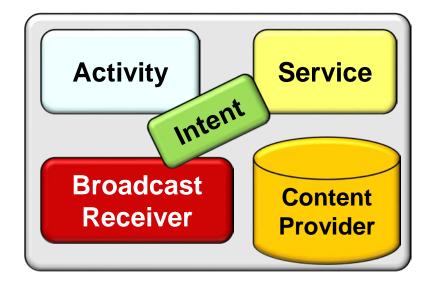
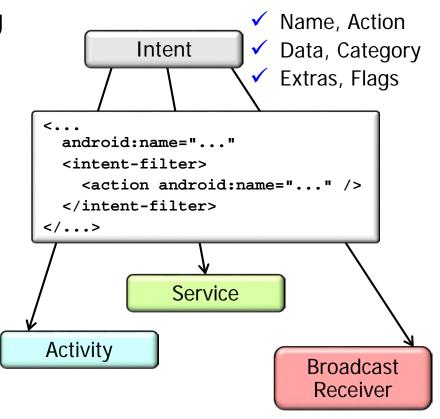
App components are essential building blocks of mobile apps that provide various hooks via which Android can effect an app's lifecycle



See <a href="mailto:decomponents/fundamentals.html#Components">developer.android.com/guide/components/fundamentals.html#Components</a>

- App components are essential building blocks of mobile apps that provide various hooks via which Android can effect an app's lifecycle, e.g.
  - Intents
    - Messages that describe an action to perform or an event that has occurred



See <a href="https://developer.android.com/reference/android/content/Intent.html">developer.android.com/reference/android/content/Intent.html</a>

- App components are essential building blocks of mobile apps that provide various hooks via which Android can effect an app's lifecycle, e.g.
  - Intents
  - Activities
    - Provide a screen within which users can interact in order to do something



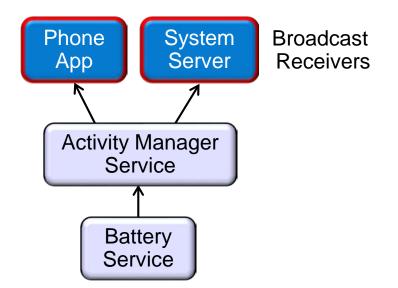




See <a href="mailto:developer.android.com/guide/components/activities.html">developer.android.com/guide/components/activities.html</a>

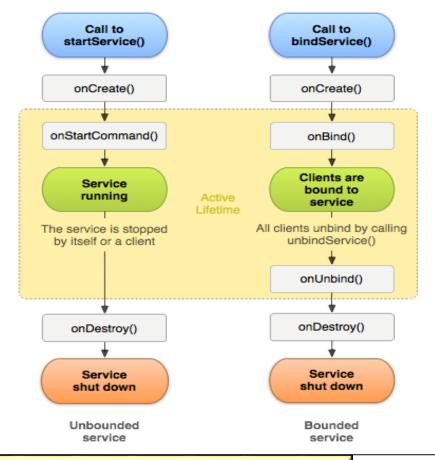
- App components are essential building blocks of mobile apps that provide various hooks via which Android can effect an app's lifecycle, e.g.
  - Intents
  - Activities
  - Broadcast Receivers
    - Event handlers that respond to broadcast announcements





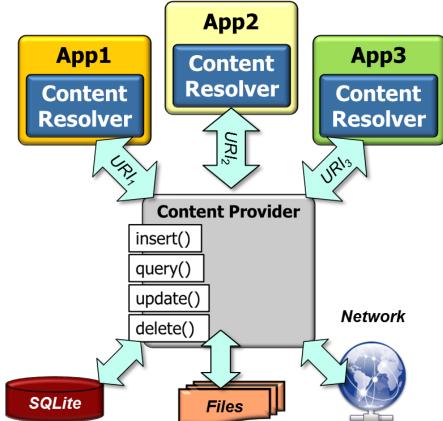
See <u>developer.android.com/reference/android/content/BroadcastReceiver.html</u>

- App components are essential building blocks of mobile apps that provide various hooks via which Android can effect an app's lifecycle, e.g.
  - Intents
  - Activities
  - Broadcast Receivers
  - Services
    - Run in background to perform long-running operations or access remote resources



