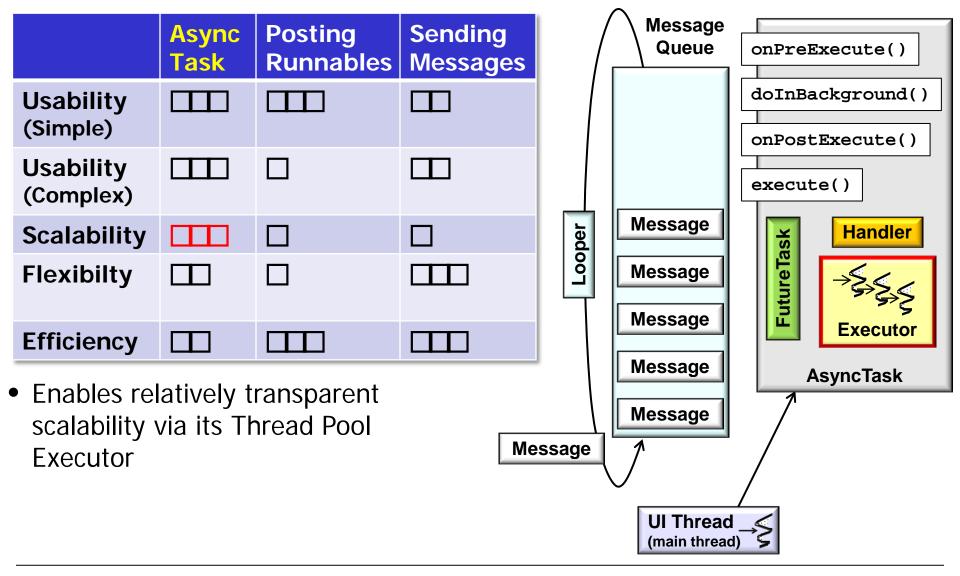
Comparing & Contrasting the Three Solutions

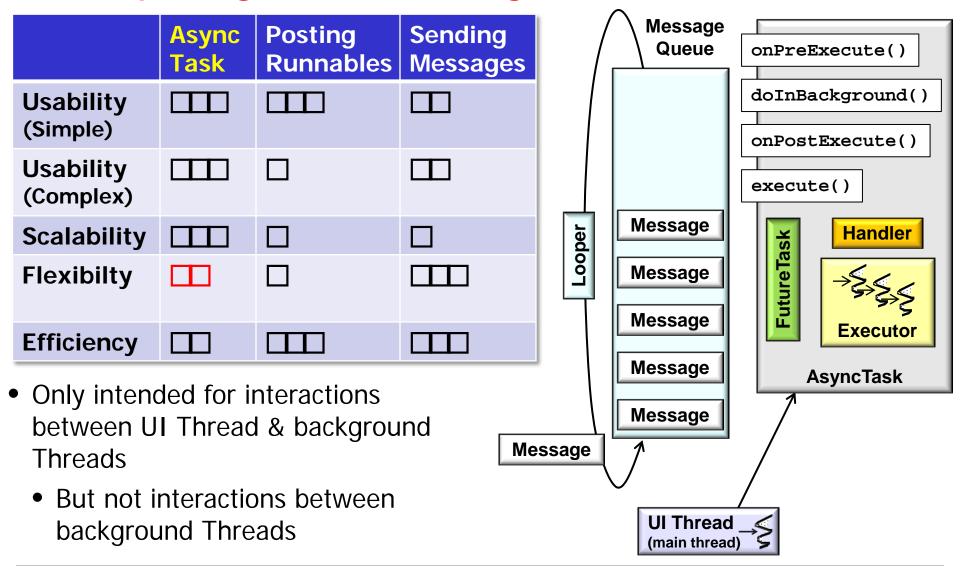
	Async Task	Posting Runnables	Sending Messages
Usability (Simple)			
Usability (Complex)			
Scalability			
Flexibilty	Ш		
Efficiency			

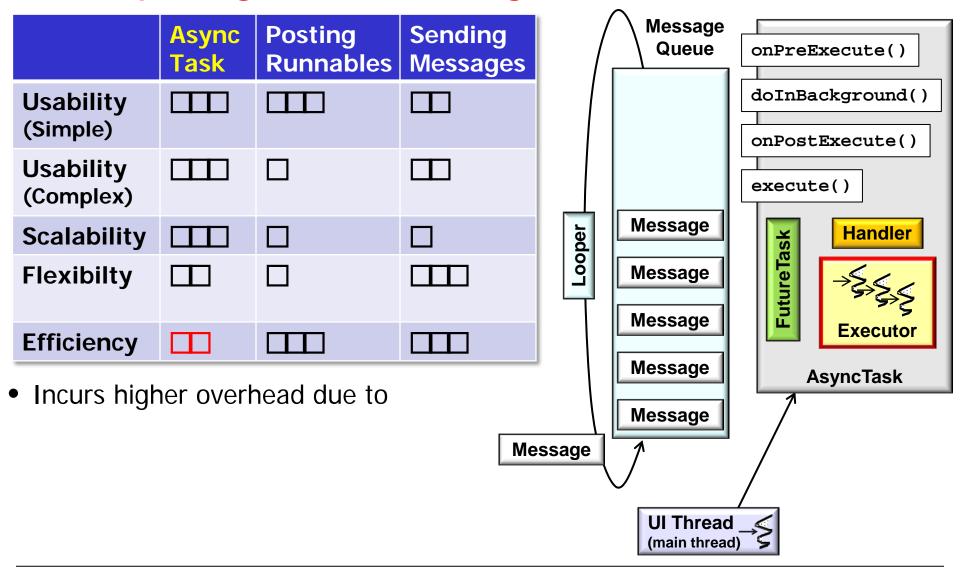


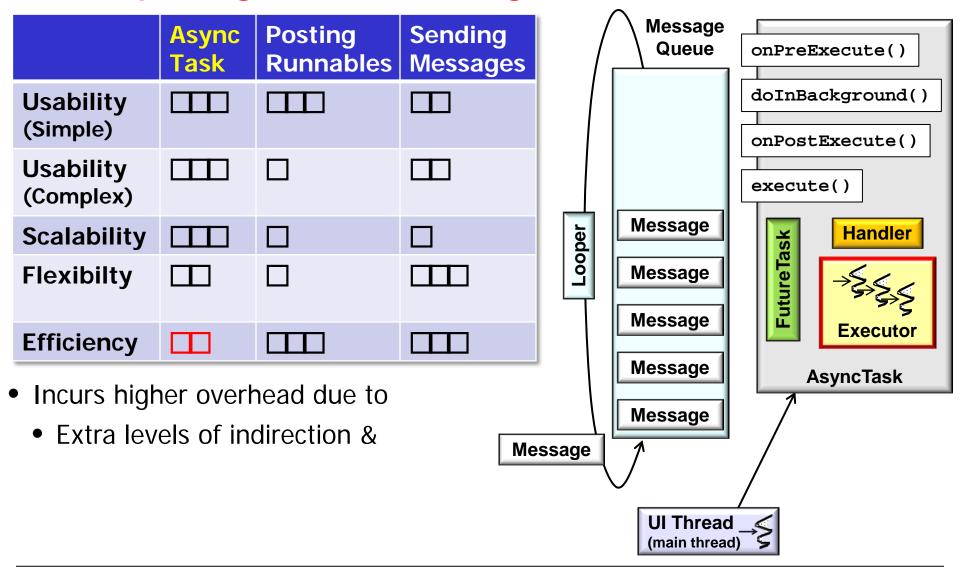
Comparing & Contrasting the Three Solutions

