

EMBEDDED SYSTEMS PROGRAMMING 2015-16

Android Broadcast Receivers

APP COMPONENTS

- **Activity:** a single screen with a user interface
- ➔ ● **Broadcast receiver:** responds to system-wide broadcast events. No user interface
- **Service:** performs (in the background) long-running operations (e.g., music playback). No user interface
- **Content provider**

BROADCAST RECEIVERS (1/3)

- Respond to system-wide broadcast announcements
- Handled via the BroadcastReceiver abstract class, plus the Intent class (used to send/receive broadcasts)
- A broadcast receiver can be registered either
 - statically, through the <receiver> tag in `AndroidManifest.xml`, or
 - dynamically, by invoking the `registerReceiver(BroadcastReceiver receiver, IntentFilter filter)` method of the `Context` class

BROADCAST RECEIVERS (2/3)

- Many broadcasts originate from the system — for example, a broadcast announcing that the screen has turned off, the battery is low, or a picture was captured
- Apps can also broadcast intents to other components or other apps — for example, to let such parties know that some data has been downloaded and is available for them to use

SOME SYSTEM ACTIONS (1/3)

- **Intent.ACTION_AIRPLANE_MODE_CHANGED**
The user has switched the phone into or out of “airplane mode”
- **Intent.ACTION_CONFIGURATION_CHANGED**
Device configuration (orientation, locale, etc) has changed
- **Intent.ACTION_DATE_CHANGED, Intent.ACTION_TIME_CHANGED**
The date/time has changed
- **Intent.ACTION_INPUT_METHOD_CHANGED**
An input method has been changed
- **Intent.ACTION_LOCALE_CHANGED**
The current device’s locale has changed
- **Intent.ACTION_PACKAGE_CHANGED**
An existing application package has been changed
(e.g. a component has been enabled or disabled)

SOME SYSTEM ACTIONS (2/3)

- **Intent.ACTION_BOOT_COMPLETED**
Broadcast once after the system has finished booting
- **Intent.ACTION_CAMERA_BUTTON**
The camera button was pressed
- **Intent.ACTION_DEVICE_STORAGE_LOW**
Intent.ACTION_DEVICE_STORAGE_OK
Indicates low memory condition on the device begins / no longer exists
- **Intent.ACTION_SCREEN_OFF**
Intent.ACTION_SCREEN_ON
The device has gone to / exits from non-interactive mode
- Battery-related and power-related actions defined in the Intent class (already discussed)

SOME SYSTEM ACTIONS (3/3)

- **Camera.ACTION_NEW_PICTURE**
Camera.ACTION_NEW_VIDEO
A new picture/video has been taken by the camera, and it has been added to the media store
- **AudioManager.ACTION_AUDIO_BECOMING_NOISY**
Audio is about to become “noisy” due to a change in audio outputs (e.g., a wired headset has been unplugged)
- **ConnectivityManager.CONNECTIVITY_ACTION**
A change in network connectivity has occurred: a default connection has either been established or lost

USING A BROADCAST RECEIVER

1. Implement the receiver as a subclass of `BroadcastReceiver`
2. Register the receiver
3. When a matching intent is broadcast, the `onReceive (Context context, Intent intent)` method of the receiver is invoked even if the receiver is contained in a stopped process
4. When `onReceive ()` returns, the receiver object is no longer active, and the process may be stopped

BROADCAST RECEIVERS (3/3)

- A `BroadcastReceiver` object is only valid for the duration of the call to `onReceive()`
- `onReceive()` is given **10 seconds to complete execution**: after that, the receiver is considered “blocked” and it may be killed
- Consequently, a broadcast receiver cannot perform asynchronous or long-running operations, even binding to a service. However, it can invoke `startService()`
- A broadcast receiver cannot display a user interface. However, it may create a status bar notification

EXAMPLE (1/3)

- Implementing a broadcast receiver

```
public class MyReceiver extends BroadcastReceiver
{
    @Override
    public void onReceive(Context context, Intent intent)
    {
        String action = intent.getAction();
        Log.i(TAG, "Received broadcast action: " + action);

        // Perform some useful work here
        // (after having further examined the intent, if necessary)

        ...
    }
}
```

EXAMPLE (2/3)

- Registering `MyReceiver` in the manifest: the app receives all intents since the device is started

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="it.unipd.dei.es1011.brtest"
    android:versionCode="1"
    android:versionName="1.0">
    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <receiver android:name=".MyReceiver" android:enabled="true">
            <intent-filter>
                <action android:name="android.intent.action.PHONE_STATE"></action>
            </intent-filter>
        </receiver>
        ...
    </application>
    <uses-sdk android:minSdkVersion="8" />
    <uses-permission android:name="android.permission.READ_PHONE_STATE"></uses-permission>
</manifest>
```

EXAMPLE (3/3)

- Registering `MyReceiver` dynamically from within an activity: the app receives intents only when the activity is in the foreground

```
...  
  
private receiverInstance = new MyReceiver();  
  
@Override  
public void onResume ()  
{  
    super.onResume ();  
    // Register the instance of MyReceiver  
    this.registerReceiver (receiverInstance,  
                           new IntentFilter (TelephonyManager.ACTION_PHONE_STATE_CHANGED);  
}  
  
@Override  
protected void onPause ()  
{  
    // Unregister since the activity is not visible.  
    // Do not unregister in onSaveInstanceState ()!  
    this.unregisterReceiver (receiverInstance);  
    super.onPause ();  
}  
  
...
```

SENDING BROADCAST INTENTS

- Broadcast intents can be sent by invoking the `Context.sendBroadcast(Intent intent)` method
- Call returns immediately while the intent is distributed to all interested (i.e., previously registered) broadcast receivers
- No results are propagated from receivers
- Both system-defined and custom actions can be sent. However, remember that some system-defined actions are protected and can be sent only by the system itself

LOCALBROADCASTMANAGER CLASS

- Helper class to broadcast intents only to local objects within your process
- Obtain an instance by invoking the static method `LocalBroadcastManager.getInstance(Context context)`
- No IPC: more efficient than sending a global broadcast
- Broadcast data do not leave the app:
no need to worry about leaking private data
- Other apps cannot send broadcasts to locally-registered objects:
no need to worry about security holes that such apps can exploit

EXAMPLE (1/2)

- Dynamically registering MyReceiver with LocalBroadcastManager: only local broadcasts will be received

```
...  
  
private receiverInstance = new MyReceiver();  
  
@Override  
public void onResume ()  
{  
    super.onResume ();  
    // Register the instance of MyReceiver  
    LocalBroadcastManager.getInstance (this).registerReceiver (receiverInstance,  
        new IntentFilter (TelephonyManager.ACTION_PHONE_STATE_CHANGED));  
}  
  
@Override  
protected void onPause ()  
{  
    // Unregister since the activity is not visible.  
    // Do not unregister in onSaveInstanceState ()!  
    LocalBroadcastManager.getInstance (this).unregisterReceiver (receiverInstance);  
    super.onPause ();  
}  
  
...
```

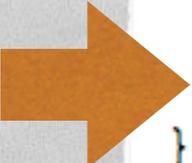
EXAMPLE (2/2)

- Sending a broadcast intent with `LocalBroadcastManager`: the broadcast will be limited to registered, local objects

```
private void sendAction()
{
    Intent intent = new Intent("foo-event");

    // Add some extra data
    intent.putExtra("message", "data");

    LocalBroadcastManager.getInstance(this).sendBroadcast(intent);
}
```



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