

Lab – Intents

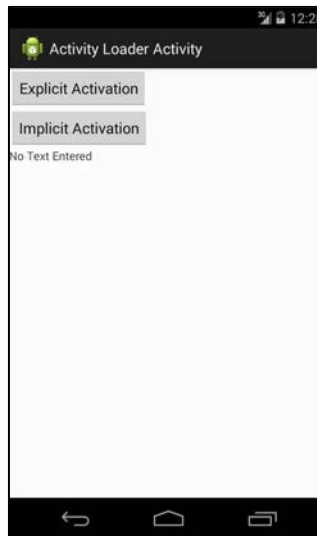
Objectives:

Familiarize yourself with Android Intents. You will create Intents and then use them to activate Activities.

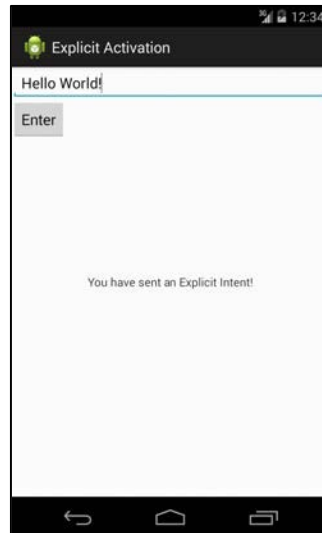
The Intents classes

In this lab, you will use both explicit and implicit Intents to activate Activities. In one case, you will start an Activity using the `startActivity()` method. In another case, you will start an Activity by using `startActivityForResult()`. See <http://developer.android.com/training/basics/intents/> for more information.

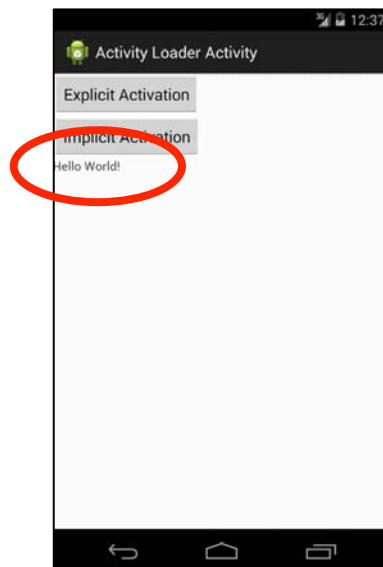
The main Activity for this application is called `ActivityLoaderActivity`. It should display two Buttons, one labeled “Explicit Activation” and one labeled “Implicit Activation.” It should also display one TextView, initially displaying the words, “No Text Entered”.



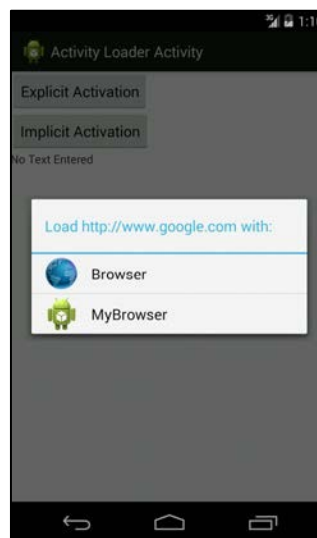
The application should behave as follows. When the user clicks the “Explicit Activation” Button, the ActivityLoaderActivity should launch a new Activity called ExplicitlyLoadedActivity. This activity should display a user interface containing an EditText and a Button. An EditText object allows a user to enter text.



When the user clicks the “Enter” Button, this Activity should finish, returning the current contents of the EditText object (seen above as ‘Hello World!’) back to the ActivityLoaderActivity. Once the ActivityLoaderActivity is again visible, any text that was returned from the ExplicitlyLoadedActivity should appear in the ActivityLoaderActivity’s TextView object, as shown below.



When the user clicks on the “Implicit Activation” Button, the ActivityLoaderActivity will create an implicit Intent, and then use it to implicitly activate a separate application to view the URL, “http://www.google.com”. Because multiple applications may be able to handle this Intent, ActivityLoaderActivity will create and display an App Chooser (one example is shown below, but yours may have a slightly different layout), allowing the user to select the specific application to handle the Intent. For this assignment, the Chooser should display two choices: Android’s built-in Browser and a separate application you’ve created called MyBrowser. To create an App Chooser, start by creating an initial Intent to view a webpage, (as part of this process you’ll need to use the Uri class’ parse() method). Then, create a second Intent, based on the first one, by calling the Intent class’ createChooser() method. Finally, start a new Activity using this second Intent. See <http://developer.android.com/training/basics/intents/sending.html> for more information about creating chooser Intents.



If the user selects the Android Browser from this chooser dialog, then that application will open and display the webpage at the given URL. If the user instead selects the MyBrowser application, then that application will open and simply display the text of the URL in a TextView.