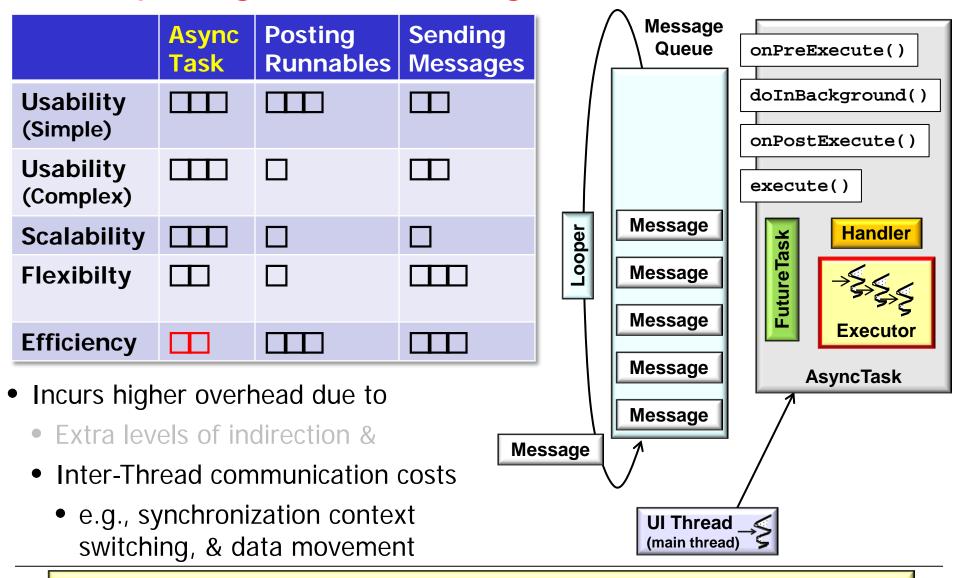




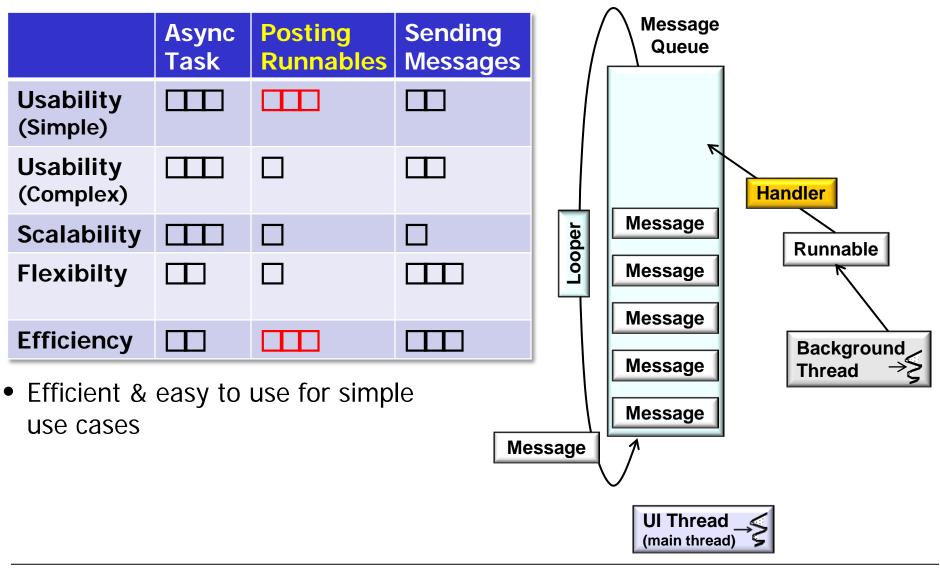


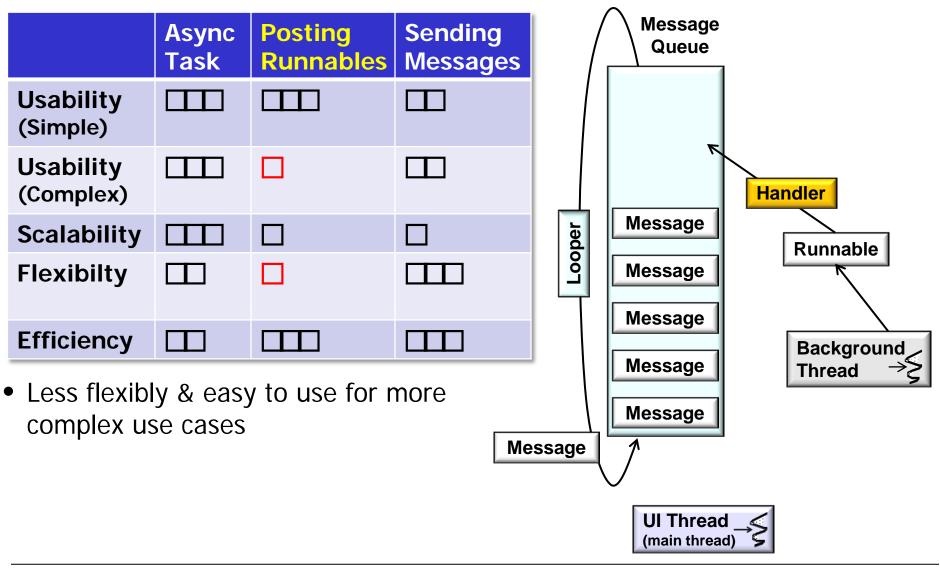


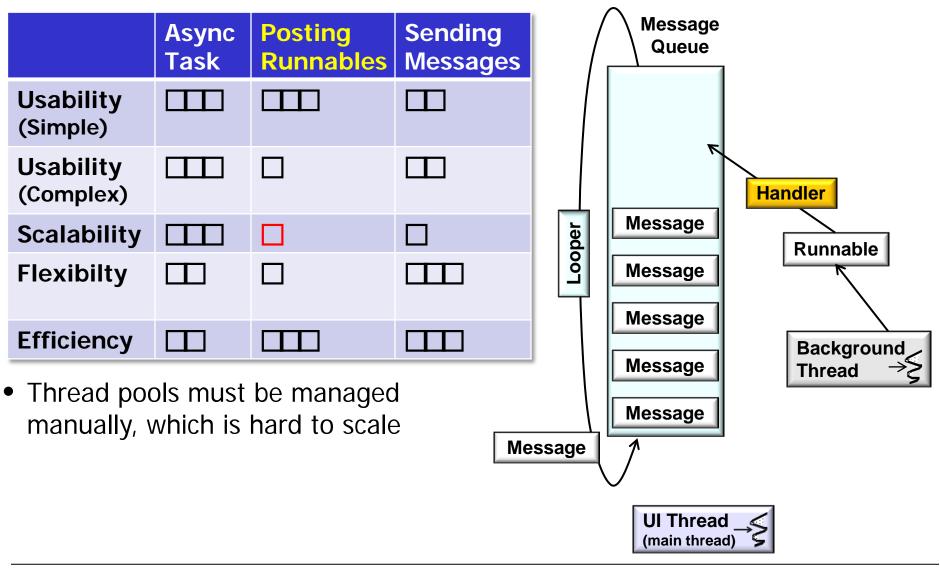


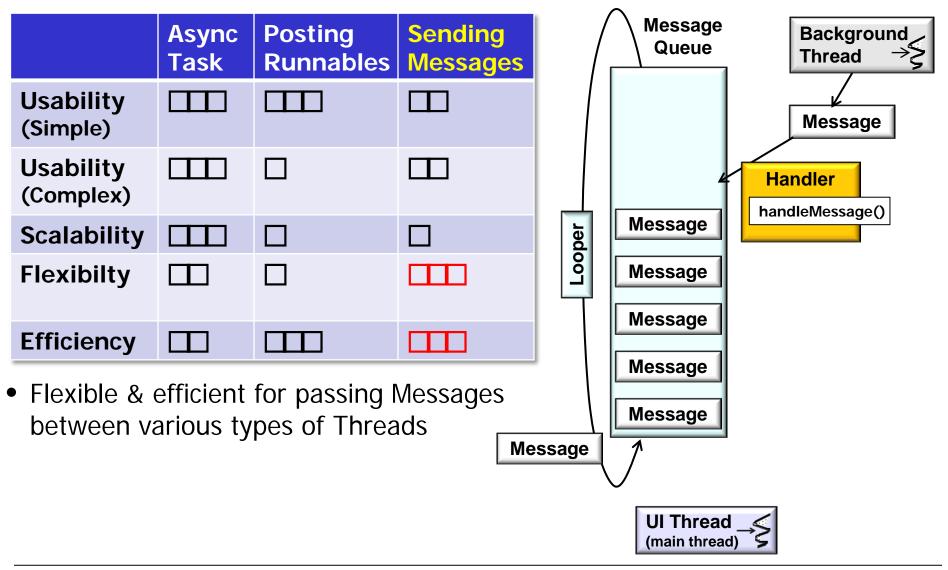


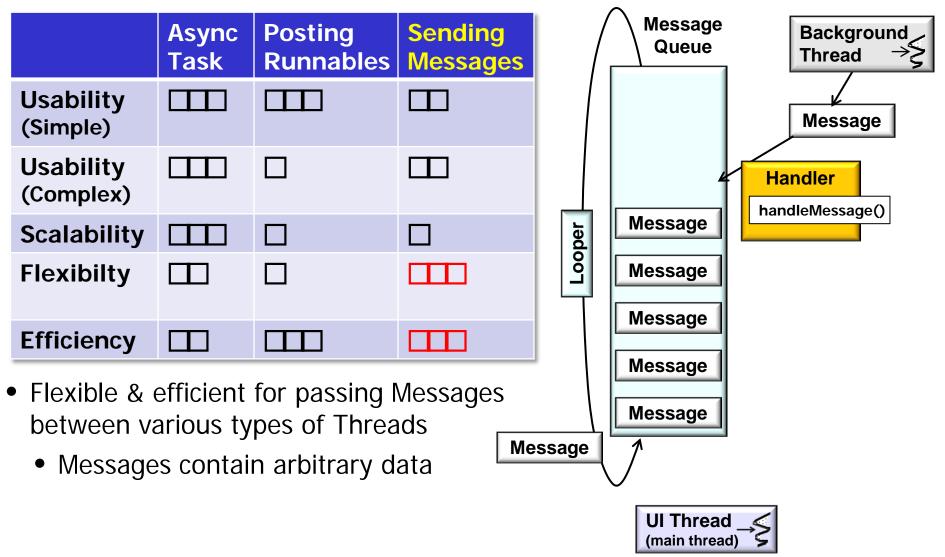
www.dre.vanderbilt.edu/~schmidt/PDF/INFOCOM-94.pdf has more info

