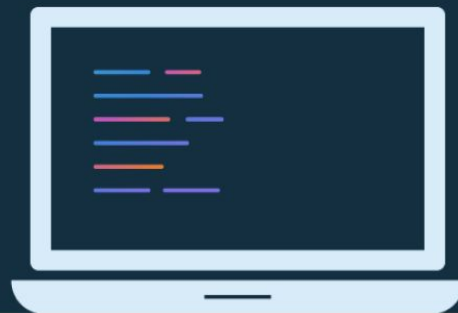




# Lesson 6: App navigation



# About this lesson

## Lesson 6: App navigation

- [Multiple activities and intents](#)
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# Multiple activities and intents

# Multiple screens in an app

Sometimes app functionality may be separated into multiple screens.

Examples:

- View details of a single item (for example, product in a shopping app)
- Create a new item (for example, new email)
- Show settings for an app
- Access services in other apps (for example, photo gallery or browse documents)

# Intent

Requests an action from another app component, such as another Activity

- An `Intent` usually has two primary pieces of information:
  - Action to be performed (for example, `ACTION_VIEW`, `ACTION_EDIT`, `ACTION_MAIN`)
  - Data to operate on (for example, a person's record in the contacts database)
- Commonly used to specify a request to transition to another Activity

# Explicit intent

- Fulfills a request **using a specific component**
- Navigates internally to an Activity in your app
- Navigates to a specific third-party app or another app you've written

# Explicit intent examples

Navigate between activities in your app:

```
fun viewNoteDetail() {  
    val intent = Intent(this, NoteDetailActivity::class.java)  
    intent.putExtra(NOTE_ID, note.id)  
    startActivity(intent)  
}
```

Navigate to a specific external app:

```
fun openExternalApp() {  
    val intent = Intent("com.example.workapp.FILE_OPEN")  
    if (intent.resolveActivity(packageManager) != null) {  
        startActivity(intent)  
    }  
}
```



# Implicit intent

- Provides generic action the app can perform
- Resolved using mapping of the data type and action to known components
- Allows any app that matches the criteria to handle the request

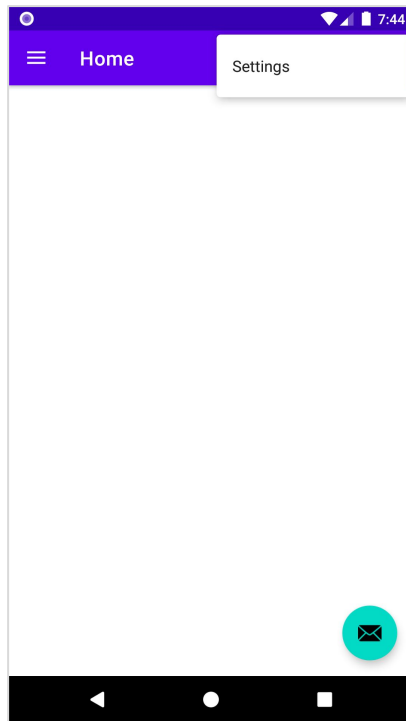
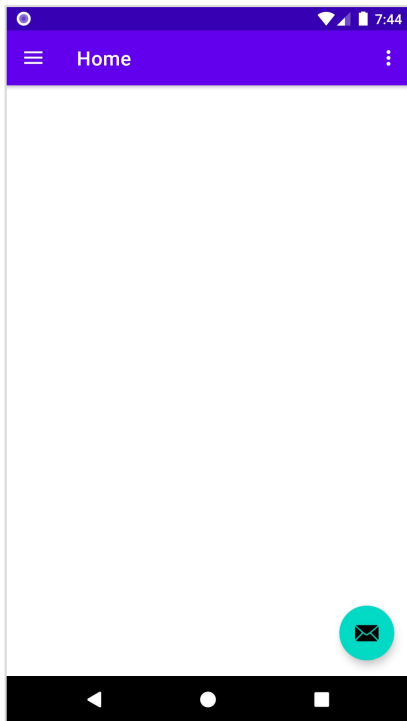


