

# CS371m - Mobile Computing

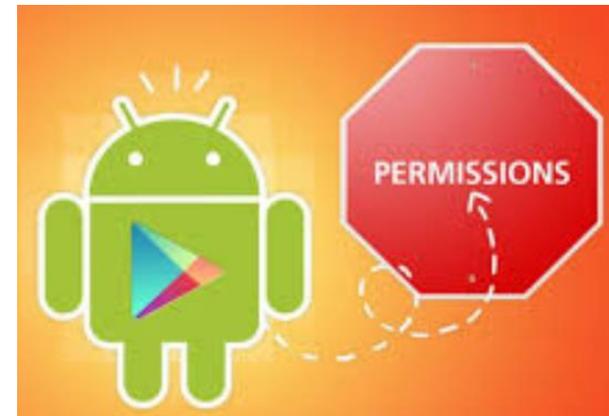
## Runtime Permissions

# Clicker

- If your app wants to access the users contacts when do you request permission to do this?
  - A. Never, its not necessary
  - B. At compile time
  - C. At install time
  - D. At runtime
  - E. It depends

# System Permissions

- In an attempt to maintain security (system integrity, user privacy) on Android devices ...
- ... run each app in a limited sandbox
- If app wants to use resources (e.g. camera, storage, network) or information (e.g. contacts info) outside of sandbox, must request permission.
- List of permissions:  
<https://developer.android.com/reference/android/Manifest.permission.html>



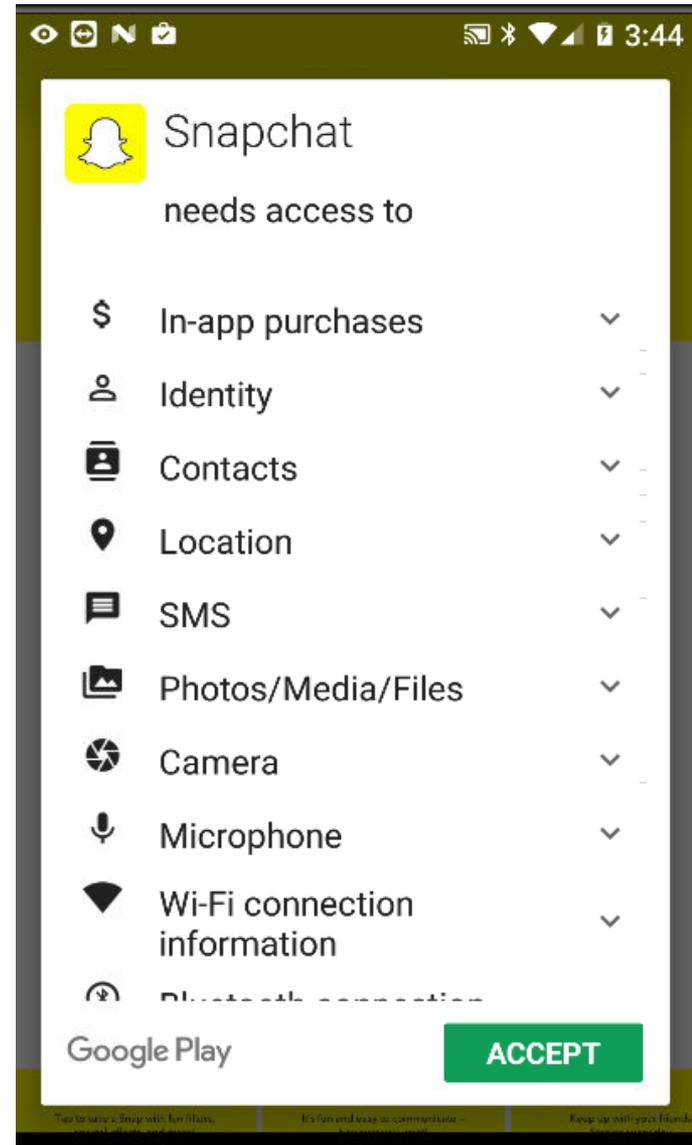
# History of Permissions

- Prior to Android version 6.0, Marshmallow...
- Apps requested permission at install time
- Permissions Listed in the AndroidManifest.xml File

