

Composable Android Apps



Taylor Autry & Dale Pedzinski

Outline

- The Basics
 - Android
 - Android Networking 101
 - Wi-fi Direct
- The Project
 - Non-networking components
 - Networking components
 - Wi-fi Direct group discovery and setup
 - Failover
- Demo
- Lessons Learned

The Basics

- Android
 - What is it?
 - Popularity?
 - Compatibility?
- Why Android?
 - Experience
 - Ease of publishing
 - But mostly... Dale had two spare phones to build the application!

Version	Codename	API	Distribution
2.3.3 - 2.3.7	Gingerbread	10	0.5%
4.0.3 - 4.0.4	Ice Cream Sandwich	15	0.5%
4.1.x	Jelly Bean	16	2.2%
4.2.x		17	3.1%
4.3		18	0.9%
4.4	KitKat	19	13.8%
5.0	Lollipop	21	6.4%
5.1		22	20.8%
6.0	Marshmallow	23	30.9%
7.0	Nougat	24	17.6%
7.1		25	3.0%
8.0	Oreo	26	0.3%

<https://developer.android.com/about/dashboards/index.html>

Networking on Android

- Bluetooth
- NFC
- Telecom
- Wifi P2P
- Wi-Fi Aware
- USB
- SIP



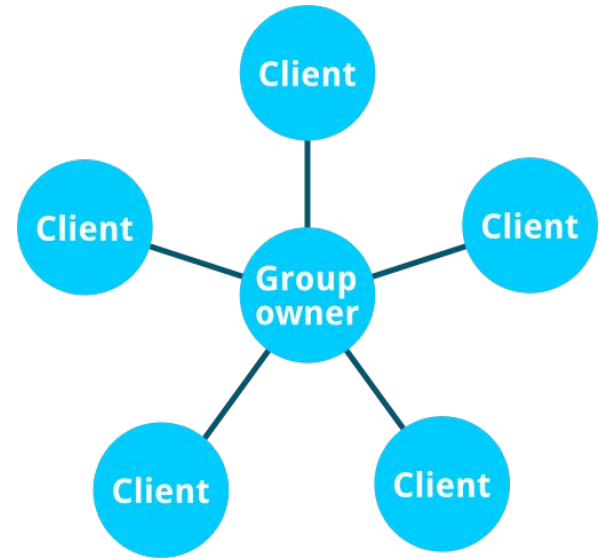
Wifi P2P

How it works?

1. Group gets created
2. Client discovers group
3. Client ask for permission to join
4. Group Owner says Yes or NO
5. if(yes) then Client gets added to group

Who uses it?

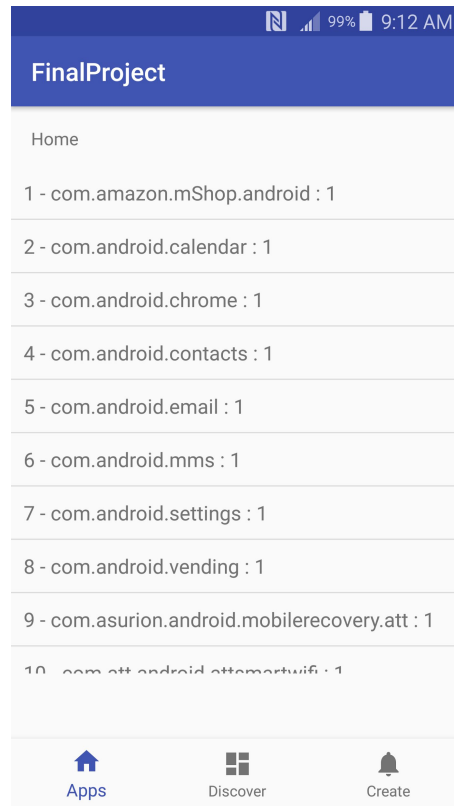
- Printers
- Media players
- Cameras
- Small peripherals



<https://2r4s9p1yi1fa2jd7j43zph8r-wpengine.netdna-ssl.com/files/2015/01/wifi-direct-diagram.png>

The Project

- Android Application
 - Min SDK: 17
 - Target SDK: 26 (Oreo)
 - Utilizing several modules native to Android
 - Package Manager
 - Local Storage
 - Wifi P2P
- The Project
 - Wouldn't it be cool to see the most install applications across several devices?



The Non-Networking Project Components

- Package Manager

```
List<ApplicationInfo> packages =  
pm.getInstalledApplications(PackageManager.GET_ME  
TA_DATA);
```

- Internal Storage

```
String FILENAME = "system_data";  
fos = this.context.openFileInput(FILENAME);  
String systemDataString= getFileContent(fos);  
Gson gson = new Gson();  
systemData=gson.fromJson(systemDataString,System  
Data.class);  
fos.close();
```

