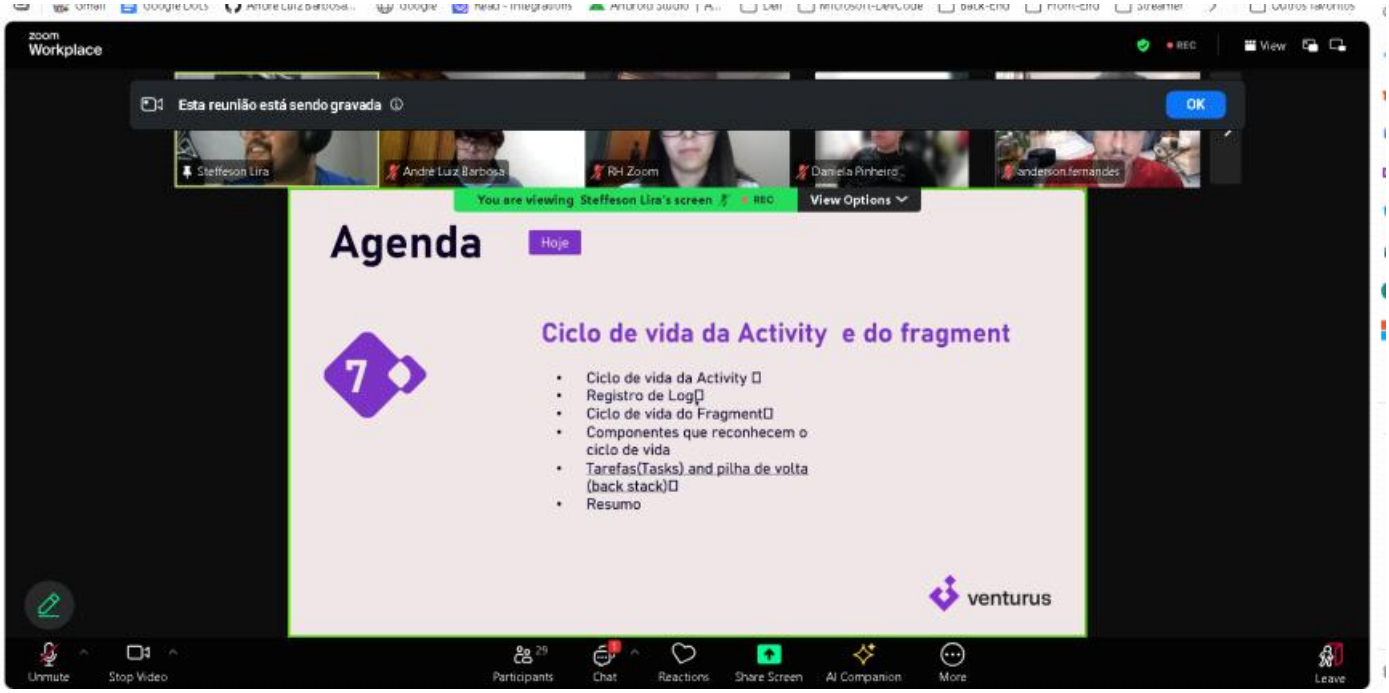
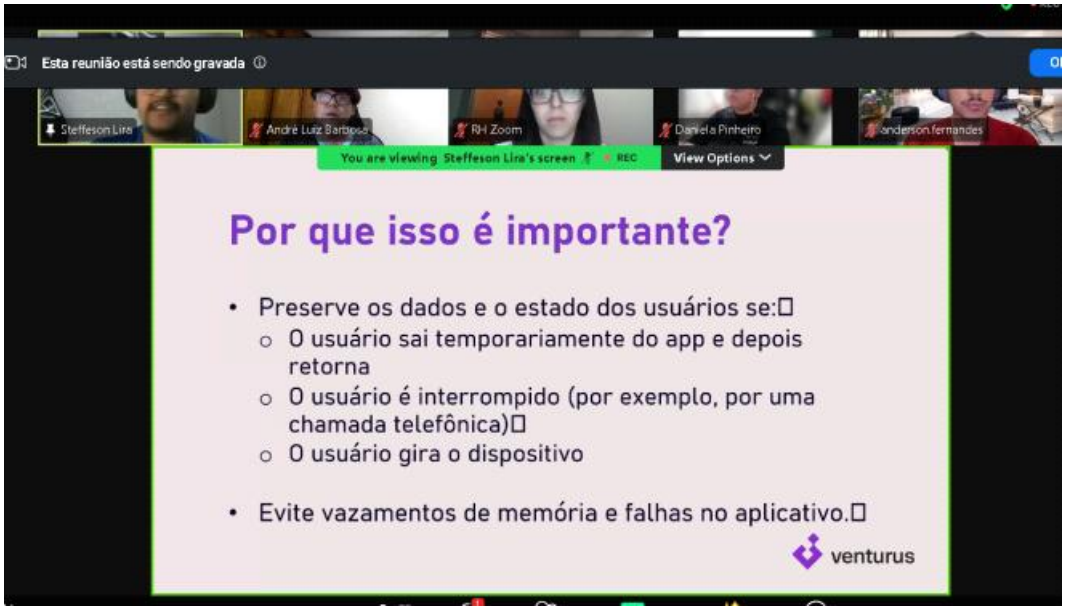
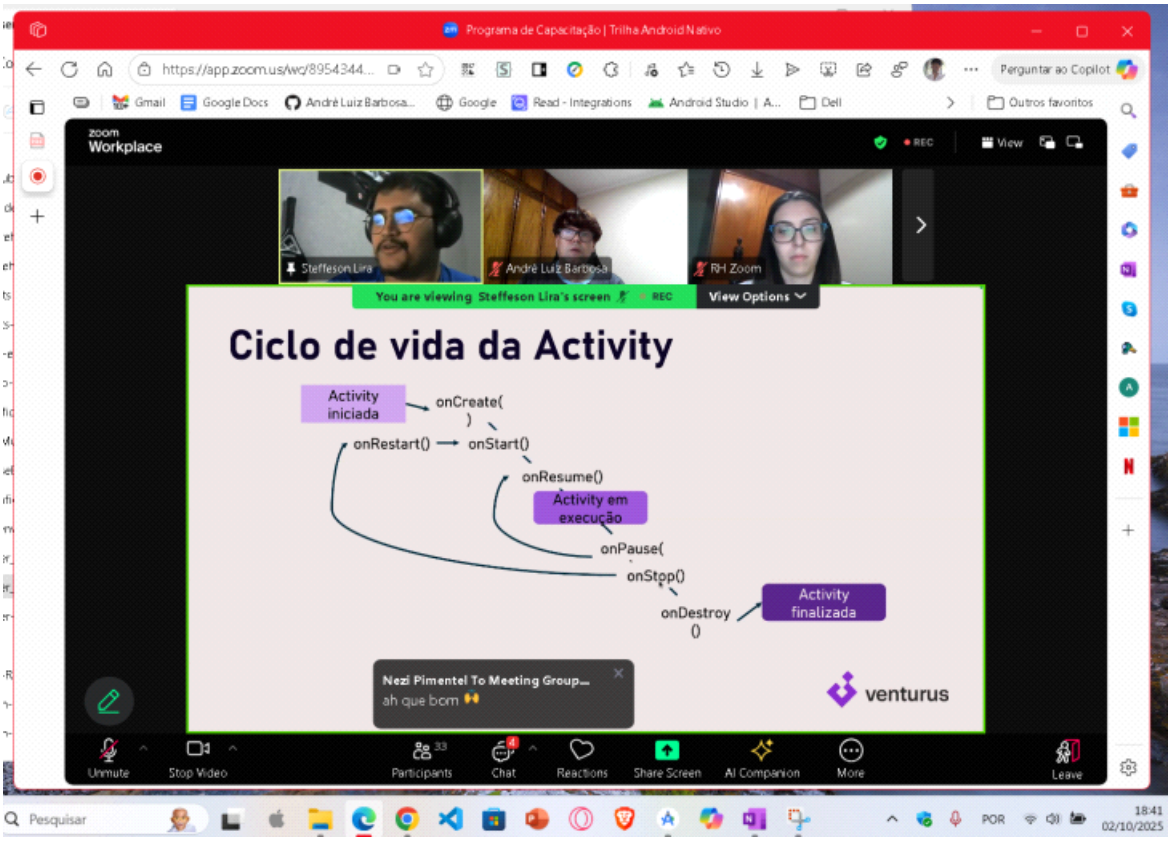
02-10-2025

quinta-feira, 2 de outubro de 2025 18:39

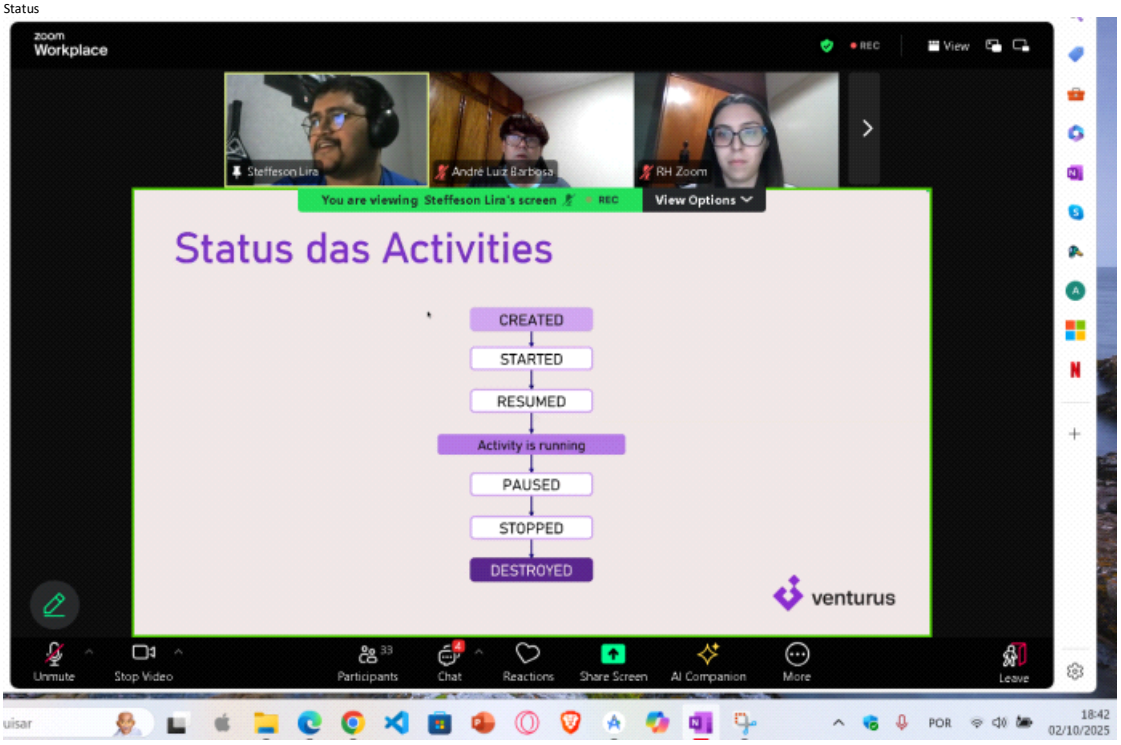




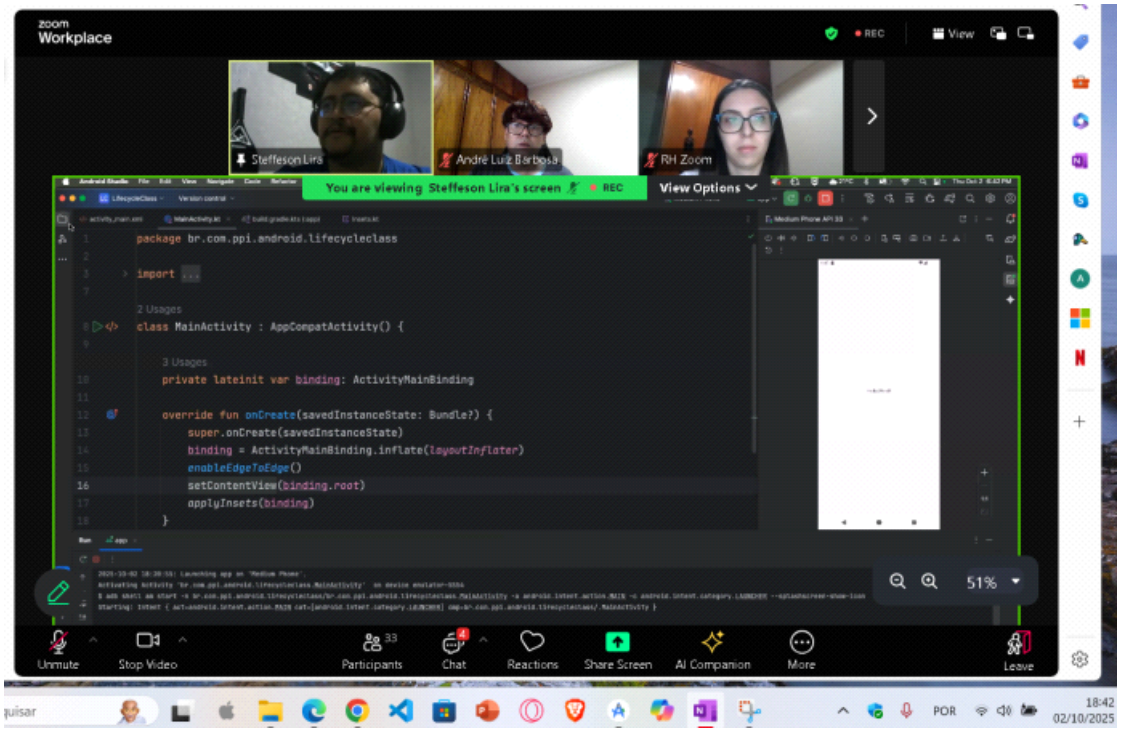
No oncreate que começa a transformação da tela
Parte completa do cliclo de vida

