# Interacting with Other Apps

An Android app typically has several <u>activities (/guide</u> /components/activities.html). Each activity displays a user interface that allows the user to perform a specific task (such as view a map or take a photo). To take the user from one activity to another, your app must use an <u>Intent (/reference/android /content/Intent.html)</u> to define your app's "intent" to do something. When you pass an <u>Intent (/reference/android /content/Intent.html)</u> to the system with a method such as <a href="startActivity()">startActivity()</a> (/reference/android

/app/Activity.html#startActivity(android.content.Intent)), the system uses the Intent (/reference/android/content
/Intent.html) to identify and start the appropriate app component. Using intents even allows your app to start an activity that is contained in a separate app.

#### **DEPENDENCIES AND PREREQUISITES**

 Basic understanding of the Activity lifecycle (see <u>Managing the Activity</u> Lifecycle)

### YOU SHOULD ALSO READ

- Sharing Simple Data
- Sharing Files
- Integrating Application with Intents (blog post)
- Intents and Intent Filters

An <u>Intent (/reference/android/content/Intent.html)</u> can be *explicit* in order to start a specific component (a specific <u>Activity (/reference/android/app/Activity.html)</u> instance) or *implicit* in order to start any component that can handle the intended action (such as "capture a photo").

This class shows you how to use an <u>Intent (/reference/android/content/Intent.html)</u> to perform some basic interactions with other apps, such as start another app, receive a result from that app, and make your app able to respond to intents from other apps.

# Lessons

# Sending the User to Another App

Shows how you can create implicit intents to launch other apps that can perform an action.

# **Getting a Result from an Activity**

Shows how to start another activity and receive a result from the activity.

# **Allowing Other Apps to Start Your Activity**

Shows how to make activities in your app open for use by other apps by defining intent filters that declare the implicit intents your app accepts.

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