Chapter 4 - Multi Screen Apps An Activity = Screen One activity in can app is specified as the "main" activity which is shown to the user when the app is launched. Whenever a new activity starts previous activity is stopped but the system preserves the activity in a stack. This way when a new activity starts, that new activity is pushed onto the back stack and takes user focus => LIFO logic An activity is started with an Intent. An intent is a message from one activity to another activity. We can pass information from one activity to another using intents. Types of Intents An Intent can be of two types: 1> Implicit Intent: - Target Component not known. -> We have a general action to perform. 27 Explicit Intent: \rightarrow Target of the intent is known \rightarrow \intent \text{uly classified classname of a Specific activity known:

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	Our tirst main screen pp
	We will now create an app which has an fairth
	on the first activity. User enters a message and wicks
	Our first MultiScreen App We will now create an app which has an EditText on the first activity. User enters a message and clicks a button to send this message to second activity
5 0	We have get this mercage from another actualismen
/	Message Received
	[Mcssage]
	Scrid Message
	Stade Linder
เดินกา	In interest intent we contrate an contenty without a
	which also are attented will handle the lack.
	We will now create this App using the following 5kps:
17	Create a new app well that and the contract of
17	Design the layout for the first abb
3>	Design the layout for the first app Create button click listeners
47	Create the second activity
	Add proper links & metadala in manifest xml
1-	Add from blant using the billouring code:
07	Add an Intent using the following code:
	Intent inkent = new Intent (this, Second Activity class);
	Start Activity (intent);
	This is an explicit Intent
	The is the capital price
	hending data 14000 natition
	bending data cross activities
	The can send wall wooss sectionities using ment extras.
	Intent carras sire key/value pairs in a bundle.
	We can send data cross activities using intent extras. Intent extras are key/value pairs in a Bundle. A Bundle is a collection of data Stored as key/value pairs

Syntax for Intent putExter looks like this: intent put Extra ("key", "Value"); We can get this message from another sactively using: Intent intent = gct Intent (); String message = intent get String Extra ("key"); Implicit Intents
In implicit intent, we initiate an activity without knowing which app or activity will handle the task.

[x: Take a photo, open this URL etc. Activities with motching intent filters opt in to perform the action. Creating an App with Implicit Intent

Following code Starts an activity to open a URL

String Url = "Some_URL"

Intent mint= new Intent (Intent ACTION_VIEW, web page); if (intent resolve Activity (get Package Manager ())! = null) {
Start Activity (intent):
} 11 Cannot handle intent

Similarly we can handle intents with other actions. For eg: open a location, Share text etc. See android does for more.	
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See android does for more.	
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