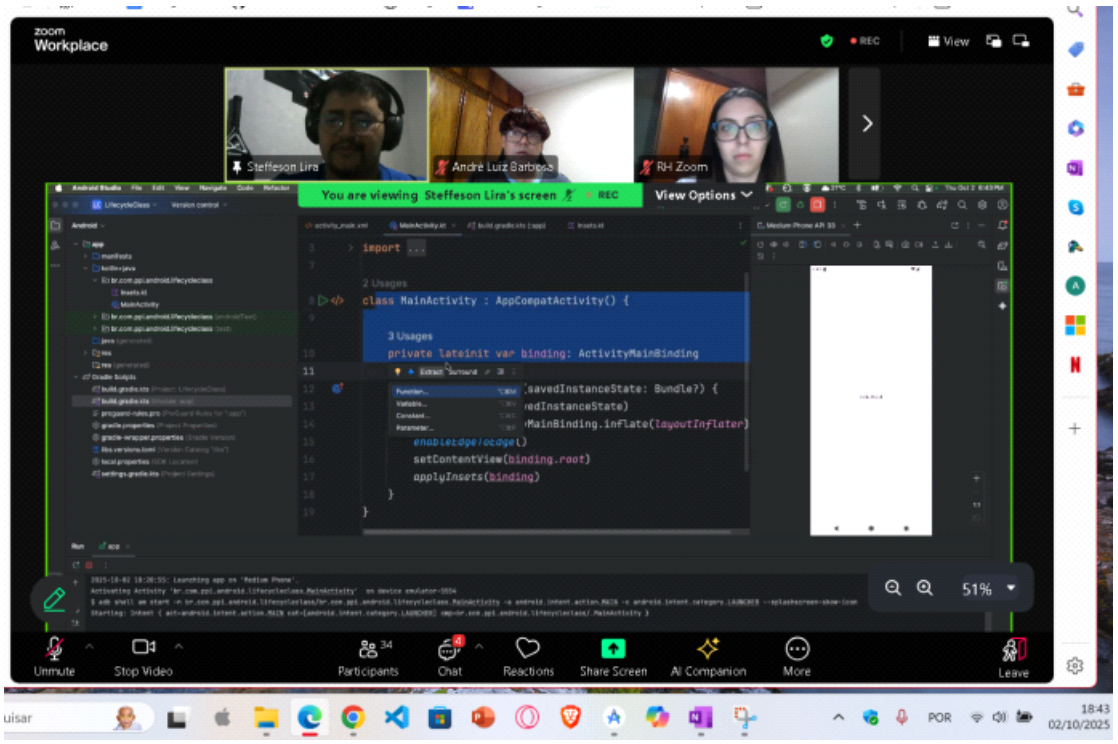


Status

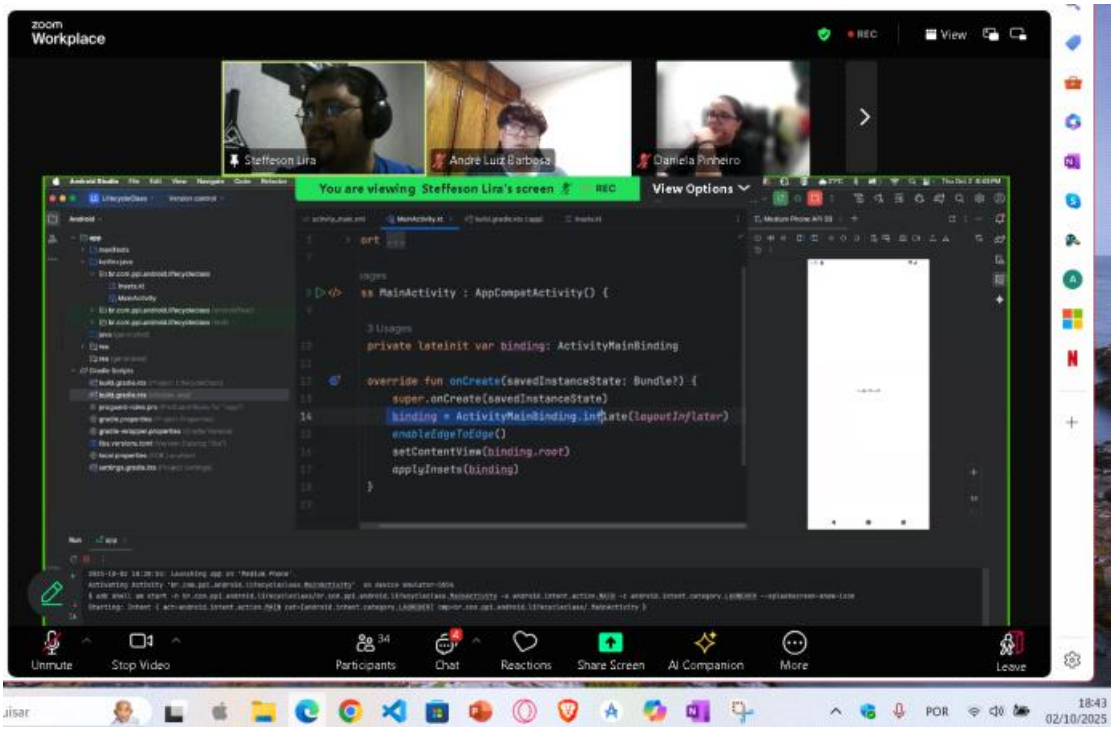


Vendo no código

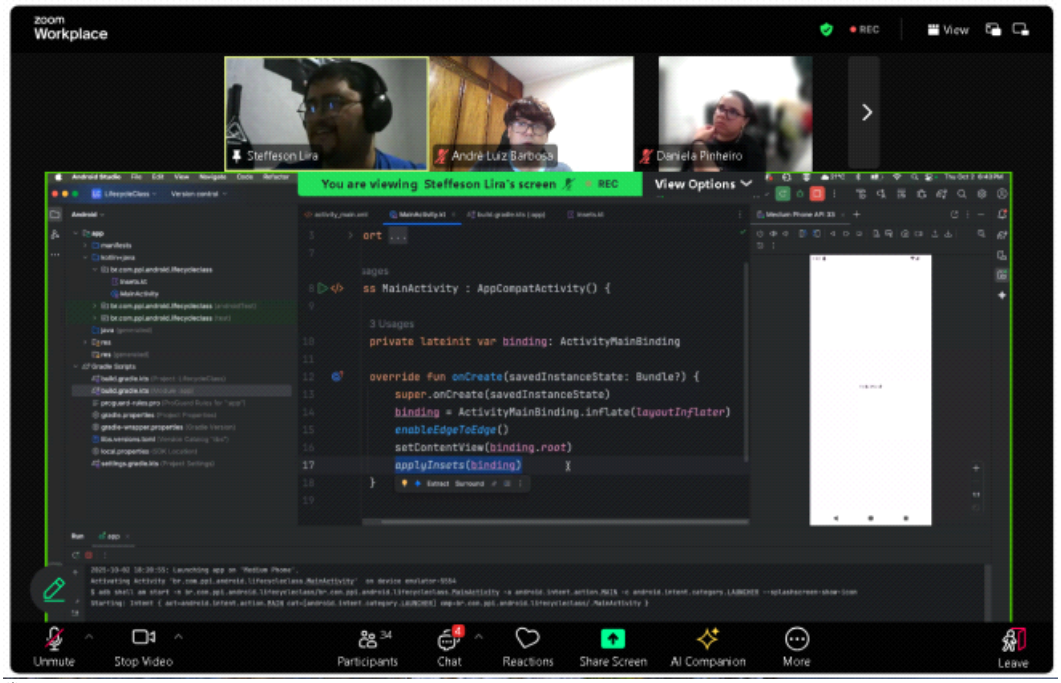




Criou o oncreate e infla os componentes

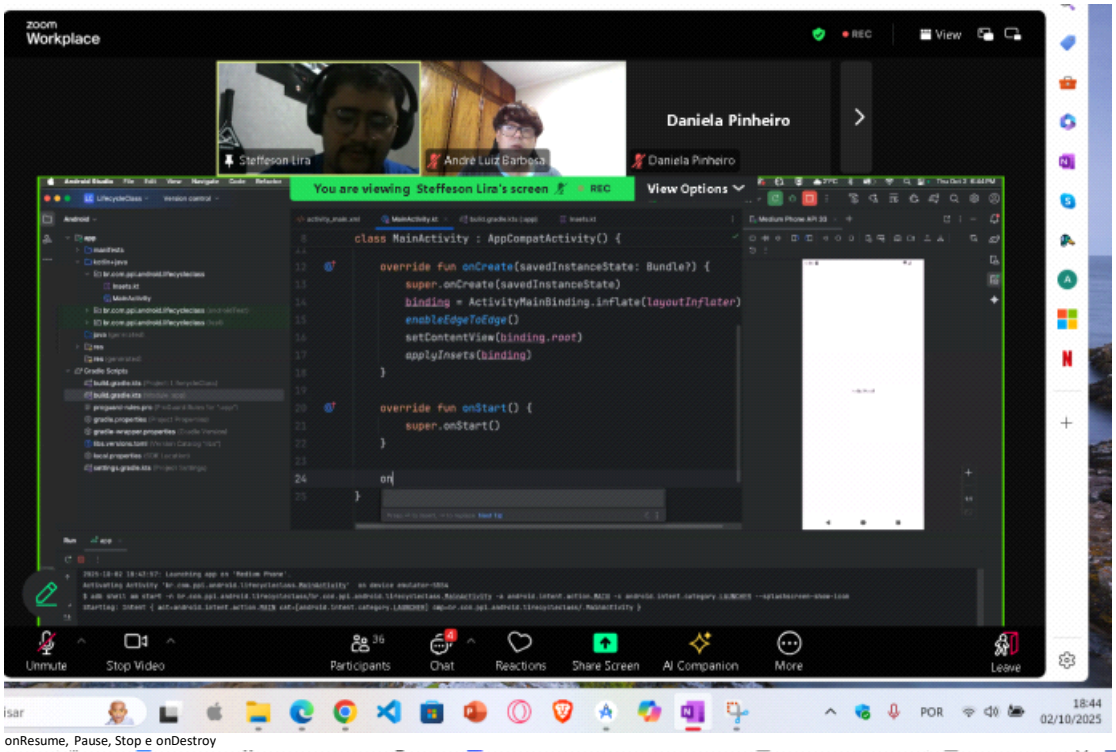


Já deicou simplificado em azul

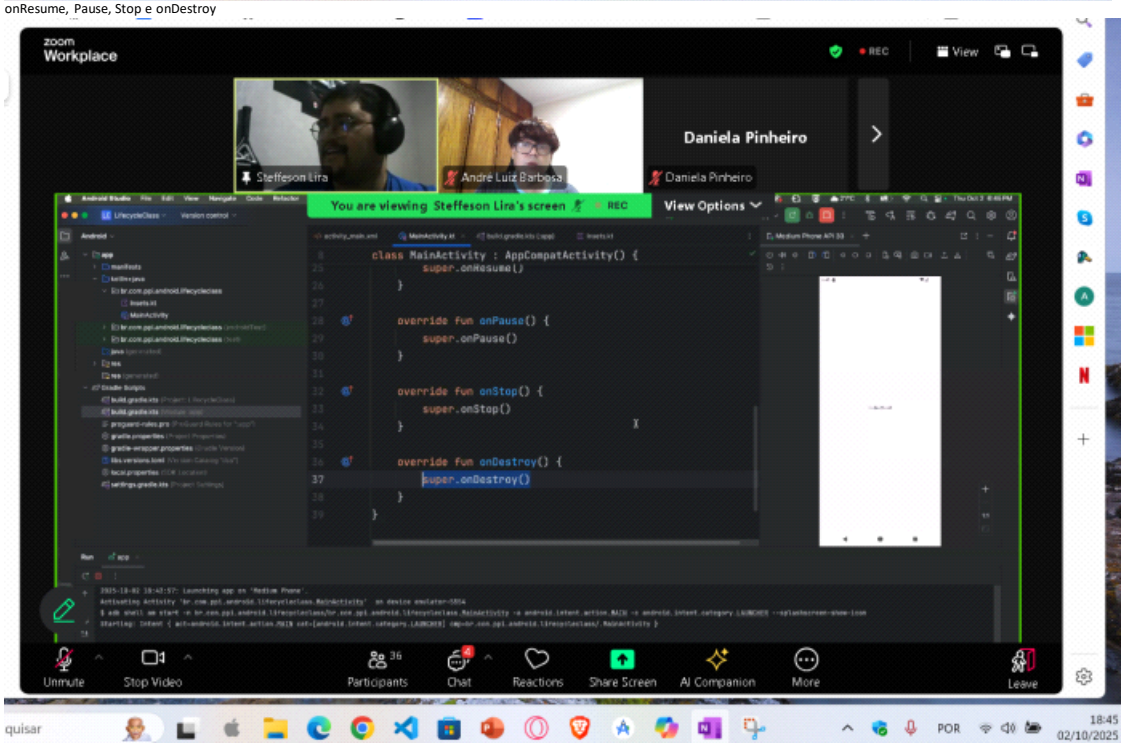


Clica e excuta o app.
Agora os outros métodos do ciclo de vida

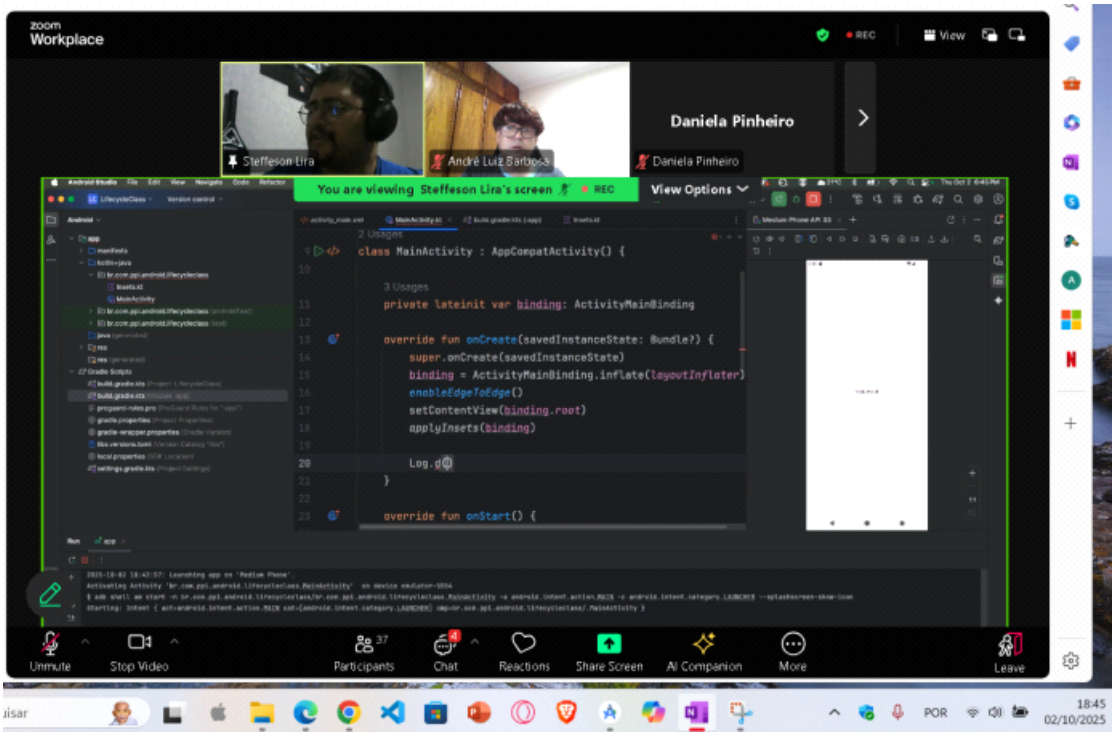
A sgunda opção era o onStart



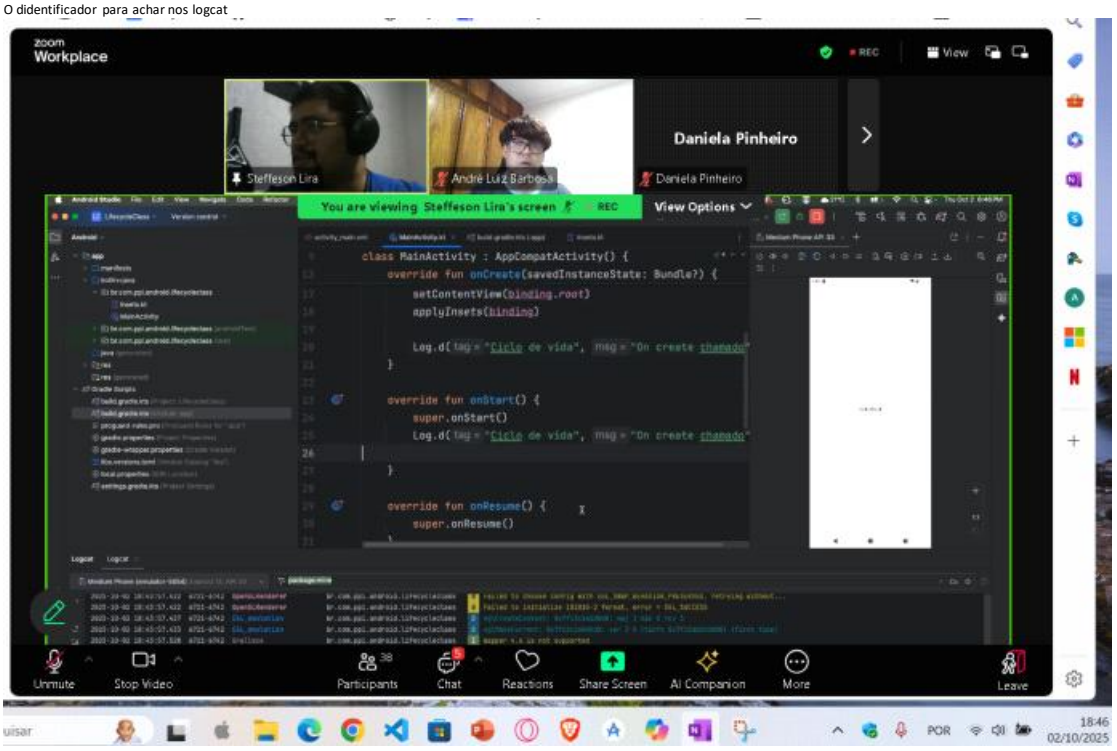
onResume, Pause, Stop e onDestroy



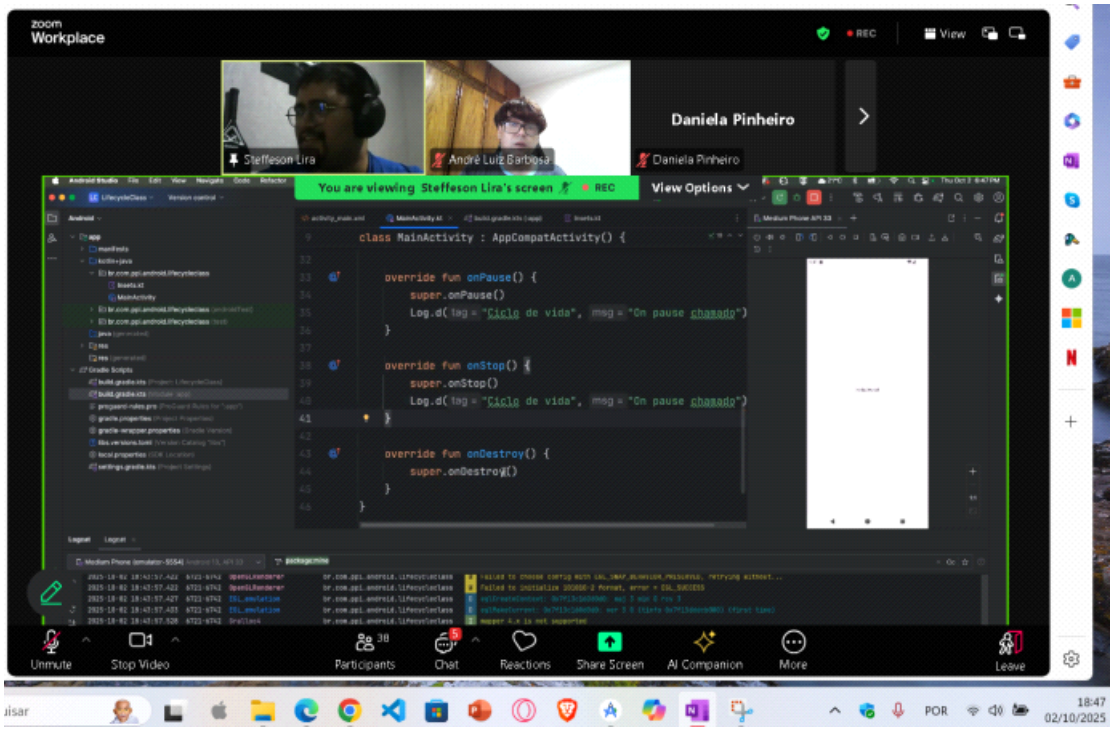
Agora vendo funcionamento nos logs
Log.d()

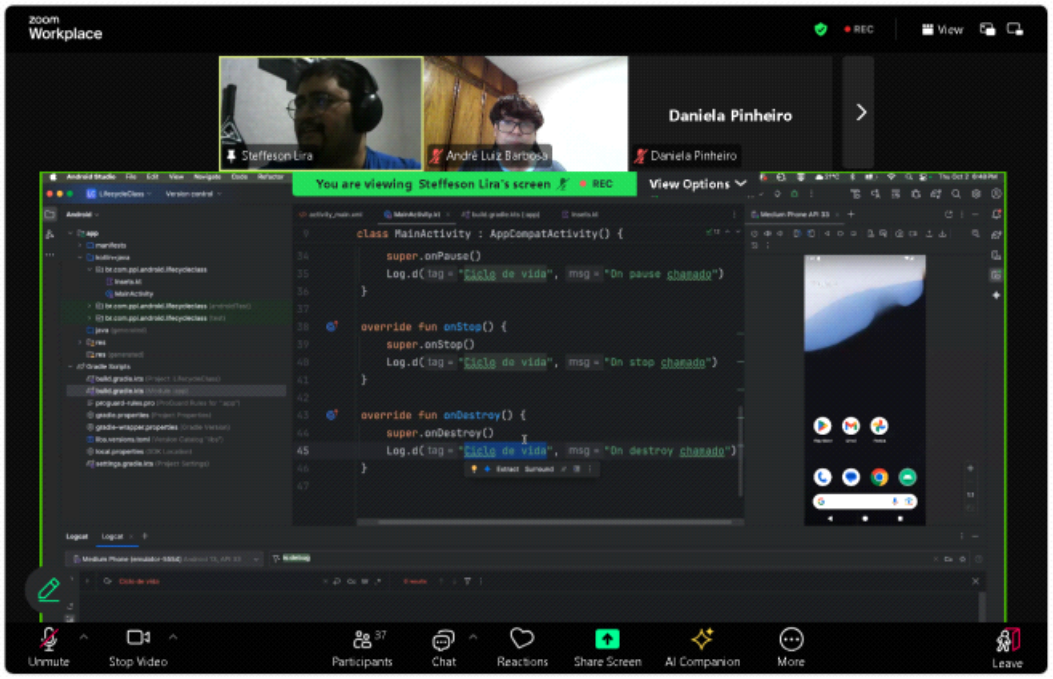


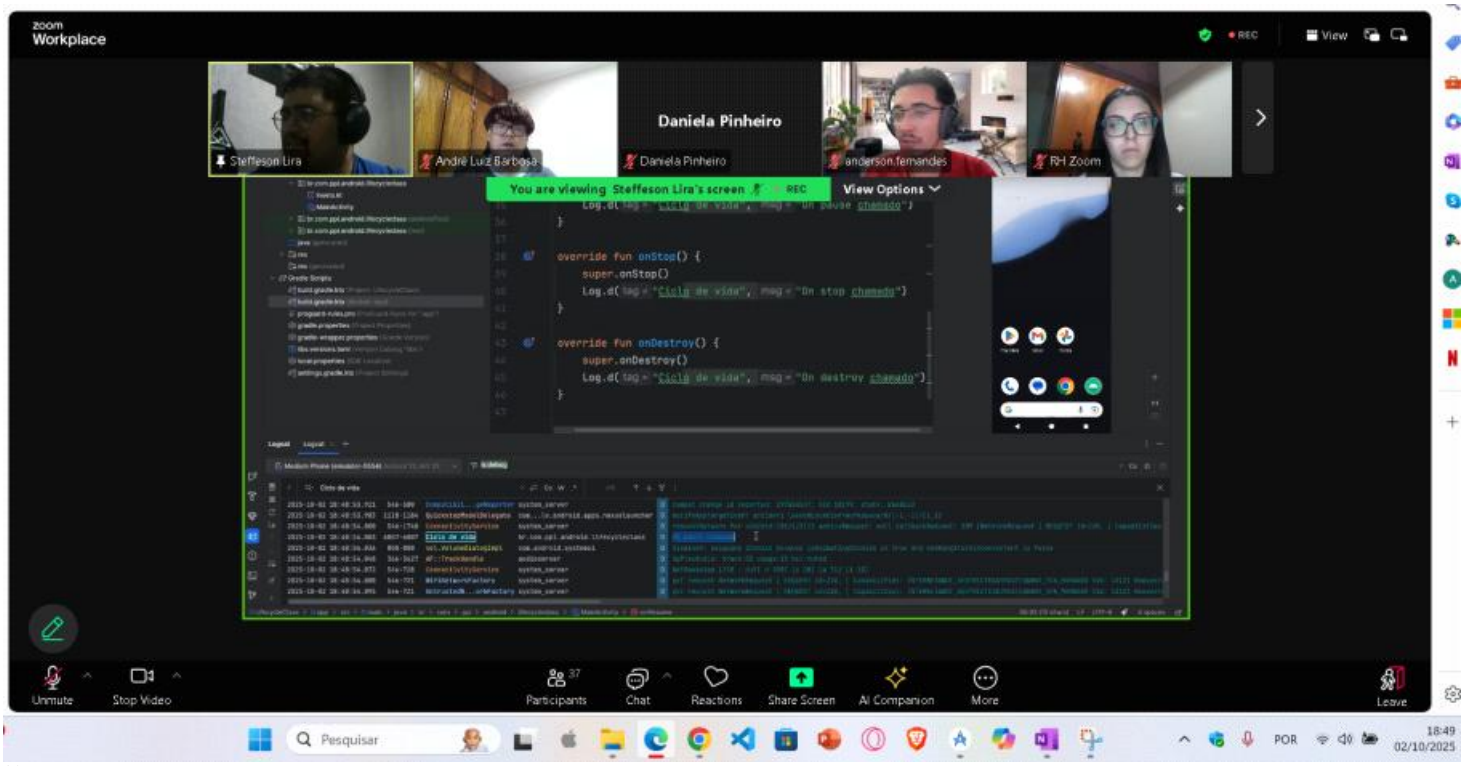
O didentificador para achar nos logcat



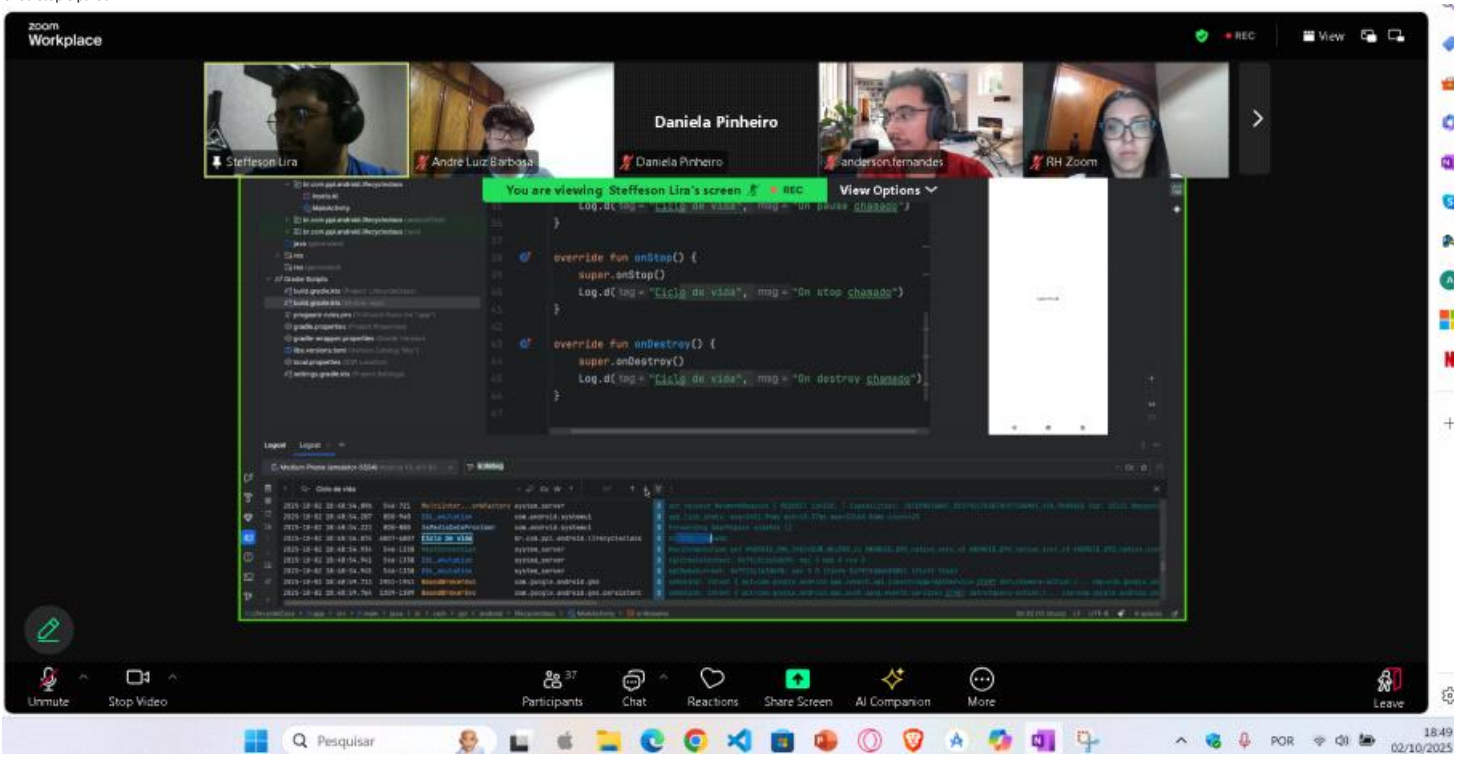
Vai criar log para cada um dos onXXXX


zoom
Workplace
REC
View
Steffeson Lira
André Luiz Barbosa
Daniela Pinheiro
You are viewing Steffeson Lira's screen
REC
View Options
class MainActivity : AppCompatActivity() {
override fun onPause() {
super.onPause()
Log.d(tag = "Ciclo de vida", msg = "On pause chamado")
}
override fun onStop() {
super.onStop()
Log.d(tag = "Ciclo de vida", msg = "On pause chamado")
}
override fun onDestroy() {
super.onDestroy()
}
}
Unmute
Stop Video
Participants
38
Chat
Reactions
Share Screen
AI Companion
More
Leave
POR
18:47
02/10/2025


zoom
Workplace
REC
View
Steffeson Lira
André Luiz Barbosa
Daniela Pinheiro
You are viewing Steffeson Lira's screen
REC
View Options
class MainActivity : AppCompatActivity() {
super.onPause()
Log.d(tag = "Ciclo de vida", msg = "On pause chamado")
}
override fun onStop() {
super.onStop()
Log.d(tag = "Ciclo de vida", msg = "On stop chamado")
}
override fun onDestroy() {
super.onDestroy()
Log.d(tag = "Ciclo de vida", msg = "On destroy chamado")
}
Unmute
Stop Video
Participants
37
Chat
Reactions
Share Screen
AI Companion
More
Leave

