

Android Basics: User Input

Intents

- 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.

Localization

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);
```

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 `android.support.design.widget.AppCompatActivity` element in the Android manifest.

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