CMSC436: Programming Handheld Systems

Threads, AsyncTasks & Handlers

Today’s Topics

Threading overview

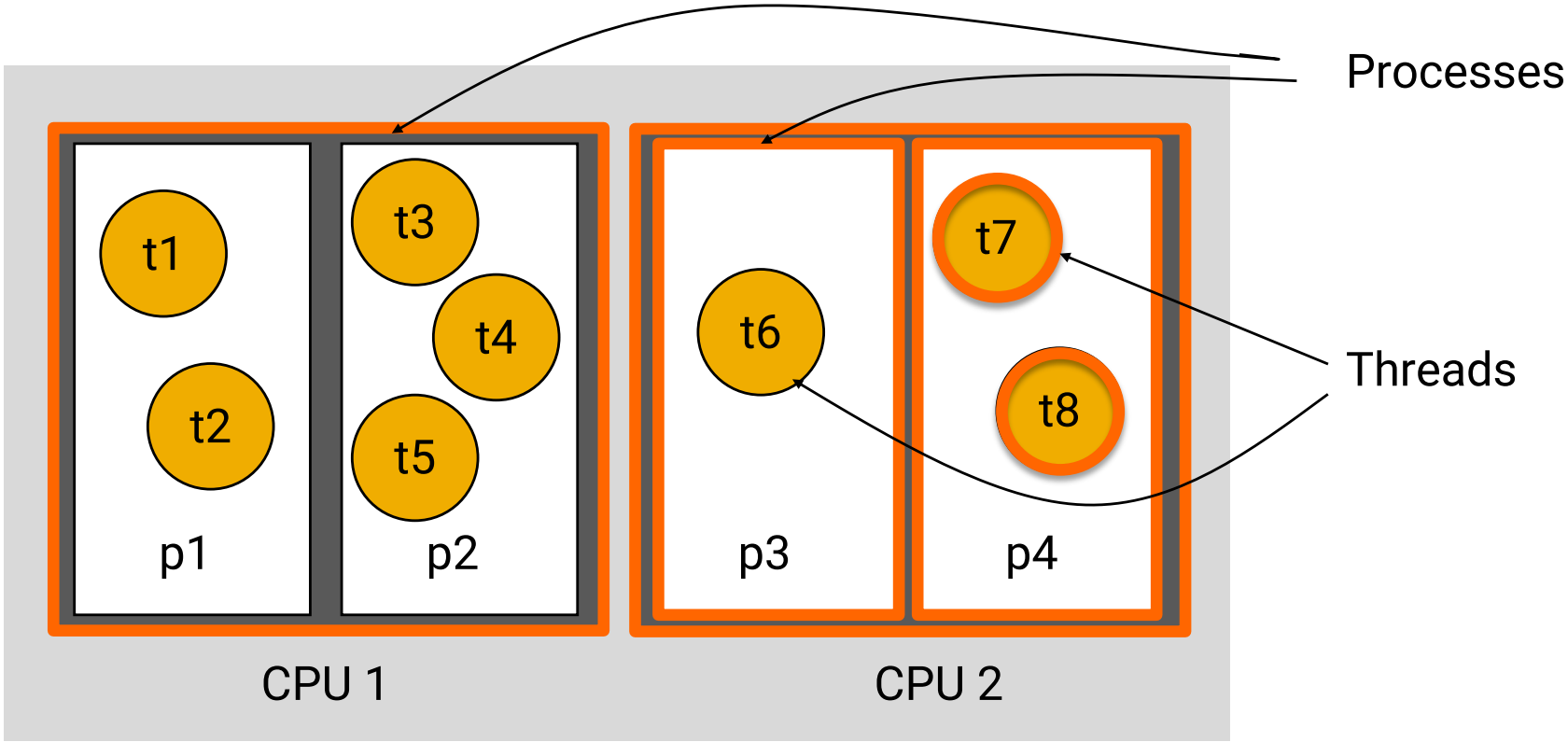
Android’s UI Thread

The AsyncTask class

The Handler class

What is a Thread?

- Conceptual view
  - Parallel computation running in a process
- Implementation view
  - A program counter and a stack
  - Heap and static areas shared with other threads



Computing Device

Java Threads

Represented by an Object of type Java.lang.Thread

Threads implement the Runnable interface

```
public void run()
```

See:

https://docs.oracle.com/javase/tutorial/essential/concurrency/threads.html

Some Thread Methods

void start()

Starts the Thread

void sleep(long time)

Sleeps for the given period

Some Object Methods

void wait()

Current thread waits until another thread invokes notify() on this object

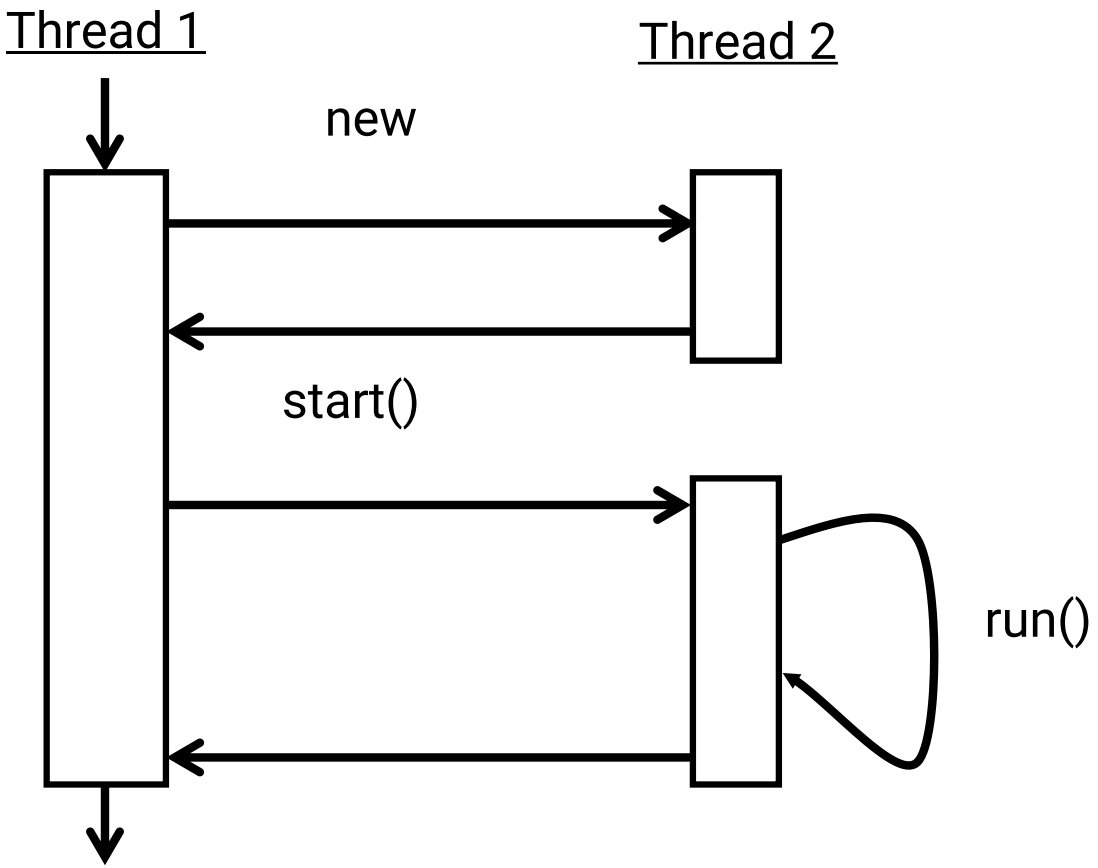
void notify()

Wakes up a single thread that is waiting on this object

Basic Thread Use Case

- Instantiate a Thread object
- Invoke the Thread’s start() method
  - Thread’s run() method get called
- Thread terminates when run() returns

