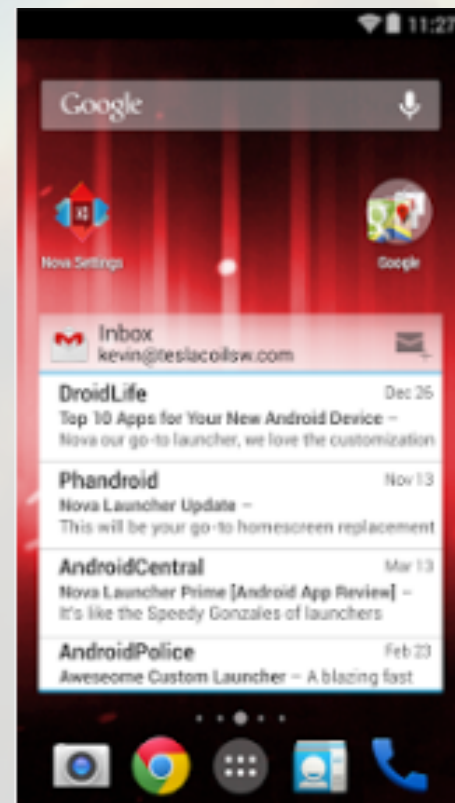


# Packages and HomeScreen

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# Home Screen



## Goals

- Displays Widgets
- Provides access to applications
- Configurable by the user

## Offers a screen that display "important" informations

- An important information depend of the user

# How to Access to Installed Application?

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## PackageInstaller

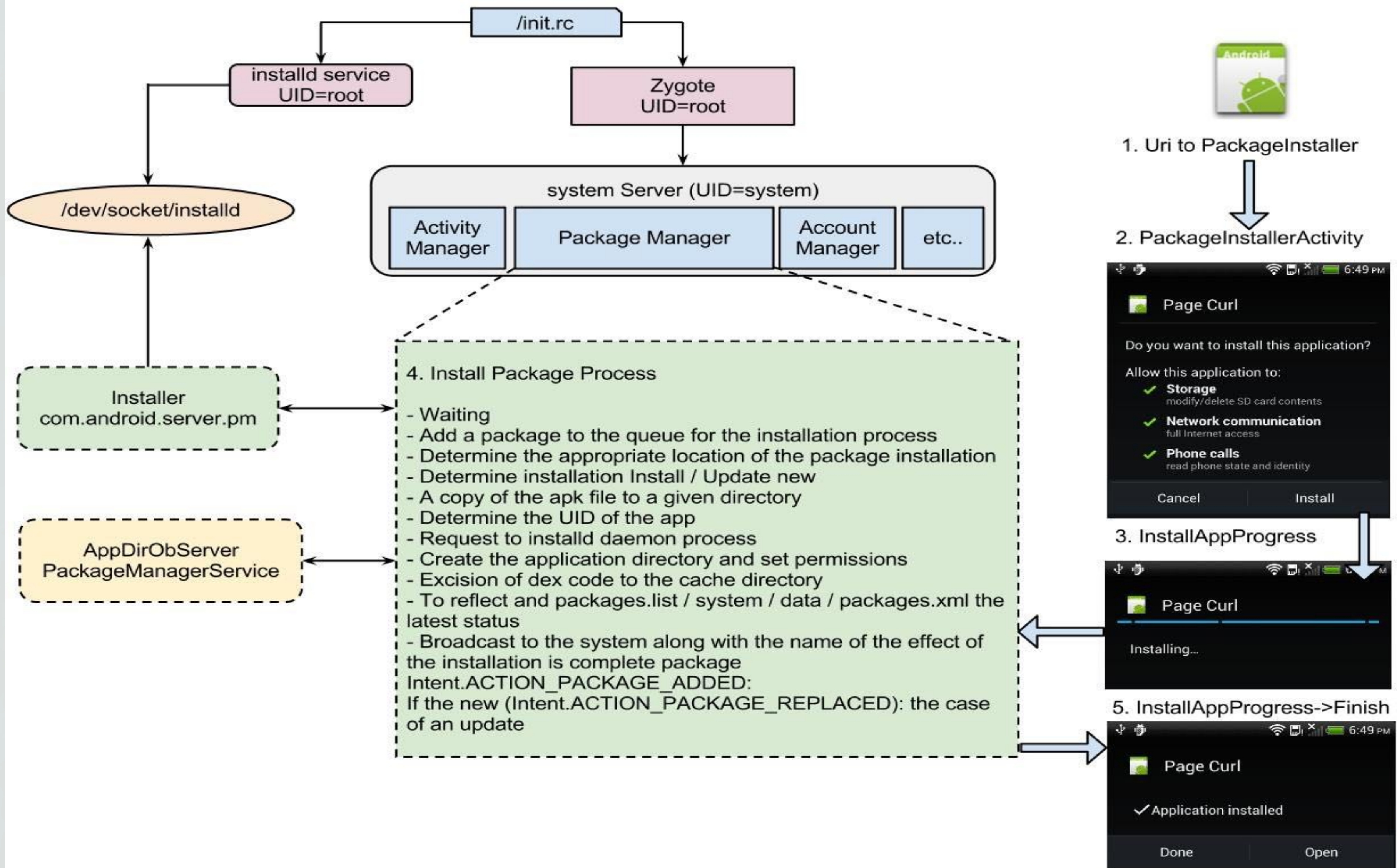
- Interface for installing applications
- Use PackageManager to manage applications



