INVESTIGATE ABOUT ACTIONS, CATEGORIES, AND IMPLICIT INTENTS

Actions:

* Is a string of characters where we indicate what action is going to do the component that will receive the Intent
* The best way of use Actions on intents is like if where like constants
* We can use our own Actions

The most common actions are:

* ACTION\_CALL: Used to initialize a phone call
* ACTION\_DIAL: Used to dial some number, but it doesn’t make a call
* ACTION\_VIEW: Used when you have some information that an activity can show to the user, such as a photo to view in a gallery app, or an address to view in a map app
* ACTION\_SEND: Used when you have some data that the user can share through another app
* ACTION\_MAIN: Start as a main entry point, does not expect to receive data.
* ACTION\_ANSWER: Handle an incoming phone call
* ACTION\_DEFAULT: The "standard" action that is performed on a piece of data

Categories:

* String that contains additional information about the type of component that will call the Intent
* Specify the type of Activity that we are going to use
* Any number of category descriptions can be include in an intent
* Most of the Intents don’t require a Category

The most Categories used are:

* CATEGORY\_BROWSABLE: Allows an activity to be started by a web browser to display data referenced by a link
* CATEGORY\_LAUNCHER: Indicates that the activity is the initial activity of a task and is listed in the system's application launcher
* CATEGORY\_HOME: This is the home activity, that is the first activity that is displayed when the device boots
* CATEGORY\_PREFERENCE: Indicates that the Activity to launch is a panel preferences

Implicit Intents

* Is a type of intent where we don’t know the Component name and depends on the Action and Data, to indicate what kind of activity could receive the Intent
* To create an implicit intent is necessary to indicate the action, and optionally, the URI with the data, also is possible to add extras
* If there is more than one Activity that could do the task requested by the Intent, then the User is going to decide which Activity is going to be use