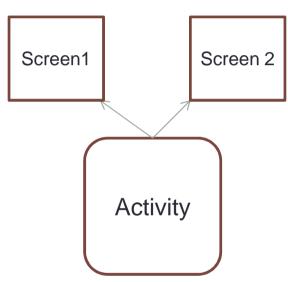
# INTENTS

## Why using intents



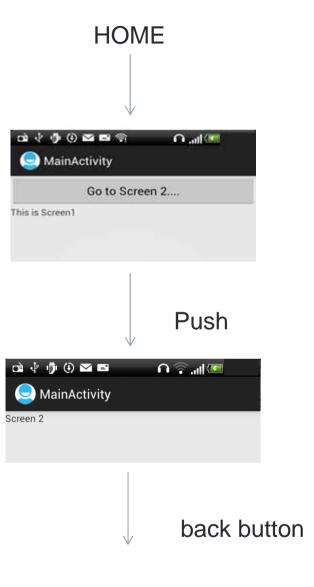
- An activity may manage many layout file (screens)
- Intents, provides a way for an activity to start another activity (thus changing screen)
- Beside this simple usage, there are many other reasons to use intent

### Example

```
package com.example.activitywithtwoscreens;
import android.app.Activity;
public class MainActivity extends Activity {
   @Override
   public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.screen1);
        Button btn = (Button)findViewById(R.id.button1);
       btn.setOnClickListener(new ClickHandler());
   private class ClickHandler implements OnClickListener {
        public void onClick(View v) {
            setContentView(R.layout.screeen2);
```

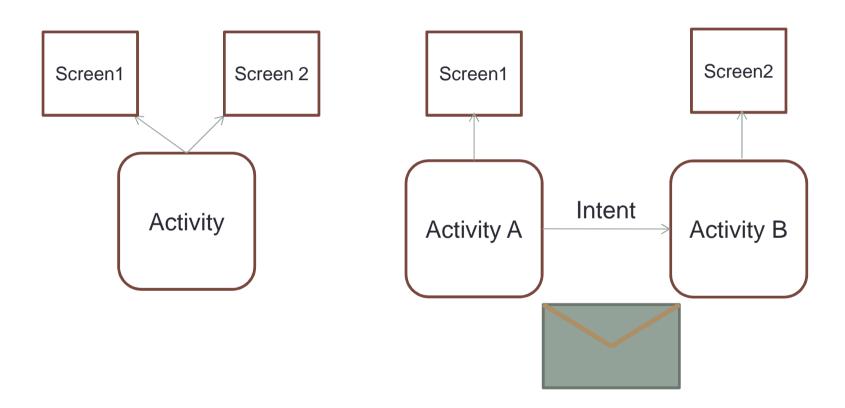
### Example

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:layout width="match parent"
    android:layout height="match parent"
    android:orientation="vertical" >
    <Button
        android:id="@+id/button1"
        android:layout_width="fill_parent"
        android:layout height="wrap content"
        android:text="Go to Screen 2...." />
    <TextView
        android:id="@+id/textView1"
        android:layout width="fill parent"
        android:layout height="wrap content"
        android:text="This is Screen1" />
</LinearLayout>
    <?xml version="1.0" encoding="utf-8"?>
    <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
        android:layout width="match parent"
        android:layout height="match parent"
        android:orientation="vertical" >
        <TextView
            android:id="@+id/textView1"
            android:layout width="wrap content"
            android:layout height="wrap content"
            android:text="Screen 2" />
    </LinearLayout>
```



**HOME** 

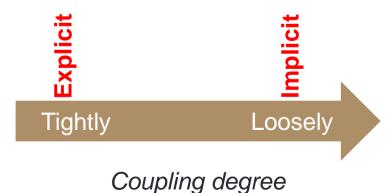
## Why using intents



Target Address= Explicit or Implicit
Data to work on
Extra data

#### Intents

- Intents are the gluing elements between software components, e.g., activities and services
- An Intent may be explicit when it exactly starts another activity (or service)
- or implicit otherwise: it just specifies the action the activity should provide
- It can be broadcast when it announces something to all



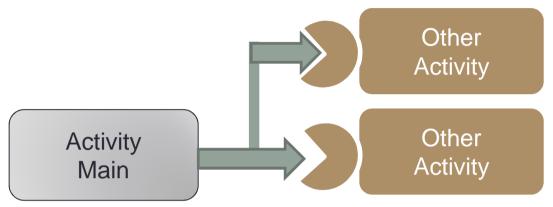
#### **Explicit intent**

- Activities are independent from each other and interact through Intents
- The explicit intent targets one specific activity, for example just to change the screen

### Example