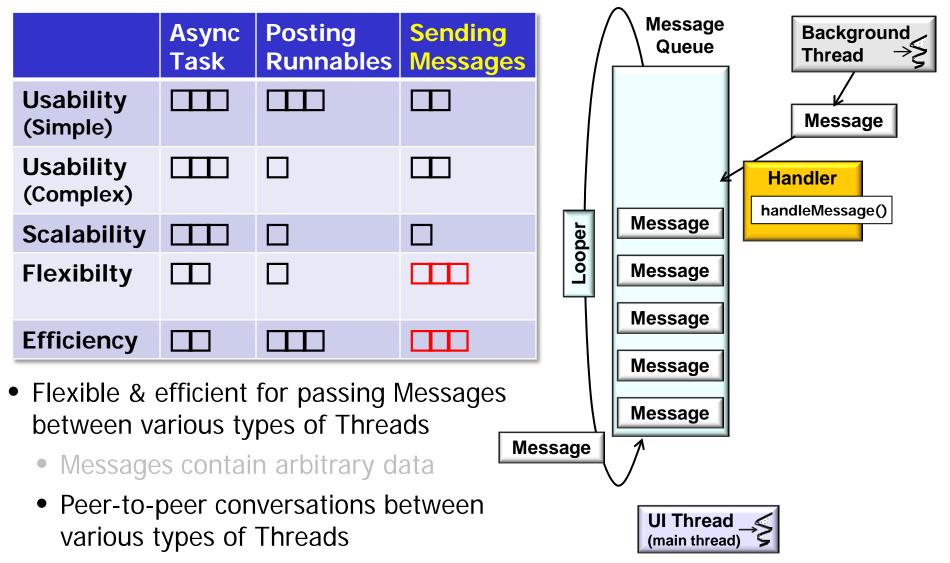


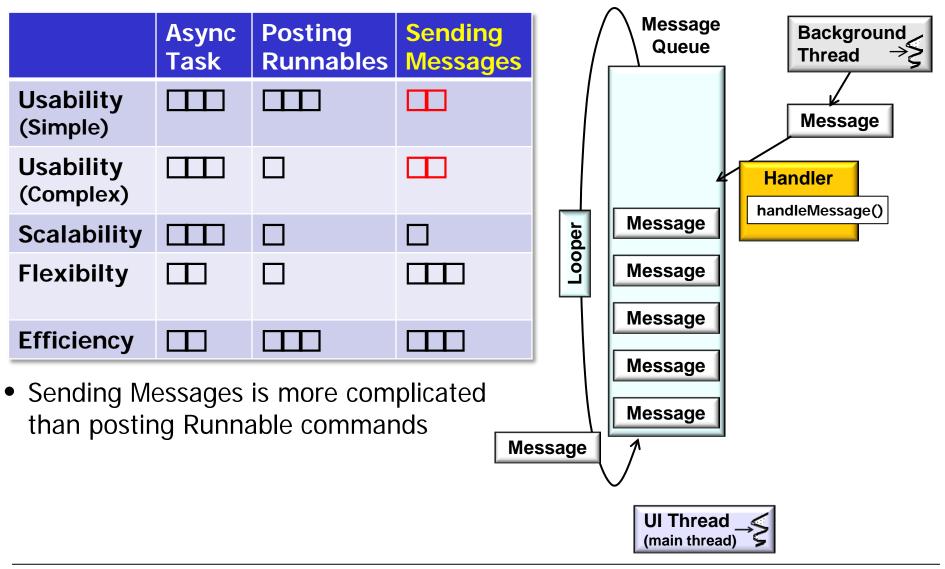


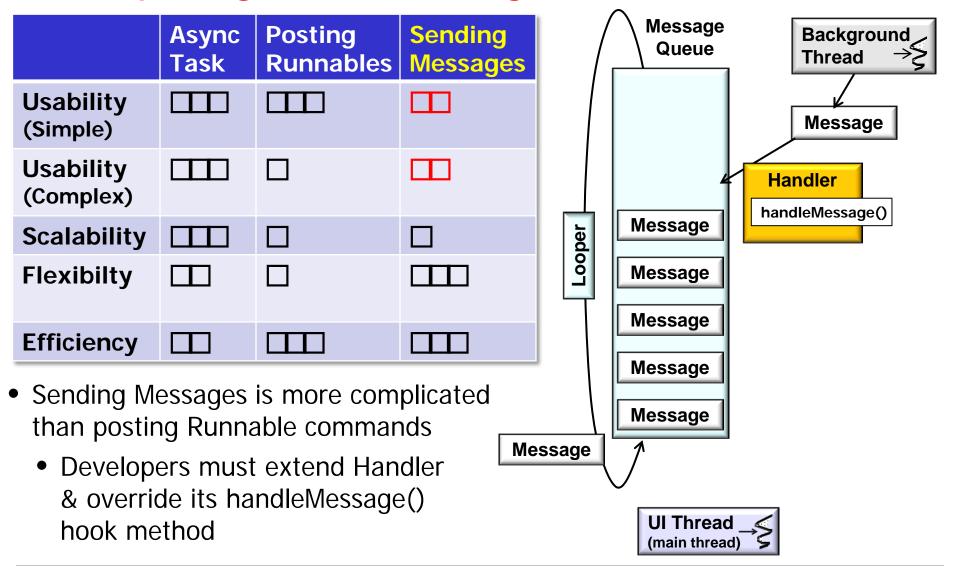


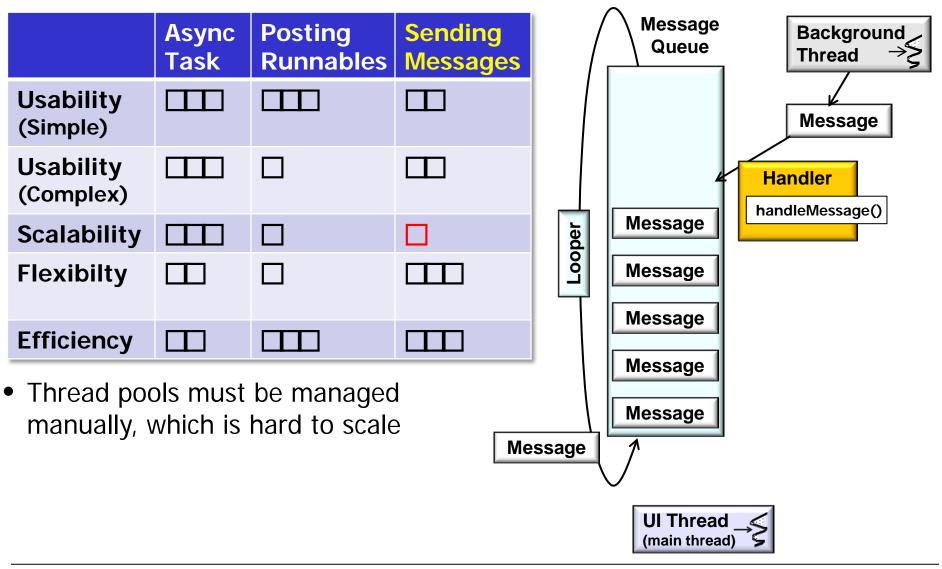












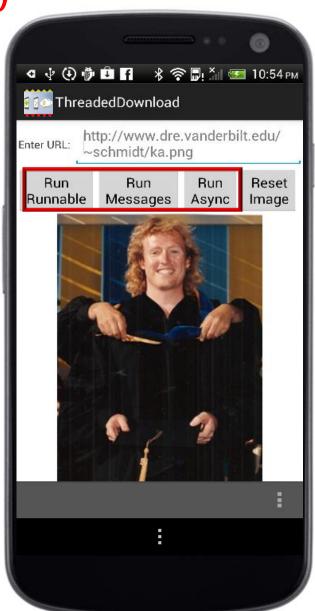
	Async Task	Posting Runnables	Sending Messages
Usability (Simple)			
Usability (Complex)			
Scalability			
Flexibilty	Ш		
Efficiency			