# Implicit intent example

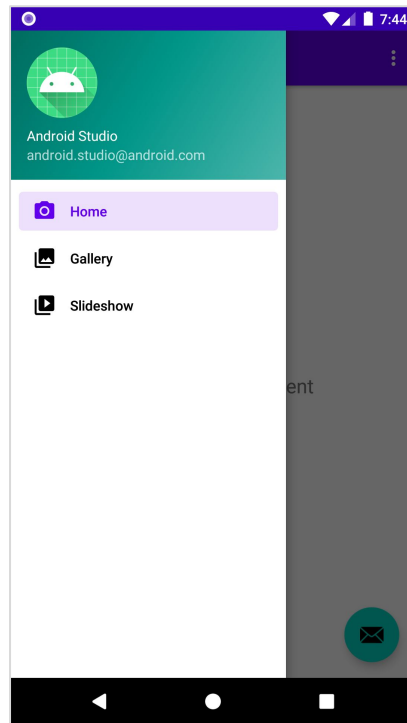
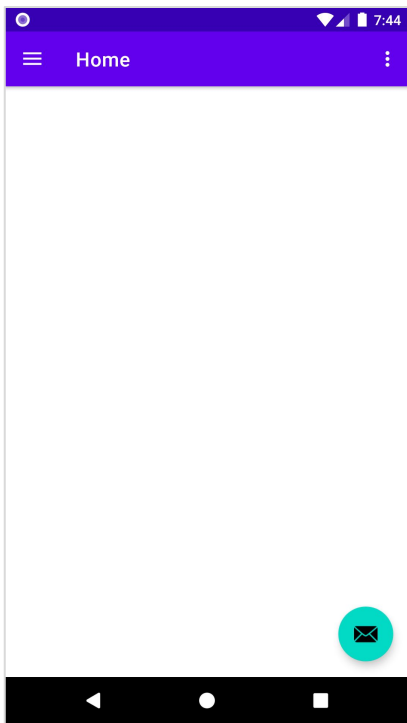
```
fun sendEmail() {  
    val intent = Intent(Intent.ACTION_SEND)  
    intent.type = "text/plain"  
    intent.putExtra(Intent.EXTRA_EMAIL, emailAddresses)  
    intent.putExtra(Intent.EXTRA_TEXT, "How are you?")  
  
    if (intent.resolveActivity(packageManager) != null) {  
        startActivity(intent)  
    }  
}
```

# App bar, navigation drawer, and menus

# App bar



# Navigation drawer



# Menu

Define menu items in XML menu resource (located in `res/menu` folder)

```
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">
  <item
    android:id="@+id/action_settings"
    android:orderInCategory="100"
    android:title="@string/action_settings"
    app:showAsAction="never" />
</menu>
```

# More menu options

```
<menu>
  <group android:checkableBehavior="single">
    <item
      android:id="@+id/nav_home"
      android:icon="@drawable/ic_menu_camera"
      android:title="@string/menu_home" />
    <item
      android:id="@+id/nav_gallery"
      android:icon="@drawable/ic_menu_gallery"
      android:title="@string/menu_gallery" />
    <item
      android:id="@+id/nav_slideshow"
      android:icon="@drawable/ic_menu_slideshow"
      android:title="@string/menu_slideshow" />
  </group>
</menu>
```

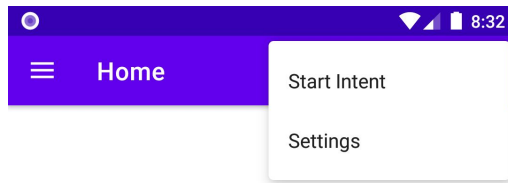
# Options menu example

```
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">

    <item android:id="@+id/action_intent"
          android:title="@string/action_intent" />

    <item
        android:id="@+id/action_settings"
        android:orderInCategory="100"
        android:title="@string/action_settings"
        app:showAsAction="never" />

</menu>
```



# Inflate options menu

```
override fun onCreateOptionsMenu(menu: Menu): Boolean {  
    menuInflater.inflate(R.menu.main, menu)  
    return true  
}
```

