

### **Generate Random Number:**

```
randomNumber = Random.nextInt(101) // This code generates random numbers  
between 0 and 100.
```

### **Launching an Activity and Passing Data via Intent:**

```
val intent = Intent(this@GuessActivity, ResultActivity::class.java) //  
create a new Intent to launch the ResultActivity
```

```
intent.putExtra("result", true) // add a boolean extra "result" to the Intent  
With true and false we can do different operations in ResultActivity.  
If the data we send is true, another action can be taken, if false,  
another action can be taken.
```

```
finish() // have to delete it from backstack because we can't go back again  
The finish() method is called to remove the GuessActivity from the  
activity stack because the user is not supposed to go back to this  
activity once the result is shown.
```

```
startActivity(intent) // start the ResultActivity with the Intent
```

```
return@setOnClickListener // The following codes will not work.  
This statement is used to exit the click listener function and prevent any  
further code from being executed in response to the button click.
```