



Broadcast receivers

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Broadcast receiver

a component that responds to system-wide broadcast announcements.

Many broadcasts originate from the system – for example, a broadcast announcing that the screen has turned off, the battery is low, or a picture was captured.

Applications can initiate broadcasts – e.g. to let other applications know that some data has been downloaded to the device and is available for them to use.

Broadcast receivers don't display a user interface, but they can create a status bar notification.

More commonly, a broadcast receiver is just a "gateway" to other components and is intended to do a very minimal amount of work e.g. it might initiate a service.



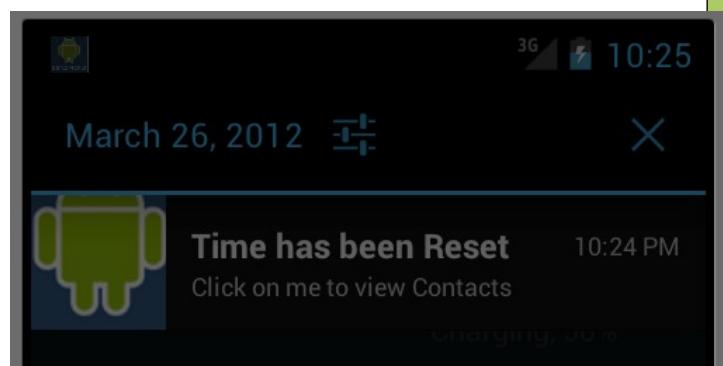
Broadcast receiver

```
public class MyBroadcastReceiver extends BroadcastReceiver {  
    ...  
    public void onReceive(Context context, Intent intent) {  
        ...  
        <manifest xmlns:android="http://schemas.android.com/apk/res/android"  
            package="...I" android:versionCode="1" android:versionName="1.0">  
            <application android:icon="@drawable/icon" android:label="@string/app_name">  
                <receiver android:name=".MyBroadcastReceiver">  
                    <intent-filter>  
                        <action android:name="android.intent.action.TIME_SET"/>  
                    </intent-filter>  
                </receiver>  
            </application>  
            <uses-sdk android:minSdkVersion="13" />  
        </manifest>
```

>adb shell
date +%s
1332793443
date -s +%s 1332793443
time 1332793443 -> 1332793443.0
settimeofday failed Invalid argument



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Adapted from saigeethamn.blogspot.it



Broadcast receiver

```
public class MyBroadcastReceiver extends BroadcastReceiver {  
    private NotificationManager nm;  
    private int SIMPLE_NOTIFICATION_ID;  
  
    @Override  
    public void onReceive(Context context, Intent intent) {  
        nm = (NotificationManager) context.getSystemService  
            (Context.NOTIFICATION_SERVICE);  
        Notification n= new Notification(R.drawable.android,"Time Reset!",  
            System.currentTimeMillis());  
        PendingIntent myIntent = PendingIntent.getActivity(context, 0,  
            new Intent(Intent.ACTION_VIEW, People.CONTENT_URI), 0);  
        n.setLatestEventInfo(context, "Time has been Reset",  
            "Click on me to view Contacts", myIntent);  
        n |= Notification.FLAG_AUTO_CANCEL;  
        n |= Notification.DEFAULT_SOUND;  
        nm.notify(SIMPLE_NOTIFICATION_ID, n);  
        Log.i(getClass().getSimpleName(),"Sucessfully Changed Time");  
    }  
}
```



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Adapted from saigeethamn.blogspot.it



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Sending broadcast events

(in Context)

```
sendBroadcast (Intent intent, String  
receiverPermission)
```

Broadcast the given intent to all interested BroadcastReceivers, allowing an optional required permission to be enforced.

This call is asynchronous; it returns immediately, and you will continue executing while the receivers are run.

No results are propagated from receivers and receivers can not abort the broadcast.



Sending ordered broadcast events

(in Context)

```
sendOrderedBroadcast (Intent intent, String  
receiverPermission)
```

Broadcast the given intent to all interested BroadcastReceivers, delivering them one at a time to allow more preferred receivers to consume the broadcast before it is delivered to less preferred receivers.

This call is asynchronous; it returns immediately, and you will continue executing while the receivers are run.



LocalBroadcastManager

Helper to register for and send broadcasts of Intents to local objects within your process.

Advantages of Local vs Global B.M.:

- the data you are broadcasting will not leave your app
 - (you don't need to worry about leaking private data).
- it is not possible for other applications to send these broadcasts to your app
 - (you don't need to worry about having security holes)
- it is more efficient than sending a global broadcast through the system.