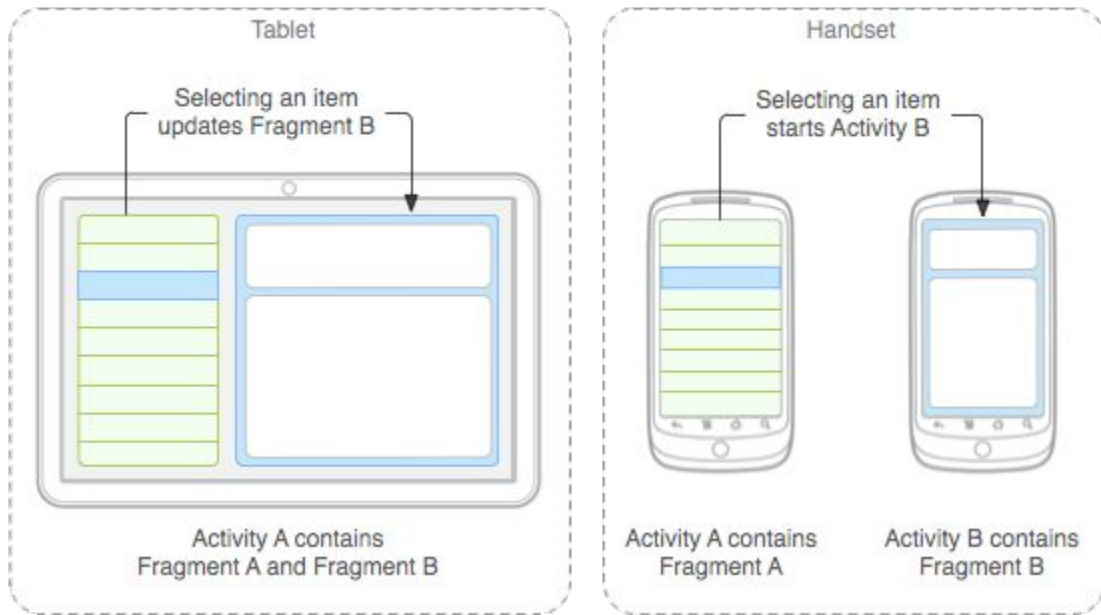


# Handle menu options selected

```
override fun onOptionsItemSelected(item: MenuItem): Boolean {  
    when (item.itemId) {  
        R.id.action_intent -> {  
            val intent = Intent(Intent.ACTION_WEB_SEARCH)  
            intent.putExtra(SearchManager.QUERY, "pizza")  
            if (intent.resolveActivity(packageManager) != null) {  
                startActivity(intent)  
            }  
        }  
        else -> Toast.makeText(this, item.title, Toast.LENGTH_LONG).show()  
    }  
    ...  
}
```

# Fragments

# Fragments for tablet layouts



# Fragment

- Represents a behavior or portion of the UI in an activity ("microactivity")
- Must be hosted in an activity
- Lifecycle tied to host activity's lifecycle
- Can be added or removed at runtime

# Note about fragments

Use the AndroidX version of the `Fragment` class.  
(`androidx.fragment.app.Fragment`).

Don't use the platform version of the `Fragment` class  
(`android.app.Fragment`), which was deprecated.

# Navigation within an app

# Navigation component

- Collection of libraries and tooling, including an integrated editor, for creating navigation paths through an app
- Assumes one `Activity` per graph with many `Fragment` destinations
- Consists of three major parts:
  - Navigation graph
  - Navigation Host (`NavHost`)
  - Navigation Controller (`NavController`)

# Add dependencies

In `build.gradle`, under dependencies:

```
implementation "androidx.navigation:navigation-fragment-ktx:$nav_version"
```

```
implementation "androidx.navigation:navigation-ui-ktx:$nav_version"
```



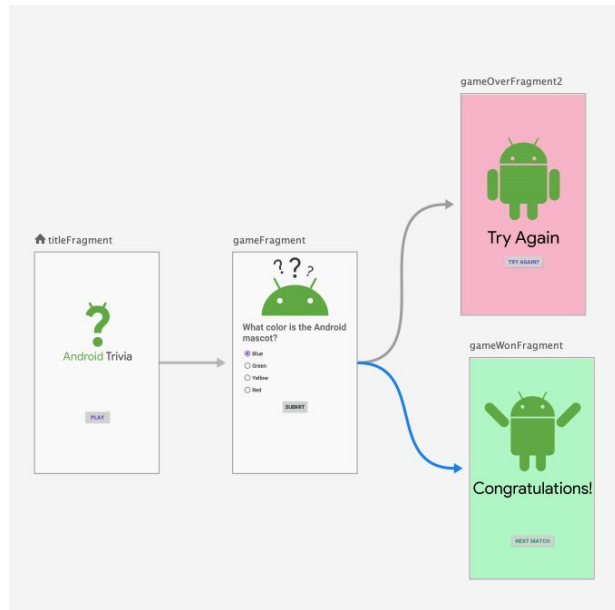
# Navigation host (NavHost)

```
<fragment
    android:id="@+id/nav_host"
    android:name="androidx.navigation.fragment.NavHostFragment"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    app:defaultNavHost="true"
    app:navGraph="@navigation/nav_graph_name"/>
```

