

Exercise #4

Mobile Device Development

Intents

Due: 10/6/2020@11:59pm

Calling Applications using Intents

In this assignment you will be implementing an application that has 2 buttons:

- Web browser
- Making Calls

The main Activity for this application is called ActivityLoaderActivity. It should display two Buttons, one labeled “Web Browser” and one labeled “Making Calls.”

When the user clicks on the “Web Browser” Button, the ActivityLoaderActivity will create an Intent, and then use it to implicitly activate a separate application to view the URL, [“http://www.amazon.com”](http://www.amazon.com). Because multiple applications may be able to handle this Intent, ActivityLoaderActivity will create and display an App Chooser, allowing the user to select the specific application to handle the Intent. For this assignment, the Chooser should display two choices: Android’s built-in Browser and a separate application you’ve created called MyBrowser. To create an App Chooser, start by creating an initial Intent to view a webpage, (as part of this process you’ll need to use the Uri class’ parse() method). Then, create a second Intent, based on the first one, by calling the Intent class’ createChooser() method. Finally, start a new Activity using this second Intent. See <http://developer.android.com/training/basics/intents/sending.html> for more information about creating chooser Intents.

If the user selects the Android Browser from this chooser dialog, then that application will open and display the webpage at the given URL. If the user instead selects the MyBrowser application, then that application will open and simply display the text of the URL in a TextView.

The Make call button launches the dialer, shows phone number: +194912344444 and waits for user action.

Submission

1. Push your project directory along with the source to remote bitbucket repository by the due date.
2. Invite and share your project repository the Grader (yan.chen01@sjsu.edu) and Instructor (ramin.moazeni@sjsu.edu).
3. Submit a Readme.pdf to Canvas including your name, repository access link, instructions to run your program (if any), snapshot of your running program
4. Your project directory will be graded according to the state your project directory was in at due time when fetched.



