Programming with Android:
Activities

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➢Outline:

➢ What is started by the device

➢ It contains the application's informations

➢ Has method to answer certain events

➢ An application could be composed of multiple activities

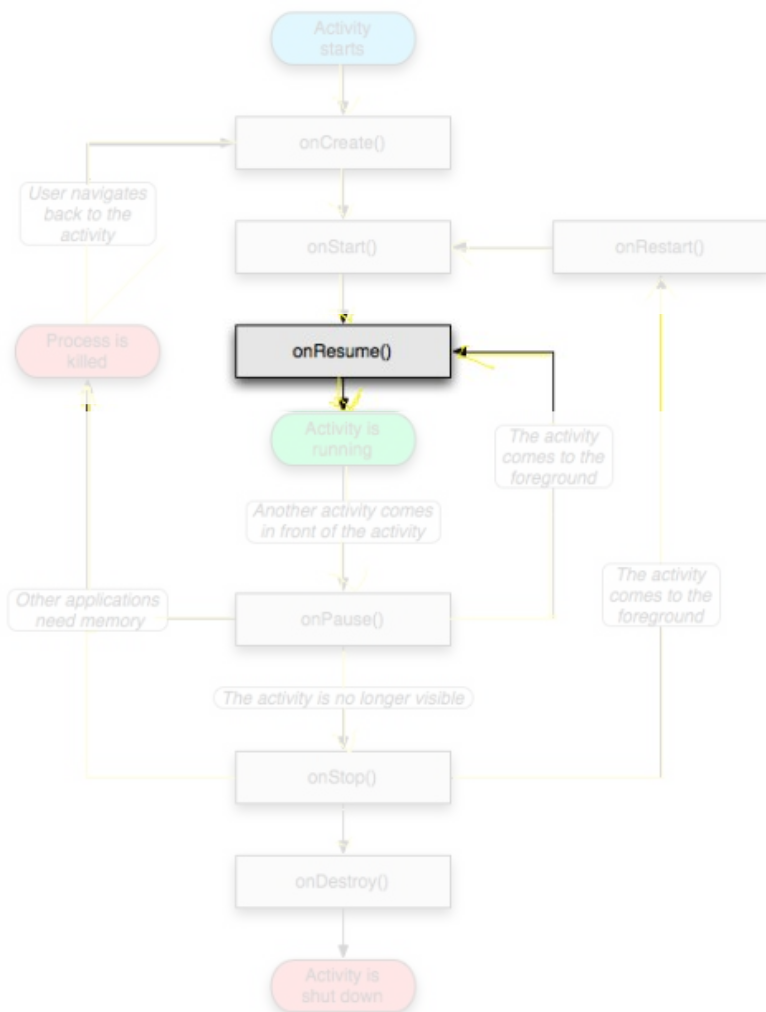➢ Create a class that is a subclass of Activity

➢ Implement callback methods

   ➢ OnCreate():

      ➢ Initialize

      ➢ SetContentView()

Activity lifecycle

> ➢ OnCreate()
>> ➢ Called when the activity is created
>> ➢ Should contain the initialization operations
>> ➢ Has a Bundle parameter
>> ➢ If onCreate() succesfull terminates, it calls onStart()

➢OnStart()

  ➢ Called when onCreate() terminates

  ➢ Called right before it is visible to user

  ➢ If it has the focus, then onResume() is called

  ➢ If not, onStop() is called

➢OnResume()

