Mobile Application Development

Application Fundamentals

Google™

Goal

- Understand applications and their components
- Concepts:
  - activity,
  - service,
  - broadcast receiver,
  - content provider,
  - intent,
  - AndroidManifest

Application Components

- Activities – visual user interface focused on a single thing a user can do
- Services – no visual interface – they run in the background
- Broadcast Receivers – receive and react to broadcast announcements
- Content Providers – allow data exchange between applications

Activities

- Basic component of most applications
- Most applications have several activities that start each other as needed
- Each is implemented as a subclass of the base Activity class

Activities – The View

- Each activity has a default window to draw in (although it may prompt for dialogs or notifications)
- The content of the window is a view or a group of views (derived from View or ViewGroup)
- Example of views: buttons, text fields, scroll bars, menu items, check boxes, etc.
- View(Group) made visible via Activity.setContentView() method.

Services

- Does not have a visual interface
- Runs in the background indefinitely
- Examples
  - Network Downloads
  - Playing Music
  - TCP/UDP Server
- You can bind to a an existing service and control its operation

Broadcast Receivers

- Receive and react to broadcast announcements
- Extend the class BroadcastReceiver
- Examples of broadcasts:
  - Low battery, power connected, shutdown, timezone changed, etc.
  - Other applications can initiate broadcasts

Content Providers

- Makes some of the application data available to other applications
- It's the only way to transfer data between applications in Android (no shared files, shared memory, pipes, etc.)
- Extends the class ContentProvider;
- Other applications use a ContentResolver object to access the data provided via a ContentProvider

Shutting down components

- Activities
  - Can terminate itself via finish();
  - Can terminate other activities it started via finishActivity();
- Services
  - Can terminate via stopSelf(); or Context.stopService();
- Content Providers
  - Are only active when responding to ContentResolvers
- Broadcast Receivers
  - Are only active when responding to broadcasts

Android Manifest

- Its main purpose in life is to declare the components to the system:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest . . . >
    <application . . . >
        <activity
android:name="com.example.project.FreneticActivity"
                  android:icon="@drawable/small_pic.png"
                  android:label="@string/freneticLabel"
                  . . .  >
        </activity>
        . . .
    </application>
</manifest>
```

Logs

- What is Log
  - API for sending Log output
  - Usually used for debugging
- Types
  - Log.e (TAG, MESSAGE) – Error
  - Log.w (TAG, MESSAGE) – Warning
  - Log.i (TAG, MESSAGE) – Information
  - Log.d (TAG, MESSAGE) – Debug
  - Log.v (TAG, MESSAGE) – Verbose

Intents

- An intent is the message that is passed between components.
- Activities, services and broadcast receivers are started by intents. ContentProviders are started by ContentResolvers:
  - An activity is started by Context.startActivity(Intent intent) or Activity.startActivityForResult(Intent intent, int RequestCode)
  - A service is started by Context.startService(Intent service)
  - An application can initiate a broadcast by using an Intent in any of Context.sendBroadcast(Intent intent), Context.sendOrderedBroadcast(), and Context.sendStickyBroadcast()

Types of Intents

- Implicit Intents
  - **Implicit Intent** doesn't specify the component. In such case, intent provides information of available components provided by the system that is to be invoked.
- Explicit Intents
  - **Explicit Intent** specifies the component. In such case, intent provides the external class to be invoked.
  - Navigate from one activity to another activity

Types of Intents

```
//Implicit Intent
Intent intent=new Intent(Intent.ACTION_VIEW);
intent.setData(Uri.parse("http://www.pslgame.com"));
startActivity(intent);
```

```
//Explicit Intent
Intent i = new Intent(getApplicationContext(), ActivityTwo.class);
startActivity(i
```

Intent Filters

- Declare Intents handled by the current application (in the AndroidManifest):

```
<?xml version="1.0" encoding="utf-8"?>
<manifest . . . >
   <application . . . >
      <activity android:name="com.example.project.FreneticActivity"
                android:icon="@drawable/small_pic.png"
                android:label="@string/freneticLabel"
                . . . >
         <intent-filter . . . >
            <action android:name="android.intent.action.MAIN" />
            <category android:name="android.intent.category.LAUNCHER" />
         </intent-filter>
         <intent-filter . . . >
            <action android:name="com.example.project.BOUNCE" />
            <data android:mimeType="image/jpeg" />
            <category android:name="android.intent.category.DEFAULT" />
         </intent-filter>
      </activity>
      . . .
   </application>
</manifest>
```

Shows i
Launche
is the m
activity
start

Handles JPEG
images in
some way

Toast

- **Toast** can be used to display information for the short period of time. A **toast** contains message to be displayed quickly and disappears after sometime.

```
Toast.makeText(getApplicationContext(),
        "Message",Toast.LENGTH_LONG).show();
```