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Services

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Service

An application component that can perform **long-running operations in the background and does not provide a user interface**.

So, what's different from a Thread?

- a) Services are declared in the Manifest
- b) Services can be exposed to other processes
- c) Services do not need to be connected with an Activity



Service

A service can essentially take two forms:

Started

- A service is "started" when an application component (such as an activity) starts it by calling `startService()`. Once started, a service can run in the background indefinitely, even if the component that started it is destroyed. Usually, a started service performs a single operation and does not return a result to the caller. For example, it might download or upload a file over the network. When the operation is done, the service should stop itself.

Bound

- A service is "bound" when an application component binds to it by calling `bindService()`. A bound service offers a client-server interface that allows components to interact with the service, send requests, get results, and even do so across processes with interprocess communication (IPC). A bound service runs only as long as another application component is bound to it. Multiple components can bind to the service at once, but when all of them unbind, the service is destroyed.

Although this documentation generally discusses these two types of services separately, your service can work both ways—it can be started (to run indefinitely) and also allow binding. It's simply a matter of whether you implement a couple callback methods: `onStartCommand()` to allow components to start it and `onBind()` to allow binding.

Regardless of whether your application is started, bound, or both, any application component can use the service (even from a separate application), in the same way that any component can use an activity—by starting it with an Intent.

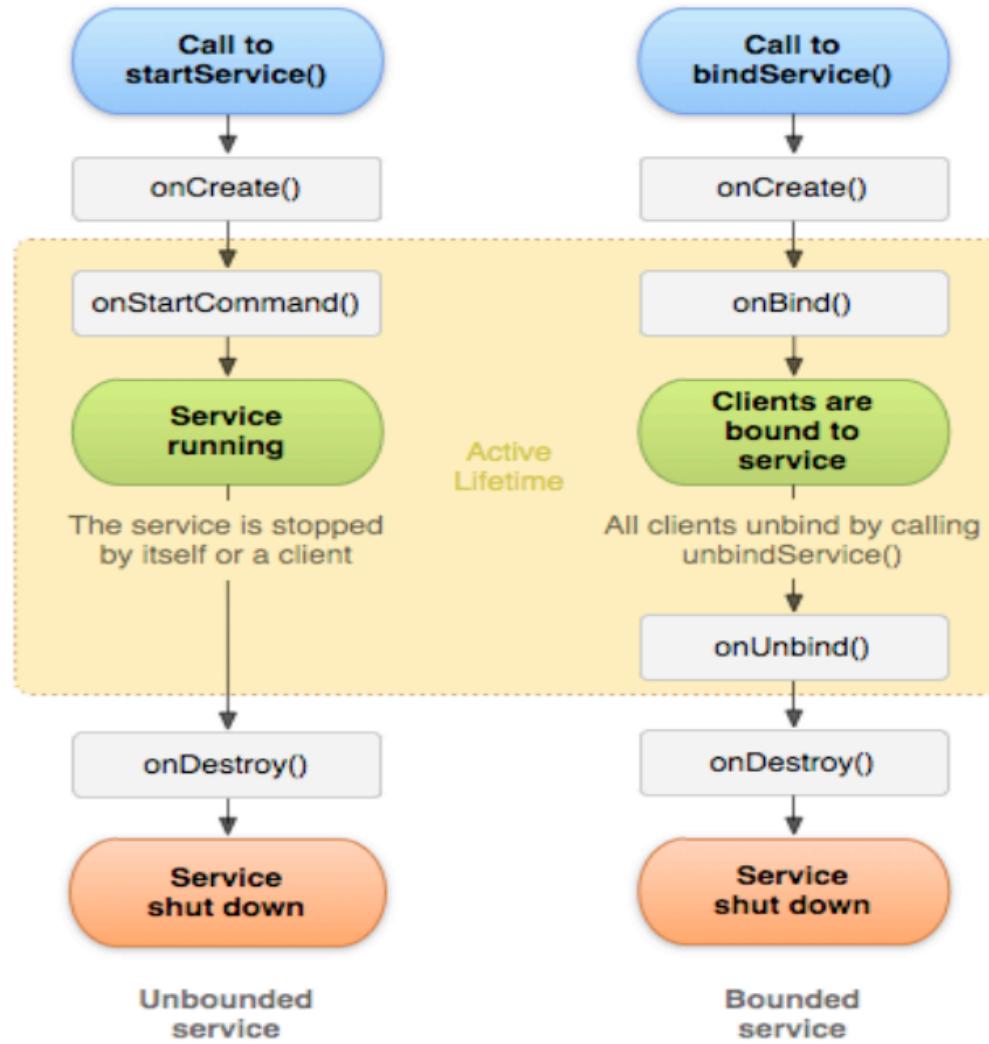
However, you can declare the service as private, in the manifest file, and block access from other applications.



