

In-Class Task 04: Android Intents

Project Set-up:

1. Create a new Android project with an empty activity
2. Go to activity_main.xml
3. Add a Plain Text EditText with the id txtName
4. Add a Button with id btnActivity
5. Create a new Empty Activity called SecondActivity
6. Open activity_second.xml and add a TextView with id txtDisplay

Java:

1. Open MainActivity.java
2. Declare EditText txtName, Button btnActivity and String name
3. Get references to the widgets using findViewById
4. Create a click listener for btnActivity
5. Inside the click event perform the following tasks: a. Assign the txtName's text to the name variable

- a. Add the following snippet:

```
Intent myIntent = new Intent( packageContext: MainActivity.this, SecondActivity.class);
```

- b. Add the following snippet:

```
myIntent.putExtra( name: "NAME", name);  
startActivity(myIntent);
```

This will create an Intent that goes from MainActivity to the SecondActivity

This will pass the name variable along with the Intent. You can use this to send data from one activity to another. The "NAME" part is the key, you will access the variable using this key in the next activity.

6. Open SecondActivity.java
7. Declare a TextView display
8. Inside onCreate get a reference to txtDisplay with findViewById
9. Add the following code snippet:

```
Intent myIntent = getIntent();  
String name = myIntent.getStringExtra( name: "NAME");
```

This will create a new Intent object from the one sent by MainActivity. We can use getStringExtra with the key "NAME" to access the variable we passed.

10. Display the name string in the TextView
11. Upload the application package and a word document with the screen shots in eConestoga.