



But du TP

Créer une classe « activity » qui appelle une autre classe (activity ou autre) avec

- ✓ L'intent explicite (voir le code du bouton calculer somme)
- ✓ L'intent implicite (voir le code du bouton afficher la page)

```
package com.example.act1;
import android.support.v7.app.ActionBarActivity;
import android.net.Uri;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.content.Intent;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends ActionBarActivity
{
    protected void onCreate(Bundle
savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        final EditText
editText1=(EditText)findViewById(R.id.editText1);
        final EditText
editText2=(EditText)findViewById(R.id.editText2);
        final EditText
editText3=(EditText)findViewById(R.id.editText3);
        Button
button1=(Button)findViewById(R.id.button1);
        Button
button2=(Button)findViewById(R.id.button2);
        button2.setOnClickListener(new
OnClickListener() {
            public void onClick(View
arg0) {
                String
url=editText3.getText().toString();
                Intent intent=new
Intent(Intent.ACTION_VIEW,Uri.parse(url));
                startActivity(intent);} });
        button1.setOnClickListener(new
OnClickListener() {
            public void onClick(View arg0) {
                String
a=editText1.getText().toString();
                String
b=editText1.getText().toString();
                Intent it = new
Intent(MainActivity.this, Activity2.class);
                it.putExtra("Value1", a);
                it.putExtra("Value2", b);
                startActivity(it);
            }
        });
    }
} // fin on create
} // fin MainActivity
```

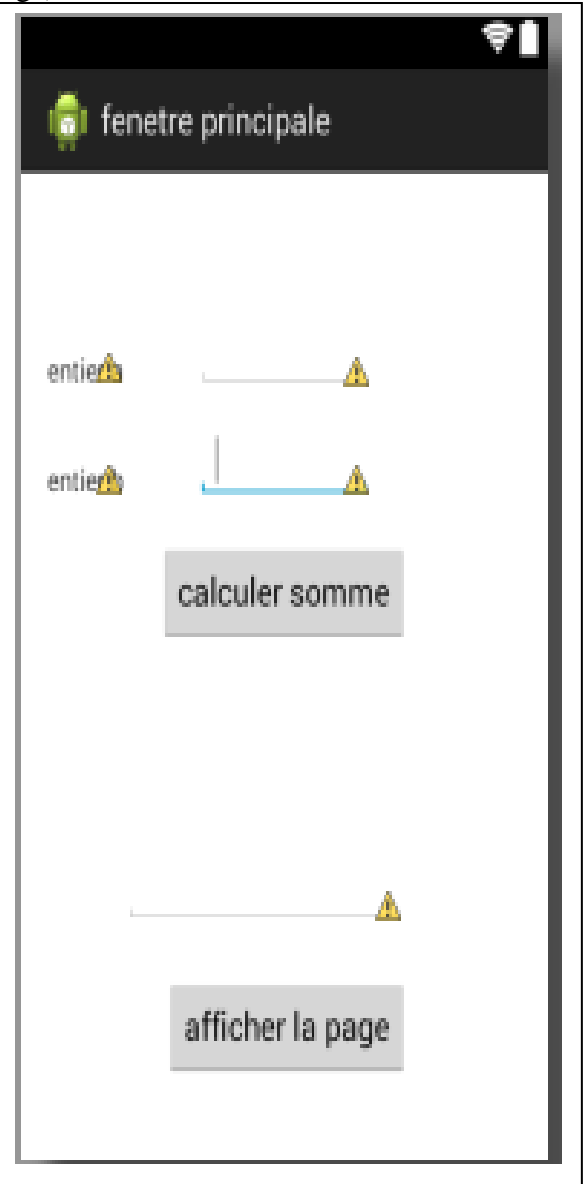


Fig 1 :layout de MainActivity

```
package com.example.act1;
import android.net.Uri;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.Toast;
import android.app.Activity;
import android.content.Intent;
public class Activity2 extends Activity{
    protected void onCreate(Bundle
savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity2_m);
        Bundle extras = getIntent().getExtras();
        String value1 = extras.getString("Value1");
        String value2 = extras.getString("Value2");
        int a=Integer.parseInt(value1);
        int b=Integer.parseInt(value2);
        int c=a+b;

        Toast.makeText(getApplicationContext(),"resultat de la
somme: "+c,Toast.LENGTH_LONG).show();
        Button
button1=(Button)findViewById(R.id.button1);
        button1.setOnClickListener(new OnClickListener()
{
            public void onClick(View arg0) {
                finish(); } } } }
```

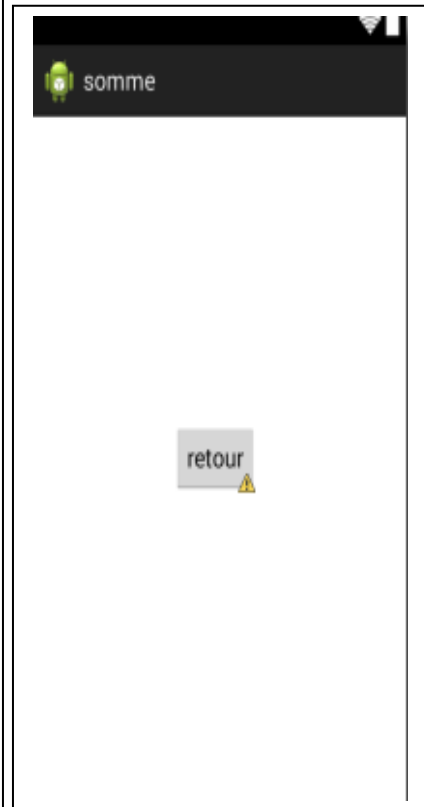


Fig 2 :layout de Activity2

```
String.xml:

<resources>

    <string name="app_name"> fenetre principale</string>
    <string name="hello_world">bienvenu!</string>
    <string name="b1_text">calculer somme</string>
    <string name="b2_text"> afficher la page</string>
    <string name="action_settings">Settings</string>

</resources>
```

Question

Créer un 3eme bouton dans MainActivity pour afficher une image (utiliser le widget ImageView, et mettre l'image (.png/.gif/.jpg) dans un dossier drawable).