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

# Install Time Permissions

- Pre 6.0 / Marshmallow user granted permission at *install time*.
- Google Play listed permissions for app when install selected
- Based on permissions listed in manifest
- Some apps ... “we own you”



# Clicker

- What happens if an app tries to use a resource or access information it doesn't have permission to use?
  - A. Compile error
  - B. Runtime error
  - C. Nothing, app allowed to access info or resource
  - D. Nothing, BUT app not allowed to access info or resource, a NO-OP

# Lacks Permission

- App stopped by system as soon as it tries to perform operation it doesn't have permission for

LocationTest has stopped



Open app again

02-09 16:03:39.857 26846-26846/**org.example.locationtest**

**E/AndroidRuntime: FATAL EXCEPTION: main**

Process: org.example.locationtest, PID: 26846

java.lang.RuntimeException: Unable to start activity

ComponentInfo

{org.example.locationtest/org.example.locationtest.LocationTest}:

**java.lang.SecurityException: "passive" location provider requires  
ACCESS\_FINE\_LOCATION permission.**

at android.location.LocationManager.getProvider(LocationManager.java:383)

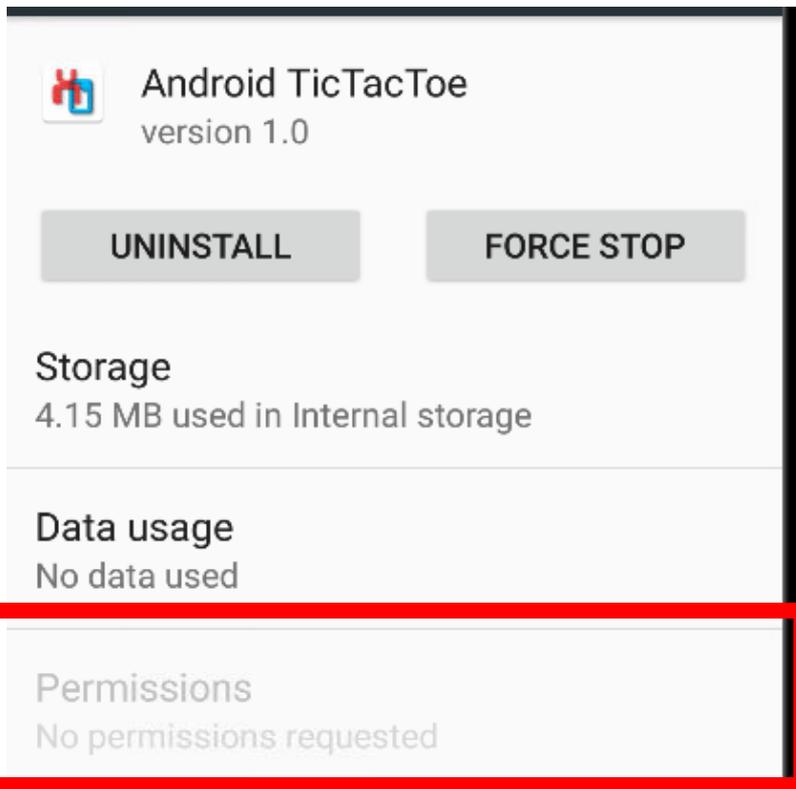
at org.example.locationtest.LocationTest.dumpProvider(LocationTest.java:372)

at org.example.locationtest.LocationTest.dumpProviders(LocationTest.java:364)