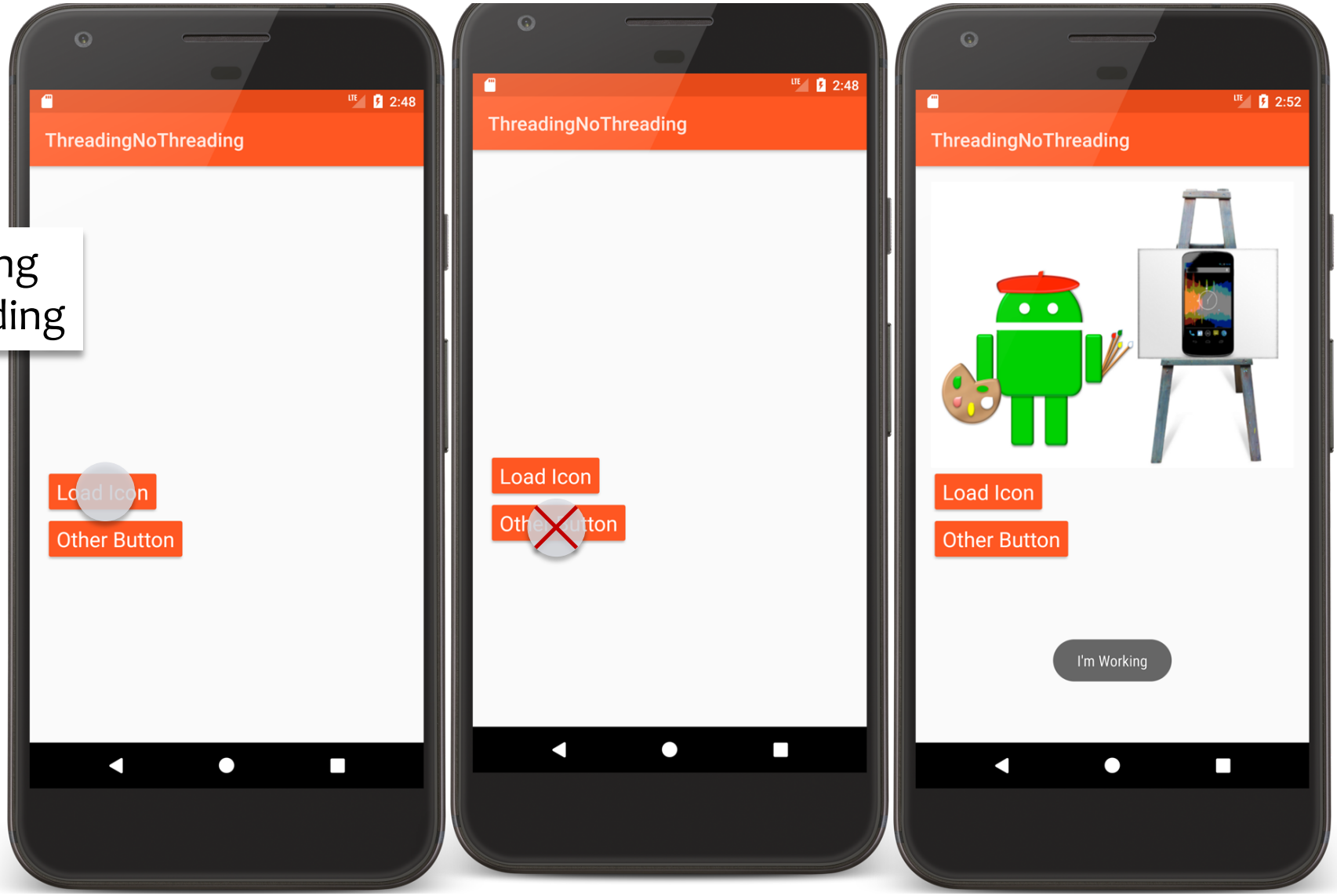
Basic Thread Use Case



ThreadingNoThreading

- Application displays two buttons
- LoadIcon
  - Load a bitmap from a resource file & display
  - Show loaded bitmap
- Other Button
  - Display some text

Threading NoThreading



NoThreadingExample.kt

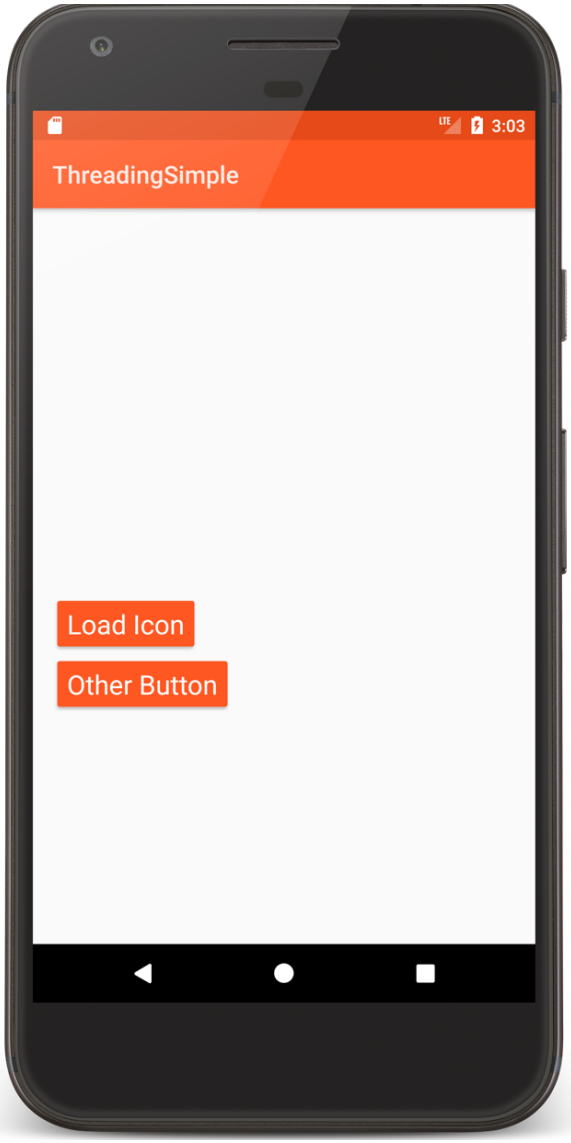
```
fun onClickOtherButton(v: View) {
    Toast.makeText(this@NoThreadingExample, "I'm Working",
                                                Toast.LENGTH_SHORT).show()
}

fun onClickLoadButton(view: View) {
    try {
        // Accentuates pretend slow operation
        Thread.sleep(5000)
        mIView.setImageBitmap(
            BitmapFactory.decodeResource(resources, R.drawable.painter))
    } catch (e: InterruptedException) {
        e.printStackTrace()
    }
}
```

