

Q2] Create an application which contain single button when a user click on button Display a Toast with message "Contact Deleted".

Answer

activity-main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
```

<Button

```
    android:id="@+id/button1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentLeft="true"
    android:onClick="onClick"
    android:text="Click">
```

tools:ignore="onClick" />

</android.support.constraint.ConstraintLayout>

### Main Activity.java

```
Package org.Delect.Contact ;  
import android.support.v7.app.AppCompatActivity;  
import android.os.Bundle ;  
import android.view.view ;  
import android.widget.widget.Button ;  
import android.widget.widget.Target ;  
public class MainActivity extends AppCompatActivity {  
    Button btn ;  
    @ override  
    protected void onCreate (Bundle savedInstanceState) {  
        super.onCreate (saveInstanceState) ;  
        setContentView (R.layout.activity_main) ;  
    }  
}
```



```
Button btn = (Button) findViewById(  
R.id.Button01);
```

but

```
btn.setOnClickListener(new View.OnClickListener() {
```

@ override

```
public void onClick (View v)
```

```
{
```

```
Toast.makeText(getApplicationContext(),
```

```
"Contact deleted",
```

```
Toast.LENGTH_SHORT)
```

```
.show();
```

```
}
```

```
});
```

```
}
```

```
}
```

Q3] What is intent in Android?

Answer In ~~Android~~ Android it is quite usual for user to witness a jump from one application to another as a part of the whole process for example searching for a location on the browser and witnessing a direct jump into google maps. The process of taking user from one ~~location~~ to application to another is achieved by passing intent to the system.

Intents could be implicit for instance calling intended action and explicit as well ~~say~~ such as opening another activity after some operations like onClick or anything else.