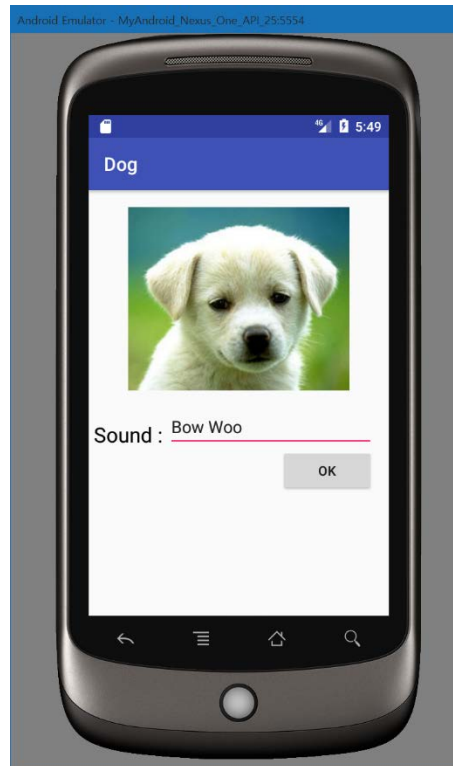




android



Android Intent 구현

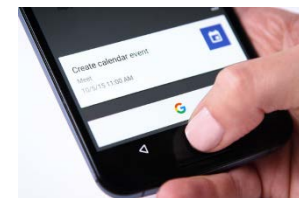
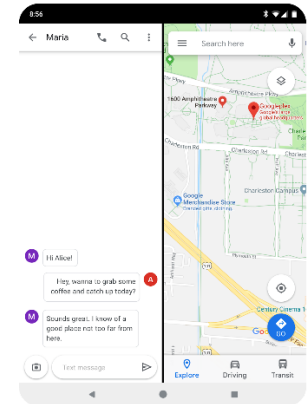
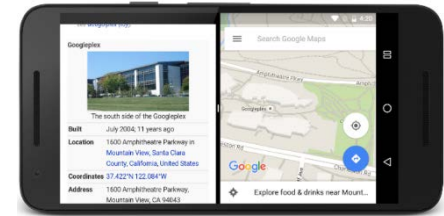




학습 목표

■ 교육 목표

- ❖ Activity
- ❖ Activity 구현
- ❖ Intent
- ❖ Activity 데이터 전송 구현

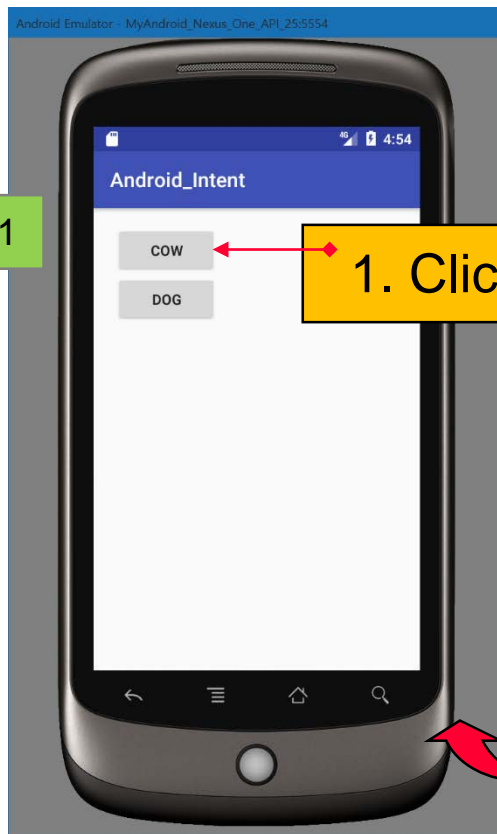


Activity

■ Activity 기능

- ❖ Application의 프리젠테이션 계층
- ❖ UI component를 화면에 표시
- ❖ Windows application의 Form과 동일 기능

Activity 1



1. Click

2. Click

Activity 2



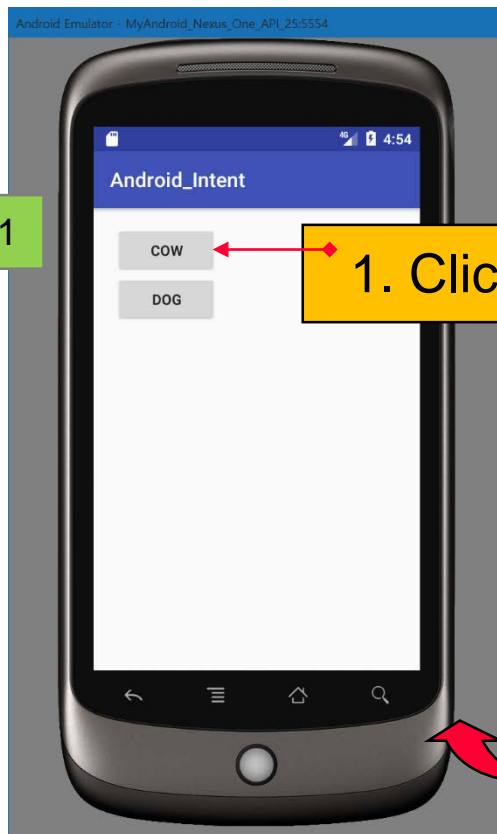
실습 1 : Activity 구현

■ Android_Intent 프로젝트 (실습 시간 : 60분)

❖ MainActivity.java 파일을 프로그래밍하여 아래 그림과 같이 구현 하시오.

◆ 단계 1 : [Cow] 버튼을 Click하면 Cow Activity 호출

Activity 1



1. Click

2. Click

Activity 2

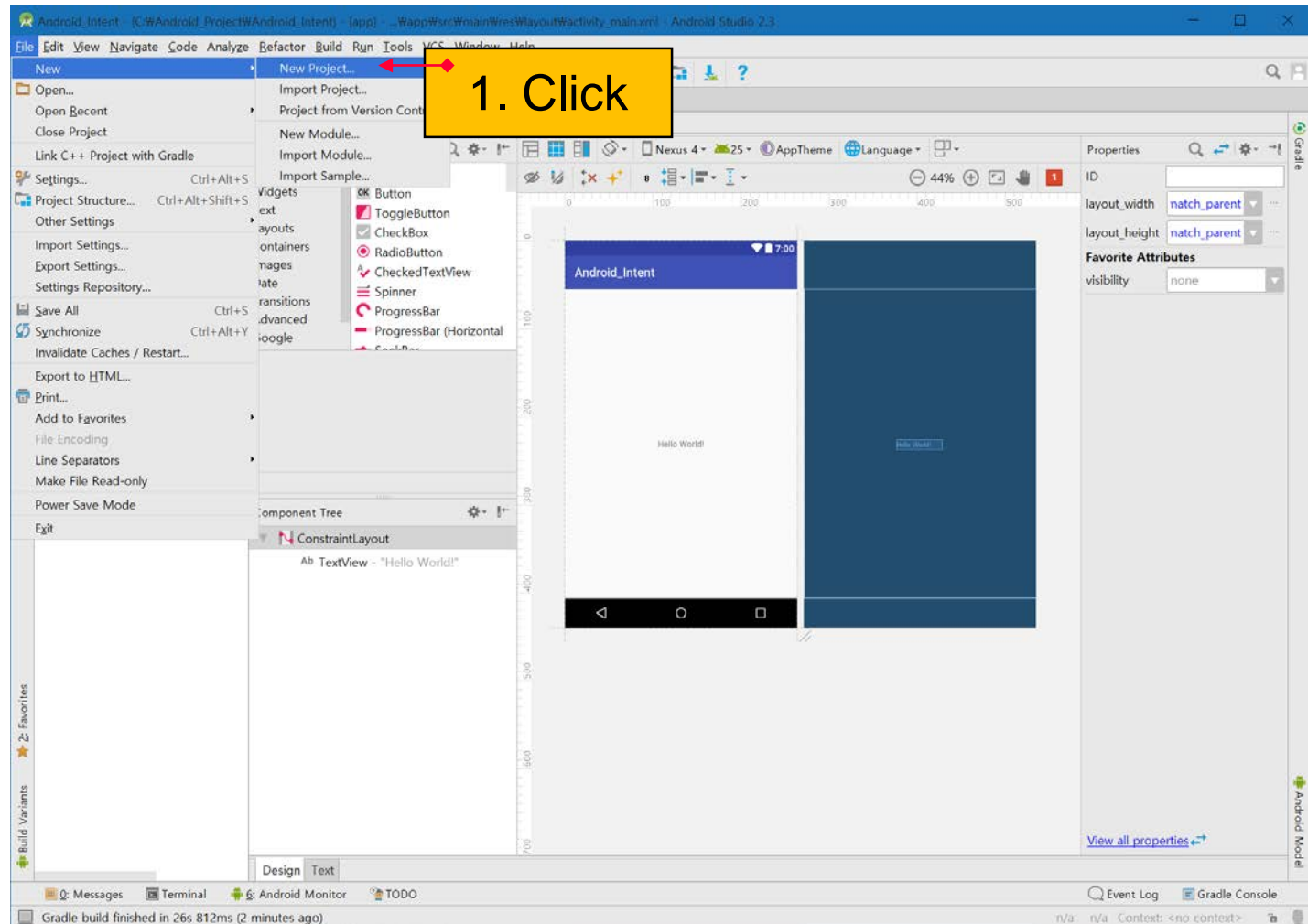




Activity 구현 (1)