Choosing the right concurrency model depends on requirements & expertise



 Threaded Downloads implements three different concurrency models

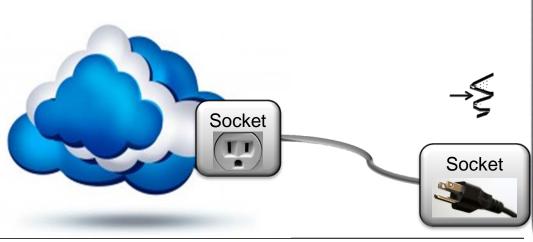


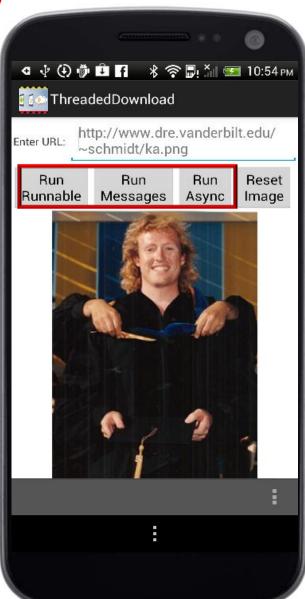
- Threaded Downloads implements three different concurrency models
 - Uses the Android HaMeR & AsyncTask frameworks





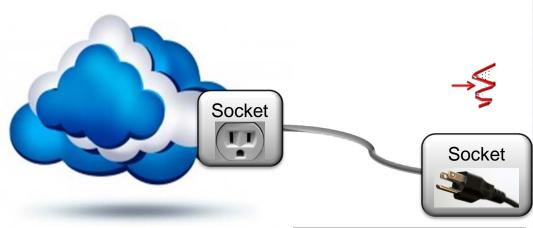
- Threaded Downloads implements three different concurrency models
- Solutions share some thing in common

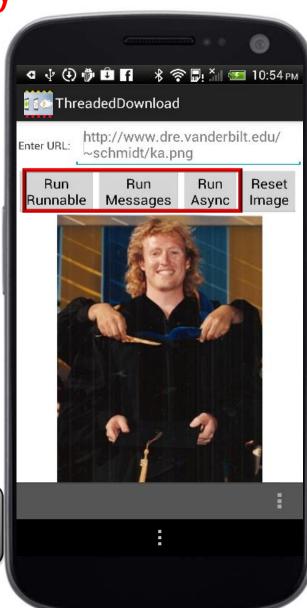






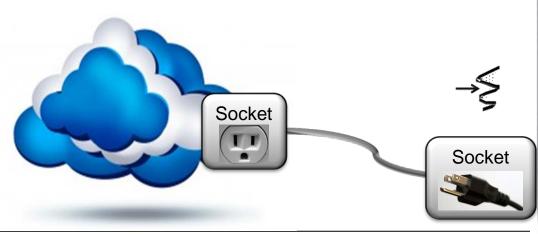
- Threaded Downloads implements three different concurrency models
- Solutions share some thing in common
 - Long duration operations run in a background Thread

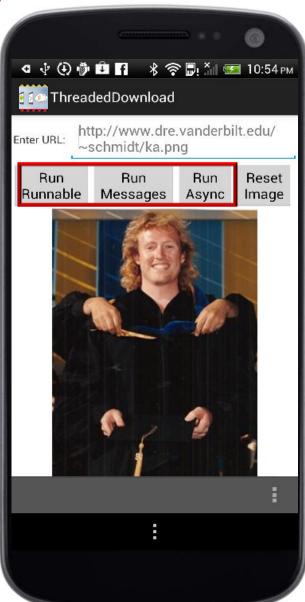






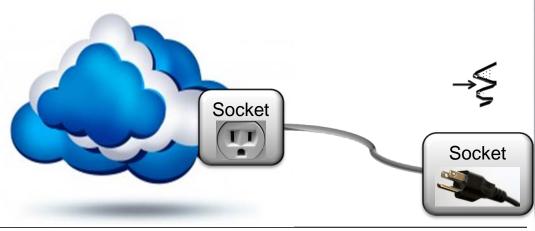
- Threaded Downloads implements three different concurrency models
- Solutions share some thing in common
 - Long duration operations run in a background Thread
 - Short duration operations run in the UI Thread

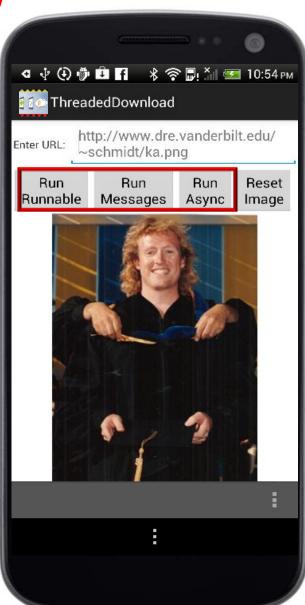






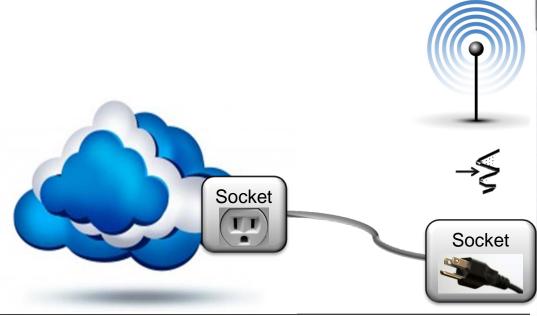
- Threaded Downloads implements three different concurrency models
- Solutions share some thing in common
- Solutions also have some differences

