

# Android Basics: User Input

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## Intents

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- A message that requests some type of action to be performed by another application.

Example: In Google Keep, if you hit the camera, it sends an intent to launch the camera application.

- You don't have to know precisely which application needs to reply to the intent, it just needs to be handled.

### Intents include:

- Action
- Data URI
- Category
- Component
- Extras

All of these are used by Android to figure out which types of application can handle the request.

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## Localization

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There are default resources and alternate resources. We can set the default resources as the English information, and use another language for the alternate resources.

Example:

```
MyProject/  
  res/  
    values/  
      strings.xml
```

```
values-es/  
    strings.xml  
values-fr/  
    strings.xml
```

- Android uses ISO language codes.

## Using String Resources

```
// Get a string from your app's Resources  
String hello = getResources().getString(R.string.hello_world);  
  
// Or supply a string resource to a method that requires a string  
TextView textView = new TextView(this);  
textView.setText(R.string.hello_world);
```

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## Themes and Styles

- Styles get added to individual Views.
- Themes get added to an entire Activity or application by adding the `android:theme` attribute to the `<activity>` or `<application>` element in the Android manifest.

#programming/java/android/beginner/2-user-input