The AsyncTask Framework: Example Application



Douglas C. Schmidt

<u>d.schmidt@vanderbilt.edu</u>

www.dre.vanderbilt.edu/~schmidt

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



Learning Objectives in this Part of the Lesson

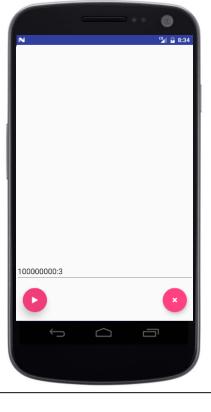
Recognize the capabilities provided by the Android AsyncTask framework

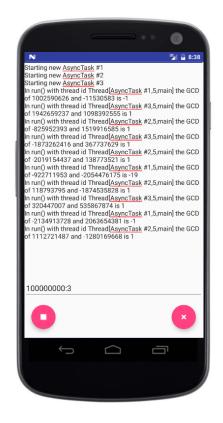
Know which methods are provided by AsyncTask class

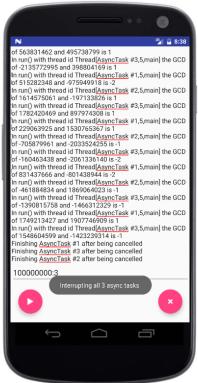
Understand what black-box & white-box framework are... & how AsyncTask implements both types of frameworks

Learn how the AsyncTaskInterrupted

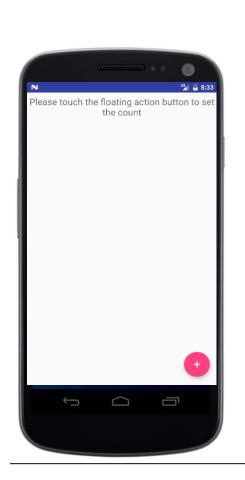
program works

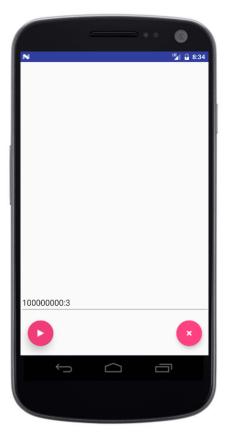


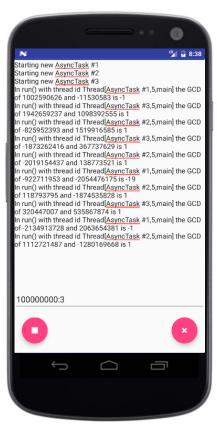




 Use AsyncTasks & a ThreadPoolExecutor to compute the greatest common divisor (GCD) of two numbers, which is the largest positive integer that divides two integers without a remainder



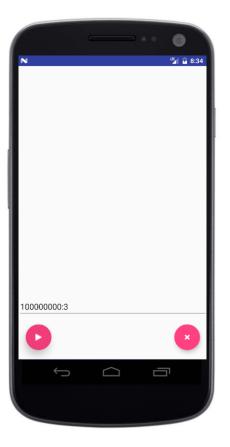


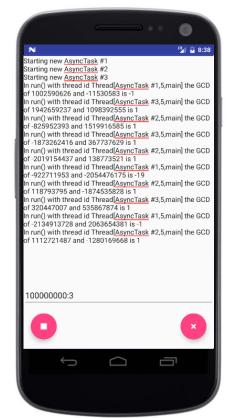


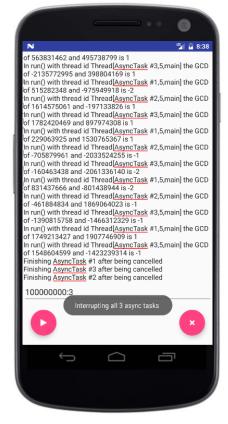
 Use AsyncTasks & a ThreadPoolExecutor to compute the greatest common divisor (GCD) of two numbers, which is the largest positive integer that

divides two integers without a remainder









The user can cancel AsyncTask computations at any time

UE 8:38

Starting new <u>AsyncTask</u> #1 Starting new <u>AsyncTask</u> #2 Starting new <u>AsyncTask</u> #3

