

Adding Navigation



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Agenda



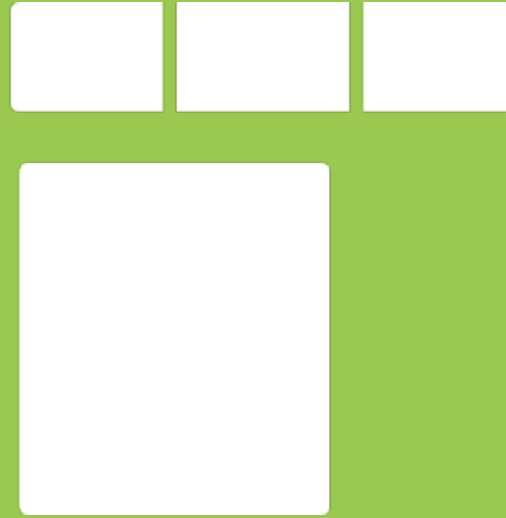
Navigating Between Activities
Adding Tabs to the Menu Page



Common Navigation Patterns



Stack navigation



Tab navigation



Drawer



Navigating Between Activities



Stack Navigation



Back stack

Activity 3

Activity 2

Activity 1



Intents

Action

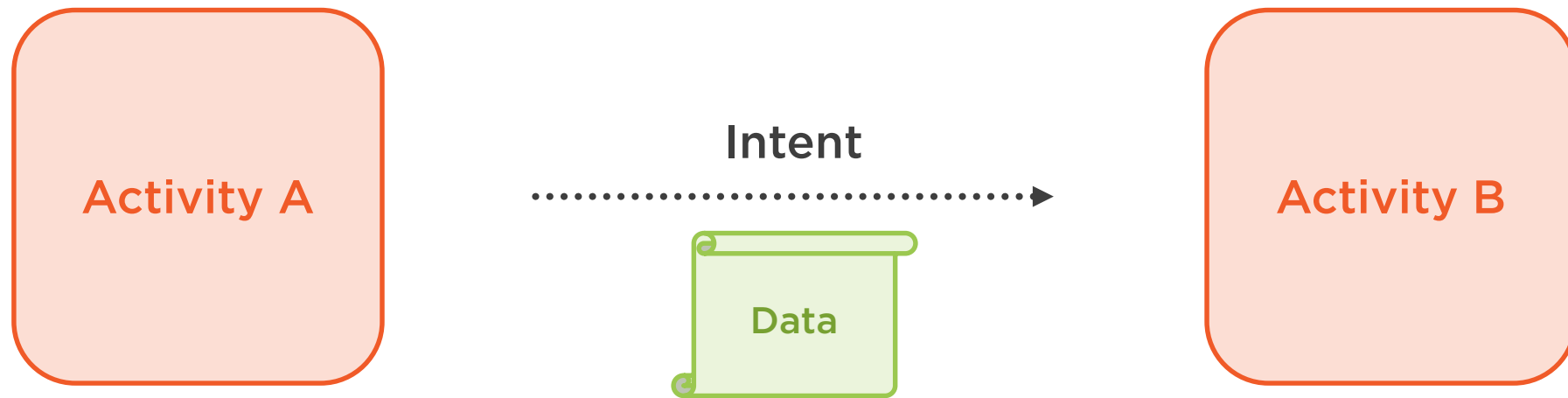
Start *other* activity

Messaging object

Explicit or implicit



Navigation with Intents



```
var intent = new Intent (this, typeof(HotDogDetailActivity);  
StartActivity (intent);
```

