

The maze project as submitted uses the message passing through intent serialization method of passing info from GeneratingActivity to PlayActivity. There is an easy way to switch the way this is implemented, but you will have to uncomment two lines of code, and comment out two others. If you navigate to the `initMaze()` method of GeneratingActivity, you will find four lines of code that look like this:

```
//Global/Shared Data implementation
    //maze = ((Maze)getApplicationContext());

//Message Passing / Intent Serialization implementation
    maze = new Maze();
```

You can see that the commented out line would used a globally created object Maze that subclasses Application. Remove the comment `//`'s from that line and add them to the line that creates the new Maze object.

We will do almost the exact same thing in the `onCreate()` method in PlayActivity:

```
//Global/Shared Data implementation
    //maze = ((Maze)getApplicationContext());

//Message Passing / Intent Serialization implementation
    maze = (Maze)(intentFromTitle.getSerializableExtra("Maze"));
```

Again, we see that the message passing implementation is being used, and if we comment out that line, and uncomment the line above it that sets maze to the Global reference, then the change to the shared data implementation is complete! You can run the program at this point and everything should work the same as before.