





The screenshot shows the Android Studio interface with the code editor open to `MainActivity.java`. The code implements an `onClick` listener for a button named `btnsecond`.

```
2 usages
Button btnsecond;

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    btnsecond=findViewById(R.id.btnSecond);
    btnsecond.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View view) {
            switchActivity();
        }
    });
}

1 usage
private void switchActivity()
{
    Intent sec=new Intent( packageContext: this,MainActivity2.class);
    startActivity(sec);
}
```

The screenshot shows the Android Studio interface with the project 'pract3' open. The code editor displays `MainActivity2.java`. The code implements `MainActivity2` which extends `AppCompatActivity`. It contains a button `btnthird` and overrides `onCreate` to set its view to `activity_main2.xml`. It also overrides `onClick` for the button to call `switchActivity`. The `switchActivity` method creates an intent to start `MainActivity3`. A tooltip for `MainActivity3` shows its definition in `MainActivity.java`.

```
public class MainActivity2 extends AppCompatActivity {

    Button btnthird;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main2);

        btnthird=findViewById(R.id.btnThird);
        btnthird.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                switchActivity();
            }
        });
    }

    private void switchActivity()
    {
        Intent sec=new Intent(getApplicationContext(),MainActivity3.class);
        startActivity(sec);
    }
}
```