Tutorial 9 – Pass By Intent

1. Create a new Project named “PassByIntent.” Use API 21 or 22 for this tutorial, then leave all of the other options to their default values.
2. Delete Hello World!
3. Drag a Button over to the near bottom of the Design. Change the button’s text to say something fancy like “Button” and give the button an id of “myButton.”
4. Drag a Large Text widget to the near-top of the design, and change the text to say “Please Enter Your Name.” No id is required here, but feel free to set an id.
5. Drag a plain text field widget beneath the Large Text widget. Change the layout width, using the properties window, to 250dp. While there, change the id to “inputText.”
6. Now that we’ve got a basic input form for a name, we need to create a second activity to pass the data to. Go to the app folder, then to the java folder. Right click on the first subfolder. From here go to New > Activity > Blank Activity. Set the name of this activity to Act2, and make sure the “laucher activity” checkbox is unchecked.
7. Delete Hello World! on Act2.
8. Drag a Large Text widget near the top of the design, and change the text to say “Welcome to Act 2,”. We will give this widget an id of “welcomeText.”
9. Place a Plain Text widget just beneath the Welcoming Text, and change the id to “outputText.” Change the layout width of this widget to 250dp.
10. Head over to MainActivity.java so we can begin to code. Import the following packages:

**import** android.content.Intent;  
**import** android.view.View;  
**import** android.widget.TextView;

1. Create an object in the class to reference the TextView:

**private** TextView **inputText**;

1. Now, we need to make an onClick method so that when we click the button, we change over to Act2, and take the data from the inputText field with us. In the below code, we have our inputText object reference our widget and create a new intent to take us from MainActivity to Act2. What’s important is to look at the green text, “data,” which is called a **KEY.** We get the text from the inputText field as a string, and send it with the key.

**public void** onClick(View v)  
{  
 TextView inputText = (TextView)findViewById(R.id.***inputText***);  
  
 Intent myIntent = **new** Intent(**this**, Act2.**class**);  
 myIntent.putExtra(**"data"**, inputText.getText().toString());  
 startActivity(myIntent);  
}

1. Head over to Act2.java. We, again, need a package imported here:

**import** android.widget.TextView;

1. Act2.java doesn’t really have to do much here. The idea is that we will grab the key that was passed with the intent, then display the string in the outputText field. Place the following code inside the onCreate method:

TextView outputText = (TextView)findViewById(R.id.***outputText***);  
  
outputText.setText(getIntent().getExtras().getString(**"data"**));

1. With this, we are nearly finished. We need to go over to our res folder, then layout, to open up activity\_main.xml. Within the XML file we need to simply add the onClick method to our button:

**android:onClick="onClick"**

1. We have finished the program. Run the emulator and put a name into the inputText field, then pass it over to Act2.

Video Link: <https://www.youtube.com/watch?v=gLvsjWs4DU0&index=9&list=PLFVlCGwfyegYi8G0yxIVlGfjT3xGzCZOz>

Github Link: <https://github.com/amyork/Android_Studio_Tut_9_Pass_By_Intent>