The Networking Components

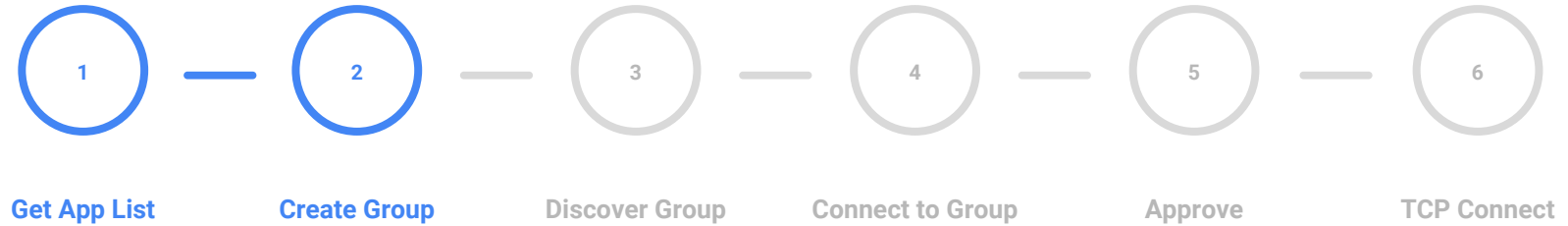
Intent filters

```
mIntentFilter = new IntentFilter();  
mIntentFilter.addAction(WifiP2pManager.WIFI_P2P_STATE_CHANGED_ACTION);  
mIntentFilter.addAction(WifiP2pManager.WIFI_P2P_PEERS_CHANGED_ACTION);  
mIntentFilter.addAction(WifiP2pManager.WIFI_P2P_CONNECTION_CHANGED_ACTION);  
mIntentFilter.addAction(WifiP2pManager.WIFI_P2P_THIS_DEVICE_CHANGED_ACTION);
```

BroadcastReceiver

```
public void onReceive(Context context, Intent intent) {  
    String action = intent.getAction();
```


Code Process



Create Group - Owner

```
| mManager.createGroup(mChannel, new WifiP2pManager.ActionListener() {  
    @Override  
    public void onSuccess() {  
        Log.d( tag: "myBroadcastReceiver", msg: "Home-Nav-Groups Group Success");  
        mActivity.isGroupOwner=true;  
        mManager.requestGroupInfo(mChannel, new WifiP2pManager.GroupInfoListener() {  
            @Override  
            public void onGroupInfoAvailable(WifiP2pGroup group) {  
                if(group!=null) {  
                    Log.d( tag: "myBroadcastReceiver", msg: "Home-Nav-Groups Group" + group.toString());  
                }  
            }  
        });  
    }  
}
```

Discover Group

```
mManager.requestPeers(mChannel, new WifiP2pManager.PeerListListener() {  
    @Override  
    public void onPeersAvailable(WifiP2pDeviceList peers) {  
        if (peers.getDeviceList().size() == 0) {  
            Toast.makeText(mActivity.getApplicationContext(), "No Peers Found", Toast.LENGTH_LONG).show();  
            return;  
        }  
    }  
});
```

...

```
for (WifiP2pDevice device : peers.getDeviceList()) {  
    deviceNameList.add(device.deviceName + ": " + device.deviceAddress);  
}
```

...

Connect Group

```
mManager.connect(mChannel, config, new ActionListener() {  
  
    @Override  
    public void onSuccess() {  
        mActivity.isConnected = true;  
        Toast.makeText(mActivity.getApplicationContext(), "connected", Toast.LENGTH_LONG).show();  
        WifiP2pDevice device= (WifiP2pDevice) peerList.toArray()[position];  
        SystemData systemState = mActivity.dataManager.getSystemData();  
        systemState.nodeList.systemNodeArrayList.add(new SystemNode(device.deviceName,device.deviceAddress));  
  
    }  
  
    ...  
}
```

Approve Connection

Invitation to connect

From:

[Phone] SAMSUNG1

DECLINE

ACCEPT

Exchange App Info

```
public class ServerTask extends  
AsyncTask<TaskParameters,Integer,Void> {
```

```
...
```

```
    @Override  
    protected Void  
doInBackground(TaskParameters... taskData) {  
    ...
```

```
public class ClientTask extends  
AsyncTask<TaskParameters,Integer,Void> {
```

```
...
```

```
    @Override  
    protected Void  
doInBackground(TaskParameters... taskData) {  
    ...
```

Failover

```
else if (WIFI_P2P_PEERS_CHANGED_ACTION.equals(action)) {  
    ...  
}else if(mActivity.isSupported & mActivity.isConnected && !mActivity.isGroupOwner){  
    if(mActivity.dataManager.getSystemData().groupOwnerAddress!=null &&  
!executeCommand(mActivity.dataManager.getSystemData().groupOwnerAddress.getHostAddress())) {  
        Toast.makeText(mActivity.getApplicationContext(), "Group was Disconnected",  
Toast.LENGTH_LONG).show();  
        Toast.makeText(mActivity.getApplicationContext(), "Resetting App information",  
Toast.LENGTH_LONG).show();  
        mManager.removeGroup(mChannel, new ActionListener() {  
            ...  
            mActivity.isSupported = false;  
            mActivity.isConnected = false;  
            mActivity.isGroupOwner = false;  
            mActivity.dataManager.InitialSystemData(mActivity.getPackageManager());  
            mActivity.generateAppListView(mActivity.dataManager.getSystemData());  
        }  
    }  
}
```

Demo

**TIME FOR A LIVE
DEMO**



WHAT COULD GO WRONG?
memegenerator.net

Lessons Learned/ Improvements

- Android Implementation
- Android Emulator doesn't support Networking functions like P2P
- Code Examples are fairly bug prone due to the rapid version releases
- P2P Intent filters were triggered a lot and not very specific in the documentation
- Hardware compatibility with brands - LG & Samsung don't like each other
- No easy way to failover in this technology

Questions

