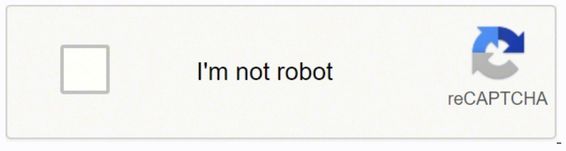


Next

Broadcast receiver in android medium

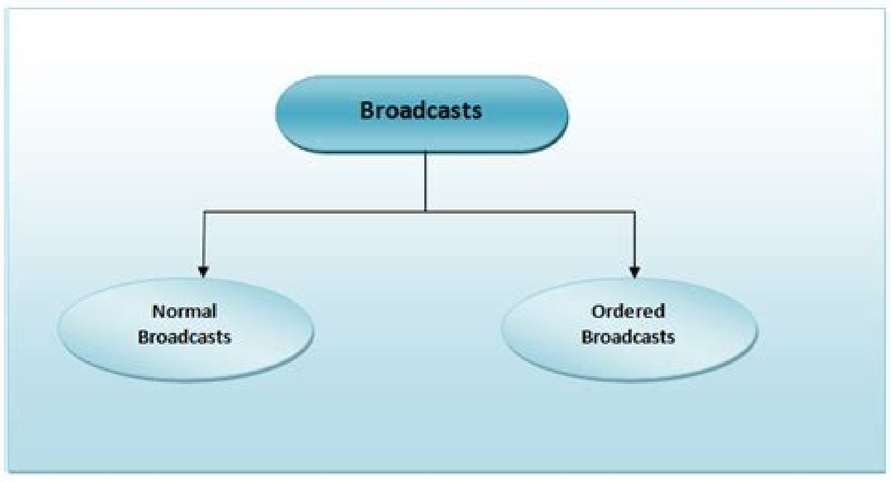
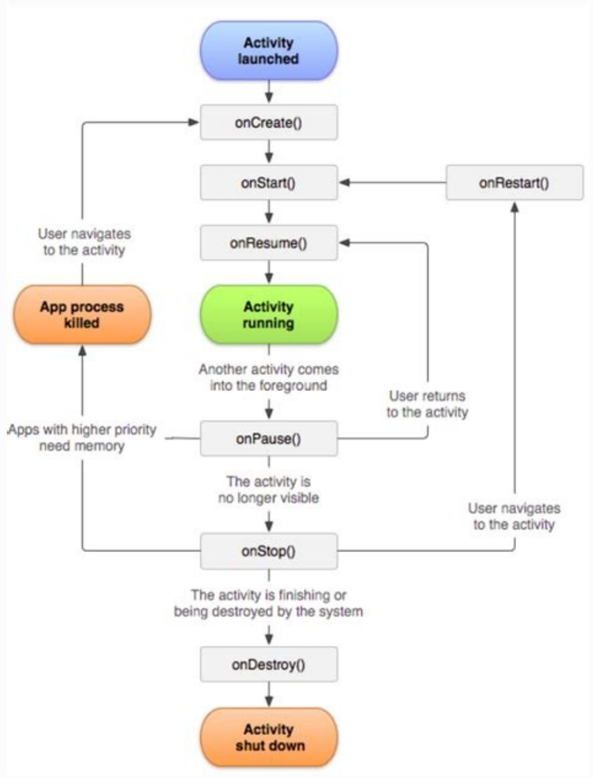


Figure Types of broadcasts



Broadcast receiver in android example medium.