See <u>developer.android.com/guide/components/services.html</u>

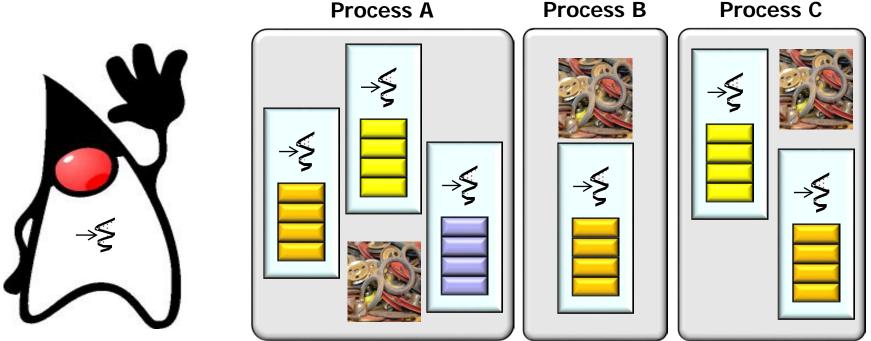
- App components are essential building blocks of mobile apps that provide various hooks via which Android can effect an app's lifecycle, e.g.
  - Intents
  - Activities
  - Broadcast Receivers
  - Services
  - Content Providers
    - Manage access to structured data & provide data security mechanisms



See <a href="https://developer.android.com/guide/topics/providers/content-providers.html">developer.android.com/guide/topics/providers/content-providers.html</a>

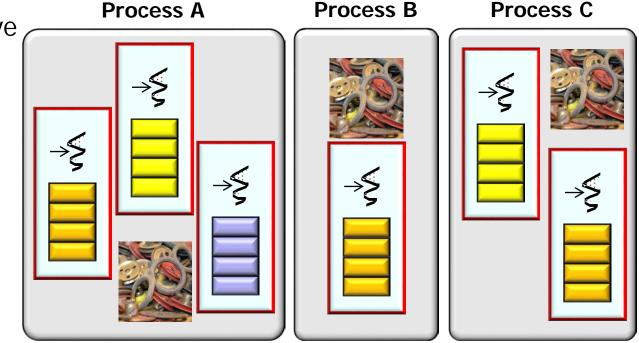


 Java threads are the smallest unit of execution for sequences of programmed instructions



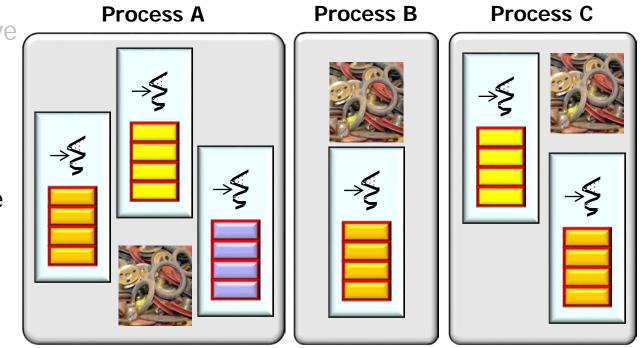
See <a href="https://docs/api/java/lang/Thread.html">docs.oracle.com/javase/8/docs/api/java/lang/Thread.html</a>

- Java threads are the smallest unit of execution for sequences of programmed instructions
  - Each process can have multiple threads that run concurrently



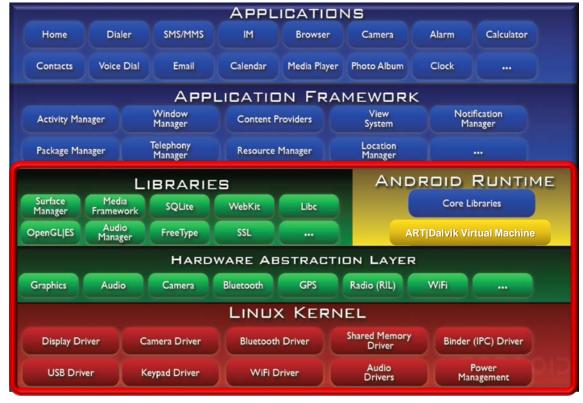
See <u>docs.oracle.com/javase/tutorial/essential/concurrency/runthread.html</u>