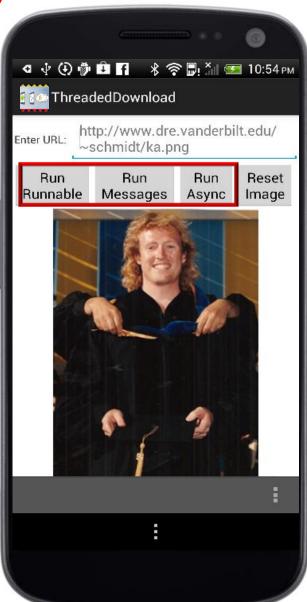






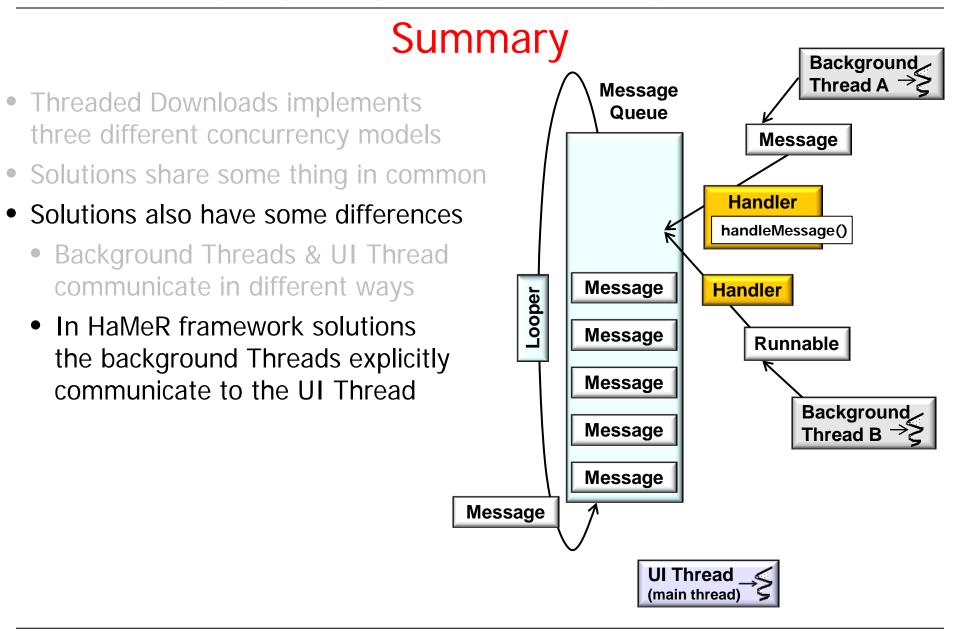
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 - Background Threads & UI Thread communicate in different ways