IntentService is geared towards longer running tasks that should run in the background, independent of the activity that is currently open and being viewed. Second, let's define our broadcast receiver class as extending from WakefulBroadcastReceiver which ensures the device will stay awake until service has been started: package com.codepath.example; // WakefulBroadcastReceiver ensures the device does not go back to sleep // during the startup of the service public class BootBroadcastReceiver extends WakefulBroadcastReceiver { @Override public void onReceive(Context context, Intent intent) { // Launch the specified service when this message is received Intent startServiceIntent = new Intent(context, MyTestService.class); startWakefulService(context, startServiceIntent); } } Now that we've created the receiver to start our service, within our manifest AndroidManifest.xml in the element, we need to add our broadcast receiver specifying a fully qualified path: This registers the receiver and applies the BOOT_COMPLETED message which ensures the receiver is launched when the device boots up. After setting an alarm, if we ever want to cancel the alarm, we can do this with: public void cancelAlarm() { Intent intent = new Intent(getApplicationContext(), MyAlarmReceiver.class); final PendingIntent pIntent = PendingIntent.getBroadcast(this, MyAlarmReceiver.REQUEST_CODE, intent, PendingIntent.FLAG_UPDATE_CURRENT); AlarmManager alarm = (AlarmManager) this.getSystemService(Context.ALARM_SERVICE); alarm.cancel(pIntent); } You can see a more detailed information here or here. Concluding Background Services This guide has shown you the basics of using an IntentService and communicating between a service and an Activity. Creating an IntentService First, you define a class within your application that extends IntentService and defines the onHandleIntent which describes the work to do when this intent is executed: public class MyTestService extends IntentService { // Must create a default constructor public MyTestService() { // Used to name the worker thread, important only for debugging. To avoid impacting application performance, you have to manage your own threading within the Service. For example, we want to be able to check for new emails or content from a server every 15 minutes even if our application isn't running. This is a specific case of a broader trigger of launching a service when a particular broadcast is received by your application. // Launching the service public void onStartService(View v) { Intent i = new Intent(this, MyTestService.class); i.putExtra("foo", "bar"); startService(i); } @Override protected void onResume() { super.onResume(); // Register for the particular broadcast based on ACTION string IntentFilter filter = new IntentFilter(MyTestService.ACTION); LocalBroadcastManager.getInstance(this).registerReceiver(testReceiver, filter); // or `registerReceiver(testReceiver, filter)` for a normal broadcast } @Override protected void onPause() { super.onPause(); // Unregister the listener when the application is paused LocalBroadcastManager.getInstance(this).unregisterReceiver(testReceiver); // or `unregisterReceiver(testReceiver)` for a normal broadcast } // Define the callback for what to do when data is received private BroadcastReceiver testReceiver = new BroadcastReceiver() { @Override public void onReceive(Context context, Intent intent) { int resultCode = intent.getIntExtra("resultCode", RESULT_CANCELED); if (resultCode == RESULT_OK) { String resultValue = intent.getStringExtra("resultValue"); Toast.makeText(MainActivity.this, resultValue, Toast.LENGTH_SHORT).show(); } } }; } Keep in mind that any application and any activity can "listen" for the messages using this same approach. This is what makes the BroadcastReceiver a more powerful approach for communication between services and activities. Next, when we want to trigger the service to start, we just need to pass the IntentService a reference to the receiver and then setup a receiver callback: public class MainActivity extends Activity { public MyTestReceiver receiverForTest; @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity_main); setupServiceReceiver(); } // Starts the IntentService public void onStartService() { Intent i = new Intent(this, MyTestService.class); i.putExtra("foo", "bar"); i.putExtra("receiver", receiverForTest); startService(i); } // Setup the callback for when data is received from the service public void setupServiceReceiver() { receiverForTest = new MyTestReceiver(new Handler()); // This is where we specify what happens when data is received from the service receiverForTest.setReceiver(new MyTestReceiver.Receiver() { @Override public void onReceiveResult(int resultCode, Bundle resultData) { if (resultCode == RESULT_OK) { String resultValue = resultData.getString("resultValue"); Toast.makeText(MainActivity.this, resultValue, Toast.LENGTH_SHORT).show(); } } }); } } Now that we have created the Receiver and defined a Receiver callback in the Activity, we can now freely send message to our Activity at any time within the Service by accessing the Receiver: