

# Recording in Progress

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# CMSC436: Programming Handheld Systems

# The BroadcastReceiver Class

# Today's Topics

The BroadcastReceiver Class

Registering for events

Broadcasting events

Processing events

# BroadcastReceiver

Base class for components that receive and react to events

# BroadcastReceiver

BroadcastReceivers register to receive events in which they are interested

# BroadcastReceiver

When Events occur at runtime they are represented as Intents

Those Intents are then broadcast to the system

# BroadcastReceiver

Android routes the Intents to BroadcastReceivers that have registered to receive them

BroadcastReceivers receive the Intent via a call to `onReceive()`



# Typical Use Case

Register BroadcastReceivers to receive specific events

When event occurs, broadcast an Intent

Android delivers Intent to registered recipients by calling their `onReceive()` method

Event handled in `onReceive()`

# Registering for Intents

BroadcastReceivers can register in two ways

Statically, in AndroidManifest.XML

Dynamically, by calling a registerReceiver() method

# Static Registration

Put `<receiver>` and `<intent-filter>` tags in `AndroidManifest.xml`

# <Receiver> Tag Format

```
<receiver  
    android:enabled=["true" | "false"]  
    android:exported=["true" | "false"]  
    android:icon="drawable resource"  
    android:label="string resource"  
    android:name="string"  
    android:permission="string"  
    android:process="string" >  
    ...  
</receiver>
```

# Intent Filter

Specify `<intent-filter>` tag within a `<receiver>`

See lecture on Intent class

# Static Registration

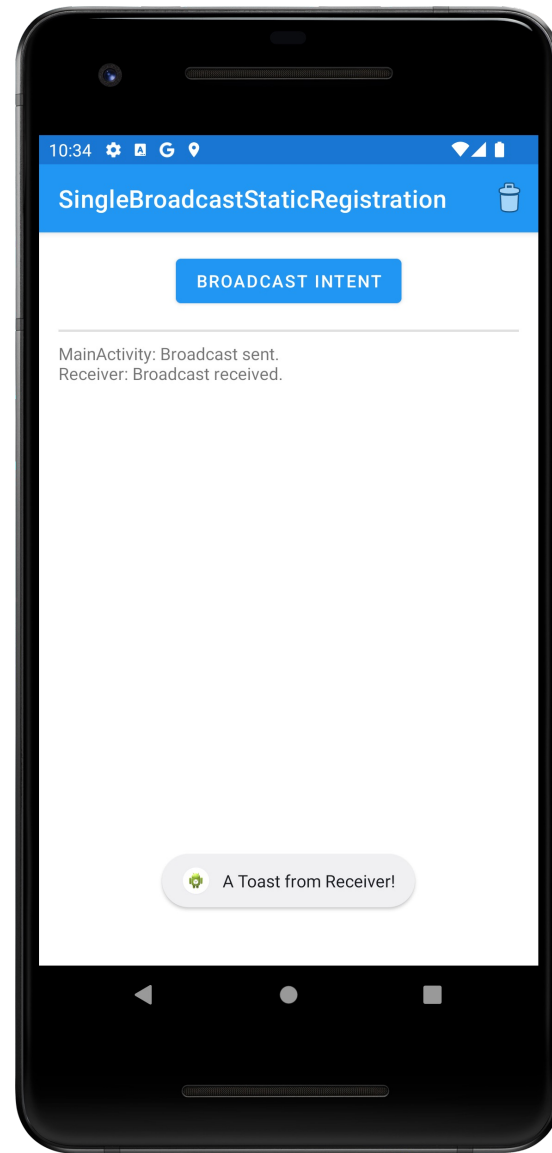
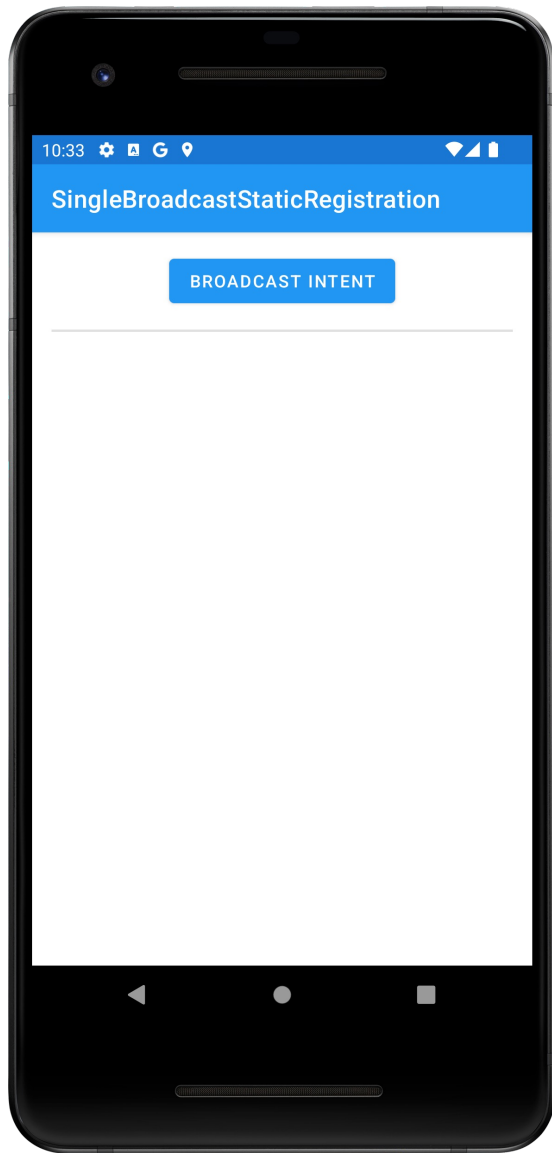
Receivers can be registered in  
AndroidManifest.xml

