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Jobscheduler android example

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Android 5.0 provides a new Jobschedulian API that leaves the battery life to developers to optimize defining jobs for the system to perform asynchronously at a later time or in specified conditions. Here is an example for USEA Jobscheduler at RUNA JOBSERVICE REPEATLY in every 10 seconds. Create myjobservice.java extends jobservice package com.example.android.jobscheduler; android.app.job.jobparameters import; import android.app.job.jobservice; IMPORT Android.widget.toast; // Requires API Level 21 Public Class MyJobservice Extend JobService {MyJobservice Public () {} @Override Onstartjob Boolean public (jobparameters params) {toast.makeText (this, "myjobservice.onstartjob ()", toast.length_short).show () ; / * * True - if your process service needs * Work (on a separate thread). * Fake - if there is no more work to do for this job. * / Return false; } OnStopjob Boolean @Override Public (jobparameters params) {toast.makeText (this, "myjobservice.onstopjob ()", toast.length_short).show (); Return false; } } Edit AndroidManifest.xml, specify ".myjobservice", with "android.permission.bind_job_service". And also Android Set: Minsdkversion = "21". Scarica i file. In questo tutorial, imparerai come utilizzare l'API di JobscheDuler disponibile in Lollipop Android. L'API di Jobscheduler consente agli sviluppatori di creare posti di lavoro che vengono eseguiti in background quando vengono soddisfatte determinate condizioni. Introduzione Quando si lavora con Android, ci saranno occasioni in cui vorr  eseguire un'attivit  in un punto successivo o in determinate condizioni, ad esempio quando un dispositivo   collegato a una fonte di alimentazione o collegata a una rete Wi-Fi. Per fortuna con API 21, conosciuto dalla maggior parte delle persone come Android Lollipop, Google ha fornito un nuovo componente noto come il Jobscheduler  API per gestire questo stesso scenario. Il Jobscheduler API esegue un'operazione per la tua applicazione quando viene soddisfatta una serie di condizioni predefinite. A differenza della classe AlarmManager , il tempismo non   esatto. Inoltre, il Jobscheduler  API   in grado di batch vari lavori da correre insieme. Ci  consente alla tua app di eseguire l'attivit  specificata mentre viene considerata la batteria del dispositivo al costo del controllo del tempo. In questo articolo, imparerai di pi  sull'API di Jobscheduler  API e sulla classe Jobbeservice usandoli per eseguire un semplice compito di sfondo in un'applicazione Android. Il codice per questo tutorial   disponibile su GitHub. 1. Creazione del servizio di lavoro per iniziare, vorrai creare un nuovo progetto Android con un'API minima richiesta di 21, perch  il Jobscheduler  API   stato aggiunto nella versione pi  recente di Android e, al momento della scrittura,   non   compatibile con la fine attraverso una biblioteca di supporto. Supponendo che tu stia utilizzando Android Studio, dopo aver premuto il pulsante finito per il nuovo progetto, dovresti avere un'applicazione "Hello World" di Bare-Bones. Il primo passo che prenderai con questo progetto   creare una nuova classe Java. Per mantenere le cose semplici, chiamiamo il nome di Jobschedulerservice  ed estendiamo la classe di Jobservice, che richiede che due metodi vengano creati "OnStartJob (JobParameters Params) e OnStopjob (parametri di JobParameters). La Jobschedulerservice della classe pubblica estende Workservice {@Override Boolean Public OnStartJob (JobParameters Params) {return False; } @Override Boolean Public OnStopjob (parametri di JobParameters) {return False; }} onstartjob (JobParameters Params)   il metodo che   necessario utilizzare quando inizi il tuo compito, poich  ci  che System uses to activate jobs that have already been programmed. As you can see, the method returns a boolean value. If the return value is false, the system assumes that any commission is executed there is no durability and is performed from the time the method returns. If the return value is true, the system assumes that the activity will take a while and the burden falls on you, the IL To tell the system when the task entrusted is completed by the calling, JobFinished (Jobparameters Params, Boolean Needsrescheduled). OnStopjob (jobparameters params) is used by the system to cancel outstanding activities when a cancellation request is received. It is important to note that if Onstartjob (Jobparameters Params) returns false, the system presupposes there are no jobs currently running in the event of a cancellation request is received. In other words, simply does not calla onstopjob (jobparameters params). One thing to note is that the service   work tracks on the main threads. , this means of your application that increases the attendance must use another thread, a manager, or asynchronous activity to perform the most long activities for not Lock the main thread. Since multithreading techniques are beyond the scope of this tutorial, let's keep it simple and implement a manager to run our task in Thea Jobschedulservice. Private Handler Mjobhandler = New Handler (new handler.callback () {@Override public handlemessage Boolean (Message msg) {toast.makeText (GetApplicationContext (), "Jobservice Running", Toast.Length_short).show (); Jobfinished ((((Jobparameters) msg.obj, false); return true;}})); In the manager, it implements Thea Handlemessage (Message Msg) method that is a part of a handler instance, and make the logic of your task run. In this case, we are maintaining very simple