

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

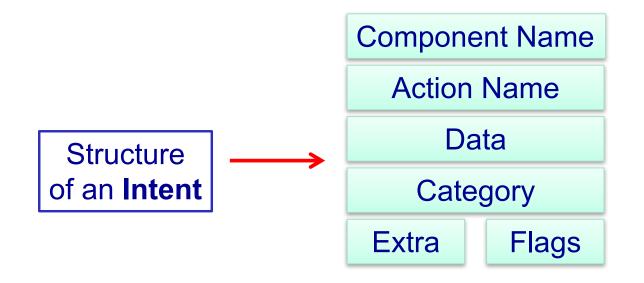
Intent: facility for late run-time binding between components in the same or different applications.

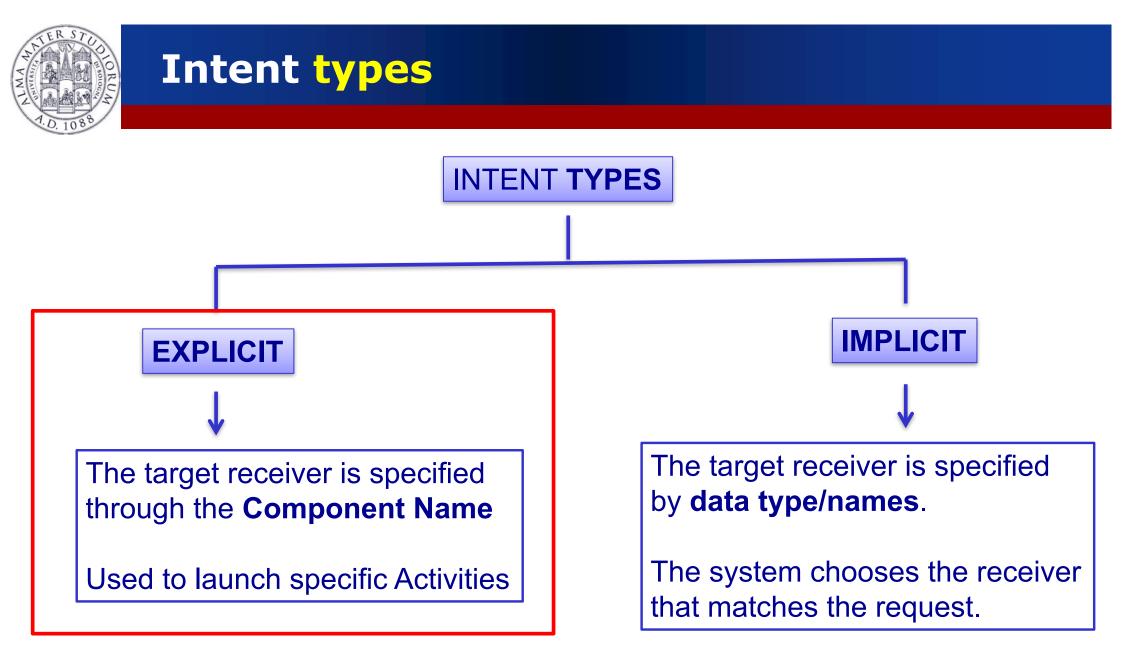
- Call a component from another component
- Possible to pass data between components
- Components: Activities, Services, Broadcast receivers ...
- Something like:
 - "Android, please do <u>that</u> with <u>this</u> data"
- Reuse already installed applications and components



Intent Definition

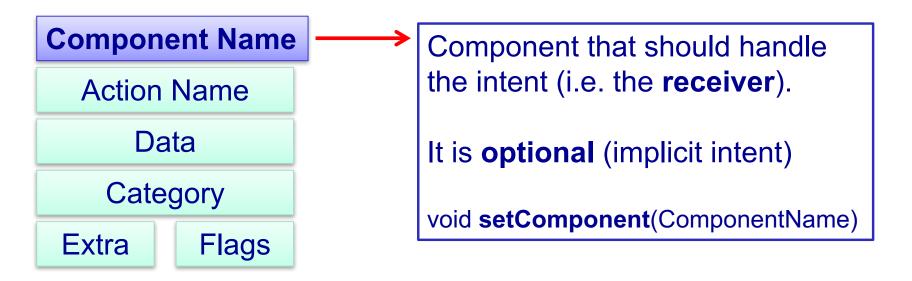
- We can think to an "Intent" object as a message containing a bundle of information.
 - Information of interests for the receiver (e.g. name)
 - > Information of interests for the Android system (e.g. category).







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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)

