Android Studio – Tutorial 4 – Using Intent to Change Activities

1. Create a new project and name it “ChangeActivity”, with any API, select ‘blank activity’, then change the name of the activity to “Activity1”. Click Finish.
2. Remove the Hello World TextView from the design.
3. Let’s drag a button to the dead-center of the design, then drag a Large Text somewhere near the top.
4. Select the button, head over to the properties on the far right, and find the id section. Change the id to “Act1button,” then change the text to “Go to Act 2.”
5. Select the Large Text and head over to the properties again. Change the Text to say “Activity 1.”
6. To finish up our design, let’s change the color of the background. Click anywhere on the phone screen, that isn’t on a widget, and go over to the properties. Change the background to any color you wish. It is easiest to click on the “…” to the right to get assistance in picking a color. Once you have a color selected, we have fully designed Activity1!
7. Next, we need to create a new activity.
8. Go to the Java folder, then right click on com.activity.pc.changeactivity > New > Activity > Blank Activity. If this method does not work for you, you may be using a newer version of Android Studio. Simply search how to create a new Activity, in that case.
9. Name this new activity “Activity2,” and make sure this is NOT a launcher activity, and click Finish.
10. Repeat Steps 2 through 6 for activity 2, making sure the button says “Go To Act 1,” and that all of the id’s are set correctly.
11. Go to Activity1.Java and import the following:

import android.view.View;

import android.widget.Button;

import android.content.Intent;

1. Inside the onCreate Method, make an object of our button, then create an onClickListener, which when clicked, will create a new intent object and send the user to Activity 2. See Below:

Button Act1button = (Button)findViewById(R.id.***Act1button***);  
  
Act1button.setOnClickListener(  
 **new** Button.OnClickListener()  
 {  
 **public void** onClick(View v)  
 {  
 Intent myIntent = **new** Intent(v.getContext(), Activity2.**class**);  
 startActivity(myIntent);  
 }  
 }  
);

After **new** Intent in the above code, you see (v.getContext(), Activity2.class). Think of this as (Where we Are, Where we are going).

1. Moving from the Activity 1’s Java file, let’s go to activity\_activity2.xml. From this file, make your way to the text version of the XML file. Here I want to show you that there is another way to create an “onClick” method, which is a little more simple, and is very quick. At the bottom of the Act2button, add the following line of code:

Android:onClick=”onClick”

Make sure that the button is closed off with the “/>” at the end as well. This tells the button to run the method “onClick,” when clicked. All we have to do is create a method named “onClick” within the Activity2.Java file.

1. Head over to Activity2.java and import the same packages as we did in Activity1.java.
2. Now, let’s create our “onClick” method. Anywhere is fine, as long as it is within the Activity2 class:

**public void** onClick(View v)  
{  
 Intent i = **new** Intent(**this**,Activity1.**class**);  
 startActivity(i);  
}

As you can see, the code has been minimalized, but will still function the same way.

1. Save, and test your program. Your buttons should send you to each Activity.

Video Link: <https://www.youtube.com/watch?v=YT1FTwygdCM&index=7&list=PLFVlCGwfyegYi8G0yxIVlGfjT3xGzCZOz>

Github Link: <https://github.com/amyork/Android_Studio_Tut_4_ChangeActivity>