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# Android The WebKit Browser

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<http://developer.android.com/index.html>





10. Android – UI – The WebKit Browser

## WebKit Browser

- In Android you can embed the *built-in Web browser* as a widget in your own activities, for displaying HTML material or perform Internet browsing.
- The Android browser is based on **WebKit**, the same engine that powers *Apple's Safari Web* browser.
- Android uses the **WebView** widget to host the browser's pages
- Applications using the **WebView** component must request **INTERNET permission**.

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## WebKit Browser

### Browsing Power

The browser will access the Internet through whatever means are available to that specific device at the present time (WiFi, cellular network, Bluetooth-tethered phone, etc.).

The **WebKit** rendering engine used to display web pages includes methods to

1. navigate forward and backward through a history,
2. zoom in and out,
3. perform text searches,
4. load data
5. stop loading and
6. more.

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## WebKit Browser

### Warning

In order for your Activity to access the Internet and load web pages in a *WebView*, you must add the **INTERNET** permissions to your Android Manifest file:

```
<uses-permission android:name="android.permission.INTERNET" />
```

This must be a child of the *<manifest>* element.

*(see next example)*

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# WebKit Browser

**Example: A simple browsing experience**  
Let's go e-shopping

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"
  android:orientation="vertical"
  android:layout_width="fill_parent"
  android:layout_height="fill_parent"
  >
  <WebView
    android:id="@+id/webkit"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
  />
</LinearLayout>
```

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# WebKit Browser

**Example: A simple browsing experience**  
Let's go e-shopping

```
package cis493.demoui;

import android.os.Bundle;
import android.app.Activity;
import android.webkit.WebView;

public class AndDemoUI extends Activity {
  WebView browser;

  @Override
  public void onCreate(Bundle icle) {
    super.onCreate(icle);
    setContentView(R.layout.main);
    browser=(WebView)findViewById(R.id.webkit);
    browser.loadUrl("http://eBay.com");
    browser.getSettings().setJavaScriptEnabled(true);
  }
}
```

This app is hard-wired to eBay

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## WebKit Browser

**Example: A simple browsing experience**  
Let's go e-shopping - Manifest

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="cis493.demoui" android:versionCode="1" android:versionName="1.0">

    <uses-permission android:name="android.permission.INTERNET" />

    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <activity android:name=".AndDemoUI" 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-sdk android:minSdkVersion="3" />

</manifest>
```

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## WebKit Browser

### Warning

If you set the URL to a site whose pages depend on *Javascript* you may see an empty, white screen.

By *default Javascript* is turned **off** in WebView widgets.

If you want to enable Javascript, call :

```
myWebView.setSettings().setJavaScriptEnabled(true);
```

on the WebView instance.

*To be discussed later in this chapter.*

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# WebKit Browser

**Warning**  
Under SDK 1.6 a WebView has a **built-in Option Menu**

Using **Go** option

Using **More** option

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# WebKit Browser

**Loading Data .loadData(...)**  
You may directly provide the HTML to be displayed by the browser (a user manual for instance, or the actual app interface created as HTML instead of using the native Android UI framework).

```

package cis493.demoui;

import android.os.Bundle;
import android.app.Activity;
import android.webkit.WebView;

public class AndDemoUI extends Activity {
    WebView browser;

    @Override
    public void onCreate(Bundle icle) {
        super.onCreate(icle);
        setContentView(R.layout.main);
        browser=(WebView)findViewById(R.id.webkit);

        browser.loadData("<html><body>Hello, world!</body></html>",
            "text/html",
            "UTF-8");
    }
}
    
```

Use same layout and manifest of previous example

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## WebKit Browser

### Browser Commands

There is no navigation toolbar with the WebView widget (*saving space*). You could supply the UI –such as a Menu– to execute the following operations:

- **reload()** to refresh the currently-viewed Web page
- **goBack()** to go back one step in the browser history, and **canGoBack()** to determine if there is any history to trace back
- **goForward()** to go forward one step in the browser history, and **canGoForward()** to determine if there is any history to go forward to
- **goBackOrForward()** to go backwards or forwards in the browser history, where *negative/positive* numbers represent a count of steps to go
- **canGoBackOrForward()** to see if the browser can go backwards or forwards the stated number of steps (following the same positive/negative convention as **goBackOrForward()**)
- **clearCache()** to clear the browser resource cache and **clearHistory()** to clear the browsing history

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Using our running example:

```

browser.goBack() ;
browser.goForward() ;
browser.goBackOrForward(-2) ;
browser.goBackOrForward(+2) ;
browser.canGoBack() ;
browser.canGoForward() ;
browser.canGoBackOrForward(-2) ;
browser.canGoBackOrForward(+2) ;
browser.clearCache(true) ;
browser.clearHistory() ;
browser.stopLoading() ;

```

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# WebKit Browser

## Questions ?

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