CS260 Android working with Multiple Activities & Intents

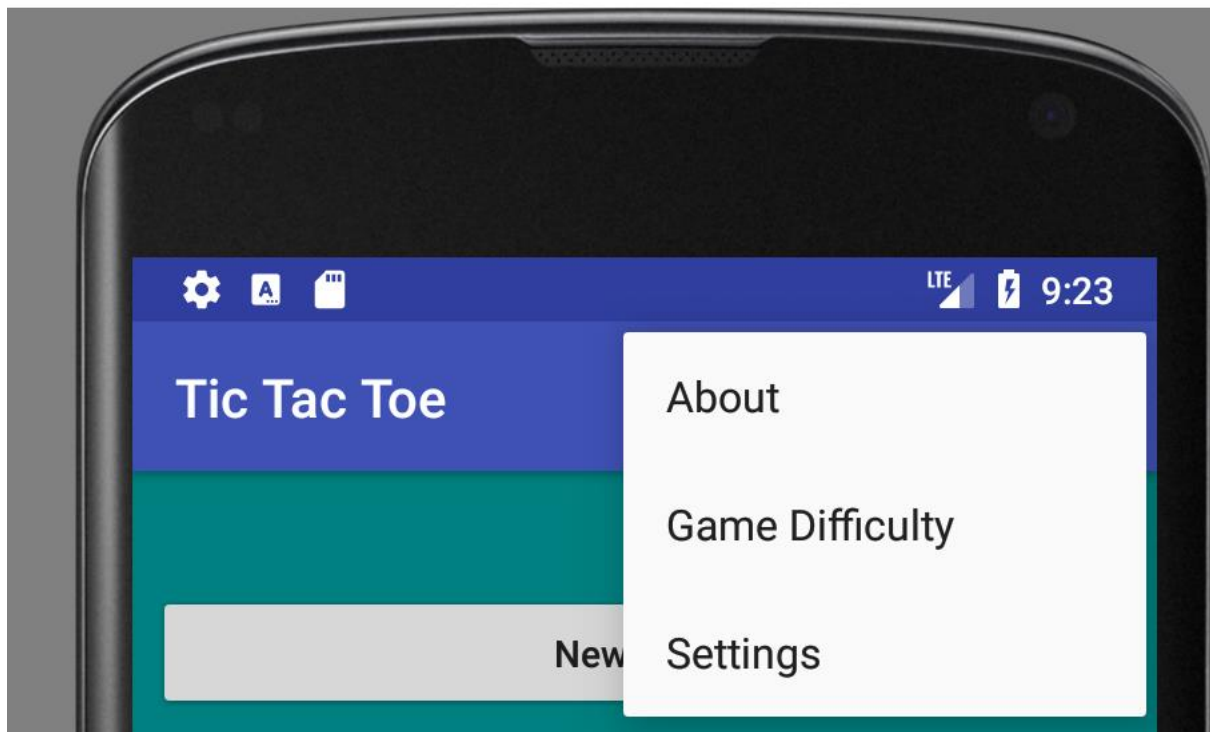Add a menu to your Tic Tac Toe (or any other app)
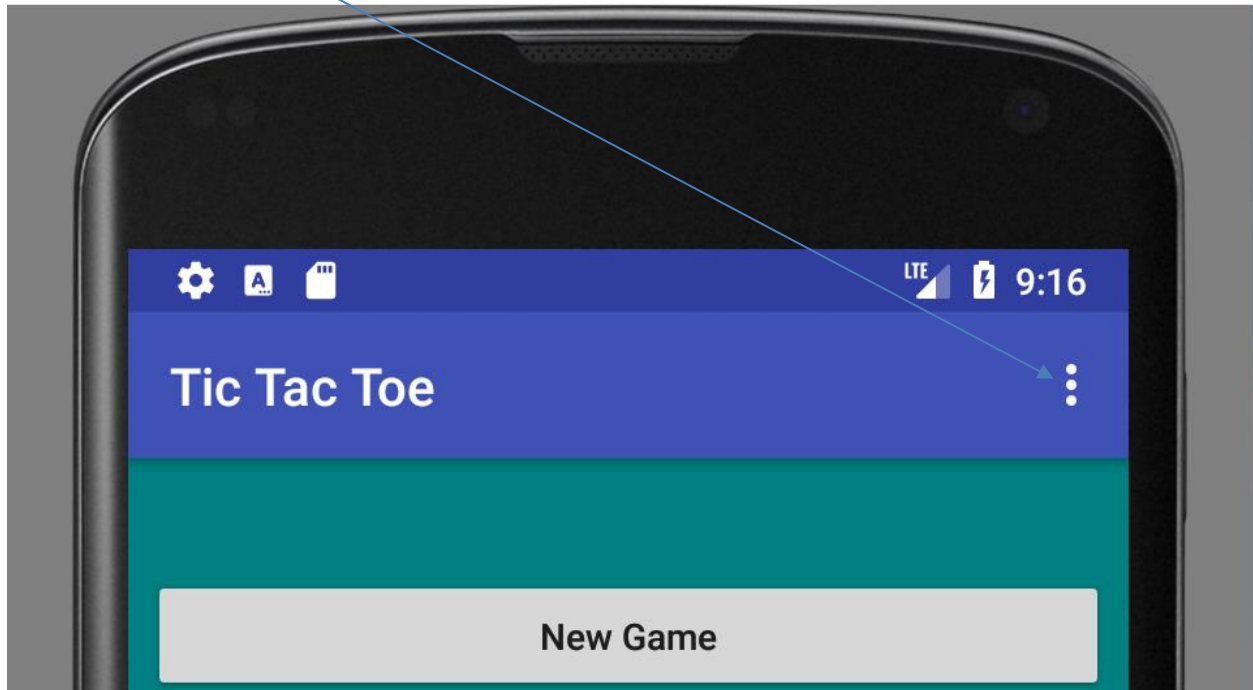
(a) The menu is to have the following three options:

