## **Lecture 6 Practice**

* + Let’s play with Intents.

### **Step 1:** Create a project and a button onClick handler.

#### **Step 1.1:** Create a new project

A computer screen capture

Description automatically generated with low confidence

#### **Step 1.2:** Add a Button and add constraints.

Graphical user interface

Description automatically generated

#### **Step 1.3:** Create a OnClick Event Handler on Button. And named the method **StartActivity**.

Text

Description automatically generated

#### **Step 1.4:** Now in MainActivity.java add method **StartActivity**.

A screenshot of a computer

Description automatically generated with medium confidence

### **Step 2:** Add a new Activity.

#### **Step 2.1:** Right click on Project Explorer and navigate to new empty activity.

A screenshot of a computer

Description automatically generated with medium confidence

#### **Step 2.2:** Enter name of activity. Finish.

A picture containing text, screenshot, monitor, indoor

Description automatically generated

#### **Step 2.3:** Now finish the **StartActivity** method.

A picture containing text, screenshot, monitor, indoor

Description automatically generated

#### **Step 2.4:** Run and verify if new activity is launched.

Graphical user interface, text, application, whiteboard

Description automatically generated

After Clicking **Launch New Activity.**

Graphical user interface, text, application, whiteboard

Description automatically generated

### **Step 3:** Add intents in new Activity.

#### **Step 3.1:** Add two Buttons. And add constraints.

Graphical user interface

Description automatically generated

#### **Step 3.2:** Add OnClick event handlers.

A picture containing text, screenshot, black, computer

Description automatically generated

#### **Step 3.3:** Now add the code in OnClick event Handlers.

Text

Description automatically generated

#### **Step 3.4:** Run and see if the code is working properly.

Graphical user interface, text, application, whiteboard

Description automatically generated

After Clicking **Launch New Activity.**

Graphical user interface, text, application, Teams

Description automatically generated

After Clicking **Call Someone.**

Graphical user interface, application, Teams

Description automatically generated

After Clicking **Launch Browser.**