



Media  
Computing  
Group

**RWTH**AACHEN  
UNIVERSITY

# Mobile Application Development

## LI 4: Miscellaneous

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# Agenda

- Accessing Contacts, Calendars, and Email
- Using the Camera
- User Preferences & Settings (iOS)
- Background Execution & Notifications

**+ Review**

# Address Book



# iOS: Address Book + UI

- Address Book

- C Library

- Programmatic access to the address book

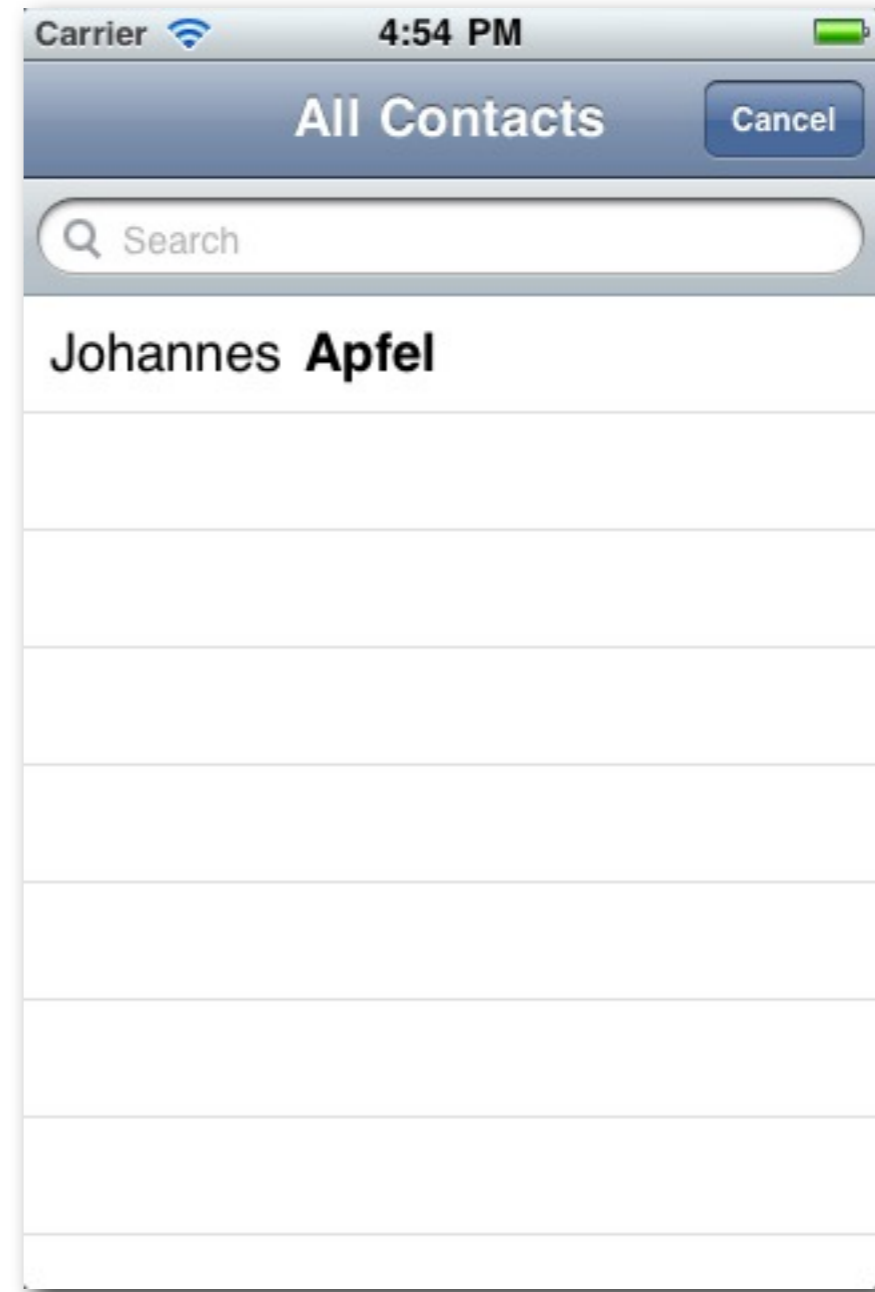
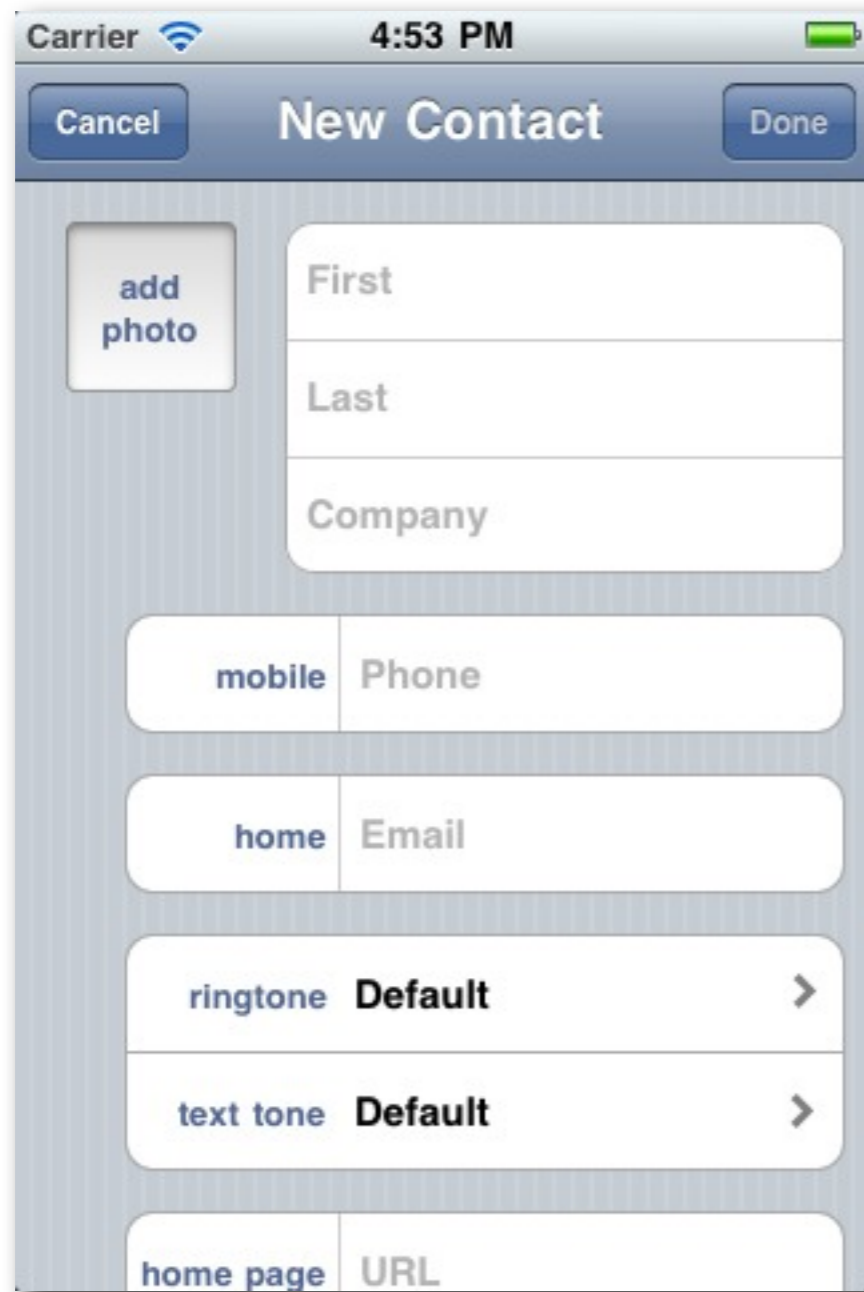
```
NSString *firstName = (NSString *)ABRecordCopyValue(person,  
                                                    kABPersonFirstNameProperty);  
...  
[firstName release];
```

