

Your Second Activity-08

In this assignment you will add a second screen that offers users a chance to cheat on the current question of your GeoQuiz app by showing the answer.

1. Ensure you commit and push, then submit your commit ID for Lab 7 before moving on with this lab. Also, ensure you create a new repository on GitHub for this lab and hook it up to your project.
2. Before adding your new screen, let's setup the strings we will need, open your strings file and add the following:

```
<string name="warning_text">Are you sure you want to do this?</string>
<string name="show_answer_button">Show Answer</string>
<string name="cheat_button">Cheat!</string>
<string name="judgment_toast">Cheating is wrong.</string>
```

3. Creating an activity typically involves working with at least three files: the Java class file, an XML layout, and the application manifest. If you work with those files in the wrong ways, Android can get mad. To ensure that you do it right, you can use Android Studio's New Activity wizard.
4. Launch the New Activity wizard by right-clicking on your main package in the project tool window (the one with your QuizActivity.java file) and Choose New → Activity → Empty Activity.
5. Set Activity Name to CheatActivity. This is the name of your Activity subclass. Layout Name will be automatically set to activity_cheat. This will be the base name of the layout file the wizard creates.
6. In your new Activity, add:
 - a) A TextView for the warning text
 - b) A TextView for the answer
 - c) A Button to show the answer
7. Open the AndroidManifest.xml file and review it's contents
8. In your CheatActivity.java file, create a public static final String variable to hold a key for an extra that will have the answer to the question.
9. In your CheatActivity.java file, create a method called newIntent that:
 - a) Takes two parameters, one of type Context and one of type boolean
 - b) Creates a new Intent passing the Context parameter variable and CheatActivity.class to the Intent constructor
 - c) Use the Intent.putExtra method to add an extra to the intent which will hold the answer to the current question (the extra will use your string key and the boolean parameter variable)

10. Open your layout files for the portrait and landscape versions of your QuizActivity and add a button to each for the cheat button (In the landscape layout, have the new button appear at the bottom and center of the root FrameLayout).
11. In your QuizActivity.java file, hook up the cheat button and set its onClickListener.
12. In the onClick method you override in the onClickListener, add the necessary code to open your new CheatActivity using the newInstance method you created.
13. In the onCreate method of your CheatActivity, get the extra that holds the question answer and store it in a member variable.
14. In your CheatActivity.java file, hook up the show answer button you created in step 6, add an onClickListener, and override the onClick method. In the onClick method, check the member variable value and set the answer TextView you created in step 6 to show the answer of the question.
15. In QuizActivity, modify your cheat buttons listener to call startActivityForResult(Intent, int).
16. In CheatActivity, add a private method called setAnswerShownResult(boolean isAnswerShown).
17. In your setAnswerShownResult method, create an Intent, put an extra on it, and then call Activity.setResult(int, Intent) to get that data into QuizActivity's hands. You will need to add a constant for the extra's key. Call this method in your show answer button's listener.
18. In QuizActivity.java, add a new member variable to hold the value that CheatActivity is passing back.
19. In QuizActivity.java, override onActivityResult(...) to retrieve the value from CheatActivity. Be sure to check the request code and result code to ensure they are what you expect.
20. Finally, modify the checkAnswer(boolean) method in QuizActivity to check whether the user cheated and show a different message if they did.

Final App