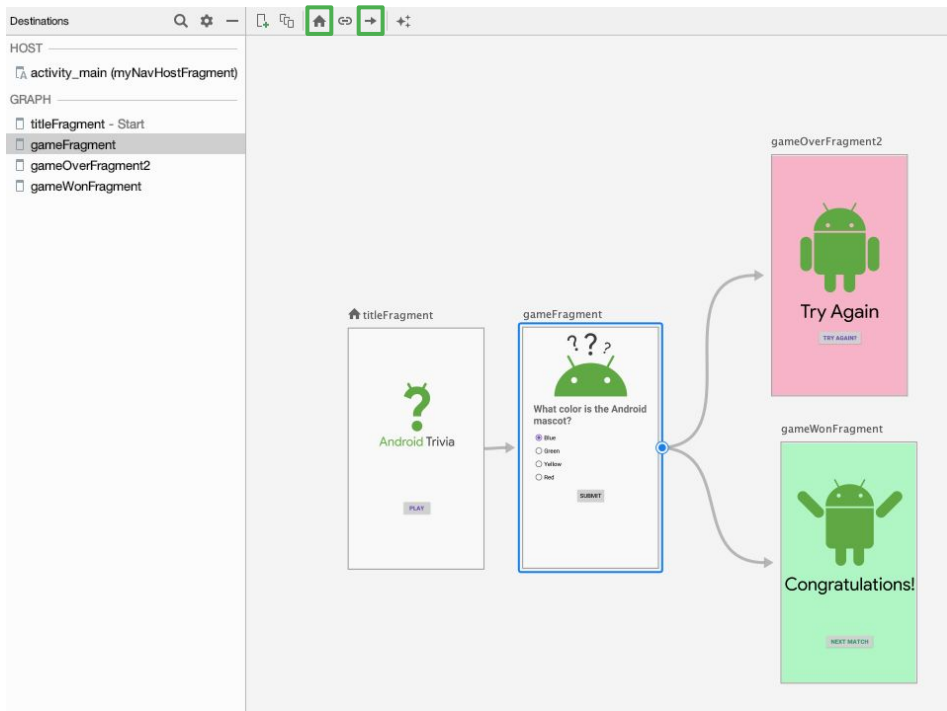
# Navigation graph

New resource type located in `res/navigation` directory

- XML file containing all of your navigation destinations and actions
- Lists all the (Fragment/Activity) destinations that can be navigated to
- Lists the associated actions to traverse between them
- Optionally lists animations for entering or exiting



# Navigation Editor in Android Studio



# Creating a Fragment

- Extend `Fragment` class
- Override `onCreateView()`
- Inflate a layout for the Fragment that you have defined in XML

```
class DetailFragment : Fragment() {  
  
    override fun onCreateView(inflater: LayoutInflater, container: ViewGroup?,  
        savedInstanceState: Bundle?): View? {  
        return inflater.inflate(R.layout.detail_fragment, container, false)  
    }  
}
```

# Specifying Fragment destinations

- Fragment destinations are denoted by the `action` tag in the navigation graph.
- Actions can be defined in XML directly or in the Navigation Editor by dragging from source to destination.
- Autogenerated action IDs take the form of `action_<sourceFragment>_to_<destinationFragment>`.

# Example fragment destination

```
<fragment
    android:id="@+id/welcomeFragment"
    android:name="com.example.android.navigation.WelcomeFragment"
    android:label="fragment_welcome"
    tools:layout="@layout/fragment_welcome" >

    <action
        android:id="@+id/action_welcomeFragment_to_detailFragment"
        app:destination="@id/detailFragment" />

</fragment>
```

# Navigation Controller (NavController)

`NavController` manages UI navigation in a navigation host.

- Specifying a destination path only names the action, but it doesn't execute it.
- To follow a path, use `NavController`.