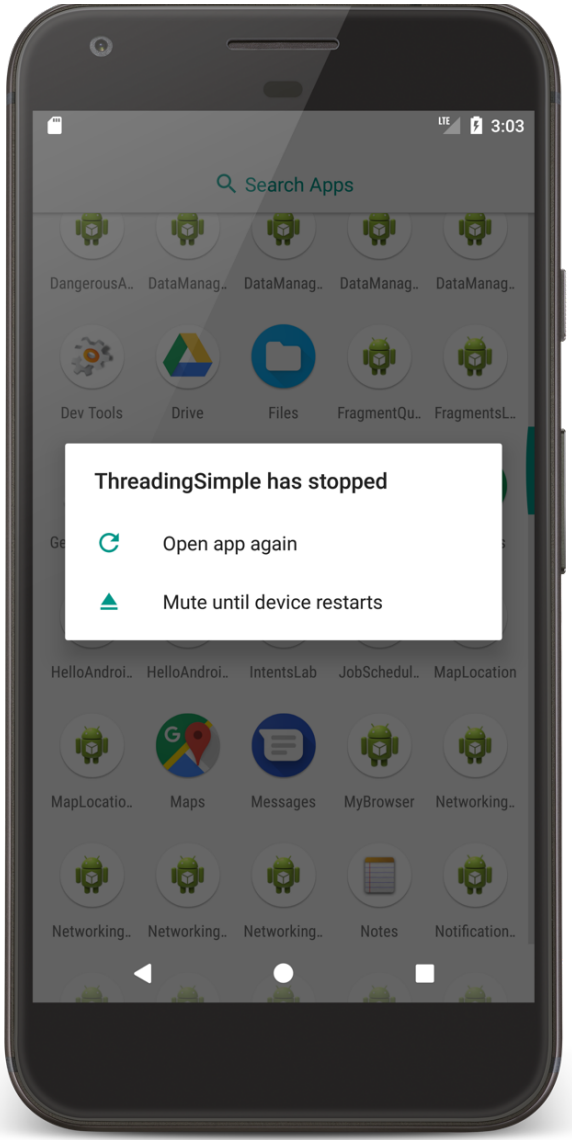
ThreadingSimple

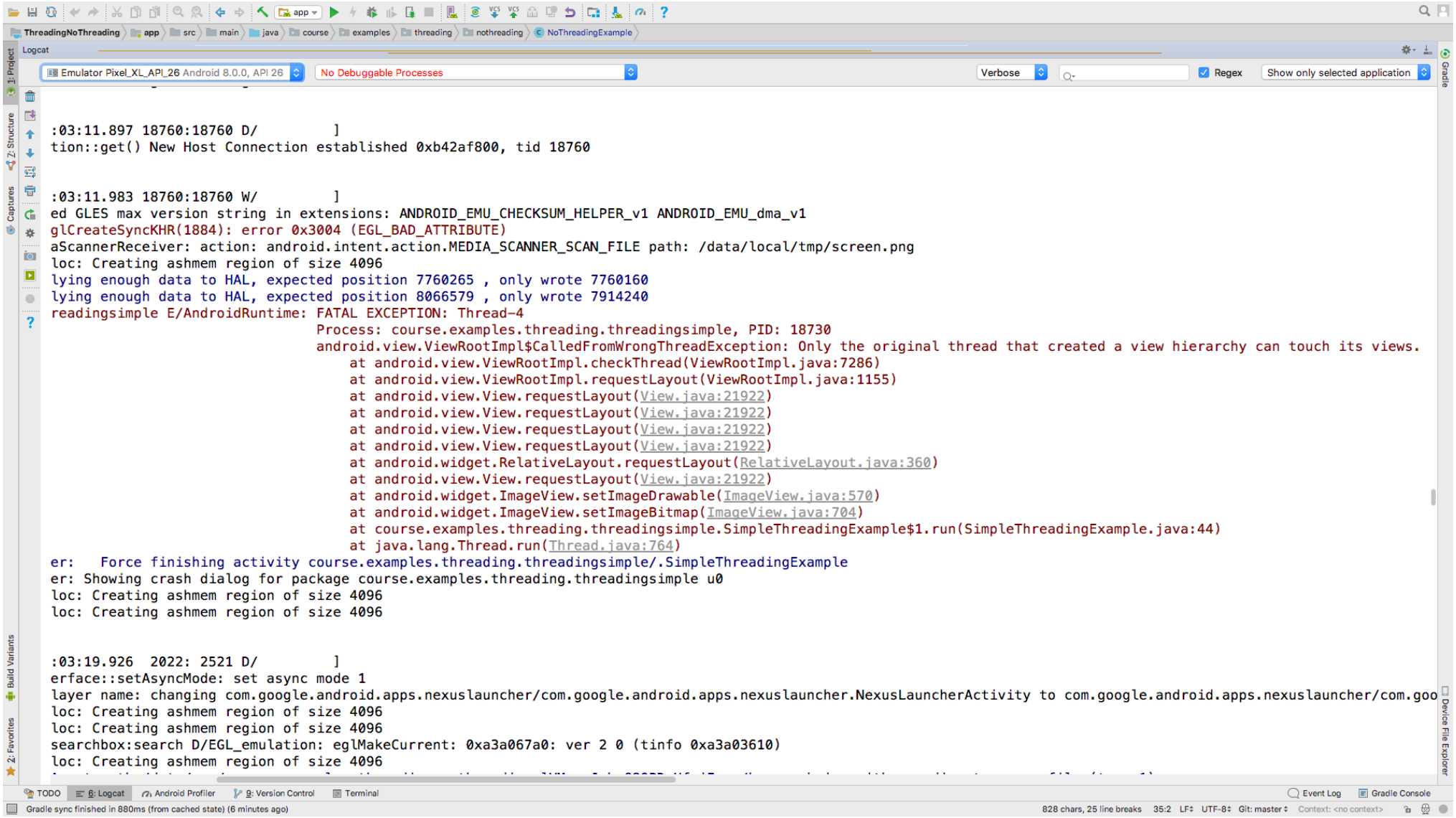
Seemingly obvious, but incorrect, solution:

Button listener spawns a separate thread to load bitmap & display it

Threading Simple






ThreadingNoThreading app src main java course examples threading nothreading NoThreadingExample
Logcat
Emulator Pixel_XL_API_26 Android 8.0.0, API 26
No Debuggable Processes
Verbose
Regex
Show only selected application
:03:11.897 18760:18760 D/]
tion::get() New Host Connection established 0xb42af800, tid 18760
:03:11.983 18760:18760 W/]
ed GLES max version string in extensions: ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_dma_v1
glCreateSyncKHR(1884): error 0x3004 (EGL_BAD_ATTRIBUTE)
aScannerReceiver: action: android.intent.action.MEDIA_SCANNER_SCAN_FILE path: /data/local/tmp/screen.png
loc: Creating ashmem region of size 4096
lying enough data to HAL, expected position 7760265 , only wrote 7760160
lying enough data to HAL, expected position 8066579 , only wrote 7914240
readingsimple E/AndroidRuntime: FATAL EXCEPTION: Thread-4
Process: course.examples.threading.threadingsimple, PID: 18730
android.view.ViewRootImpl$CalledFromWrongThreadException: Only the original thread that created a view hierarchy can touch its views.
at android.view.ViewRootImpl.checkThread(ViewRootImpl.java:7286)
at android.view.ViewRootImpl.requestLayout(ViewRootImpl.java:1155)
at android.view.View.requestLayout(View.java:21922)
at android.view.View.requestLayout(View.java:21922)
at android.view.View.requestLayout(View.java:21922)
at android.view.View.requestLayout(View.java:21922)
at android.widget.RelativeLayout.requestLayout(RelativeLayout.java:360)
at android.view.View.requestLayout(View.java:21922)
at android.widget.ImageView.setImageDrawable(ImageView.java:570)
at android.widget.ImageView.setImageBitmap(ImageView.java:704)
at course.examples.threading.threadingsimple.SimpleThreadingExample$1.run(SimpleThreadingExample.java:44)
at java.lang.Thread.run(Thread.java:764)
er: Force finishing activity course.examples.threading.threadingsimple/.SimpleThreadingExample
er: Showing crash dialog for package course.examples.threading.threadingsimple u0
loc: Creating ashmem region of size 4096
loc: Creating ashmem region of size 4096
:03:19.926 2022: 2521 D/]
erface::setAsyncMode: set async mode 1
layer name: changing com.google.android.apps.nexuslauncher/com.google.android.apps.nexuslauncher.NexusLauncherActivity to com.google.android.apps.nexuslauncher/com.goo
loc: Creating ashmem region of size 4096
loc: Creating ashmem region of size 4096
searchbox:search D/EGL_emulation: eglMakeCurrent: 0xa3a067a0: ver 2 0 (tinfo 0xa3a03610)
loc: Creating ashmem region of size 4096
TODO
6: Logcat
Android Profiler
9: Version Control
Terminal
Event Log
Gradle Console
Gradle sync finished in 880ms (from cached state) (6 minutes ago)
828 chars, 25 line breaks
35:2
LF
UTF-8
Git: master
Context: <no context>

SimpleThreadingExample.kt

```
fun onClickLoadButton(v: View) {
    GlobalScope.launch (Default){
        delay(mDelay)
        Log.i(TAG, "In onClickLoadButton")

        // This doesn't work in Android
        mIView.setImageBitmap(
          BitmapFactory.decodeResource(resources,R.drawable.painter))
    }
}
```