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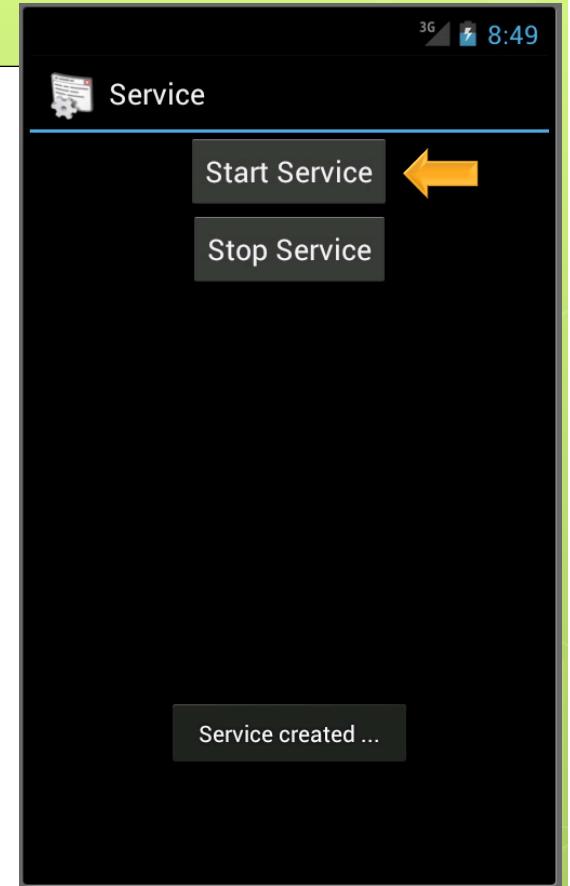


Service lifecycle



A simple service skeleton

```
import ...  
public class SimpleService extends Service {  
    public IBinder onBind(Intent arg0) {  
        return null;  
    }  
    public void onCreate() {  
        super.onCreate();  
        Toast.makeText(this,"Service created ...", Toast.LENGTH_LONG).show();  
    }  
    public void onDestroy() {  
        super.onDestroy();  
        Toast.makeText(this, "Service destroyed ...", Toast.LENGTH_LONG).show();  
    }  
}
```



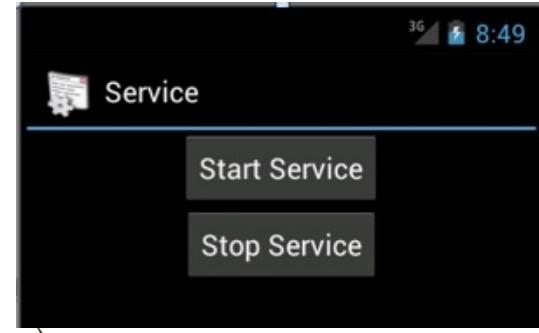
Adapted from saigeethamn.blogspot.it



Using our simple service

```
import ...  
public class SimpleServiceController extends Activity {  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.main);  
        Button start = (Button) findViewById(R.id.serviceButton);  
        Button stop = (Button) findViewById(R.id.cancelButton);  
        start.setOnClickListener(startListener);  
        stop.setOnClickListener(stopListener);  
    }  
    private OnClickListener startListener = new OnClickListener() {  
        public void onClick(View v){  
            startService(new Intent(SimpleServiceController.this,SimpleService.class));  
        }  
    };  
    private OnClickListener stopListener = new OnClickListener() {  
        public void onClick(View v){  
            stopService(new Intent(SimpleServiceController.this,SimpleService.class));  
        }  
    };  
}
```

Adapted from saigeethamn.blogspot.it



Service methods and IVs

```
int mStartMode;    // indicates how to behave if the service is killed  
IBinder mBinder;  // interface for clients that bind  
boolean mAllowRebind; // indicates whether onRebind should be used
```

```
public void onCreate()
```

- The service is being created

```
public int onStartCommand(Intent intent, int flags, int startId) {
```

- The service is starting, due to a call to startService()

```
public IBinder onBind(Intent intent) {
```

- A client is binding to the service with bindService()

```
public boolean onUnbind(Intent intent) {
```

- All clients have unbound with unbindService()

```
public void onRebind(Intent intent) {
```

- A client is binding to the service with bindService() after onUnbind() has been called

```
public void onDestroy() {
```

- The service is no longer used and is being destroyed



IntentService

a subclass for Services that handle asynchronous requests (expressed as Intents) on demand.

