

Create an app named Problem1LastName:

The app passes an ArrayList<Person> that contains Persons “John” and “Mary” from Activity1 to Activity2, upon clicking a button. Activity2 adds to the ArrayList<Person> a third Person, “Anna”. Person is a class that has one instance variable name of type String. You may add to Person any methods or constructors that you think are needed.

Figure 1 shows Activity1 the app when it first starts.

Figure 2 shows Activity2 after is has relieved the ArrayList from Activity1.

Figure3 shows Activity1 after the button “SEND DATA TO ACTIVITY1” has been clicked and the back button is pressed.