# Example NavController

```
class MainActivity : AppCompatActivity() {  
  
    override fun onCreate(savedInstanceState: Bundle?) {  
        ...  
        val navController = findNavController(R.id.myNavHostFragment)  
    }  
  
    fun navigateToDetail() {  
        navController.navigate(R.id.action_welcomeFragment_to_detailFragment)  
    }  
}
```



# More custom navigation behavior

# Passing data between destinations

Using Safe Args:

- Ensures arguments have a valid type
- Lets you provide default values
- Generates a `<SourceDestination>Directions` class with methods for every action in that destination
- Generates a class to set arguments for every named action
- Generates a `<TargetDestination>Args` class providing access to the destination's arguments

# Setting up Safe Args

In the project `build.gradle` file:

```
buildscript {  
    repositories {  
        google()  
    }  
    dependencies {  
        classpath "androidx.navigation:navigation-safe-args-gradle-plugin:$nav_version"  
    }  
}
```

In the app's or module's `build.gradle` file:

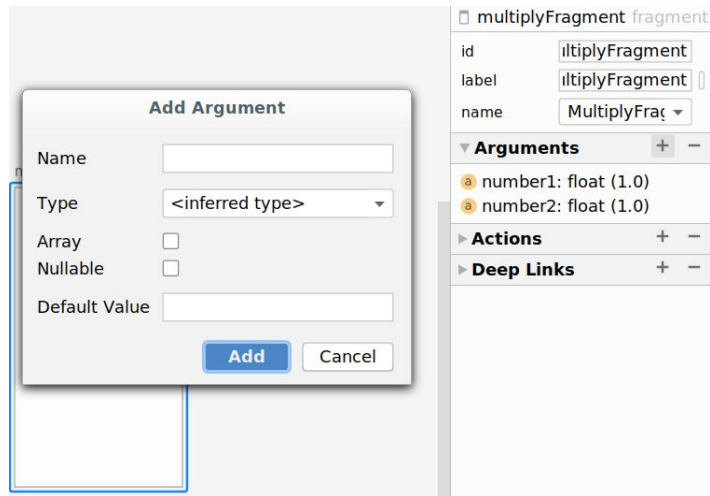
```
apply plugin: "androidx.navigation.safeargs.kotlin"
```

# Sending data to a Fragment

1. Create arguments the destination fragment will expect.
2. Create action to link from source to destination.
3. Set the arguments in the action method on `<Source>FragmentDirections`.
4. Navigate according to that action using the Navigation Controller.
5. Retrieve the arguments in the destination fragment.

# Destination arguments

```
<fragment
    android:id="@+id/multiplyFragment"
    android:name="com.example.arithmetic.MultiplyFragment"
    android:label="MultiplyFragment" >
    <argument
        android:name="number1"
        app:argType="float"
        android:defaultValue="1.0" />
    <argument
        android:name="number2"
        app:argType="float"
        android:defaultValue="1.0" />
</fragment>
```



# Supported argument types

Type	Type Syntax <code>app:argType=&lt;type&gt;</code>	Supports Default Values	Supports Null Values
Integer	<code>"integer"</code>	Yes	No
Float	<code>"float"</code>	Yes	No
Long	<code>"long"</code>	Yes	No
Boolean	<code>"boolean"</code>	Yes ( <code>"true"</code> or <code>"false"</code> )	No
String	<code>"string"</code>	Yes	Yes
Array	above type + <code>"[]"</code> (for example, <code>"string[]"</code> <code>"long[]"</code> )	Yes (only <code>"@null"</code> )	Yes
Enum	Fully qualified name of the enum	Yes	No
Resource reference	<code>"reference"</code>	Yes	No

# Supported argument types: Custom classes

Type	Type Syntax <code>app:argType=&lt;type&gt;</code>	Supports Default Values	Supports Null Values
Serializable	Fully qualified class name	Yes (only " <code>@null</code> ")	Yes
Parcelable	Fully qualified class name	Yes (only " <code>@null</code> ")	Yes

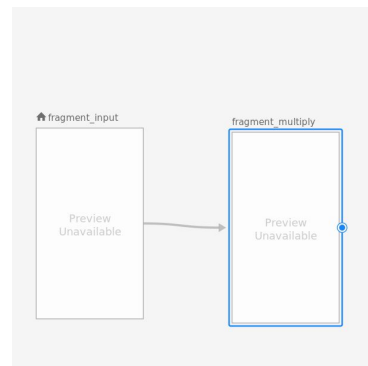
# Create action from source to destination

In `nav_graph.xml`:

```
<fragment
    android:id="@+id/fragment_input"
    android:name="com.example.arithmetic.InputFragment">

    <action
        android:id="@+id/action_to_multiplyFragment"
        app:destination="@id/multiplyFragment" />

</fragment>
```





