

Android - komunikácia



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- **triedy z org.apache.***
 - **http(s) GET, POST, cookies**
 - **Static Google Maps V2,**
- **formáty json (gson) a xml**
 - **Google Directions,**
- **cloudove riešenia/úložiská - Firebase**
 - **autentifikácia na Facebook – prémia**



MFF Keška, 48.151901 17.068422

AndreaS

- "I invented the term 'Object-Oriented', and I can tell you I did not have C++ in mind." - Alan Kay



MFF Keška, 48.151901 17.068422



TatianaG

- "Beware of bugs in the above code; I have only proved it correct, not tried it." - Donald E. Knuth.

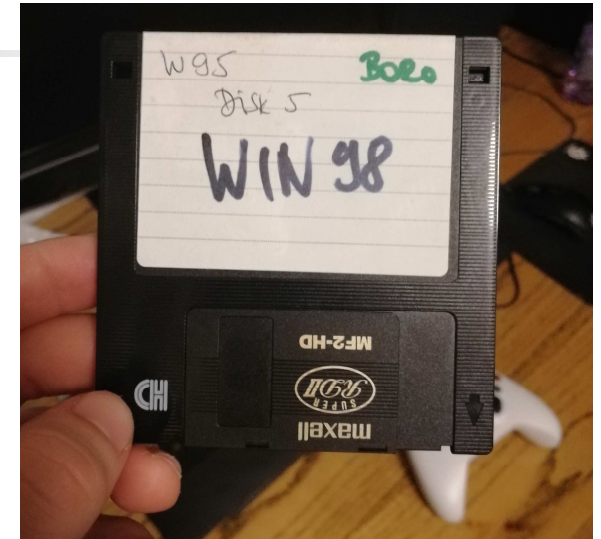


MFF Keška, 48.151901 17.068422



PeterT

- Most software today is very much like an Egyptian pyramid with millions of bricks piled on top of each other, with no structural integrity, but just done by brute force and thousands of slaves.” - Alan Kay



TomášM

- "Measuring programming progress by lines of code is like measuring aircraft building progress by weight.,, - Bill Gates



Aký klient...

dnes to bude viac o org.apache ako o androide



<http://hc.apache.org/httpcomponents-client-ga/tutorial/html/>

Klient koho, resp. kto je server ?

- server je len náš (ale nepoužívame http protokol na komunikáciu s ním):
 - môže to byť aj socket-socket komunikácia, ale vyvoláva to veľa otázok ...
ako napr. bezpečnosť, robustnosť, multi-vlákno pre obsluhu viacerých klientov, ...
 - priamy prístup do databázy, napr. cez jdbc, iný komunikačný protokol
- server nie je náš, ale máme tam neadminovský účet (davinci.fmph.uniba):
 - najčastejšie provider poskytne rozhrania (okrem webservera/Apache) php, mysql, ...
 - najčastejšie, jediný otvorený port je http/https,
 - najčastejšie vznikne tzv. AMP riešenie (Apache-MySql-Php/Perl/Python) – minulé dekáda
- server vôbec nie je náš
 - môžeme odtiaľ čítať,
 - resp. máme špeciálne API na prístup k dátam (Parse fy.Facebook, Firebase fy.Google)

Čo so ním chceme robiť (so serverom):

- download všeobecne prístupných, resp. zaheslovaných dát,
- upload (malé resp. veľké dáta)
- run/exec (RPC – Remote Procedure Call)



Obsah prednášky

Download:

- HTTP GET – primárne chceme dotiahnúť (veľké) dáta zo servera
 - malé dáta – *všetko jedno* ...
príklad: select/update mojej gps pozície (lat, long) z databázy na serveri
 - veľké dáta – potrebujeme *extra vlákno*, aby sa nehryzla apka, tzv. *AsyncTask*
 - autorizácia (Basic Authorization)

Upload – primárne chceme poslať (veľké dáta na server)

- HTTP POST
 - veľké dáta (max. veľkosť HTTP GET requestu ~8kB, podľa http web-servera)
problém, ak chceme uploadovať napr. snímka z kamery, video, ...

Interpretované dáta:

- Bitmapa - Google Static Maps – príde statická bitmapa
- JSON - JSON parser (com.google.gson, alternatíva: org.json.JSON)
 - LocationApi.org príklad sľúbený z predminulej prednášky
 - Google Directions – získanie cesty-navigácie od služby Google
- XML – SAXParser, alternatíva: org.w3c.dom

<http://dai.fmph.uniba.sk/courses/VMA/>
<http://dai.fmph.uniba.sk/courses/VMA/ISLAND.JPG>
<http://dai.fmph.uniba.sk/courses/VMA/ISLAND2.JPG>
<http://dai.fmph.uniba.sk/courses/VMA/android/03Http/KOZA.JPG>
<http://dai.fmph.uniba.sk/~borovan/rosnicka/>

HttpClient - GET

Zobrazí obsah nejakej URI (Uniform Resource Identifier)

```
val uri= URI("http://dai.fmph.uniba.sk/courses/VMA/index.php")
```

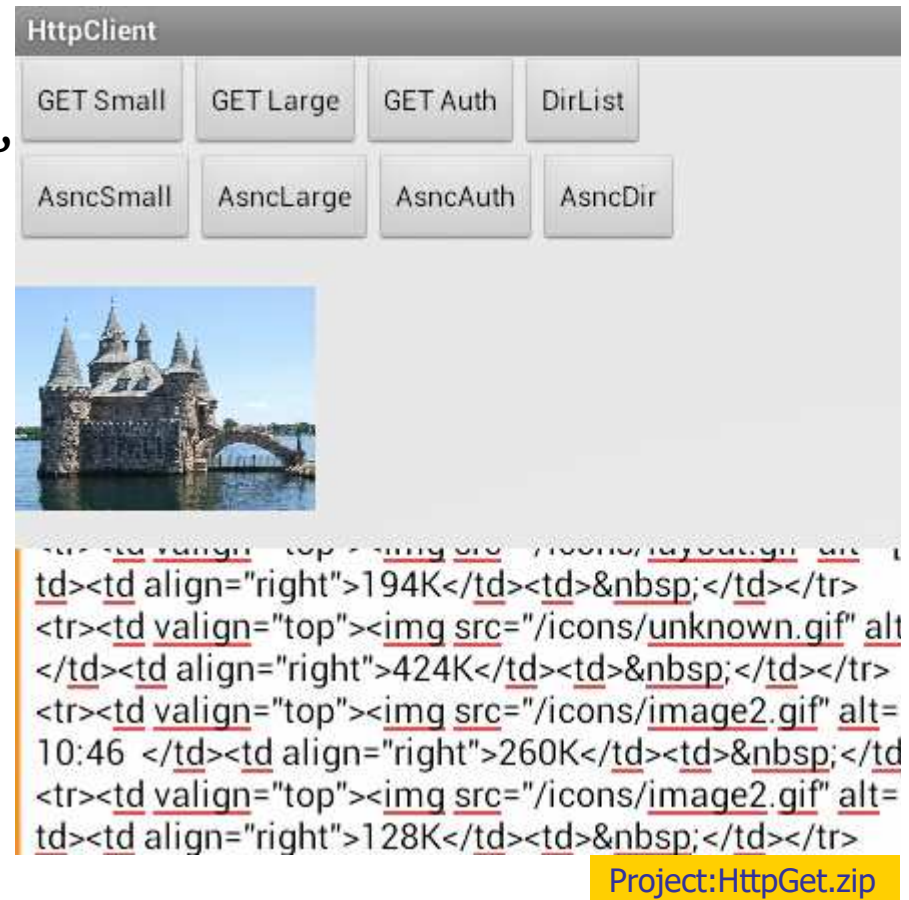
Ilustrujte triedy:

- HttpClient, DefaultHttpClient,
- HttpGet
- HttpResponse

- prečíta obsah ako InputStream
z HttpResponse
- zobrazí ako textový súbor
a zobrazí v EditText

Problémy:

