

第十六章

BROADCAST

BROADCAST RECEIVER簡介

BROADCAST RECEIVER

- Broadcast Receiver讓使用者可以接收到系統或是app發出的特定狀態
 - e.g. 系統開啟、網路改變、螢幕暗亮
 - e.g. App自訂的action
- 與啟動Activity類似，啟動Broadcast Receiver和接收Broadcast都是經由Intent在處理

BROADCAST

- Broadcast繼承BroadcastReceiver
- Broadcast Receiver使用分為靜態和動態兩種
 - 靜態：直接在AndroidManifest.xml中定義
沒有特別設定，當App安裝完畢時就會被註冊在系統中
 - 動態：在Activity或Service建立時定義
當App或Service結束時，該Broadcast Receiver就結束

Broadcast/BroadcastByDeclaration

靜態註冊BROADCAST RECEIVER

靜態註冊BROADCAST RECEIVER

- 靜態註冊是在AndroidManifest.xml中註冊
- 寫法與Activity的註冊非常類似

靜態註冊BROADCAST RECEIVER

```
<application ...>
```

```
.....
```

```
<receiver
```

```
    android:name=".Receiver"
```

```
    android:exported="true">
```

```
    <intent-filter>
```

```
        <action android:name="com.example.broadcast.MAIN"/>
```

```
        <action android:name="android.intent.action.USER_PRESENT"/>
```

```
        <action android:name="android.intent.action.BOOT_COMPLETED"/>
```

```
        <action android:name="android.net.conn.CONNECTIVITY_CHANGE"/>
```

```
    </intent-filter>
```

```
</receiver>
```

```
</application>
```

- `<receiver ...>` Broadcast Receiver要註冊的宣告
- `android:name` 對應到Broadcast Receiver的class名稱
- `android:exported` 傳入true表示此Receiver可以收到外部的Intent，一般都是設定為true

靜態註冊BROADCAST RECEIVER

```
<application ...>
```

```
.....
```

```
<receiver
```

```
    android:name=".Receiver"
```

```
    android:exported="true">
```

```
    <intent-filter>
```

```
        <action android:name="com.example.broadcast.MAIN"/>
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```
        <action android:name="android.intent.action.USER_PRESENT"/>
```

```
        <action android:name="android.intent.action.BOOT_COMPLETED"/>
```

```
        <action android:name="android.net.conn.CONNECTIVITY_CHANGE"/>
```

```
    </intent-filter>
```

```
</receiver>
```

```
</application>
```

- **<intent-filter>** 內包含的就是Broadcast Receiver要接收action符合定義的Intent

靜態註冊BROADCAST RECEIVER

```
<application ...>
```

```
.....
```

```
<receiver
```

```
    android:name=".Receiver"
```

```
    android:exported="true">
```

```
    <intent-filter>
```

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        <action android:name="com.example.broadcast.MAIN"/>
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        <action android:name="android.intent.action.USER_PRESENT"/>
```

```
        <action android:name="android.intent.action.BOOT_COMPLETED"/>
```

```
        <action android:name="android.net.conn.CONNECTIVITY_CHANGE"/>
```

```
    </intent-filter>
```

```
</receiver>
```

```
</application>
```

- 第一個註冊要接收的action為自訂的Action
- 第二個註冊要接收的action為Lock Screen解開時，由系統發出的通知

靜態註冊BROADCAST RECEIVER

```
<application ...>
```

```
.....
```

```
<receiver
```

```
    android:name=".Receiver"
```

```
    android:exported="true">
```

```
    <intent-filter>
```

```
        <action android:name="com.example.broadcast.MAIN"/>
```

```
        <action android:name="android.intent.action.USER_PRESENT"/>
```

```
        <action android:name="android.intent.action.BOOT_COMPLETED"/>
```

```
        <action android:name="android.net.conn.CONNECTIVITY_CHANGE"/>
```

```
    </intent-filter>
```

```
</receiver>
```

```
</application>
```

- 第三個註冊要接收的action為開機成功由系統發出的通知
- 第四個註冊要接收的action為網路狀態改變時系統發出的通知

靜態註冊BROADCAST RECEIVER