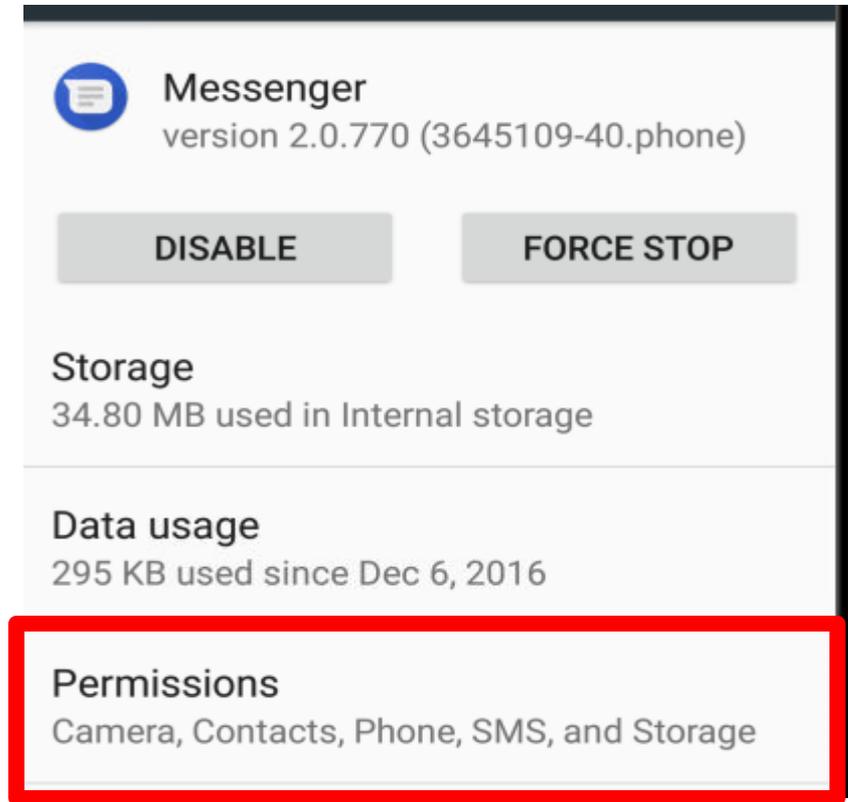
at org.example.locationtest.LocationTest.onCreate(LocationTest.java:80)

# Viewing Permissions

- A user can see what permissions an app has in Settings -> Apps



The screenshot shows the settings for the 'Android TicTacToe' app (version 1.0). It features 'UNINSTALL' and 'FORCE STOP' buttons. Below these are sections for 'Storage' (4.15 MB used) and 'Data usage' (No data used). The 'Permissions' section at the bottom, highlighted with a red box, shows 'No permissions requested'.



The screenshot shows the settings for the 'Messenger' app (version 2.0.770). It features 'DISABLE' and 'FORCE STOP' buttons. Below these are sections for 'Storage' (34.80 MB used) and 'Data usage' (295 KB used since Dec 6, 2016). The 'Permissions' section at the bottom, highlighted with a red box, lists 'Camera, Contacts, Phone, SMS, and Storage'.

- Developers can see device permissions via  
`adb: $ adb shell pm list permissions -s`

# Changes to Permissions in M

- Android 6.0 / Marshmallow introduced changes to permissions
- Introduced Permission Groups
- Introduced Normal and Dangerous Permissions
  - “Dangerous Permissions cover areas where the app wants data or resources that involve the user's private information, or could potentially affect the user's stored data or the operation of other apps.”