The UI Thread

Applications have a main thread (the UI thread)

Application components in the same process use the same UI thread

User interaction, system callbacks, and lifecycle methods handled on the UI thread

In addition, UI toolkit is not thread-safe

Implications

- Blocking the UI thread hurts application responsiveness
  - Long-running ops should run in background threads
- Don’t access the UI toolkit from a non-UI thread

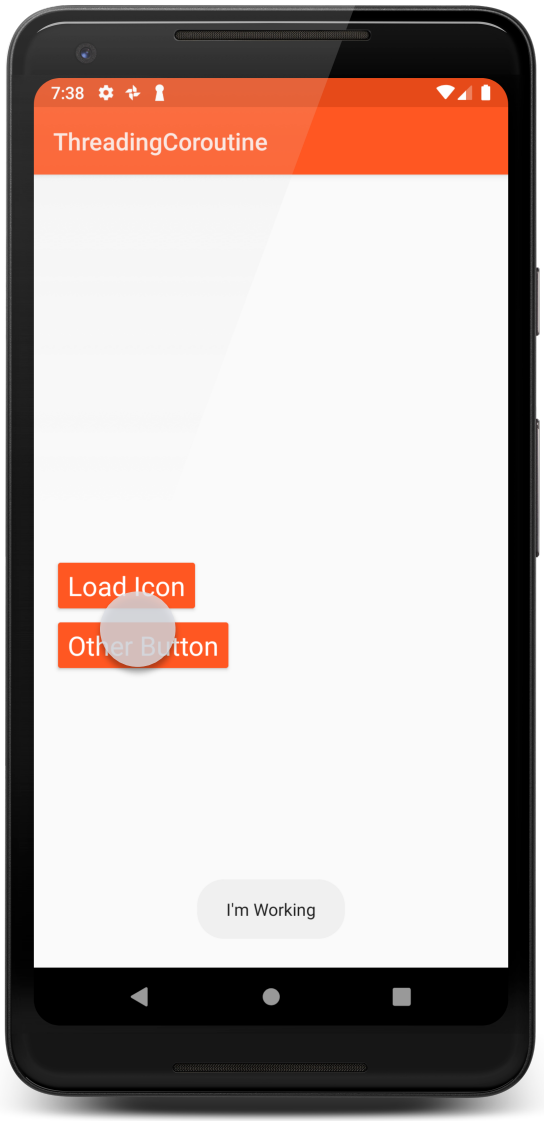
Improved Solution

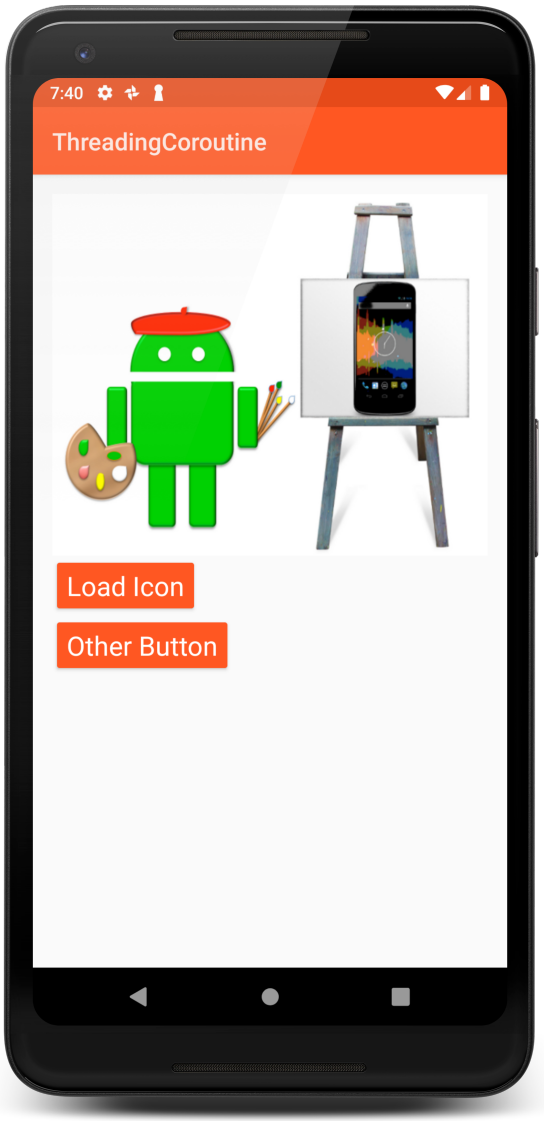
Do work on a background thread, but update the UI on the UI Thread

Android provides several methods that are guaranteed to run in the UI Thread

- boolean View.post (Runnable action)
- void Activity.runOnUiThread (Runnable action)

ThreadingCoroutine





CoroutineExampleActivity.kt

```
fun onClickLoadButton(v: View) {

    mIView.isEnabled = false

    GlobalScope.launch(Dispatchers.Main) {
        val bitmap = withContext(Dispatchers.Default) {
            // public suspend fun delay(timeMillis: Long)
            delay(mDelay)
            BitmapFactory.decodeResource(resources, R.drawable.painter)
        }
        bitmap?.apply { mIView.setImageBitmap(this) }
    }
}
```

See also:

ThreadingViewPost

ThreadingRunOnUiThread

AsyncTask

Provides a structured way to manage work involving background & UI Threads

AsyncTask

- Background Thread
  - Performs work
  - Indicates progress
- UI Thread
  - Does setup
  - Publishes intermediate progress
  - Uses results

AsyncTask

Generic class

```
class AsyncTask<Params, Progress, Result> {
   …
}
```

Generic type parameters

- Params – Type used in background work
- Progress – Type used when indicating progress
- Result – Type of result

AsyncTask

void onPreExecute()

- Runs on UI Thread

Result doInBackground (Params…params)

- Runs on background Thread

void publishProgress(Progress... values)

- Can be called by doInBackground
- Runs on background Thread

AsyncTask

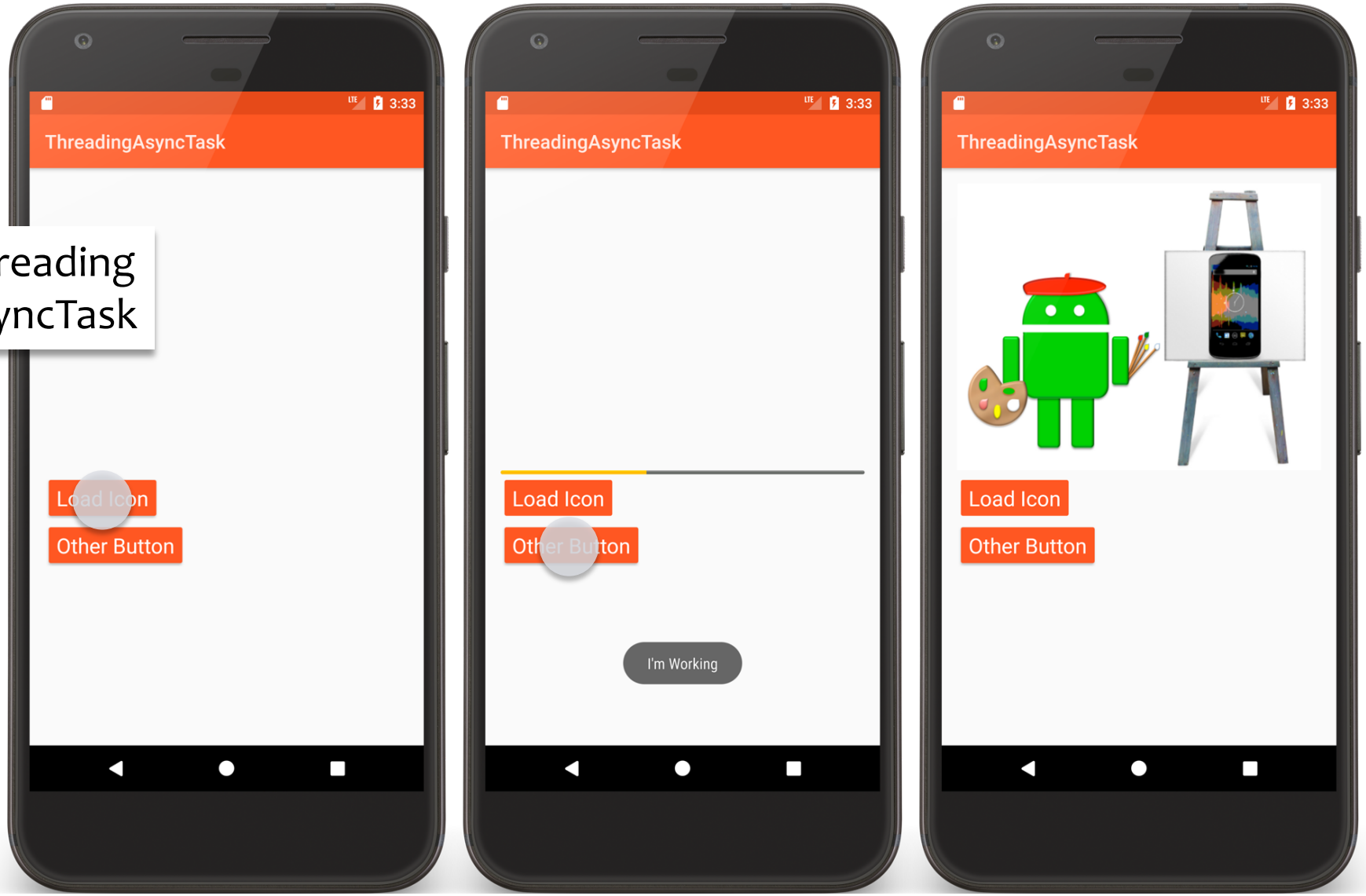
void onProgressUpdate (Progress... values)