- ➢ Called when the activity is ready to get input from users
- ➢ Called when the activity is resumed too
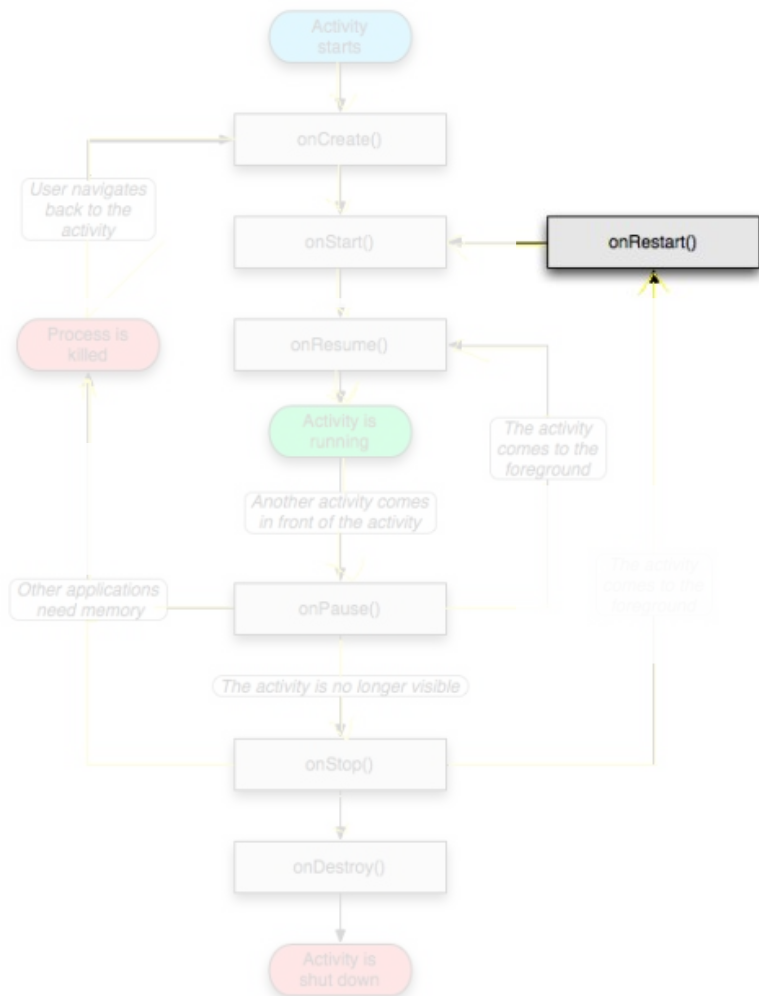- ➢ If it succesfully terminates, then the Activity is RUNNING

> OnPause()

> ➢ Called when another activity comes to the foreground, or when someone presses back

> ➢ Commit unsaved changes to persistent data

> ➢ Stop cpu-consuming processes

> ➢ Make it fast

> ➢ OnRestart()
>
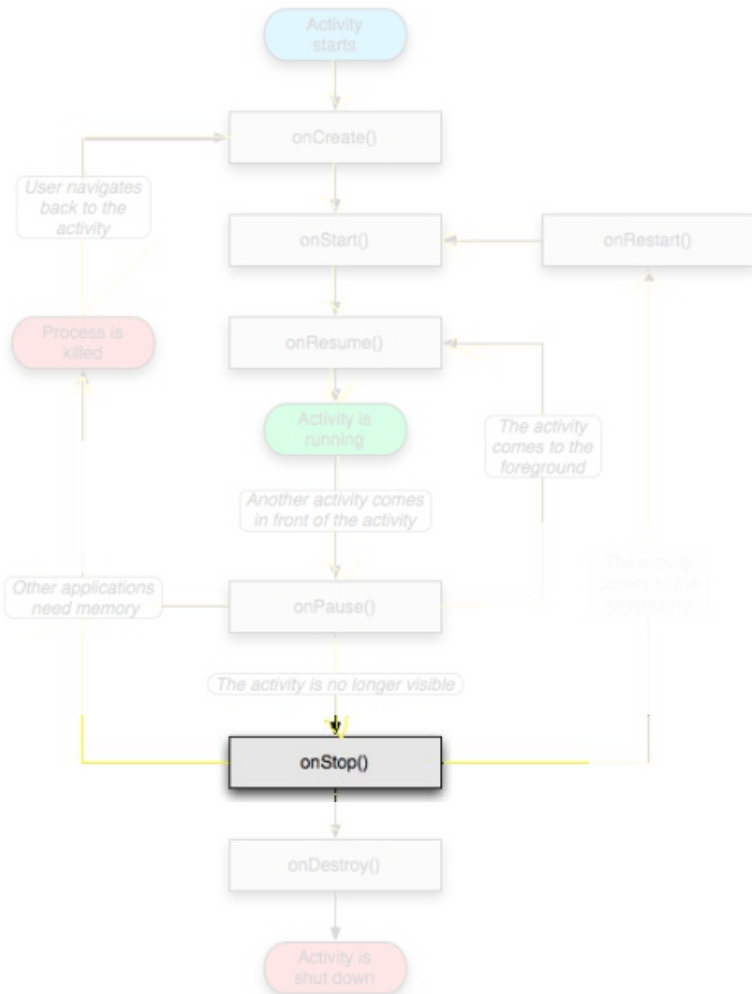>> ➢ Similar to onCreate()
>>
>> ➢ We have an activity that was previously stopped

➢OnStop()

  ➢ Activity is no longer visible to the user

  ➢ Could be called because:

    ➢ the activity is about to be destroyed

    ➢ another activity comes to the foreground

➢OnDestroy()

   ➢ The activity is about to be destroyed

   ➢ Could happen because:

   ➢ The systems need some stack space

      ➢ Someone called finish() method on this activity

      ➢ Could check with isFinishing()