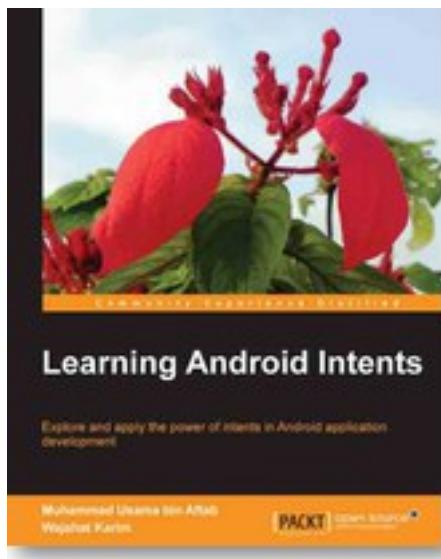# Learning Android Intents

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What you will learn from this book

* Understand Android Intents and their importance in Android apps

* Get to grips with the different types of Intents and their implementation

* Discover data transfer methods in Android Intents along with their optimization and performance comparisons

* Explore the implementation of Intents while invoking Android Features in an application.

* Use Intent Filters and their sub-domains in order to perform various actions and

sorting categories in Android Intents

* Catch different events while working with Broadcast Receiver and perform various actions

作者介绍:

Muhammad Usama bin Aftab

Muhammad Usama bin Aftab is a telecommunications engineer with a flair for programming. He has been working in the IT industry for the last two years, in which he worked on Android Development, AndEngine GLES 1 and 2, Starling, Adobe Air, and Unity 3D. He also has a total of two years of Android experience consisting of professional and freelance work that he has done. In June 2011, he started his career from a silicon-valley-based company named Folio3 Pvt. Ltd. Folio3 guided him a lot. This helped him discover various technologies with highly qualified professionals.

Wajahat Karim

Wajahat Karim is a software engineer and has a high interest in game development for mobile and Facebook platforms. He completed his graduation from NUST School of Electrical Engineering & Computer Sciences (SEECS), Islamabad, Pakistan. He has been working on games since he was in the third year of his graduation. He is skilled in many platforms including Android SDK, AndEngine GLES 1 and 2, Adobe Flash, Adobe Flex, Adobe AIR, Unity3D, and Game Maker. He is also skilled, not only in programming and coding, but also in computer graphics tools, such as Adobe Photoshop CS5, Adobe Illustrator, Adobe Flash, 3D Studio Max, and Autodesk Maya 2012. After working on a Facebook game in WhiteRabbit Studios until September 2012, he joined a silicon valley-based company, Folio3 Pvt.Ltd, where he provides his services in mobile games using Unity3D, Adobe Flash, and AndEngine. He also runs his own mobile app/game startup called AppSoul Studio (Pvt.) Ltd. in his part time

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专门讲intent的使用，应用层次，不算深入，但是值得一读。

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