**Learning Outcomes**

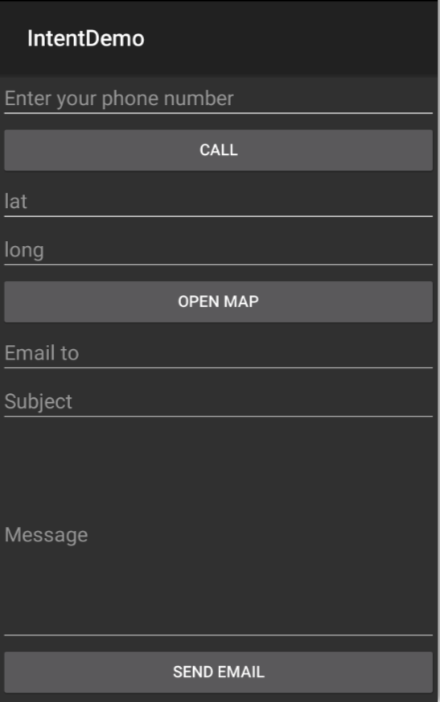
1. Adding Tab Layout
2. Understanding Intents
3. Webview and Options Menu

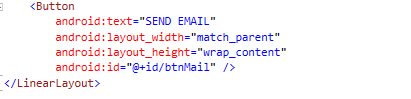
**Intents**

An Intent is an abstract concept for some sort of operation that should be performed in the Android OS. It's often used to launch external applications with the *intent* to do something, such as make a phone call, display a web page, or map an address. As such, an Intent generally has two pieces of information associated with it; first, what the intent is (as in make a phone call), and second, what data does the intent need (such as a phone number) to perform the intention.

