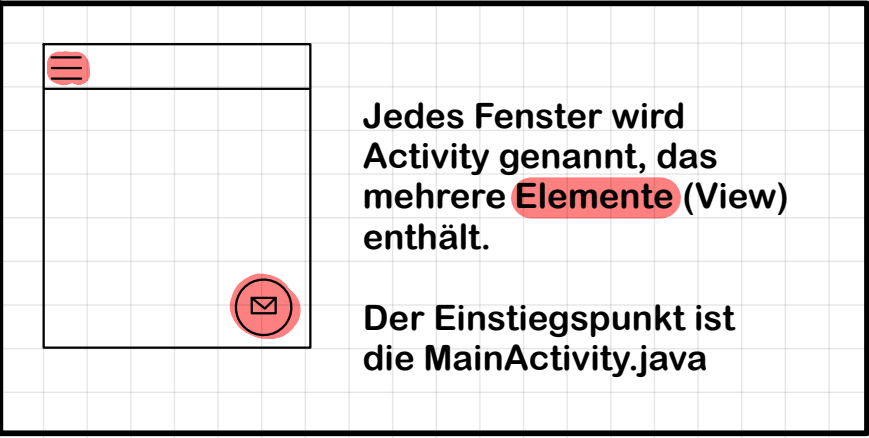
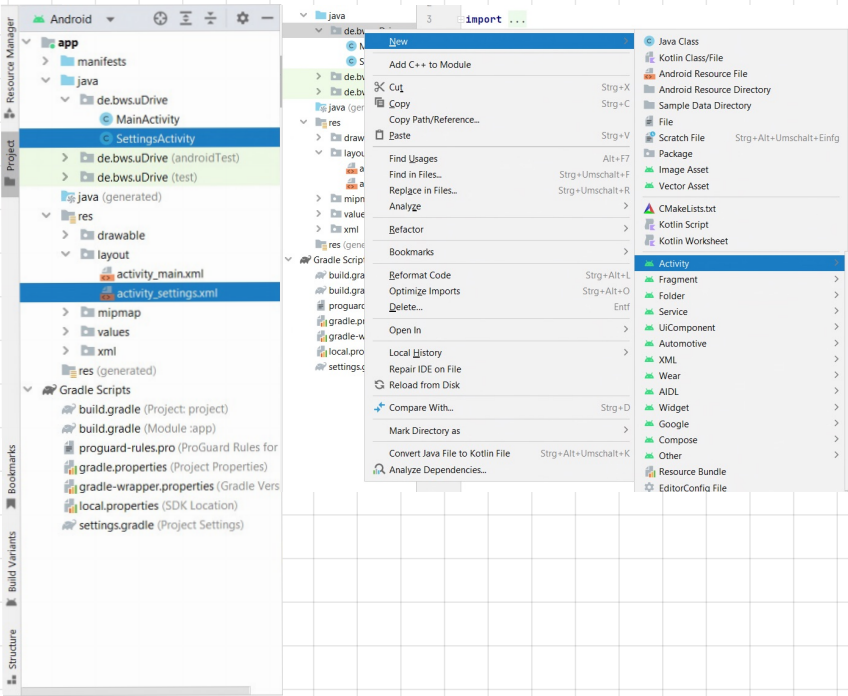


# Android-Studio



## Neue Activity erstellen:



Um eine Funktion bei einem Klick auf einen Button auszuführen, wird ein `onClickListener` benötigt.

### Beispiel:

```
2 usages
public class MainActivity extends AppCompatActivity {

    1 usage
    private Button btnTest = findViewById(R.id.btnTest);

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        btnTest.setOnClickListener(btnListener);
    }

    1 usage
    private View.OnClickListener btnListener = new View.OnClickListener() {
        @Override
        public void onClick(View view) {
        }
    };
};
```

```
2 usages
public class MainActivity extends AppCompatActivity {

    no usages
    private Button btnTest = findViewById(R.id.btnTest);

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }

    1 usage
    public void handleButtonClick(View v)
    {
    }
}
```

## Neue Activity öffnen:

```
1 usage
private View.OnClickListener btnListener = new View.OnClickListener() {
    @Override
    public void onClick(View view)
    {
        Intent intent = new Intent( packageContext: MainActivity.this, SettingsActivity.class);
        intent.putExtra( name: "someKey", value: "someValue");
        MainActivity.this.startActivity(intent);
    }
};

@Override
protected void onCreate(Bundle savedInstanceState) {
    Intent intent = getIntent();
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_settings);

    String someValue = intent.getStringExtra( name: "someKey");

    Log.d( tag: "uDrive.INFO", someValue);
}
```

Daten an andere Activity liefern