Will be woken to receive broadcasts, if needed

In API 26+, statically registered receivers cannot  
receive most implicit intents

See: [https://developer.android.com/guide/  
components/broadcast-exceptions.html](https://developer.android.com/guide/components/broadcast-exceptions.html)

BcastRec  
SinBcast  
StatReg



# Dynamic Registration

Create an IntentFilter

Create a BroadcastReceiver

Register BroadcastReceiver using registerReceiver()

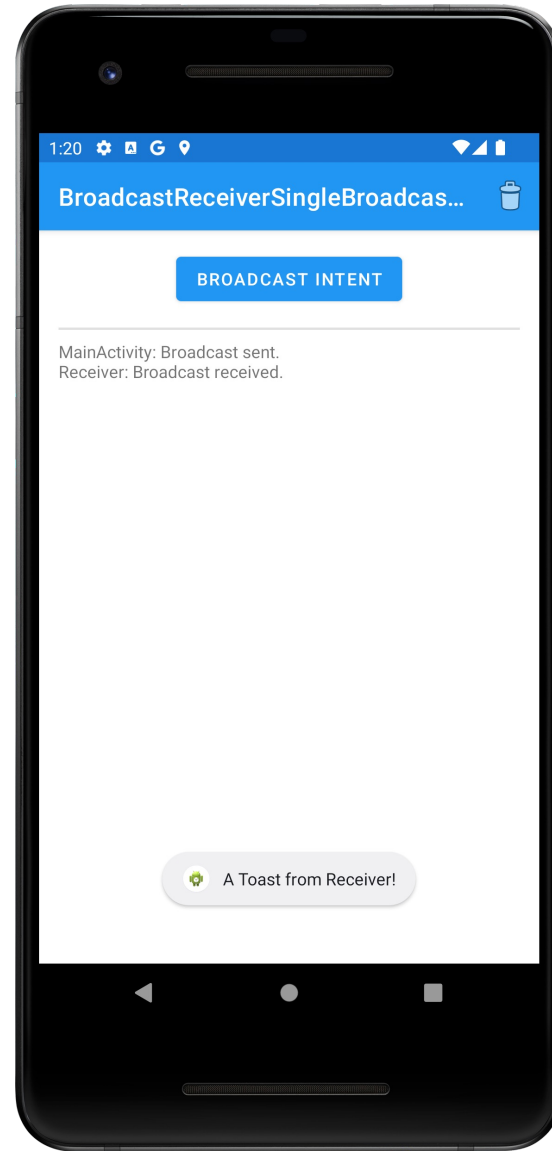
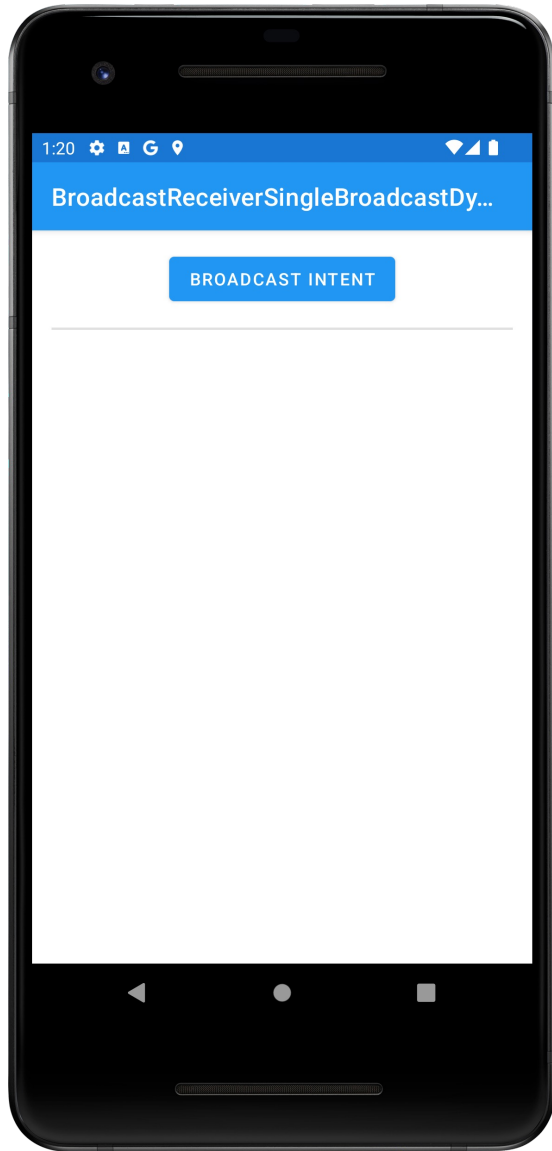
LocalBroadcastManager

