

## Programming with Android: Intents

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## Outline

#### What is an intent?

Intent description

Handling **Explicit Intents** 

Handling implicit Intents

Intent-Resolution process

Intent with results: Sender side

Intent with results: Receiver side



## More on Activities: Activity states

## Active (or running)

Foreground of the screen (top of the stack)

### Paused

- Lost focus but still visible
- Can be killed by the system in extreme situations

### Stopped

- Completely obscured by another activity
- Killed if memory is needed somewhere else



## More on Activities: Saving resources

- An activity lifecycle flows between onCreate and onDestroy
- Create, initialize everything you need in onCreate
- Destroy everything that is not used anymore, such as background processes, in onDestroy
- It is fundamental to save the data used by the application inbetween the state-transitions ...



## Activities and AndroidManifest.xml

- An Android application can be composed of multiple
  Activities ...
- Each activity should be declared in the file: AndroidManifest.xml
- >Add a **child element** to the <application> tag:

```
<application>
<activity android:name=".MyActivity" />
<activity android:name=".SecondActivity" />
</application>
```



## Activities and AndroidManifest.xml

## Each activity has its Java class and layout file.

public class FirstActivity extends Activity {
 public void onCreate(Bundle savedInstanceState) {
 super.onCreate(savedInstanceState);
 setContentView(R.layout.activity\_first);
 }
}

public class SecondActivity extends Activity {
 public void onCreate(Bundle savedInstanceState) {
 super.onCreate(savedInstanceState);
 setContentView(R.layout.activity\_two);
 }
}



## **Intent** Definition

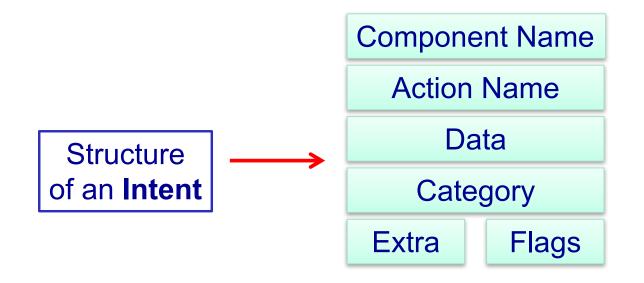
**Intent:** facility for late run-time binding between components in the same or different applications.

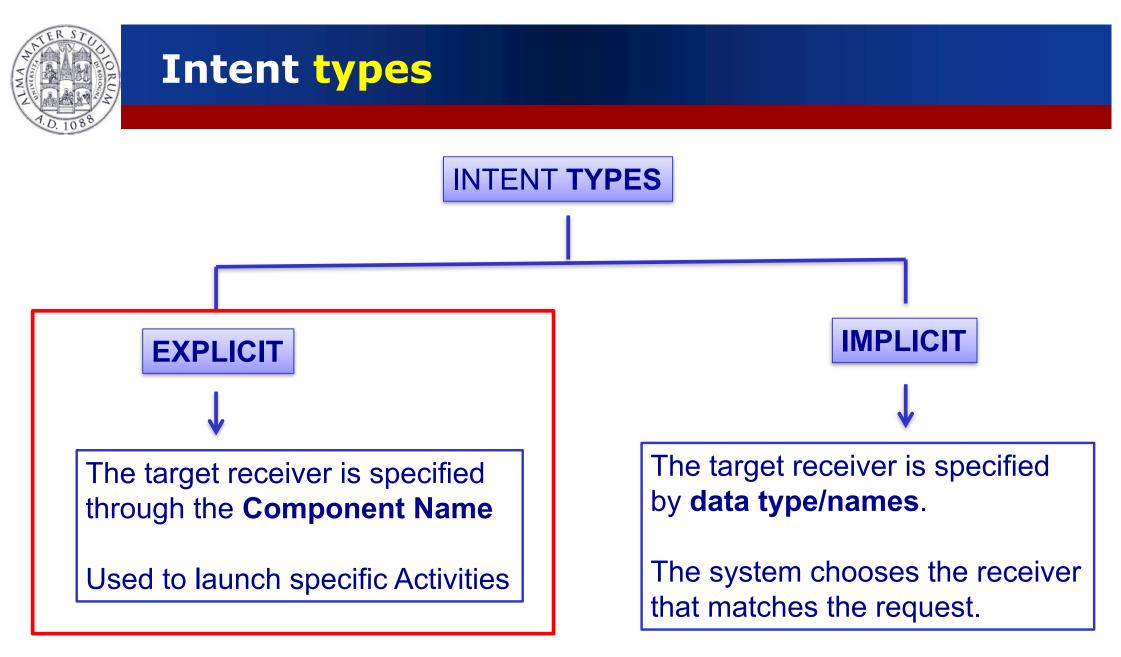
- Call a component from another component
- Possible to pass data between components
- Components: Activities, Services, Broadcast receivers ...
- Something like:
  - "Android, please do <u>that</u> with <u>this</u> data"
- Reuse already installed applications and components



