**How to use Activities?**

An activity is the source of your future app. It will start with the creation of the App inside the device and it will allow you to do advanced options inside your app. But we are not here to make theory, let's advance with the activities.

Blank Application Structure

In the picture we can see the package we have specified during the project creation, this package will refer to your domain.apppackage.appname. In my case I use org.sferadev.tryme, so I'm stablishing as a domain org, my developer name as a apppackage and the name of the project in appname. Inside the new Activity found inside the source folder (src) we will find the .java file.

Basics in my Activity

In my projec t I have created a TryActivity.java and a activity\_try.xml. We will compare the auto generated code inside our app.

//Anotations are made by writing // in the front of the line. This is an Anotation.

//Here we specify the package were is the activity located.

**Pack­age** org.sferadev.tryme;

//Here we locate the imports inside our application. Eclipse will recomend us any import inside the activity.

**import** android.os.Bundle;

**import** android.app.Activity;

**import** android.view.Menu;

//As Android comes from JAVA we use a class or activity.

//It extends a Activity but we will study also TabActivity during LAIA.

**public** **class** TryActivity **extends** Activity {

//Inside this void we create the aplication when called.

@Override

**protected** **void** onCreate(Bundle savedInstanceState) {

**super**.onCreate(savedInstanceState);

//Here we refer it to a xml layout.

setContentView(R.layout.*activity\_try*);

}

//In Android it comes with a auto made menu. In this case a OptionsMenu.

@Override

**public** **boolean** onCreateOptionsMenu(Menu menu) {

// Inflate the menu; this adds items to the action bar if it is present.

getMenuInflater().inflate(R.menu.*activity\_try*, menu);

**return** **true**;

}

//This is the endline.

}

How do we define components?

Android it is based in JAVA so it is based in object language. In our app we will create objects and we will define each object and it's properties. We can define it inside the Activity or in the Layout. As this chapter it's for Activities we will declare any item inside our Activity. We have two methods and we will try with a Webview.

Method 1: Object only available inside the Class! Located after the main void.

//Inside this void we create the aplication when called.

@Override

**protected** **void** onCreate(Bundle savedInstanceState) {

**super**.onCreate(savedInstanceState);

//Here we refer it to a xml layout.

setContentView(R.layout.*activity\_try*);

//When creating a object like in JAVA we will define the object in the library and also the name

//inside our app. In this case it is Object WebView with name webview1.

//Also we are connecting it with the object inside the layout.

WebView webview1 = (WebView) **this**.findViewById(R.id.webview1);

}

As you have seen in the picture Eclipse will recommend us make the imports.

Method 2: Object available in all the Activity! Located before the main void.

//As Android comes from JAVA we use a class or activity.

//It extends a Activity but we will study also TabActivity during LAIA.

**public** **class** TryActivity **extends** Activity {

WebView webview1;