# Normal Permissions – API 23

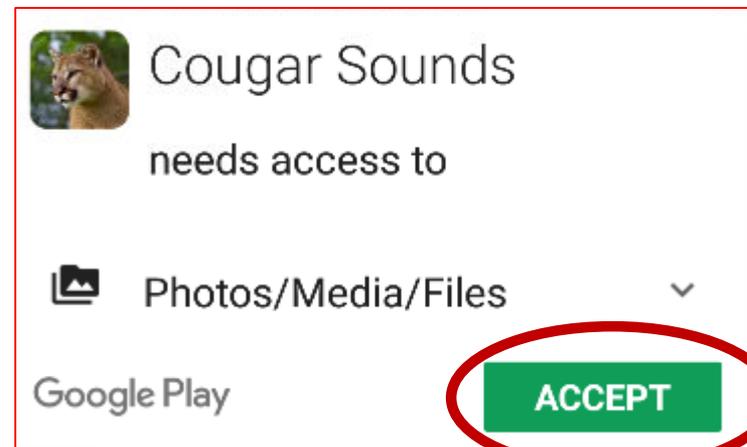
- ACCESS\_LOCATION\_EXTRA\_COMMANDS
- ACCESS\_NETWORK\_STATE
- ACCESS\_NOTIFICATION\_POLICY
- ACCESS\_WIFI\_STATE
- **BLUETOOTH**
- BLUETOOTH\_ADMIN
- BROADCAST\_STICKY
- CHANGE\_NETWORK\_STATE
- CHANGE\_WIFI\_MULTICAST\_STATE
- CHANGE\_WIFI\_STATE
- DISABLE\_KEYGUARD
- EXPAND\_STATUS\_BAR
- GET\_PACKAGE\_SIZE
- INSTALL\_SHORTCUT
- **INTERNET**
- KILL\_BACKGROUND\_PROCESSES
- MODIFY\_AUDIO\_SETTINGS
- NFC
- READ\_SYNC\_SETTINGS
- READ\_SYNC\_STATS
- RECEIVE\_BOOT\_COMPLETED
- REORDER\_TASKS
- REQUEST\_IGNORE\_BATTERY\_OPTIMIZATIONS
- REQUEST\_INSTALL\_PACKAGES
- **SET\_ALARM**
- SET\_TIME\_ZONE
- SET\_WALLPAPER
- SET\_WALLPAPER\_HINTS
- TRANSMIT\_IR
- UNINSTALL\_SHORTCUT
- USE\_FINGERPRINT
- **VIBRATE**
- **WAKE\_LOCK**
- WRITE\_SYNC\_SETTINGS

# Dangerous Permissions

- Dangerous Permissions Organized into Permission Groups:
- **CALENDAR:** READ\_CALENDAR, WRITE\_CALENDAR
- **CAMERA:** CAMERA
- **CONTACTS:** READ\_CONTACTS, WRITE\_CONTACTS, GET\_ACCOUNTS
- **LOCATION:** ACCESS\_FINE\_LOCATION, ACCESS\_COARSE\_LOCATION
- **MICROPHONE:** RECORD\_AUDIO
- **PHONE:** READ\_PHONE\_STATE, CALL\_PHONE, READ\_CALL\_LOG, WRITE\_CALL\_LOG, ADD\_VOICEMAIL, USE\_SIP, PROCESS\_OUTGOING\_CALLS
- **SENSORS:** BODY\_SENSORS
- **SMS:** SEND\_SMS, RECEIVE\_SMS, READ\_SMS, RECEIVE\_WAP\_PUSH, RECEIVE\_MMS
- **STORAGE:** READ\_EXTERNAL\_STORAGE, WRITE\_EXTERNAL\_STORAGE

