

Android Lecture #2

What are we doing today?

- Creating our first application!
- Talk about our project structure
- Adding Activities

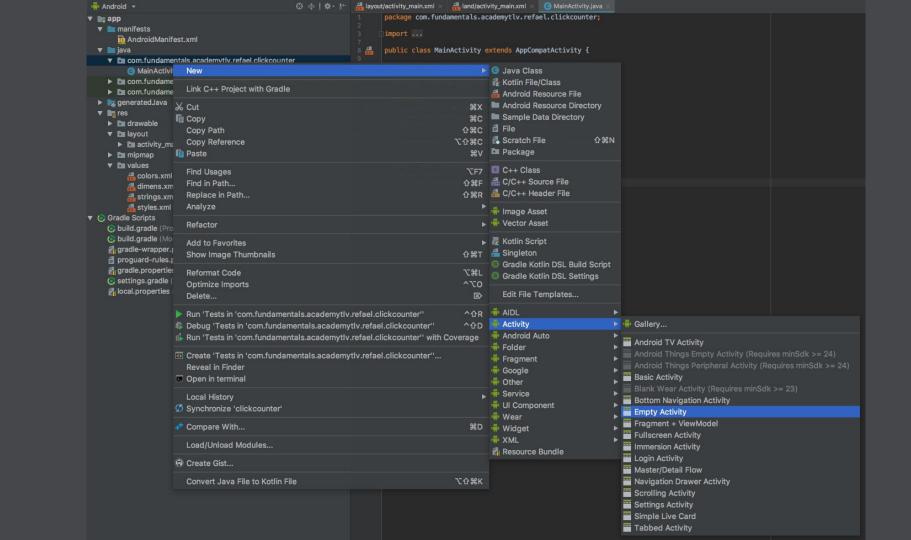
Inviting A Friend Over

Adding another activity when our counter pass 10

Creating another Activity

Using Android Studio, use **Alt + Insert** -or- **Command + N** to create something new. This shortcut is also context aware.

Let's create a new activity, and call it SecondActivity.







	Creates a new empty activity	
	Activity Name:	SecondActivity
←		✓ Generate Layout File
	Layout Name:	activity_second
		Launcher Activity
	Package name:	il.co.ravtech.clickcounter
	Source Language:	Java
	Target Source Set:	main
The name of the activity class to create		class to create
		Previous Next <u>C</u> ancel <u>F</u> inish

How to open SecondActivity

You can't open an activity on your own - Android opens an activity for you.

This is done by using an **Intent**.



Intents have...

Component Name

used for Explicit Intents

Action

Data (and Type)

used for Implicit Intents

Category

Extras

used to tell things to the recipient

Flags

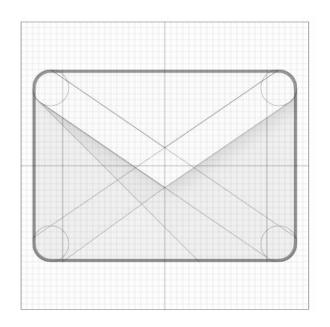
used to tell things to the messenger





Used to advertise what intents your app can handle

We've already seen MainActivity's intent filter in the manifest



Read more: http://developer.android.com/guide/components/intents-filters.html#Receiving

Add our functionality

```
public void increaseCount(View view) {
 mCounter++;
  if (mCounter > 10) {
    navigateToSecondActivity();
    return;
 mCounterTextView.setText(String.valueOf(mCounter));
```

So now, when we reach 10...

```
private void navigateToSecondActivity() {
    Intent openSecondActivity = new Intent(this, SecondActivity.class);
    startActivity(openSecondActivity);
}
```

Any Questions?



```
private static final String EXTRA_DATA_COUNTER = "EDC";

private void navigateToSecondActivity() {
   Intent openSecondActivity = new Intent(this, SecondActivity.class);
   openSecondActivity.putExtra(EXTRA_DATA_COUNTER, mCounter);
   startActivity(openSecondActivity);
}
```

Toasts





Simple feedback about an operation in a transient small popup.

The activity remains interactive -

whereas the toast itself isn't.

Make a Toast

Toast.makeText(this,"Hello Indeed!",Toast.LENGTH_LONG)

.show();



Most common bug with Toasts:

DON'T FORGET TO CALL show()!

Did the data pass to SecondActivity?

See that the data passed

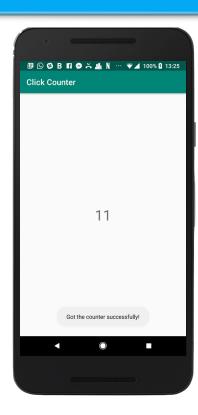
```
int counterFromIntent = getIntent().getIntExtra(EXTRA_DATA_COUNTER, -1);
if (counterFromIntent != -1) {
 Toast.makeText(this, "Got the counter successfully!", Toast.LENGTH_SHORT).show();
```



Present on second activity

```
mCounterTextView = findViewById(R.id.as_tv_counter);
mCounterTextView.setText(String.valueOf(counterFromIntent));
```

■ OMG, It looks great!



Best Practice: Start Activity Statically

MainActivity:

```
private void navigateToSecondActivity() {
 SecondActivity.start(this, mCounter);
```

■ Best Practice: Start Activity Statically

SecondActivity:

```
public static void start(Context context, int counter) {
   Intent openSecondActivity = new Intent(context, SecondActivity.class);
   openSecondActivity.putExtra(EXTRA_DATA_COUNTER, counter);
   context.startActivity(openSecondActivity);
}
```

Any Questions?