- Invoked in response to publishProgress()
- Runs on UI Thread

void onPostExecute (Result result)

- Runs after doInBackground()
- Runs in UI Thread

Threading AsyncTask



AsyncTaskActivity.kt

```
// In AsyncTaskActivity.java
fun onClickLoadButton(v: View) {
    mLoadButton.isEnabled = false
    mAsyncTaskFragment.onButtonPressed()
}


// In AsyncTaskFragment.java
fun onButtonPressed() {
    LoadIconTask(this).execute(PAINTER)
}
```

AsyncTaskFragment.kt

```
private class LoadIconTask(fragment: AsyncTaskFragment) :
                                                AsyncTask<Int, Int, Bitmap>() {
    // GC can reclaim weakly referenced variables.
    private val mAsyncTaskFragment:
         WeakReference<AsyncTaskFragment> = WeakReference(fragment)

    override fun onPreExecute() {
      mAsyncTaskFragment.get()?.setProgressBarVisibility(ProgressBar.VISIBLE)
    }

    override fun doInBackground(vararg resId: Int?): Bitmap {
    // simulating long-running operation
      for (i in 1..10) {
        sleep()
        publishProgress(i * 10)
      }
      return BitmapFactory.
             decodeResource(mAsyncTaskFragment.get()?.resources, resId[0]!!)
    }
```

AsyncTaskFragment.kt

```
override fun onProgressUpdate(vararg values: Int?) {
    mAsyncTaskFragment.get()?.setProgress(values[0])
}

override fun onPostExecute(result: Bitmap) {

mAsyncTaskFragment.get()?.setProgressBarVisibility(ProgressBar.INVISIBLE)
    mAsyncTaskFragment.get()?.imageBitmap = result
}
```

AsyncTask Threading Rules

The AsyncTask class must be loaded on the UI thread

The AsyncTask instance must be created on the UI thread

execute(Params...) must be invoked on the UI thread

Do not invoke onPreExecute(), onPostExecute(Result), doInBackground(Params...), onProgressUpdate(Progress...)

The task can be executed only once. An exception will be thrown on violation

Dealing with Reconfiguration

- Remember that Android kills and restarts Activities on reconfiguration
- ThreadingAsyncTask gracefully handles reconfiguration
  - Runs AsyncTask in Headless Fragment
  - Saves and restores other Activity state

Handler

Handler lets you enqueue and process Messages and Runnables to/on a Thread’s Message queue

Each Handler is bound to the Thread in which it was created

Main uses

- Schedule Messages and Runnables to be executed at some point in the future
- Enqueue an action to be performed on a different thread

Handler Message Types

Runnable

- Contains an instance of the Runnable interface
- Enqueuer implements response

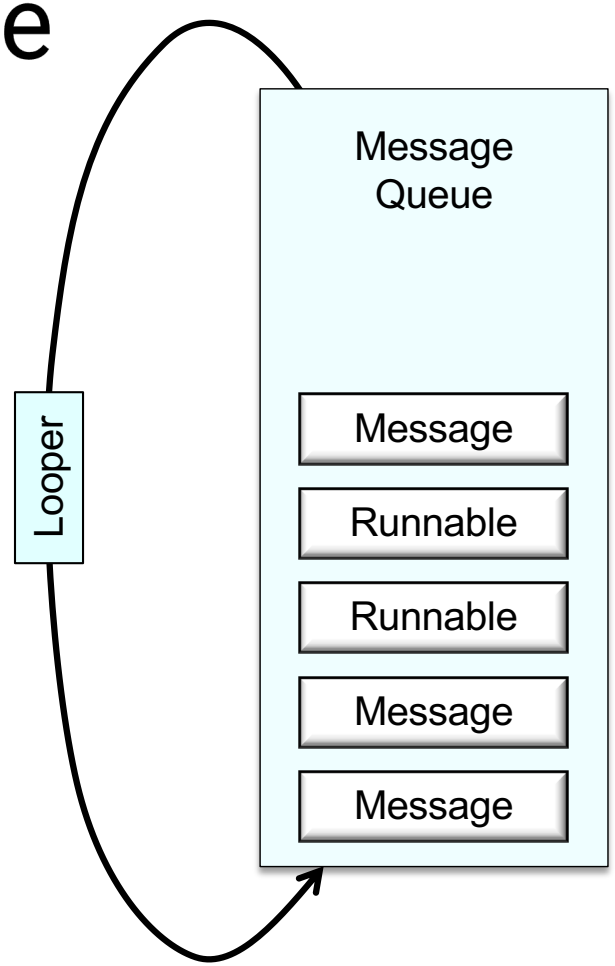
Message

- Can contain a message code, an object & integer arguments
- Handler implements response

