Android Application Development HW10

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07.1

1

    1.1   setMax()

    1.2   setProgress()

2

    2.1   URL

    2.2   Integer

    2.3   Long

3   Implement publishProgress(). Call publishProgress()

07.2

1.   android.permission.INTERNET

2.

- In the manifest
request ACCESS_NETWORK_STATE permission
- In the code
Use ConnectivityManager to check for an active network before connecting to the network.

3.   In the Activity that displays the results of the task. The Activity must implement LoaderManager.LoaderCallbacks

4.   A running AsyncTask becomes disconnected from the activity, but keeps running. A running AsyncTaskLoader automatically reconnects to the activity after the device rotation. The activity displays the results

5.   In the Activity, implement initLoader() to initialize the loader.

6.

- onCreateLoader()
- onLoadFinished()
- onLoaderReset()