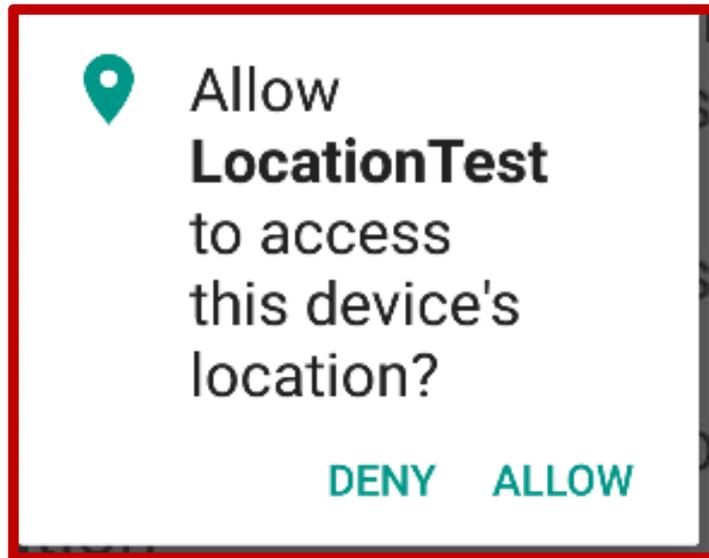
# Runtime Permissions

- Post Android 6.0 / Marshmallow
- All Normal and Dangerous Permissions **still** placed in app Manifest
- If Device is Android 5.1 or lower OR app targets API level 22 or lower ...
- ... then user must grant Dangerous Permissions at install time
- Or app doesn't install



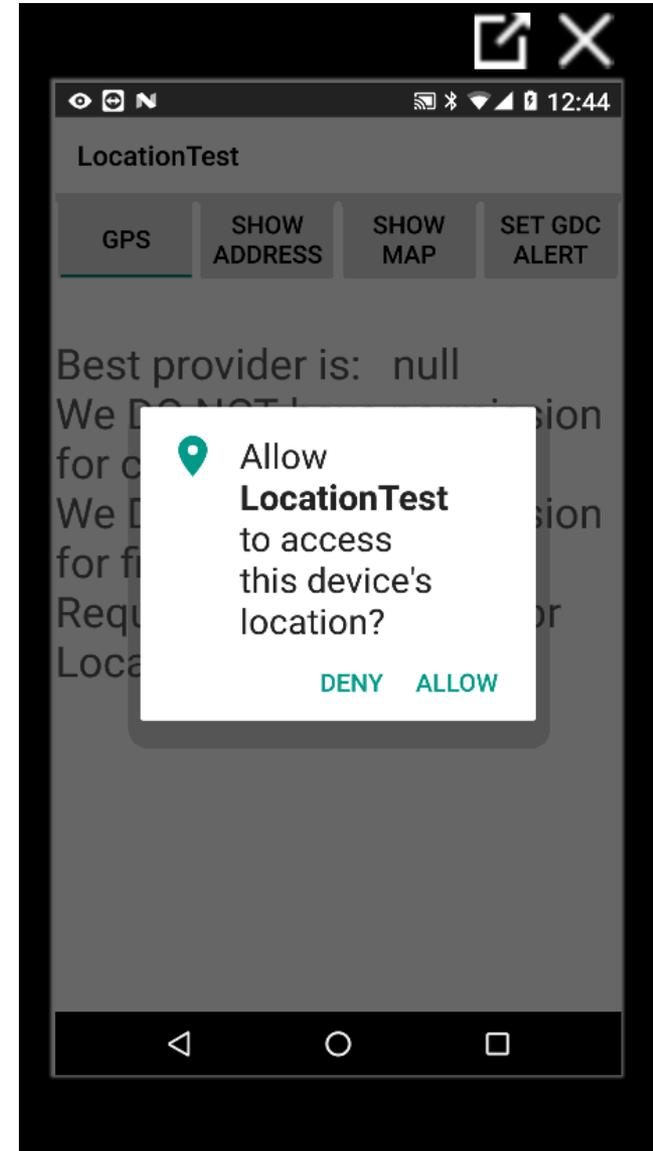
# Runtime Permissions

- If device is Android 6.0 or higher AND app targets API level 23 or higher
- Must still list all permissions in manifest
- App must request each dangerous permission in needs while the app is running



# Requesting Permission at Runtime

- When app needs dangerous permission:
- Check to see if you already have permission
- If not call one of the `requestPermission` methods with desired permissions and request code
- `requestPermission` shows a standard, non modifiable dialog box to the user