- ak je súbor veľký, "hryzne"
sa hlavné vlákno aplikácie
- ak je zaheslovaný



```
org.apache.http.HttpResponse  
org.apache.http.client.methods.HttpGet  
org.apache.http.impl.client.DefaultHttpClient
```

HttpClient - GET

```
val httpget = HttpGet()  
httpget.uri = URI("http://dai.fmph.uniba.sk/courses/VMA/")  
val response = httpClient.execute(httpget)
```



```
val br = BufferedReader(InputStreamReader(  
    response.entity.content))  
val result = StringBuilder() //!!! val result:String = ""  
while (true) {  
    val line = br.readLine() ?: break  
    result.append(line + "\n") //!!!result += line;  
}  
return result.toString()
```



```
org.apache.http.auth.AuthScope
org.apache.http.auth.UsernamePasswordCredentials
org.apache.http.client.CredentialsProvider
org.apache.http.impl.client.BasicCredentialsProvider
```

3 Problémy

■ Autorizácia // Basic Authorization, alternatíva: Digest (MD5)

```
val credentialProvider = BasicCredentialsProvider()
credentialProvider.setCredentials( // AuthScope("ip", 443)
    AuthScope(AuthScope.ANY_HOST, AuthScope.ANY_PORT),
    UsernamePasswordCredentials("java", "vaja")) //login, pass
httpClient.credentialsProvider = credentialProvider
```

■ Interpretácia dát – obrázky

```
InputStream = httpResponse.entity.content
try {
    bitmap = BitmapFactory.decodeStream(inputStream, .., options); }
```

- veľké obrázky => BitmapFactory OutOfMemory
- riešenie BitmapFactory.Options.inSampleSize = 4

```
val options = BitmapFactory.Options()
options.inSampleSize = 4
options.inJustDecodeBounds = false
```

inSampleSize = 4 returns an image that is 1/4 the width/height of the original, and 1/16 the number of pixels

org.apache.http.auth.AuthScope
org.apache.http.auth.UsernamePasswordCredentials
org.apache.http.client.CredentialsProvider
org.apache.http.impl.client.BasicCredentialsProvider

3 Problémy

- **Čakanie, dlhotrvajúce operácie**, ktoré blokujú hlavné vlákno
 - ak sa aktivita neozýva > 5sec (lebo pracuje), automaticky sa stopne, ...
 - riešenie (extra vlákno): `AsyncTask` (deprecated), `Kotlin-corutiny`
- **Aplikácia sama detekuje network operáciu v hlavnom vlákne**
 - a padne na chybe
- **Alebo jej to zakážete, ale problém ste nevyriešili**
 - nastavením thread policy (network oprácia však bude trvať rovnako dlho)

```
val policy = StrictMode.ThreadPolicy.Builder()  
                .detectAll()  
                .penaltyLog()  
                .build()  
StrictMode.setThreadPolicy(policy)
```

android.os.AsyncTask

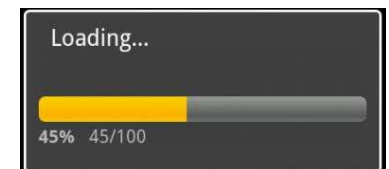
AsyncTask<String, Integer, String>

je zložitá generická trieda

AsyncTask

varargs params = pole vstupných parametrov
progress = hodnota progresu, pre ProgressDialog
result = typ výsledku

```
val ast = object : AsyncTask<String, Integer, String>() {  
    override fun doInBackground(varargs String params?):String {  
        var count = 0;  
        var result = StringBuilder()  
        try {  
            httpClient = DefaultHttpClient()  
            val uri = URI(params[0])           // moje http://....  
            val httpResponse = httpClient.execute(httpget)  
            val br = BufferedReader(InputStreamReader(  
                httpResponse.entity.content))  
            while (true) {  
                var line = br.readLine():break  
                result.append(line + "\n")  
                publishProgress(count++)  
            } catch (e : Exception) { ... }  
            return result.toString()  
        }  
    }  
}
```



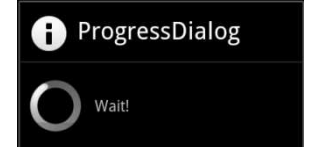
Project:HttpGet.zip

`AsyncTask<String, Integer, String>`
`AsyncTask<String, Integer, Bitmap>`

AsyncTask

Bežia v GUI vlákne

```
override fun onPostExecute(result: String) {  
    edtxt.append(result) // edtxt je nahradený parametrom kam  
    pd.dismiss()  
}  
  
override fun onPreExecute() {  
    pd = ProgressDialog(this@MyHttpClient)  
    pd.setProgressStyle(ProgressDialog.STYLE_SPINNER)  
    pd.max = 100  
    pd.show()  
}  
  
override fun onProgressUpdate(vararg values: Int?) {  
    pd.incrementProgressBy(values[0]?:0)  
}  
_____ tu končí definícia AsyncTasku  
ast.execute("http://dai.fmph.uniba.sk/courses/VMA/index.php")
```



v kóde najdete:

- `fun HttpGetAsyncString(uristr: String, kam: EditText)`
implementuje `AsyncTask<String, Integer, String>`
- `fun HttpGetAsyncBitmap(uristr: String, kam: ImageView)`
implementuje `AsyncTask<String, Integer, Bitmap>`



varargs sú v Jave tri bodky ...

```
method(params : String[]) {}
```

sa volá takto

```
method(arrayOf("first", "second"));
```

Kotlin:

```
method(vararg params : String) {} // variabilný počet Stringov
```

Java:

```
method(String... params) {}
```

sa volá takto

```
method("first", "second");
```

ale je to len syntax sugar, verzia s varargs/... sa skompiluje ako pole []

```
override fun onProgressUpdate(vararg values: Int?) {  
    pd.incrementProgressBy(values[0]?:0)  
}
```

Static Google Maps

(život pred Google Maps API...)



Google Maps poskytujú API pre download statickej mapy, príklad.

<http://maps.googleapis.com//maps/api/staticmap?center=48.152177,17.07153&zoom=15&size=500x500&maptype=mobile&markers=48.152177,17.07153,ref/&key=AIZA5yCUU5...eYuihYGL8&sensor=false&>




Povinné polia v HTTP Requeste:


- center – stred mapy,
napr. “48.152177,17.07153”, resp. “Mlynska dolina, Bratislava”
- zoom – 0..21
- size – veľkosť obrázku
- formát – PNG (default), jpg, gif, ...
- key (25kAccess/day ☺) si vygenerujete tu: <https://console.developers.google.com/apis/>
<https://developers.google.com/maps/documentation/staticmaps/>
<https://developers.google.com/maps/documentation/maps-static/get-api-key>


iné, nepovinné polia:


- markers,
- path, ...


Google Platform Console


 Google Cloud Platform  

 Google Maps

 Overview


 APIs

 Metrics

 Support

APIs

In use APIs
Select an API to view details. Figures are for the last 30 days.

| API  | Requests | Errors |
|---|----------|--------|
| Directions API | 4 | 3 |
| Distance Matrix API | 0 | 0 |
| Maps Embed API | 0 | 0 |
| Maps JavaScript API | 0 | 0 |
| Maps SDK for Android | 0 | 0 |
| Maps SDK for iOS | 0 | 0 |
| Maps Static API | 139 | 127 |
| Roads API | 0 | 0 |



Reminder: To use the Maps Static API, you must enable billing. You can enable billing when you get your API key (see the [Quick guide](#)) or as a separate process (see [Usage and Billing](#)).



Disclaimer statement

(tento kurz neberie žiadnu zodpovednosť za straty na vašich účtoch)

! Requests per Day (QPD) limits have ended, effective June 11, 2018

For Existing Customers:

- If you are an existing customer (using the Google Maps Platform before June 11, 2018), you were billed under the previous plan until July 16, 2018.
- **Note:** Starting on June 11, 2018, Google began to roll out the removal of the default QPD limits on existing billing accounts. This process may take up to six weeks.
- If you rely on the default QPD limits to help you manage your cost of use, we recommend you **set your own daily limits** in the Google Cloud Platform Console, to override the default QPD limits set by Google. This will ensure that your preferred QPD limits remain in place.