Clients send requests through `startService(Intent)` calls; the service is started as needed, handles each Intent in turn using a worker thread, and stops itself when it runs out of work.

"work queue processor" pattern

To use it, extend `IntentService` and implement `onHandleIntent(Intent)`. `IntentService` will receive the Intents, launch a worker thread, and stop the service as appropriate.

All requests are handled on a single worker thread -- they may take as long as necessary (and will not block the application's main loop), but only one request will be processed at a time.



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A full example

part 1: introduction and essential classes

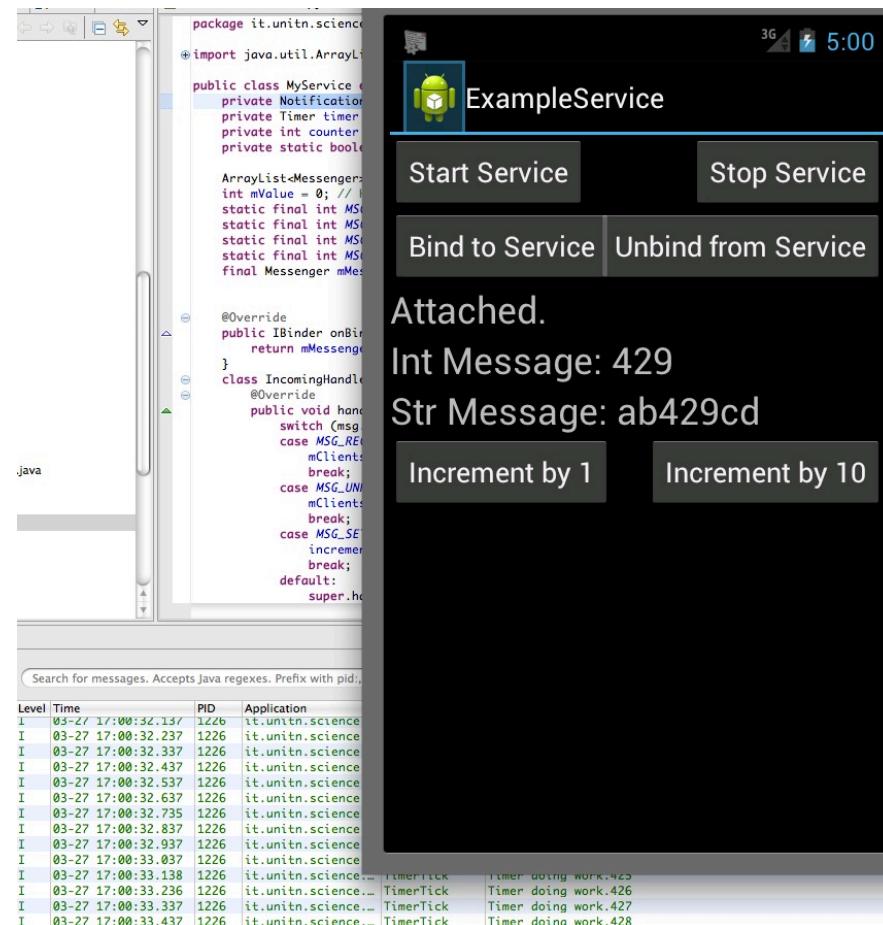
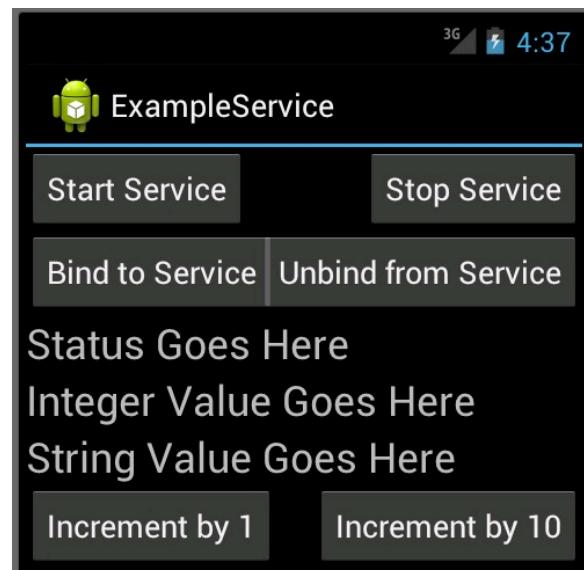
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A full example

Get the Eclipse project from

http://latemar.science.unitn.it/segue_userFiles/2012Mobile/ServiceFullDemo.zip

(project declares Api version 13, even though an older one, like 8, would be fine)



Code adapted
from an example
on StackOverflow



BY

Binder

Base class for a remotable object.

the core part of a lightweight remote procedure call mechanism defined by the interface IBinder.