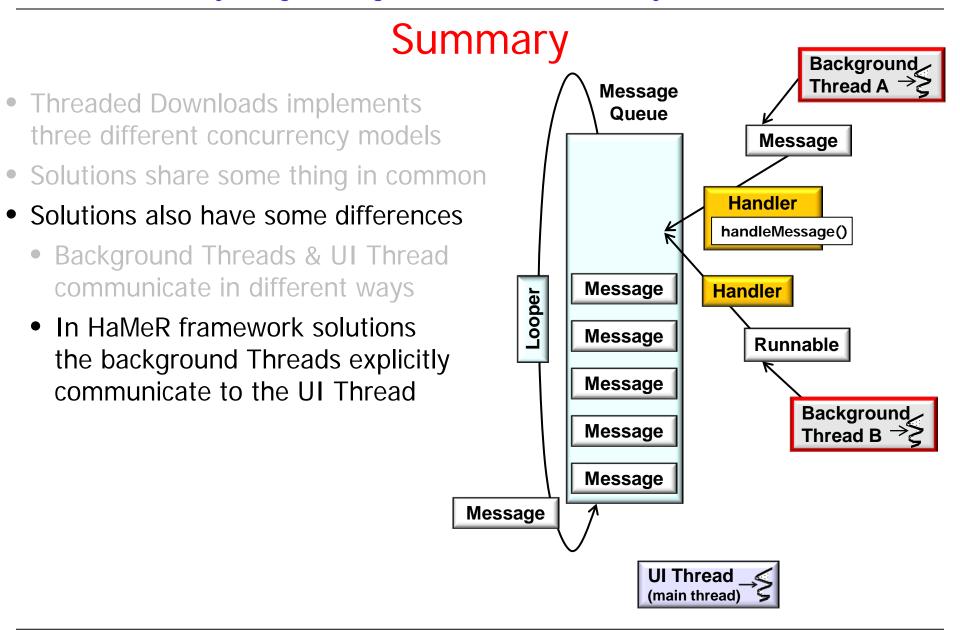


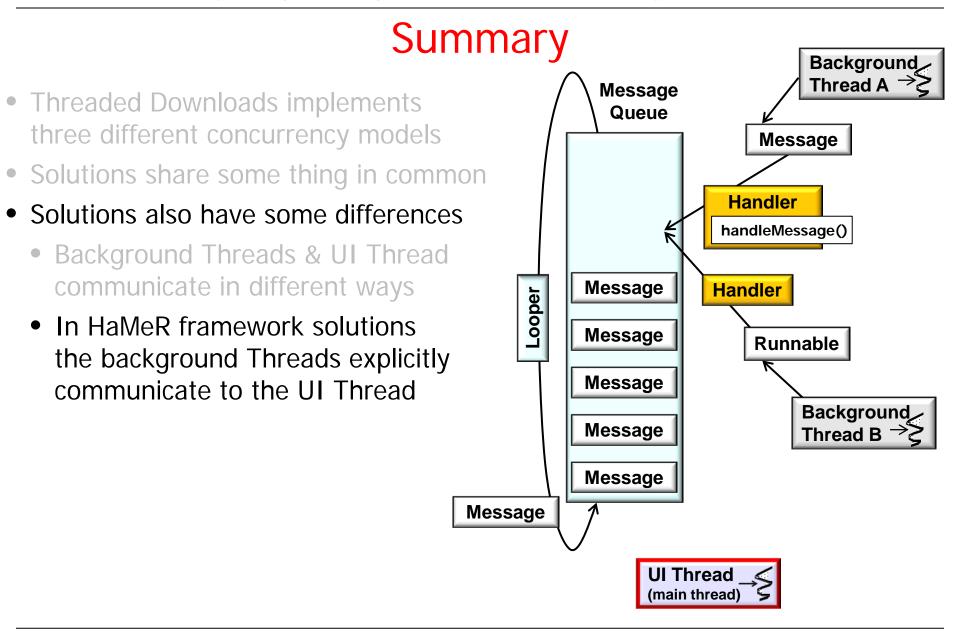


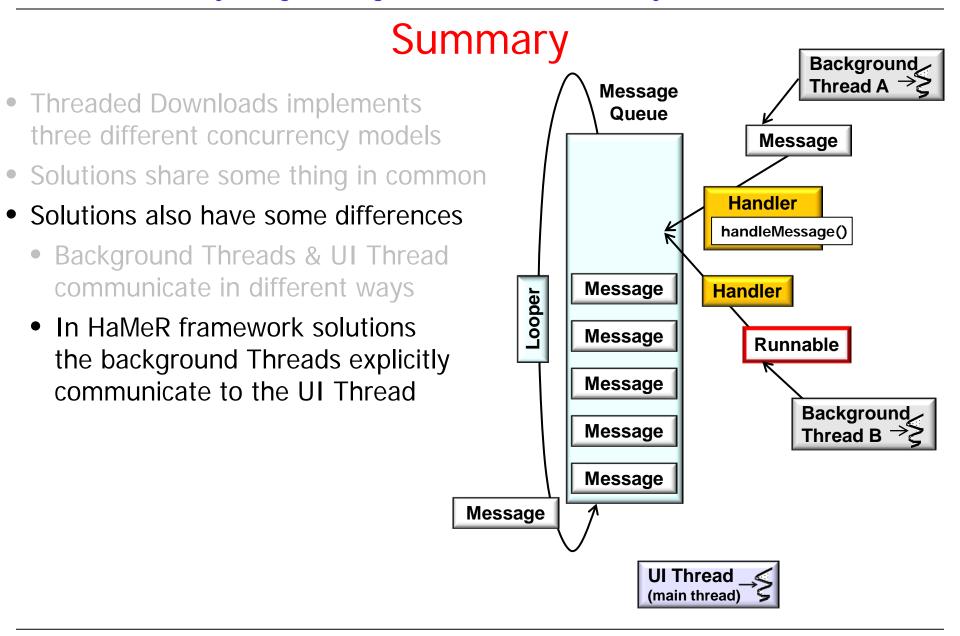


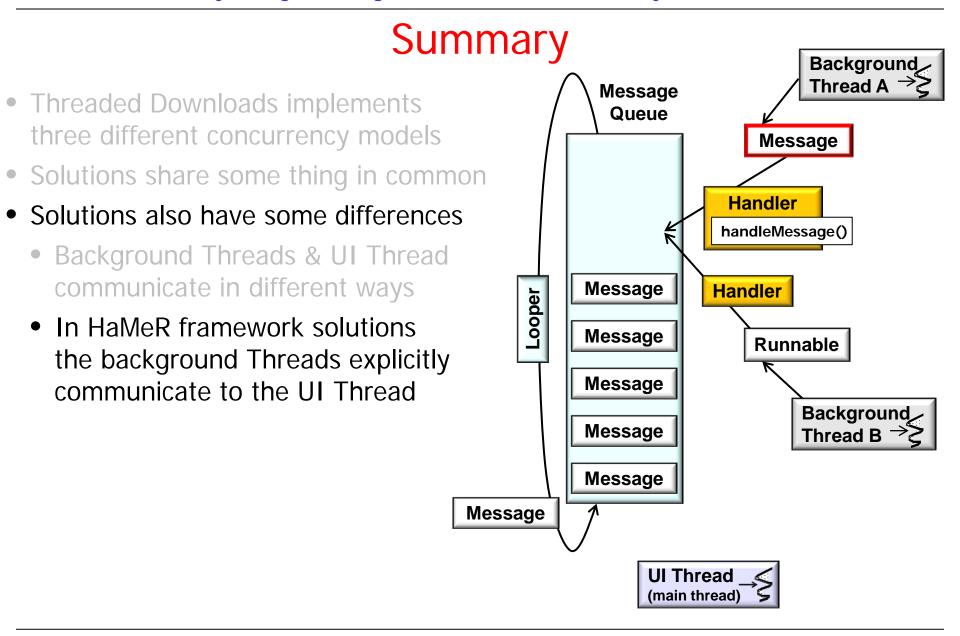


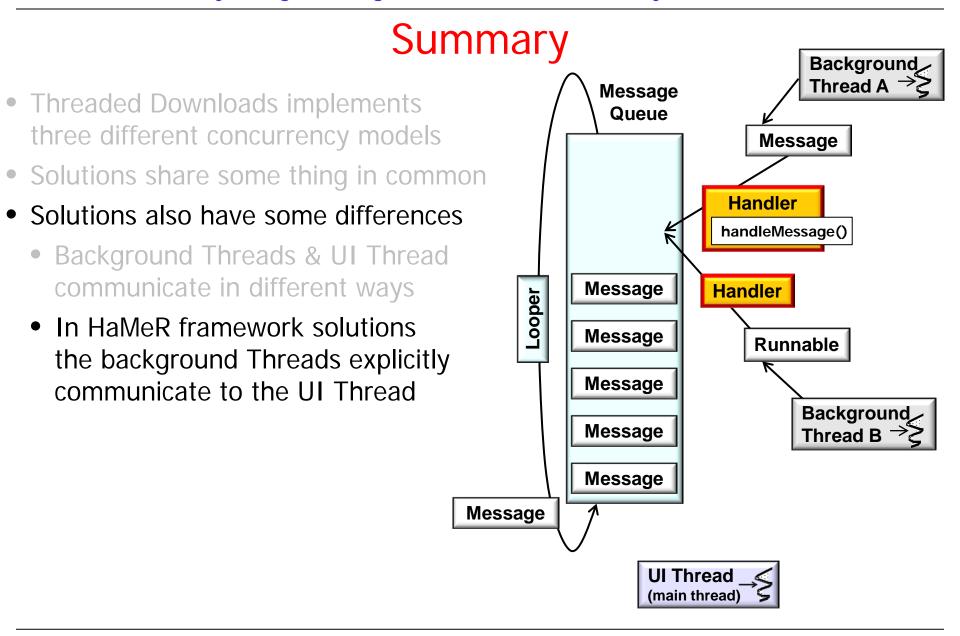


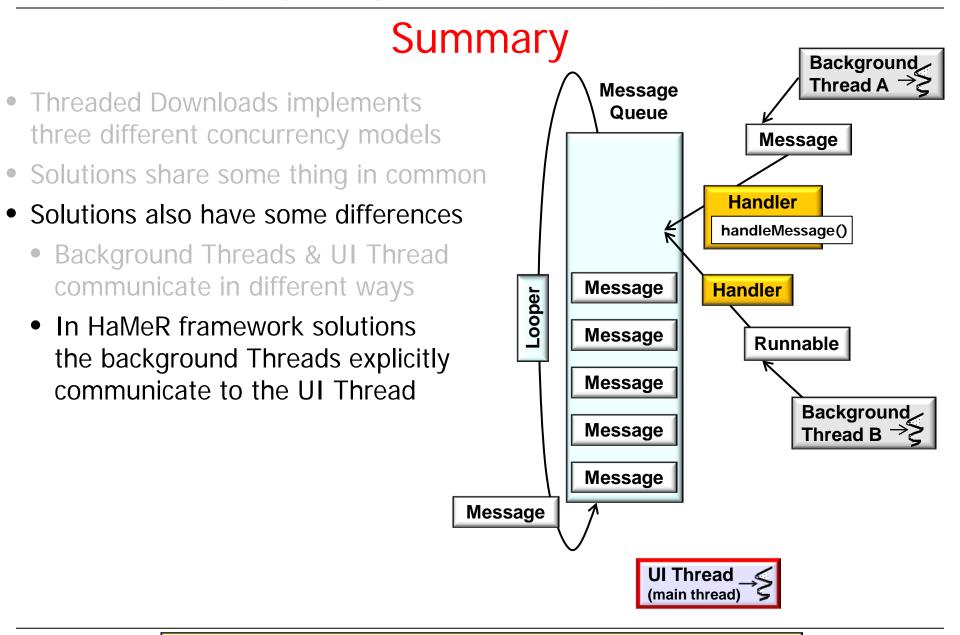






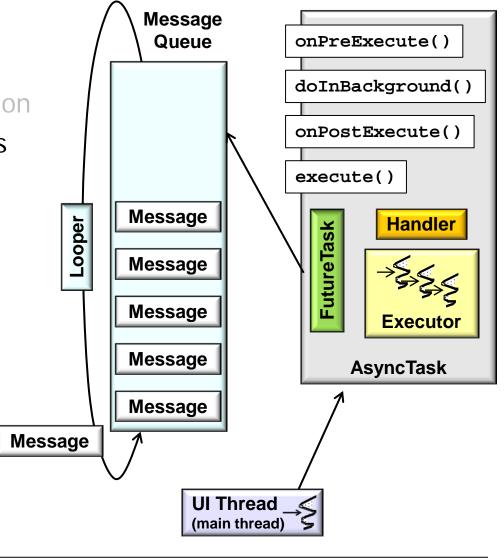




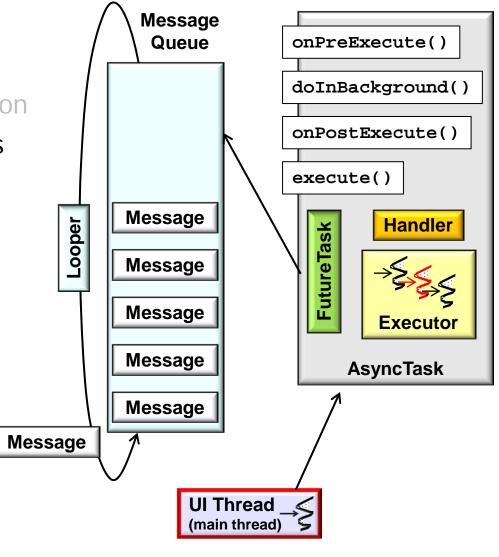


See earlier parts on using the Android Handler class

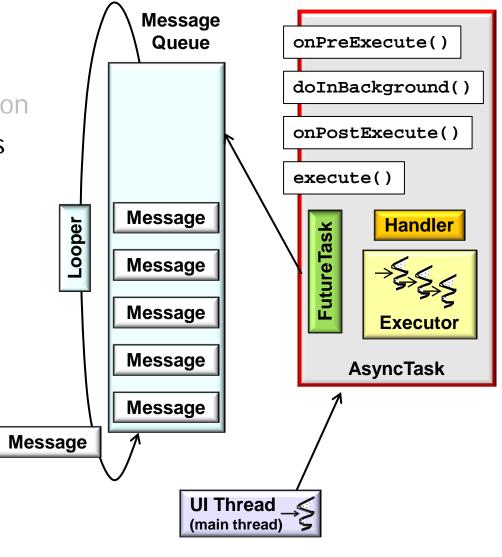
- Threaded Downloads implements three different concurrency models
- Solutions share some thing in common
- Solutions also have some differences
 - Background Threads & UI Thread communicate in different ways