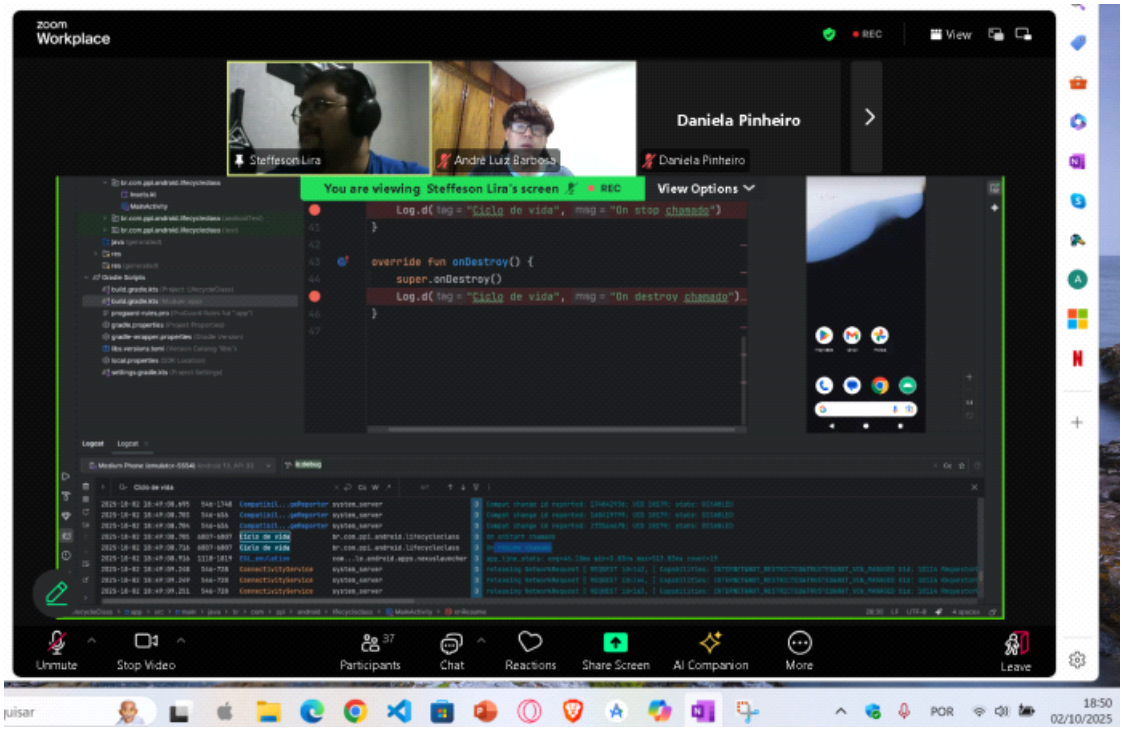


Criou stop e parou

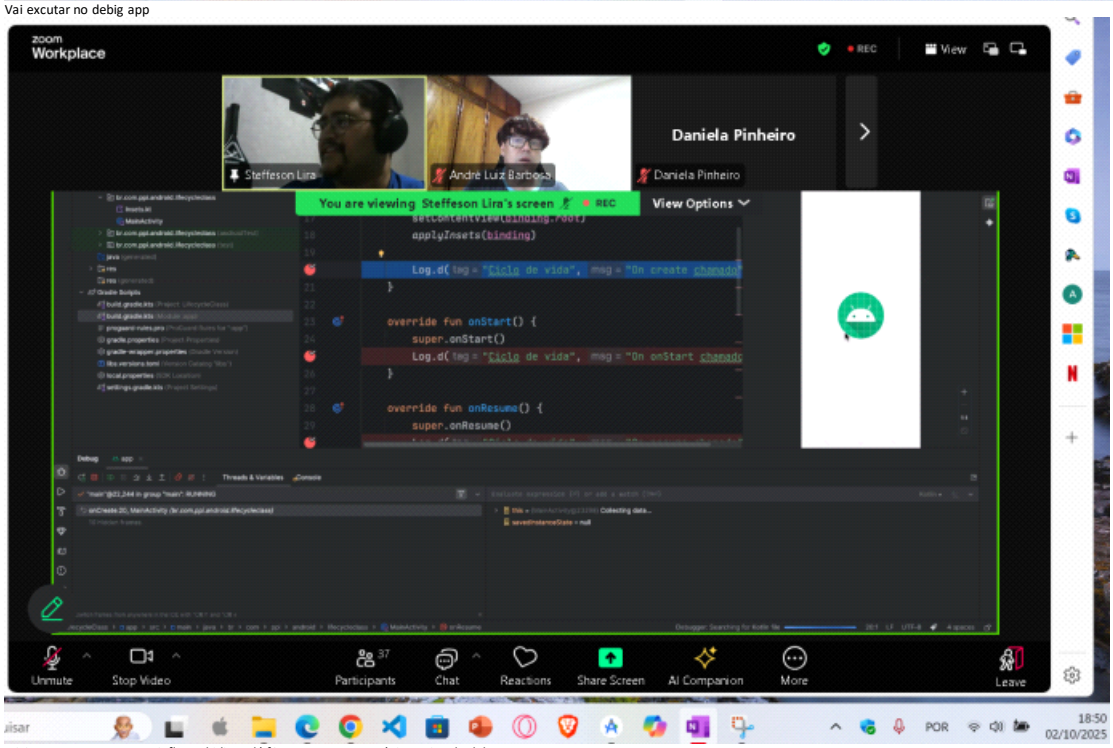


Vai ensinar a usar o debug

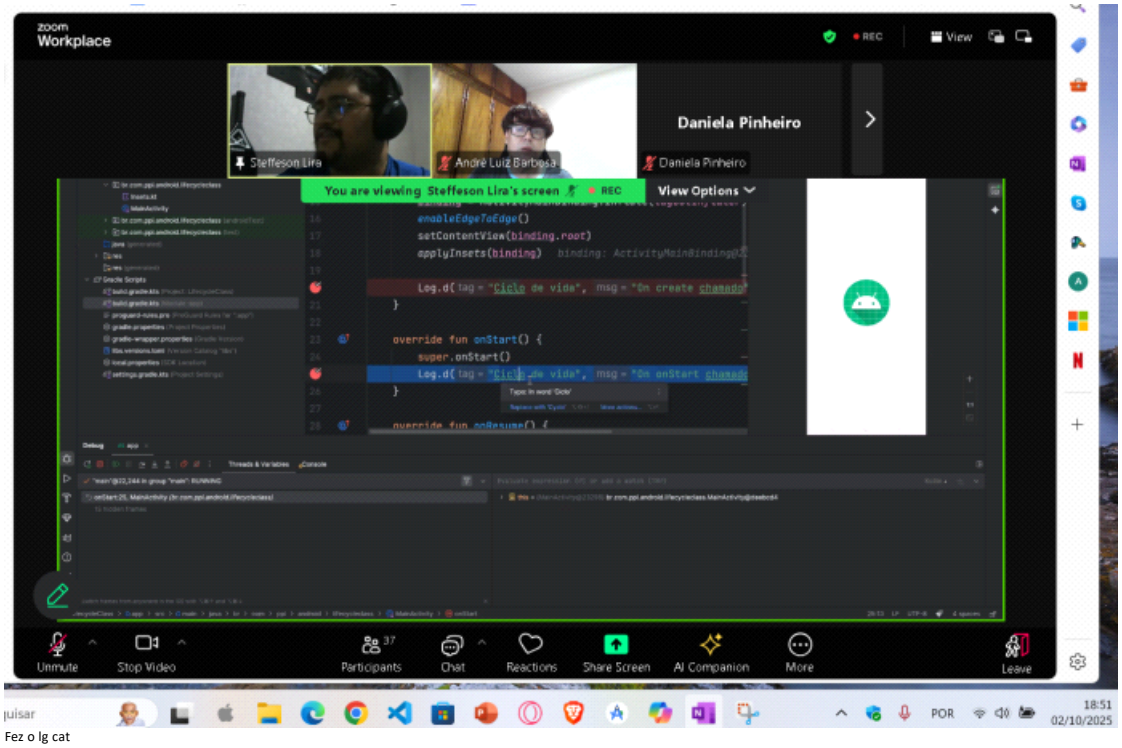
Para encontrar bugs, óbvio
Para fazer isto lclicar no número onde quer que o ponto seja visto, o sistema vai parar até autorizar seguir



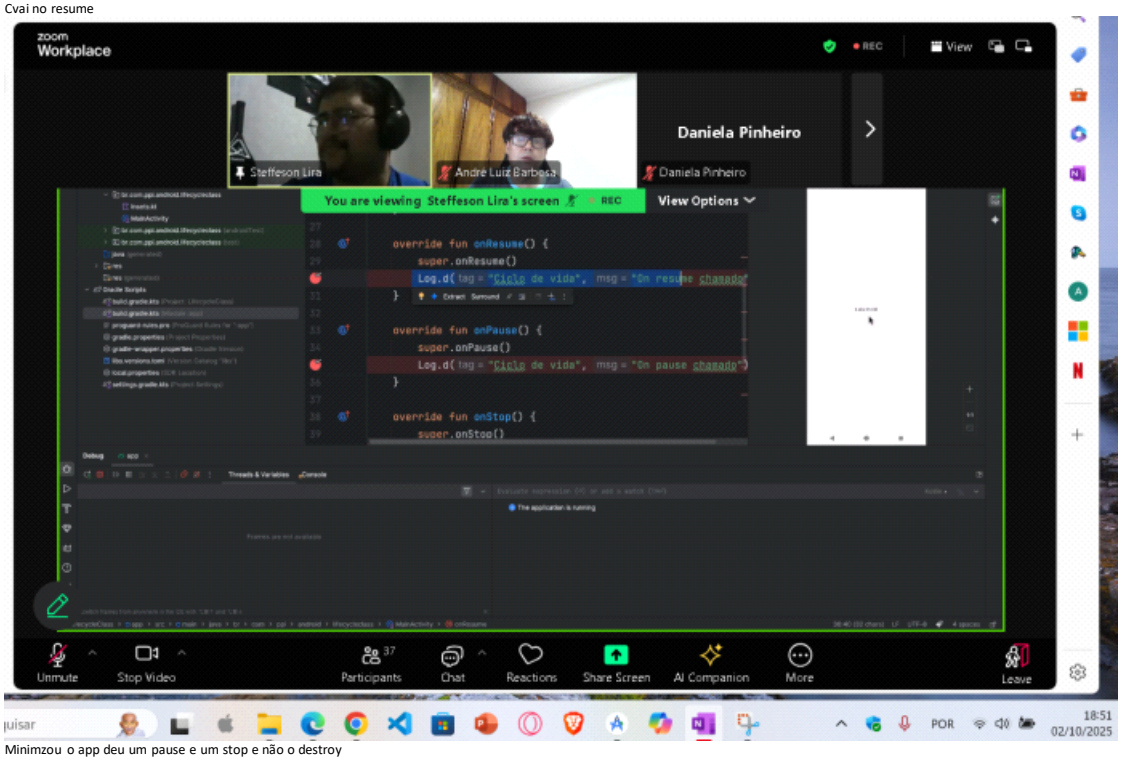
Vai excutar no debig app



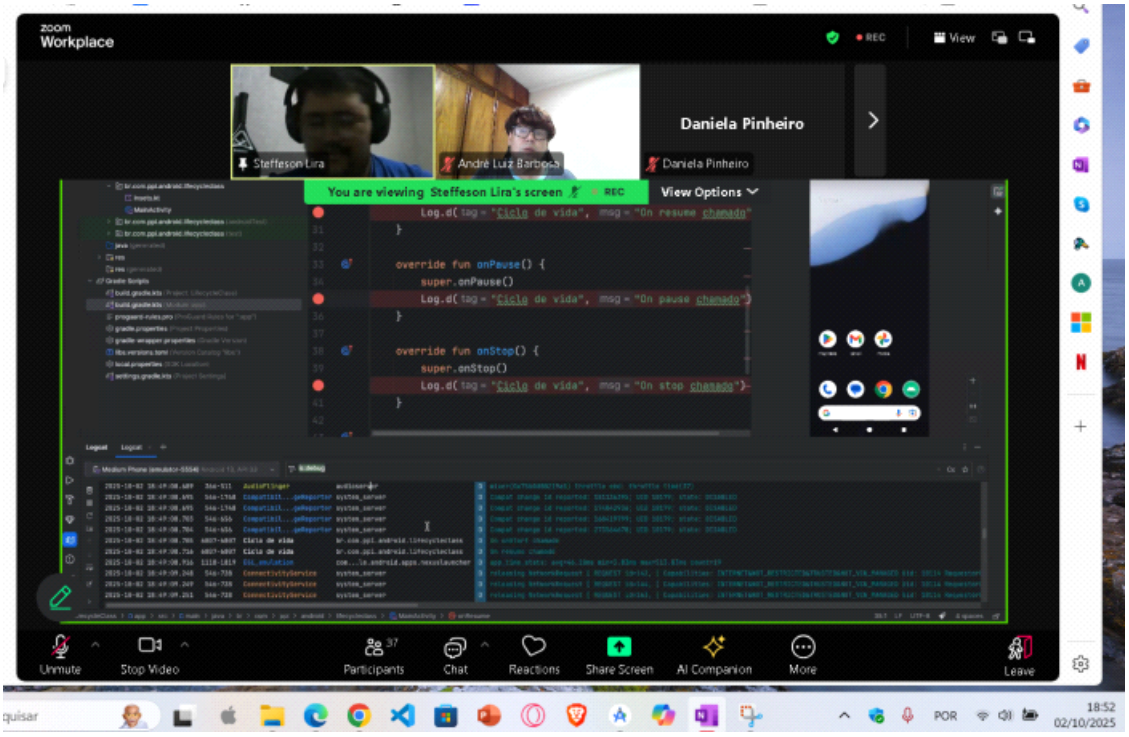
Iniciou o app no oncreate inflou o biding, dá f9 que avança no próximo pico do debug

