**Learning Outcomes**

1. Activity Lifecycle
2. Multiple Activities
3. Using Intents to pass data to other activities

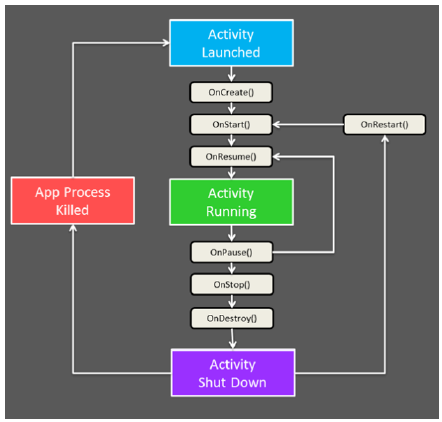
**Activity Lifecycle**

Activity is a programming concept specific for Android development. Activities are building blocks of and Android Application. The Activity can persist in many states. When there is a change in state the appropriate life cycle event is called.

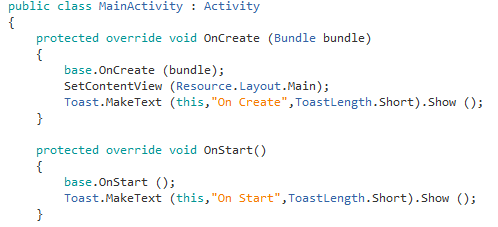
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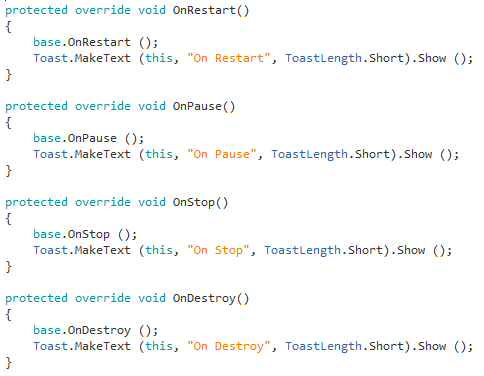
As you see in the above image, an Activity starts when user opens the Activity. An Activity can be in two modes where user can’t see it. The two modes are Pause and Background. In Paused mode the Activity starts from where it left. In Background mode, the activity keeps running but not paused.

Finally the Activity can be stopped and this is the end of Activity.



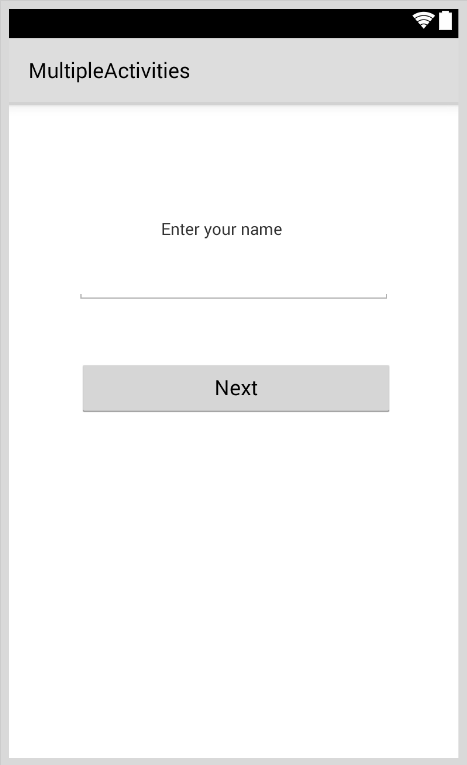
Create an Android application and name it ActivityLifeCycle and write down the following methods.



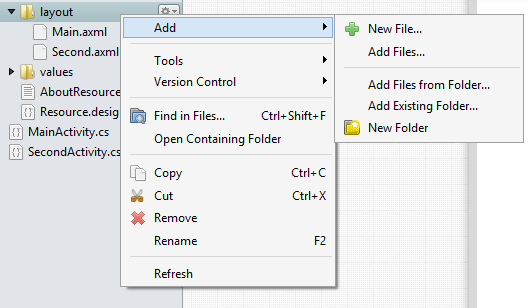


**Multiple Activities**

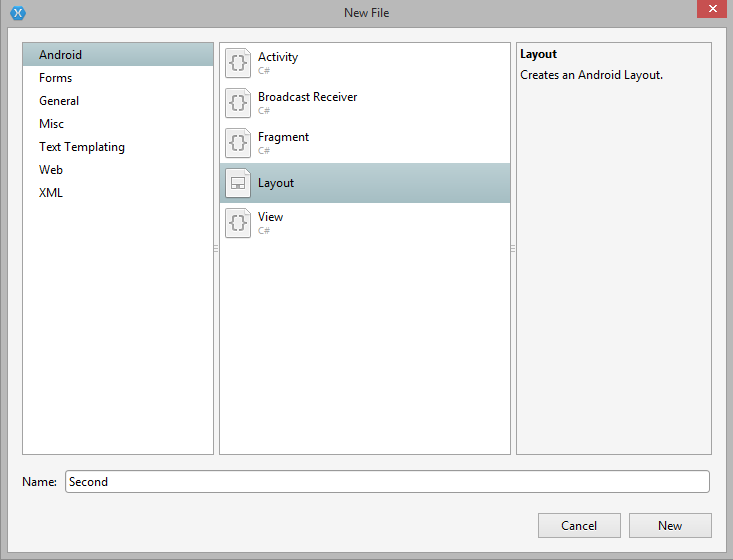
An Android app can contain multiple activities. Design a main activity as shown below.