 - In HaMeR framework solutions the background Threads explicitly communicate to the UI Thread
 - AsyncTask framework solution has background Thread implicitly communicate to the UI Thread



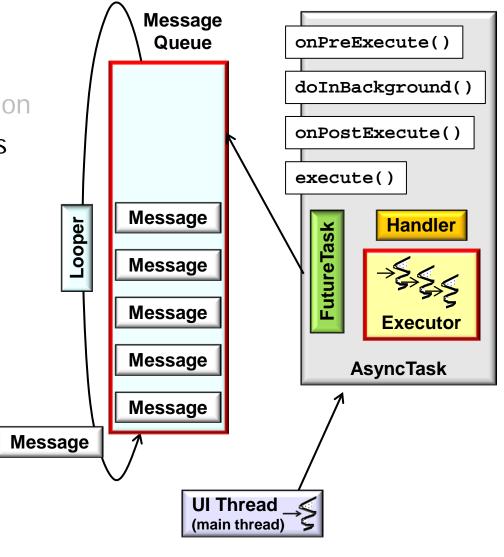
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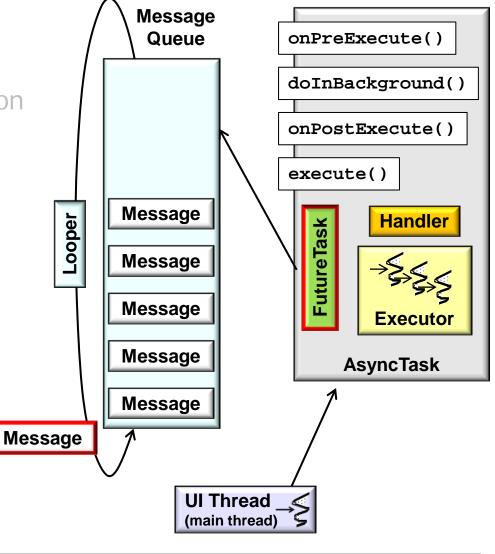
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See earlier parts on "The AsyncTask Framework"

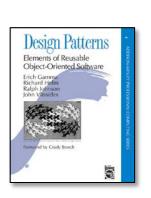
- Threaded Downloads implements three different concurrency models
- Solutions share some thing in common
- Solutions also have some differences
- Each solution has pros & cons