■ Wait...How does Android start your app?

The first activity we've created has an intent filter to catch the launcher's intent, and start the right activity.

Our Manifest

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
   package="com.fundamentals.academytlv.refael.clickcounter">
       <application
               android:allowBackup="true"
               android:icon="@mipmap/ic_launcher"
               android:label="@string/app_name"
               android:theme="@style/AppTheme">
               <activity android:name=".MainActivity">
                   <intent-filter>
                       <action android:name="android.intent.action.MAIN" />
                       <category android:name="android.intent.category.LAUNCHER" />
                   </intent-filter>
        </activity>
       </application>
</manifest>
```

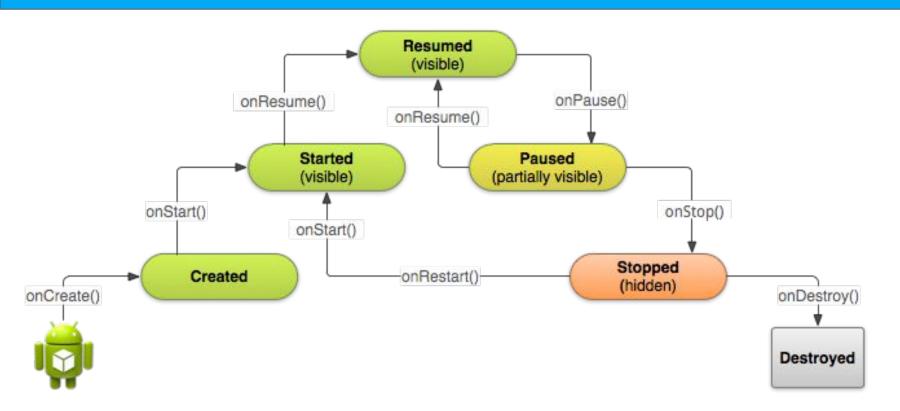
Any Questions?



Next Topic: Activity Lifecycle



The Activity Lifecycle



The Activity Lifecycle

When activity lifecycle state changes,

Android lets us know with callback.

Remember that we rotated the device?

Overriding SaveInstance

```
@Override
protected void onSaveInstanceState(Bundle savedInstanceState) {
  savedInstanceState.putInt(STATE_COUNTER, mCounter);
  super.onSaveInstanceState(savedInstanceState);
@Override
protected void onRestoreInstanceState(Bundle savedInstanceState) {
  if (savedInstanceState != null) {
    mCounter = savedInstanceState.getInt(STATE_COUNTER);
    updateCounterValue(mCounter);
  super.onRestoreInstanceState(savedInstanceState);
```

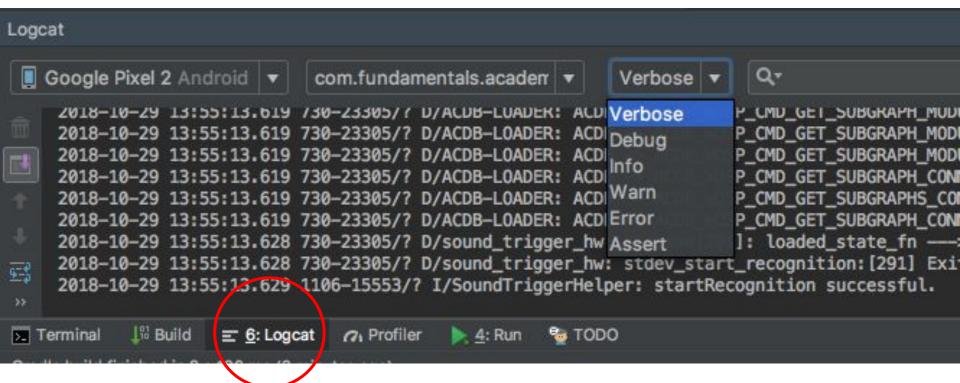
Logging



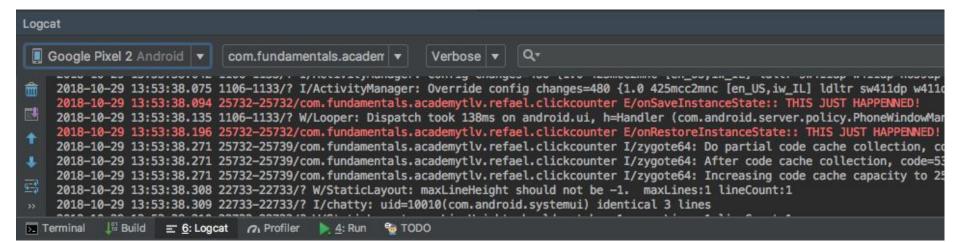
Definition:

A **logfile** is a file that records either events that occur in an operating system or other software runs.

Logging - Where can I see it?







Logging - levels

- verbose [DELETE on production] (.v)
- Debug (.d)
- Info (.i)
- Warn (.w)
- Error (.e)

Any Questions?



Recap

- What's an Activity?
- What's the Manifest?
- How does Android know which Activity to open?
- Which class helps us to open another Activity?
- How do we pass data between Activities?
- Which types of Intents do we have? What's the difference?
- Which resource types do we have?