Launching Another Activity



Passing Data Between Activities

Data is passed in the Bundle

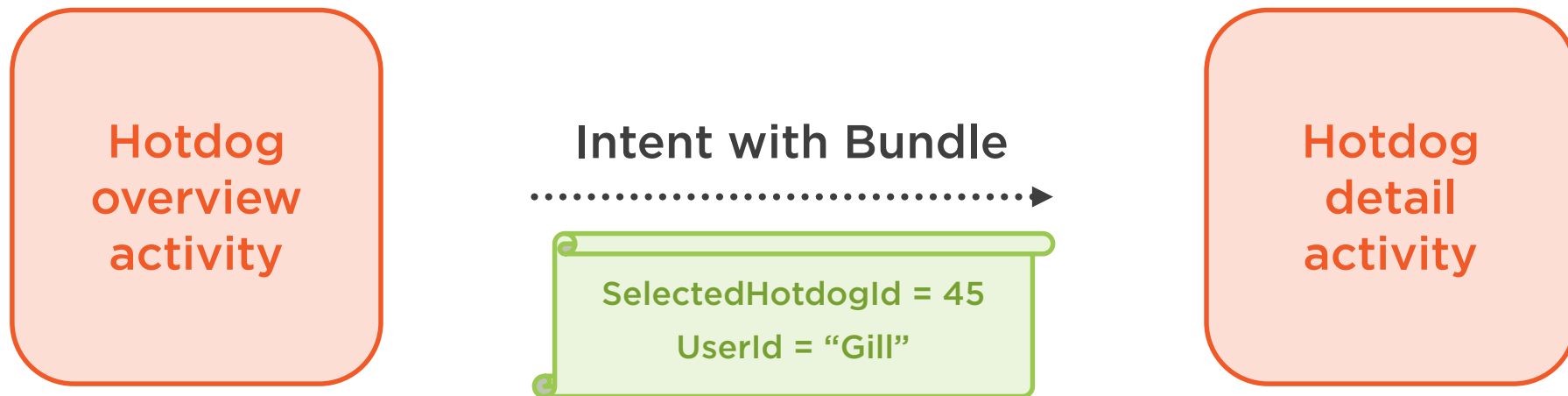
Dictionary

Simple types

Possible within or across app



Passing Data Between Activities



```
var intent = new Intent ();  
intent.SetClass (this, typeof(HotDogDetailActivity));  
intent.PutExtra ("selectedHotDogId", HotDogId);  
StartActivity (intent);
```

Passing Data to Another Activity



Adding Data to the Bundle

```
[Register ("putFloatArray", "(Ljava/lang/String;[F)V", "")]  
public void PutFloatArray (string key, float[] value);  
  
[Register ("putInt", "(Ljava/lang/String;I)V", "")]  
public void PutInt (string key, int value);  
  
[Register ("putIntArray", "(Ljava/lang/String;[I)V", "")]  
public void PutIntArray (string key, int[] value);  
  
[Register ("putIntegerArrayList", "(Ljava/lang/String;Ljava/util/ArrayList;)V", "")]  
public void PutIntegerArrayList (string key, IList<Integer> value);  
  
[Register ("putLong", "(Ljava/lang/String;J)V", "")]  
public void PutLong (string key, long value);  
  
[Register ("putLongArray", "(Ljava/lang/String;[J)V", "")]  
public void PutLongArray (string key, long[] value);  
  
[Register ("putParcelable", "(Ljava/lang/String;Landroid/os/Parcelable;)V", "")]  
public void PutParcelable (string key, IParcelable value);  
  
[Register ("putParcelableArray", "(Ljava/lang/String;[Landroid/os/Parcelable;)V", "")]  
public void PutParcelableArray (string key, IParcelable[] value);  
  
[Register ("putParcelableArrayList", "(Ljava/lang/String;Ljava/util/ArrayList;)V", "")]  
public void PutParcelableArrayList (string key, IList<IParcelable> value);  
  
[Register ("putSerializable", "(Ljava/lang/String;Ljava/io/Serializable;)V", "")]  
public void PutSerializable (string key, ISerializable value);
```



```
protected override void OnCreate (Bundle bundle)
{
    base.OnCreate (bundle);
    SetContentView (Resource.Layout.Main);
    var selectedHotDogId = Intent.Extras.GetInt ("selectedHotDogId", 0);
    HotDog hotDog = DataService.GetHotDogById (selectedHotDogId);
}
```

Receiving Data from the Intent

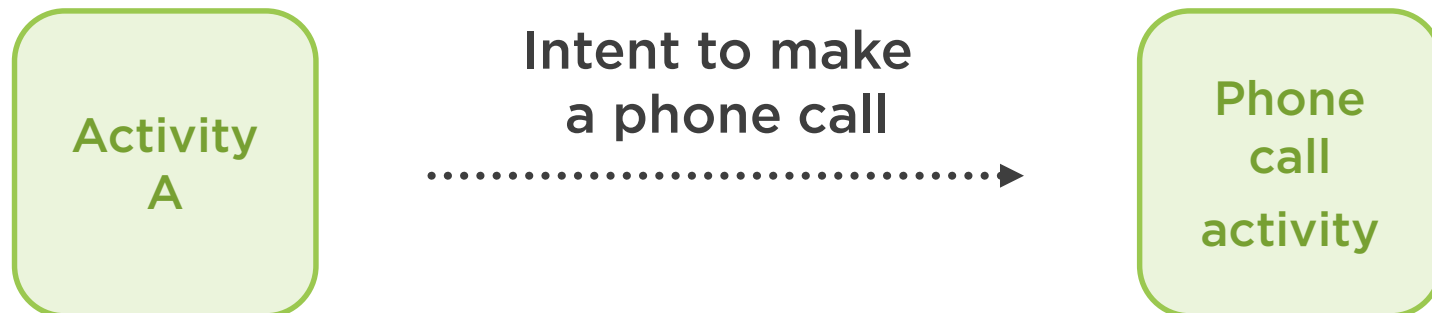


Implicit and Explicit Intents

Explicit intent



Implicit intent



Typical Uses for Implicit Intents



Camera



Contacts



Phone

Implicit Intents

Action

Data

MIME type

Extras

Categories




```
var intent = new Intent(Intent.ActionCall);  
intent.SetData  
    (Android.Net.Uri.Parse("tel:" + phoneNumberTextView.Text));  
StartActivity(intent);
```