This class is an implementation of IBinder that provides the standard support creating a local implementation of such an object.



Parcel

A Parcel is a serialized object. It can contain both flattened data that will be unflattened on the other side of the IPC, and references to live IBinder objects that will result in the other side receiving a proxy IBinder connected with the original IBinder in the Parcel.

Parcel is **not** a general-purpose serialization mechanism. This class (and the corresponding [Parcelable](#) API for placing arbitrary objects into a Parcel) is designed as a high-performance IPC transport.



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Bundle

A mapping from String values to various Parcelable types.



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Handler

allows you to send and process Message and Runnable objects associated with a thread's MessageQueue.

Each Handler instance is associated with a single thread and that thread's message queue.

When you create a new Handler, it is bound to the thread/message queue of the thread that is creating it -- from that point on, it will deliver messages and runnables to that message queue and execute them as they come out of the message queue.

Handlers are used to

- (1) to schedule messages and runnables to be executed as some point in the future;
- (2) to enqueue an action to be performed on a different thread than your own.

`void handleMessage(Message msg)`



Message

Defines a message containing a description and arbitrary data object that can be sent to a Handler.

It contains two extra int fields and an extra object field that allow you to not do allocations in many cases.

To create one, it's best to use a factory method: `Message.obtain()`

Fields

Object obj

- An arbitrary object to send to the recipient.

Messenger replyTo

- Optional Messenger where replies to this message can be sent.

int what

- User-defined message code so that the recipient can identify what this message is about.

setData(Bundle b)

Bundle: a type of Parcel,

- Sets a Bundle of arbitrary data values.



Messenger

Reference to a Handler, which others can use to send messages to it. This allows for the implementation of message-based communication across processes, by creating a Messenger pointing to a Handler in one process, and handing that Messenger to another process.



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ServiceConnection

Interface for monitoring the state of an application service.

void onServiceConnected(ComponentName name, IBinder service)

- Called when a connection to the Service has been established, with the IBinder of the communication channel to the Service.

void onServiceDisconnected(ComponentName name)

- Called when a connection to the Service has been lost.



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java.util.Timer and TimerTask

Timer

facility for threads to schedule tasks for future execution in a background thread. Tasks may be scheduled for one-time execution, or for repeated execution at regular intervals.

`schedule(TimerTask task, Date time)`

`scheduleAtFixedRate(TimerTask task, Date firstTime, long period)`

TimerTask

A task that can be scheduled for one-time or repeated execution by a Timer.

`public abstract void run()`





A full example part 2: service implementation

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MyService

```
public class MyService extends Service {  
    private Timer timer = new Timer();  
    private int counter = 0, incrementby = 1;  
    final Messenger mMessenger = new Messenger(new Handler() {...});  
    ArrayList<Messenger> mClients = new ArrayList<Messenger>();  
    static final int MSG_REGISTER_CLIENT = 1;  
    static final int MSG_UNREGISTER_CLIENT = 2;  
    static final int MSG_SET_INT_VALUE = 3;  
    static final int MSG_SET_STRING_VALUE = 4;  
    private static boolean isRunning = false;  
    public static boolean isRunning() {return isRunning; }  
    public void onCreate() {...}  
    public int onStartCommand(Intent intent, int flags, int startId) {...}  
    public IBinder onBind(Intent intent){...}  
    public void onDestroy() {...}  
}
```



Create Messenger – MyService

```
final Messenger mMessenger = new Messenger(new Handler() {  
    // Handler of incoming messages from clients.  
    public void handleMessage(Message msg) {  
        switch (msg.what) {  
            case MSG_REGISTER_CLIENT:  
                mClients.add(msg.replyTo);  
                break;  
            case MSG_UNREGISTER_CLIENT:  
                mClients.remove(msg.replyTo);  
                break;  
            case MSG_SET_INT_VALUE:  
                incrementby = msg.arg1;  
                break;  
            default:  
                super.handleMessage(msg);  
        }  
    }  
});
```