- Address Book UI

- Objective-C Framework

- View controllers for accessing the address book

# Address Book UI



ABNewPersonViewController ABPeoplePickerNavigationController

# Android: Demo

# Calendar

# Android: Calendar via Intent

```
public void addNewEvent() {
    Calendar cal = Calendar.getInstance();

    Intent intent = new Intent(Intent.ACTION_EDIT);
    intent.setType("vnd.android.cursor.item/event");
    intent.putExtra("beginTime", cal.getTimeInMillis());
    intent.putExtra("allDay", true);
    intent.putExtra("rrule", "FREQ=YEARLY");
    intent.putExtra("endTime", cal.getTimeInMillis()+60*60*1000);
    intent.putExtra("title", "Test Event");

    startActivity(intent);
}
```





# iOS: EventKit + UI

- Event Kit
  - Objective-C Framework
  - Programmatic access to the calendar
- Event Kit UI
  - Objective-C Framework
  - View controllers for accessing the calendar

# Programmatic Access

- Create a single (shared) event store
  - E.g., as property in the AppDelegate
- Access the event database
  - Fetch events via NSPredicate

```
NSArray *events = [eventStore eventsMatchingPredicate:predicate];
```

- Create & configure events

```
EKEvent *event = [EKEvent eventWithEventStore:self.eventStore];  
event.title = @"iPhone Course";
```

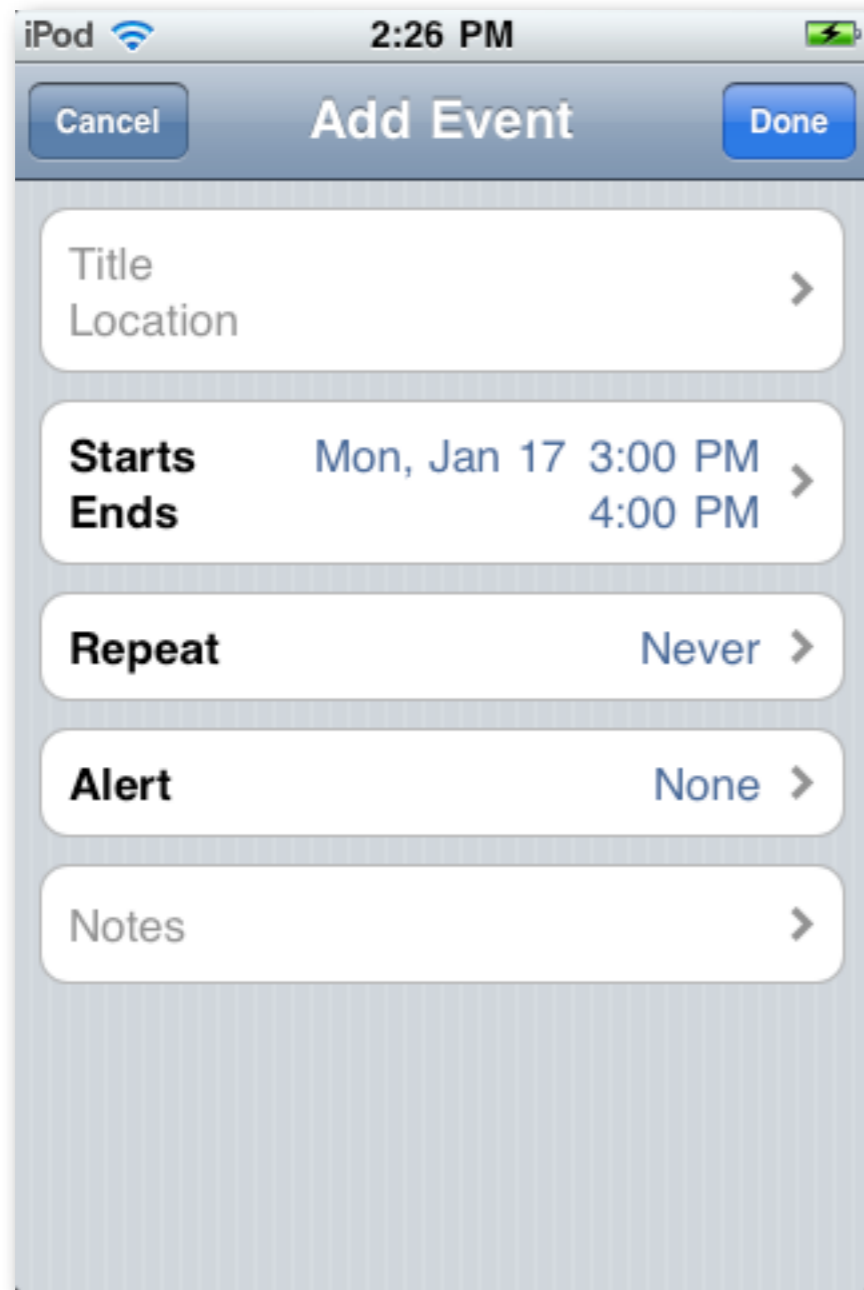
```
...
```

```
[self.eventStore saveEvent:event span:EKSpanThisEvent error:&error];
```