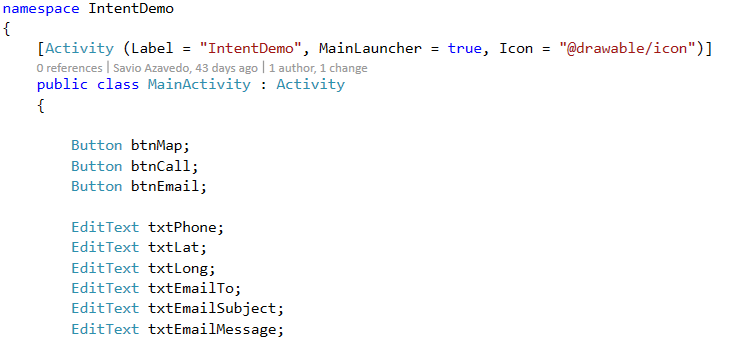
**Intent Example**

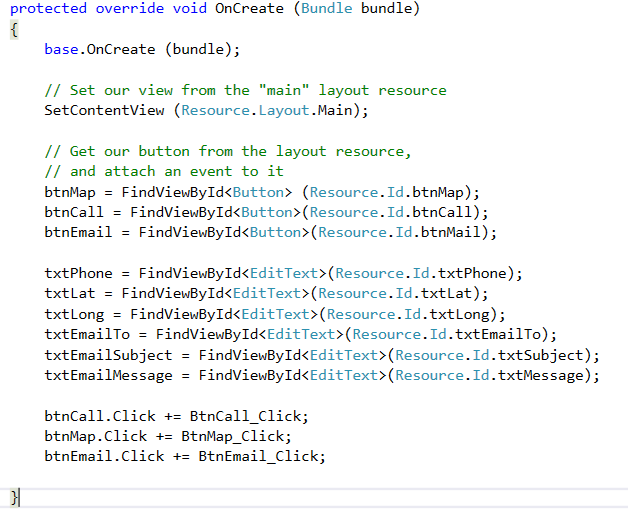
Design a layout as shown in the diagram

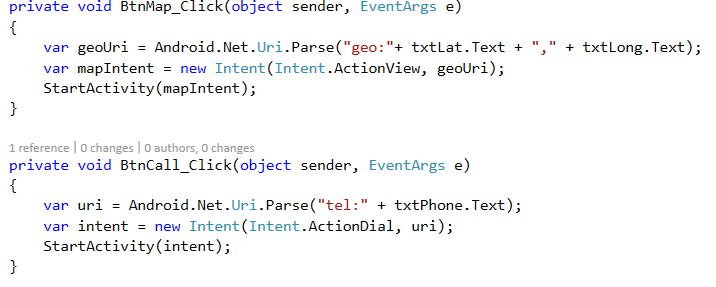


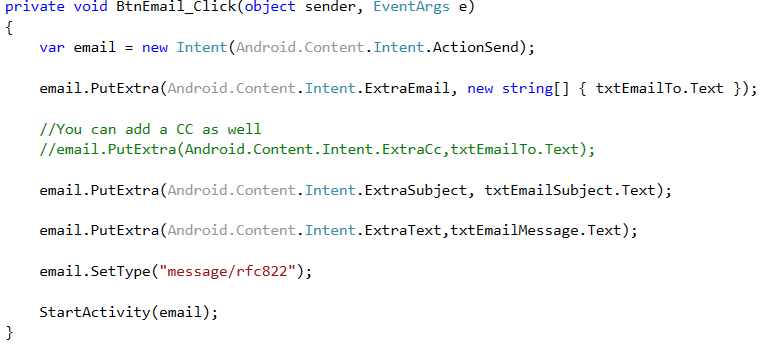


**MainActivity.cs**



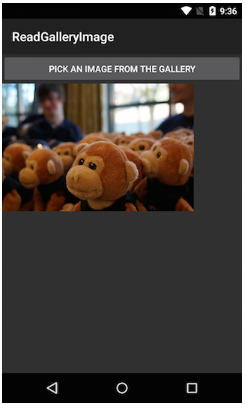




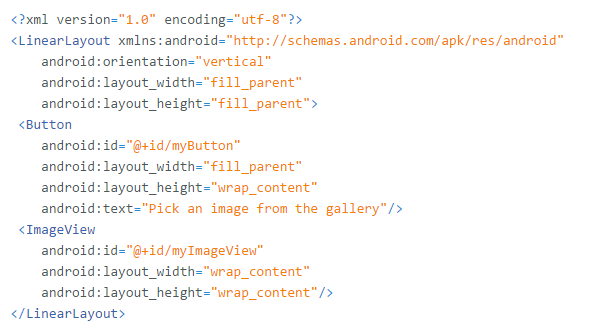


Read Image from a gallery using Intents and show it in an Image View (Xamarin Recipe)

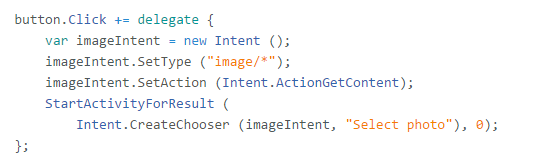
[**https://developer.xamarin.com/recipes/android/data/files/selecting\_a\_gallery\_image/**](https://developer.xamarin.com/recipes/android/data/files/selecting_a_gallery_image/)

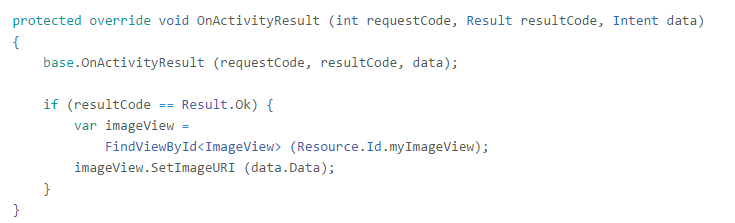


Add an ImageView to Main.axml:



In an Activity subclass, create an Intent with a MIME type set to "image/\*” and an action set to ActionGetContent. Pass the intent to a StartActivityForResult method call

Override OnActivityResult and set the image Uri of the ImageView to the Uri of the selected image.