For New Customers:

- If you are a new customer (using the Google Maps Platform starting on or after June 11, 2018), you were billed under the previous plan until July 16, 2018.
- **Note:** New customers began receiving unlimited QPD starting on June 11, 2018.
- To help you manage your cost of use, you can **set your own QPD limits** in the Google Cloud Platform Console.

Static Maps API v2

(V2 Upgrade Guide)

Tiež prišlo **API V2 Static Maps**

- <https://developers.google.com/maps/documentation/staticmaps/upgrade>

Static map creator:

- vygeneruje request <http://staticmapmaker.com/> , len si pridajte API Key:
- http://maps.google.com/maps/api/staticmap?center=48.160020,17.075810&zoom=13&markers=mlynska+dolina,bratislava&size=400x400&sensor=TRUE_OR_FALSE



```
org.apache.http.NameValuePair;  
org.apache.http.message.BasicNameValuePair;
```

Ako vygenerovať HttpRequest s parametrami

```
val httpClient = DefaultHttpClient()  
var url = staticGoogleMap  
if (!url.endsWith("?")) url += "?"  
val httpParams = mutableListOf<NameValuePair>()  
val latlngString = "${loc.latitude},${loc.longitude}"  
    httpParams.add(BasicNameValuePair("center", latlngString))  
    httpParams.add(BasicNameValuePair("zoom", "15"))  
    httpParams.add(BasicNameValuePair("size", "480x480"))  
    httpParams.add(BasicNameValuePair("markers", latlngString))  
    httpParams.add(BasicNameValuePair("key", "AIzaS*****YGL8"))  
url += URLEncodedUtils.format(httpParams, "utf-8")  
val httpget = HttpGet()  
httpget.uri = URI(url)  
val httpresponse = httpClient.execute(httpget)  
val inputStream = httpresponse.entity.content  
result = BitmapFactory.decodeStream(inputStream)
```

```
onLocationChanged:48.14909957693445:17.05740296875271  
onLocationChanged:48.14915053663316:17.057799709349354  
onLocationChanged:48.14888578996695:17.0580995579689  
onLocationChanged:48.14924186425896:17.057917318866394  
onLocationChanged:48.14889891484486:17.05771144101115  
Location:48.14889891484486:17.05771144101115  
http://maps.googleapis.com/maps/api/staticmap?center=48.1488989  
1484486%2C17.05771144101115&zoom=15&size=480x480&maptype  
=mobile&markers=48.14889891484486%2C17.05771144101115&key  
=AIzaSyC3yLT-5cHoknBR0kR-F7xnuPJzTlkc3E&sensor=false
```

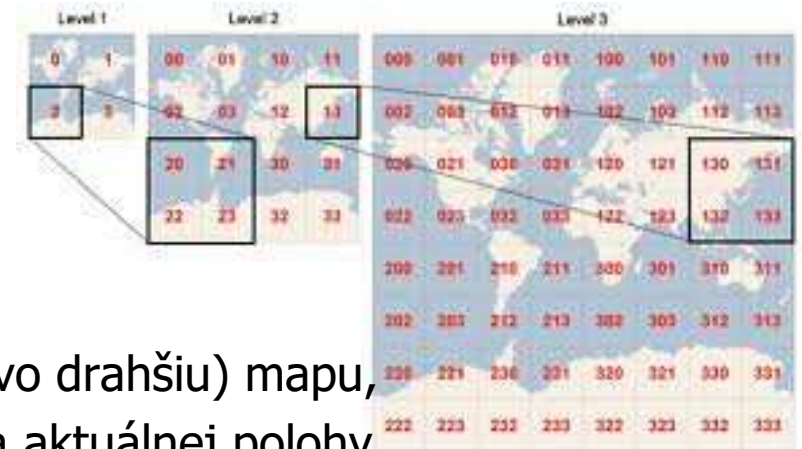
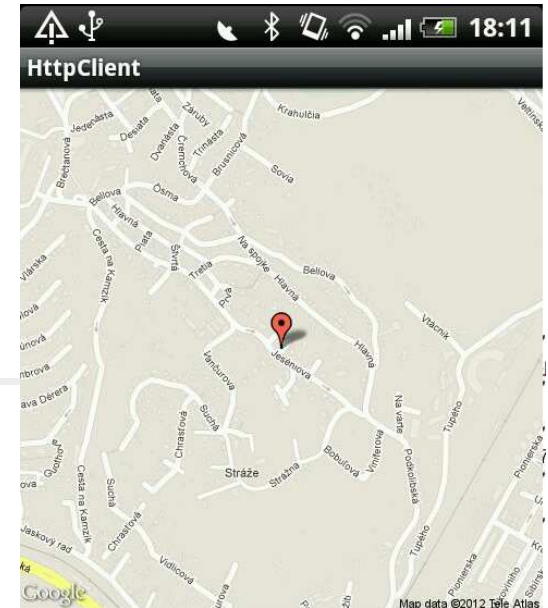
Ako často generovať (prekonané, ak použijete G-Maps V2)

- „lacný“ trik:

```
var lastTime = 0L // len každých 10 sek.
```

```
fun onLocationChanged(Location arg0) {  
    if (arg0.getTime() - lastTime > 10000) {  
        updateLocation(arg0)  
        lastTime = arg0.getTime() }  
}
```

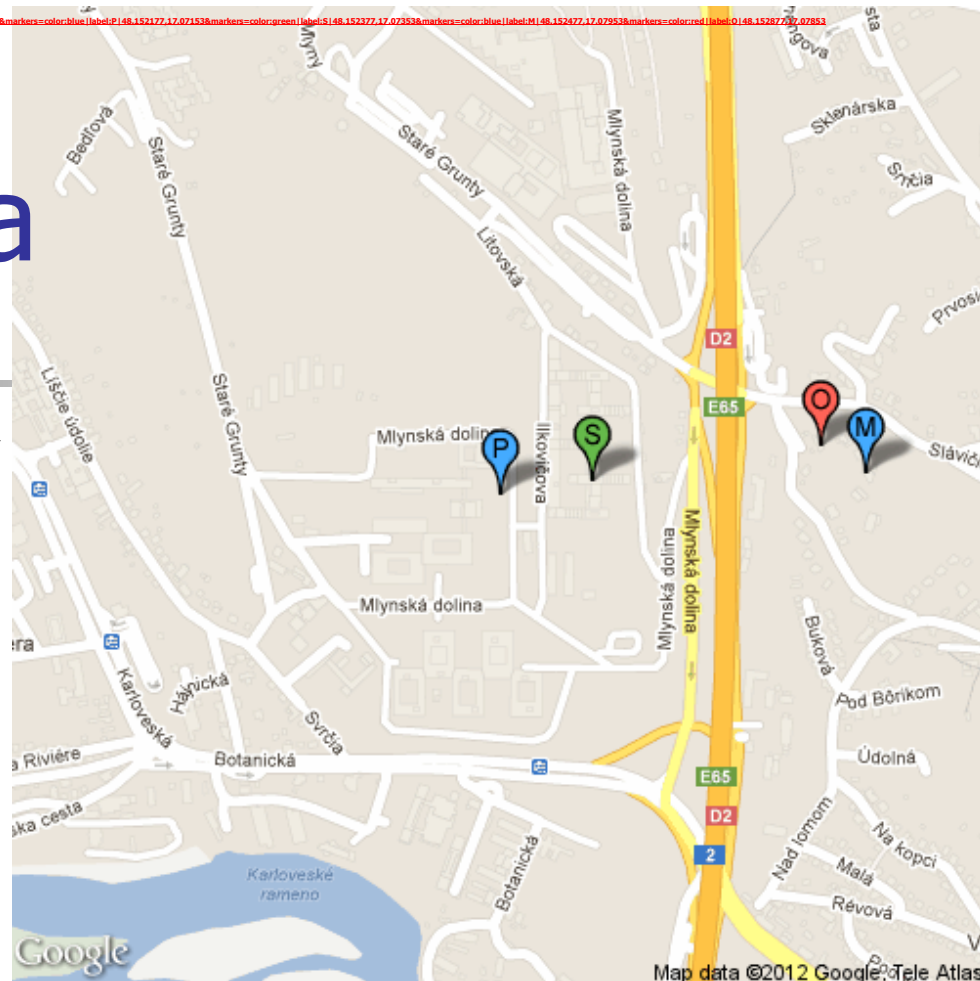
- kým je poloha „rozumne“ vo mapovom výreze (tile), tak len prekresľujeme pozíciu (napr. balónik) lokálne na bitmape, neposielame nový map-request
- keď už sa blížime „veľmi“ k okraju, dáme nový mapový request
- časti mapy (tiles), ktoré sme už dotiahli a momentálne nepotrebujeme, si pamätáme na karte,
- veľkosť výrezu zvolíme tak, aby jeho dotiahnutie nenarušilo dynamiku UI
- alternatíva: vypýtam si väčšiu (ale časovo drahšiu) mapu, v ktorej potom „scrollujem“ mojej podľa aktuálnej polohy.