onCreate - MyService

```
public void onCreate() {  
    super.onCreate();  
    Log.i("MyService", "Service Created.");  
    Toast.makeText(this, "Service Created", Toast.LENGTH_LONG).show();  
    timer.scheduleAtFixedRate(new TimerTask(){ public void run() {  
        Log.i("TimerTick", "Timer doing work." + counter);  
        try {  
            counter += incrementby;  
            sendMessageToUI(counter);  
        } catch (Throwable t) {Log.e("TimerTick", "Timer Tick Failed.", t); }  
    }, 0, 100L);  
    isRunning = true;  
}
```



sendMessageToUI - onCreate - MyService

```
private void sendMessageToUI(int intvaluetosend) {
    for (int i=mClients.size()-1; i>=0; i--) {
        try {
            // Send data as an Integer
            mClients.get(i).send(Message.obtain(null,
                MSG_SET_INT_VALUE, intvaluetosend, 0));
            //Send data as a String
            Bundle b = new Bundle();
            b.putString("str1", "ab" + intvaluetosend + "cd");
            Message msg = Message.obtain(null, MSG_SET_STRING_VALUE);
            msg.setData(b);
            mClients.get(i).send(msg);
        } catch (RemoteException e) {
            // The client is dead. Remove it from the list;
            //we are going through the list from back to front so this is safe
            //to do inside the loop.
            mClients.remove(i);
        }
    }
}
```



onStartCommand – onDestroy - My Service

```
public int onStartCommand(Intent intent, int flags, int startId) {  
    Log.i("MyService", "Received start id " + startId + ": " + intent);  
    Toast.makeText(this,"Service started"+ startId ,  
                  Toast.LENGTH_LONG).show();  
    return START_STICKY;// run until explicitly stopped.  
}  
  
public void onDestroy() {  
    super.onDestroy();  
    if (timer != null) {timer.cancel();}  
    counter=0;  
    Log.i("MyService", "Service Stopped.");  
    Toast.makeText(this,"Service Stopped ", Toast.LENGTH_LONG).show();  
    isRunning = false;  
}  
  
public IBinder onBind(Intent intent) {  
    return mMessenger.getBinder();  
}
```





A full example part 3: activity implementation

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ServiceFullDemoActivity

```
public class ServiceFullDemoActivity extends Activity {  
    Button btnStart, btnStop, btnBind, btnUnbind, btnUpby1, btnUpby10;  
    TextView textStatus, textIntValue, textStrValue;  
    Messenger mService = null;  
    boolean mIsBound;  
    final Messenger mMessenger = new Messenger(new Handler() {...});  
    private ServiceConnection mConnection = new ServiceConnection() {...};  
    public void onCreate(Bundle savedInstanceState) {...}  
    protected void onDestroy() {...}  
}
```



Create Messenger – Activity

```
final Messenger mMessenger = new Messenger(new Handler() {  
    @Override  
    public void handleMessage(Message msg) {  
        switch (msg.what) {  
            case MyService.MSG_SET_INT_VALUE:  
                textIntValue.setText("Int Message: " + msg.arg1);  
                break;  
            case MyService.MSG_SET_STRING_VALUE:  
                String str1 = msg.getData().getString("str1");  
                textStrValue.setText("Str Message: " + str1);  
                break;  
            default:  
                super.handleMessage(msg);  
        }  
    }  
});
```



Create ServiceConnection

```
private ServiceConnection mConnection = new ServiceConnection() {  
    public void onServiceConnected(ComponentName className, IBinder service) {  
        mService = new Messenger(service);  
        textStatus.setText("Attached.");  
        try {  
            Message msg = Message.obtain(null, MyService.MSG_REGISTER_CLIENT);  
            msg.replyTo = mMessenger;  
            mService.send(msg);  
        } catch (RemoteException e) {  
            // In this case the service has crashed before we could even do anything with it  
        }  
    }  
  
    public void onServiceDisconnected(ComponentName className) {  
        // This is called when the connection with the service has been  
        // unexpectedly disconnected - process crashed.  
        mService = null;  
        textStatus.setText("Disconnected.");  
    }  
};
```



bind - unbind

```
void doBindService() {  
    bindService(new Intent(this, MyService.class), mConnection, Context.BIND_AUTO_CREATE);  
    mIsBound = true;  
    textStatus.setText("Binding.");  
}  
  
void doUnbindService() {  
    if (mIsBound) {  
        // If we have received the service, and registered with it, then now is the time to unregister.  
        if (mService != null) {  
            try {  
                Message msg = Message.obtain(null, MyService.MSG_UNREGISTER_CLIENT);  
                msg.replyTo = mMessenger;  
                mService.send(msg);  
            } catch (RemoteException e) {  
                // nothing special to do if the service has crashed.  
            }  
        }  
        // Detach our existing connection.  
        unbindService(mConnection);  
        mIsBound = false;  
        textStatus.setText("Unbinding.");  
    }  
}
```