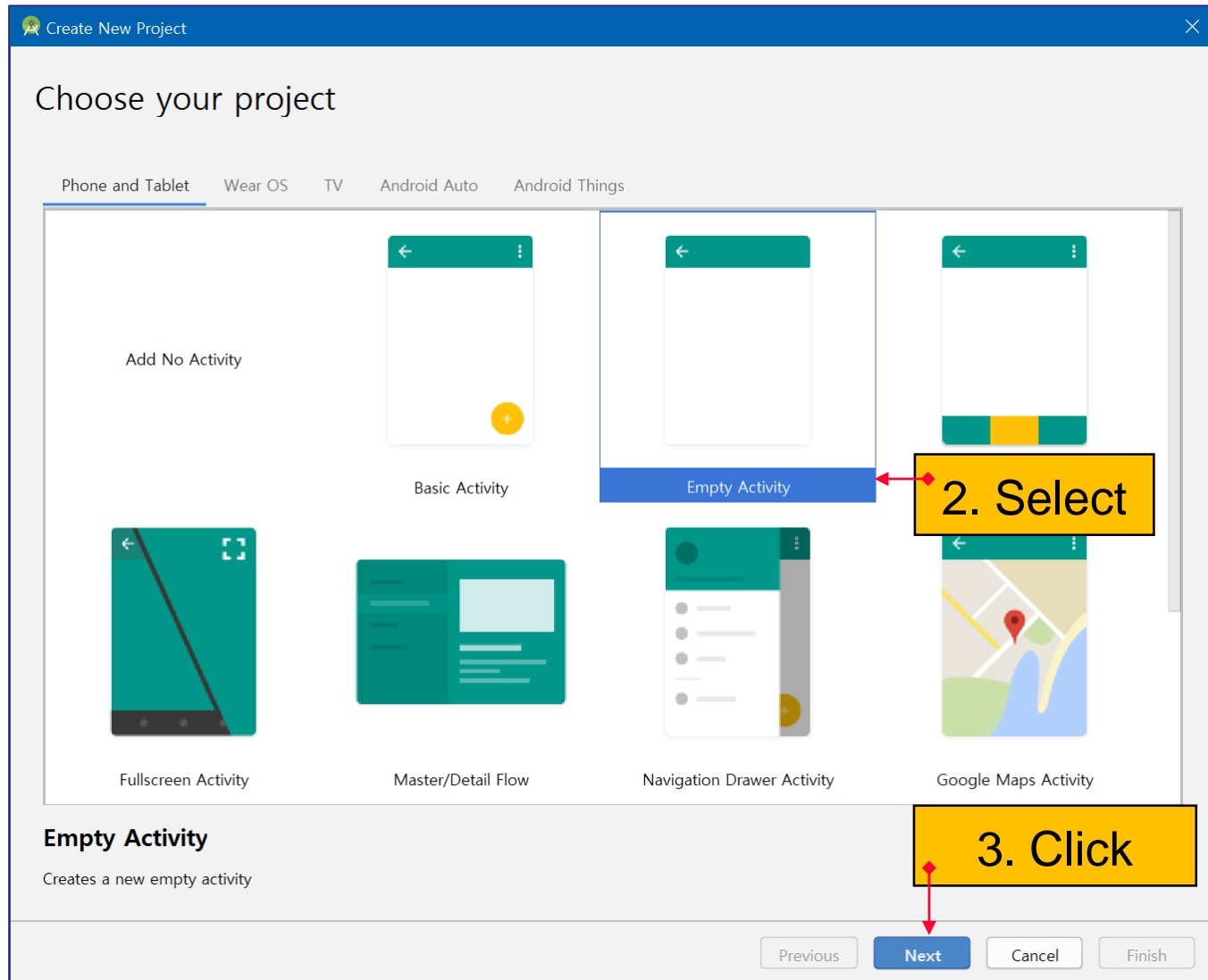
■ Android 프로젝트 생성

❖ 프로젝트 명 : Android_Intent





Activity 구현 (2)





Activity 구현 (3)

Create New Project

Configure your project

Name
Android_Intent

Package name
com.inhatc.android_intent

Save location
C:\Android_Project\Android_Intent

Language
Java

Minimum API level
API 26: Android 8.0 (Oreo)

☐ This project will support instant apps

☐ Use AndroidX artifacts

Previous Next Cancel Finish

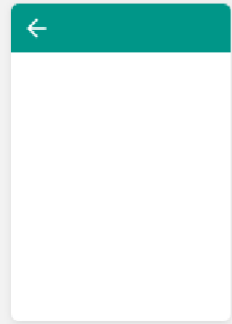
4. Input "Android_Intent"

5. Input "com.inhatc.android_intent"

6. Select

7. Select

8. Click



Empty Activity

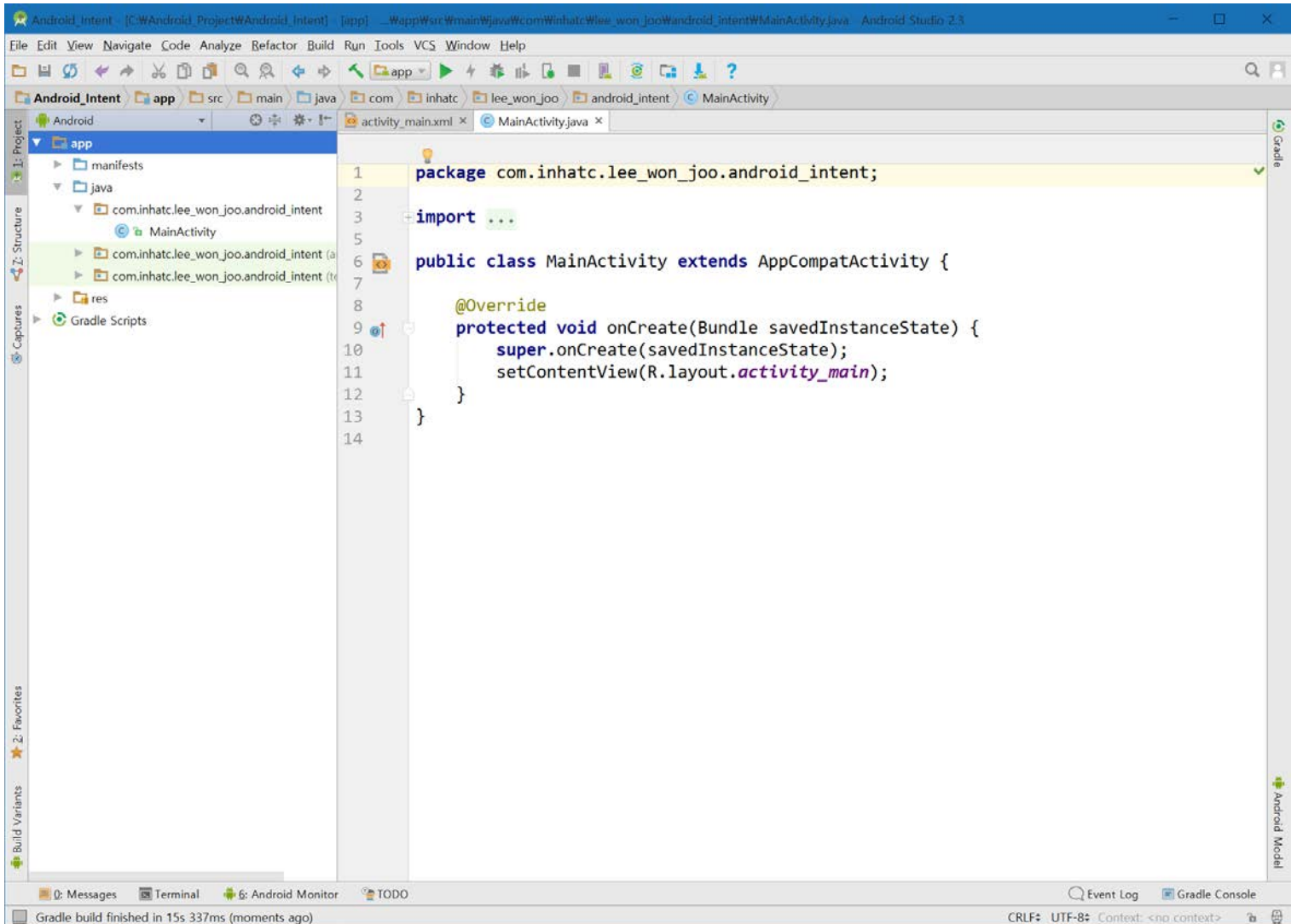
Creates a new empty activity





Activity 구현 (4)

❖ Android 프로젝트 생성 완료

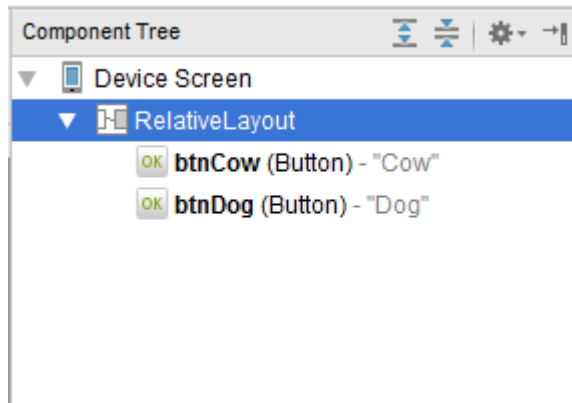




Activity 구현 (5)

■ UI 설계

❖ Activity 1





Activity 구현 (6)

❖ TextView 삭제

9. 마우스
오른쪽 버튼 Click

10. Click

Android Studio 2.3 interface showing the deletion of a TextView from a layout.

Component Tree: ConstraintLayout > TextView - "Hello World!"

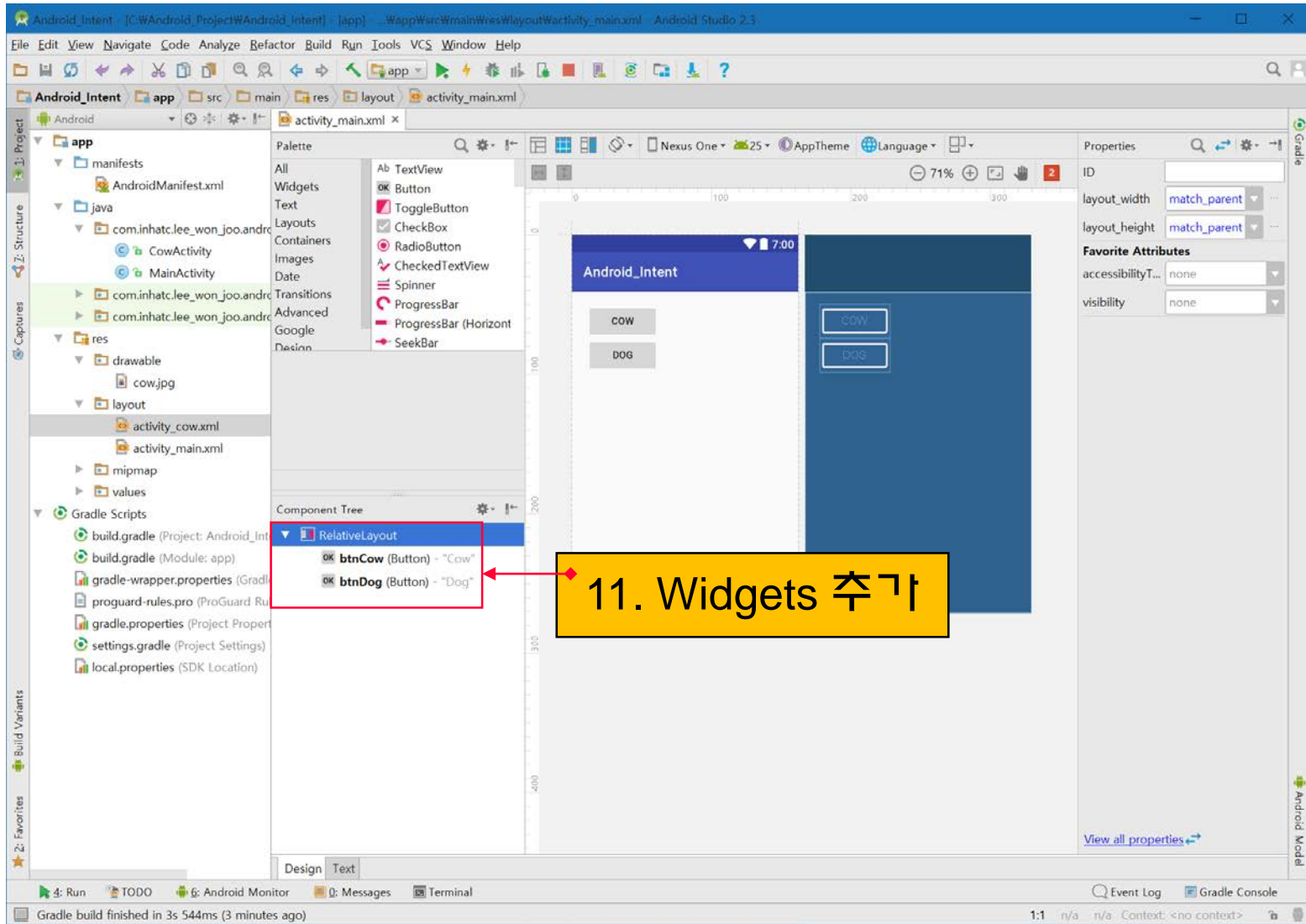
Context Menu: Cut, Copy, Paste, Delete, Select, Morphing, Save Screenshot..., Refactor, Go To Declaration