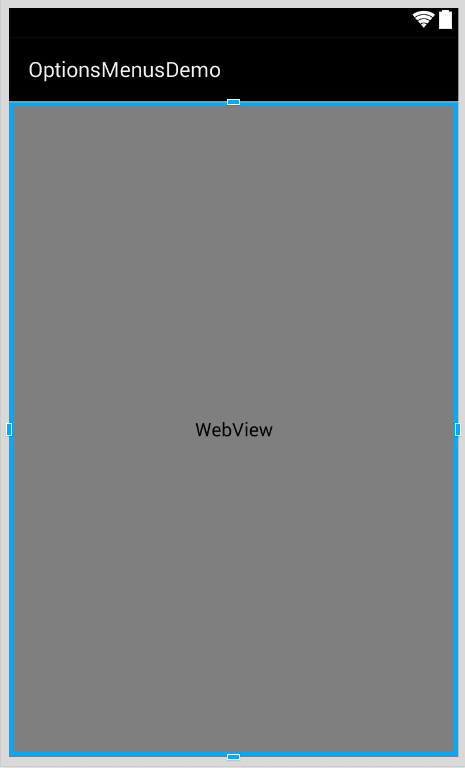


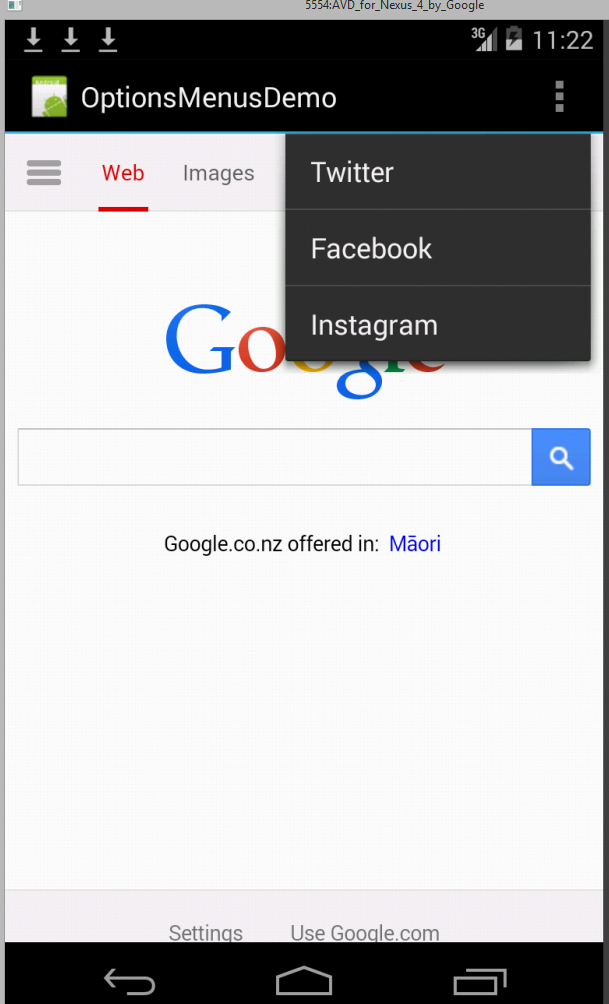
**Options Menu Demo**

The [options menu](https://developer.android.com/guide/topics/ui/menus.html#options-menu) is the primary collection of menu items for an activity. It's where you should place actions that have a global impact on the app, such as "Search," "Compose email," and "Settings."

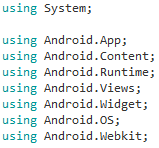
Design a layout as shown below.

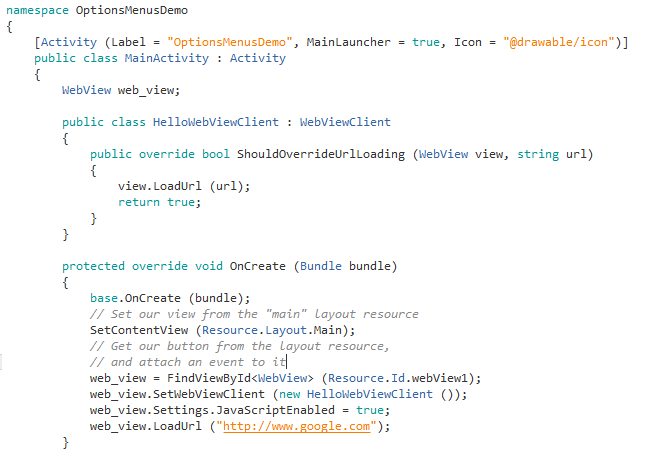
**Insert a full screen WebView.**





**MainActivity.cs**







**Tab Layout**

A TabLayout is for displaying more than one view in a single view. The TabLayout works on selected tab. if the tab is selected, the respective view for it would be displayed.

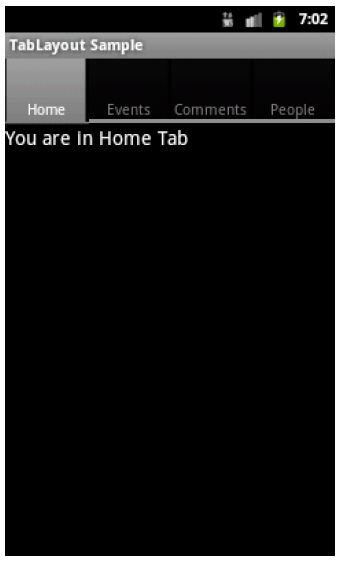
**TabActivity**

A TabLayout could be achieved by using the TabActivity. In this example we would see four tabs such as Home, Events, People and Comments.

