

# PROGRAMMING HANDHELD SYSTEMS

ADAM PORTER

# THE INTENT CLASS

#### TODAY'S TOPICS

THE INTENT CLASS

STARTING ACTIVITIES WITH INTENTS

EXPLICIT ACTIVATION [2]

IMPLICIT ACTIVATION VIA INTENT PRESOLUTION

#### THE INTENT CLASS

A DATA STRUCTURE THAT REPRESENTS

AN OPERATION TO BE PERFORMED, OR

AN EVENT THAT HAS OCCURRED

#### TODAY'S FOCUS

USING INTENTS TO SPECIFY
OPERATIONS TO BE PERFORMED, NOT
FOR EVENT NOTIFICATION

I.E., INTENTS USED TO START A SINGLE ACTIVITY

WE'LL COVER USING INTENTS FOR EVENT NOTIFICATION WHEN WE TALK ABOUT BROADCASTRECEIVERS

#### INTENTS AS DESIRED OPERATIONS

INTENTS PROVIDE A FLEXIBLE LANGUAGE FOR SPECIFYING OPERATIONS TO BE PERFORMED

E.G., PICK A CONTACT, TAKE A PHOTO, DIAL A PHONE NUMBER

#### INTENTS AS DESIRED OPERATIONS

INTENT IS CONSTRUCTED BY ONE COMPONENT THAT WANTS SOME WORK DONE

RECEIVED BY ONE ACTIVITY THAT CAN PERFORM THAT WORK

# INTENT FIELDS

ACTION

DATA

CATEGORY

TYPE

COMPONENT

EXTRAS

FLAGS

# ACTION

STRING REPRESENTING DESIRED OPERATION

#### EXAMPLES

ACTION\_DIAL - DIAL A NUMBER

ACTION\_EDIT - DISPLAY DATA TO EDIT

ACTION\_SYNC - SYNCHRONIZE DEVICE DATA WITH SERVER

ACTION\_MAIN - START AS INITIAL ACTIVITY OF APP

## SETTING THE INTENT ACTION

#### DATA

DATA ASSOCIATED WITH THE INTENT
FORMATTED AS A UNIFORM RESOURCE
IDENTIFIER (URI)

#### EXAMPLES

#### DATA TO VIEW ON A MAP

```
Uri.parse("geo:0,0?
q=1600+Pennsylvania+
Ave+Washington+DC")
```

#### NUMBER TO DIAL IN THE PHONE DIALER

Uri.parse("tel:+1555555555")

#### SETTING INTENT DATA

#### CATEGORY

ADDITIONAL INFORMATION ABOUT THE COMPONENTS THAT CAN HANDLE THE INTENT

#### EXAMPLES

CATEGORY\_BROWSABLE - CAN BE INVOKED BY A BROWSER TO DISPLAY DATA REF'S BY A URI

CATEGORY\_LAUNCHER - CAN BE THE INITIAL ACTIVITY OF A TASK & IS LISTED IN TOP-LEVEL APP LAUNCHER

# TYPE

SPECIFIES THE MIME TYPE OF THE INTENT DATA

#### EXAMPLES

image/\*, image/png, image/jpeg

text/html, text/plain

IF UNSPECIFIED, ANDROID WILL INFER THE TYPE

## SETTING THE TYPE

Intent.setType(String type)

OR

Intent.setDataAndType(Uri data, String type)

#### COMPONENT

THE COMPONENT THAT SHOULD RECEIVE THIS INTENT

USE THIS WHEN THERE'S EXACTLY ONE COMPONENT THAT SHOULD RECEIVE THE INTENT

# SETTING THE COMPONENT

#### SETTING THE COMPONENT

OR
Intent newInt = new Intent ();
and one of:

setComponent(), setClass(), or setClassName()

# EXTRAS

ADD'L INFORMATION ASSOCIATED WITH INTENT
TREATED AS A MAP (KEY-VALUE PAIRS)

## EXAMPLES

#### Intent.EXTRA\_EMAIL: EMAIL RECIPIENTS

#### SETTING THE EXTRA ATTRIBUTE

```
SEVERAL FORMS DEPENDING ON DATA TYPE putExtra(String name, String value); putExtra(String name, float[] value);
```