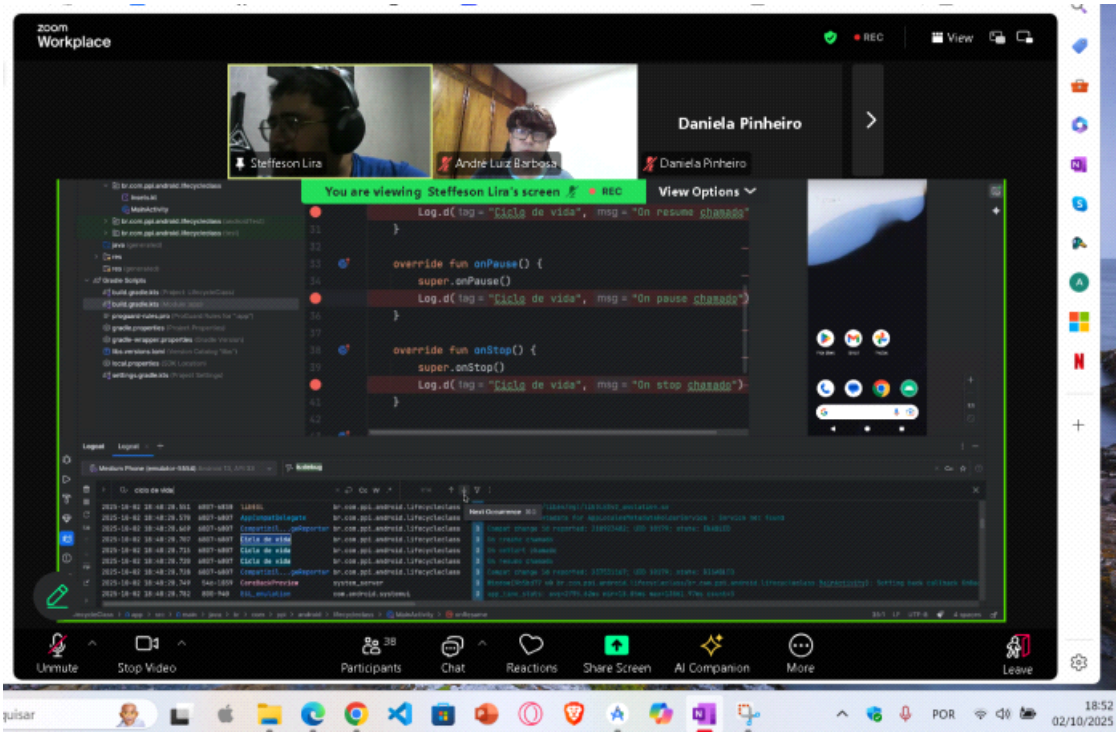


Fez o lg cat
F9
Cvai no resume



Minimzou o app deu um pause e um stop e não o destroy
Voltou no app veio direto no star, no resume e se emncerrar perde o debug


zoom
Workplace
REC
View
Steffeson Lira
André Luiz Barbosa
Daniela Pinheiro
You are viewing Steffeson Lira's screen
View Options
Log.d(tag = "Ciclo de vida", msg = "On resume chamado")
override fun onPause() {
super.onPause()
Log.d(tag = "Ciclo de vida", msg = "On pause chamado")
override fun onStop() {
super.onStop()
Log.d(tag = "Ciclo de vida", msg = "On stop chamado")
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave
POR
18:52
02/10/2025


zoom
Workplace
REC
View
Steffeson Lira
André Luiz Barbosa
Daniela Pinheiro
You are viewing Steffeson Lira's screen
View Options
Log.d(tag = "Ciclo de vida", msg = "On resume chamado")
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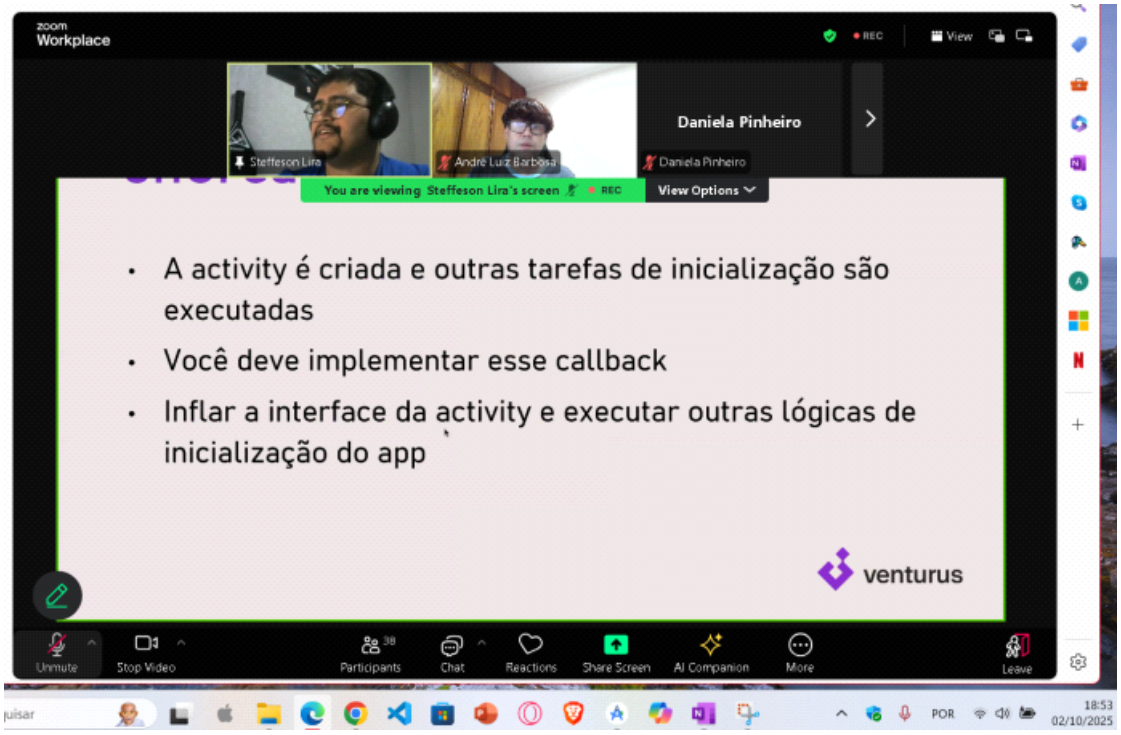
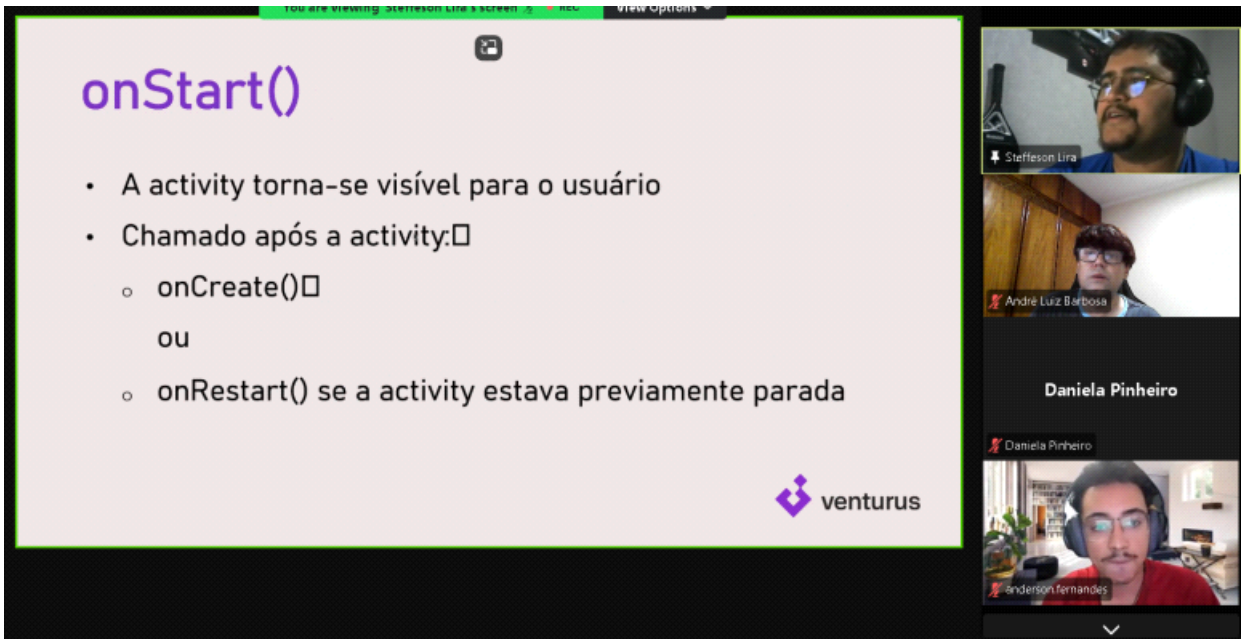
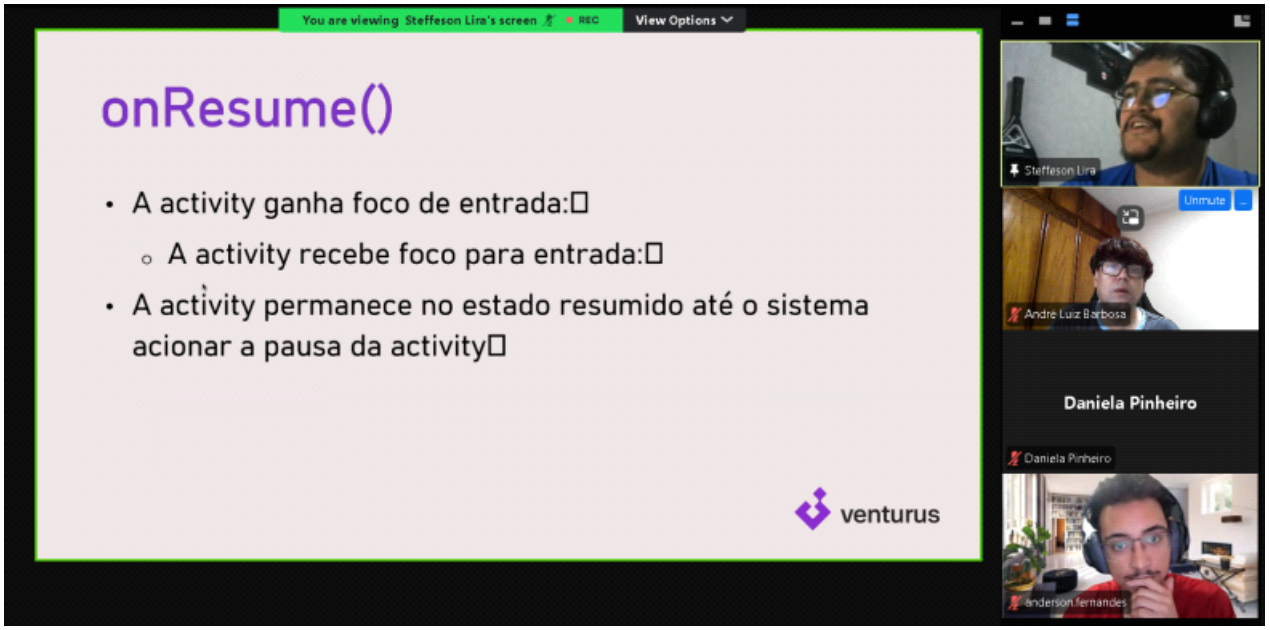
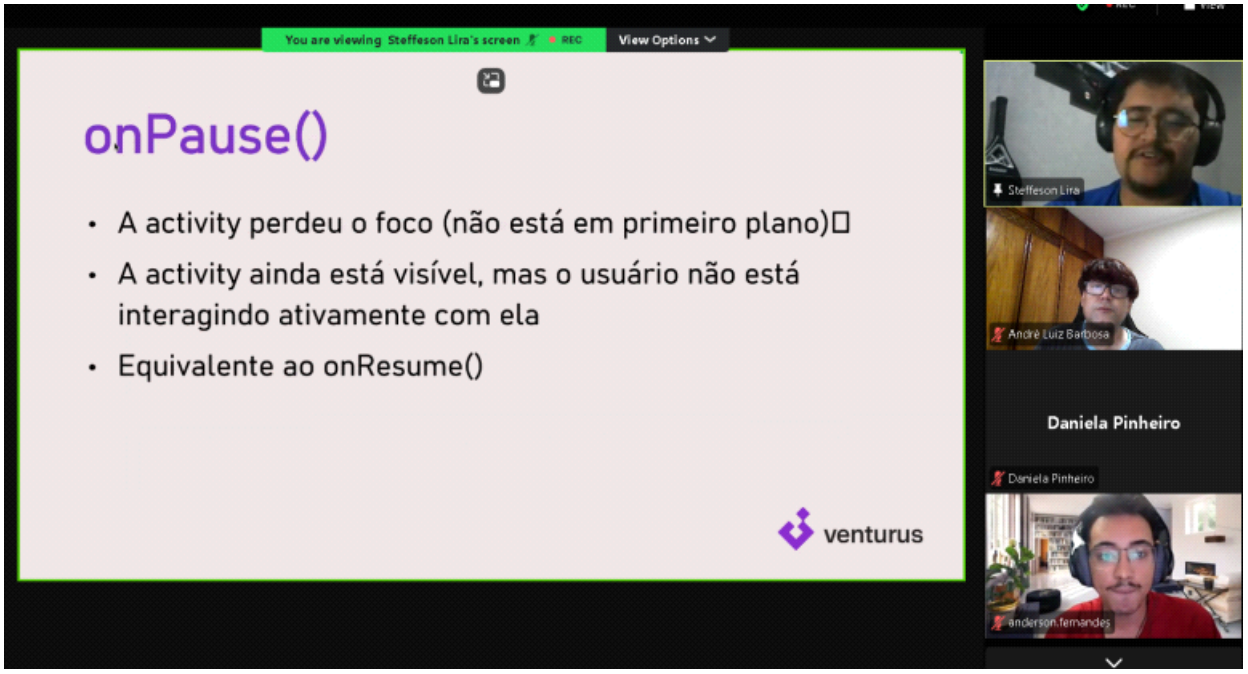
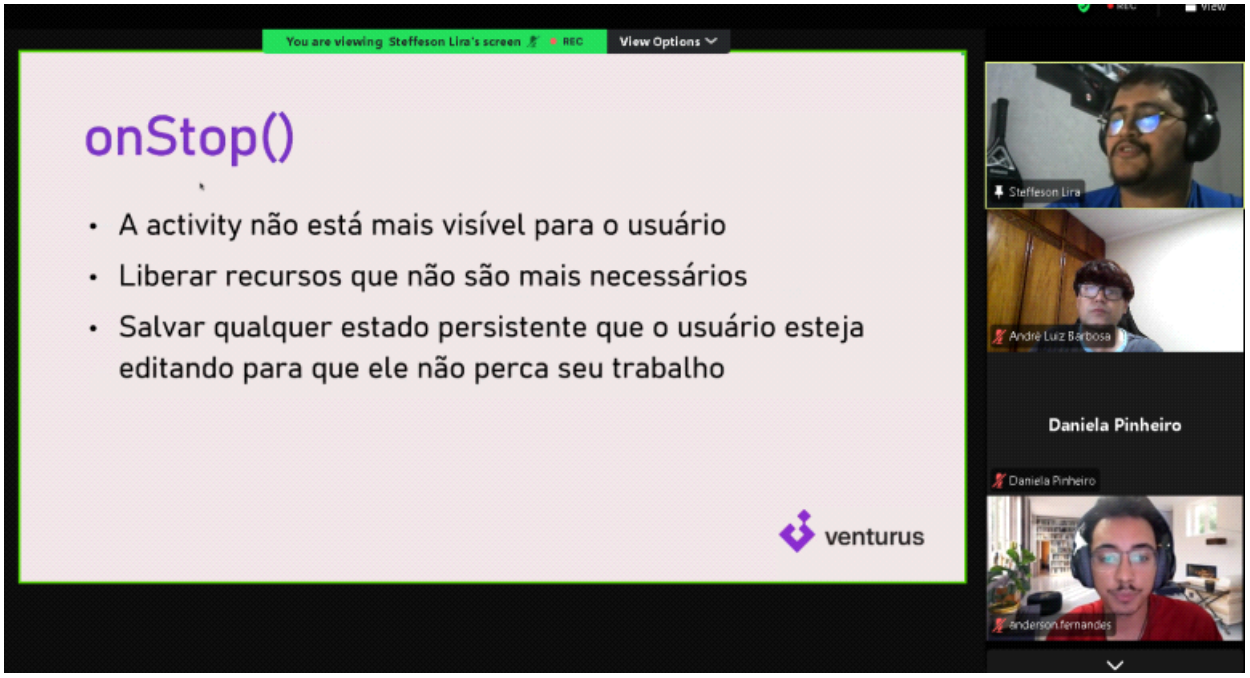
super.onPause()
Log.d(tag = "Ciclo de vida", msg = "On pause chamado")
override fun onStop() {
super.onStop()
Log.d(tag = "Ciclo de vida", msg = "On stop chamado")
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave
POR
18:52
02/10/2025