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OnCreate

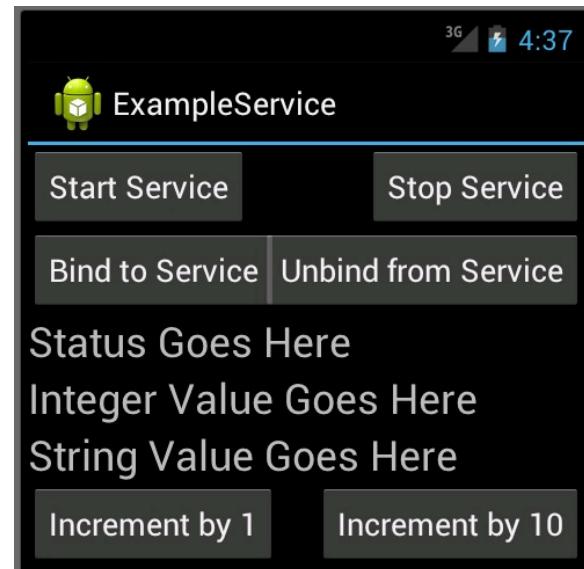
```
public void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.main);  
    btnStart = (Button)findViewById(R.id.btnStart);  
    btnStop = (Button)findViewById(R.id.btnStop);  
    btnBind = (Button)findViewById(R.id.btnBind);  
    btnUnbind = (Button)findViewById(R.id.btnUnbind);  
    textStatus = (TextView)findViewById(R.id.textStatus);  
    textIntValue = (TextView)findViewById(R.id.textIntValue);  
    textStrValue = (TextView)findViewById(R.id.textStrValue);  
    btnUpby1 = (Button)findViewById(R.id.btnUpby1);  
    btnUpby10 = (Button)findViewById(R.id.btnUpby10);  
  
    btnStart.setOnClickListener(btnStartListener);  
    btnStop.setOnClickListener(btnStopListener);  
    btnBind.setOnClickListener(btnBindListener);  
    btnUnbind.setOnClickListener(btnUnbindListener);  
    btnUpby1.setOnClickListener(btnUpby1Listener);  
    btnUpby10.setOnClickListener(btnUpby10Listener);  
  
    restoreMe(savedInstanceState);  
}
```

// If the service is running when the activity starts, we want to automatically bind to it.

```
if (MyService.isRunning()) {  
    doBindService();  
}
```



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Listeners

```
private OnClickListener btnStartListener = new OnClickListener() {  
    public void onClick(View v){  
        startService(new Intent(ServiceFullDemoActivity.this, MyService.class));  
    }  
};  
private OnClickListener btnStopListener = new OnClickListener() {  
    public void onClick(View v){  
        doUnbindService();  
        stopService(new Intent(ServiceFullDemoActivity.this, MyService.class));  
    }  
};  
private OnClickListener btnBindListener = new OnClickListener() {  
    public void onClick(View v){  
        doBindService();  
    }  
};  
private OnClickListener btnUnbindListener = new OnClickListener() {  
    public void onClick(View v){  
        doUnbindService();  
    }  
};
```



Listeners

```
private OnClickListener btnUpby1Listener = new OnClickListener() {  
    public void onClick(View v){  
        sendMessageToService(1);  
    }  
};  
private OnClickListener btnUpby10Listener = new OnClickListener() {  
    public void onClick(View v){  
        sendMessageToService(10);  
    }  
};  
private void sendMessageToService(int intvaluetosend) {  
    if (mIsBound) {  
        if (mService != null) {  
            try {  
                Message msg = Message.obtain(null, MyService.MSG_SET_INT_VALUE, intvaluetosend, 0);  
                msg.replyTo = mMessenger;  
                mService.send(msg);  
            } catch (RemoteException e) {  
            }  
        }  
    }  
}
```



onSaveInstanceState

@Override

```
protected void onSaveInstanceState(Bundle outState) {  
    super.onSaveInstanceState(outState);  
    outState.putString("textStatus", textStatus.getText().toString());  
    outState.putString("textIntValue", textIntValue.getText().toString());  
    outState.putString("textStrValue", textStrValue.getText().toString());  
}  
private void restoreMe(Bundle state) {  
    if (state!=null) {  
        textStatus.setText(state.getString("textStatus"));  
        textIntValue.setText(state.getString("textIntValue"));  
        textStrValue.setText(state.getString("textStrValue"));  
    }  
}
```



