

## Managing Network Usage

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Android application should have fine-grained control over usage of network resources. Should allow users to control how often app syncs data, whether to perform uploads/downloads only when on Wi-Fi, whether to use data while roaming, and so on. With these controls apps will not drain battery and users' Internet Limits.

For these controls developers must add the below code sample in the Manifest file.

```
<application ...> ...
  <activity android:label="SettingsActivity" android:name=".SettingsActivity">
    <intent-filter>
      <action
android:name="android.intent.action.MANAGE_NETWORK_USAGE" />
      <category android:name="android.intent.category.DEFAULT" />
    </intent-filter>
  </activity>
</application>
```

For managing network, there are two different classes in Android packages: `ConnectivityManager` and `NetworkInfo`. These two classes monitor network connections, send broadcast, and describe the status.

This part of code tests network connectivity. It checks Wi-Fi and mobile and informs which type of network is connected.

```
private static final String DEBUG_TAG = "NetworkStatusExample";
...
ConnectivityManager connMgr = (ConnectivityManager)
getSystemService(Context.CONNECTIVITY_SERVICE);
NetworkInfo networkInfo = connMgr.getNetworkInfo(ConnectivityManager.TYPE_WIFI);
boolean isWifiConn = networkInfo.isConnected();
networkInfo = connMgr.getNetworkInfo(ConnectivityManager.TYPE_MOBILE);
boolean isMobileConn = networkInfo.isConnected();
Log.d(DEBUG_TAG, "Wifi connected: " + isWifiConn);
Log.d(DEBUG_TAG, "Mobile connected: " + isMobileConn);
```