things and send a toast message from the application, even if this is where you should put the logic for things like data synchronization. When the activity is done, it is necessary to calla jobfinished (jobparameters params, boolean needsrescheduled) to make known to the system you have finished with that task and that it can start queuing the next operation. If you do not perform this operation, the jobs will be performed only once and the application will not be allowed to make new jobs. The two Thata jobfinished parameters (Jobparameters Params, Boolean Needsrescheduled) is, takes are the jobparameters that have been passed to the Jobservice class, Thea Onstartjob (Jobparameters Params) method A and a boolean value that leaves the system knowledge if you have to reprogram the work on the Base of the original work requirements. This Boolean value is useful for understanding, because it is how to manage the situations where your task is able to complete due to other problems, such as a network call has not succeeded. With the Handler  instance, created, you can go ahead and start implementing the Onstartjob (jobparameters params) and methods (Onstopjob Jobparameters Params) to check the activities. You will notice that in the following code fragment, Thea Onstartjob (jobparameters params) method returns true. This because you are going to use a Handler  instance, to check the operation, which means that it may take longer at the end of Thea Onstartjob (jobparameters params) method A. With returning, true, you are leaving the knowledge that One will manually be called The jobFinished (Jobparameters Params, Boolean Needsrescheduled) a method. Also you will notice that the number 1 is switched to the Handler  instance . This is the identifier you are going to use to refer to the job. @Override Onstartjob Public Boolean (Jobparameters Params) (Mjobhandler.SendMessage (Message.Obtain (Mjobhandler, 1, Params)); Return true.) @Override public Onstopjob Boolean (jobparameters params) (mjobhandler.removemessages (1); Return false;) Once you have finished with the Java part of the Jobschedulservice class, you need to go to AndroidManifest.xml and add the AA node to the service so that the application has permission to tie and use this class as a jobservice. 2. Creation of the Job Scheduler class with JOBSchedulService finished, we can start looking like your question will interact with the Jobschedulian APIs . The first thing you will have to do is create a Jobschedulian  object,,   Called , Mjobschedulian , in the sample code,  , and initialize it getting an instance of the Job service scheduler service. In the example application, this is made in the MainActivity class. mjobscheduler = (Jobscheduler) GetSystemService (context.job_scheduler_service); When you want to create the programmed task, you can use JobInfo.Builder to build a JobInfo object that is passed to your service. To create a JobInfo object,     jobinfo.builder accepts two parameters. The first is the job identifier you perform and the second is the name of the service component you will use with the Jobscheduler API. Jobinfo.builder builder = new jobinfo.builder (1, new componentname (getpackagename (), jobschedulservice.class.getName ()); This manufacturer allows you to set many different options to control when your work will be executed. The following code fragment shows how you could set the task of performing periodically every three seconds. manufacturer.setperiodic (3000); Other methods include: SetminimumTency (Long Minlantencymillis): this makes your job not started until the number of milliseconds declared. This is incompatible with setperiod (long time)     and will make an exception to be launched if they are both used. SETOVERRIDEDLINE (Long MaxExecutondeylamillis): This will be set a term for work. Although other requirements are not satisfied, your task starts approximately when the established time has passed. As setminimumlacency (long time), this function is mutually exclusive with Setperiodic (long time) and, will cause an exception to be launched if they are both used. SetPersisted (Boolean Ispersisted): This function indicates to the system if the task should continue to exist after the device has been restarted. SETTAQUEDNETWORKTYPE (INT NETWORKTYPE): This function will arrange your work that can only start if the device is on a specific network type. The default is jobinfo.network_type none, which means that the activity can be performed if there is network connectivity or not. The other two types available are jobinfo.network_type_any, which requires a certain type of network connection available for work execution, and jobinfo.network_type_unmetered, which requires the device to be in a non-cellular network. Setrequesharging (Boolean Request Charting): The use of this function will tell your application that the job should not start until the device has started to load. SeatiquesDeviceidle (Boolean RequestedEdeviceIDLE): This tells the work not to start unless the user does not use your device and didn't use it for a while. It is important to note that SetureQUIREDNetworkType (int networktype), Setrequesharging (Boolean Requiresharging) and SetrequesDeviceidle (Boolean Requiridle) can cause your job to never start if your work has not been set, allowing work to work even if the conditions They are not satisfied. Once the favorite conditions are indicated, you can create the JobInfo object and send it to your jobcheduler object as shown below. If (mjobscheduler.schedule (builder.build ())

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