

Intents II (Using URIs)

- 1.** Edit the manifest file of the project from your previous exercise so that the SumActivity is registered to handle a URI of a certain form (e.g., `sum://example.com/add`). Make sure you specify `android:exported="true"` for the SumActivity (or omit “`android:exported`” entirely, since “`true`” is the default). Eclipse will warn you that now any app on the device can now invoke your Activity, but this is precisely what you want.
- 2.** Now make a *new* project that has an Activity with some buttons. Arrange it so that the first button in your new project invokes the SumActivity from your original project. Don’t send any data, but rather let the SumActivity use default values for the two input numbers.
- 3.** Make a second Button in your new project. Have it also invoke the SumActivity from your original project, but this time send two random numbers in the URI parameters. For now, use random numbers, not user input. Note that you will now have to change the SumActivity to account for the possible existence of URI parameters. Be sure to consider the possibility that the numbers are missing (i.e., `getQueryParameter` returns null) or malformed (i.e., non-null, but cannot be properly parsed by `Double.parseDouble`).
- 4.** Add two EditText fields to your new Activity. Add a new Button that invokes the SumActivity, sending along the numbers from the two EditText fields.