# Navigating with actions

In `InputFragment.kt`:

```
override fun onCreateView(view: View, savedInstanceState: Bundle?) {
    super.onCreateView(view, savedInstanceState)
    binding.button.setOnClickListener {
        val n1 = binding.number1.text.toString().toFloatOrNull() ?: 0.0
        val n2 = binding.number2.text.toString().toFloatOrNull() ?: 0.0

        val action = InputFragmentDirections.actionToMultiplyFragment(n1, n2)
        view.findNavController().navigate(action)
    }
}
```

# Retrieving Fragment arguments

```
class MultiplyFragment : Fragment() {  
    val args: MultiplyFragmentArgs by navArgs()  
    lateinit var binding: FragmentMultiplyBinding  
    override fun onCreateView(view: View, savedInstanceState: Bundle?) {  
        super.onCreateView(view, savedInstanceState)  
        val number1 = args.number1  
        val number2 = args.number2  
        val result = number1 * number2  
        binding.output.text = "${number1} * ${number2} = ${result}"  
    }  
}
```

# Navigation UI

# Menus revisited

```
override fun onOptionsItemSelected(item: MenuItem): Boolean {  
    val navController = findNavController(R.id.nav_host_fragment)  
    return item.onNavDestinationSelected(navController) ||  
        super.onOptionsItemSelected(item)  
}
```

# DrawerLayout for navigation drawer

```
<androidx.drawerlayout.widget.DrawerLayout
    android:id="@+id/drawer_layout" ...>

    <fragment
        android:name="androidx.navigation.fragment.NavHostFragment"
        android:id="@+id/nav_host_fragment" ... />

    <com.google.android.material.navigation.NavigationView
        android:id="@+id/nav_view"
        app:menu="@menu/activity_main_drawer" ... />

</androidx.drawerlayout.widget.DrawerLayout>
```

# Finish setting up navigation drawer

Connect `DrawerLayout` to navigation graph:

```
val appBarConfiguration = AppBarConfig(navController.graph, drawer)
```

Set up `NavigationView` for use with a `NavController`:

```
val navView = findViewById<NavigationView>(R.id.nav_view)  
navView.setupWithNavController(navController)
```

# Understanding the back stack

State 1



Back stack

State 2



Back stack

State 3



Back stack



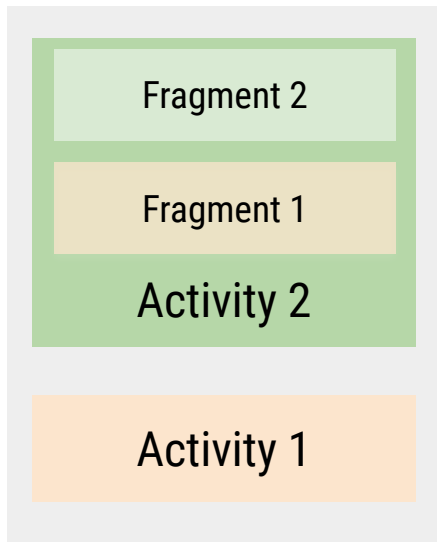
# Fragments and the back stack

State 1



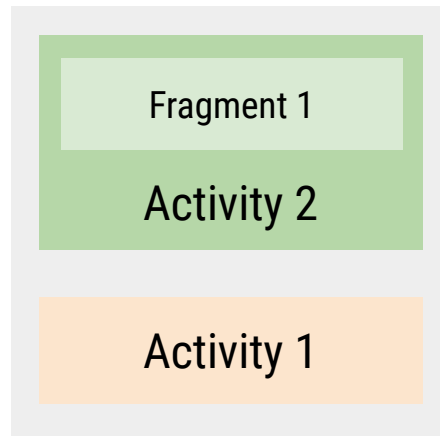
Back stack

State 2



Back stack

State 3



Back stack





# Summary

# Summary

In Lesson 6, you learned how to:

- Use explicit and implicit intents to navigate between Activities
- Structure apps using fragments instead of putting all UI code in the Activity
- Handle navigation with NavGraph, NavHost, and NavController
- Use Safe Args to pass data between fragment destinations
- Use NavigationUI to hook up top app bar, navigation drawer, and bottom navigation
- Android keeps a back stack of all the destinations you've visited, with each new destination being pushed onto the stack.

# Learn more

- [Principles of navigation](#)
- [Navigation component](#)
- [Pass data between destinations](#)
- [NavigationUI](#)

# Pathway

Practice what you've learned by completing the pathway:

[Lesson 6: App navigation](#)