Domáca úloha

(kamaráti na mape)

- napíšete aplikáciu, ktorá po zapnutí uploaduje súradnice užívateľa (lat,long) na server pomocou priloženého php scriptu.
- tabuľka obsahuje ID, DateTime, Latitude, Longitude,
- zobrazte posledné záznamy všetkých aktívnych (max.60 min. starý záznam) užívateľov na statickej mape farebne odlišených markermi s iniciálkou



maps.googleapis.com/maps/api/staticmap?center=48.152177,17.07153&zoom=15&size=500x500&maptype=mobile&key=AIzaSyCUU53EADiCbbSzFreLbD_FzEeYuihYGL8&sensor=false&markers=color:blue|label:P|48.152177,17.07153&markers=color:green|label:S|48.152377,17.07353&markers=color:blue|label:M|48.152477,17.07953&markers=color:red|label:O|48.152877,17.07853

Potrebné detaily k DÚ

<http://dai.fmph.uniba.sk/courses/VMA/android/php/PositionUpdate.php?name=Pete&lat=48.152177&long=17.07153>

```
<?php
$dbhost = 'kempelen.ii.fmph.uniba.sk';
$dbuser = 'androids';
$dbpass = 'HotelDiamantDunakility';
$conn = mysql_connect($dbhost, $dbuser, $dbpass);
if(! $conn )
    die('Could not connect: ' . mysql_error());
$sql = "insert into myfriends (name, time, lati, longi) values ('".
    $_GET['name']. "', NOW(), '".$_GET['lat']. "', '".$_GET['long']. "')";
mysql_select_db('androids');
$retval = mysql_query( $sql, $conn );
if(! $retval )
    die('Could not update data: ' . mysql_error());
echo "Insert successfull\n";
mysql_close($conn);
?>
```

<http://kempelen.ii.fmph.uniba.sk/phpmyadmin>

Potrebné detaily k DÚ

<http://dai.fmph.uniba.sk/courses/VMA/android/php/PositionSelect.php>

```
<?php
...
$sql = "select * from myfriends where time > DATE_SUB( now() ,
        INTERVAL 1 DAY);";
mysql_select_db('androids');
$retval = mysql_query( $sql, $conn );
if(! $retval ) {
    die('Could not select data: ' . mysql_error());
}
$rows = array();
while($r = mysql_fetch_assoc($retval)) {
    $rows[] = $r;
}
print json_encode($rows);
mysql_close($conn);
?>
```

→

```
[
{"name":"Peter","time":"2012-11-28
15:41:50","lati":"48.3443","longi":"17.2322"},
{"name":"Peter","time":"2012-11-28
19:27:20","lati":"48.1522","longi":"17.0715"},
{"name":"Silvia","time":"2012-11-28
19:27:42","lati":"48.1522","longi":"17.0415"},
{"name":"Peter","time":"2012-11-28
19:28:44","lati":"48.1522","longi":"17.0715"}
]
```

<http://kempelen.ii.fmph.uniba.sk/phpmyadmin/>

Encode
Decode
Base64

HttpClient – POST

Ak potrebujem uploadovať väčšie dáta (napríklad fotku), použijeme POST

- vytvoríme aplikáciu, ktorá zosníma obrázok z kamery,
- zobrazí na display, kde ju môžeme pomenovať,
- pomocou HTTP-POST pošleme na server
- tam ju pomocou malého php-scriptu ukladáme do „galérie“ (adresára),

<?php

<http://dai.fmph.uniba.sk/courses/VMA/galeria/>

```
$base=$_REQUEST['image'];
```

```
$iname=$_REQUEST['iname'];
```

```
if ($iname != "") {
```

```
    $binary=base64_decode($base); // dekoduje z MIME base64
```

```
    $file = fopen($iname.'.jpg', 'wb');
```

```
    fwrite($file, $binary);
```

```
    fclose($file);
```

```
    echo "... OK ...";
```

ShotUploaderPhp=

```
} else
```

["http://dai.fmph.uniba.sk/courses/VMA/galeria/upload.php"](http://dai.fmph.uniba.sk/courses/VMA/galeria/upload.php)

```
    echo "... NULL NAME ...";
```

```
?>
```


download



HttpClient - POST

Encode
Decode
Base64

HttpPostAsyncBitmap vytvorí AsyncTask<String, Integer, Boolean>



```
val baos = ByteArrayOutputStream()
// Bitmap.CompressFormat.PNG, Bitmap.CompressFormat.WEBP, 90%
→ bmp.compress(Bitmap.CompressFormat.JPEG, 90, baos) // fotka je v baos
val img_string = Base64.encodeBytes(baos.toByteArray())
val variableValue = mutableListOf<NameValuePair>()
    variableValue.add(BasicNameValuePair("image", img_string)) //fotka
    variableValue.add(BasicNameValuePair("iname", params[0])) // meno
try {
    val httpClient = DefaultHttpClient()
    val httpPost = HttpPost("http://dai.fmph.uniba.sk/courses/VMA/galeria/upload.php")
    httpPost.entity = UrlEncodedFormEntity(variableValue)
    val response = httpClient.execute(httpPost)
    Log.d("HttpClient", response.statusLine().toString())
    . . .
```



upload

Ako odfotiť



```
override fun onClick(v: View) {  
    if (v.id == R.id.btnShot)  
        startActivityForResult(  
            Intent(MediaStore.ACTION_IMAGE_CAPTURE),  
            IMAGE_CAPTURE_RESULT)  
    if (v.id == R.id.btnUpload)  
        HttpPostAsyncBitmap(editPictureName.text.toString(), bmp)
```

```
override fun onActivityResult(requestCode: Int, resultCode: Int,  
                             data: Intent) {  
    // fotka príde ako časť intentu data  
    if (requestCode == IMAGE_CAPTURE_RESULT && resultCode == RESULT_OK) {  
        val bundle = data.extras // extrahovanie bitmapy  
        bmp = bundle["data"] as Bitmap  
        val iview = findViewById(R.id.imageView) as ImageView  
        iview.setImageBitmap(bmp) // zobrazenie bitmapy  
    }  
}
```

Prémia

(len krátko-trvajúca)

Napište malú jednoúčelovú androidovskú aplikáciu, hoc aj bez GUI,..., ale ktorá z adresára

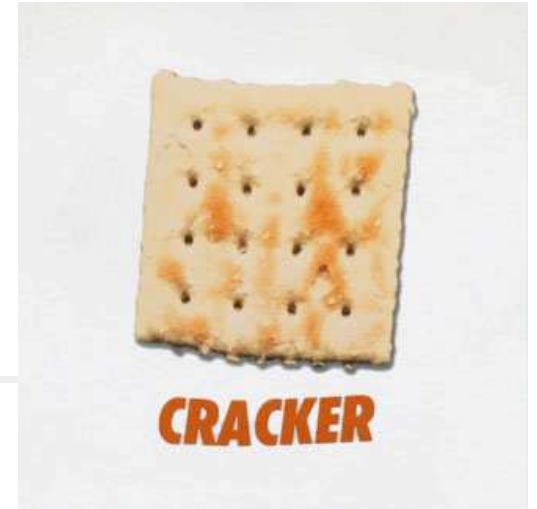
<http://dai.fmph.uniba.sk/courses/VMA/android/crackme/>

- zmažte súbor crack.me
- vytvorí tam súbor VašeMeno.VašePriezvisko (kvôli bodom za prémii), ktorý ale obsahuje vašu hackerskú prezývku, teda žiaden php-kód...
- všetky stopy (napr. pomocné súbory) po sebe upracte.