## PackageManager

- Linux Daemon
- During the install of an application
  - ▶ **Open the APK**
  - ▶ **Grab all valuable information**
- Applications are installed in directories
  - ▶ **/system/app: the preinstalled applications**
  - ▶ **/data/app: user applications**
  - ▶ **/data/data/<app\_name>: data of each application**

# Lifecycle



# PackageManager Details

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## Access to a lot of informations

 QueryBroadcastReceiver:

▶ **What are the BroadcastReceiver that can reply to an Intent?**

 QueryIntentActivities:

▶ **What are the Activities that can reply to an Intent?**

 QueryIntentService:

▶ **What are the Service that can reply to an Intent?**

 GetApplicationEnabled Settings:

▶ **Read permission of an Application**

 SetApplicationSettings:

▶ **Modify existing permissions**

 ...

# Accessing to Application's Basic Informations

```
public class AppDetail {
    CharSequence label; CharSequence name; Drawable icon;
}
private PackageManager manager;
private List<AppDetail> apps;

private void loadApps() {
    manager = getPackageManager();
    apps = new ArrayList<AppDetail>();
    Intent i = new Intent(Intent.ACTION_MAIN, null);
    i.addCategory(Intent.CATEGORY_LAUNCHER);
    List<ResolveInfo> availableActivities =
        manager.queryIntentActivities(i, 0);
    for(ResolveInfo ri:availableActivities){
        AppDetail app = new AppDetail();
        app.label = ri.loadLabel(manager);
        app.name = ri.activityInfo.packageName;
        app.icon = ri.activityInfo.loadIcon(manager);
        apps.add(app);
    }
}
```

# Define a GUI for displaying this information

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## Build a simple View

Here a button that will launch a listView on click



## ... and modify AndroidManifest.xml

```
<activity
    android:name=".MainActivity"
    android:label="@string/app_name"
    android:theme=
        "@android:style/Theme.Wallpaper.NoTitleBar.Fullscreen"
    android:launchMode="singleTask"
    android:stateNotNeeded="true" >
<intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.HOME" />
    <category android:name=
        "android.intent.category.DEFAULT" />
    <category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
```