## **Intent** Definition

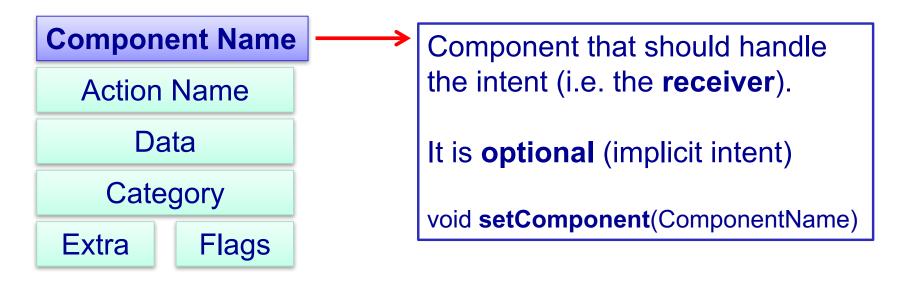
- We can think to an "Intent" object as a message containing a bundle of information.
  - Information of interests for the receiver (e.g. name)
  - > Information of interests for the Android system (e.g. category).







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## **Intent types: Explicit Intents**

Explicit Intent: Specify the name of the Activity that will handle the intent.

Intent intent=new Intent(this, SecondActivity.class); startActivity(intent);

Intent intent=new Intent(); ComponentName component=new ComponentName(this,SecondActivity.class); intent.setComponent(component); startActivity(intent);



## **Intent with Results**

- > Activities can return results (e.g. data)
- Sender side: invoke the startActivityForResult()
  - onActivityResult(int requestCode, int resultCode, Intent data)
  - startActivityForResult(Intent intent, int requestCode);

Intent intent = new Intent(this, SecondActivity.class); startActivityForResult(intent, CHOOSE\_ACTIVITY\_CODE);

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

// Invoked when SecondActivity completes its operations ...



## **Intent with Results**

Activities can return results (e.g. data)

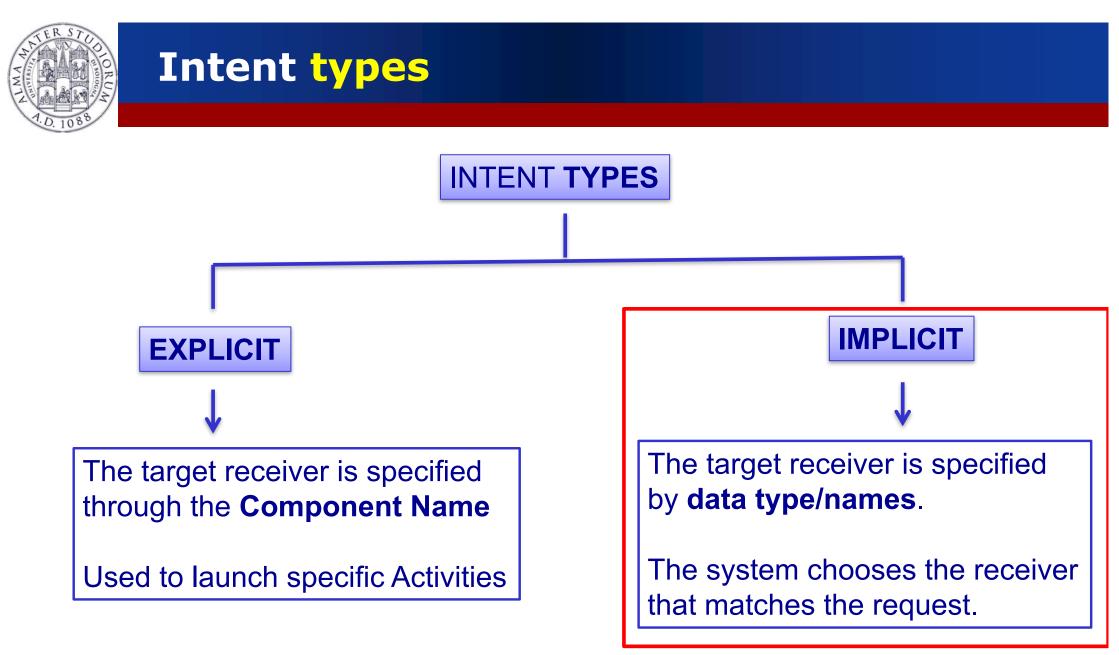
Receiver side: invoke the setResult()

void setResult(int resultCode, Intent data)

Intent intent=new Intent(); setResult(RESULT\_OK, intent); intent.**putExtra**("result", resultValue); **finish**();

The result is delivered to the caller component only after invoking the finish() method!