For each Tab, we need to have a Layout, an Activity.

If we want to add 4 tabs we need to add 4 layout files and 4 activities.

So let’s get started.



**Add four layout files**

****

The above Layout folder consists of all the above mentioned Layouts. For demo purpose each Layout has a TextView encapsulated inside a LinearLayout.

**Add four Activities**

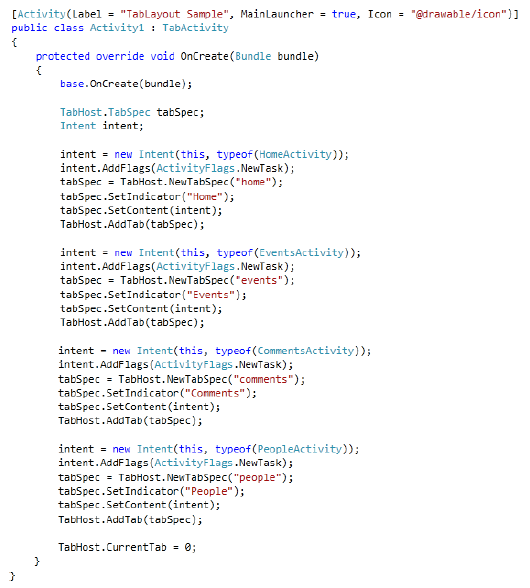
****

****

****

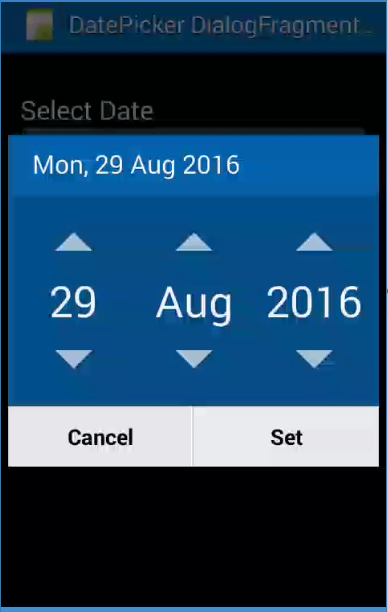
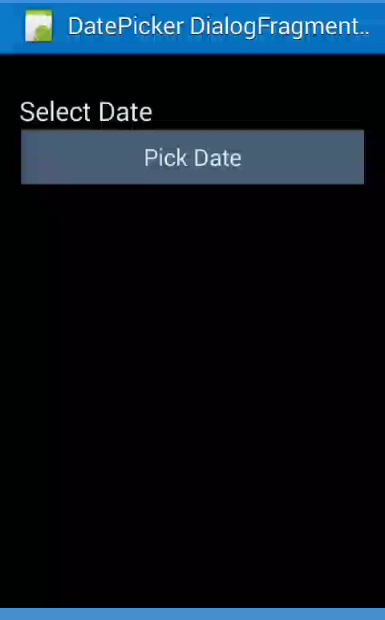
****