```
<uses-permission  
android:name="android.permission.RECEIVE_BOOT_COMPLETED"/>  
<uses-permission  
android:name="android.permission.ACCESS_NETWORK_STATE"/>
```

- 因為BOOT_COMPLETED和CONNECTIVITY_CHANGE兩種系統發出的通知比較特別
依照Android規定需要加上上述兩個permission才可以使用

靜態註冊BROADCAST RECEIVER

- AndroidManifest.xml中靜態註冊完畢後，接下來要建立Receiver的Class

Broadcast/BroadcastByDeclaration

建立BROADCAST RECEIVER

建立BROADCAST RECEIVER

- 建立的BroadcastReceiver class名稱要與AndroidManifest.xml中定義的相同
- 依照下列程式碼，可以得知class名為Receiver

```
<receiver  
    android:name=".Receiver"  
    android:exported="true">
```

建立BROADCAST RECEIVER

```
public class Receiver extends BroadcastReceiver {  
    @Override  
    public void onReceive(Context c, Intent intent){  
        .....  
    }  
}
```

- 建立Broadcast Receiver就是class必須得繼承BroadcastReceiver

建立BROADCAST

```
public class Receiver extends BroadcastReceiver {  
    @Override  
    public void onReceive(Context c, Intent intent){  
        .....  
    }  
}
```

- 當有符合Broadcast Receiver條件的Intent被系統發出時，`onReceive()`就會接到通知

建立BROADCAST

```
public void onReceive(Context c, Intent intent) {  
    String action = intent.getAction();  
    Log.i("Receiver", action);  
    if ("com.example.broadcast.MAIN".equals(action)) {  
        String text = intent.getStringExtra("text");  
        Toast.makeText(c, text, Toast.LENGTH_LONG).show();  
    } else {  
        showNotification(c, action);  
    }  
}
```

- 在onReceive()收到的Intent，可以藉由
`intent.getAction()`得到傳入Intent的Action

Broadcast/BroadcastByDeclaration

發送RECEIVER的INTENT

發送RECEIVER的INTENT

- 開發者可以自訂Broadcast Receiver要接收的Intent action
 - 程式發出Broadcast通知自己建立的Receiver做事
- 本例子是在某個按鈕按下後，發出自訂的Broadcast Intent

發送RECEIVER的INTENT

```
Button button = (Button) findViewById(R.id.button1);
button.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View v) {
        Intent intent = new Intent("com.example.broadcast.MAIN");
        intent.putExtra("text", "Received!!");
        sendBroadcast(intent);
    }
});
```

- 首先建立Intent，建構子帶入自訂的Intent Action
- 如果有多餘的資訊要帶入到Broadcast Receiver，可以使用intent.putExtra()

發送RECEIVER的INTENT

```
Button button = (Button) findViewById(R.id.button1);
button.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View v) {
        Intent intent = new Intent("com.example.broadcast.MAIN");
        intent.putExtra("text", "Received!!");
        sendBroadcast(intent);
    }
});
```

- 使用`sendBroadcast()`就可以送出建立的Intent，若有符合條件的Receiver就會收到發出的Intent
 - 參數：設定要送出的Intent

Broadcast/BroadcastByProgramming

動態註冊BROADCAST RECEIVER

動態註冊BROADCAST RECEIVER

- 動態註冊就**不用在AndroidManifest.xml中定義**
- 動態註冊是當需要使用Receiver時再註冊
 - 註冊的方法為**registerReceiver()**
- 要注意，**不使用時要取消註冊**
 - 取消註冊的方法為**unregisterReceiver()**
- 多半會在Activity或Service的**onCreate()**註冊
onDestroy()取消註冊

動態註冊BROADCAST RECEIVER