public class MyTestService extends IntentService { public MyTestService() { super("test-service"); } @Override protected void onHandleIntent(Intent intent) { // Extract the receiver passed into the service ResultReceiver rec = intent.getParcelableExtra("receiver"); // Extract additional values from the bundle String val = intent.getStringExtra("foo"); // To send a message to the Activity, create a pass a Bundle Bundle bundle = new Bundle(); bundle.putString("resultValue", "My Result Value. In this case, we don't necessarily need a long running task that runs forever. First though, let's define the BroadcastReceiver that will be executed by the alarm and will launch our IntentService: public class MyAlarmReceiver extends BroadcastReceiver { public static final int REQUEST_CODE = 12345; public static final String ACTION = "com.codepath.example.servicesdemo.alarm"; // Triggered by the Alarm periodically (starts the service to run task) @Override public void onReceive(Context context, Intent intent) { Intent i = new Intent(context, MyTestService.class); i.putExtra("foo", "bar"); context.startService(i); } } Now we have our IntentService task defined and our receiver that will be setup to periodically execute in order to trigger the service. (Note that we need to define android:process=":remote" so that the BroadcastReceiver will run in a separate process so that it will continue to stay alive if the app has closed. The boot message is received and the "wakeful" receiver launches the service. Outputs Remember that a service is not bound to the Activity and cannot modify views within the UI directly. Instead, in many cases we might want one application to be able to pick up IntentService messages even after it has been fully relaunched or we want multiple applications to be able to receive the messages from the service. The activity can be switched or the app can be paused and the IntentService will still continue to run in the background. For example, when using an IntentService with the Android Async HTTP library, you need to use the synchronous client SyncHttpClient instead of the default asynchronous version: public class NetworkedIntentService extends IntentService { private AsyncHttpClient aClient = new SyncHttpClient(); @Override protected void onHandleIntent(Intent intent) { // Send synchronous request aClient.get(this, someUrlHere, new AsyncHttpResponseHandler() { // ... In these cases, we should use a BroadcastReceiver instead. This onStartJob() method will run on the main thread, so you can generate Toast messages that will be rendered on the activity. As a result, jobs will not execute right away. Registering the IntentService Each service needs to be registered in the manifest for your app: Notice that we specify this in the manifest file with the name and exported properties set. exported determines whether or not the service can be executed by other applications. This allows the application to act based on the results of the IntentService. Starting a Service at Device Boot In certain cases, we might want a service to start right after the device boots up. There are several issues with the ResultReceiver approach including the fact that if the app quits, then the receiver will not work when the app is relaunched. Passed in: " + val); // Fire the broadcast with intent packaged LocalBroadcastManager.getInstance(this).sendBroadcast(in); // or sendBroadcast(in) for a normal broadcast; } } This service is now sending this broadcast message to any application that wants to listen for these messages based on the ACTION namespace. Enter the AlarmManager to execute a periodic task by firing a BroadcastIntent. For most of these common cases (checking for new data), what we really want to do is setup a scheduler that triggers a background service at a regular interval of our choosing. However, IntentService does have a few limitations. Services are used for repetitive and potential long running operations, checking for new data, data processing, indexing content, etc. If your service needs to communicate with multiple components that want to listen for communication, use this approach. super("test-service"); } @Override public void onCreate() { super.onCreate(); // if you override onCreate(), make sure to call super(). For a more complete example of an IntentService in action, check out this tutorial on peachpit. You cannot easily cancel an intent service once you start one On Android O devices, this work will be added to the JobScheduler. Once you call startService(), the IntentService does the work defined in its onHandleIntent() method, and then stops itself. In reality, JobScheduler should only be used if apps target API 23 or above. The Firebase Job Dispatcher library provides an alternative API, but it depends on Google Play Services. onSuccess here }); } } See this service example for a more complete example. However, in certain specialized cases where you do need the requests to be processed in parallel, you cannot use IntentService and instead might want to extend from Service directly. BroadcastReceiver - Used to create a generic broadcast