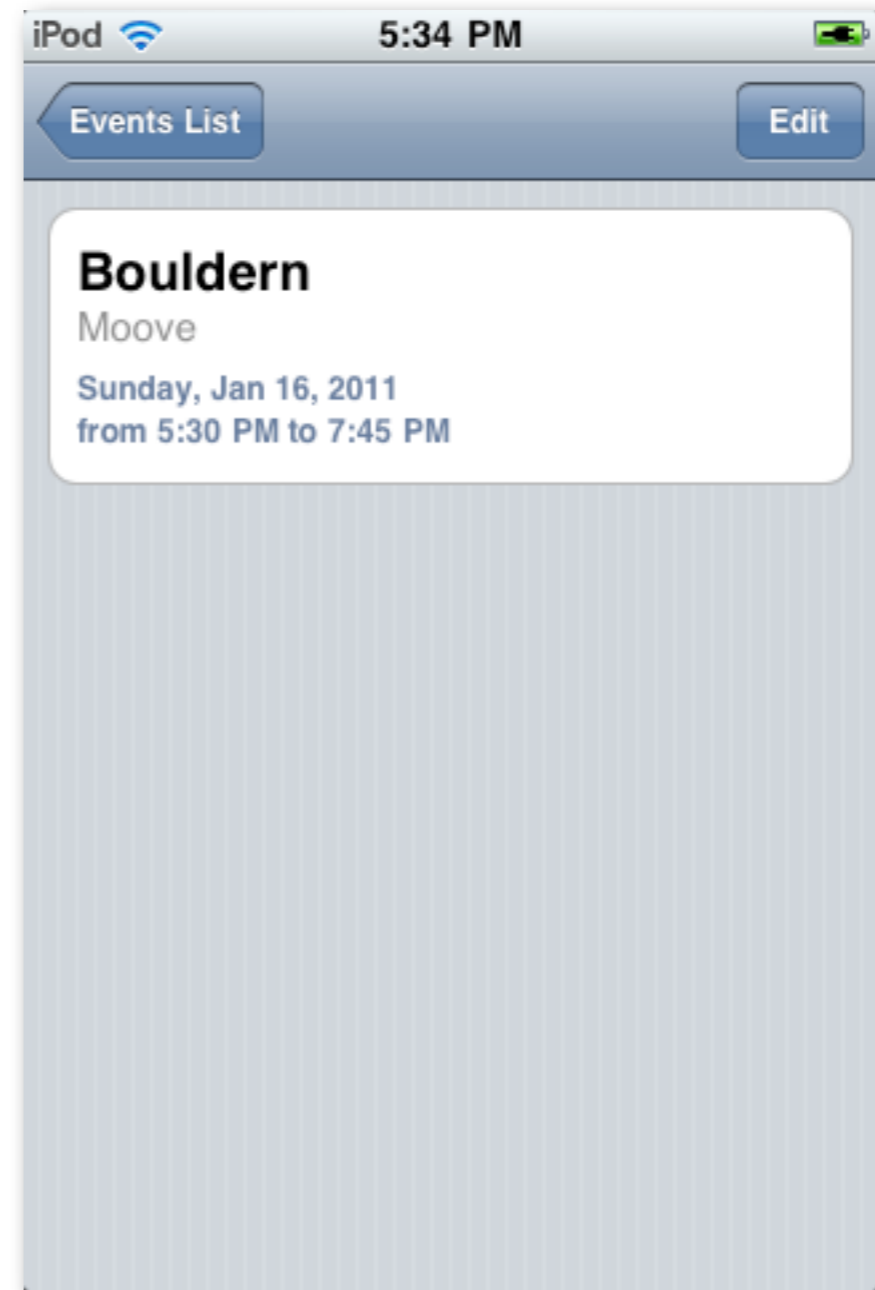
# Fetching Events (Example)

```
- (NSArray *)fetchEventsForToday {  
    NSDate *startDate = [NSDate date];  
  
    // endDate is 1 day = 60*60*24 seconds = 86400 seconds from startDate  
    NSDate *endDate = [NSDate dateWithTimeIntervalSinceNow:86400];  
  
    // Create the predicate. Pass it the default calendar.  
    NSArray *calendarArray = [NSArray arrayWithObject:defaultCalendar];  
    NSPredicate *predicate = [self.eventStore  
        predicateForEventsWithStartDate:startDate  
        endDate:endDate  
        calendars:calendarArray];  
  
    // Fetch all events that match the predicate.  
    NSArray *events = [self.eventStore eventsMatchingPredicate:predicate];  
  
    return events;  
}
```