Poznámka: zvyšok webu prosím nechajte tak 😊

Deadline: čím skôr...

bodovanie 3 body (zlato), 2 (striebro), 1.5 (bronz), 1 (za účasť)



Cookies

Pokúsime sa prihlásiť do LISTu a zapamätať si vytvorenie cookies, obsahujúce session-id. Otvoríme si Developer Tools (FF) a pozeráme, čo sa deje, aké requesty-responsy chodia...

Nový študentský účet

— Zobrazit' / skryť formulár

Celé meno: * Mobilný matfyzák

E-mail: * mobilny@matfyzak.sk

Heslo: * androidovy

Vitajte v LIST-e

E-mailová adresa študenta: mobilny@matfyzak.sk

Heslo študenta:

Prihlás ma Zabudol som heslo ...

Navigácia
Zapísať sa na kurz
Zmeniť svoju skupinu
Úlohy a hodnotenie
Tabuľka bodov

Úlohy a hodnotenie

Ste úspešne prihlásený(á) do systému.

Nie je zvolený žiadny aktívny kurz.

| Method | File | Domain |
|--------|------------------------------------|------------------------|
| POST | aHR0cDovL2NhcnVrLmlpLmZtcGgu... | capek.ii.fmph.uniba.sk |
| GET | / | capek.ii.fmph.uniba.sk |
| GET | jquery.fancybox.pack.js?v=2.1.4 | capek.ii.fmph.uniba.sk |
| GET | jquery.fancybox.css?v=2.1.4 | capek.ii.fmph.uniba.sk |
| GET | jquery.fancybox-buttons.css?v=2... | capek.ii.fmph.uniba.sk |
| GET | jquery.fancybox-buttons.js?v=2... | capek.ii.fmph.uniba.sk |

HeadersCookiesParamsResponseTimings

Filter cookies

list_session: "a:4:{s:10:"session_id";s:32:"...73023ba47002f549f31580de54f28"

list_session: "a:4:{s:10:"session_id";s:32:"...73023ba47002f549f31580de54f28"

list_session: "a:4:{s:10:"session_id";s:32:"...73023ba47002f549f31580de54f28"

Request cookies

__utma: "108429333.423508135.1348676542.1382609048.1384800468.58"

__utma: "265282635.1670959162.1352189289.1352194877.1371904886.3"

__utmc: "108429333"

__utmz: "108429333.1380036106.54.8.utmcs...=organic|utmctr=(not provided)"

__utmz: "265282635.1371904886.3.1.utmcsr...d=referral|utmctt=/kontakt.html"

list_session: "a:4:{s:10:"session_id";s:32:"...73023ba47002f549f31580de54f28"

Advent of Code

<https://adventofcode.com/>

- Json URI
- <https://adventofcode.com/2019/leaderboard/private/view/229344.json>
- Ale chce to vypátrať cookies od servera

| Name | Value | Domain |
|---------|---|------------------|
| _gid | GA1.2. [REDACTED] 4.1575 [REDACTED] | adventofcode.com |
| _ga | GA1.2. [REDACTED] .15727 [REDACTED] | adventofcode.com |
| session | 53616c7465645f5f9d4157c5dffe181 [REDACTED] ad [REDACTED] b [REDACTED] 8 [REDACTED] d [REDACTED] 7f4 [REDACTED] 7 [REDACTED] 70 [REDACTED] b869676 | adventofcode.com |

```
▼ 229344:
  local_score: 325
  id: "229344"
  stars: 8
  completion_day_level:
    ▼ 1:
      ▼ 1:
        get_star_ts: "1575176691"
      ▼ 2:
        get_star_ts: "1575177020"
    ▼ 2:
      ▼ 1:
        get_star_ts: "1575264081"
      ▼ 2:
        get_star_ts: "1575264839"
    ▼ 3:
      ▼ 1:
        get_star_ts: "1575350735"
      ▼ 2:
        get_star_ts: "1575351770"
    ▼ 4:
      ▼ 1:
        get_star_ts: "1575436158"
      ▼ 2:
        get_star_ts: "1575440183"
  global_score: 0
  last_star_ts: "1575440183"
  name: "Peter BOROVANSKY"
```

Advent of Code

<https://adventofcode.com/>

■ Softvér tretích strán - Postman

GET

https://adventofcode.com/2019/leaderboard/private/view/229344.json

Send

Params

Authorization

Headers (8)

Body

Pre-request Script

Tests

Settings

Query Params

| KEY | VALUE | DESCRIPTION |
|-----|-------|-------------|
| Key | Value | Description |

Body

Cookies (3)

Headers (7)

Test Results

Status: 200 OK Time: 690ms Size: 10.54 KB Sav

| Name | Value | Domain | Path | Expires | HttpOnly | Secure |
|---------|--|------------------|------|---------|----------|--------|
| _gid | GA1.2.157271812a18b2e17f47c4430f4f085a70b869676 | adventofcode.com | / | Never | false | false |
| _ga | GA1.2.157271812a18b2e17f47c4430f4f085a70b869676 | adventofcode.com | / | Never | false | false |
| session | 53616c7465645f5f9d1812a18b2e17f47c4430f4f085a70b869676 | adventofcode.com | / | Never | false | false |



Cookie store

```
val cookieStore = BasicCookieStore()
val bc1 = BasicClientCookie("_gid", "GA1.2.126736...")
bc1.domain = "adventofcode.com"
bc1.path = "/"      bc1.isSecure = false
cookieStore.addCookie(bc1)

val bc2 = BasicClientCookie("_ga", "GA1.2.11794137...")
bc2.domain = "adventofcode.com"
bc2.path = "/"      bc2.isSecure = false
cookieStore.addCookie(bc2)

val bc3 = BasicClientCookie("session", "53616c7...")
bc3.domain = "adventofcode.com"
bc3.path = "/"      bc3.isSecure = false
cookieStore.addCookie(bc3)

val ctx = BasicHttpContext()
ctx.setAttribute(ClientContext.COOKIE_STORE, cookieStore)

val httpResponse = httpClient.execute(httpget, ctx)
```


Výmena dát so serverom

Už sme videli výmenu dát klient-server

- cez parametre GET/POST requestu,
- cez obsah POST requestu,
- cez cookies



ešte uvidíme:

- cez JSON objekt
 - `pomocou org.json.*`
 - `pomocou com.google.gson.*`
- cez xml formát
 - `pomocou org.xml.sax.*;`
 - ~~pomocou DOM ste (asi) to robili na Prog – Java2~~
<http://dai.fmph.uniba.sk/courses/java2/sl/xml.pdf>



LocationAPI.org

```
D/MyGSMLocation(19361): gsm cid: 396517
D/MyGSMLocation(19361): gsm lac: 1001
D/MyGSMLocation(19361): operator:23102
D/MyGSMLocation(19361): network: 23102
D/MyGSMLocation(19361): mcc: 231
D/MyGSMLocation(19361): mnc: 2
```

- zaregistrujete sa napr. na 7-dňový trial, max. 50 requests/day
- dostanete kľúč (token), 95b2941777892d (keď toto čítate, asi už neplatí ☹)
- skúste 95b2941777892d (7.dec 2017).

