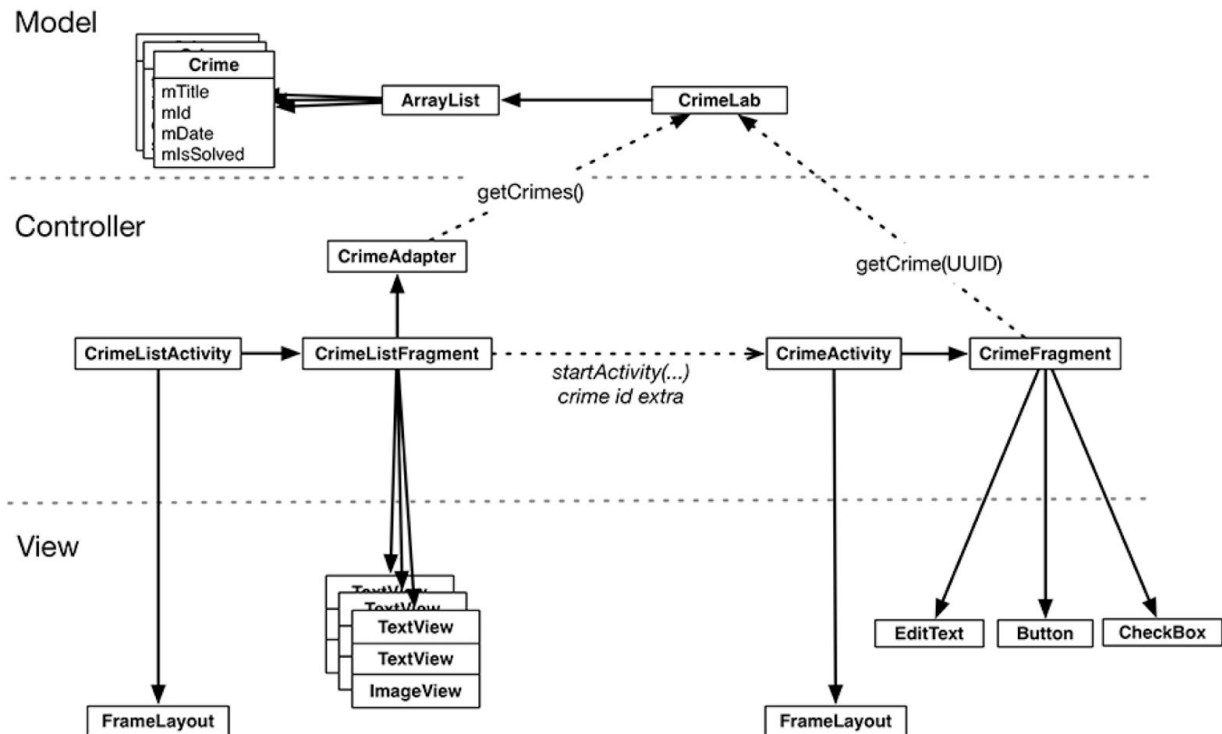# LAB 1

Part 1)

1. Starting an Activity From a fragment. **(CrimeListFragment.java)**
2. Creating a new Intent with and put an extra (ex. Crime ID)
   (CrimeActivity.java)
3. Stashing and passing a crime object **(CrimeListFragment.java)**
4. Retrieving the extra and fetching the Crime **(CrimeFragment.java)**
5. Updating CrimeFragment's View with Crime data **(CrimeFragment.java)**

<Object Diagram>

Part 2) (optional)

Fragment Arguments

- Every fragment instance can have a **Bundle** object attached to it. This bundle contains key-value pairs that work just like the intent extras of an **Activity.** Each pair is known as an *argument.*
- To create fragment arguments, you create a **Bundle** object. Next, you use type-specific "put" methods of **Bundle** (Similar to those of **Intent**) to add arguments to the bundle.

ex)

```
Bundle args = new Bundle();
args.putSerializable(ARG_MY_OBJ, myObj);
args.putInt(ARG_MY_INT, myInt);
args.putCharSequence(ARG_MY_STRING, myStri);
```