Context

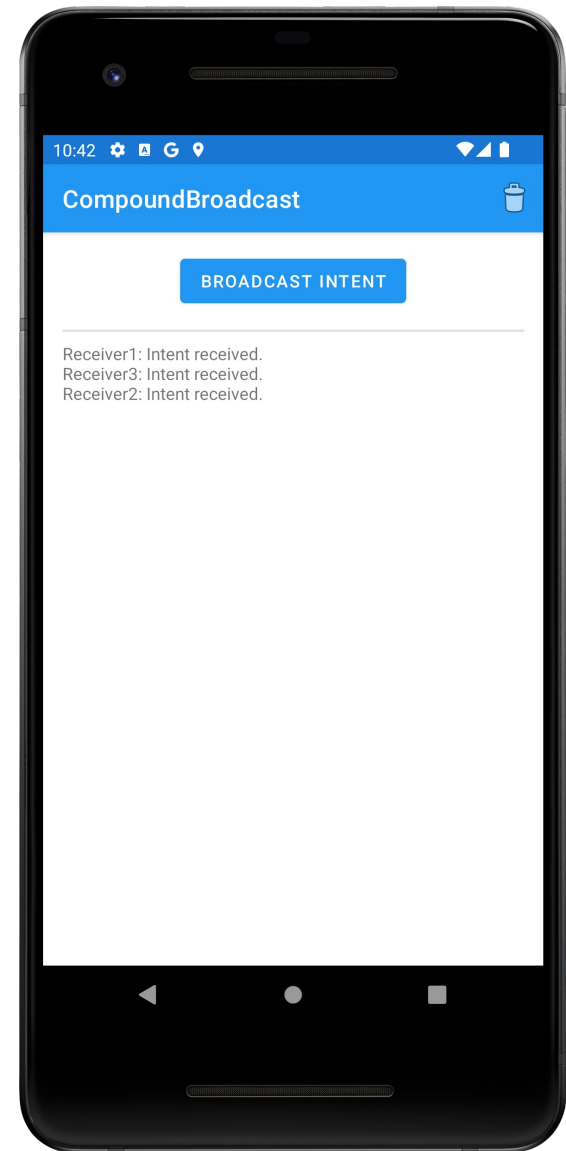
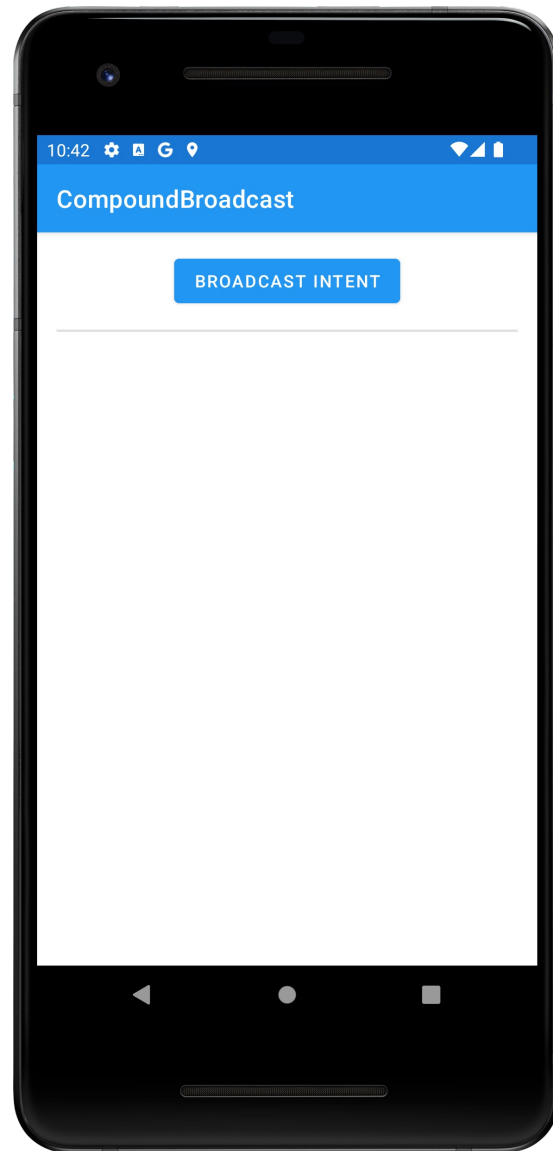
Call unregisterReceiver() to unregister  
BroadcastReceiver