Properties Panel: ID, layout_width, layout_height, text, contentDesc..., textAppearance, Favorite Attributes, visibility



Activity 구현 (7)

❖ Button1, 2 추가





Activity 구현 (8)

❖ Button1, Button2 속성 지정

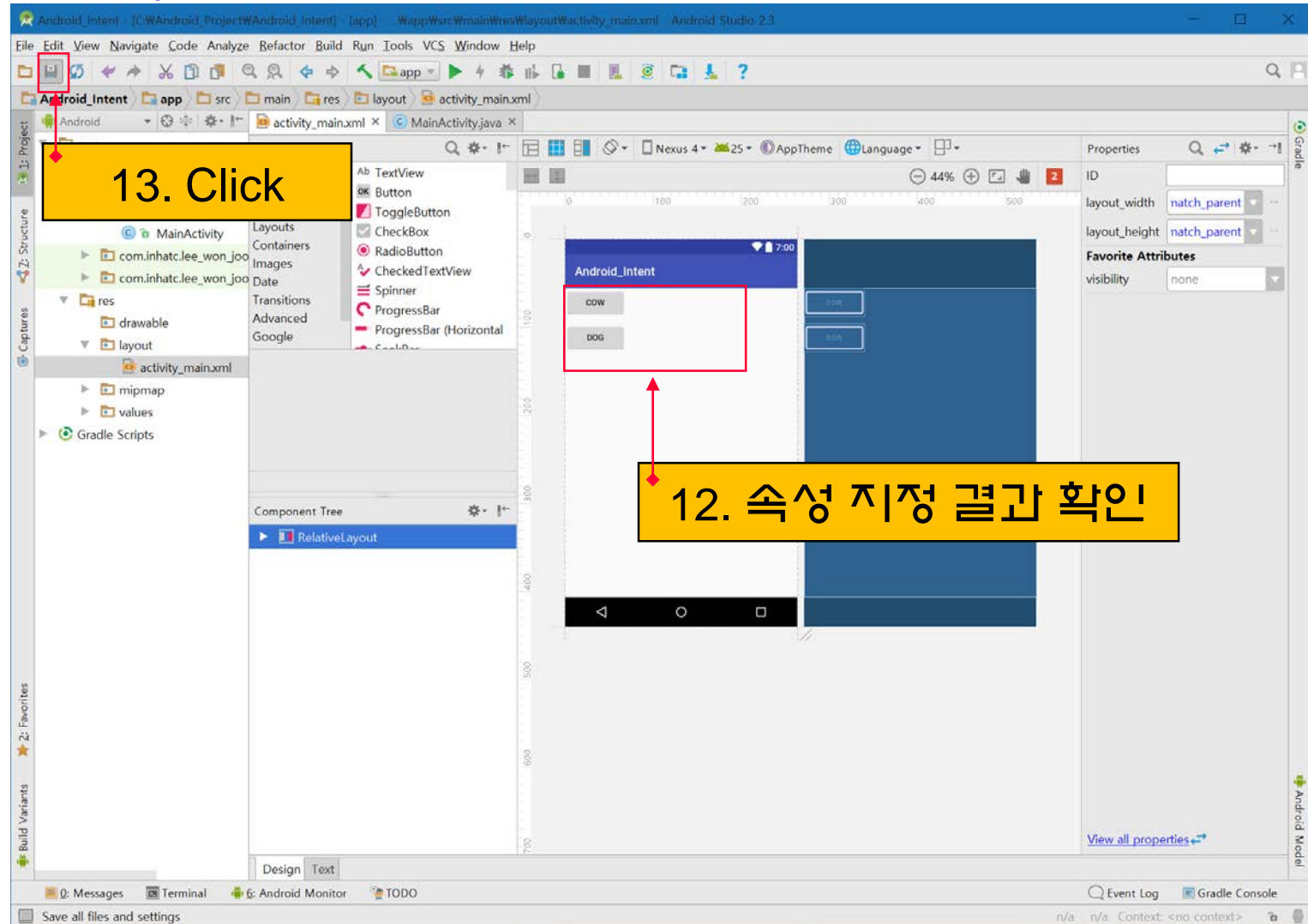
컨트롤	속성 지정
Button1	<ul style="list-style-type: none">• android:id="@+id/btnCow"• android:layout_width="wrap_content"• android:layout_height="wrap_content"• android:layout_alignParentStart="true"• android:layout_alignParentTop="true"• android:width="100dip"• android:text="Cow"
Button2	<ul style="list-style-type: none">• android:id="@+id/btnDog"• android:layout_width="wrap_content"• android:layout_height="wrap_content"• android:layout_alignParentStart="true"• android:layout_alignParentTop="true"• android:layout_marginTop="58dp"• android:width="100dip"• android:text="Dog"





Activity 구현 (9)

❖ activity_main.xml 저장

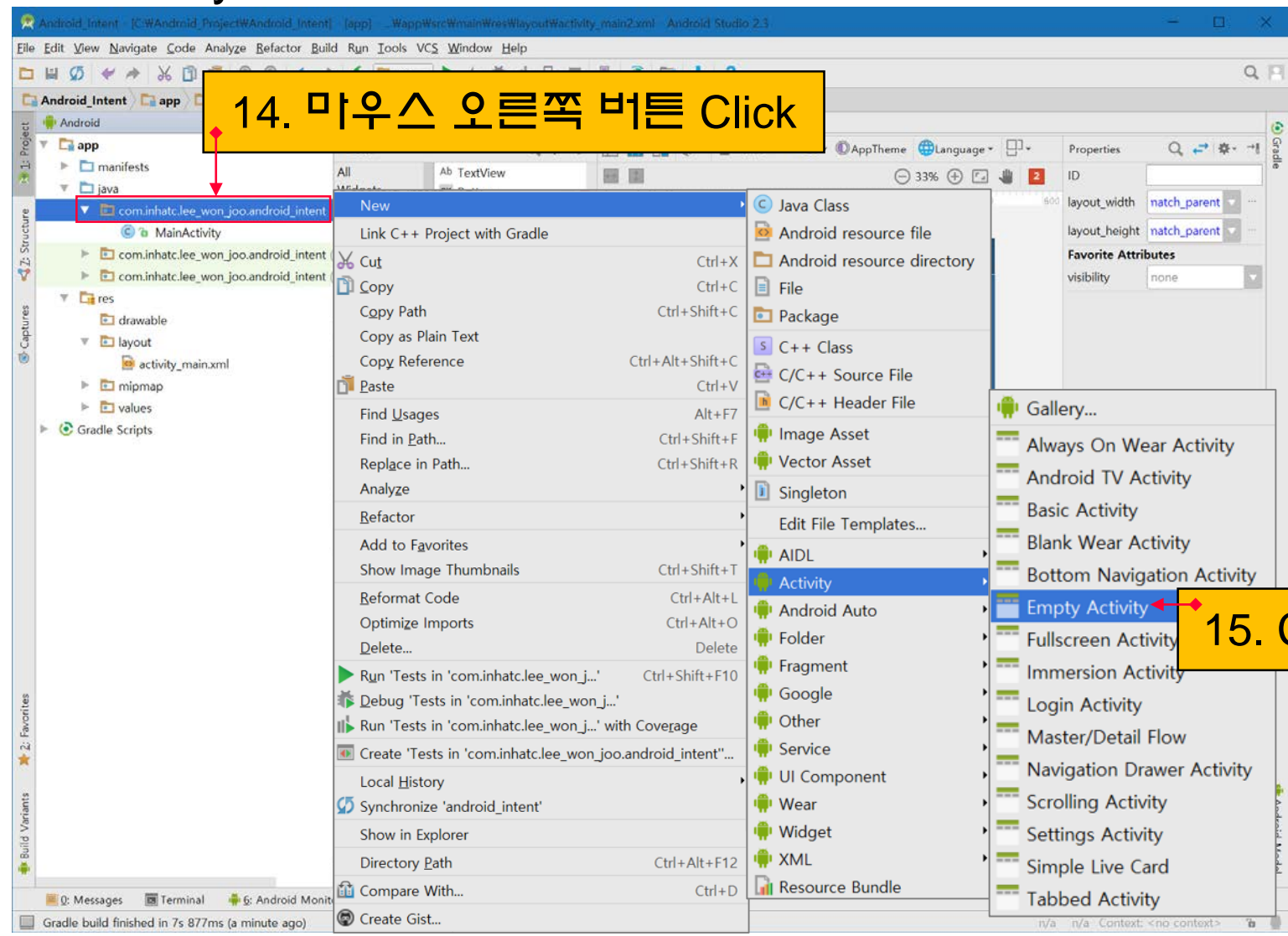




Activity 구현 (10)

Activity 추가

14. 마우스 오른쪽 버튼 Click



15. Click





Activity 구현 (11)

New Android Activity

Configure Activity
Android Studio

Creates a new empty activity

Activity Name:

☒ Generate Layout File

Layout Name:

☐ Launcher Activity

☒ Backwards Compatibility (AppCompat)

Package name:

The name of the activity class to create

Previous Next Cancel Finish

16. 정보 입력

17. Click

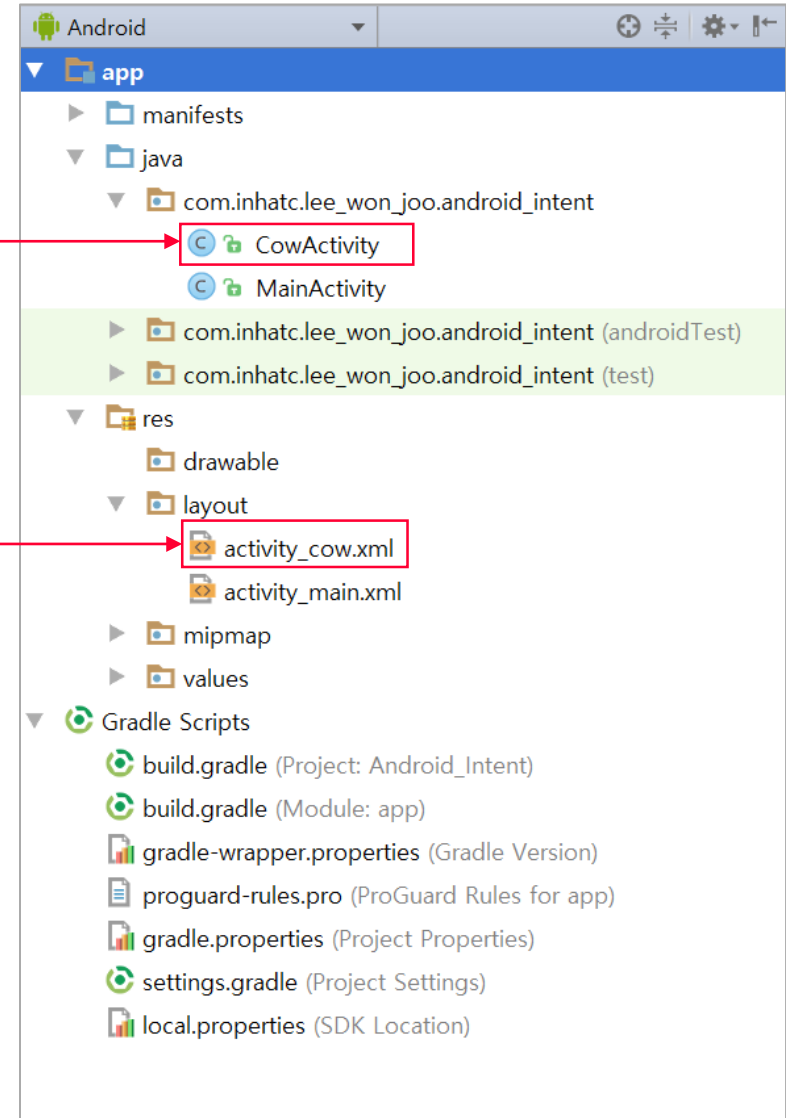


Activity 구현 (12)