# Event Kit UI



EKEventViewController



EKEventEditViewController

# Email



# iOS: Message UI

- Compose email / SMS within your application
  - Your application is not quit
- Composition via View Controllers
  - No programmatic email / sms delivery!
  - Email: `MFMailComposeViewController`
  - SMS: `MFMessageComposeViewController`

# Compose an Email

```
// Verify that we can send mails
if (![MFMailComposeViewController canSendMail])
    return;

// Create a Mail Compose View Controller
MFMailComposeViewController *composeViewController =
    [[MFMailComposeViewController alloc] init];

// Set the delegate
composeViewController.mailComposeDelegate = self;

// Configure Email
[composeViewController setToRecipients:[NSArray
    arrayWithObject:toTextField.text]];
[composeViewController setSubject:@"Hello from Aachen!"];

// Present the Mail Compose VC
[self presentViewController:composeViewController
    animated:YES];
[composeViewController release];
```

# Android: Email via Intent

```
Intent emailIntent = new Intent(  
    android.content.Intent.ACTION_SEND);  
  
emailIntent.setType("plain/text");  
  
emailIntent.putExtra(android.content.Intent.EXTRA_EMAIL,  
    new String[] { address.getText().toString() });  
  
emailIntent.putExtra(android.content.Intent.EXTRA_SUBJECT,  
    subject.getText());  
  
emailIntent.putExtra(android.content.Intent.EXTRA_TEXT,  
    emailtext.getText());  
  
Email.this.startActivity(Intent.createChooser(emailIntent,  
    "Send mail..."));
```



# Camera

# Android: Demo



# iOS: Image Picker

- View controller
  - UIImagePickerController
- Source Types:
  - Camera (front or back)
  - Photo library
- Supports user or programmatic capture

