

# Intents I (Using Class Name)

- 1.** Make a project whose initial screen has a `TextView` that says “Activity 1” and has a `Button` that says “Go to Activity 2”. Have Activity 2 show a `TextView` that says “Activity 2” and have a `Button` that says “Go to Activity 1”. Have the buttons switch back and forth. Note that in later Android versions, you should specify `android:exported="false"` in the manifest file for each activity that you want to switch to. This is not required, but is recommended, and means that outside projects cannot invoke the Activity. However, you should *not* specify this for Activities that will be invoked from entirely separate projects, as in the next set of exercises. Also, do *not* put `android:exported="false"` for the main launcher Activity, since outside code (the Android launcher) needs to invoke it.
- 2.** Make a separate Activity that takes two numbers and prints out the sum. The simplest way to do this is to have the `SumActivity` contain a single `TextView` with the text “The sum of x.x and y.y is z.z”. Add a button to your initial activity to invoke the `SumActivity`. Don’t send any data, but rather let the `SumActivity` use default values for the two input numbers.
- 3.** Add another `Button` to the initial Activity. Have it also invoke the `SumActivity`, but have it send two random numbers along. (Remember that `Math.random()` returns a random double between 0.0 and 1.0). Have the `SumActivity` use those two numbers for its inputs. When having the `SumActivity` read the input numbers, be sure to consider the possibility that one or both of the values might be missing.