



Making a GTalk Connection and Starting an IM Session

A GTalk Connection represents a conduit between the device and a GTalk server. An IM Session is the message pathway used to handle all the instant message traffic; all the instant messages for a given session flow through this pipe.

You can create several different connections and multiple IM Sessions connecting to different GTalk servers or IM providers.

Under normal circumstances, a device needs a single GTalk Connection supporting a single IM Session that uses the device owner's username. You can access the default connection and session using `getDefaultConnection` and `getDefaultSession` on the GTalk Service and default connection, respectively, as shown in the snippet below:

```
IGTalkConnection gTalkConnection = gtalkService.getDefaultConnection();
IImSession imSession = gTalkConnection.getDefaultImSession();
```

IM Sessions are used to send text and data messages, set user presence, manage the IM contact roster, and manage group chats.

The IM Session is your primary interface for handling instant messaging in Android applications. As a result, the following code snippet shows a more typical implementation of the `ServiceConnection` used to bind the GTalk Service to an application. It ensures that an IM Session object is always valid.

```
private IGTalkConnection gTalkConnection = null;
private IImSession imSession = null;
private ServiceConnection gTalkServiceConnection = new ServiceConnection() {
    // When the service connects, get the default GTalk session.
    public void onServiceConnected(ComponentName className, IBinder service) {
        IGTalkService gtalkService = IGTalkService.Stub.asInterface(service);
        try {
            gTalkConnection = gtalkService.getDefaultConnection();
            imSession = gTalkConnection.getDefaultImSession();
        } catch (RemoteException e) { }
    }
}
// When the service disconnects, clear the GTalk session.
public void onServiceDisconnected(ComponentName className) {
    gTalkConnection = null;
    imSession = null;
}
};
```