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MOBILE UX: REFINING PERCEIVED PERFORMANCE

Performance is critical when you are building apps for mobile devices. When using a device that is built for accomplishing tasks quickly and on the go, like a smartphone, performance is an even bigger concern than on desktops. Being users ourselves, we all understand this, but we also understand that users can't see an app's network timelines or latency scores. The user's perception of application performance is a combination of aesthetic design, feedback to the user, speed of information, and much more. The user's perception of performance is what you have crafted for them, so even if your performance metrics are slow if you don't employ the right techniques in your code. In many ways, perceived performance is more important than actual performance. In this article, we're going to focus on the user's perception of performance. Let's first examine two major use cases for mobile apps: application information on the app and

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Marcin Świerczyński

Bio

How to Add a Text Message to a Messages Conversation in Android SDK

07.25.2010

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Today I've published a new version of my [AutoResponder](#) Android application. The main feature in this release was quite simple: show auto-sent messages within standard messages conversation, just as if they were sent by hand. So, how do you do this in the Android SDK? Because it is a background operation, not visible to user, I've decided to build a Service to accomplish this task.

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```

01. //imports
02.
03. public class SentSmsLogger extends Service {
04.
05.     private static final String TELEPHON_NUMBER_FIELD_NAME = "address";
06.     private static final String MESSAGE_BODY_FIELD_NAME = "body";
07.     private static final Uri SENT_MSGS_CONTET_PROVIDER =
08.         Uri.parse("content://sms/sent");
09.
10.     @Override
11.     public void onStart(Intent intent, int startId) {
12.         addMessageToSentIfPossible(intent);
13.         stopSelf();
14.     }
15.
16.     private void addMessageToSentIfPossible(Intent intent) {
17.         if (intent != null) {
18.             String telNumber = intent.getStringExtra("telNumber");
19.             String messageBody = intent.getStringExtra("messageBody");
20.             if (telNumber != null && messageBody != null) {
21.                 addMessageToSent(telNumber, messageBody);
22.             }
23.         }
24.     }
25.
26.     private void addMessageToSent(String telNumber, String messageBody) {
27.         ContentValues sentSms = new ContentValues();
28.         sentSms.put(TELEPHON_NUMBER_FIELD_NAME, telNumber);
29.         sentSms.put(MESSAGE_BODY_FIELD_NAME, messageBody);
30.
31.         ContentResolver contentResolver = getContentResolver();
32.         contentResolver.insert(SENT_MSGS_CONTET_PROVIDER, sentSms);
33.     }
34.
35.     @Override
36.     public IBinder onBind(Intent intent) {
37.         return null;
38.     }
39. }

```

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SentSmsLogger expects an Intent with receiver number and message body. Then it passes that information to proper ContentProvider. And this is the clue - it isn't well documented how to manage ContentProvider associated with messaging module. Google to the rescue ;) I've found information that relevant the ContentProvider has the URI content://sms/sent.

The next step was to find out the names of the fields that contain data about message body and its receiver. With the help of debugger, I've found them - it's body and address. I've put all of this in private constants at the top of class. That's all! Now we can use this data in a standard manner. Useful information about this can be found [in the official documentation](#). **Important note:** due to compatibility issues, I've used Android SDK v. 1.5 here.

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(Note: Opinions expressed in this article and its replies are the opinions of their respective authors and not those of DZone, Inc.)

Tags: [android](#) [messages conversation](#) [Mobile](#)

Comments



Jesse Sightler replied on Sun, 2010/07/25 - 10:20pm

I may be wrong, but I believe the contentprovider you are using is not specified to use a standard structure in android. Ie, this may change between versions and possibly even between vendors of the same version, as the behaviour here is not a published/public API. I could be mistaking this for something else, though. :)

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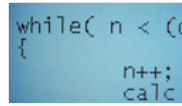
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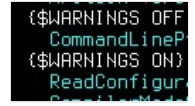
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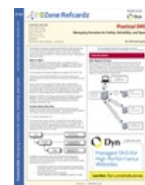


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