

Web file service

Sample service to keep checking whether a file on a webserver has changed

The code

User interface

Create a new DroidScript JavaScript project with the following code in the main .js file

[mainApp.js](#)

```
var svc;
//Called when application is started.
function OnStart()
{
    //Create a layout.
    var lay = app.CreateLayout( "linear", "VCenter,FillXY" );

    //Create a 'Stop Service' button.
    var btn = app.CreateButton( "Stop Service", 0.6, -1 );
    lay.AddChild( btn );
    btn.SetOnTouch( btn_OnTouchStop );

    //Add layout to app.
    app.AddLayout( lay );

    //Start/connect to our service.
    svc = app.CreateService( "this","this", OnServiceReady );
    //uncomment next line to cause your service to start at boot.
    //app.SetAutoBoot( "Service" );
}

//Called after our service has started.
function OnServiceReady()
{
    console.log( "Service Ready" );
    var running=false;
    var me=app.GetPackageName()+":droidscript_service";
    var lst = app.GetRunningServices();
    for (var key in lst)
    {
        if(lst[key].name === me)
        {
            console.log(me + " running");
            break;
        }
    }
}
```

```
}

function btn_OnTouchStop()
{
    //Tell service we are quitting.
    svc.SendMessage( "quit" );
    //give the service time to clean up
    setTimeout(delayedStop,1000);
}

function delayedStop()
{
    //Stop the service.
    svc.Stop();
    // exit main app
    app.Exit();
}

function OnData( isStartUp )
{
    var id=app.GetNotifyId();

    if(id === "servFilx" )
    {
        app.Alert("Notification touched" ) ;
    }
}
}
```

Service.js

Add a second file called Service.js with the following code

Service.js

```
var g_ = {lastResponse:""};

function OnStart()
{
    app.ShowPopup("Service started");
    g_.notify=app.CreateNotification();
    //Check file
    SendRequest();
    //Check again every 30 seconds
    g_.interval = setInterval(SendRequest,30000);
}
```

```
//Send an http get request.
function SendRequest()
{
    app.HttpRequest( "GET",
        "http://sgarman.net",
        "/downloadable.txt",
        "",
        HandleReply,
        "" );
}

//Handle the server's reply
function HandleReply( error, response )
{
    if( !error )
    {
        if(g_.lastResponse !== response)
        {
            g_.lastResponse = response;
            g_.notify.SetMessage( response, "File contents", response );
            g_.notify.Notify("servFilx");
        } else console.log("same");
    }
    else
    {
        app.ShowPopup( "Error: " + response );
    }
}

//Called when we get a service message.
function OnMessage( msg )
{
    //Show debug in WiFi IDE.
    console.log( msg );

    //Handle messages from main App.
    if( msg=="quit" )
    {
        clearInterval(g_.interval);
        console.log("loop stopped");
        g_.notify.Cancel("servFilx");
    }
}
```

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