- ❖ CowActivity.java 생성
- ❖ activity_cow.xml 생성

18. 파일 생성

- CowActivity.java
- activity_cow.xml

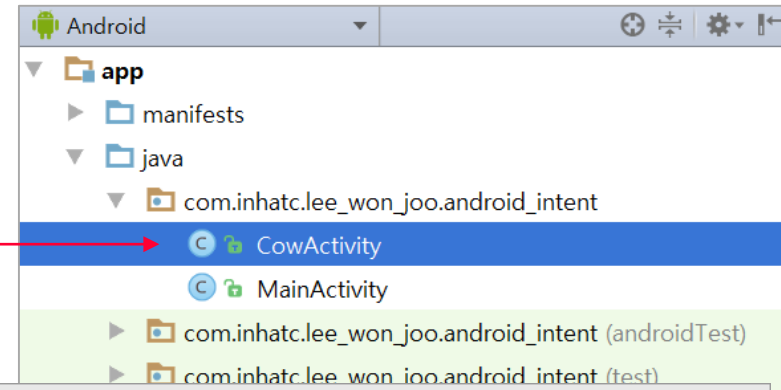




Activity 구현 (13)

❖ CowActivity.java 추가 확인

19. Cow 추가 확인



```
CowActivity.java x
1 package com.inhatc.lee_won_joo.android_intent;
2
3 import android.support.v7.app.AppCompatActivity;
4 import android.os.Bundle;
5
6 public class CowActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_cow);
12     }
13 }
14
```





Activity 구현 (14)

❖ AndroidManifest.xml 확인

AndroidManifest.xml ×

```
1  <?xml version="1.0" encoding="utf-8"?>
2  <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3    package="com.inhatec.lee_won_joo.android_intent">
4
5    <application
6      android:allowBackup="true"
7      android:icon="@mipmap/ic_launcher"
8      android:label="Android Intent"
9      android:roundIcon="@mipmap/ic_launcher_round"
10     android:supportsRtl="true"
11     android:theme="@style/AppTheme">
12       <activity android:name=".MainActivity">
13         <intent-filter>
14           <action android:name="android.intent.action.MAIN" />
15
16           <category android:name="android.intent.category.LAUNCHER" />
17         </intent-filter>
18       </activity>
19       <activity android:name=".CowActivity"
20         android:label="@string/title_activity_cow">
21     </activity>
22   </application>
23
24 </manifest>
25
```

20. CowActivity 추가 확인



Activity 구현 (15)

❖ String.xml 확인

```
strings.xml ×
Edit translations for all locales in the translations editor. Open editor Hide notification

1  <resources>
2      <string name="app_name">Android_Intent</string>
3      <string name="title_activity_cow">Cow</string>
4  </resources>
```

21. Setting "title_activity_cow"





Activity 구현 (16)

■ Intent Filter

❖ Action

- ◆ ACTION_MAIN, ACTION_VIEW, ACTION_EDIT 정의

```
public class  
IntentFilter  
  
extends Object  
implements Parcelable
```

[java.lang.Object](#)
↳ [android.content.IntentFilter](#)

❖ Data

- ◆ URI(Uniform Resource Identifier)
- ◆ Database의 data
- ◆ Type, Scheme, Authority, Path

❖ Category

- ◆ 실행할 action에 대한 추가 정보 제공

❖ 예

```
<intent-filter>  
  <action android:name="android.intent.action.VIEW" />  
  <action android:name="android.intent.action.EDIT" />  
  <action android:name="android.intent.action.PICK" />  
  <category android:name="android.intent.category.DEFAULT" />  
  <data mimeType:name="vnd.android.cursor.dir/vnd.google.note" />  
</intent-filter>
```





Activity 구현 (17)

❖ Action

Standard Activity Actions

These are the current standard actions that Intent defines for launching activities (usually through [startActivity\(Intent\)](#)). The most important, and by far most frequently used, are [ACTION_MAIN](#) and [ACTION_EDIT](#).

- [ACTION_MAIN](#)
- [ACTION_VIEW](#)
- [ACTION_ATTACH_DATA](#)
- [ACTION_EDIT](#)
- [ACTION_PICK](#)
- [ACTION_CHOOSER](#)
- [ACTION_GET_CONTENT](#)
- [ACTION_DIAL](#)
- [ACTION_CALL](#)
- [ACTION_SEND](#)
- [ACTION_SENDTO](#)
- [ACTION_ANSWER](#)
- [ACTION_INSERT](#)
- [ACTION_DELETE](#)
- [ACTION_RUN](#)
- [ACTION_SYNC](#)
- [ACTION_PICK_ACTIVITY](#)
- [ACTION_SEARCH](#)
- [ACTION_WEB_SEARCH](#)
- [ACTION_FACTORY_TEST](#)

```
public static final String ACTION_MAIN
```

Activity Action: Start as a main entry point, does not expect to receive data.

Input: nothing

Output: nothing

Constant Value: "android.intent.action.MAIN"

```
public static final String ACTION_EDIT
```

Activity Action: Provide explicit editable access to the given data.

Input: [getData\(\)](#) is URI of data to be edited.

Output: nothing.

Constant Value: "android.intent.action.EDIT"





Activity 구현 (18)

❖ Data

◆ ACTION_EDIT

- 편집할 파일의 URI 지정

◆ ACTION_CALL

- 전화할 전화번호 지정 : tel: 02-555-1234

◆ ACTION_VIEW

- 다운로드, 표현할 data의 URI 지정

◆ URI(Uniform Resource Identifier)

- scheme://host:port/path

`http://www.inhatc.ac.kr:8080/main.asp`

◆ MIME type

`<data android:mimeType="audio/music.mp3" android:scheme="http">`





Activity 구현 (19)

❖ Category

◆ Constant

Constant	Meaning
<code>CATEGORY_BROWSABLE</code>	The target activity can be safely invoked by the browser to display data referenced by a link — for example, an image or an e-mail message.
<code>CATEGORY_GADGET</code>	The activity can be embedded inside of another activity that hosts gadgets.
<code>CATEGORY_HOME</code>	The activity displays the home screen, the first screen the user sees when the device is turned on or when the HOME key is pressed.
<code>CATEGORY_LAUNCHER</code>	The activity can be the initial activity of a task and is listed in the top-level application launcher.
<code>CATEGORY_PREFERENCE</code>	The target activity is a preference panel.

◆ Method

- `addCategory()`
- `removeCategory()`
- `getCategories()`

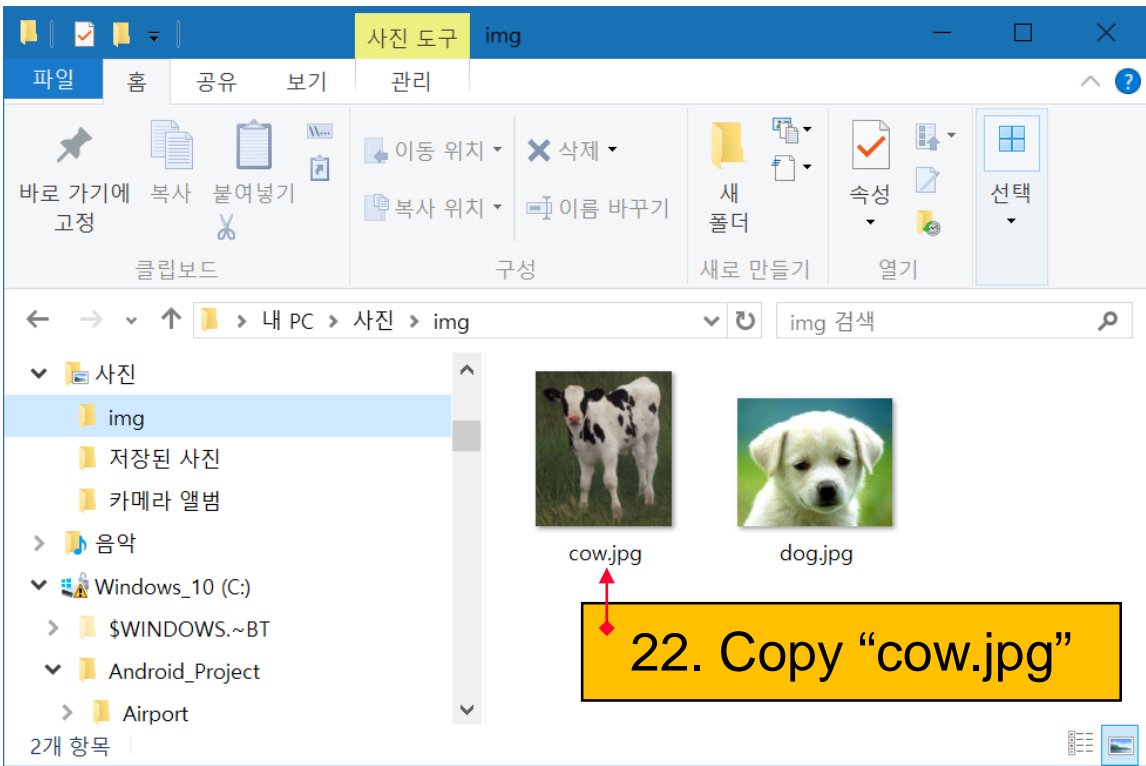




Activity 구현 (20)