# Checking Permissions

- Before Requesting a Permission Check to see if you already have it.

```
int permissionCoarse
    = ContextCompat.checkSelfPermission(this,
    Manifest.permission.ACCESS_COARSE_LOCATION);
int permissionFine
    = ContextCompat.checkSelfPermission(this,
    Manifest.permission.ACCESS_FINE_LOCATION);
if (permissionCoarse == PackageManager.PERMISSION_GRANTED) {
```

# Requesting Permission

- If you do not have a permission you need you must request it

```
if (ActivityCompat.shouldShowRequestPermissionRationale(this,  
    Manifest.permission.READ_CONTACTS)) {  
  
    // Show an explanation to the user (likely with a  
    // dialog) *asynchronously* -- don't block  
    // this thread waiting for the user's response! After the user  
    // sees the explanation, try again to request the permission.
```

- `shouldShowRequestPermissionRationale` returns true if the app previously requested the permission and the user denied it

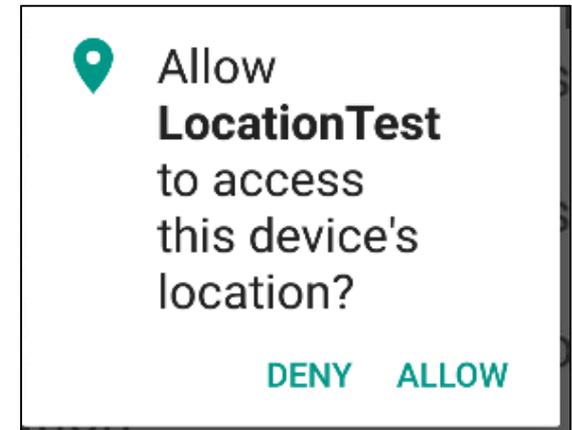
# Requesting Permission

- If user has not previously denied permission

```
} else {  
    // No explanation needed, we can request the permission.  
    ActivityCompat.requestPermissions(this,  
        new String[]{  
            Manifest.permission.ACCESS_COARSE_LOCATION,  
            Manifest.permission.ACCESS_FINE_LOCATION},  
        MY_PERMISSIONS_REQUEST_GET_LOCATION);  
  
    // MY_PERMISSIONS_REQUEST_GET_LOCATION is an  
    // app-defined int constant. The callback method gets the  
    // result of the request.  
}
```

# Dialog Result

- Dialog displayed to user.  
Lists permission group, not individual permissions
- Will lead to call back



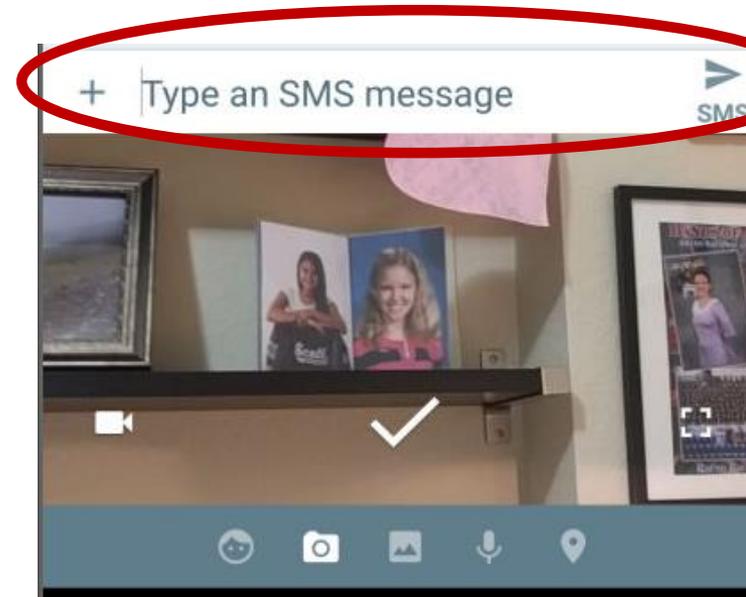
```
public void onRequestPermissionsResult(int requestCode,
                                     String permissions[],
                                     int[] grantResults) {
    log("onRequestPermissionsResult");
    Log.d(TAG, "onRequestPermissionsResult");
    Log.d(TAG, "permissions: " + Arrays.toString(permissions));
    Log.d(TAG, "results: " + Arrays.toString(grantResults));
    switch (requestCode) {
        case MY_PERMISSIONS_REQUEST_GET_LOCATION: {
            // If request is cancelled, the result arrays are empty.
            locationPermissionsGranted =
                (grantResults.length > 0)
                && (grantResults[0]
                    == PackageManager.PERMISSION_GRANTED);
        }
    }
}
```