- Java threads are the smallest unit of execution for sequences of programmed instructions
  - Each process can have multiple threads that run concurrently
  - Each thread contains a call stack to keep track of method state



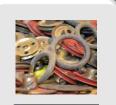
See en.wikipedia.org/wiki/Call\_stack

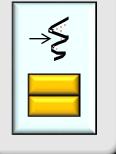
- Java threads are the smallest unit of execution for sequences of programmed instructions
  - Each process can have multiple threads that run concurrently
  - Each thread contains a call stack to keep track of method state
  - Android implements Java threads using mechanisms in various layers



- Java threads are the smallest unit of execution for sequences of programmed instructions
   1. MyThread.start()
  - Each process can have multiple threads that run concurrently
  - Each thread contains a call stack to keep track of method state
  - Android implements Java threads using mechanisms in various layers

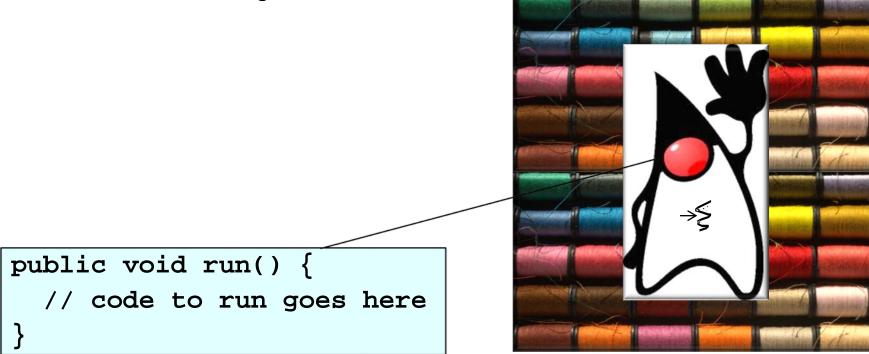
- 2. Thread.start()
- 3. VMThread.create()
- 4. Dalvik\_java\_lang\_VMThread\_create()
- 5. dvmCreateInterpThread()
- 6. pthread\_create()
- 7. interpThreadStart()
- 8. dvmCallMethod()
- 9. MyThread.run()





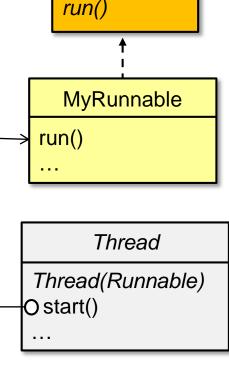
• Starting a Java thread takes a non-trivial amount of time & system resources

• Java threads must be given code to run



- Java threads must be given code to run, e.g.
  - Implement the Runnable interface

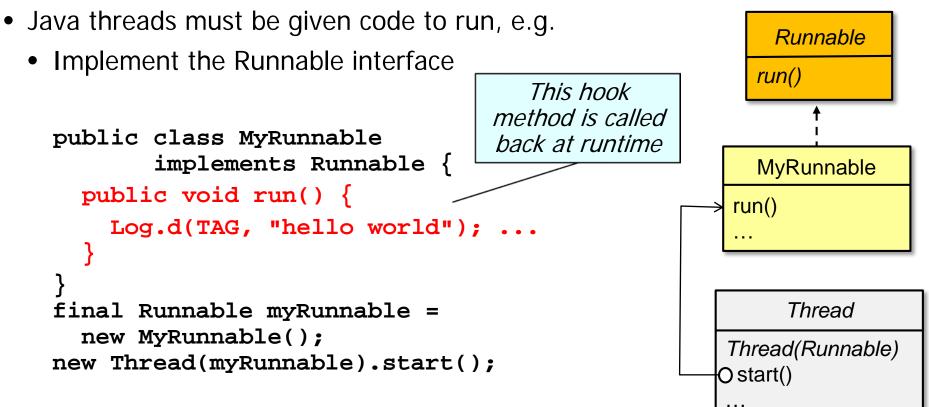
```
public class MyRunnable
       implements Runnable {
  public void run() {
    Log.d(TAG, "hello world"); ...
final Runnable myRunnable =
  new MyRunnable();
new Thread(myRunnable).start();
```