Handler Architecture

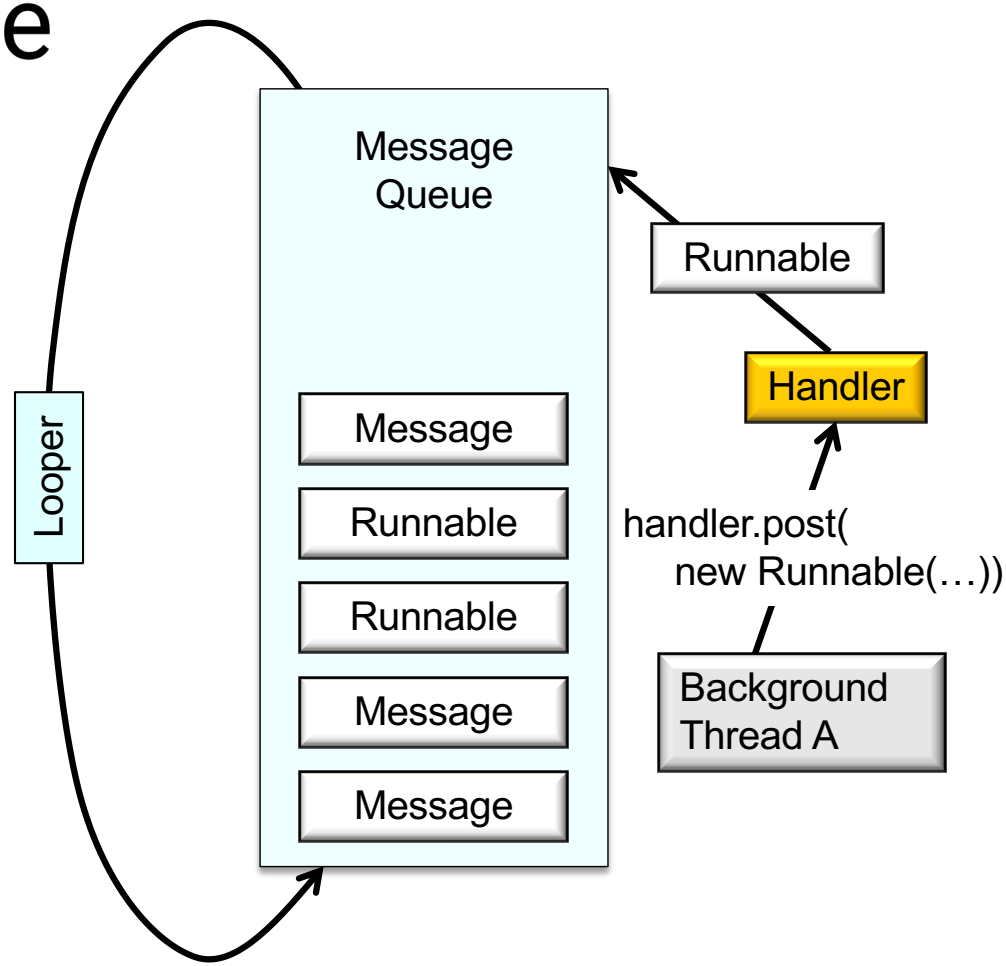
Each Android Thread is associated with a messageQueue & a Looper