event which can then be picked up by any application. A few limitations of an IntentService to be aware of: You cannot affect the user interface from this background service directly Requests are handled on a single worker thread and processes just one request at a time. Let's setup the recurring alarm in our Activity: public class MainActivity extends Activity { @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity_main); scheduleAlarm(); } // Setup a recurring alarm every half hour public void scheduleAlarm() { // Construct an intent that will execute the AlarmReceiver Intent intent = new Intent(getApplicationContext(), MyAlarmReceiver.class); // Create a PendingIntent to be triggered when the alarm goes off final PendingIntent pIntent = PendingIntent.getBroadcast(this, MyAlarmReceiver.REQUEST_CODE, intent, PendingIntent.FLAG_UPDATE_CURRENT); // Setup periodic alarm every every half hour from this point onwards long firstMillis = System.currentTimeMillis(); // alarm is set right away AlarmManager alarm = (AlarmManager) this.getSystemService(Context.ALARM_SERVICE); // First parameter is the type: ELAPSED_REALTIME, ELAPSED_REALTIME_WAKEUP, RTC_WAKEUP // Interval can be INTERVAL_FIFTEEN_MINUTES, INTERVAL_HALF_HOUR, INTERVAL_HOUR, INTERVAL_DAY alarm.setInexactRepeating(AlarmManager.RTC_WAKEUP, firstMillis, AlarmManager.INTERVAL_HALF_HOUR, pIntent); } } This will cause the alarm to trigger immediately and then fire every half hour from that point forward. Communicating from a Service to an Application The next step is to be able to communicate data from the IntentService back to the Application. Make sure that the job includes the conditions that are required, such as whether the job will require network access, depend on whether the phone is charging or idle, should be run periodically, or be persisted across reboots: JobScheduler jobScheduler = (JobScheduler) getSystemService(Context.JOB_SCHEDULER_SERVICE); JobInfo jobInfo = new JobInfo.Builder(11, new ComponentName(this, MyJobService.class)) // only add if network access is required .setRequiredNetworkType(JobInfo.NETWORK_TYPE_ANY) .build(); jobScheduler.schedule(jobInfo); val jobScheduler = getSystemService(Context.JOB_SCHEDULER_SERVICE) as JobScheduler val jobInfo = JobInfo.Builder(11, ComponentName(this@MainActivity, MyJobService::class.java)) // only add if network access is required .setRequiredNetworkType(JobInfo.NETWORK_TYPE_ANY).build() jobScheduler.schedule(jobInfo) Limitations There are currently bugs in the JobScheduler, especially in Android API 21 and API 22. Don't forget to release the wake lock within onHandleIntent so the device can go back to sleep after the service is launched: public class MyTestService extends IntentService { // ... Refer to the following table to better understand the outputs created by services: Output Description Example Notifications Creates a dashboard notification to alert the user New direct message received Broadcasts Triggers a broadcast message to be received Activity wants to add a new chat message SQLite Write data received into the local database Store new content for querying later Files Cache blob data such as images or json to file Cache images to be displayed quickly later Prefs Save key-values to shared preferences Store a flag to display a message on next app open Note that we can use broadcasts to trigger updates within our app while the app is running. For this example we are using the LocalBroadcastManager which only allows our app to communicate internally between Service and Activity. For longer running tasks that are independent of a particular Activity, use IntentService. See the scheduling alarms docs for more examples of different types of scheduling. } @Override protected void onHandleIntent(Intent intent) { // This describes what will happen when service is triggered } } Now we can use this service within our application. In this way, the activity can update the UI accordingly after being told to by a service broadcast. The WorkManager API addresses this deficiency and is the preferred long-term approach. On pre-Android O devices, a normal IntentService will be dispatched in the background. Generally speaking, developers should be wary of building extended-run services. First, we want to define the IntentService to have periodically execute: public class MyTestService extends IntentService { public MyTestService() { super("MyTestService"); } @Override protected void onHandleIntent(Intent intent) { // Do the task here Log.i("MyTestService", "Service running"); } } Now we want to setup a way to execute this periodically at a specified interval. The return value should depend on whether the job should be rescheduled for later. To start a service when a broadcast (such as boot message) is received, we can start by adding the necessary permissions to receive this message in our manifest AndroidManifest.xml in the element: We need to link this boot message with a particular broadcast receiver which will receive and processes the "boot" message issued by the phone. JobScheduler Writing a job simply requires extending the JobService