```
Receiver mReceiver;  
mReceiver = new Receiver();  
IntentFilter filter = new IntentFilter();  
filter.addAction("com.example.broadcast.MAIN");  
filter.addAction(Intent.ACTION_USER_PRESENT);  
filter.addAction(Intent.ACTION_SCREEN_ON);  
filter.addAction(Intent.ACTION_SCREEN_OFF);  
filter.addAction(Intent.ACTION_BOOT_COMPLETED);  
filter.addAction(ConnectivityManager.CONNECTIVITY_ACTION);  
registerReceiver(mReceiver, filter);
```

- Receiver宣告為成員變數，因為不使用時要取消註冊
- 使用new的方式來建立Receiver

動態註冊BROADCAST RECEIVER

```
Receiver mReceiver;  
mReceiver = new Receiver();  
IntentFilter filter = new IntentFilter();  
filter.addAction("com.example.broadcast.MAIN");  
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filter.addAction(Intent.ACTION_SCREEN_OFF);  
filter.addAction(Intent.ACTION_BOOT_COMPLETED);  
filter.addAction(ConnectivityManager.CONNECTIVITY_ACTION);  
registerReceiver(mReceiver, filter);
```

- 建立IntentFilter，要註冊的Action必須得使用Intent Filter來註冊

動態註冊BROADCAST RECEIVER

```
Receiver mReceiver;  
mReceiver = new Receiver();  
IntentFilter filter = new IntentFilter();  
filter.addAction("com.example.broadcast.MAIN");  
filter.addAction(Intent.ACTION_USER_PRESENT);  
filter.addAction(Intent.ACTION_SCREEN_ON);  
filter.addAction(Intent.ACTION_SCREEN_OFF);  
filter.addAction(Intent.ACTION_BOOT_COMPLETED);  
filter.addAction(ConnectivityManager.CONNECTIVITY_ACTION);  
registerReceiver(mReceiver, filter);
```

- `filter.addAction()` 用來註冊要用的action
- 一般系統的Action都會放在 `Intent.ACTION_XXX`

動態註冊BROADCAST RECEIVER

```
Receiver mReceiver;  
mReceiver = new Receiver();  
IntentFilter filter = new IntentFilter();  
filter.addAction("com.example.broadcast.MAIN");  
filter.addAction(Intent.ACTION_USER_PRESENT);  
filter.addAction(Intent.ACTION_SCREEN_ON);  
filter.addAction(Intent.ACTION_SCREEN_OFF);  
filter.addAction(Intent.ACTION_BOOT_COMPLETED);  
filter.addAction(ConnectivityManager.CONNECTIVITY_ACTION);  
registerReceiver(mReceiver, filter);
```

- 呼叫Activity的方法registerReceiver()
 - 參數1：擺放Receiver
 - 參數2：Receiver註冊用的IntentFilter

取消註冊BROADCAST RECEIVER

```
unregisterReceiver(mReceiver);
```

- 呼叫`unregisterReceiver()`已取消Receiver的註冊
 - 參數：要取消註冊的Receiver

Broadcast/BroadcastByProgramming

RECEIVER中啟動ACTIVITY

RECEIVER中啟動ACTIVITY

- Broadcast Receiver時常搭配系統的服務或是自己開發的Service運作
- 因為當系統背景服務做完某件特定的事情發出通知時，app不見得是開啟的，Activity無法收到通知
- 藉由Receiver收到系統的通知後，開啟某個Activity或Service
- 本例子就是收到BOOT_COMPLETED後，開啟app的Activity

RECEIVER中啟動ACTIVITY

```
public void onReceive(Context c, Intent intent) {  
    String action = intent.getAction();  
    showNotification(c, action);  
    Intent myIntent = new Intent(c, MainActivity.class);  
    myIntent.addFlags(Intent.FLAG_ACTIVITY_NEW_TASK);  
    c.startActivity(myIntent );  
}
```

- 首先建立起動Activity的Intent
- 接下來使用addFlag()加入Intent啟動Activity的條件，這邊**非常重要**，請用FLAG_ACTIVITY_NEW_TASK
- 最後呼叫startActivity()

更多資料

更多資料

- <http://developer.android.com/reference/android/content/BroadcastReceiver.html>
- <http://developer.android.com/guide/components/fundamentals.html>
- <http://android-developers.blogspot.tw/2011/01/processing-ordered-broadcasts.html>