Complete Android Development, Part 4 of 29: Quiz Application

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Meet the expert: Paulo Dichone graduated from Whitworth University with a B.S in Computer Science in 2009 and has worked building Android and iOS mobiles apps as well as web applications. Since 2014 he's been an online instructor teaching over 40,000 students from 170 countries in how to program Java and build Android Applications.

Prerequisites: Knowledge of java programming is required. If you do not, then paulo's java series "Java SE 9 Parts 1 through 14" would be needed. Base understanding of Mobile Development

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Course description: This series is for you, if you want to understand, architect, and master Android Applications. This course covers: more work on the quiz application, understanding activities and callbacks, navigation to activities, receiving and showing data.

Course outline:

Quiz App
- Introduction
- Challenge 1 Improve QuizApp
- Adding drawables icons and showing
- Final Challenge Solution
- Summary

Understanding Activities Lifecycle Callbacks
- Introduction
- Understanding Activities Lifecycle Callbacks
- Showing Each Activity Life Cycle
- Summary

Navigate to Another Activity
- Introduction
- Navigate to Another Activity
- Going From Activity A to Activity B
- Summary

Receiving Data from First Activity and Show
- Introduction
- Receiving Data from First Activity and Show
- Using Bundle to Retrive data and Integers
- Summary

Show Data From Second Activity
- Introduction
- Show Data From Second Activity
- Start Activity For Result
- Summary