```
public class MainActivity extends Activity
Intent intent = new Intent (MainActivity.this,
          SecondActivity.class);
startActivity(intent);
                  <application android:icon="@drawable/icon" android:label="@string/app name">
                      <activity android:name=".MainActivity"
                               android:label="@string/app name">
                          <intent-filter>
                              <action android:name="android.intent.action.MAIN" />
                              <category android:name="android.intent.category.LAUNCHER" />
                          </intent-filter>
                      </activity>
                      <activity android:name="SecondActivity"></activity>
   public class SecondActivity extends Activity {
       @Override
       protected void onCreate(Bundle savedInstanceState) {
           // TODO Auto-generated method stub
           super.onCreate(savedInstanceState);
```

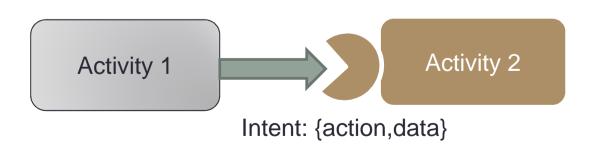
#### Implicit intents



- The Intent doesn't specify the Activity to start, but only an "Action"
- Intents declares their ability to perform actions in the manifest file
- There are several predefined actions in the 'system' to choose from
- A user can define its own action as well

#### Implicit intent

- An implicit Intent has the following arguments:
- Action: A built-in action to be performed, like ACTION\_VIEW,ACTION\_EDIT, etc.
- Data: The primary data to operate on (extra data can be added), expressed as a URI, e.g., a phone number



#### Example of actions

ACTION MAIN

**Unicast** 

- 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

ACTION\_TIME\_TICK Broadcast

ACTION\_TIME\_CHANGED

ACTION TIMEZONE CHANGED

ACTION BOOT COMPLETED

ACTION PACKAGE ADDED

ACTION PACKAGE CHANGED

ACTION PACKAGE REMOVED

ACTION\_PACKAGE\_RESTARTED

ACTION PACKAGE DATA CLEARED

ACTION UID REMOVED

ACTION BATTERY CHANGED

ACTION POWER CONNECTED

ACTION\_POWER\_DISCONNECTED

ACTION SHUTDOWN

#### Example of action/data pairs

#### ACTION\_DIAL tel:123

Display the phone dialer with the given number filled in.

#### ACTION\_VIEW http://www.google.com

Show Google page in a browser view. Note how the VIEW action does what is considered the most reasonable thing for a particular URI.

#### ACTION\_EDIT content://contacts/people/2

Edit information about the person whose identifier is "2".

#### ACTION\_VIEW content://contacts/people/2

Used to start an activity to display 2-nd person.

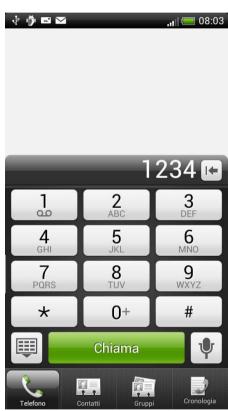
#### ACTION\_VIEW content://contacts/ people/

Display a list of people, which the user can browse through. Selecting a particular person to view would result in a new intent

### Example: placing a call

```
Intent intent = new Intent();
intent.setAction(Intent.ACTION_DIAL);
intent.setData(Uri.parse("tel:1234"));
startActivity(intent);

Same as
Intent intent = new Intent(Intent.ACTION_DIAL,Uri.parse("tel:1234"));
```



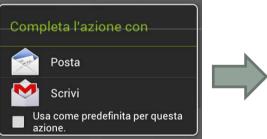
### Example: sending sms

```
intent.setAction(Intent.ACTION_SENDTO);
intent.setData(Uri.parse("sms:12345"));
intent.putExtra("sms_body","Hello!");
```

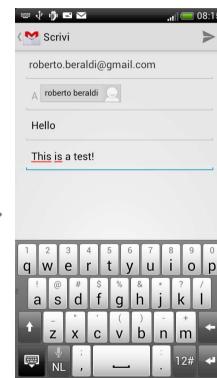


## Example: sending an email

