

# Midterm Exam

CTAPDEVL – Application Development and Emerging Technologies

# Part 1: Activity Lifecycle

1. Create an Activity called **FirstActivity**.
2. Create an Activity called **SecondActivity**.
3. Create an Activity called **ThirdActivity**.
4. For each activity, print("activity <activity num> has started") when in the Started state.
5. For each activity, print("activity <activity num> has resumed") when in the Resumed state.
6. For each activity, print("activity <activity num> has paused") when in the Paused state.
7. For each activity, print("activity <activity num> has stopped") when in the Stopped state.
8. For each activity, print("activity <activity num> has stopped") when in the Destroyed state.

# Part 2: Views and Layout

1. Use `ConstraintLayout` as the root layout.
2. Use a `LinearLayout` as child layout.
3. Add a `TextView` in all activities in the `LinearLayout`.
4. In the `TextView`, display the activity number of each activity (e.g. `FirstActivity`, `SecondActivity`, `ThirdActivity`)
5. In the first activity, add a `PlainText` view to allow user text input.
6. In the first activity, add a `Button` view with a text that displays “Go to Second Activity”
7. In the second activity, add a `Button` view with a text that displays “Go to Third Activity”

# Part 3: Intent

1. In the FirstActivity, create an Intent object to go to the SecondActivity.
2. Use putExtra to pass the text in the PlainText view to the SecondActivity.
3. In the SecondActivity, use getExtra to retrieve the text input from the FirstActivity.
4. In the SecondActivity, add a TextView to display the text input from the FirstActivity.
5. In the SecondActivity, use putExtra to pass text displayed in the TextView to the ThirdActivity.
6. In the ThirdActivity, use getExtra to retrieve the text input from the SecondActivity.
7. In the ThirdActivity, add a TextView to display the text input from the SecondActivity.
8. In the ThirdActivity, add a GitHub button to
9. In the ThirdActivity, use implicit intent to go to your GitHub profile.