package com.tjelinek.dynamicfragments;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import android.content.Intent;  
import android.os.Bundle;  
  
public class MainActivity extends AppCompatActivity implements Listener {  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 }  
  
 public void itemClicked(long id){  
 Intent intent = new Intent(this, DetailVideoGame.class);  
 intent.putExtra(DetailVideoGame.*EXTRA\_VIDEOGAME\_ID*, (int) id);  
 startActivity(intent);  
 }  
}

<?xml version="1.0" encoding="utf-8"?>  
<fragment xmlns:android="http://schemas.android.com/apk/res/android"  
 android:name="com.tjelinek.dynamicfragments.VideoGameListFragment"  
 android:layout\_height="match\_parent"  
 android:layout\_width="match\_parent"  
 />

Graphical user interface, application

Description automatically generated

Shape, square

Description automatically generated