

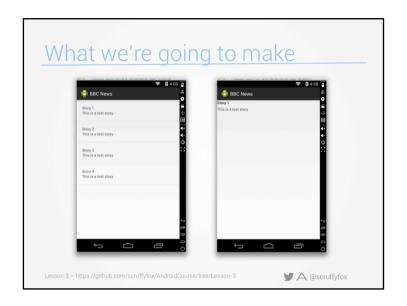
Introduction

- All code and presentation slides can be found over at https://github.com/ scruffyfox/AndroidCourse
- Twitter/app.net/github: @scruffyfox
- http://(blog.)callumtaylor.net

Lesson 3 - https://github.com/scruffyfox/AndroidCourse/tree/Lesson-3







This is what we're going to make today

It might not look like much, but there's a lot of stuff we'll be covering that's not UI based

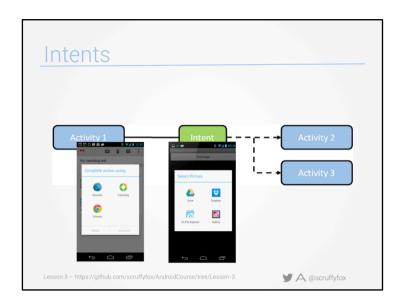
What we're going to make

- Models
- Refactoring code
- Serializable
- Passing data from one activity to another

Lesson 3 - https://github.com/scruffyfox/AndroidCourse/tree/Lesson-3



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The way activities work in android is by using intents.

Intents is like a middle man between a transaction which deals with passing data from one activity to another, starting an activity that doesn't belong to your app, or prompting the user to complete a specific action such as share