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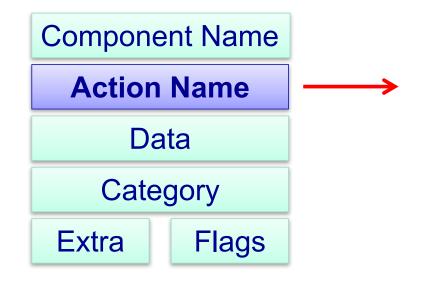


## **Intent types: Implicit Intents**

- Implicit Intents: do not name a target (component name is left blank) ...
- When an Intent is launched, Android checks out which activies might answer to the Intent ...
- > If at least one is found, then that activity is started!
- Binding does not occur at compile time, nor at install time, but at run-time ...(*late run-time binding*)



- We can think to an "Intent" object as a message containing a bundle of information.
  - Information of interests for the receiver (e.g. data)
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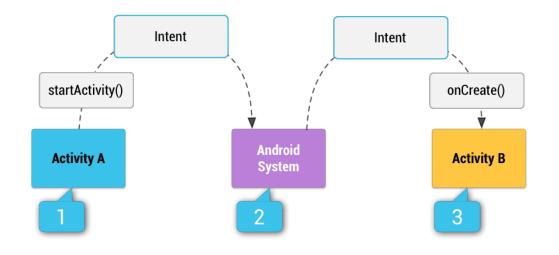
A string naming the **action** to be performed.

Pre-defined, or can be specified by the programmer.

void setAction(String)

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- > Activity A fires an Intent
- Android looks for capable activities
  - By looking at the manifests
- When one is found, it is called



#### Predefined actions (http://developer.android.com/reference/android/content/Intent.html)

Action Name	Description
ACTION_EDIT	Display data to edit
ACTION_MAIN	Start as a main entry point, does not expect to receive data.
ACTION_PICK	Pick an item from the data, returning what was selected.
ACTION_VIEW	Display the data to the user
ACTION_SEARCH	Perform a search

#### Defined by the programmer

it.example.projectpackage.FILL\_DATA (package prefix + name action)



Special actions (http://developer.android.com/reference/android/content/Intent.html)

Action Name	Description
ACTION_IMAGE_CAPTION	Open the camera and receive a photo
ACTION_VIDEO_CAPTION	Open the camera and receive a video
ACTION_DIAL	Open the phone app and dial a phone number
ACTION_SENDTO	Send an email (email data contained in the extra)
ACTION_SETTINGS	Open the system setting
ACTION_WIRELESS_SETTINGS	Open the system setting of the wireless interfaces
ACTION_DISPLAY_SETTINGS	Open the system setting of the display



#### > Example of Implicit Intent that initiates a web search.

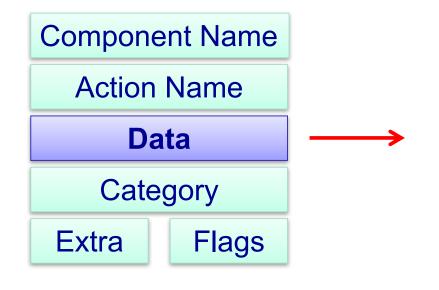
public void doSearch(String query) {
 Intent intent =new Intent(Intent.ACTION\_SEARCH);
 Intent.putExtra(SearchManager.QUERY,query);
 if (intent.resolveActivity(getPackageManager()) !=null)
 startActivity(intent)

### > Example of Implicit Intent that **plays a music file**.

public void playMedia(Uri file) {
 Intent intent =new Intent(Intent.ACTION\_VIEW);
 if (intent.resolveActivity(getPackageManager()) !=null)
 startActivity(intent)



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Data passed from the caller to the called Component.
Def. of the data (URI) and Type of the data (MIME type)
void setData(Uri) void setType(String)

21



- > Each data is specified by a **name** and/or **type**.
- name: Uniform Resource Identifier (URI)
- > scheme://host:port/path

#### EXAMPLEs

tel://003-232-234-678 content://contacts/people http://www.cs.unibo.it/

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## **Intent** Components

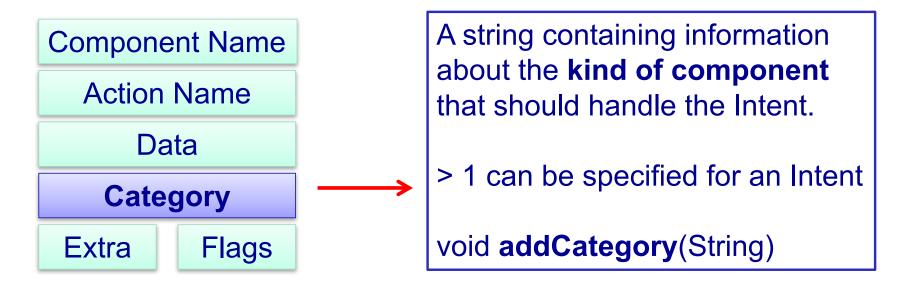
- Each data is specified by a name and/or type.
- type: MIME (Multipurpose Internet Mail Extensions)-type
- Composed by two parts: a type and a subtype