# Permission Groups

- Dialog shows Permission Group based on requested permission
- If use grants permission for one permission in group ...
- ... app now has all permission in that group.
- If you check on different permission in group after one granted, it will be granted as well
- Permissions retained when app rerun

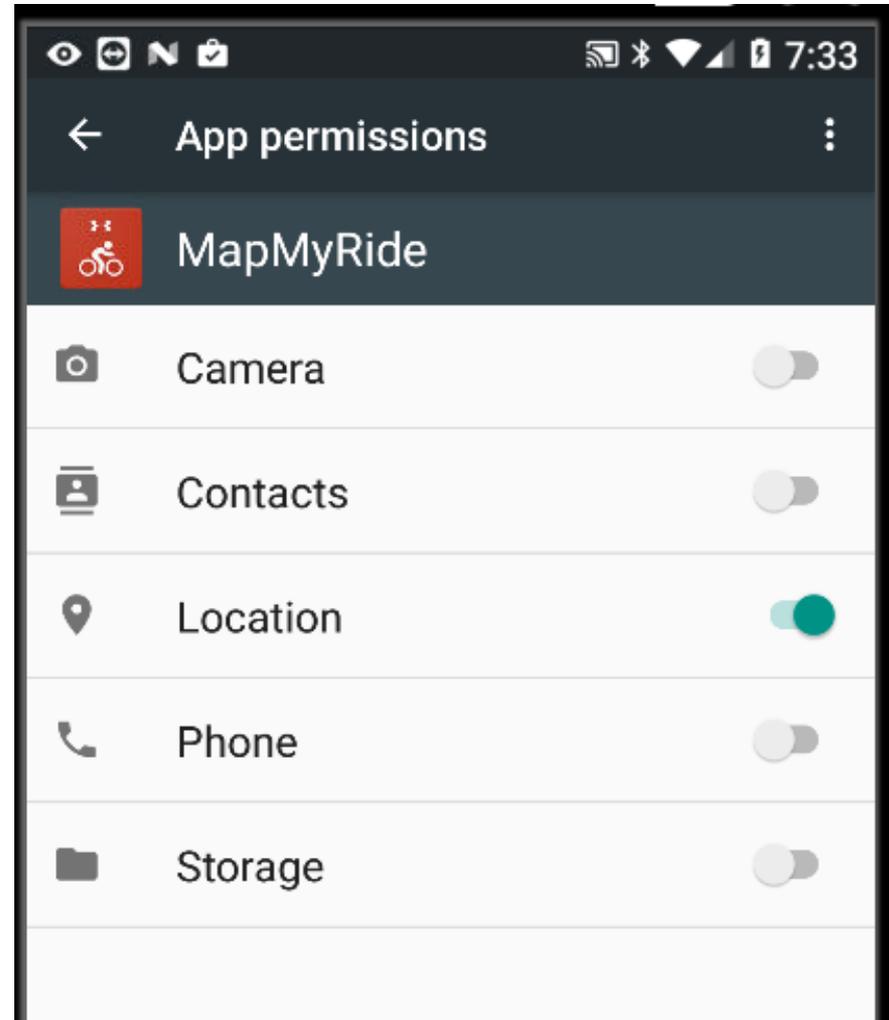
# Permission Notes

- If you use an intent to accomplish something, then your app does not usually have to request permission.
- For example, if you use an Intent to take a picture, you DO NOT need CAMERA permission.
- Only if you want to access camera directly in your app.
- Example, messenger ->



# Permission Notes

- A user can also alter permissions in the Settings app
- Settings -> app
- Toggle Switches to grant and deny permissions



# The Support Library

- You may have noticed:

```
int permissionCoarse  
    = ContextCompat.checkSelfPermission(this,  
    Manifest.permission.ACCESS_COARSE_LOCATION);
```

```
ActivityCompat.requestPermissions(this,
```

- What are ContextCompat and ActivityCompat?

