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Week2Day1

1). What is task affinity.

1. A task is the collection of activities that a user interacts with. These activities are arranged in a back stack in the order they are opened. Task affinity refers to how these activities are saved and accessed in the stack. Also known as Launch Modes, there are four:
   1. Standard. Instances of an activity are not erased when a new activity is created.
   2. Single Top. If a new instance of the same activity gets created immediately after the old instance, then and only then is the old instance erased.
   3. Single Instance. Whenever a new activity is created, erase any old instances of it regardless of where it is in the stack.
   4. Single Task. Two instances of the same application are running at once. If a new instance is created in one application and an old one exists in the other app, delete the old instance

2). How does serialization work?

1. In Java, serialization is a way to package objects so they can be transferred. It’s done by converting the state of an object into a byte stream, and helps keep the state of the object. We must implement the Java.io.Serializable interface and use reflection. Serialization is native to JAVA, and traditionally is not done in Android (uses Parcelable).

3). How does parcels work?

1. Whereas Serialization is a Java native, Parcelable is the Android native which uses containers known as Parcels that contain the data to be sent. Developers also define how the packaging can be set up, so there are less “garbage” objects in comparison to Serialization, while also means it’s faster than Serialization. We must implement Parcelable interface. Direct methods to writing and reading Parcel objects are writeParcelable(android.os.Parcelable, int) and readParcelable(java.lang.ClassLoader).

4). What is the difference between an implicit and explicit intent?

1. Explicit Intent - We know what component will handle the data we are sending, so we explicitly call it by it’s name. Typically used to call an Activity by its name from another activity.
2. Implicit Intent - We have an action to perform but the system chooses what component will handle it. We use an intent filter, to store these actions as strings so they can be filtered by our system. If multiple components are registered with the same action, the user gets to choose which to use.