# The "Activity" HomeScreen



## Build a simple App to access all existing Apps

- Fill the list view with some information

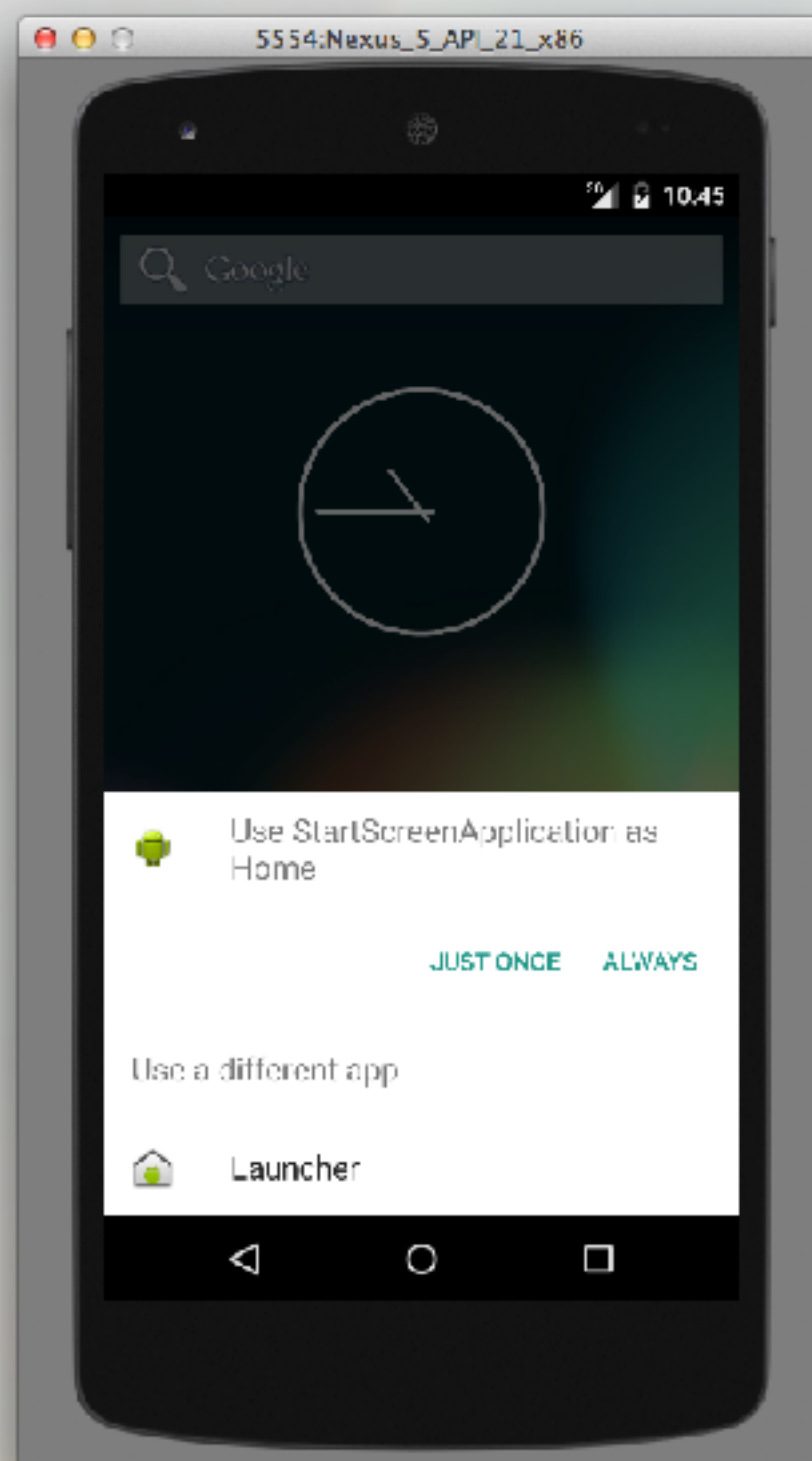
```
private ListView list;
private void loadListView(){
    list = (ListView)findViewById(R.id.apps_list);
    ArrayAdapter<AppDetail> adapter =
        new ArrayAdapter<AppDetail>(this, R.layout.list_item, apps) {
        @Override
        public View getView(int position, View convertView, ViewGroup parent) {
            if(convertView == null){
                convertView = getLayoutInflater().inflate(R.layout.list_item, null);
            }
            ImageView appIcon =
                (ImageView)convertView.findViewById(R.id.item_app_icon);
            appIcon.setImageDrawable(apps.get(position).icon);
            TextView appLabel =
                (TextView)convertView.findViewById(R.id.item_app_label);
            appLabel.setText(apps.get(position).label);
            TextView appName =
                (TextView)convertView.findViewById(R.id.item_app_name);
            appName.setText(apps.get(position).name);
            return convertView;
        }
    };
};
```



# Setup the Home Screen



When you launch the Application, you are asked to decide if you want to change your default home screen



# Summary



**PackageManager helps to get informations about installed applications**



**This informations are useful when we want to build an HomeScreen**



**Defining Lock-Screen is possible**



Same mechanism



Register to Events:

- ▶ **BOOT\_COMPLETED**: to trigger lock-screen after a reboot
- ▶ **ACTION\_SCREEN\_OFF, ACTION\_SCREEN\_ON**: to trigger lock-screen activation
- ▶ **... other events**



Be careful with security

- ▶ **You have to propose security schemes**