# The Support Library

- We want to use newest features, but also allow app to run on older versions of Android
- Android provides libraries to provide newer functionality on older devices
- Mimics newer features with code built on older versions
  - Example: app bar using older widgets

# The Support Library

- Previously a single library
- Now multiple libraries
- Min API levels for most of the official libraries (as fall 2016) is API level 9, Gingerbread



# Support Library Setup

- Must download via SDK Manager

Default Settings

Appearance & Behavior > System Settings > Android SDK

Manager for the Android SDK and Tools used by Android Studio

Android SDK Location: C:\Users\scottm\AppData\Local\Android\Sdk [Edit](#)

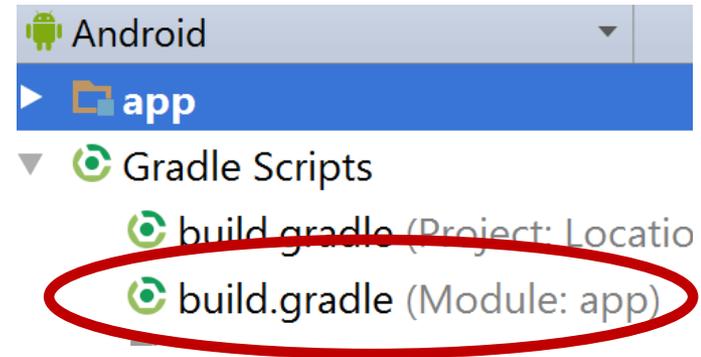
SDK Platforms SDK Tools SDK Update Sites

Below are the available SDK developer tools.  
Once installed, Android Studio will automatically check for updates. Check "show package details" to display available versions of an SDK Tool.

	Name	Version
<input checked="" type="checkbox"/>	Google Play Billing Library	5
<input checked="" type="checkbox"/>	Google Play Licensing Library	1
<input checked="" type="checkbox"/>	Google Play services	38
<input checked="" type="checkbox"/>	Google USB Driver	11
<input checked="" type="checkbox"/>	Google Web Driver	2
<input checked="" type="checkbox"/>	Intel x86 Emulator Accelerator (HAXM installer)	6.0.5
<input checked="" type="checkbox"/>	NDK	13.1.3345770
<input type="checkbox"/>	<b>Support Repository</b>	
<input checked="" type="checkbox"/>	ConstraintLayout for Android	
<input checked="" type="checkbox"/>	Solver for ConstraintLayout	
<input type="checkbox"/>	Android Support Repository	41.0.0
<input type="checkbox"/>	Google Repository	41

# Support Library Setup

- Must add dependency to gradle build file
- build.gradle file for **app**  
NOT project
- Sample dependency:



```
dependencies {  
    compile 'com.android.support:appcompat-v7:23.4.0'
```

- Sample import:

```
import android.support.v4.content.ContextCompat;  
import android.support.v7.app.AppCompatActivity;
```

# Support Library References

- Features:
  - <https://developer.android.com/topic/libraries/support-library/features.html>
- Versions:
  - <https://developer.android.com/topic/libraries/support-library/packages.html>
- Sample Documentation:
  - <https://developer.android.com/reference/android/support/v4/app/package-summary.html>
- Release notes:
  - <https://developer.android.com/topic/libraries/support-library/versions.html>
- Design Patterns
  - <https://material.io/guidelines/patterns/permissions.html#>