❖ Image 파일 선택

◆ cow.jpg

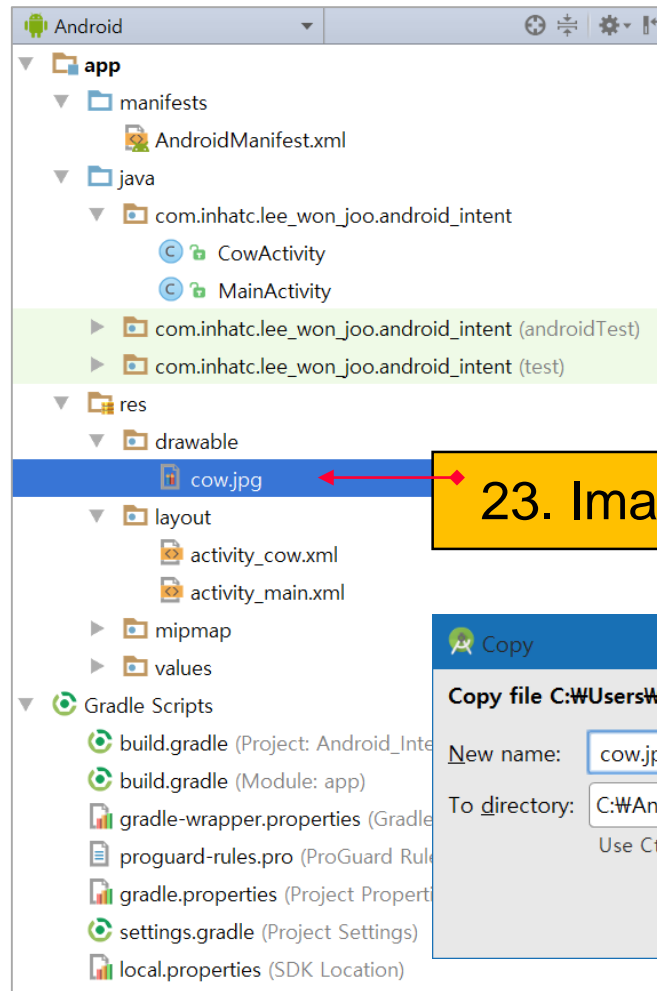




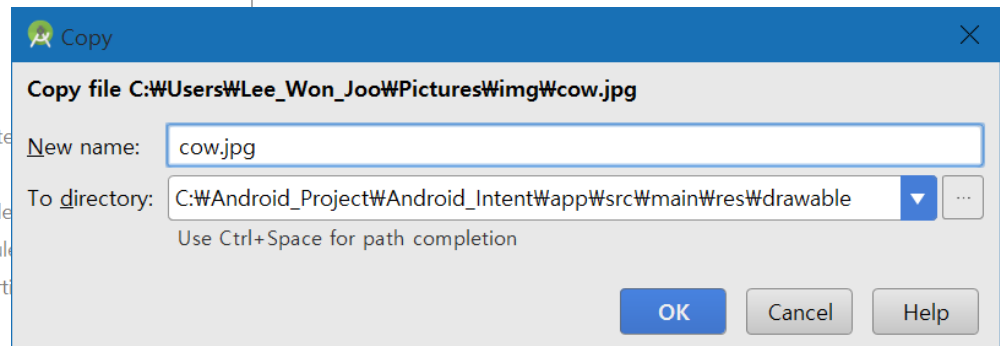
Activity 구현 (21)

❖ Image 파일 import 확인

◆ cow.jpg



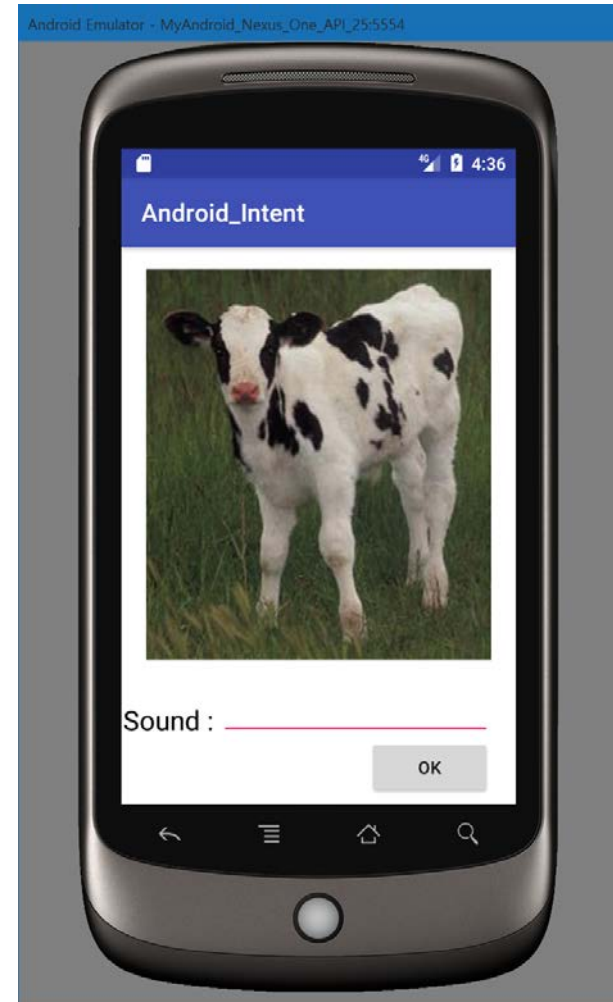
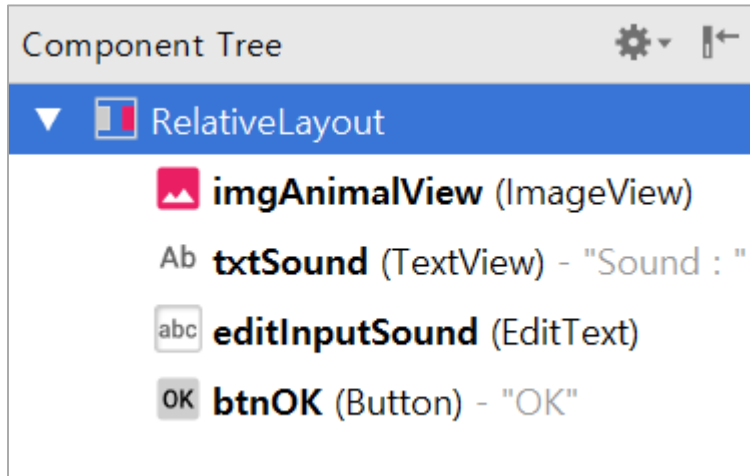
23. Image 파일 확인





Activity 구현 (22)

■ activity_cow.xml 파일 UI 설계





Activity 구현 (23)

❖ activity_cow.xml 추가 완료

The screenshot displays the Android Studio environment for implementing the `activity_cow.xml` layout. The **Project** view on the left shows the project structure, including the `activity_cow.xml` file in the `layout` directory. The **Palette** in the center lists various widgets, with `RelativeLayout` selected. The **Component Tree** at the bottom shows the hierarchy of the layout, with `RelativeLayout` and its children (`imgAnimalView`, `txtSound`, `editInputSound`, and `btnOK`) highlighted. The **Design** view shows the visual representation of the layout, featuring a cow image, a text field labeled "Sound:", and an "OK" button. The **Properties** panel on the right shows the properties of the selected widget, with the `id` property set to `match_parent`.

24. Widgets 추가



Activity 구현 (24)

❖ ImageView, TextView 속성 지정

컨트롤	속성 지정
ImageView	<ul style="list-style-type: none">• android:id="@+id/imgAnimalView"• android:layout_width="wrap_content"• android:layout_height="wrap_content"• android:src="@drawable/cow"• android:layout_alignParentTop="true"• android:layout_centerHorizontal="true"• android:layout_marginTop="30dp"
TextView	<ul style="list-style-type: none">• android:id="@+id/txtSound"• android:layout_width="wrap_content"• android:layout_height="wrap_content"• android:text="Sound : "• android:textSize="10pt"• android:layout_alignBottom="@+id/editInputSound"• android:layout_alignParentStart="true"





Activity 구현 (25)

❖ ImageView의 image source 지정

The screenshot shows the Android Studio interface with the 'Resources' dialog open. The 'Project' tab is selected, and the 'cow' drawable is highlighted. A red arrow points to the 'cow' drawable with the text '26. Click'. Another red arrow points to the 'OK' button with the text '27. Click'. A third red arrow points to the 'src' attribute in the Properties panel, which is set to '@drawable/cow', with the text '25. Click'.

25. Click

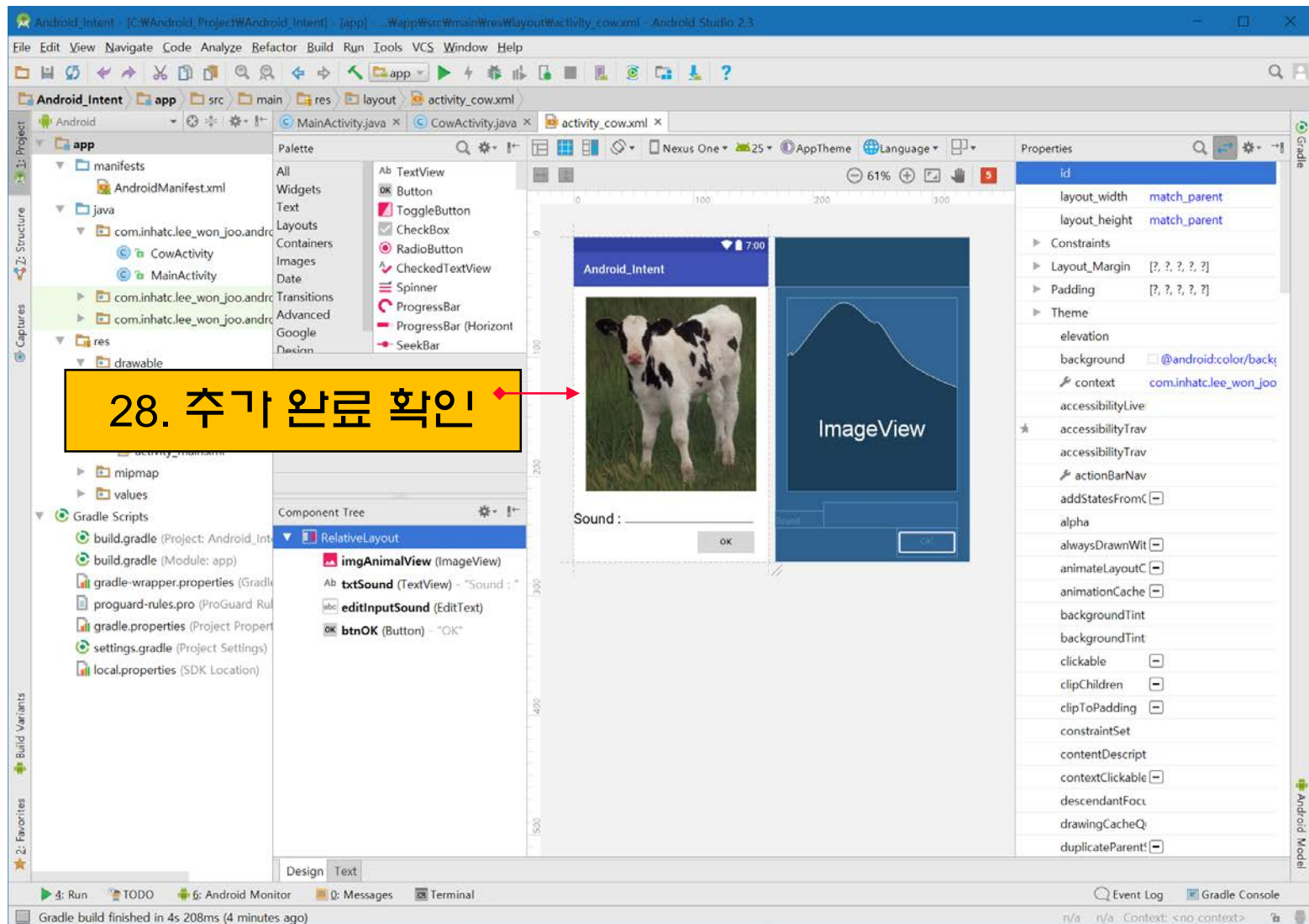
26. Click

27. Click



Activity 구현 (26)