<http://locationapi.org/site/page?view=apiv2>

Request: 1 cell | 3 cells | 7 cells

```
1 {
2   "token": "1445573628",
3   "mcc": 231,
4   "mnc": 2,
5   "cells": [{
6     "cid": 396517,
7     "lac": 1001,
8     "signal": -60,
9     "tA": 13
10  }]
11 }
```

Response:

```
1 {
2   "status": "ok",
3   "balance": 45,
4   "lat": 48.16802,
5   "lon": 17.11049,
6   "accuracy": 1063,
7   "message": "Accuracy is in BETA!"
8 }
```

API v2 Documentation

1. [Usage](#)
2. [Test it out](#)
3. [Request body](#)
4. [Response body](#)
5. [Example Script - PHP](#)
6. [Example Script - Python](#)

Usage

Requests are sent using POST to the following url:

<http://locationapi.org/v2/process.php>

LocationAPI z aplikácie

- potrebujeme urobiť http-POST request na <http://locationapi.org/v2/process.php>
- keďže to niečo trvá, nesmieme to robiť v hlavnom vlákne – AsyncTask
- do tela dotazu (requestu) potrebujeme zakódovať (cellID, lac, mcc, mnc + môj token) hoc jednoduchý, ale predsa-len JSON objekt
- z tela odpovede (responzu) potrebujeme dekodovať hoc jednoduchý, ale JSON objekt, t.j. prečítať latitude-longitude

Request: 1 cell | 3 cells | 7 cells

```
1 {
2   "token": "1445573628",
3   "mcc": 231,
4   "mnc": 2,
5   "cells": [{
6     "cid": 396517,
7     "lac": 1001,
8     "signal": -60,
9     "tA": 13
10  }]
11 }
```

Response:

```
1 {
2   "status": "ok",
3   "balance": 45,
4   "lat": 48.16802,
5   "lon": 17.11049,
6   "accuracy": 1063,
7   "message": "Accuracy is in BETA!"
8 }
```

Vytvorenie (malého) JSON objektu

(pre GET LocationAPI)

```
val sw = StringWriter()
```

```
val jw = JsonWriter(sw)
```

```
try {
```

```
    jw.beginObject() -- {
```

```
        jw.name("token").value(token_locationAPIORG)
```

```
        jw.name("mcc").value(mcc)
```

```
        jw.name("mnc").value(mnc)
```

```
        jw.name("cells")
```

```
        jw.beginArray() -- [
```

```
            .beginObject() -- {
```

```
                jw.name("cid").value(cid)
```

```
                jw.name("lac").value(lac)
```

```
                jw.name("signal").value(-60)
```

```
                jw.name("tA").value(13)
```

```
            jw.endObject().endArray().endObject().close() -- } ] }
```

```
import android.util.JsonWriter
```

Request: 1 cell | 3 cells | 7 cells

```
1 {
2   "token": "1445573628",
3   "mcc": 231,
4   "mnc": 2,
5   "cells": [{
6     "cid": 396517,
7     "lac": 1001,
8     "signal": -60,
9     "tA": 13
10  }]
11 }
```

Project:MyGSMLocation.zip

Dekódovanie (malého) JSON

```
import android.util.JsonReader

val sr = StringReader(result)
val jr = JsonReader(sr)
jr.beginObject() -- {
    jr.nextName() -- skip: "status"
    jr.nextString() -- skip: "ok"
    jr.nextName() -- skip: "balance"
    jr.nextInt() -- skip: 45

    jr.nextName() -- skip: "lat"
    lat = jr.nextDouble()
    jr.nextName() -- skip: "lon"
    lng = jr.nextDouble()
    jr.nextName() -- skip: "accuracy"
    accur = jr.nextInt()
```

Response:

```
1 {
2   "status": "ok",
3   "balance": 45,
4   "lat": 48.16802,
5   "lon": 17.11049,
6   "accuracy": 1063,
7   "message": "Accuracy is in BETA!"
8 }
```



GSON

(fromJson)

```
{  
  "id": "1547257485",  
  "name": "Peter Borovansky",  
  "first_name": "Peter",  
  "last_name": "Borovansky",  
  "link": "http://www.facebook.com/  
         peter.borovansky",  
  "username": "peter.borovansky",  
  "gender": "male",  
  "locale": "cs_CZ"  
}
```

Idea: k JSON objektu definujeme zodpovedajúcu (1:1) java triedu
Obmedzenia (viac <https://github.com/google/gson/blob/master/UserGuide.md>):

- mená JSON tagov sa musia zhodovať s java menami polí v triede

```
class FBHeader {  
    public String id = "";  
    public String name = "";  
    public String first_name = "";  
    public String last_name = "";  
    public String link = "";  
    public String username = "";  
    public String gender = "";  
    public String locale = "";  
}
```

```
import com.google.gson
```

```
Gson gson = new GsonBuilder().create();
```

```
FBHeader header = gson.fromJson(jsonstring, FBHeader.class);
```



FB Friends

(fromJson)

```
{ "data":  
  [ { "name": "Zuzka B...", "id": "582749468" },  
    { "name": "Lubica K...", "id": "583024903" },  
    { "name": "Barbora F...", "id": "632007063" } ],  
  "paging": { "next": "https://graph.facebook.com/15..." }
```

```
class FBFriends { // dvojica  
    public FBPairs[] data = null;  
    public FB Paging paging = null; }  
class FB Pairs { // dvojica  
    public String name = "";  
    public String id = ""; }  
class FB Paging { // singleton  
    public String next = ""; }
```

```
import com.google.gson
```

```
Gson gson = new GsonBuilder().create();  
FBFriends friends = gson.fromJson(result, FBFriends.class);  
if (friends != null) {  
    if (friends.data != null)  
        for (int i = 0; i < friends.data.length; i++)  
            if (friends.data[i] != null)  
                tv.append(friends.data[i].name + ",");  
}
```

GSON – ako to funguje ?

Reflexivita

Ukázali sme

- `fromJson` (do Javy)

