- Lab 5: Use shared preferences mechanism to persist the value of counter object in lab 2. Use appropriate lifecycle callbacks to save and restore the value.
- Lab 6: Add into lab 3 a feature which adds the created creature into a collection. Create a custom class for both the creature and the collection. In status message, output all the creatures currently stored. Persist your collection in serialized format into a file. Use appropriate lifecycle callbacks to save and restore the collection.

- Lab 7: Create an app where an activity 1 gets a text string from the user and after a button is pressed starts up a new activity. (activity 2) Pass the input string to activity 2 and show it there. Use explicit intent.
- Lab 8: Implement lab 7 utilizing an implicit intent and use action TESTACTION in your app. Note that you might need to define in the intent also some other attribute(s).
- Lab 9: Create an app that lets user input www page URL and shows the web page using an implicit intent to start a browser.
- Lab 10: Create an app that acts as a browser in the device (but without browser functionality). Test your app with lab 9 app.