

CSCI 448 – Lab 09A
Wednesday, March 15, 2023
LAB IS DUE BY Tuesday, March 28, 2023, 11:59 PM!!

Little Green Games is ready to deploy the final component of Samodelkin – the ability to share your recently added characters to your guildmates.

Step 1 – Add the Share Button

On `DetailScreenSpec`, add a second `IconButton` before the delete button. This new `IconButton` will use the `Icons.Filled.Share` `imageVector` and have an appropriate `contentDescription`. The `onClick` will do nothing for the moment.

Build, deploy, run, and verify your share button only shows on the detail menu.

Step 2 – Share!

Now to actual create the sharing intent. All the logic goes inside of the `onClick` method.

First store the value of the `characterState`. If it's not null, then create the intent:

- The action will be `ACTION_SEND`
- The type will be `"text/plain"`
- Put the extra `EXTRA_SUBJECT` and specify the string to be `"Check out my new SamodelkinCharacter!"`
- Put the extra `EXTRA_TEXT` and specify the string as follows;

In the `strings.xml`, create a string that allows for arguments to be supplied

```
<string name="send_character_msg_formatter">I just added %1$s, the %2$s %3$s, to my Samodelkin codex!</string>
```

Now, when resolving the string from the context resources, we can supply the arguments to substitute in for the placeholders:

```
context.resources.getString(R.string.send_character_msg_formatter,  
character.name, character.race, character.profession)
```

- Create an intent chooser with the title `"Share SamodelkinCharater"` (*Note: this title doesn't display on the chooser when the action is of type `ACTION_SEND`*)
- Using the context, start the activity for the intent

```
context.startActivity(intent)
```

Build, deploy, run, and start sharing those characters!

Step 3 – Deploy Your App & Submit

When Lab09 is fully complete, you will submit a video of your working app to Canvas. Demonstrate the following actions inside the app:

- Select a character from the list screen
- Press the share menu item
- Share via text message

Then stop the recording. Save it as webm format, name the video <username>_L09.webm, and upload this file to Canvas Lab09.

Samodelkin has reached Version 1.0! You and the team are eager to learn what new apps LGG is planning on creating.

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