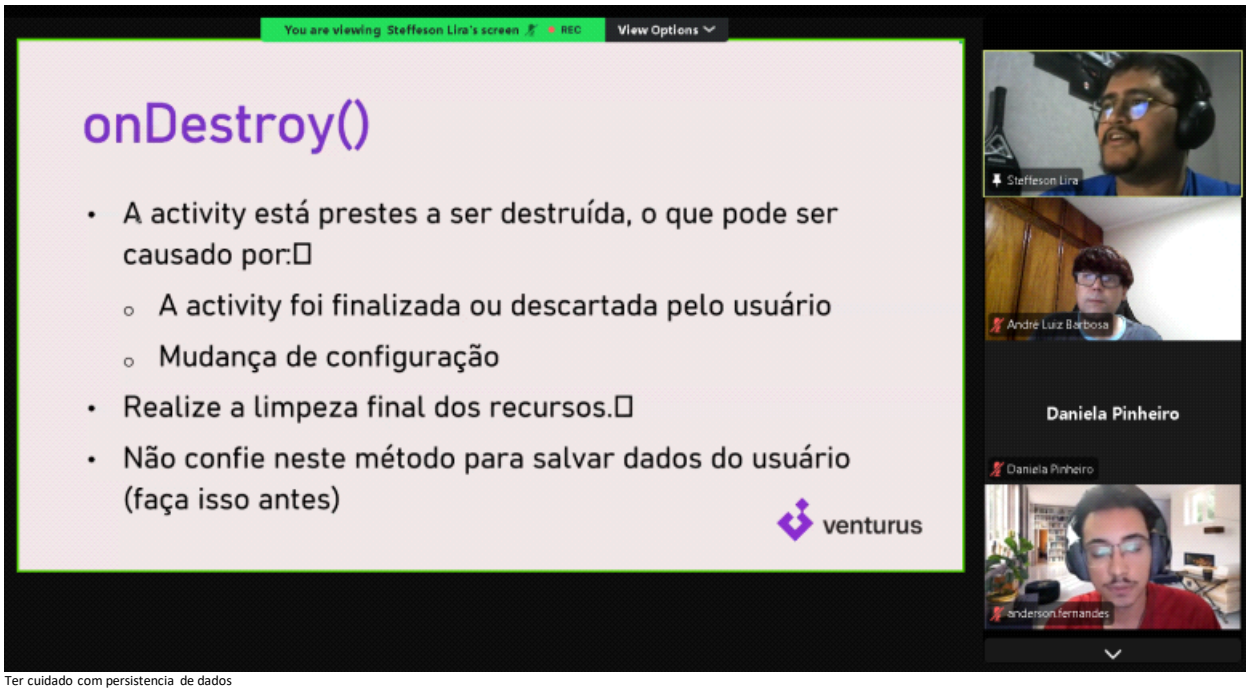

zoom
Workplace
REC
View
Steffeson Lira
André Luiz Barbosa
Daniela Pinheiro
You are viewing Steffeson Lira's screen
REC
View Options
A activity é criada e outras tarefas de inicialização são executadas
Você deve implementar esse callback
Inflar a interface da activity e executar outras lógicas de inicialização do app
venturus
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave
POR
18:53
02/10/2025


onStart()
A activity torna-se visível para o usuário
Chamado após a activity:
onCreate()
ou
onRestart() se a activity estava previamente parada
venturus
Steffeson Lira
André Luiz Barbosa
Daniela Pinheiro
Daniela Pinheiro
anderson fernandes

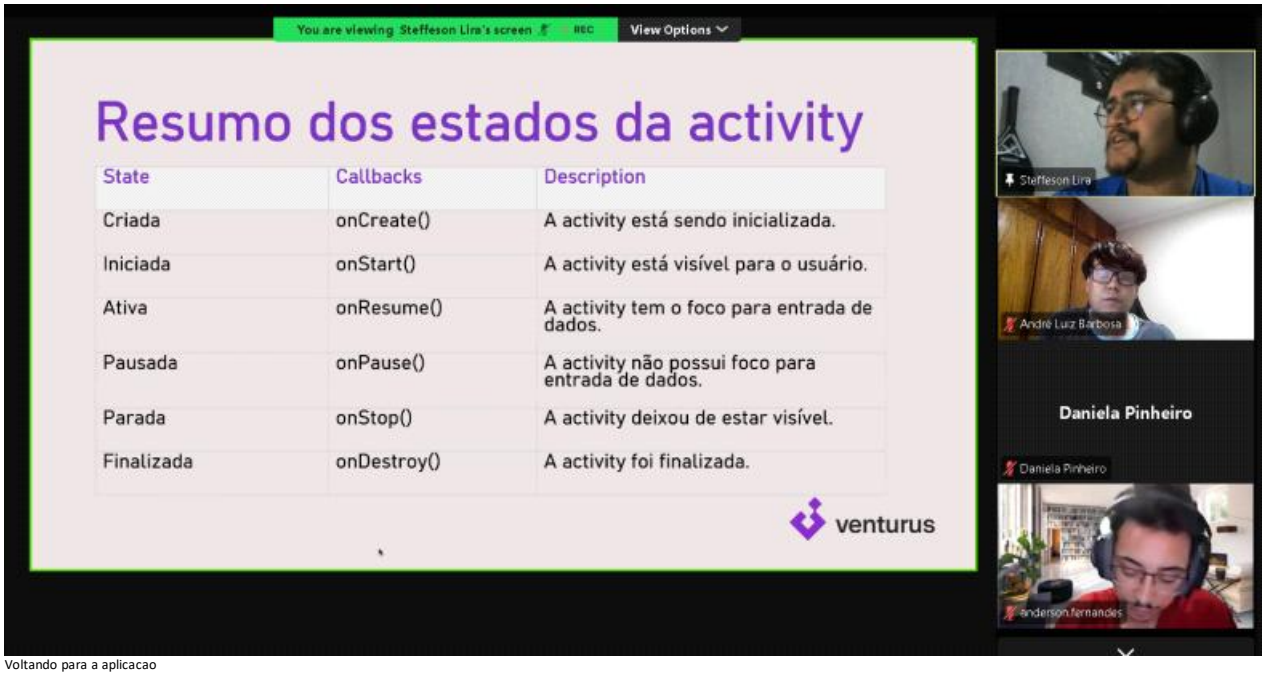

You are viewing Steffeson Lira's screen
REC
View Options
onResume()
A activity ganha foco de entrada:
A activity recebe foco para entrada:
A activity permanece no estado resumido até o sistema acionar a pausa da activity
venturus
Steffeson Lira
Unmute
André Luiz Barbosa
Daniela Pinheiro
Daniela Pinheiro
anderson fernandes