of 1002590626 and -11530583 is -1

of 1942659237 and 1098392555 is 1

of -825952393 and 1519916585 is 1

In run() with thread id Thread[AsyncTask #1,5,main] the GCD

In run() with thread id Thread[AsyncTask #3,5,main] the GCD

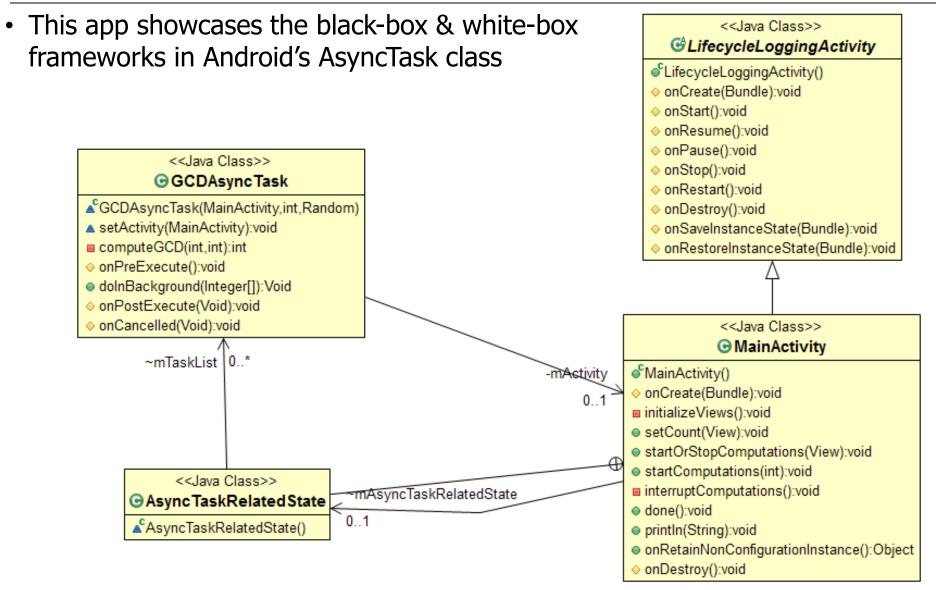
In run() with thread id Thread[AsyncTask #2,5,main] the GCD

 Use AsyncTasks & a ThreadPoolExecutor to compute the greatest common divisor (GCD) of two numbers, which is the largest positive integer that

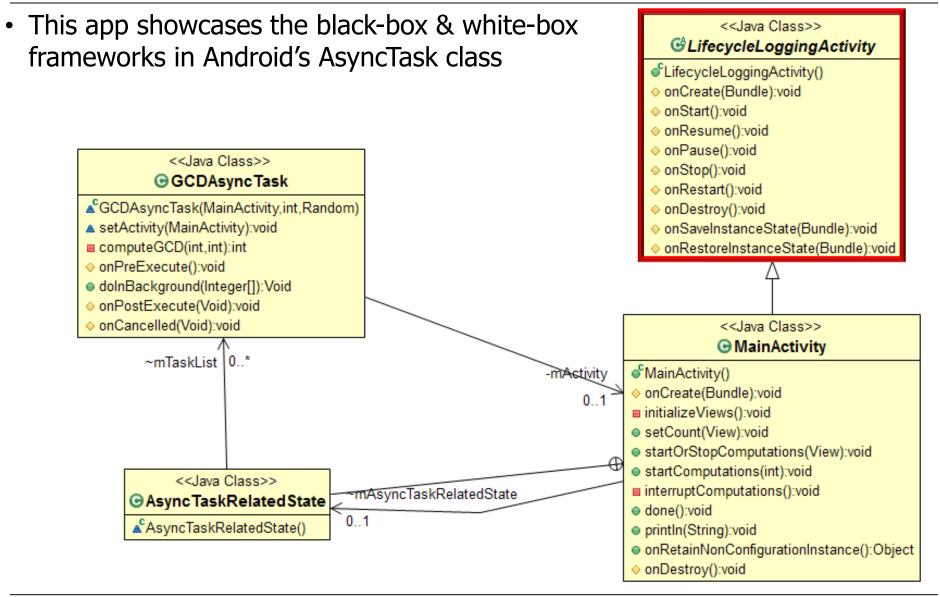
divides two integers without a remainder