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# FLAGS

SPECIFY HOW INTENT SHOULD BE HANDLED

#### EXAMPLES

FLAG\_ACTIVITY\_NO\_HISTORY

DON'T PUT THIS ACTIVITY IN THE HISTORY STACK

FLAG\_DEBUG\_LOG\_RESOLUTION

PRINT EXTRA LOGGING INFORMATION WHEN THIS INTENT IS PROCESSED

#### SETTING FLAGS

# STARTING ACTIVITIES WITH INTENTS

```
startActivity(Intent intent,...)
startActivityForResult(Intent intent, ...)
```

#### THE TARGET ACTIVITY

CAN BE NAMED EXPLICITLY BY SETTING THE INTENT'S COMPONENT

CAN BE DETERMINED IMPLICITLY

#### EXPLICIT ACTIVATION

HELLOWORLDWITHLOGIN

TWO ACTIVITIES

LOGINACTIVITY CHECKS USERNAME & PASSWORD AND THEN STARTS
HELLOANDROIDACTIVITY

HELLOANDROIDACTIVITY SHOWS "HELLO ANDROID" MESSAGE



#### HELLOWORLDWITHLOGIN

```
@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.loginscreen);
    final EditText uname = (EditText) findViewById(R.id.username edittext);
    final EditText passwd = (EditText) findViewById(R.id.password edittext);
    final Button loginButton = (Button) findViewById(R.id.login button);
    loginButton.setOnClickListener(new OnClickListener() {
        public void onClick(View v) {
            if (checkPassword(uname.getText(), passwd.getText())) {
                // Create an explicit Intent for starting the HelloAndroid Activity
                Intent helloAndroidIntent = new Intent(LoginScreen.this,
                        HelloAndroid.class);
                // Use the Intent to start the HelloAndroid Activity
                startActivity(helloAndroidIntent);
            } else {
                uname.setText("");
                passwd.setText("");
    });
```

#### IMPLICIT ACTIVATION

When the Activity to be activated is not explicitly named, Android tries to find Activities that match the Intent

THIS PROCESS IS CALLED INTENT
RESOLUTION

# INTENT RESOLUTION PROCESS

AN INTENT DESCRIBING A DESIRED OPERATION

INTENTFILTERSOWHICH DESCRIBE WHICH OPERATIONS AN ACTIVITY CAN HANDLE

SPECIFIED EITHER IN ANDROIDMANIFEST.XML
OR PROGRAMMATICALLY

## INTENT RESOLUTION DATA

ACTION

DATA (BOTH URI & TYPE)

CATEGORY

## SPECIFYING INTENTFILTERS

```
<activity ...>
<intent-filter ...>
...
<action android:name="actionName" />
...
</intent-filter>
...
</activity>
```

## HANDLING INTENT.ACTION\_DIAL

## ADDING DATA TO INTENTFILTER

```
<intent-filter ...>
  <data
   android:mimeType="string"
   android:scheme="string"
   android:host="string"
   android:port="string"
   android:path="string"
   android:pathPattern="string"
   android:pathPrefix="string"
/>
</intent-filter>
See: http://developer.android.com/guide/
               components/intents-filters.html
```

## HANDLING GEO: SCHEME INTENTS

```
<intent-filter ...>
     ...
     <data android:scheme="geo" />
     ...
</intent-filter>
```

## ADDING A CATEGORY TO INTENTFILTER

```
<intent-filter ...>
    ...
    <category android:name="string" />
    ...
</intent-filter>
```

## EXAMPLE: MAPS APPLICATION

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#### RECEIVING IMPLICIT INTENTS

NOTE: TO RECEIVE IMPLICIT INTENTS AN ACTIVITY SHOULD SPECIFY AN INTENTFILTER WITH THE CATEGORY

"ANDROID.INTENT.CATEGORY.DEFAULT"

## PRIORITY D

ANDROID:PRIORITY - PRIORITY GIVEN TO THE PARENT COMPONENT WHEN HANDLING MATCHING INTENTS

CAUSES ANDROID TO PREFER ONE ACTIVITY OVER ANOTHER

VALUE SHOULD BE GREATER THAN -1000 & LESS THAN 1000

HIGHER VALUES REPRESENT HIGHER PRIORITIES

## INVESTIGATE INTENT FILTERS

% adb shell dumpsys package

% adb shell	dumpsys package			

# NEXT TIME

PERMISSIONS