A MessageQueue holds Messages and Runnables to be dispatched by the Looper



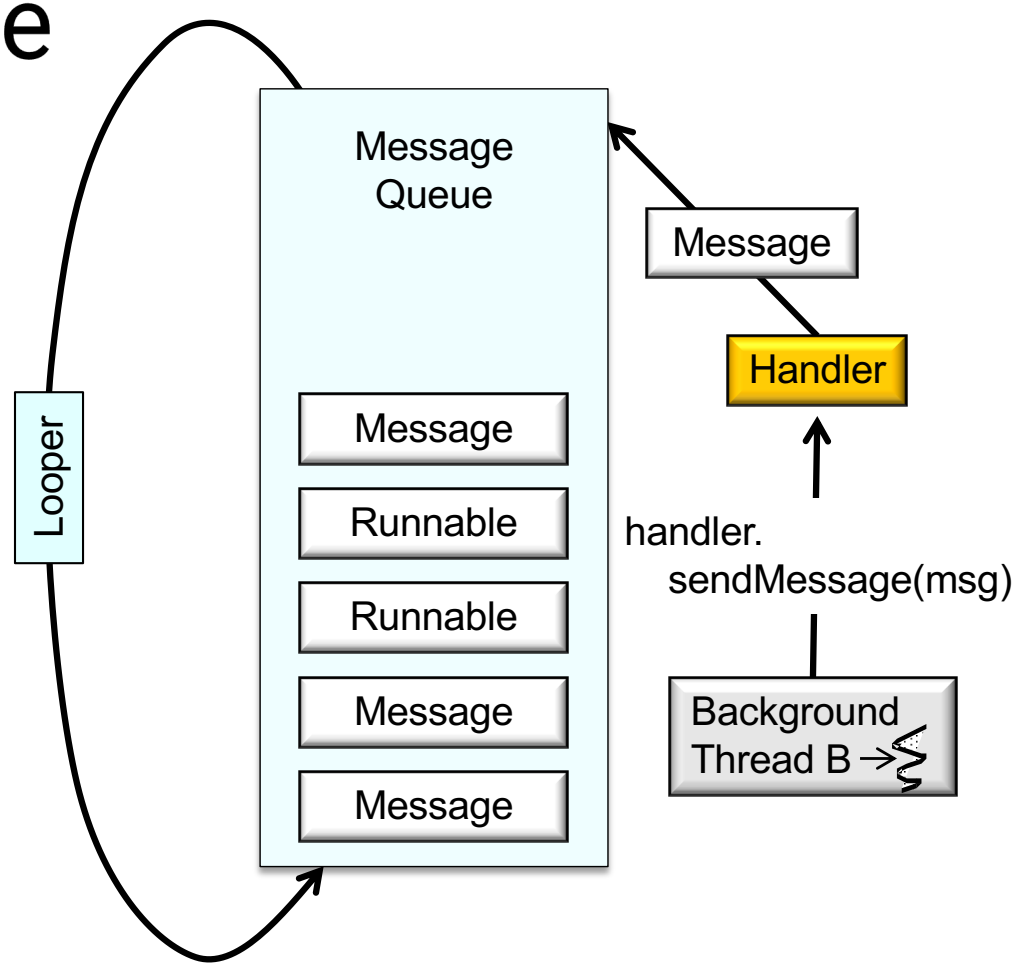
Handler Architecture

Add Runnables to MessageQueue by calling Handler's post() method



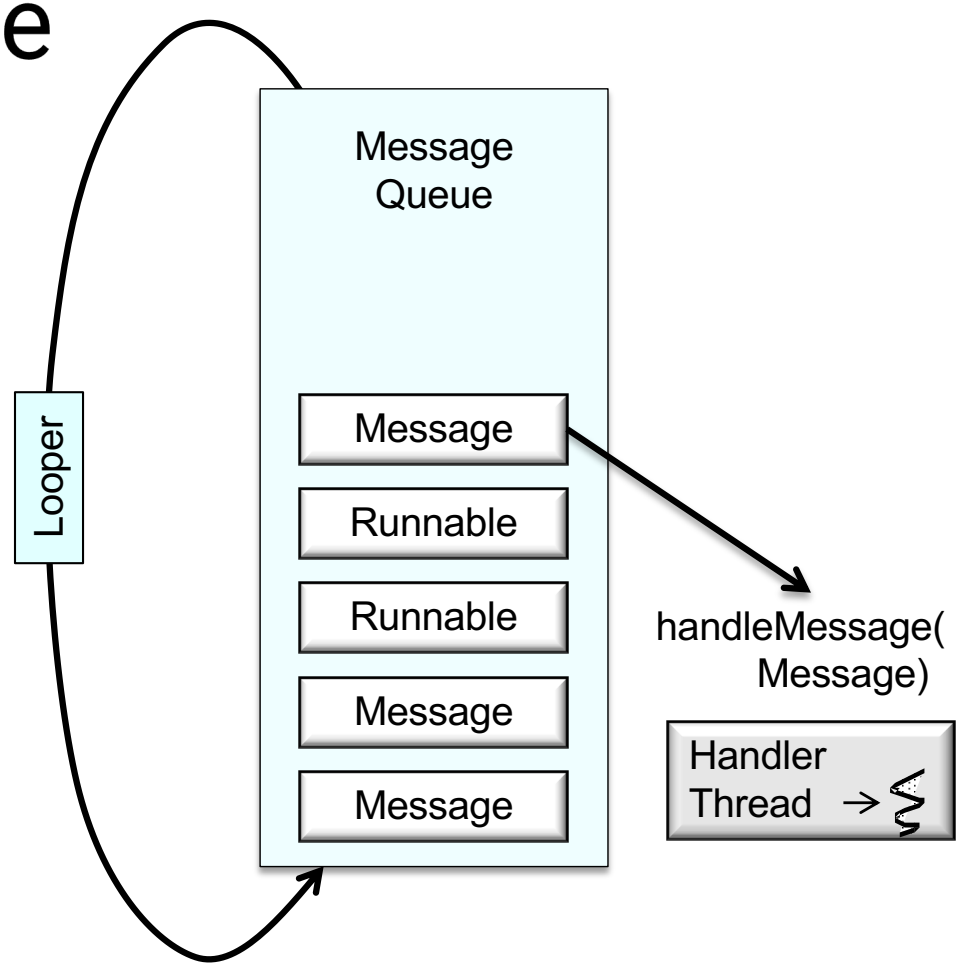
Handler Architecture

Add Messages to MessageQueue by calling Handler's sendMessage() method



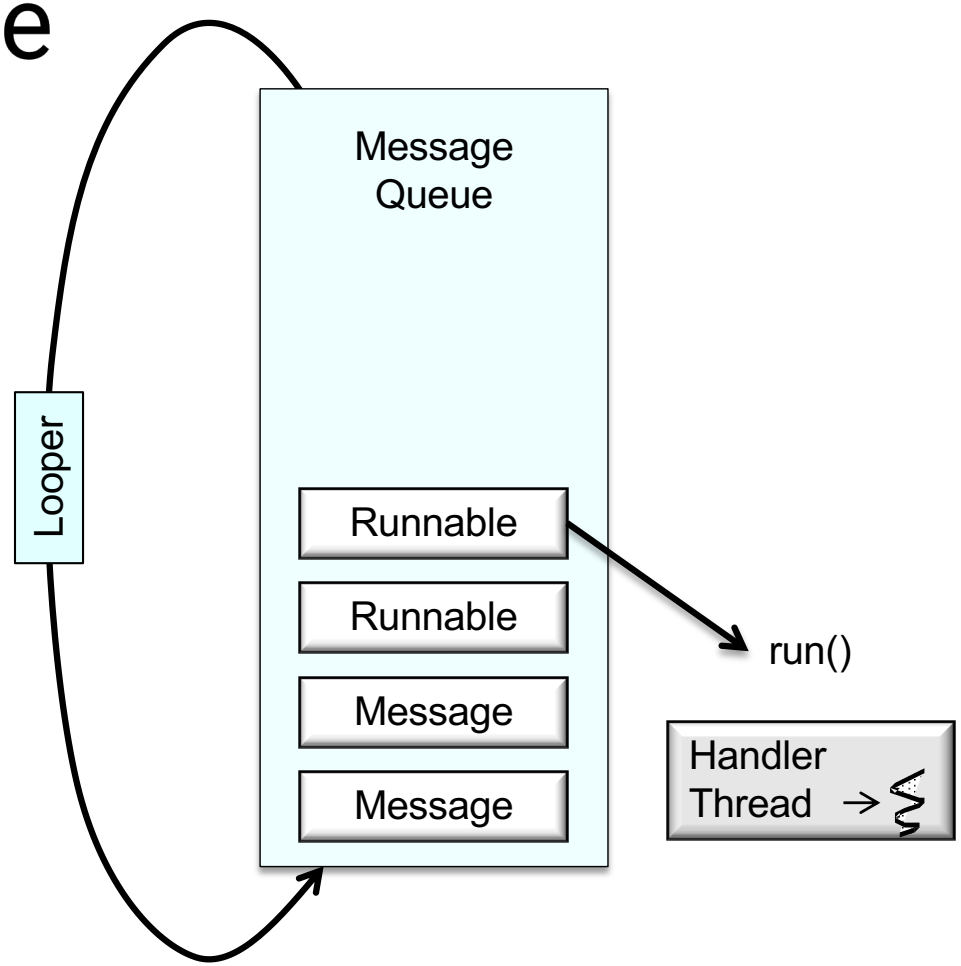
Handler Architecture

Looper dispatches Messages by calling the Handler's handleMessage() method on the Handler's Thread



Handler Architecture

Looper dispatches Runnables by calling their run() method in the Handler's Thread



Handler Methods for Runnables

boolean post(Runnable r)

Add Runnable to the MessageQueue

Boolean postAtTime(Runnable r, long uptimeMillis)

Add Runnable to the MessageQueue. Run at a specific time (based on SystemClock.upTimeMillis())

boolean postDelayed(Runnable r, long delayMillis)

Add Runnable to the message queue. Run after the specified amount of time elapses

Handler Methods for Creating Messages

- Create Message & set Message content
  - Handler.obtainMessage()
  - Message.obtain()
- Message parameters include
  - int arg1, arg2, what
  - Object obj
  - Bundle data
- Many variants. See documentation

Handler Methods for Sending Messages

sendMessage()

- Queue Message now

sendMessageAtFrontOfQueue()

- Insert Message at front of queue

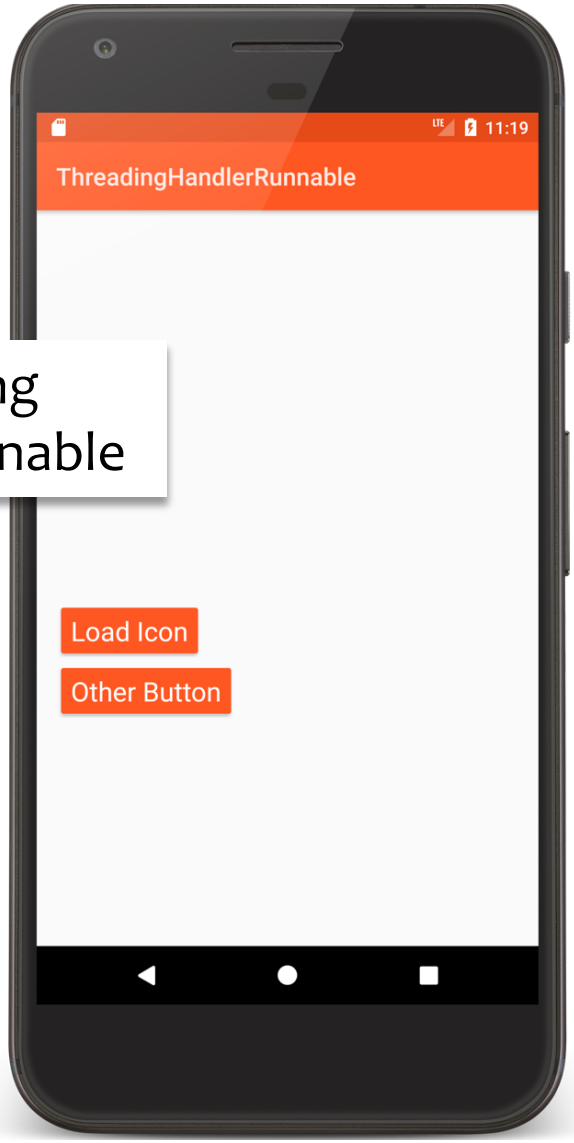
sendMessageAtTime()

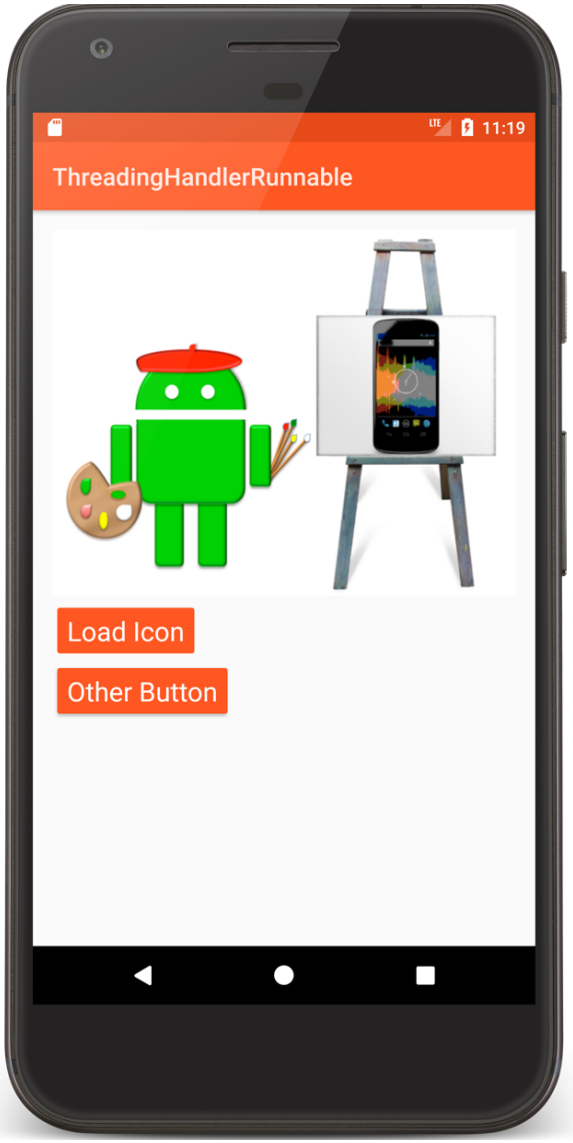
- Queue Message at the stated time

sendMessageDelayed()