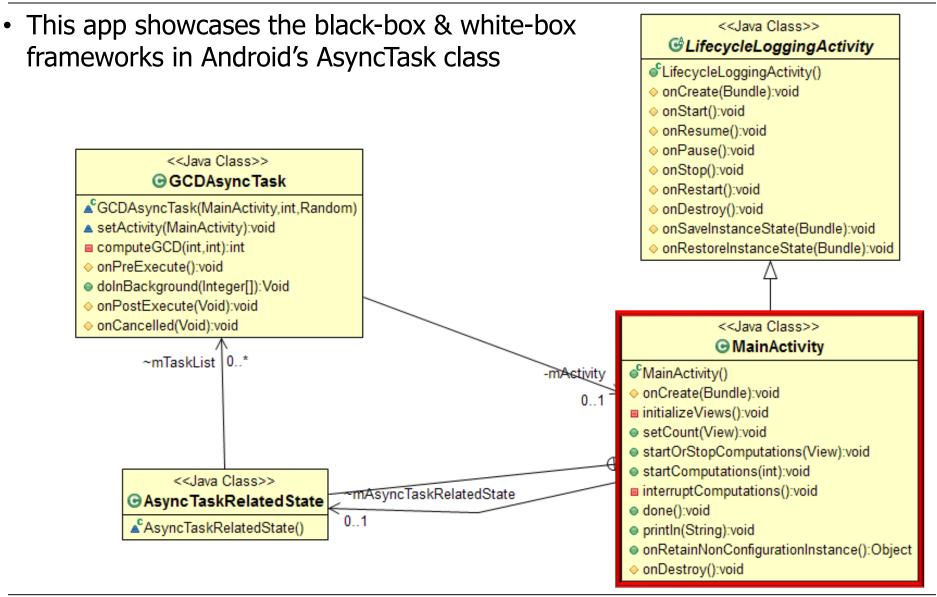
The device's runtime configuration can also change at any time without affecting running computations



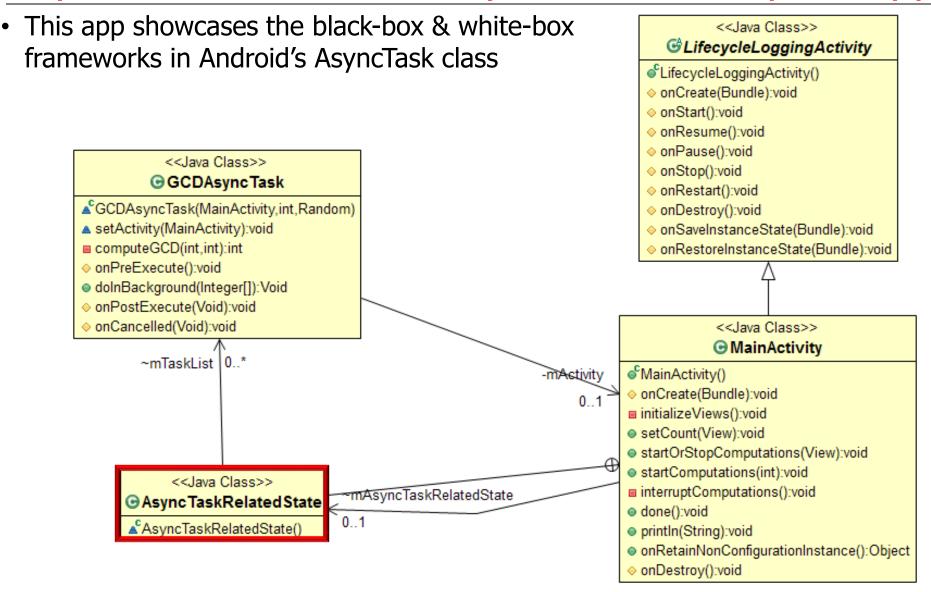
See github.com/douglascraigschmidt/POSA/tree/master/ex/M5/GCD/AsyncTaskInterrupted



