

A sample Application

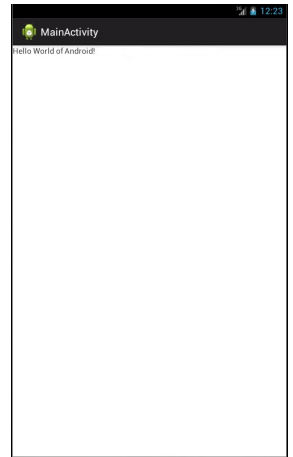
Hello World!

```
package com.curzel.sample.helloworld;

import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;

public class MainActivity extends Activity {

    @Override
    protected void onCreate( Bundle savedInstanceState ) {
        super.onCreate( savedInstanceState );
        TextView text = new TextView( this );
        text.setText( "Hello World of Android!" );
        setContentView( text );
    }
}
```



The Bundle class

A bundle is generally used for passing data between various Activities of android. The following code will start up an activity and pass to it some values.

```
Intent intent = new
Intent( getApplicationContext(), SecondActivity.class );
intent.putExtra( "myKey", someValues );
startActivity( intent );
```

Then, in the second activity, you can use the bundle just like an HashMap.

```
Bundle extras = intent.getExtras();
Object someValues = extras.get( "myKey" );
```