

Worksheet 2

Instructions:

Create an Android application containing 3 activities: ActivityA, ActivityB, and ActivityC, with each activity having 2 buttons and 2 TextView objects in their respective layouts.

1. Launch Android Studio
2. If presented with the Quick Start dialog, select **Start a new Android Studio Project**
3. If presented with the development interface, start a new project by clicking **File -> New Project...**
4. For *Application name* enter **MultiActivity**
5. For *Company Domain* enter **umflint.edu**
6. For *Project location*, enter a location where you have write permission, and where your project files will be safe from future deletion, such as your user directory. Click on **Next**
7. Ensure that only the *Phone and Tablet* checkbox is checked, and select API 15 as the minimum SDK. Click on **Next**
8. On the *Add an activity to Mobile* screen, select **Blank Activity**. Click on **Next**
9. On the *Choose options for your new file* screen, Set Activity Name to **ActivityA**, and leave everything else as the default. Click on **Finish**
10. Once your project is created, right click on the **app** folder in the project view and select **New->Activity->Blank Activity**, then enter **ActivityB** for Activity Name. Leave everything else as default and click **Finish**. Repeat these steps for **ActivityC**.
11. For each layout file created for a respective activity, place 2 Text Views and 1 Button onto the layout file from the palette and arrange them as you choose. Make sure each widget has a unique ID.
12. One TextView object used for each activity should display the name for the activity. e.g. "Activity A"
13. For each activity, create two View.OnClickListener objects and assign one to each button
14. Each OnClickListener object should open one of the other two activities

15. Each intent used to open an activity should contain a string extra that identifies the parent activity (use `putExtra(key, value)` and `getStringExtra(key)` to set and read the information from the appropriate activities. See the google developers webpage <first app>
16. When an activity opens, it should display its parent's identifier in a message such as “**Opened by ActivityA**”, or display “**No Parent**” in its second textview object (You would only see the No Parent message when the application is first opened”.