Implementing Descendant Navigation

Descendant navigation is navigation down the application's information hierarchy. This is described in Designing Effective Navigation (/training/design-navigation/descendant-lateral.html) and also covered in Android Design: Application Structure (/design/patterns/app-structure.html).

Descendant navigation is usually implemented using `Intent` `(/reference/android/content/Intent.html)` objects and `startActivity()`

THIS LESSON TEACHES YOU TO:

1. Implement Master/Detail Flows Across Handsets and Tablets
2. Navigate into External Activities

YOU SHOULD ALSO READ

- Providing Descendant and Lateral Navigation
- Android Design: App Structure
- Android Design: Multi-pane Layouts

TRY IT OUT

Download the sample app

EffectiveNavigation.zip

`(/reference/android/content/Context.html#startActivity(android.content.Intent))`, or by adding fragments to an activity using `FragmentTra` … `tion (/reference/android/app/FragmentTransaction.html)` objects. This lesson covers other interesting … that arise when implementing descendant navigation.

Implement Master/Detail Flo… …cross Handsets and Tablets

In a *master/detail* navigation flow, a *master* screen contains a list of items in a collection, and a *detail* screen shows detailed information about a specific … within that collection. Implementing navigation from the master screen to the detail screen is one form … escendant navigation.

Handset touchscreens are most suitable for … ying one screen at a time (either the master or the detail screen); this concern is further discussed in … ing for Multiple Touchscreen Sizes (/training/design-navigation/multiple-sizes.html). Descendant navigation in this case is often implemented using an `Intent` `(/reference/a` … starts an activity representing the detail screen. On the other hand, tablet di… …e landscape orientation, are best suited for showing multiple content panes … d the detail to the right). Here, descendant navigation is usually implem… `ion (/reference/android/app/FragmentTransaction.html)` that adds, rem… h new content.

The basics of i… bed in the Implementing Adaptive UI Flows (/training/multisc… *ing for Multiple Screens* class. The class describes how to implement a m… es on a handset and a single activity on a tablet.

Navigate i…

There are case… ation's information hierarchy leads to activities from other applications. F… act details screen for an entry in the phone address book, a child screen de… on a social network may belong to a social networking application.

When launchin… llow the user to say, compose an email or pick a photo attachment, yo… eturn to this activity if they relaunch your application from the Launcher (the … nfusing if touching your application icon brought the user to a "compose ema…

Getting Started
Building Apps with Multimedia
Building Apps with Graphics & Animation
Building Apps with Connectivity & the Cloud
Building Apps with User Info & Location
Best Practices for User Experience & UI
Designing Effective Navigation
Implementing Effective Navigation
Creating Swipe Views with Tabs
Creating a Navigation Drawer
Providing Up Navigation
Providing Proper Back Navigation
Implementing Descendant Navigation
Notifying the User
Adding Search Functionality
Cómo diseñar aplicaciones para varias pantallas

Designing for TV
Creating Custom Views
Creating Backward-Compatible UIs

To prevent this …G_ACTIVITY_CLEAR_WHEN_TASK_RESET (/reference/a… …ACTIVITY_CLEAR_WHEN_TASK_RESET) flag to the intent used to launch the exte…

```
Intent externalActivityIntent = new Intent(Intent.ACTION_PICK);
externalActivityIntent.setType("image/*");
externalActivityIntent.addFlags(
        Intent.FLAG_ACTIVITY_CLEAR_WHEN_TASK_RESET);
startActivity(externalActivityIntent);
```