# Example

```
- (IBAction)takePicture {
    UIImagePickerController *picker = [[UIImagePickerController alloc]
        init];
    picker.delegate = self;
    picker.sourceType = UIImagePickerControllerSourceTypeCamera;
    [self presentViewController:picker animated:YES];
    [picker release];
}

// Delegate Method: image picker is done
- (void)imagePickerController:(UIImagePickerController *)picker
didFinishPickingMediaWithInfo:(NSDictionary *)info {

    UIImage *image = [info
        valueForKey:UIImagePickerControllerOriginalImage];

    // do something...

    [self dismissViewControllerAnimated:YES];
}
```

# User Preferences & Settings



# Preferences and Settings

- **NSUserDefaults**
  - Automatically stores settings for the user

- **Write:**

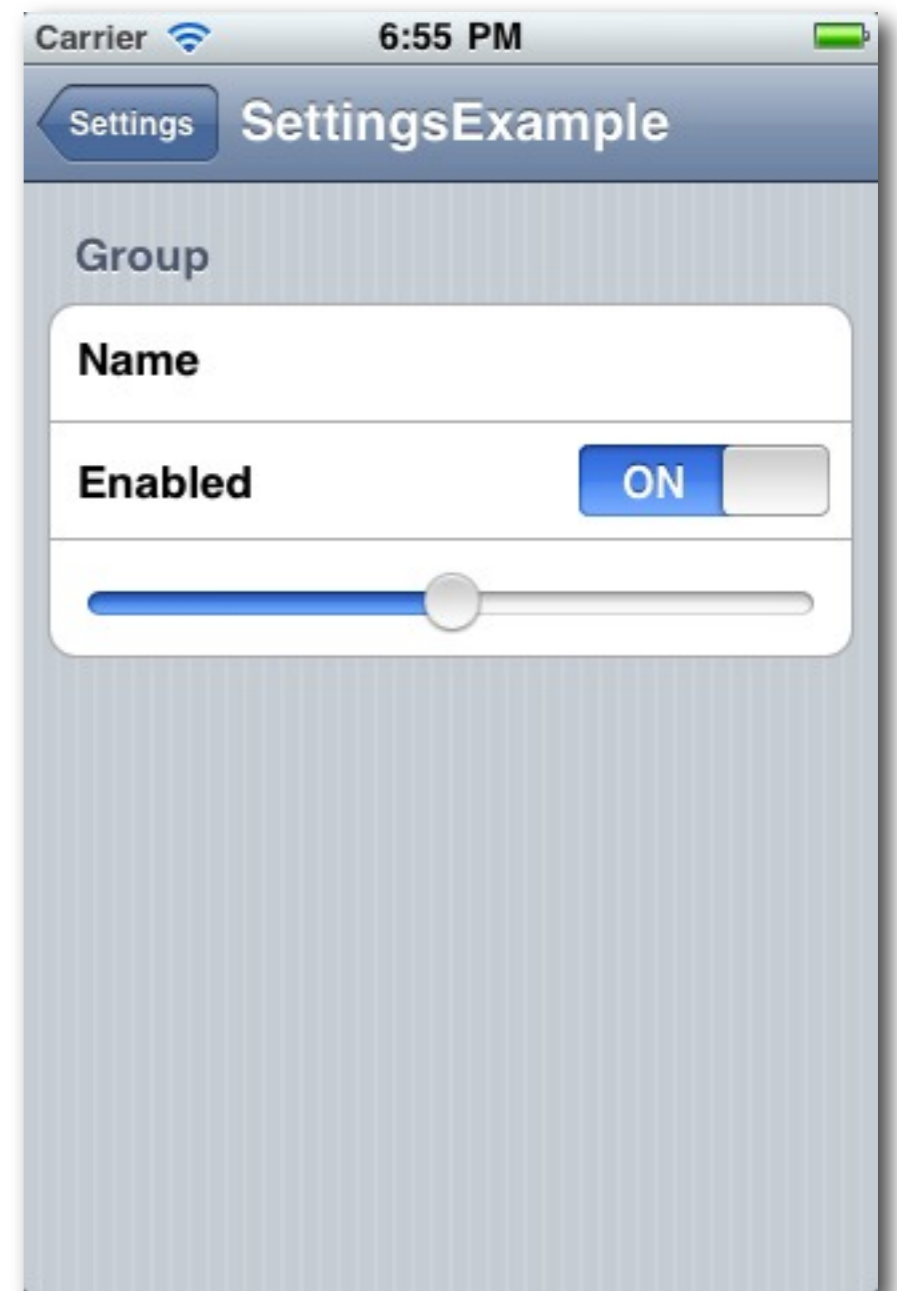
```
[[NSUserDefaults standardUserDefaults] setValue:name  
forKey:@"name"];
```