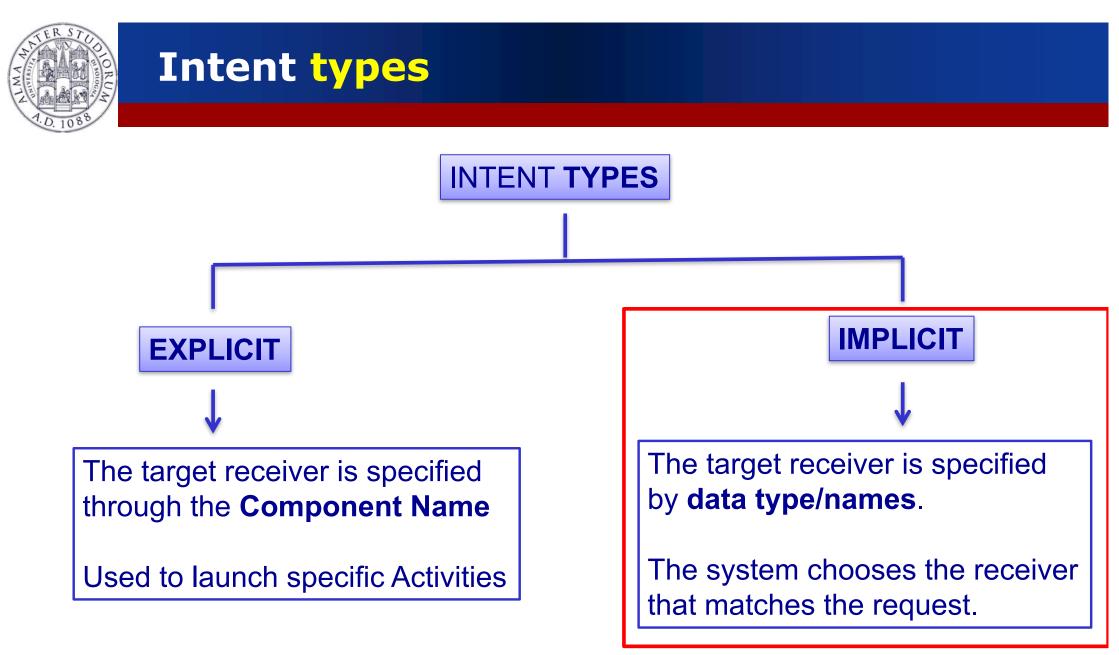
Receiver side: invoke the setResult()

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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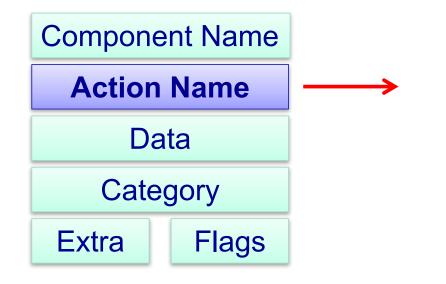


Intent types: Implicit Intents

- 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.
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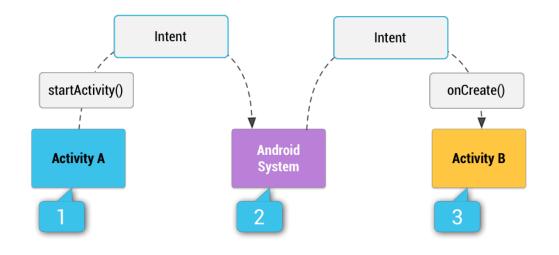
A string naming the **action** to be performed.

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.

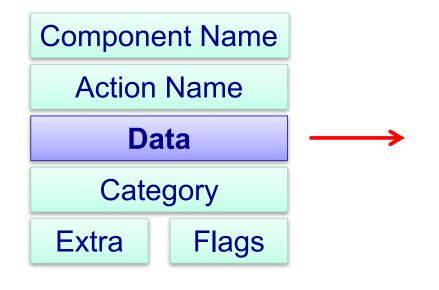
public void doSearch(String query) {
 Intent intent =new Intent(Intent.ACTION_SEARCH);
 Intent.putExtra(SearchManager.QUERY,query);
 if (intent.resolveActivity(getPackageManager()) !=null)
 startActivity(intent)

> 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)

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- > 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

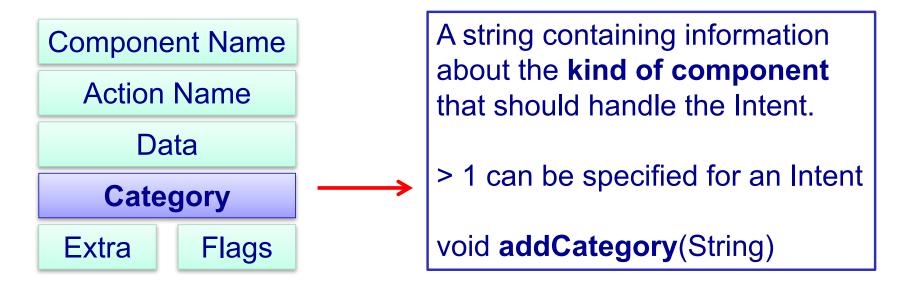
- Each data is specified by a name and/or type.
- type: MIME (Multipurpose Internet Mail Extensions)-type
- Composed by two parts: a type and a subtype

EXAMPLEs

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



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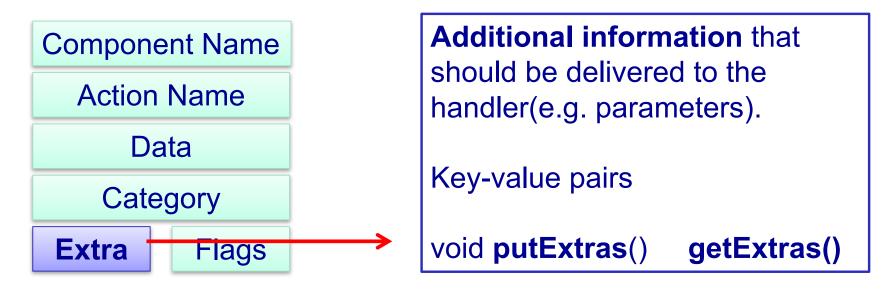


Category: string describing the kind of component that should handle the intent.

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