class. Service is a component which runs in the background, without direct interaction with the user. Executing the IntentService Once we have defined the service, let's take a look at how to trigger the service and pass the service data. Note that the base Service by default runs in the same process as the application in which it is declared and in the main UI thread of that application. The expected result for this method should be true, especially if the work done has to be completed. IntentService The IntentService class used to be the way for running an operation on a single background thread. The service is already running in the background so you will want to avoid executing AsyncTasks within a Service. Because of recent restrictions on Android to improve battery life, all background work including periodic tasks should now be scheduled through the JobScheduler. The new WorkManager API is intended to provide a wrapper to abstract away the issues, but currently it is in alpha release. The PendingIntent.FLAG_UPDATE_CURRENT flag ensures that if the alarm fires very quickly, that the events will replace each other rather than stack up. This is done using one of two approaches: ResultReceiver - Generic callback interface for sending results between service and activity. See this Stack Overflow post for more details.) Finally, we need to actually start the periodic alarm that will trigger the receiver by registering with the Alarm system service. For short one-off background tasks tightly coupled to updating an Activity, we should use an AsyncTask. Communicating with a ResultReceiver In many cases, an IntentService only needs to communicate with the activity or application that spawns it. For a more detailed example that includes starting the alarm when the phone boots up, check out this blog post. Passed in: " + val); // Here we call send passing a resultCode and the bundle of extras rec.send(Activity.RESULT_OK, bundle); } } Calling rec.send will trigger the onReceiveResult callback to be called within our Activity and the return value will be displayed in the toast in this case. Launchers Services can be thought of at a high-level as background tasks that run independent of the rest of the app. The receiver also requires each and every activity that wants to receive messages to have a reference to the receiver object passed into the service. This is done using the same Intent system we are already familiar with. This is useful when you want to act on the result of the service. The biggest limitation is that the IntentService uses a single worker thread to handle start requests one at a time and processes them serially. If your service only needs to connect with its parent application in a single place, use this approach. If you try to send asynchronous requests, you will get errors about the thread no longer exists since the service will terminate before the network requests complete. Networking with IntentService If you intend to perform networking within the IntentService, keep in mind that you do not necessarily need to be concerned about blocking the primary thread. Refer to the following table to better understand the launchers that trigger the start of a service: Trigger Description Example Intent Trigger directly from an activity or fragment after user action Starts an image upload AlarmManager Trigger at a specified time in the future or at a recurring interval Poll for new updates GCM Trigger when a push message is received through cloud messaging Chat message received BroadcastReceiver Trigger when a particular broadcast message is received Launch on device bootup Sensors Trigger when a particular sensor value is received Geofencing location update Since most developer created services are short-lived task-based, they should be running for a finite amount of time after being triggered. In other words, if the Activity is destroyed or the configuration changes then the AsyncTask will not be able to update the UI on completion. In Comparison to AsyncTask A common point of confusion is when to use an AsyncTask and when to use an IntentService. Using with AlarmManager for Periodic Tasks Suppose we need to set periodically executing background tasks. A good example is for a several second network request that will populate data into a ListView. Next, let's register both our IntentService and MyAlarmReceiver in the AndroidManifest.xml. The services are "launched" or started by a few different types of "triggers". Communicating with a BroadcastReceiver Using a ResultReceiver from above to communicate is not always the right approach. public class MyJobService extends JobService { @Override public boolean onStartJob(JobParameters jobParameters) { // runs on the main thread, so this Toast will appear Toast.makeText(this, "test", Toast.LENGTH_SHORT).show(); // perform work here, i.e. network calls asynchronously // returning false means the work has been done, return true if the job is being run asynchronously return true; } class MyJobService : JobService() { override fun onStartJob(parameters: JobParameters?): Boolean { // runs on the main thread, so