- **Read:**

```
NSString *name = [[NSUserDefaults standardUserDefaults]  
valueForKey:@"name"];
```

# Settings Bundle

- Define the settings UI of your application
  - Add Resource Settings Bundle
  - Configure `Root.plist` inside the bundle
    - Available Types: Group, Text Field, Toggle Switch, Slider
- Settings are stored in User Defaults



# Background Execution & Notifications



# iOS: Background Task Types

- By default applications are suspended when the user presses the home button
- Background tasks are declared in Info.plist:
  - `audio`: application keeps playing audio
  - `location`: application keeps receiving location triggers
  - `voip`: application provides voice-over-ip services
- Tasks can also request extra time to complete a complex task or schedule notifications

# Complete a Complex Task

```
// Application Delegate Method
- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // request background task
    UIBackgroundTaskIdentifier taskId = [application
        beginBackgroundTaskWithExpirationHandler:^(void)
        {
            NSLog(@"We expired!");
        }];

    // perform your complex task...

    // we are done
    [application endBackgroundTask:taskId];
}
```

# Schedule a Notification

```
- (void)scheduleNotification
{
    UIApplication *application = [UIApplication sharedApplication];

    // Clear out any old notifications before scheduling a new one.
    if([[application scheduledLocalNotifications] count] > 0) {
        [application cancelAllLocalNotifications];
    }

    // Create a new notification to be fired in 5 seconds
    UILocalNotification* alarm = [[UILocalNotification alloc] init];
    alarm.fireDate = [NSDate dateWithTimeIntervalSinceNow:5.0];
    alarm.repeatInterval = 0;
    alarm.soundName = @"alarmsound.caf";
    alarm.alertBody = @"Time to wake up!";
    alarm.applicationIconBadgeNumber = 1;

    [application scheduleLocalNotification:alarm];
    [alarm release];
}
```

# Track the User's Location

- Track Significant Location Updates
  - only major updates activate the application
  - saves battery

```
[manager startMonitoringSignificantLocationChanges];
```

- Track All Location Updates
  - Add location to Required background modes in Info.plist
  - Location updates from CLLocationManager are executed in the background

# Android: Background Service

- Longer-running operation
- (Nearly) not interacting with the user
- Supplying functionality to other applications
- To be declared in the manifest

# Handling Services

- **Starting a service:**

```
startService(new Intent(this, MyService.class));
```

- **Stopping a service:**

```
stopService(new Intent(this, MyService.class));
```

# Service Class

```
public class MyService extends Service {
    MediaPlayer player;
    ...

    @Override
    public void onCreate() {
        player = MediaPlayer.create(this, R.raw.mechanism);
        player.setLooping(false);
    }

    @Override
    public void onDestroy() {
        player.stop();
    }

    @Override
    public void onStart(Intent intent, int startid) {
        player.start();
    }
}
```

# Notifications

```
NotificationManager nManager = (NotificationManager) this
    .getSystemService(Context.NOTIFICATION_SERVICE);

Intent i = new Intent(this, de.test.service.main.class);

Notification notification = new Notification(R.drawable.icon, this
    .getString(R.string.app_name), System.currentTimeMillis());

notification.setLatestEventInfo(this, this
    .getString(R.string.app_name), this
    .getString(R.string.app_name), PendingIntent.getActivity(
        this, 0, i, 0));

notification.flags |= Notification.FLAG_AUTO_CANCEL;

nManager.notify(0, notification);
```



# Notifications