```
intent.setAction(Intent.ACTION_SENDTO);
intent.setData(Uri.parse("mailto:beraldi@dis.uniroma1.it"));
intent.putExtra(Intent.EXTRA_SUBJECT, "Hello");
intent.putExtra(Intent.EXTRA_TEXT, "This is a test!");
```



- The are two activities in the device that can perform the action
- The user needs to select one
- Can set the choice as the default



#### Multiple activities may perform the action

 If there are many Activities that can perform the required action, then the user needs to select one

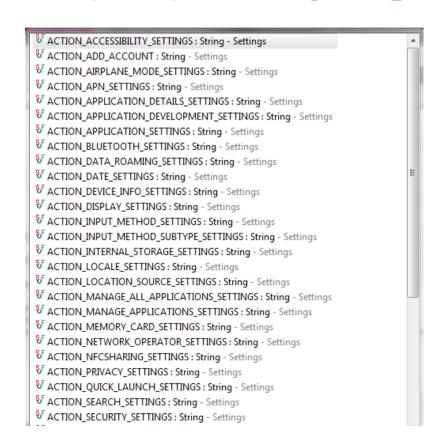
 In this example, the system proposes all the installed application that declares to be able to respond to the MAIN action

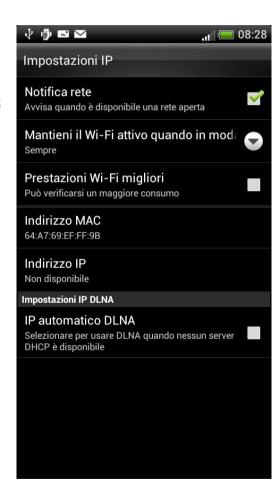
intent.setAction(Intent.ACTION\_MAIN);
startActivity(intent);



## Another example: showing settings

intent.setAction(android.provider.Settings.ACTION\_WIFI\_IP\_SETTINGS);





#### Using maps

- It is possible to show google maps or getting driving directions very easily
- intent.setAction(Intent.ACTION\_VIEW);intent.setData(Uri. parse("geo:42,12"));
- intent.setAction(Intent.ACTION\_VIEW);intent.setData(Uri.parse("http://maps.google.com/maps?sadd=42.12,10.2 &daddr=42.12,10.11"));

#### Exercise

 Write a simple activity for typing a phone call and then place the call

## Category

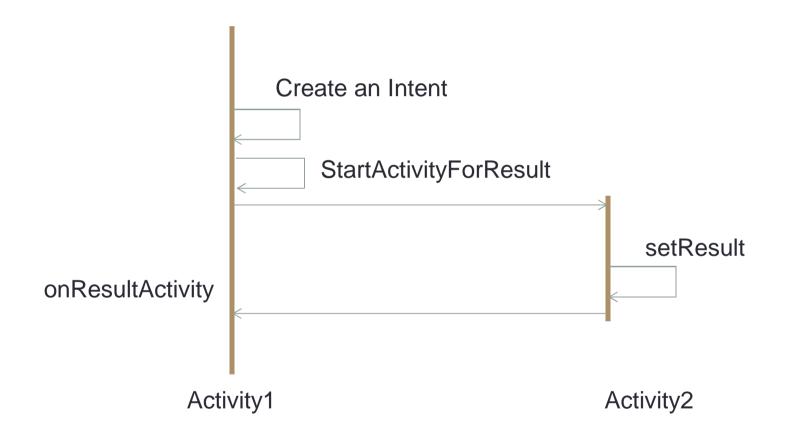
• Specify additional information about what an intent can do

Constant	Meaning
CATEGORY_BROWSABLE	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.
CATEGORY_GADGET	The activity can be embedded inside of another activity that hosts gadgets.
CATEGORY_HOME	The activity displays the home screen, the first screen the user sees when the device is turned on or when the <i>Home</i> button is pressed.
CATEGORY_LAUNCHER	The activity can be the initial activity of a task and is listed in the top-level application launcher.
CATEGORY_PREFERENCE	The target activity is a preference panel.

#### Starting an activity and getting results

- Allows to call an activity and get results
- The calling Activity will not wait
- The called activity will issue setResult method call
- This causes the onActivityResult method of the calling activity to be executed

## Starting an activity and getting results



Example: com.example.intentdemo2b.Activity1

#### Example

- Select a contact from the contact list
- Show the contact ID on the screen and view the details

```
Intent intent = new Intent();
intent.setAction(Intent.ACTION_PICK);
intent.setData(Uri.parse("content://contacts/people/"));
startActivityForResult(intent,1);

protected void onActivityResult(int requestCode,int resultCode,Intent data) {
    if ((requestCode==1)&&(resultCode==Activity.RESULT_OK))
    {
        String selectedContact = data.getDataString();
        Toast.makeText(this, "Contact number:"+selectedContact, 1).show();
        startActivity(new Intent(Intent.ACTION_VIEW, Uri.parse(selectedContact)));
}
```

#### Passing data via a bundle

```
Intent intent = new Intent(MainActivity.this,Activity2.class);
Bundle bundle = new Bundle();
bundle.putDouble("temperature", 21.3);
int [] ia = {1,2,3};
bundle.putIntArray("array",ia);
bundle.putInt("int", 123);
intent.putExtras(bundle);
startActivityrorResult(intent,2);
```

```
public class Activity2 extends Activity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        // TODO Auto-generated method stub
        super.onCreate(savedInstanceState);
        Intent intent = getIntent();
        setResult(Activity.RESULT_OK,intent);
        finish();
    }
}
```

Activity2

```
protected void onActivityResult(int requestCode,int resultCode,Intent data) {

    if ((requestCode==2)&&(resultCode==Activity.RESULT_OK))
    {
        Bundle b = data getExtras();
        Toast.makeText(this, "ok:"+b.getInt("int")+b.getIntArray("array"), 1).show();
    }
}
```

#### Passing data via a bundle

- In the example, data are just echoed back to the caller
- The called activity gets the intent via getIntent method
- The called activity sets no screen and it is immediately finished
- We will see that for computations without UI, services or threads are more suitable

## Example

See ExplicitIntentExample (from techotopia)

#### Intent filter

- An activity can declare its ability to perform an action, so that it can be activate by other activities in the system
- This is declared in the manifest file in the intent-filter section