Runnable

Create/start Thread using named class object as Runnable

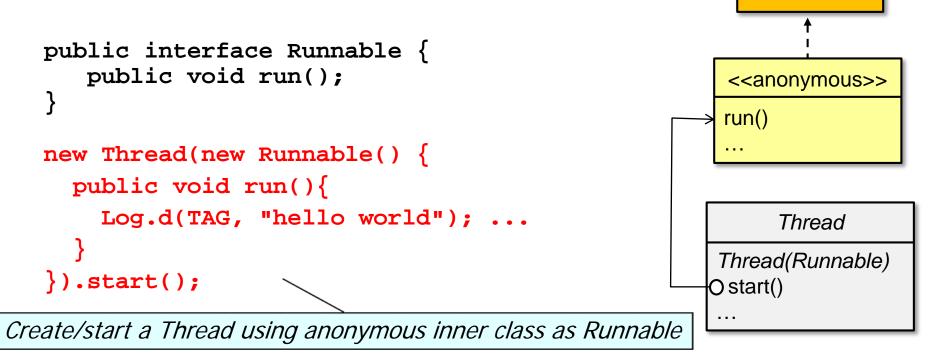
See <a href="https://docs/api/java/lang/Runnable.html">docs.oracle.com/javase/8/docs/api/java/lang/Runnable.html</a>



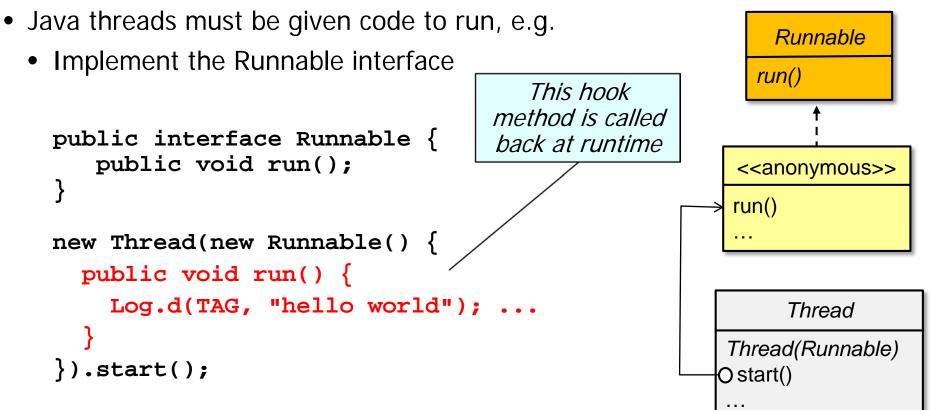
Runnable

run()

- Java threads must be given code to run, e.g.
  - Implement the Runnable interface



See <a href="https://docs.oracle.com/javase/tutorial/java/javaOO/anonymousclasses.html">docs.oracle.com/javase/tutorial/java/javaOO/anonymousclasses.html</a>



• Java threads must be given code to run, e.g.

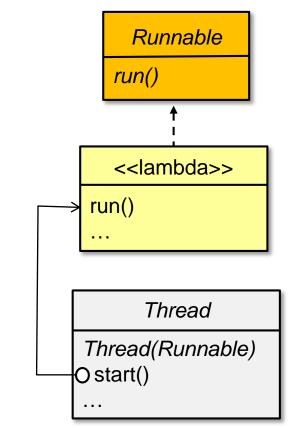
• Implement the Runnable interface

• Use Java 8 lambda expressions

public interface Runnable {
 public void run();
}

```
new Thread(() -> {
  Log.d(TAG, "hello world"); ...
}).start();
```

*Create/start a Thread using a lambda expression as Runnable* 



See <a href="https://docs.oracle.com/javase/tutorial/java/javaOO/lambdaexpressions.html">docs.oracle.com/javase/tutorial/java/javaOO/lambdaexpressions.html</a>

• Java threads must be given code to run, e.g.