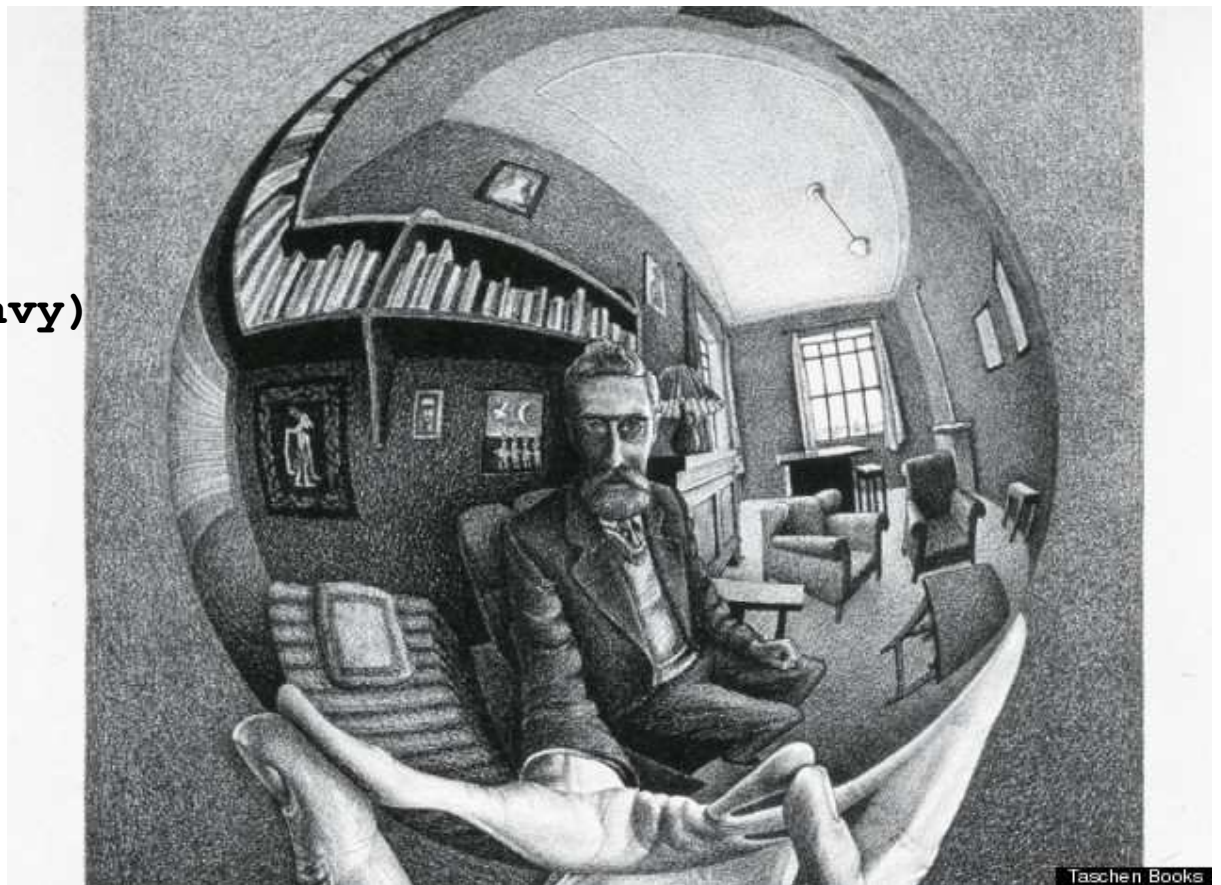
ale analogicky funguje

- `toJson` (z Javy)

`org.json`

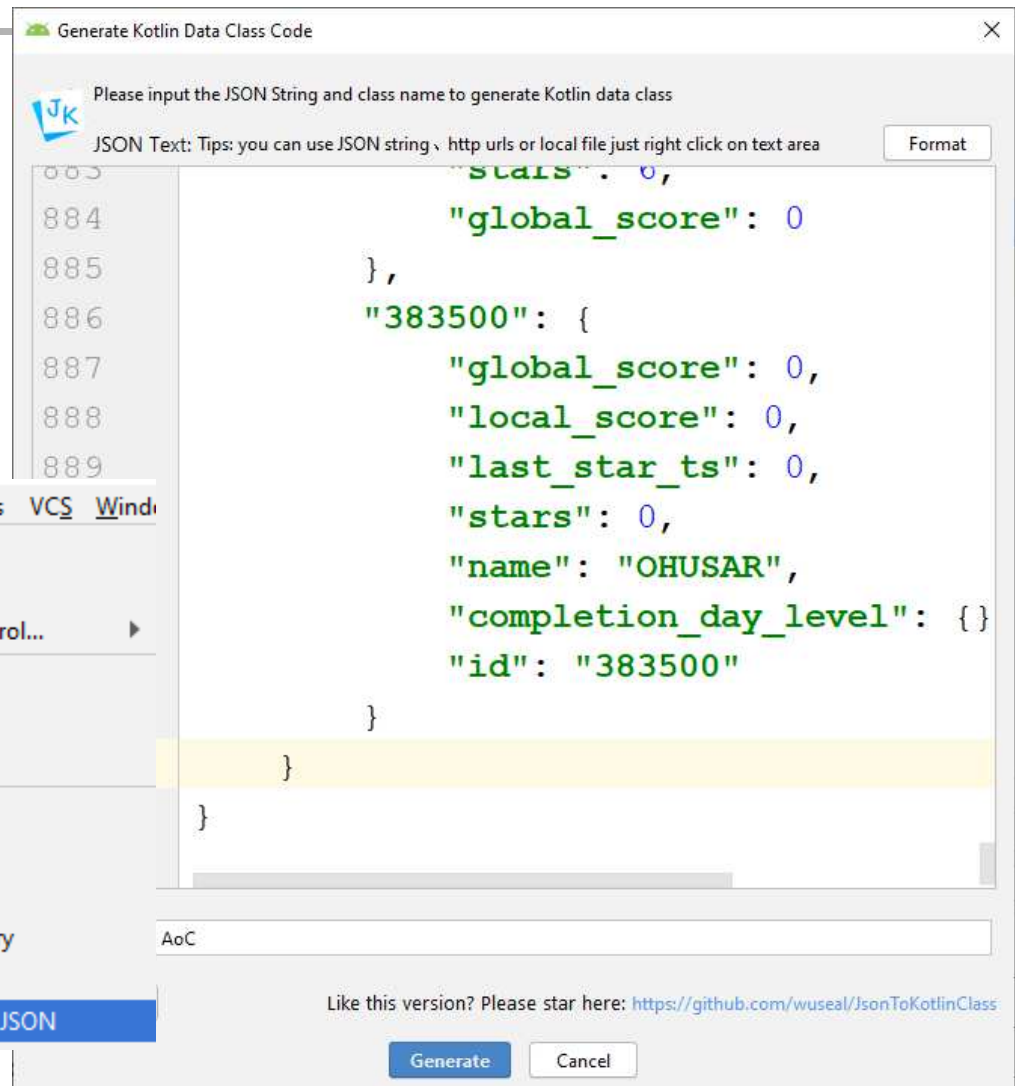
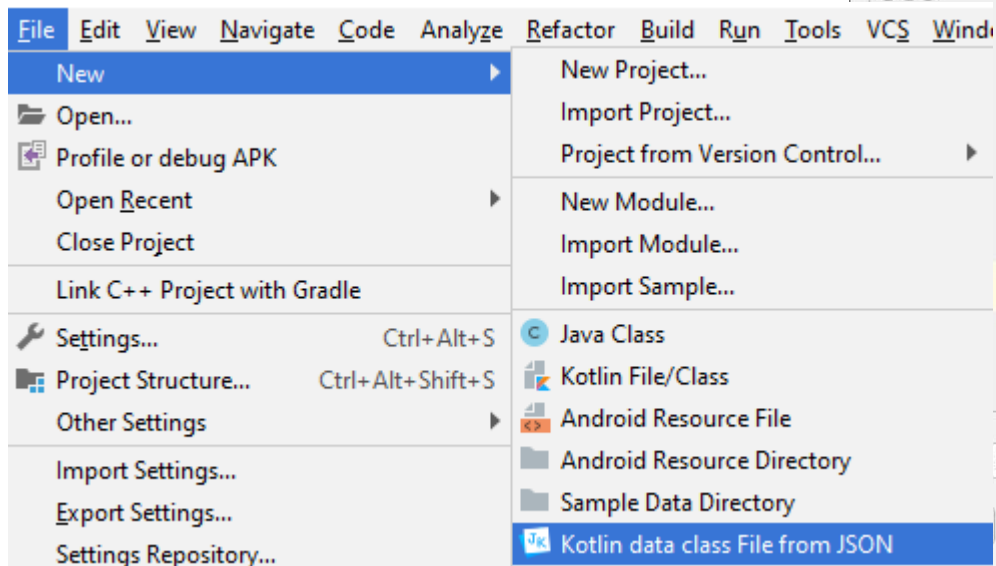
vs.

`com.google.gson`



Plugin JSON to Kotlin Class

- z daného JSON vytvorí definíciu Kotlin tried
- potom stačí zavolať fromJson prekonvertuje vám json-string do dátovej štruktúry



Domáca úloha

AoC

- <https://adventofcode.com/>
- Leaderboardu 229344-861e5094.

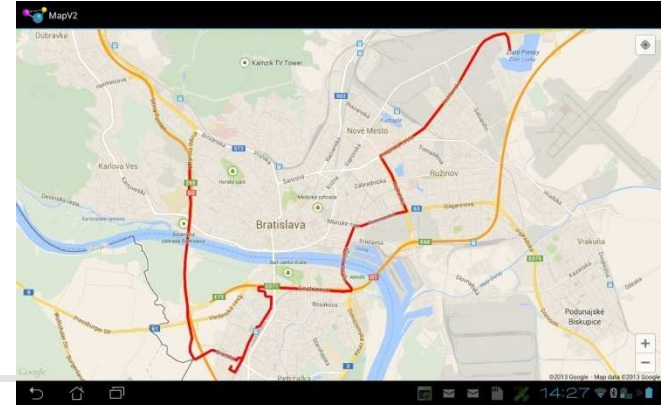
Vašou úlohou je v aplikácii prečítať tento JSON a interpreterovať.