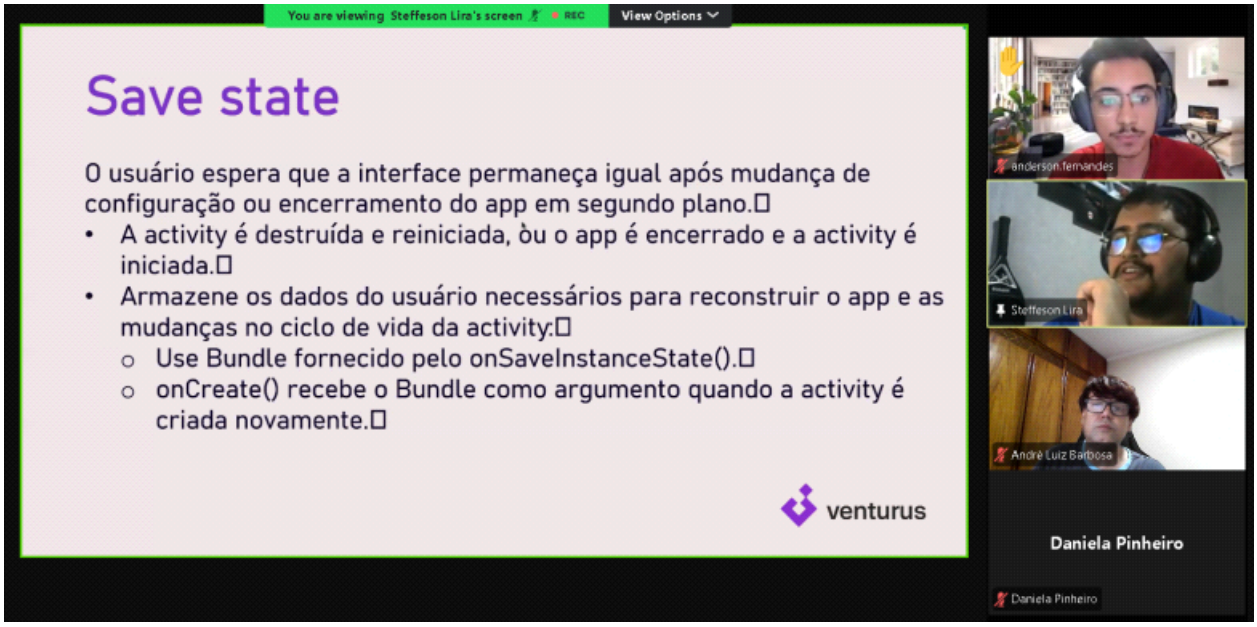


Ter cuidado com persistencia de dados

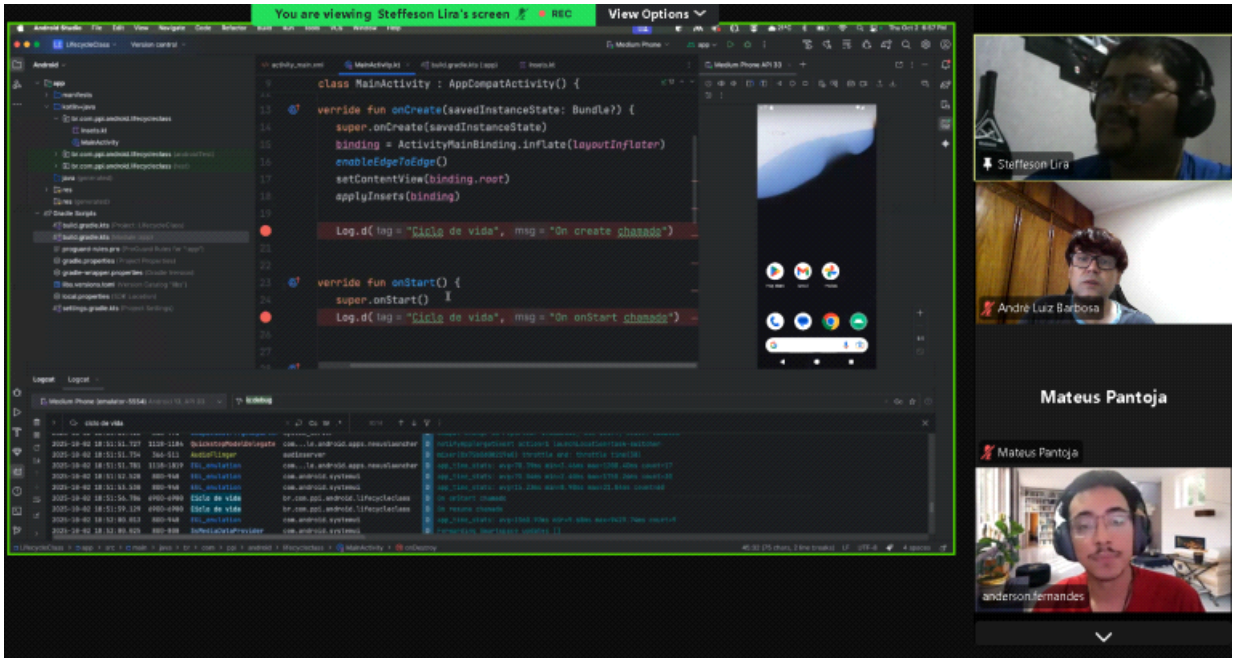


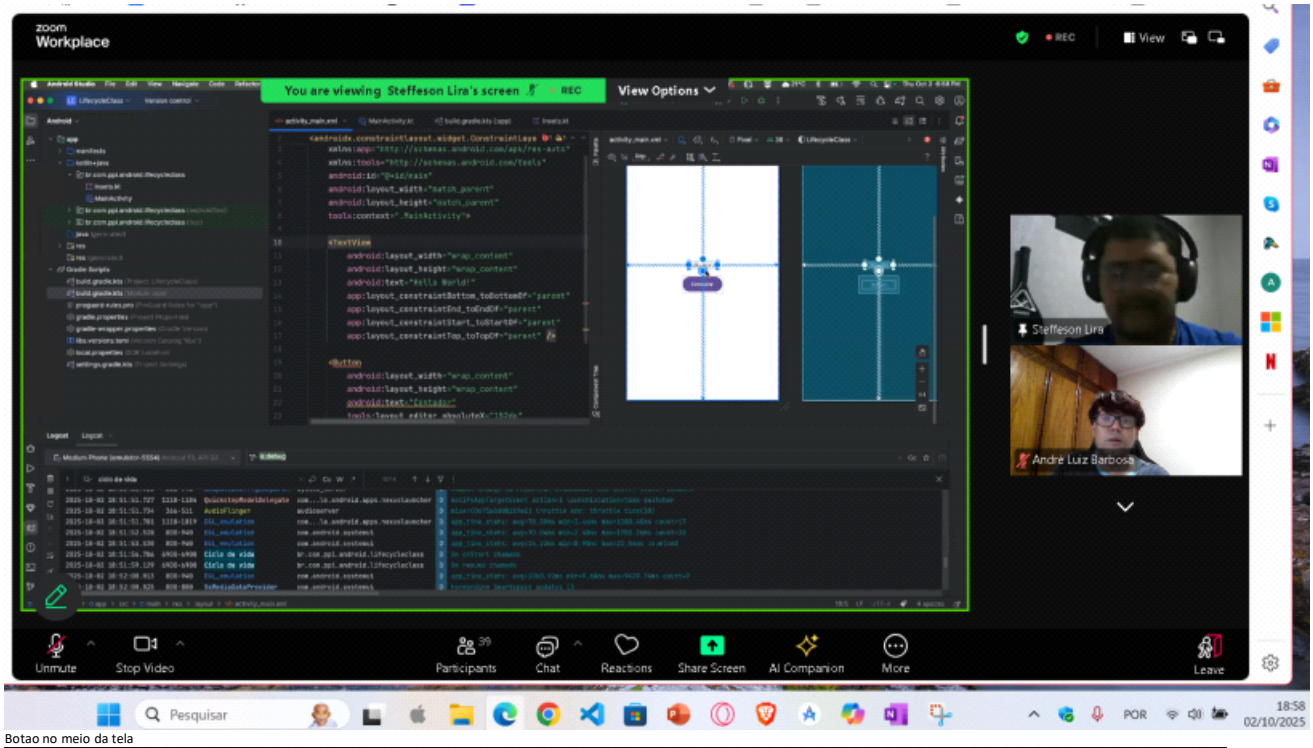
Voltando para a aplicacao

Fcar claro o ciclo de vida, comparando com o compr=tamento na escola, o onCreate é quando chega na escola, onStart é qubando chega na sala de aula, onXXX é quqndo senta na cadeira, on quando vai no baneiro, é quando e o destroy é quando temrina