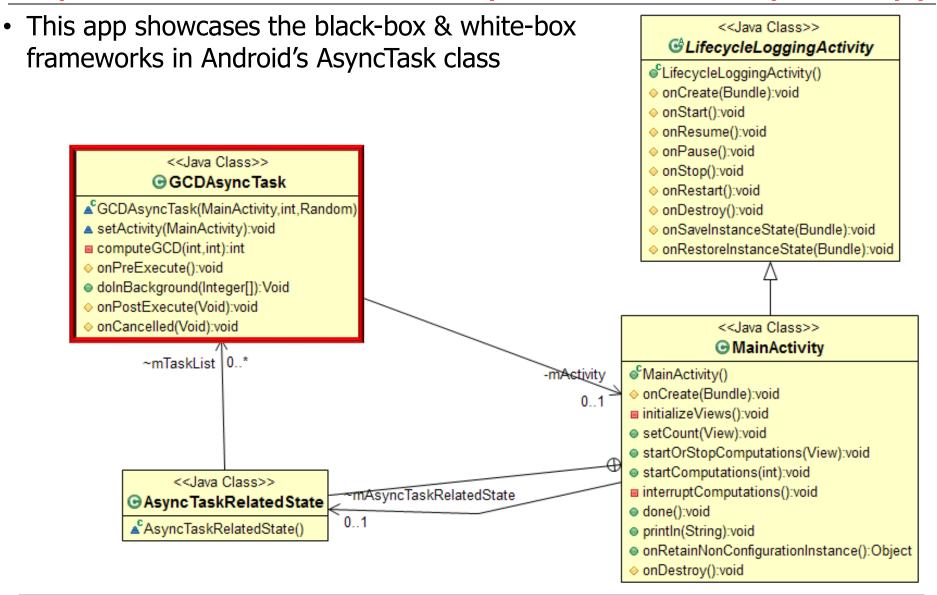
Super class automatically logs lifecycle hook method calls to aid debugging



Start & cancels AsyncTasks that repeatedly compute GCD of two random #'s



Stores state (including the AsyncTasks & ThreadPoolExecutor) that's passed between instances of the MainActivity after runtime configuration changes



Extends AsyncTask & in a ThreadPoolExecutor thread repeatedly computing the GCD of two numbers in a manner that can be cancelled at any point

We'll now analyze the source code for this app

```
public class GCDAsyncTask
       extends AsyncTask<// Passed to doInBackground()</pre>
                           Integer,
                           // Passed to onProgressUpdate()
                           // Returned from doInBackground()
                           // and passed to onPostExecute()
                           Boolean> {
    /**
                                                      public class MainActivity
     * Debugging tag used by the Android logger.
                                                             extends LifecycleLoggingActivity {
                                                         /**
    private final String TAG =
                                                           * EditText field for entering the desired number of iterations.
        getClass().getSimpleName();
                                                          private EditText mCountEditText;
    /**
     * A reference to the MainActivity.
                                                           * Number of times to iterate if the user doesn't specify
                                                           * otherwise.
    private WeakReference<MainActivity> mActivity;
                                                           */
                                                          private final static int sDEFAULT COUNT = 100000000;
    /**
     * Random number generator.
                                                           * Number of threads to put in the ThreadPoolExecutor.
    private final Random mRandom;
                                                          private final static int sMAX TASK COUNT = 2;
    /**
     * Keeps track of the AsyncTask number.
                                                           * Keeps track of whether the edit text is visible for the
                                                           * user to enter a count.
    private int mAsyncTaskNumber;
                                                          private boolean mIsEditTextVisible = false;
                                                           * Reference to the "set" floating action button.
                                                          private FloatingActionButton mSetFab;
```

End of the AsyncTask Framework: Example Application