

#### **Mobile Programming**

**Android Programming** 

**Chap 4. Application Basics** 

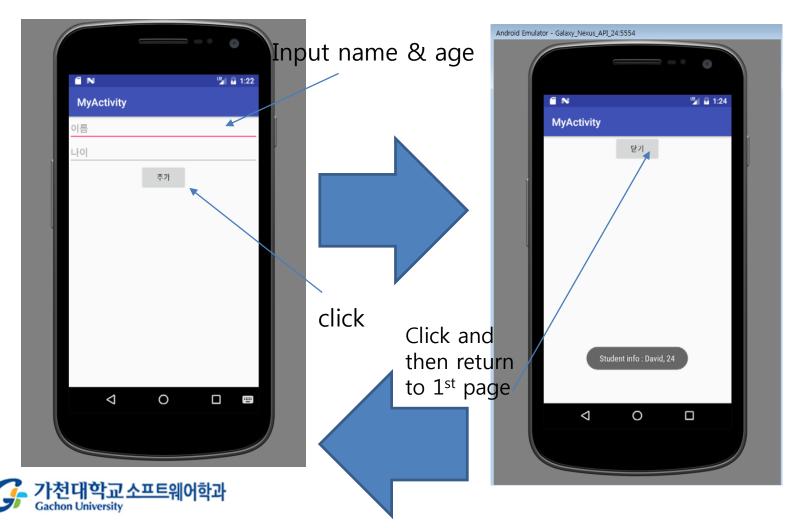
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#### LAB II – Do it yourself!!



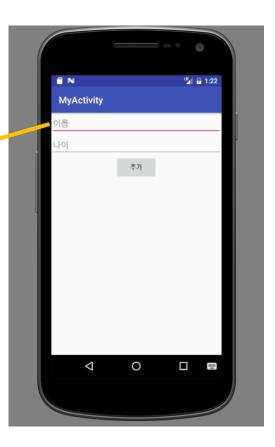
Make an App for delivering input data to another activity



#### LAB II – Step I



- Make an activity\_main.xml file
  - Hint
    - Add the hint attribute at EditText





# LAB II – Step II



Make an MainActivity.java file

```
package org.androidtown.listview.myactivity;
import android.content.Intent;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
public class MainActivity extends AppCompatActivity {
    EditText Name;
    EditText Age;
    Button button1;
   @Override
   protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
```

# LAB II – Step II



Make an MainActivity.java file



#### LAB II – Step III



Make an activity\_new.xml file





# LAB II – Step III



Make an NewActivity.java file

```
package org.androidtown.listview.myactivity;
import android.content.Intent;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
public class NewActivity extends AppCompatActivity {
   @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity new);
                         ==getIntent();
        Intent |
        if(passedIntent!=null) {
            String loginName =
                                           .getStringExtra("loginName");
           String loginAge = [
                                          .getStringExtra("loginAge");
```



# LAB II – Step III



Make an NewActivity.java file

```
button0.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        }
    }
}
```