Launching the Phone Call Activity



Demo Navigating from the Master to the Detail



Adding Tabs to the Menu Page



Tabs in Android

TabHost

AppBar/ActionBar

ViewPager



The ActionBar

Application
identity

Menu & Search

Tabs



A Small Sidestep to Fragments



Fragments

UI Module

Reusable

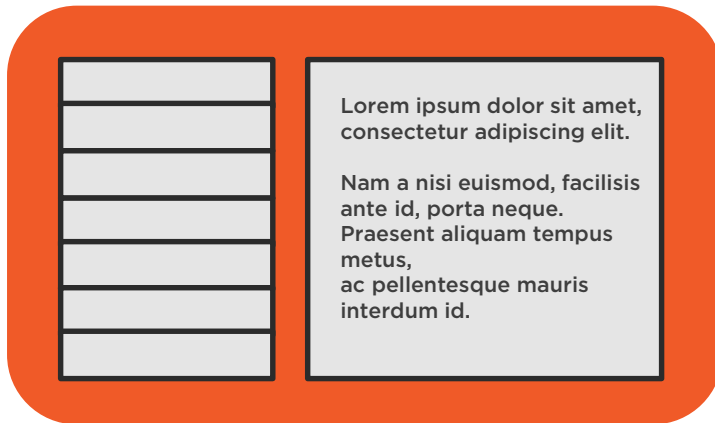
Supports different resolutions

Have their own lifecycle



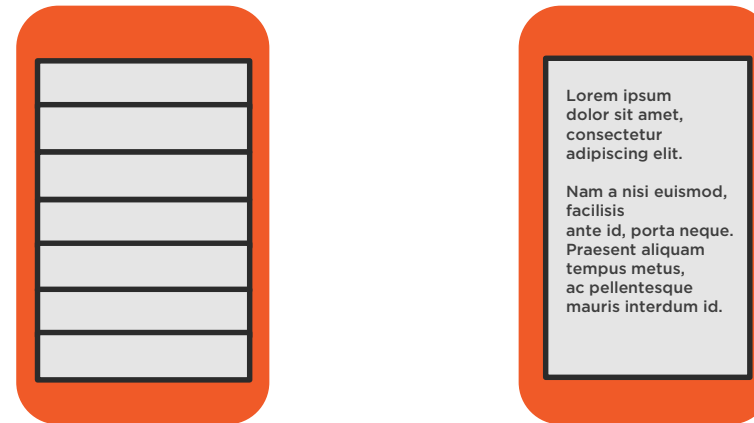
Fragments

Tablet



One activity A containing
two fragments B & C

Phone



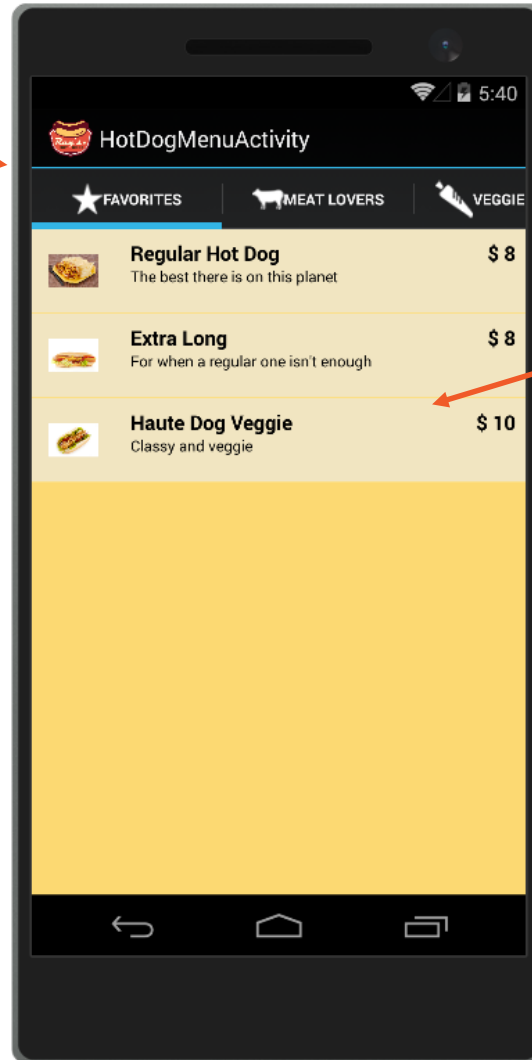
Activity A
contains
fragment B

Activity B
contains
fragment C



The ActionBar

ActionBar with
Tabs



Fragment





Demo Adding Tabs to the Menu Page

Summary



Intents allow us to navigate from one Activity to the next

ActionBar is a UI patterns to add tabs easily to your app

