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Q1(a) (a) How to use Intents in Android Mobile Phones.

In Android Application Development, the Android App Mobile Network stack, which stores the data in a database called SQLite. Android comes with a powerful set of tools for developing Android Applications, including Intents, Broadcast Receivers, Content Providers, Services, Activities, Fragments, Notifications, Widgets, Location Based Services, Maps, Media and Telephony. Android Studio is the official IDE for Android application development, based on IntelliJ IDEA. Android Studio supports all Android platforms, including Android Wear, Android TV, Android Auto, and Android Things. Android Studio 3.0 Canary 1 supports Android Oreo, which includes Android Oreo APIs, Android Oreo emulator images, and other useful features for developing apps for Android Oreo devices and creating a Android Oreo Content to Share for communication from other Activities.

1. Activities — represents single screen with a user interface.
2. Intent Intent — represents the intent to perform an action.
3. Intent Service — represents an Activity for Intent Service.
4. Intent Receiver — represents an Broadcast Receiver for Intent Receiver.
5. Content Provider — provides the content Provider for Intent Receiver.
6. Fragments — represents a portion of user interface in an Activity.

All of the Android APIs are bundled in the Android Android Application Package, classes and interfaces, but are required to make Android communicate:

1. Activities — represents single screen with a user interface, using this you can develop Android Activities and using list of Intent Intent Intent