Čo sa chápe pod interpretáciou:

- v master view zobrazíte v jednom riadku ListView mená (ID ak name=null) s počtom hviezd,
- po kliknutí na konkrétny riadok (hráča) sa zobrazí detail view, ktorý obsahuje dni a časy, kedy tento hráč vyriešil ktorú úlohu. JSON obsahuje timestamps vo formate long (napr. 1575234400), tie samozrejme prevediete na čitateľný Date-Time formát. Pre jednoduchosť, dni sú dni adventu 1..25 a úlohy sú v každom dni len 2, teda 1..2.

GoogleDirections

(ako ide matfyzák na pláž)



■ <https://developers.google.com/maps/documentation/directions/>

```
String startLocation = "Mlynska dolina, Bratislava"
```

```
.replace(" ", "+");
```

```
String endLocation = "Zlate piesky, Bratislava"
```

```
.replace(" ", "+");
```

```
String via = "AGEM, Kopcianska, Bratislava|
```

```
Alza, Prievozska, Bratislava".replace(" ", "+");
```

```
String urlString =
```

```
"http://maps.googleapis.com/maps/api/directions/json?" +
```

```
"origin=" + startLocation +
```

```
",+&destination=" + endLocation +
```

```
",+&mode=bicycle,&avoid=highways,&waypoints=" + via
```

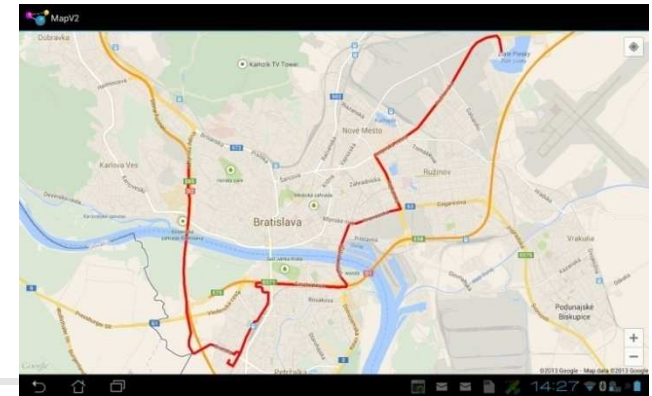
```
+
```

```
",+&sensor=false";
```

Project:GMapDirections.zip

<http://maps.googleapis.com/maps/api/directions/json?origin=Mlynska+dolina,+Bratislava,+&destination=Zlate+piesky,+Bratislava,+&mode=bicycle,+&avoid=highways,+&waypoints=AGEM,+Kopcianska,+Bratislava|Alza,+Prievozska,+Bratislava,+&sensor=false>

Hľadaná trasa



vo formáte json, resp. xml, na vykreslenie trasy potrebujeme dekódovať „overview_polyline“

```
{
  "maneuver" : "keep-right",
  "polyline" : {
    "points" : "urbeHyj{gBRAdDm@fGeA"
  },
  "start_location" : {
    "lat" : 48.187468,
    "lng" : 17.1846087
  },
  "travel_mode" : "DRIVING"
},
"via_waypoint" : []
},
"overview_polyline" : {
  "points" :
"cg}dHybfgBvCWbDEpQSn@B`B`@|AV|@Fb@AjAGdCg@lC_@bBQr@OzGH|I
O|BcA|FoAxKkBrASn@?t@Fr@PbDvA1A`@jBF~AQh@S1@a@zCgCfA}@PUJS
AdA`DfCiCrJsC_CrC~BhCsJaDgCkAeA{AiAuB_BuDqCqE_CiJeEsAk@i@[
Wj@EZKnI_DGCMaEIOIK?MBsCHuGZsQb@s^PmNJ}Lb@yZ
\\oWVsMP{O@oCDwDA]?e@?s@Ca@UgAS}MM[M_@@[JUL{0x@cEpG}p@s@f@
iAmHaEcYoAiIqAcJc@oEaAyLGgAG{0MD]NWJWL}Aj@kAj@uBvAc@
\\CTkCtAgCpAyFtC_CjAgL`G}D|BiFlEkF`FyExDgC~BkCeJiAsDc@gB_C
gB{A_@a@c@}@_AoAk@iAc@uAmAaD}A}GUy@e@}Cc@kDY_DoyBO}FRILQjA
},
  "summary" : "Route 61",
  "warnings" : [],
  "waypoint_order" : [ 0, 1 ]
}
```

```
- <DirectionsResponse>
  <status>OK</status>
  - <route>
    <summary>Route 61</summary>
    + <leg></leg>
    + <leg></leg>
    + <leg></leg>
    <copyrights>Map data ©2013 Google</copyrights>
    - <overview_polyline>
      - <points>
        cg}dHybfgBvCWbDEpQSn@B`B`@|AV|@Fb@AjAGdCg@lC_@bBQr@OzGH|I
        \oWVsMP{O@oCDwDA]?e@?s@Ca@UgAS}MM[M_@@[JUL{0x@cEpG}p@s@f@
        iAmHaEcYoAiIqAcJc@oEaAyLGgAG{0MD]NWJWL}Aj@kAj@uBvAc@
        \\CTkCtAgCpAyFtC_CjAgL`G}D|BiFlEkF`FyExDgC~BkCeJiAsDc@gB_C
        gB{A_@a@c@}@_AoAk@iAc@uAmAaD}A}GUy@e@}Cc@kDY_DoyBO}FRILQjA
      </points>
    </overview_polyline>
    <waypoint_index>0</waypoint_index>
    <waypoint_index>1</waypoint_index>
    + <bounds></bounds>
  </route>
</DirectionsResponse>
```

Project:GMapDirections.zip

<http://maps.googleapis.com/maps/api/directions/xml?origin=Mlynska+dolina,+Bratislava,+&destination=Zlate+piesky,+Bratislava,+&mde=bicycle,+&avoid=highways,+&waypoints=AGEM,+Kopcianska,+Bratislava|Alza,+Prievozska,+Bratislava,+&sensor=false>

Ako sa dostať k ceste

```
{
  "routes" : [
    {
      "copyrights" : "Map data ©2012 Google",
      "overview_polyline" : {
        "points" : "cg}dHybCc@kD\\",
      },
    },
  ],
  "status" : "OK"
}
```

```
String jsonOutput = response.toString();
JSONObject jsonObject = new JSONObject(jsonOutput);
JSONArray routesArray = // z routes berieme prvú alternatívu
    jsonObject.getJSONArray("routes");
JSONObject route = routesArray.getJSONObject(0);
JSONObject poly = // pod route je uzol overview_polyline
    route.getJSONObject("overview_polyline");
String polyline = poly.getString("points");
decodePoly(polyline);
```

ako dekodovať reťazec na zoznam bodov cesty ???

```
private List<LatLng> decodePoly(String encoded)
```

je mágia mimo rozsahu tejto prednášky

<http://stackoverflow.com/questions/15924834/decoding-polyline-with-new-google-maps-api>

Domáca úloha

(Google Direction Navigation)



Vytvorte aplikáciu, ktorá zistí trasu medzi dvoma bodmi pomocou služby Google Directions, prečíta výsledný json/xml a naviguje vás po tejto ceste použitím vášho GPS.

Jadrom aplikácie je dekodovanie a zobrazovanie informácie, ktorú json/xml ponúka. Predpokladá sa, že po čase disciplinovaný vodič dosiahne (s istou presnosťou) miesto, križovatku, kam ho inštrukcia poslala. Vtedy dostane novú inštrukciu, na ďalšie miesto, kam má ísť.

Ak nedisciplinovaný vodič neposlúchne radu kam má smerovať od Google Directions, tak to aplikácia nerieši. Teda žiadne „prepočítavam“...

Vašu polohu môžete, ale nemusíte ilustrovať na mapovom podklade.

