App example/ Using Intents

DT228/3

Dr. Susan McKeever

Example: Flashlight application

Two XML Layout files

•Main.xml = "Red" screen
•Green.xml = "Green" screen

Two Activity .java files

•1) To display the red screen and to switch to green screen when "Green" button clicked

• 2) To display the green screen and switch to red screen when "Red" button clicked
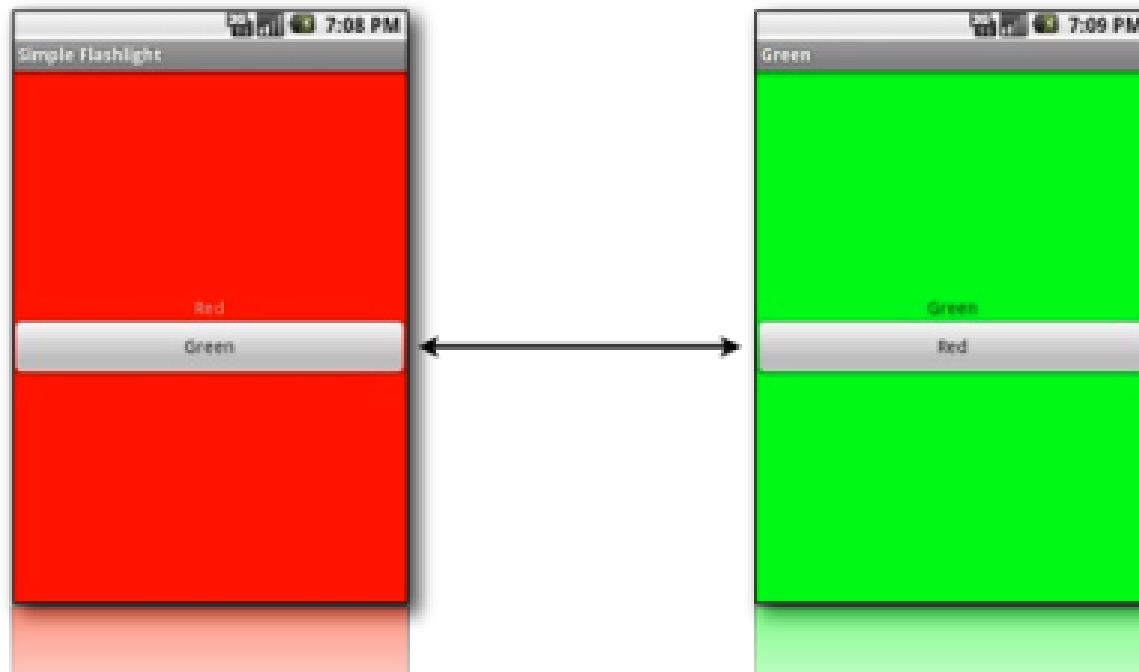
Flashlight application

New stuff

- Switching screens
  - **Intents**

- More than1 activity – manifest file
  - **<activity**
    android:name=".GreenFlashlightActivity"
    android:label="@string/green_title"   />

INTENTS

•API: "An abstract description of an action to be performed" (e.g. switching from activity to another requires an "intent"))

•Represented by an **Action** (what you want to do..) and **Data** (needed to support the action)

•Various constructors available for Intent class – See API

Intents – example: Screen switching

•Using intents to move from one activity to another.

•Intent constructor used:

Intent(Context packageContext, Class<?> cls)
Create an intent for a specific component.

To switch from one activity to another

create the intent, passing in the "from" and "to" activities
```
Intent switchScreens = new Intent(FirstActivityName.this,
SecondActivityName.class);
```

pass the intent object to the startActivity method
```
startActivity(switchScreens);
```
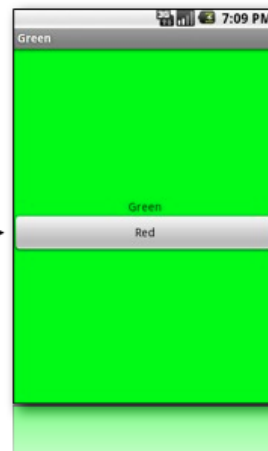
Intent/ start Activity

Intent/ start Activity

•Be aware of activity flow

Open   Open   Open

Avoid unnecessary activity opening

(Aside: Colours)

•Colours are treated as Resources (i.e. things the app will use)

•Place a colors.xml file into the Res/Values directory

•colors.xml

•RGB value

For a full list of resources that you can externalise, go to http://developer.android.com/guide/topics/resources/more-resources.html

Intents Summary

•Used throughout Android framework to accomplish an Action (not just switching activities!) e.g.

- •**Web browsing**
- •**Launching first activities**
- •**Switching activities**