



Android Programming

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Intent

- An Intent is a messaging object you can use to request an action from another app component. Although intents facilitate communication between components in several ways, there are three fundamental use cases:

1. Starting an activity

- An Activity represents a single screen in an app. You can start a new instance of an Activity by passing an Intent to `startActivity()`.

2. Starting an service

- You can start a service to perform a one-time operation (such as downloading a file) by passing an Intent to `startService()`.

3. Delivering a Broadcast

- You can deliver a broadcast to other apps by passing an Intent to `sendBroadcast()` or `sendOrderedBroadcast()`.



Types of Intent

- **Explicit Intent**

- specify which application will satisfy the intent, by supplying either the target app's package name or a fully-qualified component class name.
- We will typically use an explicit intent to start a component in our own app, because we know the class name of the activity or service you want to start.

- **Implicit Intent**

- do not name a specific component, but instead declare a general action to perform, which allows a component from another app to handle it.
- These intents check for the intent-filters declared in the manifest file.



Intent Filter

- Each intent filter specifies the type of intents it accepts based on the intent's action, data, and category.
- Each intent filter is defined by an `<intent-filter>` element in the app's manifest file, nested in the corresponding app component (such as an `<activity>` element).
- Inside the `<intent-filter>`, you can specify the type of intents to accept using one or more of these three elements:

1. `<action>`

- Declares the intent action accepted, in the name attribute. The value must be the literal string value of an action, not the class constant.

2. `<data>`

- Declares the type of data accepted, using one or more attributes that specify various aspects of the data URI (scheme, host, port, path) and MIME type.

3. `<category>`

- Declares the intent category accepted, in the name attribute. The value must be the literal string value of an action, not the class constant.





Thank you!

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