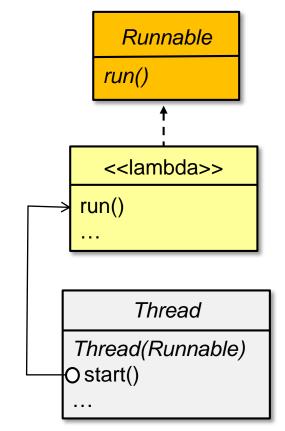
• Implement the Runnable interface

• Use Java 8 lambda expressions

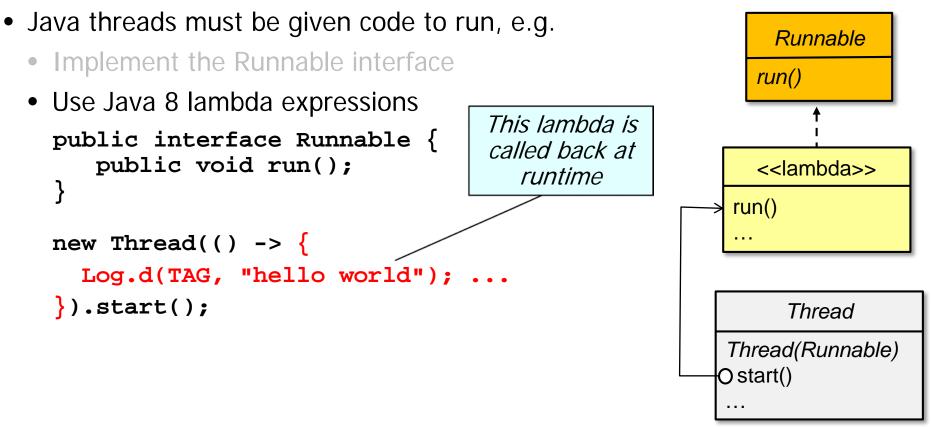
```
public interface Runnable {
    public void run();
}
```

```
new Thread(() -> {
  Log.d(TAG, "hello world"); ...
}).start();
```

A lambda expression is an unnamed block of code that can be passed around & executed later



#### See <a href="https://www.drdobbs.com/jvm/lambda-expressions-in-java-8/240166764">www.drdobbs.com/jvm/lambda-expressions-in-java-8/240166764</a>

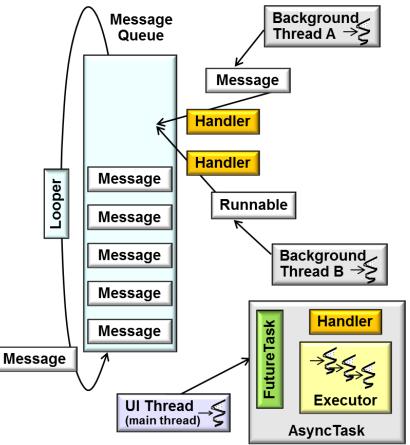


Java 8 lambda expressions are supported in Android API level 24 & beyond

 Android contains dozens of classes. <<Java Class>> G ExecutorCompletionService<V> related to Java threads -executor 0 -aes 0..1 <<Java Interface>> <<Java Class>> <<Java Interface>> CompletionService<V> <<Java Class>> G Executors Executor G AbstractExecutorService <<Java Interface>> <<Java Class>> <<Java Class>> <<.lava Class>> ExecutorService GRunnableAdapter<T> G DefaultThreadFactory G ThreadPoolExecutor -workers <<Java Class>> ⊕\_\*<mark>≥ <<Java Class>></mark> G QueueingFuture <<.lava Class>> Worker G Scheduled Thread Pool Executor <<Java Interface>> Callable<V> ~firstTask 0. ~task -callable 0..1 <<Java Interface>> -task \ 0..1 <<Java Interface>> <<Java Interface>> ScheduledExecutorService Runnable RunnableFuture<V> <<Java Interface>> Future<V> <<Java Class>> <<Java Class>> <<Java Class>> G Future Task<V> G DelayedWorkQueue G ScheduledFutureTask<V>

See <a href="https://www.dre.vanderbilt.edu/~schmidt/LiveLessons/CPiJava">www.dre.vanderbilt.edu/~schmidt/LiveLessons/CPiJava</a>

- Android contains dozens of classes related to Java threads
  - Fortunately, Android encapsulates the bulk of these Java threads classes within its concurrency frameworks



See upcoming module on Android Activities for more on its concurrency frameworks

• More information on Java threads is available online





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Institute for Software Integrated Systems Vanderbilt University Nashville, Tennessee, USA



See <a href="https://www.youtube.com/watch?v=1YwVH-nhDtc">www.youtube.com/watch?v=1YwVH-nhDtc</a>

# End of Overview of Android (Part 2): Middleware Infrastructure