BcastRec  
SinBcast  
DynReg



BcastRec  
CompBcast



# Event Broadcast

Multiple broadcast methods supported

Normal vs. Ordered

Normal: processing order undefined

Ordered: sequential processing in priority order

# Some Debugging Tips

Log extra Intent resolution information

```
Intent.setFlag(FLAG_DEBUG_LOG_RESOLUTION)
```

List registered BroadcastReceivers

Dynamically registered

```
% adb shell dumpsys activity b
```

Statically registered

```
% adb shell dumpsys package
```

# Event Delivery

Intents are delivered to BroadcastReceiver by calling `onReceive(Context, Intent)`

The Context in which the receiver is running

The Intent that was broadcast

# Event Handling in onReceive()

Hosting process has high priority while  
onReceive() is executing

onReceive() runs on the main Thread

So onReceive() should be short-lived

## Event Handling in onReceive()

Note: If event handling is lengthy, consider starting a Service, rather than performing complete operation in onReceive()

Will cover the Service class later in the course

# Event Handling in `onReceive()`

`BroadcastReceiver` is not considered valid once `onReceive()` returns

Normally, `BroadcastReceivers` can't start asynchronous operations

e.g., showing a Dialog, starting an Activity via `startActivityForResult()`

Why not?



# Ordered Broadcasts

// send Intent to BroadcastReceivers in priority order

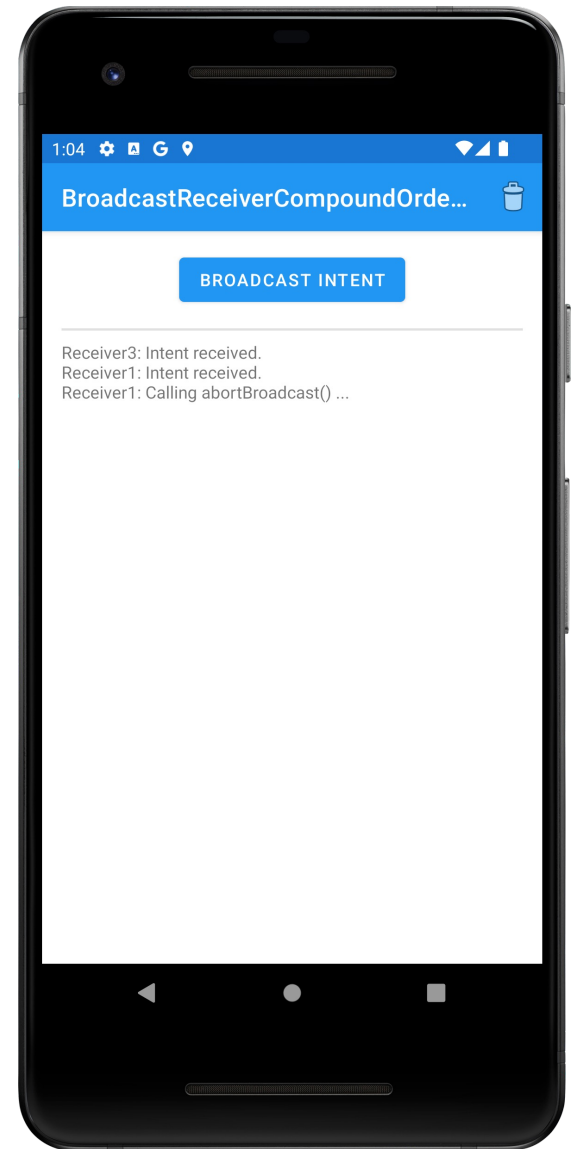
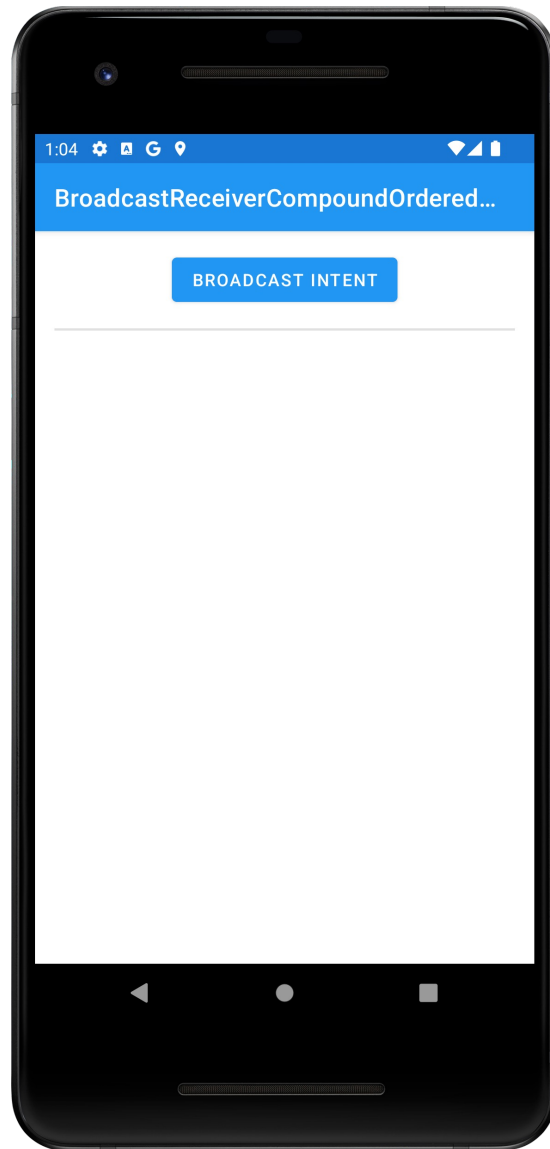
```
void sendOrderedBroadcast (Intent intent, String receiverPermission)
```