❖ ImageView 추가 완료





Activity 구현 (27)

❖ EditText, Button 속성 지정

컨트롤	속성 지정
EditText	<ul style="list-style-type: none">• android:id="@+id/editInputSound"• android:layout_width="wrap_content"• android:layout_height="wrap_content"• android:width="220dp"• android:layout_below="@+id/imgAnimalView"• android:layout_toEndOf="@+id/txtSound"• android:layout_marginTop="39dp"
Button	<ul style="list-style-type: none">• android:id="@+id/btnOK"• android:layout_width="wrap_content"• android:layout_height="wrap_content"• android:text="OK"• android:width="100dip"• android:layout_marginTop="32dp"• android:layout_below="@+id/editInputSound"• android:layout_alignEnd="@+id/editInputSound"





Activity 구현 (28)

❖ cow.xml

```
activity_cow.xml x
1 <RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
2   xmlns:tools="http://schemas.android.com/tools"
3   android:layout_width="match_parent"
4   android:layout_height="match_parent"
5   android:paddingLeft="@dimen/activity_horizontal_margin"
6   android:paddingRight="@dimen/activity_horizontal_margin"
7   android:paddingTop="@dimen/activity_vertical_margin"
8   android:paddingBottom="@dimen/activity_vertical_margin"
9   tools:context="com.inhatc.won_joo.android_intent.Cow">
10
11   <ImageView
12     android:id="@+id/imgAnimalView"
13     android:layout_width="wrap_content"
14     android:layout_height="wrap_content"
15     android:src="@drawable/cow"
16     android:layout_alignParentTop="true"
17     android:layout_centerHorizontal="true"
18     android:layout_marginTop="30dp" />
19
20   <TextView
21     android:id="@+id/txtSound"
22     android:layout_width="wrap_content"
23     android:layout_height="wrap_content"
24     android:text="Sound : "
25     android:textSize="10pt"
26     android:layout_alignBottom="@+id/editInputSound"
27     android:layout_alignParentStart="true" />
```





Activity 구현 (29)

❖ cow.xml

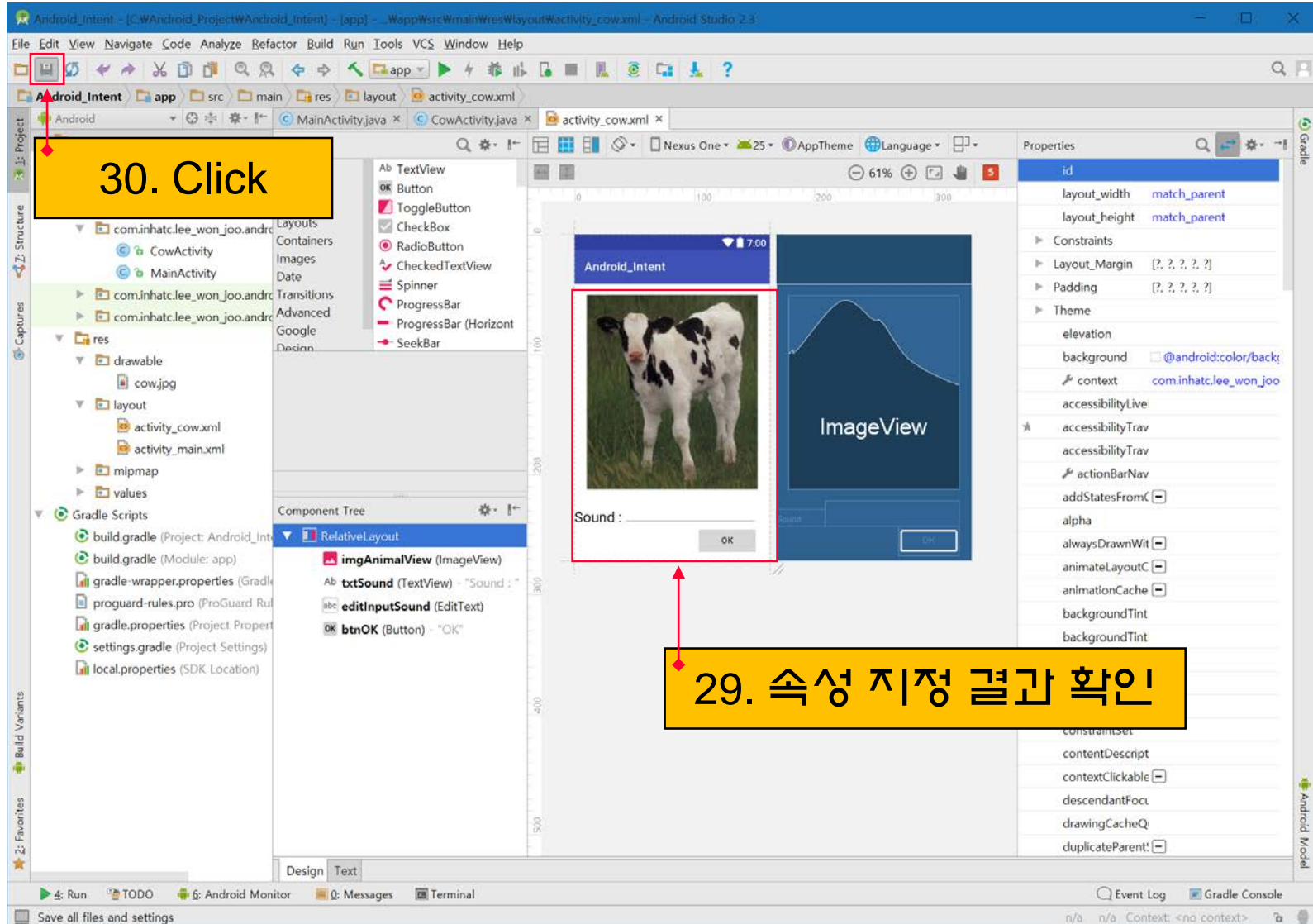
```
activity_cow.xml x
29  <EditText
30      android:id="@+id/editInputSound"
31      android:layout_width="wrap_content"
32      android:layout_height="wrap_content"
33      android:width="220dp"
34      android:layout_below="@+id/imgAnimalView"
35      android:layout_toEndOf="@+id/txtSound"
36      android:layout_marginTop="39dp" />
37
38  <Button
39      android:id="@+id/btnOK"
40      android:layout_width="wrap_content"
41      android:layout_height="wrap_content"
42      android:text="OK"
43      android:width="100dip"
44      android:layout_marginTop="32dp"
45      android:layout_below="@+id/editInputSound"
46      android:layout_alignEnd="@+id/editInputSound" />
47
48  </RelativeLayout>
```





Activity 구현 (30)

❖ TextView1, EditText1, Button1 추가 완료





Activity 구현 (31)

MainActivity.java

31. Coding

```
1 package com.inhatc.lee_won_joo.android_intent;
2
3 import android.content.Intent;
4 import android.support.v7.app.AppCompatActivity;
5 import android.os.Bundle;
6 import android.view.View;
7 import android.widget.Button;
8
9 public class MainActivity extends AppCompatActivity implements View.OnClickListener {
10
11     private Button btnAnimal; //Button Object
12
13     @Override
14     protected void onCreate(Bundle savedInstanceState) {
15         super.onCreate(savedInstanceState);
16         setContentView(R.layout.activity_main);
17
18         btnAnimal = (Button)findViewById(R.id.btnCow);
19         btnAnimal.setOnClickListener(this); //Cow Button Click Event Handler
20     }
21
22     public void onClick(View v){
23         if (v == btnAnimal){ //Call Cow Activity in Cow.java
24             Intent cowIntent = new Intent(MainActivity.this, CowActivity.class);
25             startActivity(cowIntent); //Start Cow Activity
26         }
27     }
28 }
29
```



Activity 구현 (32)

CowActivity.java

32. Coding

```
CowActivity.java x
1 package com.inhatc.lee_won_joo.android_intent;
2
3 import android.support.v7.app.AppCompatActivity;
4 import android.os.Bundle;
5 import android.view.View;
6 import android.widget.Button;
7
8 public class CowActivity extends AppCompatActivity implements View.OnClickListener {
9
10     private Button btnOK; //Button Object
11
12     @Override
13     protected void onCreate(Bundle savedInstanceState) {
14         super.onCreate(savedInstanceState);
15         setContentView(R.layout.activity_cow);
16
17         btnOK = (Button)findViewById(R.id.btnOK);
18         btnOK.setOnClickListener(this); // [OK] Button Click Event Handler
19     }
20
21     public void onClick(View v){
22         if (v == btnOK){
23             finish(); //Exit Activity
24         }
25     }
26 }
27
```



Activity 구현 (33)

❖ Android 프로젝트 실행

The screenshot shows the Android Studio interface with the 'Run' menu open. A yellow callout '33. Click' points to the 'Run' option in the menu. Below the menu, the 'Select Deployment Target' dialog is displayed. A yellow callout '34. Click' points to the 'MyAndroid_Nexus One API 25' option in the 'Available Virtual Devices' list. At the bottom of the dialog, a yellow callout '35. Click' points to the 'OK' button.

