

Explicit Intents (Start an in application activity using its Class Name)

1. Make a project whose initial screen has a TextView that says “Activity 1” and has a Button that says “Go to Activity 2”. Have Activity 2 show a TextView that says “Activity 2” and have a Button that says “Go to Activity 1”. Have the buttons switch back and forth.

Note

that in later Android versions, **you should specify `android:exported="false"`** in the manifest file for each activity that you want to switch to. This is not required, but is recommended, **and means that outside projects cannot invoke the Activity**. However, you should not specify this for Activities that will be invoked from entirely separate projects, as in the next set of exercises. Also, do not put `android:exported="false"` for the main launcher Activity, since outside code (the Android launcher) needs to invoke it.

2. Make a separate Activity that takes two numbers and prints out the sum. The simplest way to do this is to have the SumActivity contain a single TextView with the text “The sum of x.x and y.y is z.z”. Add a button to your initial activity to invoke the SumActivity. Don’t send any data, but rather let the SumActivity use default values for the two input numbers.

3. Add another Button to the initial Activity. Have it also invoke the SumActivity, but have it send two random numbers along. (As an aside `Math.random()` returns a random double between 0.0 and 1.0). Have the SumActivity use those two numbers for its inputs. When having the SumActivity read the input numbers, be sure to consider the possibility that one or both of the values might be missing.

Implicit Intents (Invoke another applications activity using URIs)

4. Make a separate Activity that has an EditText and a button. When the button is pressed the activity pops up a chooser which allows the user to select a communication program to send the message residing in the EditText box.