**In the MainActivity.cs**

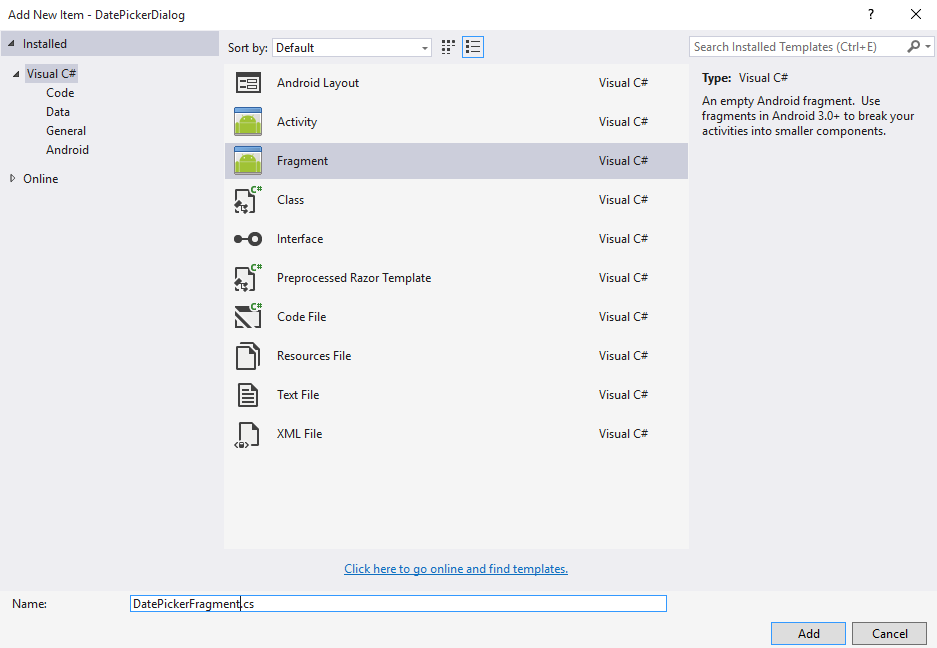


**Android Date-time Pickers**

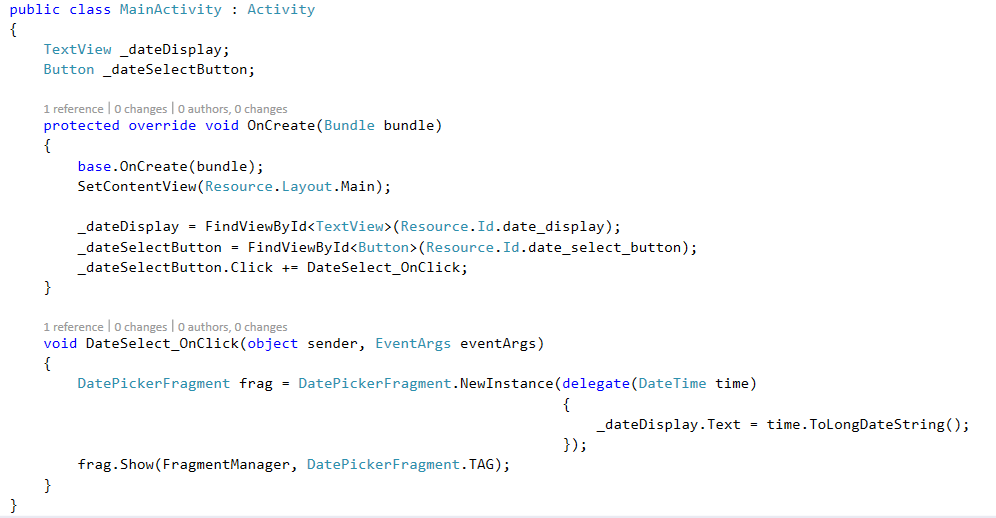
[**https://developer.xamarin.com/guides/android/user\_interface/date\_picker/**](https://developer.xamarin.com/guides/android/user_interface/date_picker/)



This guide will display DatePickerDialog, wrapped in a DialogFragment. A fragment is a dialog window that displays on top of an Activity Window. Add a new Item and select Fragment.

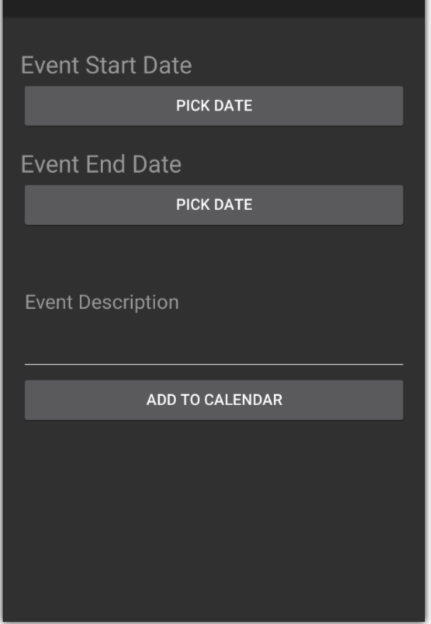




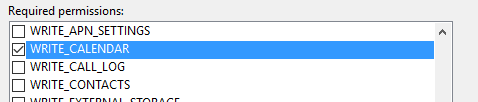


**Exercise**

Adding events to the Android Calendar



Need permissions to write to a calendar



Search for code to add an event to a calendar