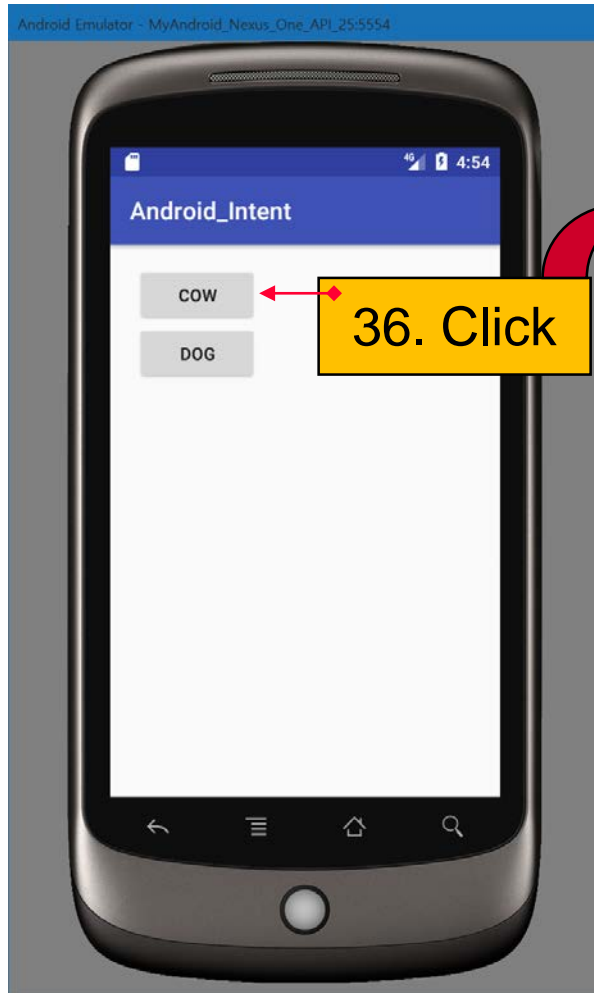
33. Click

34. Click

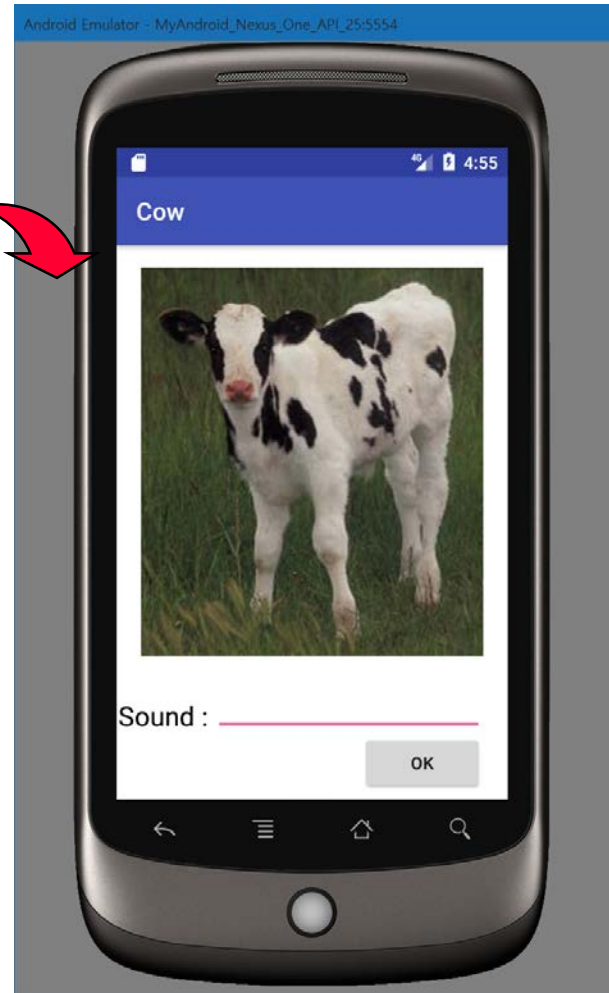
35. Click

Activity 구현 (34)

❖ 실행 결과



36. Click



37. 결과 확인

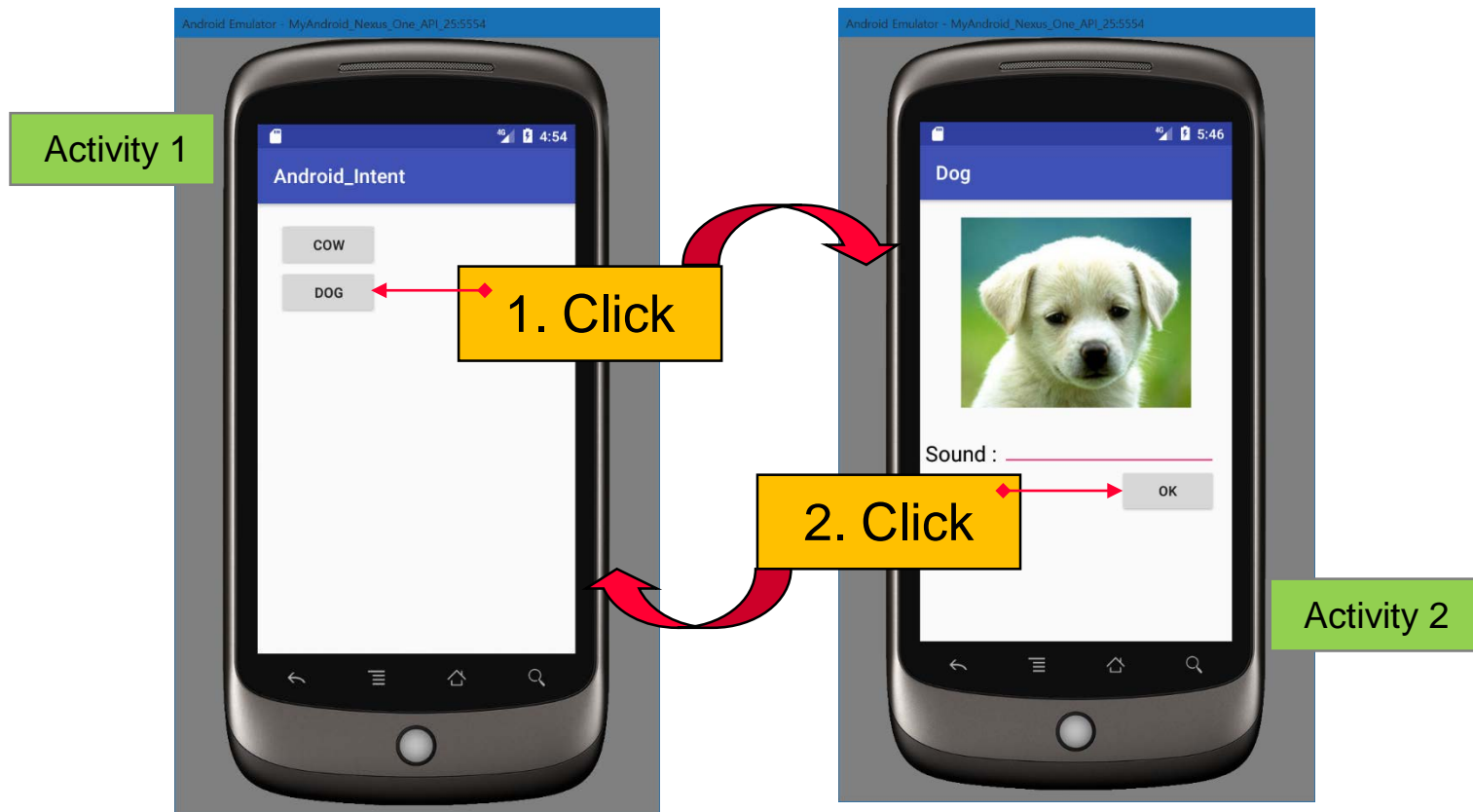


실습 2 : Activity 구현

■ Android_Intent 프로젝트 (실습 시간 : 60분)

❖ MainActivity.java 파일을 프로그래밍하여 아래 그림과 같이 구현 하시오.

◆ 단계 1 : [Dog] 버튼을 Click하면 Dog activity 호출





실습 2 : Activity 구현 (1)

MainActivity.java

Coding

```
1 package com.inhatc.lee_won_joo.android_intent;
2
3 import android.content.Intent;
4 import android.support.v7.app.AppCompatActivity;
5 import android.os.Bundle;
6 import android.view.View;
7 import android.widget.Button;
8
9 public class MainActivity extends AppCompatActivity implements View.OnClickListener {
10
11     private Button btnCow, btnDog; //Button Object
12
13     @Override
14     protected void onCreate(Bundle savedInstanceState) {
15         super.onCreate(savedInstanceState);
16         setContentView(R.layout.activity_main);
17
18         btnCow = (Button)findViewById(R.id.btnCow);
19         btnDog = (Button)findViewById(R.id.btnDog);
20         btnCow.setOnClickListener(this); //Cow Button Click Event Handler
21         // 1
22     }
23
24     public void onClick(View v){
25         if (v == btnCow){ //Call Cow Activity in CowActivity.java
26             Intent cowIntent = new Intent(MainActivity.this, CowActivity.class);
27             startActivity(cowIntent); //Start Cow Activity
28         } else if (v == btnDog){ //Call Cow Activity in DogActivity.java
29             // 2
30         }
31     }
32 }
33 }
```





실습 2 : Activity 구현 (2)

DogActivity.java

```
DogActivity.java x
1 package com.inhatc.lee_won_joo.android_intent;
2
3 import ...
7
8 public class DogActivity extends AppCompatActivity implements View.OnClickListener {
9
10     private Button btnOK; //Button Object
11
12     @Override
13     protected void onCreate(Bundle savedInstanceState) {
14         super.onCreate(savedInstanceState);
15         setContentView(R.layout.activity_dog);
16
17         btnOK = (Button)findViewById(R.id.btnOK);
18         btnOK.setOnClickListener(this); // [OK] Button Click Event Handler
19     }
20
21     public void onClick(View v){
22         if (v == btnOK){
23             finish(); //Exit Activity
24         }
25     }
26 }
27
```

Coding





Intent

public class

Intent

extends [Object](#)

implements [Parcelable](#) [Cloneable](#)

[java.lang.Object](#)

↳ [android.content.Intent](#)

► Known Direct Subclasses
[LabeledIntent](#)

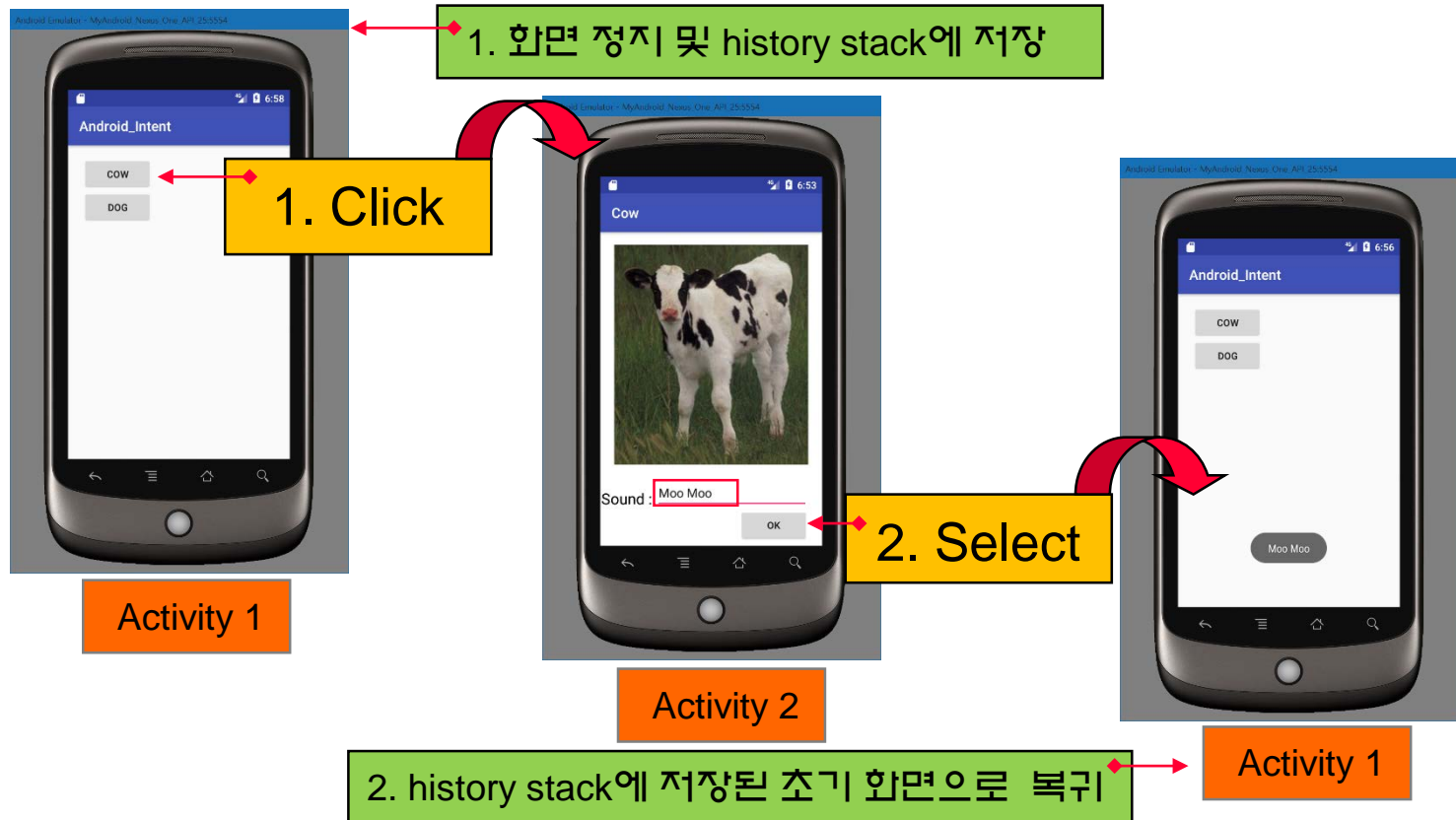
■ Intent

❖ 정의

◆ An abstract description of an operation to be performed.