this Toast will appear Toast.makeText(this, "test", Toast.LENGTH_SHORT).show() // perform work here, i.e. network calls asynchronously // returning false means the work has been done, return true if the job is being run asynchronously return true } Next, we need to implement the onStopJob() method if the work was cancelled or interrupted by JobScheduler. As the service has no user interface it is not bound to the lifecycle of an activity. @Override protected void onHandleIntent(Intent intent) { // Release the wake lock provided by the WakefulBroadcastReceiver. Google now recommends using the JobIntentService, which is included as part of the support library. Each time the alarm fires, the MyAlarmReceiver broadcast intent is triggered which starts up the IntentService. Therefore, as long as you don't require that your service handle multiple requests simultaneously, typically the IntentService is the best tool for the job. This is useful for apps like email clients, news readers, instant messaging clients, et al. Instead, for simple operations, you can send networking requests synchronously. That would take drain battery life significantly and isn't what we want anyways. An AsyncTask is tightly bound to a particular Activity. // If a Context object is needed, call getApplicationContext() here. WakefulBroadcastReceiver.completeWakefulIntent(intent); } } With this completed, our service will start automatically whenever the device boots! Custom Services In 90% of cases when you need a background service, you will grab IntentService as your tool. Next, we need to construct a new BroadcastReceiver, register to listen and define the onReceive method to handle the messages within our Activity: public class MainActivity extends Activity { // ...onCreate... The best way to achieve this is to use an IntentService in conjunction with the AlarmManager. @Override public boolean onStopJob(JobParameters jobParameters) { // if the job is prematurely cancelled, do cleanup work here // return true to restart the job return false; } } // called when prematurely stopped override fun onStopJob(parameters: JobParameters?): Boolean { // if the job is prematurely cancelled, do cleanup work here // return true to restart the job return false } } We also need to make sure to declare the service in the AndroidManifest.xml file: Next, the job simply needs to be scheduled. See the official tutorial for reporting status from an IntentService for more details. Let's see how to publish local broadcast messages within the service: public class MyTestService extends IntentService { public static final String ACTION = "com.codepath.example.servicesdemo.MyTestService"; public MyTestService() { super("test-service"); } @Override protected void onHandleIntent(Intent intent) { // Fetch data passed into the intent on start String val = intent.getStringExtra("foo"); // Construct an Intent tying it to the ACTION (arbitrary event namespace) Intent in = new Intent(ACTION); // Put extras into the intent as usual in.putExtra("resultCode", Activity.RESULT_OK); in.putExtra("resultValue", "My Result Value. Instead, a service tends to have very specific outputs after running that are not directly associated with the UI. References First, let's define our ResultReceiver which should manage communication via method callbacks: // Defines a generic receiver used to pass data to Activity from a Service public class MyTestReceiver extends ResultReceiver { private Receiver receiver; // Constructor takes a handler public MyTestReceiver(Handler handler) { super(handler); } // Setter for assigning the receiver public void setReceiver(Receiver receiver) { this.receiver = receiver; } // Defines our event interface for communication public interface Receiver { void onReceiveResult(int resultCode, Bundle resultData); } // Delegate method which passes the result to the receiver if the receiver has been assigned @Override protected void onReceiveResult(int resultCode, Bundle resultData) { if (receiver != null) { receiver.onReceiveResult(resultCode, resultData); } } } This class is a simple intermediary that can then be used to trigger callbacks from the service in order to pass events to the parent Activity. We simply create an intent like normal specifying the IntentService to execute: public class MainActivity extends Activity { // Call `launchTestService()` in the activity // to startup the service public void launchTestService() { // Construct our Intent specifying the Service Intent i = new Intent(this, MyTestService.class); // Add extras to the bundle i.putExtra("foo", "bar"); // Start the service startService(i); } } You can start the IntentService from any Activity or Fragment at any time during your application. IntentService runs outside the application in a background process, so the process would run even if your application is closed. Any background work should be performed asynchronously. If this is the case, where only the parent application needs to receive data, then let's take a look at a simple way to communicate using a ResultReceiver.

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