// send Intent to BroadcastReceivers in priority order. Includes multiple

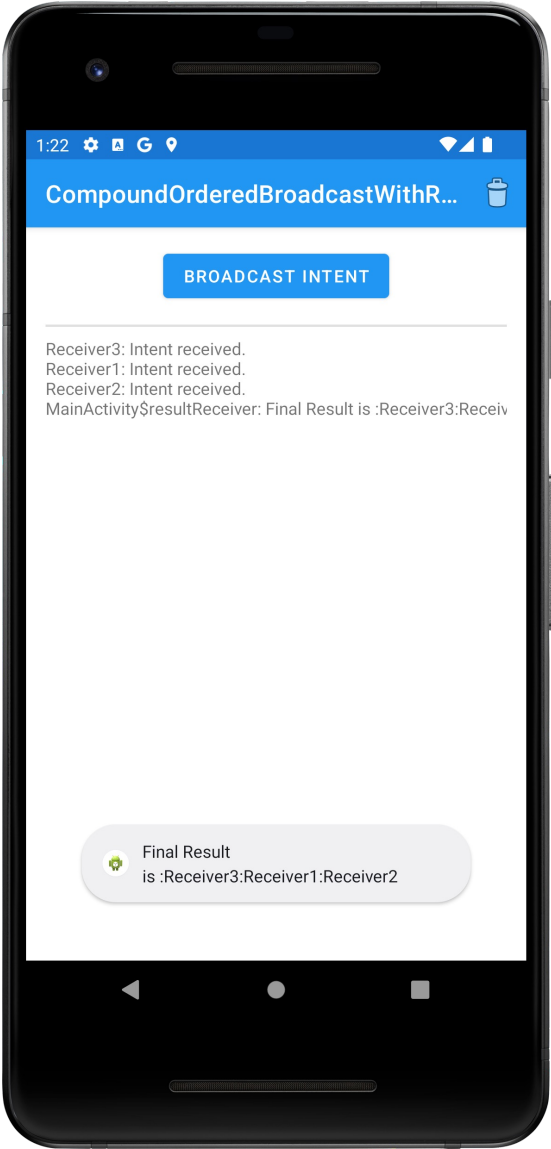
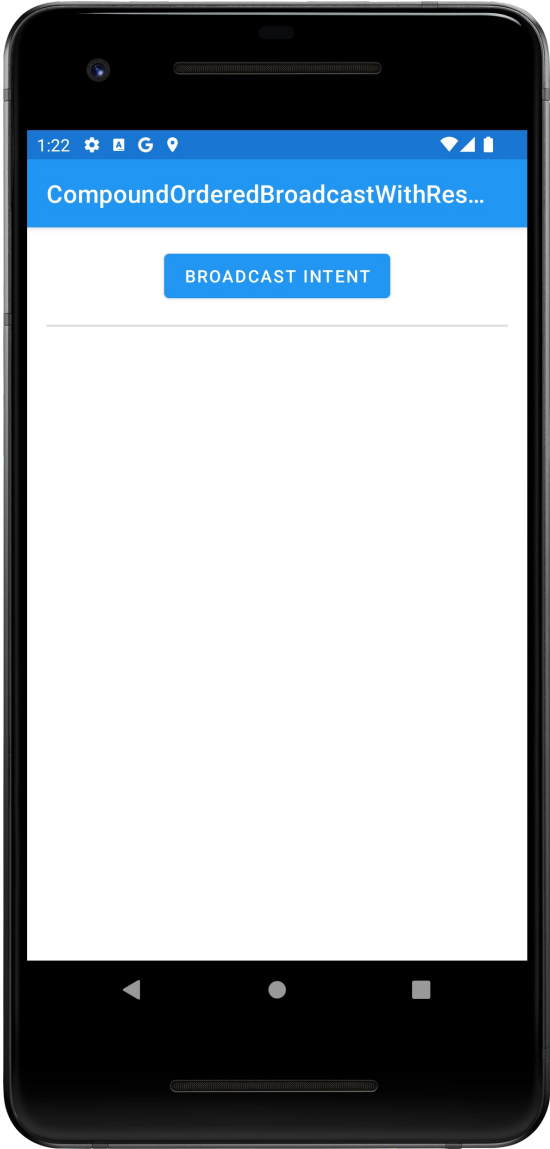
// parameters for greater control

```
void sendOrderedBroadcast (Intent intent,  
                           String receiverPermission,  
                           BroadcastReceiver resultReceiver,  
                           Handler scheduler,  
                           int requestCode,  
                           String initialData,  
                           Bundle initialExtras)
```

BcastRec  
CompOrd  
Bcast



BcastRecCompOrd  
BcastWithResRec



# Long-Running Operations

After `onReceive()` exits, system can kill  
BroadcastReceiver

Don't start long-running Threads from `onReceive()`

## Options

- Call `goAsync()`

- Schedule a `JobService` with `JobScheduler`. (Will discuss Services later in course)