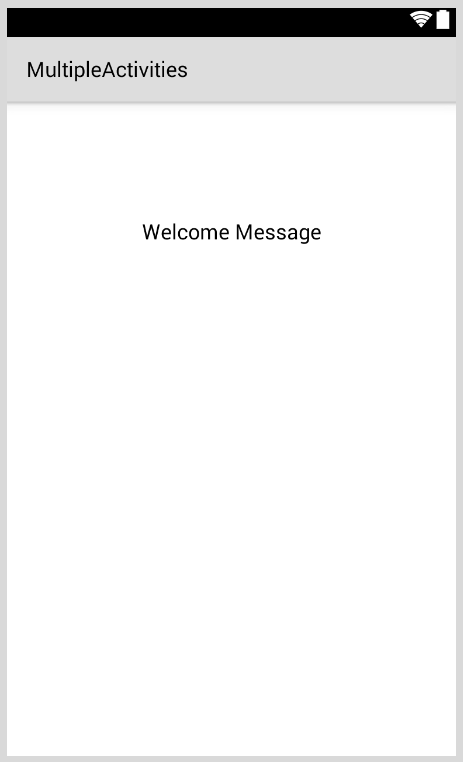
To add another activity, Right click on Layout -> Add New File



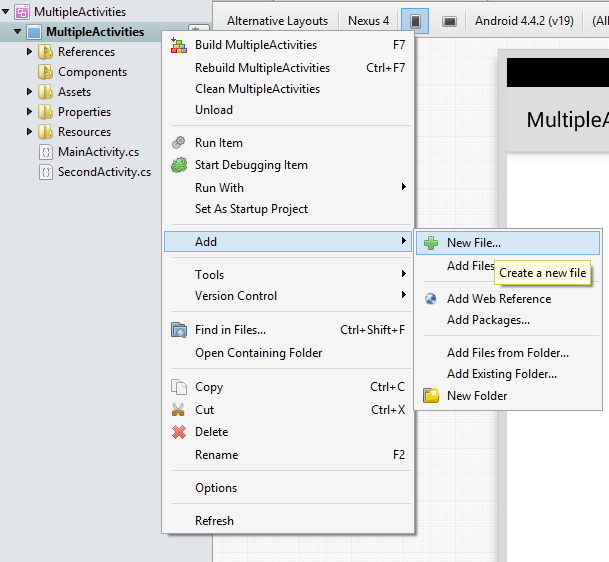
Click on the layout and give a name

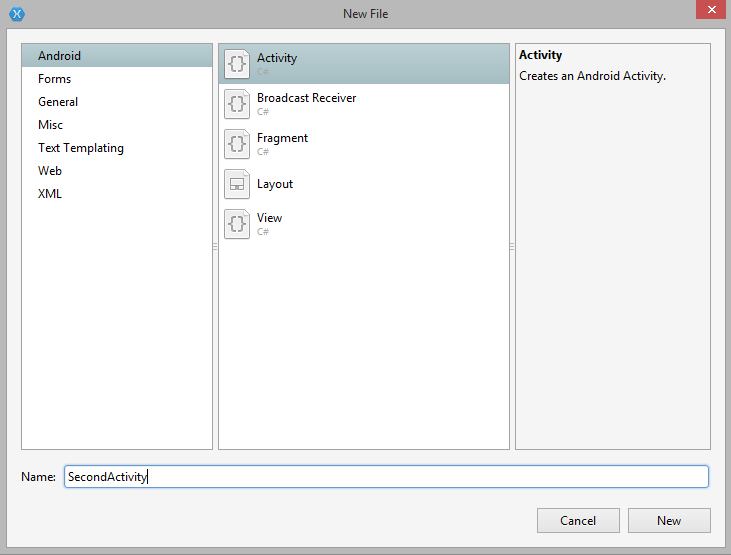


Design the second layout as shown below.

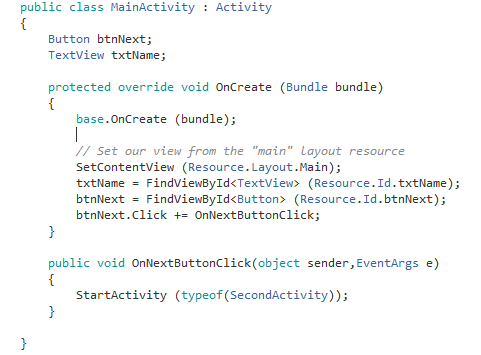


To add the source code file for the layout just created.

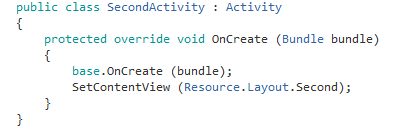




**MainActivity.cs**

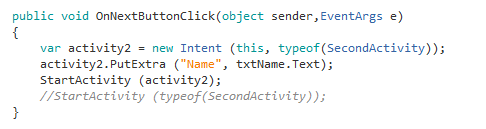


**SecondActivity.cs**

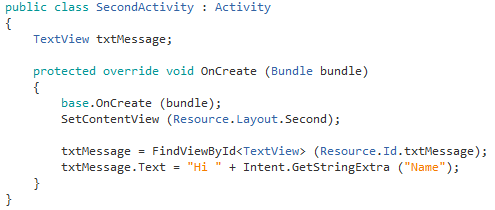


**Passing Data from One Activity to another using Intents**

In **MainActivity.cs** write the following code



**Modify your SecondActivity.cs**



**Exercise**

**Hamilton Zoo** requires a simple app that has multiple screens, the home page shows today’s events, the contact page gives the phone number, address and the hour’s page gives the opening hours of the zoo.

**UI Screen**