Task 5.2P

Food Parcels

1. Enhancing Our Favourite Foods

Code Snippet – How the Parcelable protocol has been used – and why it's needed!

The Parcelable protocol is used to make the custom Image class use a common means of moving from activity to activity. In other words, it may do its own thing, but it implements 'parcelable' so that other classes don't need to create their own unique means of handling this class.
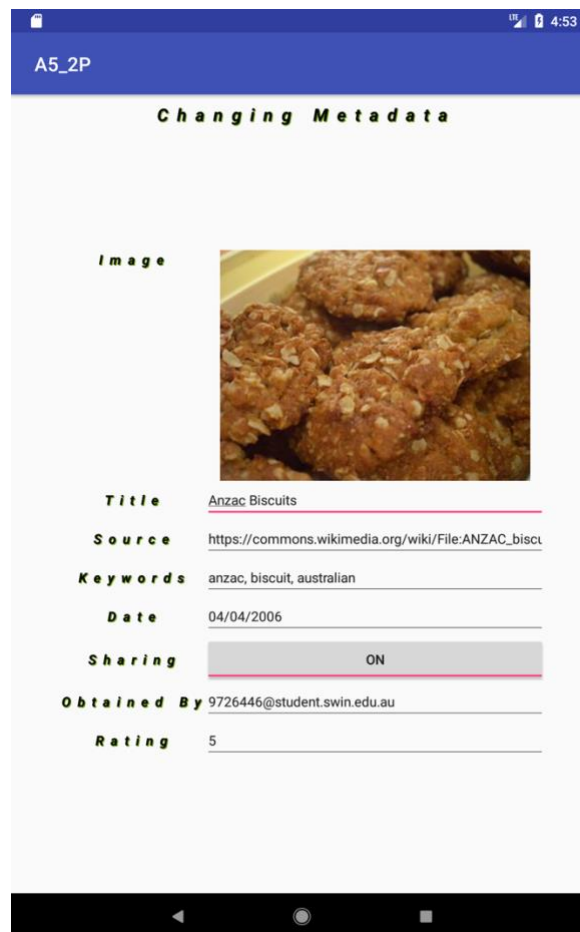
```java
/**
 * Parcel Constructor (& packer!)
 * @param p Parcel built by another Image.
 */
public Image (Parcel p){
    resourceID = p.readInt();
    metadata = p.createStringArray();
    shared = p.readInt() == 1;
}
public void writeToParcel (Parcel parcel, int i){
    parcel.writeInt(resourceID);
    parcel.writeStringArray(metadata);
    parcel.writeInt(shared ? 1 : 0);
}
```

In addition to the normal constructor, an additional one for when it's sent as a 'Parcel' is created. Below that, a means for sending the object as a 'Parcel' is specified.

```xml
<style name="MetaLabel" parent="AppTheme">
    <item name="android:textStyle">bold|italic</item>
    <item name="android:textAlignment">center</item>
    <item name="android:textColor">@android:color/black</item>
    <item name="android:shadowColor">@android:color/holo_green_dark</item>
    <item name="android:shadowDx">2</item>
    <item name="android:shadowDy">2</item>
    <item name="android:shadowRadius">0.1</item>
    <item name="android:letterSpacing">0.5</item>
    <item name="android:textAllCaps">false</item>
</style>
```

Styles are specified in styles.xml
While they can be used to good effect with proper thought…

…If you just go charging in with what seems interesting, the effect isn't quite so dazzling.