❖ 기능

◆ Activity 간의 데이터 전송

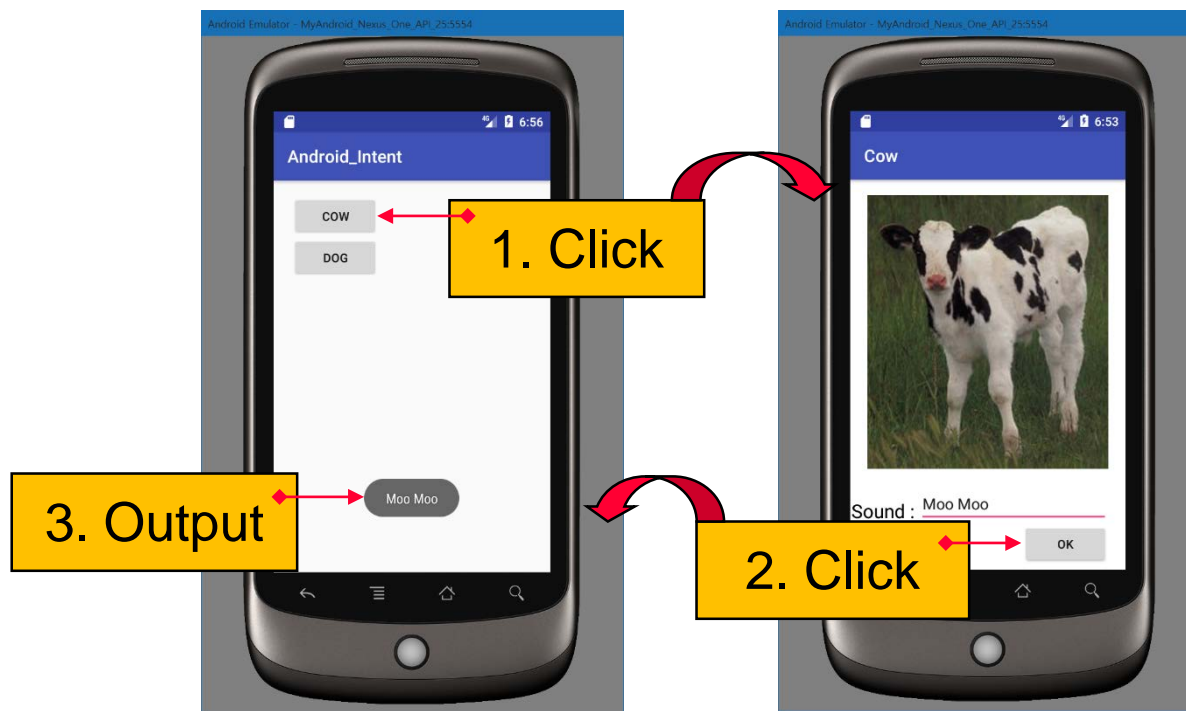


실습 3 : Activity 데이터 전송 구현 (1)

■ Android_Intent 프로젝트 (실습 시간 : 30분)

❖ MainActivity.java 파일을 프로그래밍하여 아래 그림과 같이 구현 하시오.

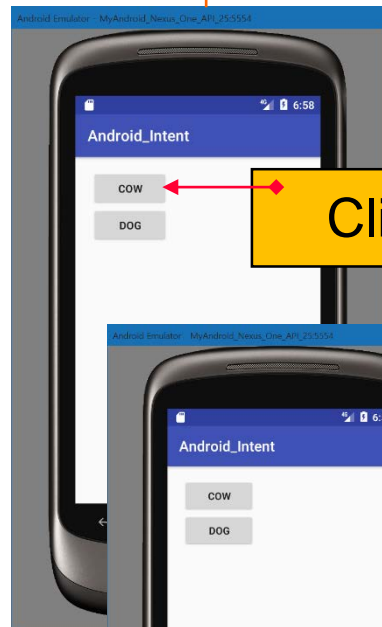
- ◆ 단계 1 : [Cow] 버튼을 Click하면 cow activity 호출
- ◆ 단계 2 : cow activity에서 Sound에 “Moo Moo” 입력 후 [확인(OK)] 버튼 Click
- ◆ 단계 3 : toast() 를 이용하여 Main activity에 “Moo Moo” 출력



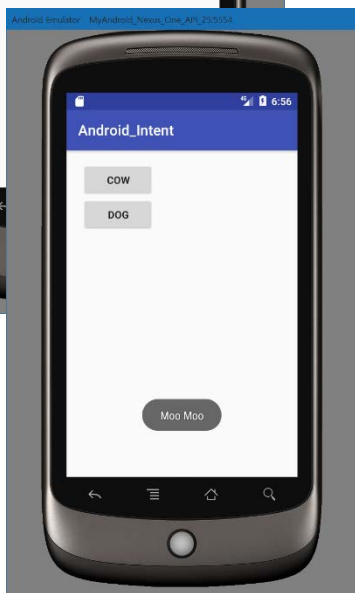


실습 3 : Activity 데이터 전송 구현 (2)

`public void startActivityForResult (Intent intent, int requestCode)`



Click



`data.getExtras();`

"Moo Moo"

`public void onActivityResult (int requestCode, int resultCode, Intent data)`



Click

`intent.putExtras();`



실습 3 : Activity 데이터 전송 구현 (3)

```
public void startActivityForResult (Intent intent, int requestCode)
```

❖ Parameters

- ◆ **intent** The intent to start.
- ◆ **requestCode** If ≥ 0 , this code will be returned in `onActivityResult()` when the activity exits.

❖ Throws

- ◆ `android.content.ActivityNotFoundException`

```
public void onActivityResult (int requestCode, int resultCode, Intent data)
```

❖ Parameters

- ◆ **requestCode** The integer request code originally supplied to `startActivityForResult()`, allowing you to identify who this result came from.
- ◆ **resultCode** The integer result code returned by the child activity through its `setResult()`.
- ◆ **data** An Intent, which can return result data to the caller (various data can be attached to Intent "extras").





실습 3 : Activity 데이터 전송 구현 (4)

MainActivity.java

```
MainActivity.java x
1 package com.inhatc.lee_won_joo.android_intent;
2
3 import android.content.Intent;
4 import android.support.v7.app.AppCompatActivity;
5 import android.os.Bundle;
6 import android.view.View;
7 import android.widget.Button;
8 import android.widget.Toast;
9
10 public class MainActivity extends AppCompatActivity implements View.OnClickListener {
11
12     private Button btnCow, btnDog;           //Button Object
13     private Toast objToast;                 //Toast Object
14
15     @Override
16     protected void onCreate(Bundle savedInstanceState) {
17         super.onCreate(savedInstanceState);
18         setContentView(R.layout.activity_main);
19
20         btnCow = (Button)findViewById(R.id.btnCow);
21         btnDog = (Button)findViewById(R.id.btnDog);
22         btnCow.setOnClickListener(this); //Cow Button Click Event Handler
23         btnDog.setOnClickListener(this); //Dog Button Click Event Handler
24     }
25 }
```

1. Coding





실습 3 : Activity 데이터 전송 구현 (5)

❖ MainActivity.java의 onActivityResult() method

```
MainActivity.java x
25
26 public void onClick(View v){
27     if (v == btnCow){ //Call Cow Activity in CowActivity.java
28         Intent cowIntent = new Intent(MainActivity.this, CowActivity.class);
29         //startActivity(cowIntent); //Start Cow Activity
30         startActivityForResult(cowIntent, 1); //Start Cow Activity
31     } else if (v == btnDog){ //Call Cow Activity in DogActivity.java
32         Intent dogIntent = new Intent(MainActivity.this, DogActivity.class);
33         //startActivity(dogIntent); //Start Dog Activity
34         startActivityForResult(dogIntent, 1); //Start Dog Activity
35     }
36 }
37
38 @Override
39 protected void onActivityResult(int requestCode, int resultCode, Intent data) {
40     super.onActivityResult(requestCode, resultCode, data);
41     if(requestCode == 1){
42         String strData = data.getStringExtra("Animal_Sound");
43         objToast = Toast.makeText(this, strData, Toast.LENGTH_LONG);
44         objToast.show();
45     }
46 }
47
48 }
```




실습 3 : Activity 데이터 전송 구현 (6)

CowActivity.java

```
CowActivity.java ×
1  package com.inhatc.lee_won_joo.android_intent;
2
3  import ...
9
10 public class CowActivity extends AppCompatActivity implements View.OnClickListener {
11
12     private Button btnOK;                //Button Object
13     private EditText edtSound;           //EditText Object
14
15     @Override
16     protected void onCreate(Bundle savedInstanceState) {
17         super.onCreate(savedInstanceState);
18         setContentView(R.layout.activity_cow);
19
20         btnOK = (Button)findViewById(R.id.btnOK);
21         btnOK.setOnClickListener(this); // [OK] Button Click Event Handler
22     }
23
24     public void onClick(View v){
25         if (v == btnOK){
26             Intent CallIntent = getIntent(); //Return Intent to Start Cow Activity
27             edtSound = (EditText)findViewById(R.id.editInputSound);
28             CallIntent.putExtra("Animal_Sound", edtSound.getText().toString());
29             setResult(RESULT_OK, CallIntent); //Return Intent
30             finish();                          //Exit Activity
31         }
32     }
33 }
34
```

3. Coding



실습 3 : Activity 데이터 전송 구현 (7)

❖ Android 프로젝트 실행

The screenshot shows the Android Studio 2.3 interface. The 'Run' menu is open, and the 'Select Deployment Target' dialog is displayed. The dialog lists 'Connected Devices' and 'Available Virtual Devices'. The 'MyAndroid_Nexus One API 25' virtual device is selected. The 'OK' button is highlighted.

4. Click

5. Click

6. Click





실습 3 : Activity 데이터 전송 구현 (8)

❖ 실행 결과



실습 4 : Activity 데이터 전송 구현

■ Android_Intent 프로젝트 (실습 시간 : 30분)

❖ MainActivity.java 파일을 프로그래밍하여 아래 그림과 같이 구현 하시오.

- ◆ 단계 1 : [Dog] 버튼을 Click하면 Dog Activity 호출
- ◆ 단계 2 : Dog Activity에서 Sound에 “Bow Woo” 입력 후 [확인(OK)] 버튼 Click
- ◆ 단계 3 : toast() 를 이용하여 Main activity에 “Bow Woo” 출력





학습 요약

- Activity
- Activity 구현
- Intent
- Activity 데이터 전송 구현



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