The menu.xml looks like the following:

```xml
<?xml version="1.0" encoding="utf-8" ?>
<menu xmlns:android="http://schemas.android.com/apk/res/android" >
    <item
        android:id="@+id/menuAbout"
        android:orderInCategory="0"
        android:title="@string/sAbout"/>
    <item
        android:id="@+id/menuDifficulty"
        android:orderInCategory="1"
        android:title="@string/sGameDifficulty"/>
    <item
        android:id="@+id/menuSettings"
        android:orderInCategory="100"
        android:title="@string/sSettings"/>
</menu>
```

When the user selects Game Difficulty, bring up a dialog as follows:

Game Difficulty
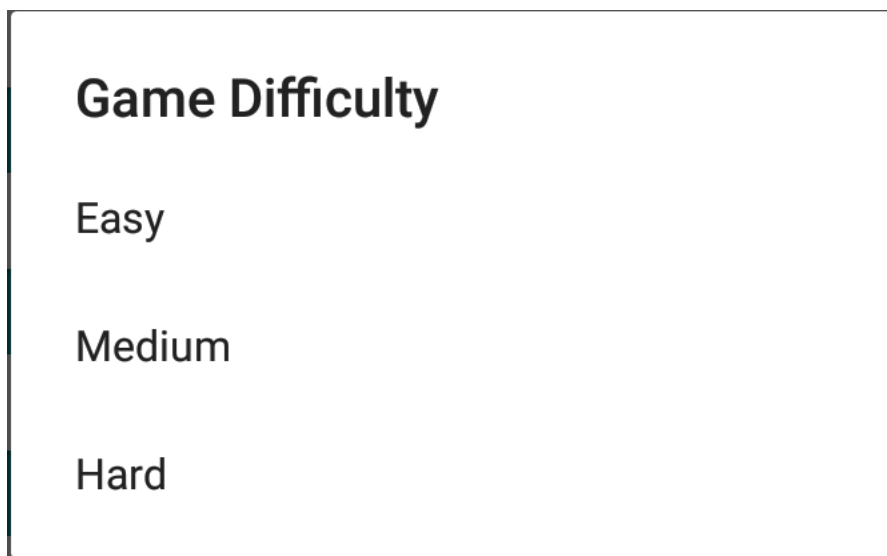
Easy

Medium

Hard

Easy is difficulty level 0, Medium is 1, and Hard is 2. Once you have the difficulty level, start a new Activity and pass the difficulty level to the newly started activity.

Pass information between the Activities.

In MainActivity

```java
intent = new Intent (this, PrintIntsActivity.class);
 intent.putExtra ("int", 10);
```

In the new Activity

```java
private int mValue;

…
```

```
mValue = getIntent ().getExtras ().getInt ("int");
```

Use the debugger and see if mValue is the correctly passed in value. Let me see.

By tomorrow, first and foremost, finish your assignment. Then get the bouncing balls working. Finally, implement and understand the menus as well as passing information between activities.

On Thursday, I will have one last in class exercise you may find useful and then it will be on to the design and implementation of your final projects.