## goAsync()

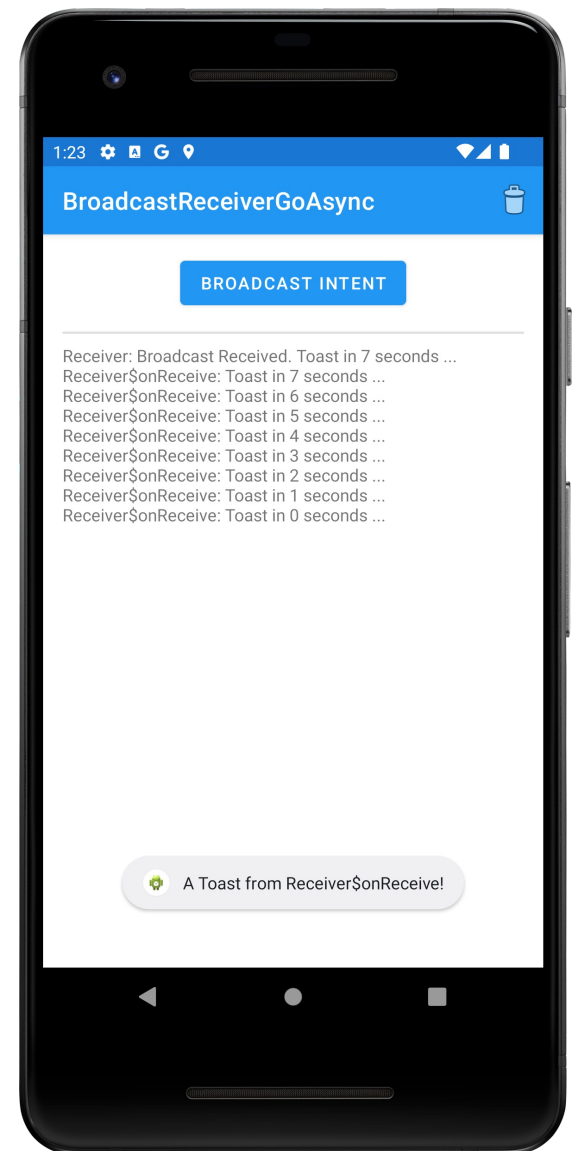
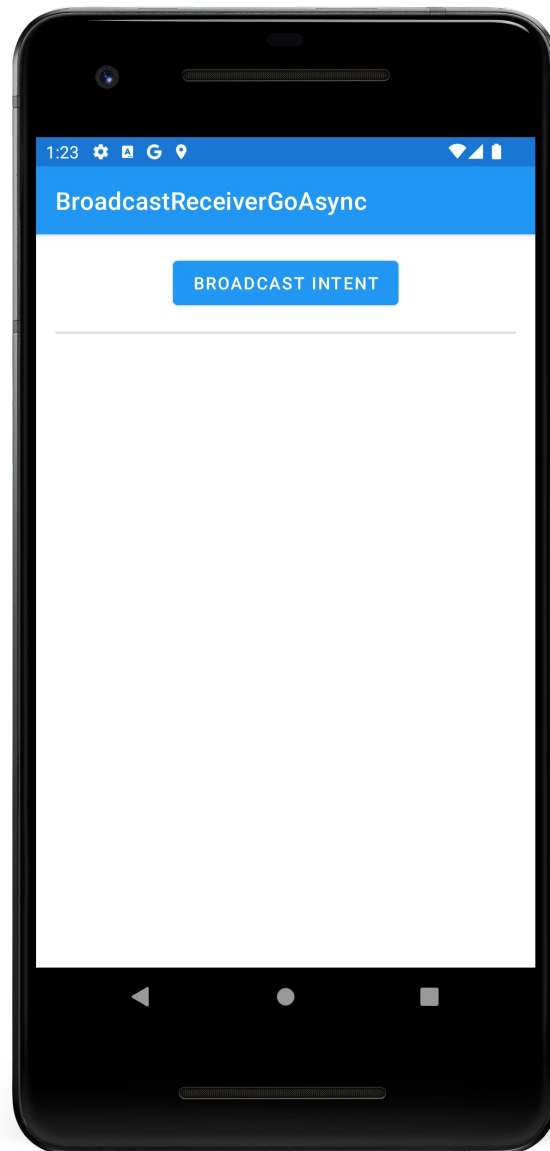
BroadcastReceiver is generally valid only until  
onReceive() exits

Use goAsync() to allow asynchronous processing  
from onReceive()

Method returns an object of PendingResult

Receiver considered alive until PendingResult.finish()

# BcastRecGoAsync



# Additional Notes

BroadcastReceiver's original design has changed to improve security, performance and UX

- Prefer LiveData, etc. to broadcasts within an app

- Prefer Context registration over Manifest registration

- Don't put sensitive info in implicit Intents you broadcast

- Don't start Activities from onReceive()

Next Time

Firestore



# Example Applications

BcastRecSinBcastStatReg

BcastRecSinBcastDynReg

BcastRecCompBcast

BcastRecCompOrdBcast

BcastRecCompOrdBcastWithResRec

BcastRecGoAsync