	Async Task	Posting Runnables	Sending Messages
Usability (Simple)			
Usability (Complex)			
Scalability			
Flexibilty			
Efficiency			

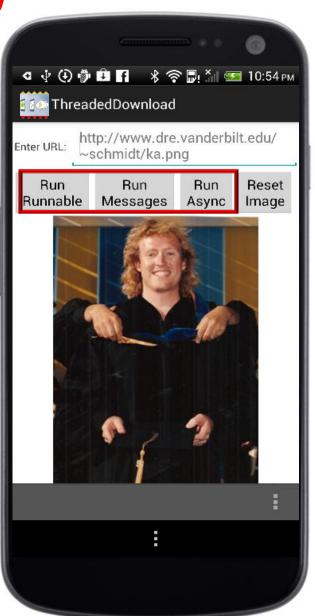
It's important to understand application requirements to make the right choice

- Threaded Downloads implements three different concurrency models
- Solutions share some thing in common
- Solutions also have some differences
- Each solution has pros & cons
- These solutions are based on GoF& POSA patterns

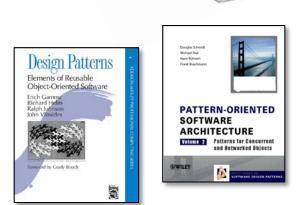








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 & POSA patterns







Next module discusses these patterns & framework implementations in detail