- Queue Message after delay

Threading HandlerRunnable





HandlerRunnableActivity.kt

```
fun onClickLoadButton(v: View) {
    v.isEnabled = false
    mLoadIconTask = LoadIconTask(applicationContext)
        .setImageView(mImageView)
        .setProgressBar(mProgressBar)
    mLoadIconTask.start()
}
```

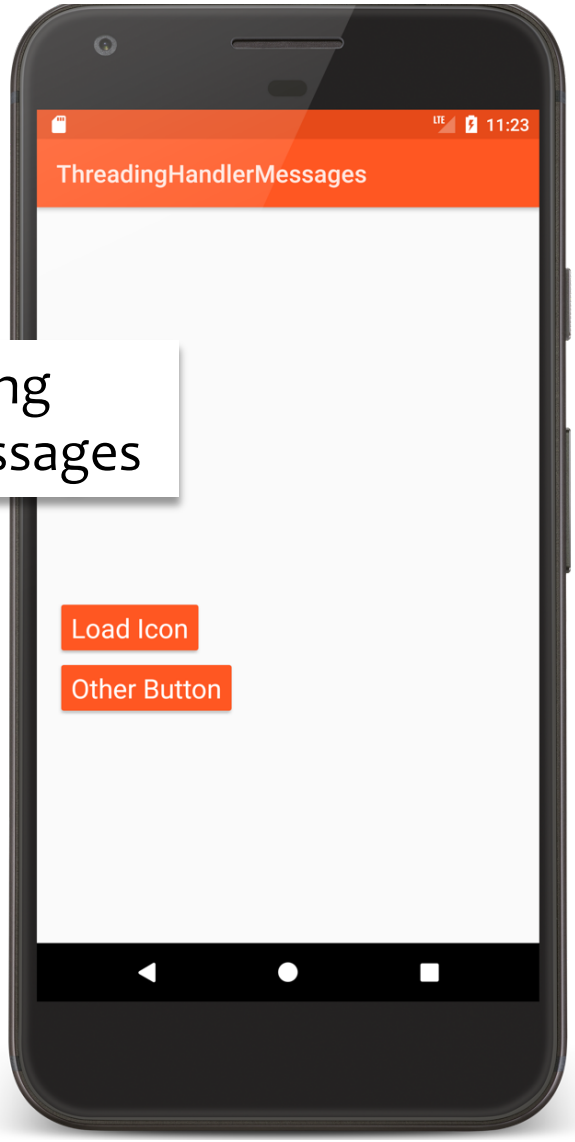
LoadIconTask.kt

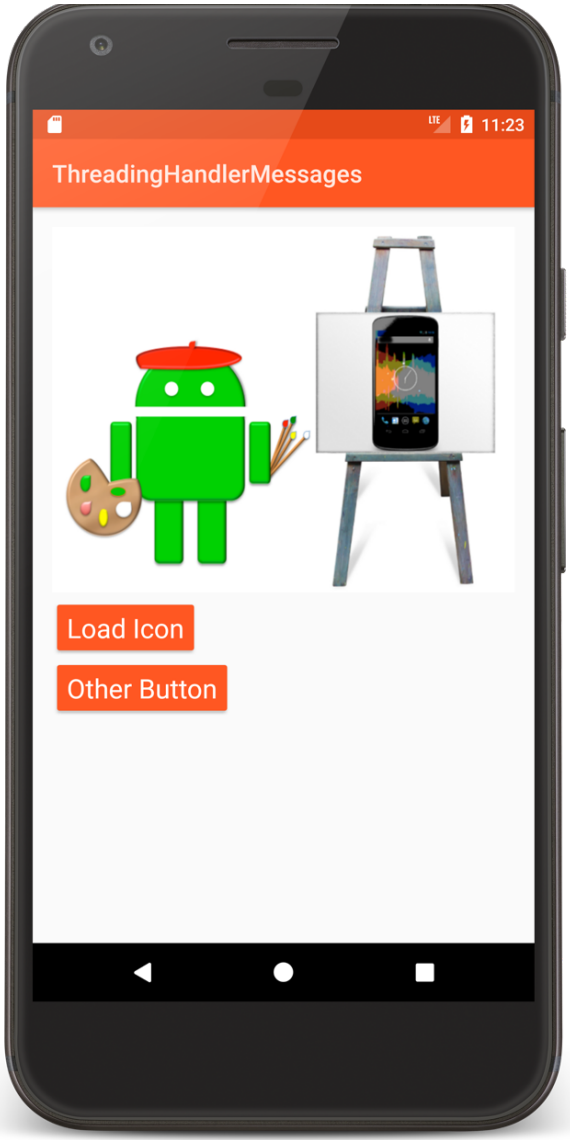
```
class LoadIconTask internal constructor(private val mAppContext: Context) :
                                                                Thread() {
    private val mHandler: Handler = Handler()
    …
    override fun run() {
      mHandler.post { mProgressBar!!.visibility = ProgressBar.VISIBLE }

      // Simulating long-running operation
      for (i in 1..10) {
        sleep()
        mHandler.post { mProgressBar!!.progress = i * 10 }
      }
```

LoadIconTask.kt

```
        mHandler.post {
          mImageView!!.setImageBitmap(
           BitmapFactory.decodeResource(mAppContext.resources, mBitmapResID))
        }

          mHandler.post { mProgressBar!!.visibility = ProgressBar.INVISIBLE }
    }
    …
}
```

Threading HandlerMessages





LoadIconTask.kt

```
class LoadIconTask internal constructor(
                          private val mContext: Context) : Thread() {
    private val mHandler = UIHandler()
    override fun run() {
      var msg = mHandler.obtainMessage(
         HandlerMessagesActivity.SET_PROGRESS_BAR_VISIBILITY,
                                                  ProgressBar.VISIBLE)
        mHandler.sendMessage(msg)
        val mResId = R.drawable.painter
        val tmp = BitmapFactory.decodeResource(mContext.resources, mResId)
        for (i in 1..10) {
            sleep()
            msg = mHandler.obtainMessage(
                          HandlerMessagesActivity.PROGRESS_UPDATE, i * 10)
            mHandler.sendMessage(msg)
        }
```

LoadIconTask.kt

```
        msg = mHandler.obtainMessage(HandlerMessagesActivity.SET_BITMAP, tmp)
        mHandler.sendMessage(msg)

        msg = mHandler.obtainMessage(
           HandlerMessagesActivity.SET_PROGRESS_BAR_VISIBILITY,
                                                    ProgressBar.INVISIBLE)
          mHandler.sendMessage(msg)
    }
}
```

LoadIconTask.kt

```
private class UIHandler : Handler() {
    private var mImageView: ImageView? = null
    private var mProgressBar: ProgressBar? = null

    override fun handleMessage(msg: Message) {
      when (msg.what) {
        HandlerMessagesActivity.SET_PROGRESS_BAR_VISIBILITY -> {
           mProgressBar!!.visibility = msg.obj as Int
        }
        HandlerMessagesActivity.PROGRESS_UPDATE -> {
           mProgressBar!!.progress = msg.obj as Int
        }
        HandlerMessagesActivity.SET_BITMAP -> {
           mImageView!!.setImageBitmap(msg.obj as Bitmap)
        }
    }
  }
```

Next Time

Networking

Example Applications

ThreadingNoThreading

ThreadingSimple

ThreadingCoroutine

ThreadingViewPost

ThreadingRunOnUiThread

ThreadingAsyncTask

ThreadingHandlerRunnable

ThreadingHandlerMessages