#### EXAMPLEs

Image/gifimage/jpegimage/pngimage/tifftext/htmltext/plaintext/javascripttext/cssvideo/mp4video/mpeg4video/quicktimevideo/oggapplication/vnd.google-earth.kml+xmlvideo/gg



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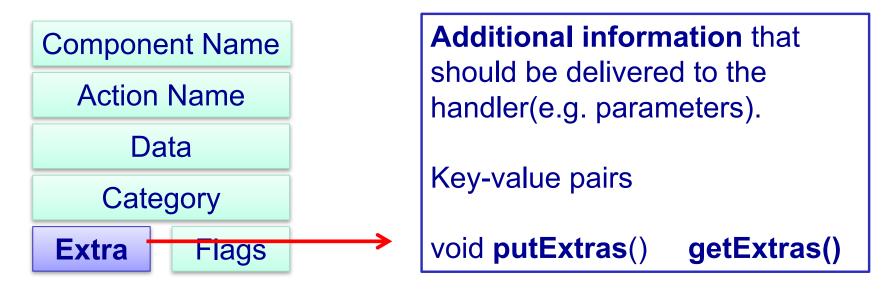


Category: string describing the kind of component that should handle the intent.

Category Name	Description
CATEGORY_HOME	The activity displays the HOME screen.
CATEGORY_LAUNCHER	The activity is listed in the top-level application launcher, and can be displayed.
CATEGORY_PREFERENCE	The activity is a preference panel.
CATEGORY_BROWSABLE	The activity can be invoked by the browser to display data referenced by a link.



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Additional information that instructs Android how to launch an activity, and how to treat it after executed.



## **Intent types: Implicit Intents**

Intent i = new Intent(android.content.Intent.ACTION\_VIEW, Uri.parse("http://informatica.unibo.it")); startActivity(i);

Action to perform

Data to perform the action on

- Implicit intents are very useful to re-use code and to launch external applications ...
- > More than a component can match the Intent request ...
- How to define the target component?



## **Intent types: Implicit Intents**

- How to declare which intents I'm able to handle? <intent-filter> tag in AndroidManifest.xml
- How?
  - <intent-filter>
    <action android:name="my.project.ACTION\_ECHO" />
    </intent-filter>
- If a component creates an Intent with "my.project.ACTION\_ECHO" as action, the corresponding activity will be executed ...



## **Intent types: Intent Resolution**

- The intent resolution process resolves the Intent-Filter that can handle a given Intent.
- > Three tests to be passed:
  - Action field test
  - Category field test
  - Data field test

If the Intent-filter passes all the three test, then it is selected to handle the Intent.



## **Intent types: Intent Resolution**

- (ACTION Test): <u>The action specified in the Intent</u> <u>must match one of the actions listed in the filter</u>.
  - > If the filter does not specify any action  $\rightarrow$  FAIL
  - ➤ An intent that does not specify an action → SUCCESS as as long as the filter contains at least one action.

# <intent-filer ... > <action android:name="com.example.it.ECHO"/> </intent-filter>



## **Intent types: Intent Resolution**

## (CATEGORY Test): Every category in the Intent must match a category of the filter.

➢ If the category is not specified in the Intent → Android assumes it is CATEGORY\_DEFAULT, thus the filter must include this category to handle the intent

<intent-filer ... >
</category android:name="android.intent.category.DEFAULT"/>
</intent-filter>

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## **Intent types: Intent Resolution**

(DATA Test): The URI of the intent is compared with the parts of the URI mentioned in the filter (this part might be incomplete).

<intent-filer ... >

<data android:mimeType="audio/\* android:scheme="http"/>
<data android:mimeType="video/mpeg\_android:scheme="http"/>
</intent-filter>

Both URI and MIME-types are compared (4 different sub-cases ...)



## **Common Intents**

- Setting an Alarm ACTION\_SET\_ALARM
- > Timer ACTION\_SET\_TIMER
- Calendar Events ACTION\_INSERT and data
- Camera ACTION\_IMAGE\_CAPTURE / ACTION\_VIDEO\_CAPTURE
- Email ACTION\_SEND / ACTION\_SENDTO
- Files ACTION\_GET\_CONTENT
- Various meanings ACTION\_VIEW

More at: https://developer.android.com/guide/components/intents-common.html