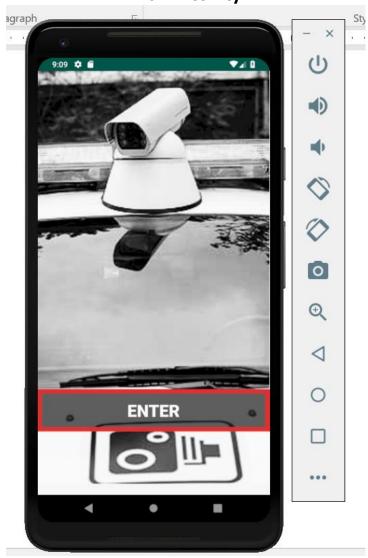
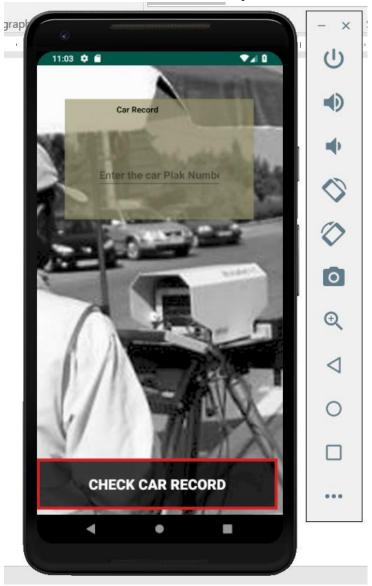
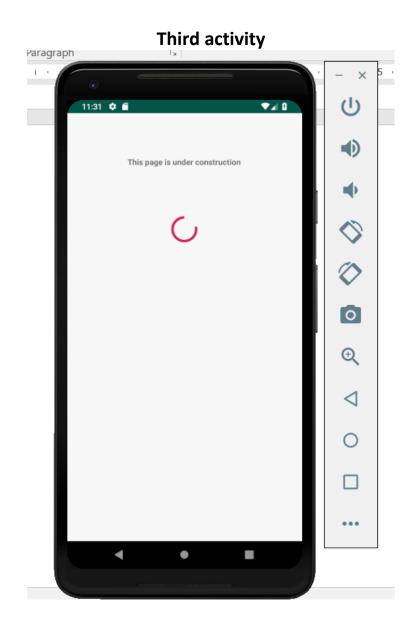
Main Activity



Second activity





In this exercise, you will design a new project which shows the driving record. The aim of this exercise is to learn how to make a <u>style</u> and <u>adding</u> new activities, <u>specifying the main activity</u>, and <u>sending values</u> to other activity.

- 1- Create a new project.
- 2- Insert a background image, apply the constraints, set the constraints to **match constraint** from all directions, and also change the scale type to center crop. Make sure to set all the margins to zero.
- 3- Insert a button, change the text to Enter, and format the text.
- 4- In order to define a style for a button, we need to do the following:
 - **a.** create a file through: right-click on the folder of drawable-> new-> new source file-> assign a name like **button_style** (**file-based sources can only contain lowercase a-z, number 0-9, and underscore**).
 - **b.** From the created file of button_style.xml, change the **selector** tag to **shape**.
 - **c.** Define a background color using solid tag. (<solid android:color="#ce2b2b2b">/<solid>).
 - **d.** Define a border color using stroke tag.(<stroke android:color="#000000" android:width="4dp"> /<stroke>).
- 5- In order to create the **second activity** (second page), do the following:
 - **a.** Open the java folder, right-click on the first com.example.myapplication-> new-> activity-> Empty activity, then set a name for this activity
 - **b.** Add a background image, button(using defined style), text view and plain text
- 6- To link the first activity to the second activity you should use the **Intent** code in the XML file of the **first** activity.

```
var secondpage= Intent(this, second_page_name::class.java)
startActivity(secondpage)
```

- 7- Create the **third activity** (third page), do the following:
 - **a.** Add a textview and write "This page is under construction"
 - **b.** From Widget s, add a progressbar
 - c. To link the second activity to the third activity you should use the **Intent** code in the XML file of the **second** activity

- 8- Now the aim is to send a value from the second activity to the third one.
 - **a.** In the second activity, the user enters the car code number in the text editor.
 - **b.** Once clicked on the button, the user should see a message containing the car code in the third activity.

putExtra → To pass a value from one activity to another activity

```
So the code will be:
```

```
secondpage.putExtra ("Carcode", texteditorId.text.toString())
```

getStringExtra → To get a value sent from an activity

```
So the code will be:
```

```
Val code = intent.getStringExtra ( name: "Carcode")
```

Hint Code for the second activity:

```
var secondpage= Intent(this, name of the second page::class.java)
secondpage.putExtra (name: "Carcode", texteditorId.text.toString())
startActivity(secondpage)
```

Hint code the third activity:

```
var displaymessage= intent.getStringExtra(name: "Carcode")
textviewID.text= displaymessage
```

c. In the second activity, add a code to check if the entered car code is 8 digits then display it in the third activity, Otherwise, create a toast message to show an error.