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Manifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.exampleservice"
    android:versionCode="1"
    android:versionName="1.0">
    <application android:icon="@drawable/icon"
        android:label="@string/app_name">
        <activity android:name=".MainActivity"
            android:label="@string/app_name">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
        <service android:name=".MyService"></service>
    </application>
    <uses-sdk android:minSdkVersion="13" />
</manifest>
```



Running service in processes

You can specify a process name with a colon in front

```
<service android:name=".MyService"  
        android:process=:myprocessname ></service>
```

Your service will then run as a different process - thus in a different thread.

You can set this attribute so that each component runs in its own process or so that some components share a process while others do not.

You can also set it so that components of different applications run in the same process – provided that the applications share the same Linux user ID and are signed with the same certificates.



Exercizes

1) Please have a look at the code on StackOverflow, from where this code was extracted and adapted.

It uses also a Notification.

[http://stackoverflow.com/questions/4300291/
example-communication-between-activity-and-
service-using-messaging](http://stackoverflow.com/questions/4300291/example-communication-between-activity-and-service-using-messaging)

2) Try to have run multiple instances of the activity accessing the service:

- a) Activating intent associated to the notification
- b) Writing yourself a second similar activity that uses the service, and switching between the two activities via the home





Content Providers

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Content Provider

The Content provider design allows applications to share data through a standard set of programming interfaces.

And it's extensible: You can create your own custom content provider to share your data with other packages that works just like the built-in providers.



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Default content providers

- Contacts
 - Stores all contacts information. etc
- Call Log Stores
 - call logs, for example: missed calls, answered calls. etc.
- Browser
 - Use by browser for history, favorites. etc.
- Media Store
 - Media files for Gallery, from SD Card. etc.
- Setting
 - Phone device settings. etc.

1. Starting from API Level 5, Contacts Provider is deprecated and superceded by [ContactsContract](#).



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Querying a Content Provider

To query a content provider, you provide a query string in the form of a URI, with an optional specifier for a particular row, using the following syntax:

```
<standard_prefix>://<authority>/<data_path>/<id>
```

For example, **to retrieve all the bookmarks** stored by your web browsers (in Android), you would use the following content URI:

```
content://browser/bookmarks
```

Similarly, **to retrieve all the contacts** stored by the Contacts application, the URI would look like this:

```
content://contacts/people
```

To retrieve a particular contact, you can specify the URI with a specific ID:

```
content://contacts/people/3
```



```
package it.unitn.science.latemar;

import android.app.Activity;
import android.database.Cursor;
import android.net.Uri;
import android.os.Bundle;
import android.provider.CallLog.Calls;
import android.util.Log;

public class ContentProviderActivity extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        Uri allCalls = Uri.parse("content://call_log/calls");
        Cursor c = managedQuery(allCalls, null, null, null, null);
        if (c.moveToFirst()) {
            do{
                String callType = "";
                switch (Integer.parseInt(c.getString(
                    c.getColumnIndex(Calls.TYPE)))) {
                case 1: callType = "Incoming";
                break;
                case 2: callType = "Outgoing";
                break;
                case 3: callType = "Missed";
                }
                Log.v("Content Providers",
                    c.getString(c.getColumnIndex(Calls._ID)) + ", " +
                    c.getString(c.getColumnIndex(Calls.NUMBER)) + ", " +
                    callType);
            } while (c.moveToNext());
        }
    }
}
```



Error!

E/AndroidRuntime(541): java.lang.RuntimeException:
Unable to start activity ComponentInfo{it.unitn.science.latemar/
it.unitn.science.latemar.ContentProviderActivity}:
java.lang.SecurityException: Permission Denial: opening provider
com.android.providers.contacts.CallLogProvider from ProcessRecord{41475a28
541:it.unitn.science.latemar/10041} (pid=541, uid=10041)
requires
android.permission.READ_CONTACTS or
android.permission.WRITE_CONTACTS



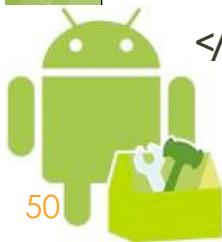
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```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="it.unitn.science.latemar"
    android:versionCode="1"
    android:versionName="1.0" >

    <uses-sdk android:minSdkVersion="13" />

    <application
        android:icon="@drawable/ic_launcher"
        android:label="@string/app_name" >
        <activity
            android:name=".ContentProviderActivity"
            android:label="@string/app_name" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
    <uses-permission
        android:name="android.permission.READ_CONTACTS">
    </uses-permission>
</manifest>
```



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