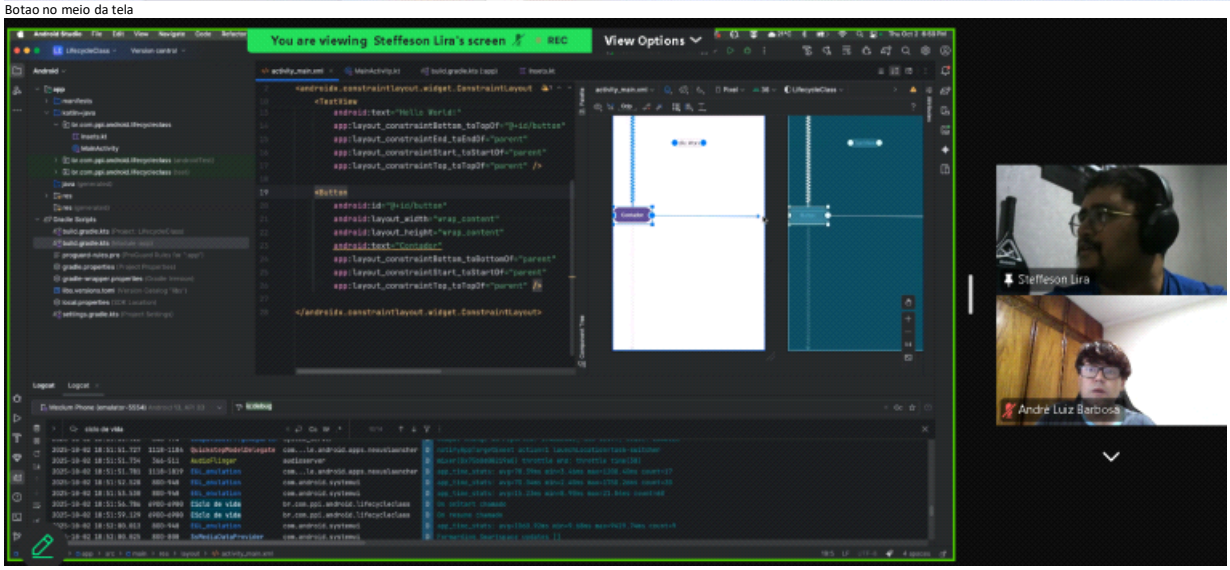


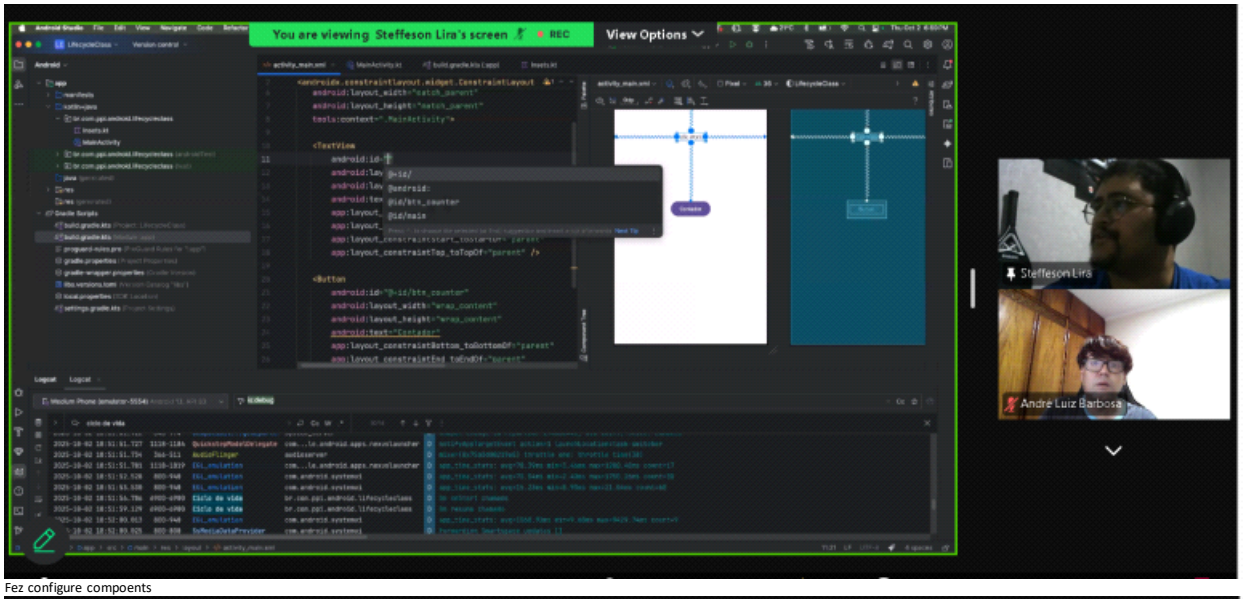
O que tem que ter é sempre o on create



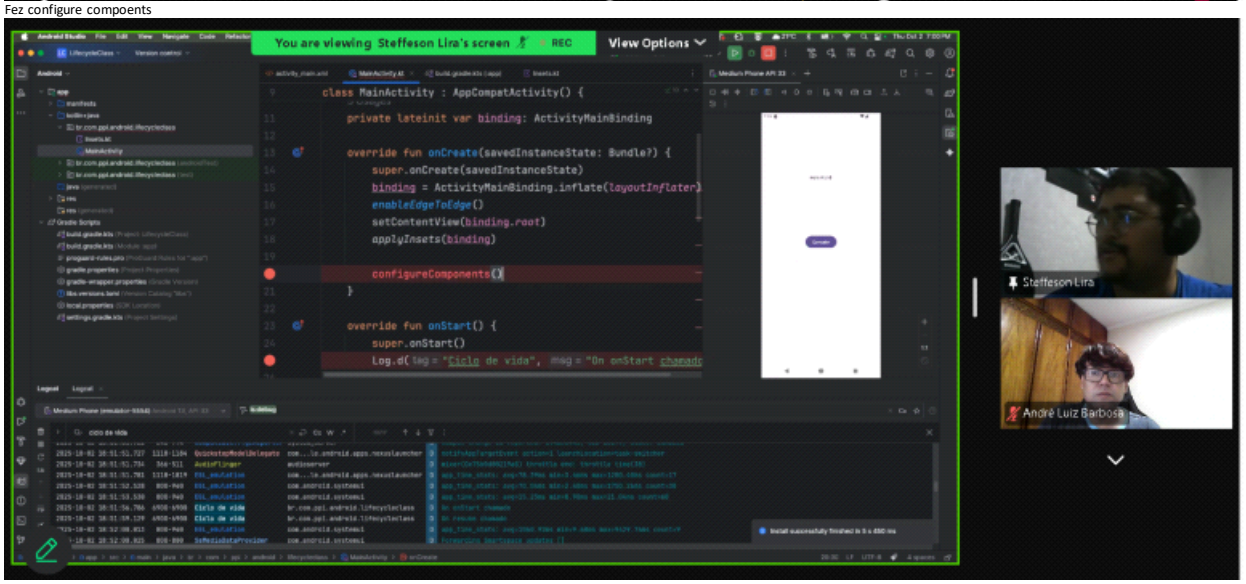


Botao no meio da tela

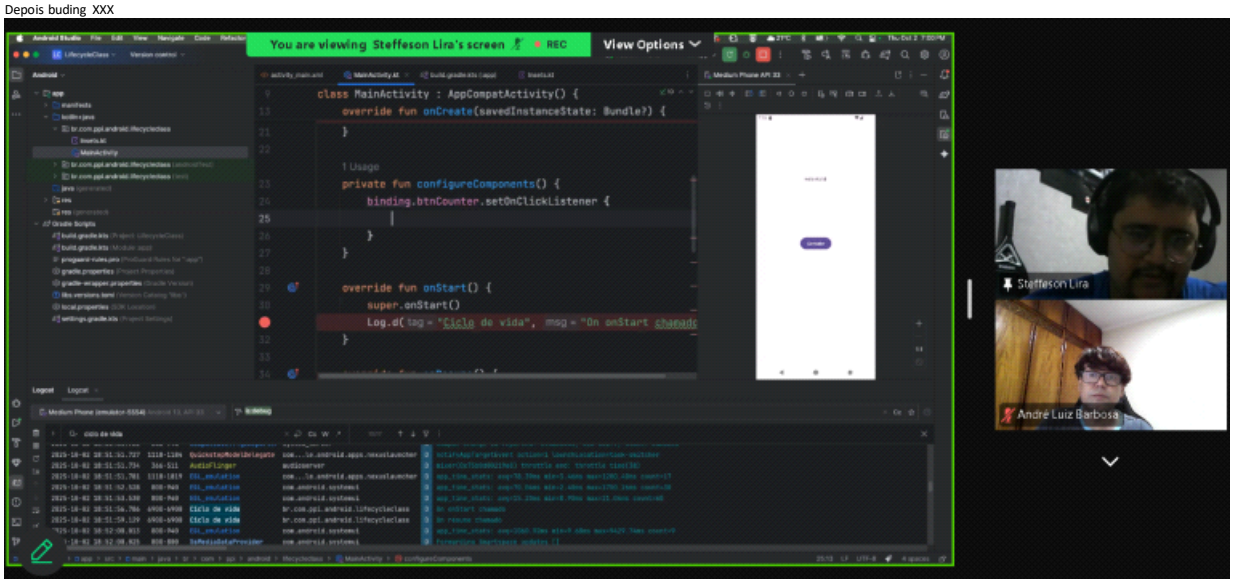




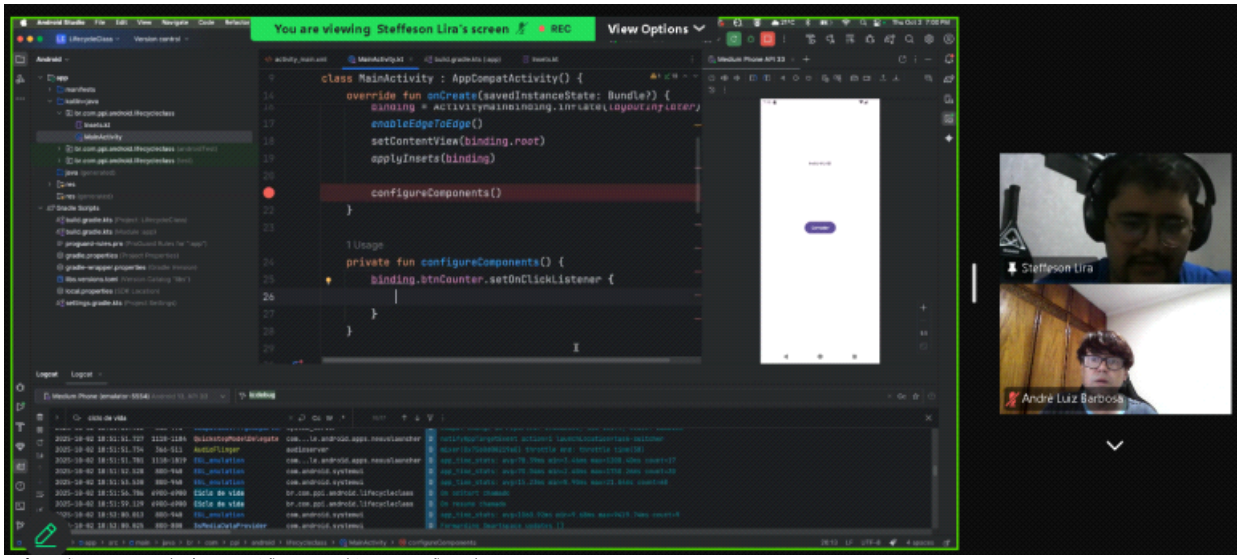
Fez configure compoents



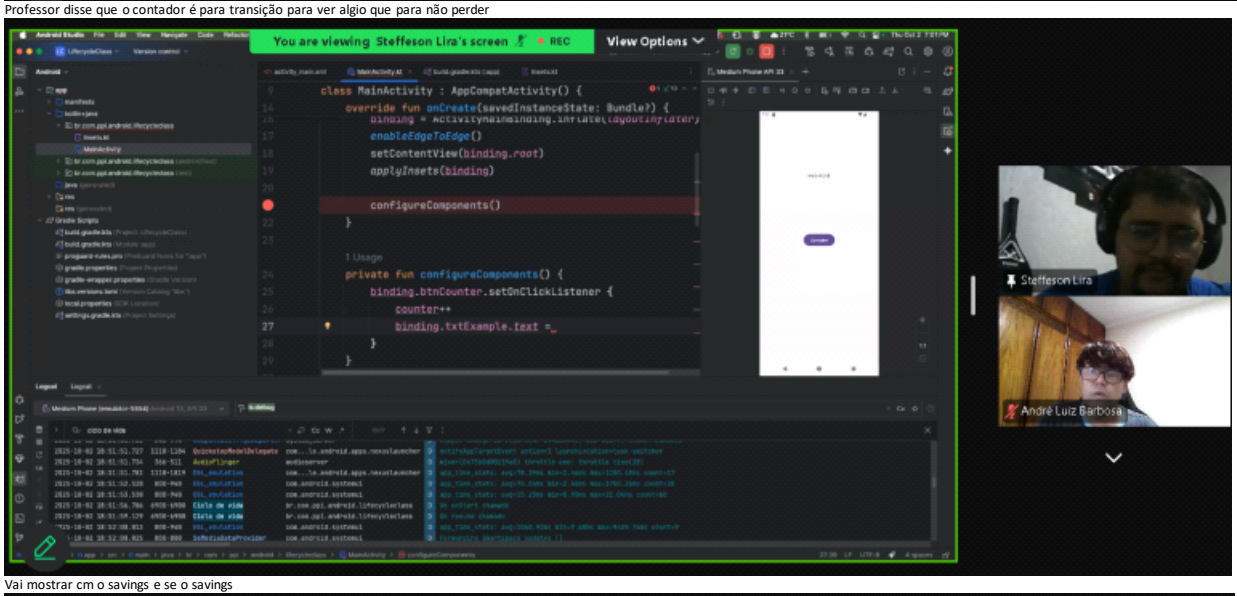
Depois buding XXX



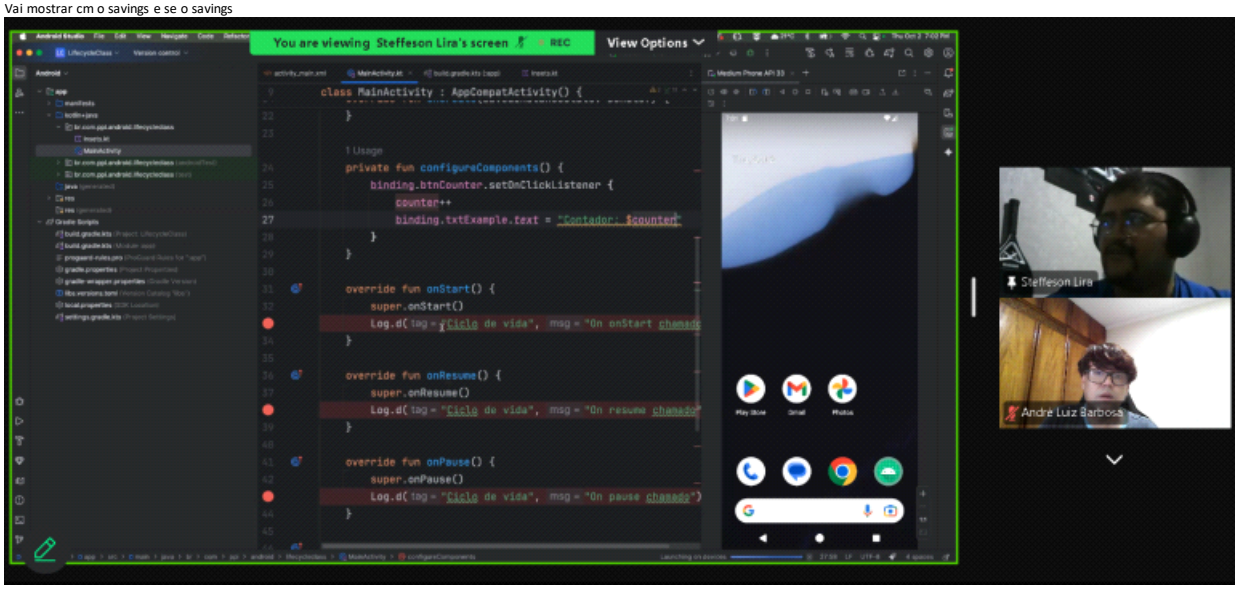
Para que? O contador?

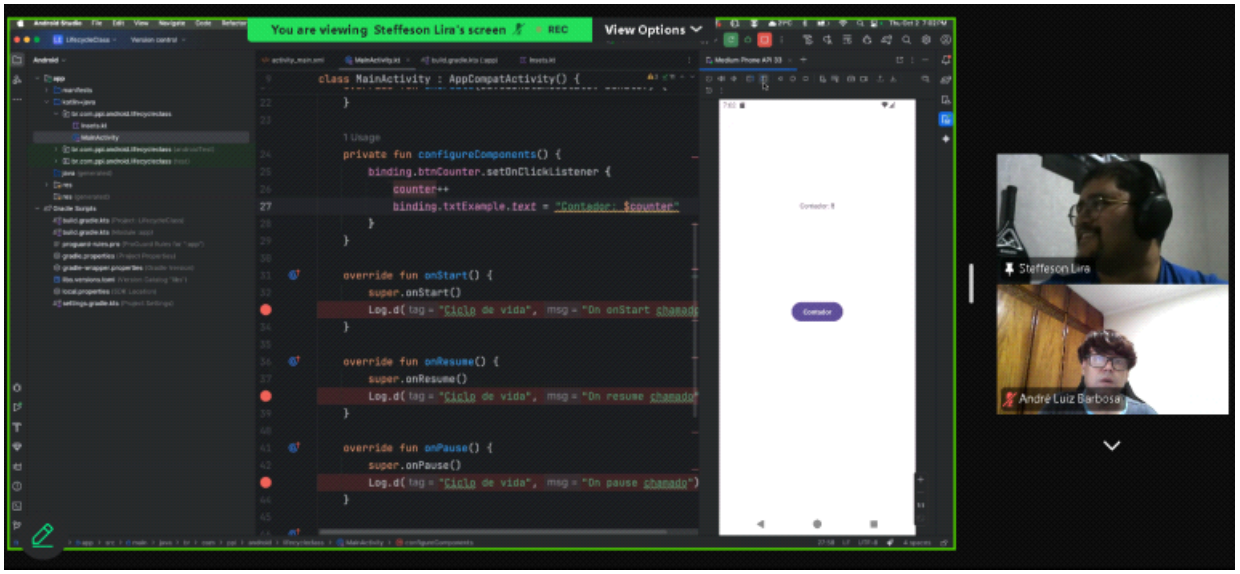


Professor disse que o contador é para transição para ver algio que para não perder

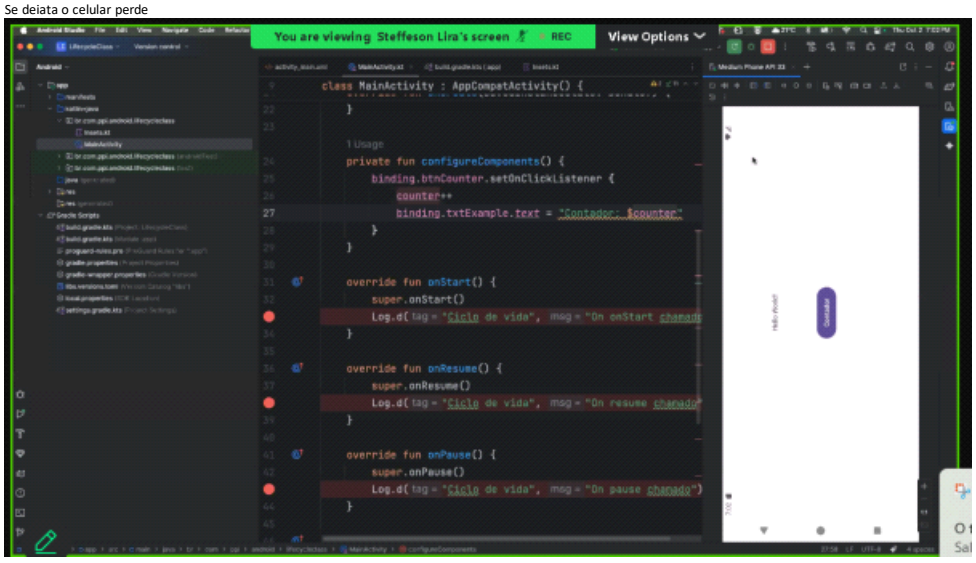


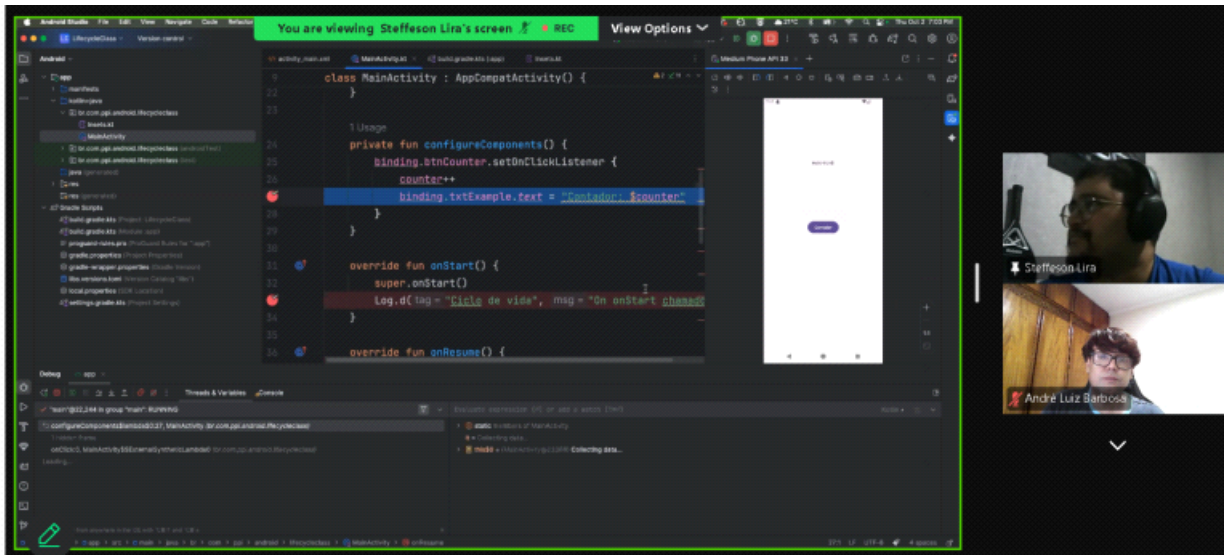
Vai mostrar cm o savings e se o savings

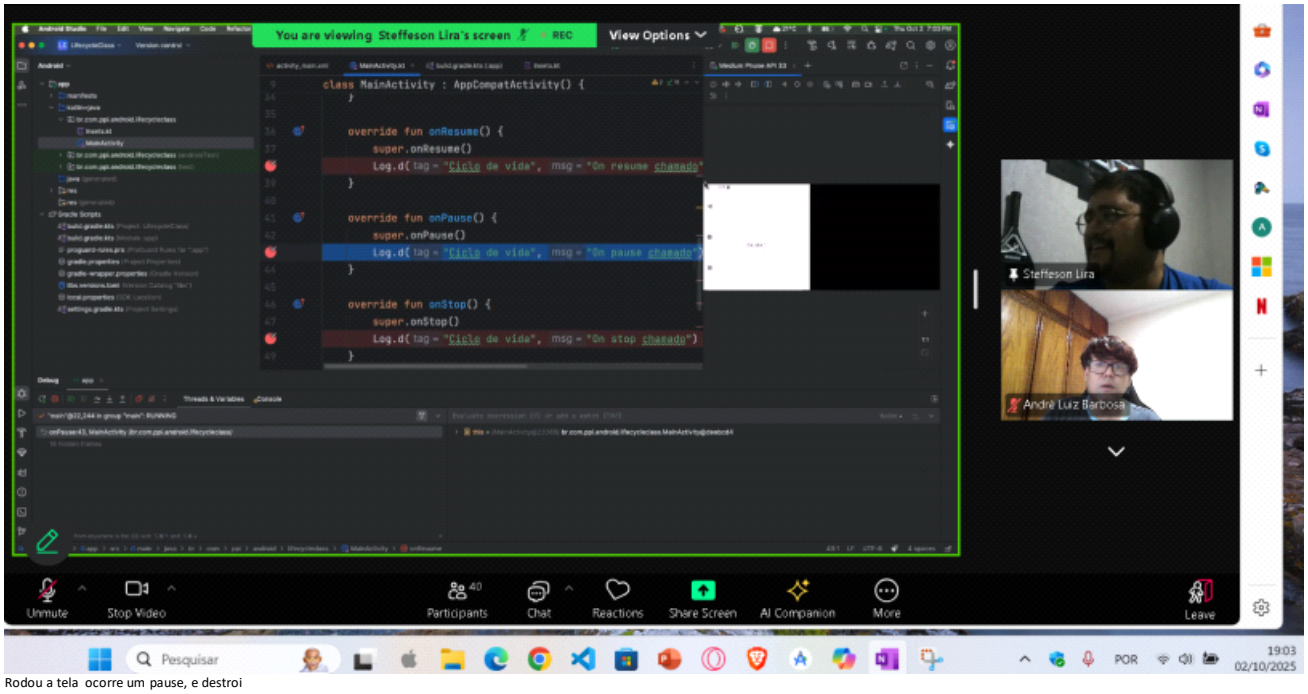




Se deiata o celular perde

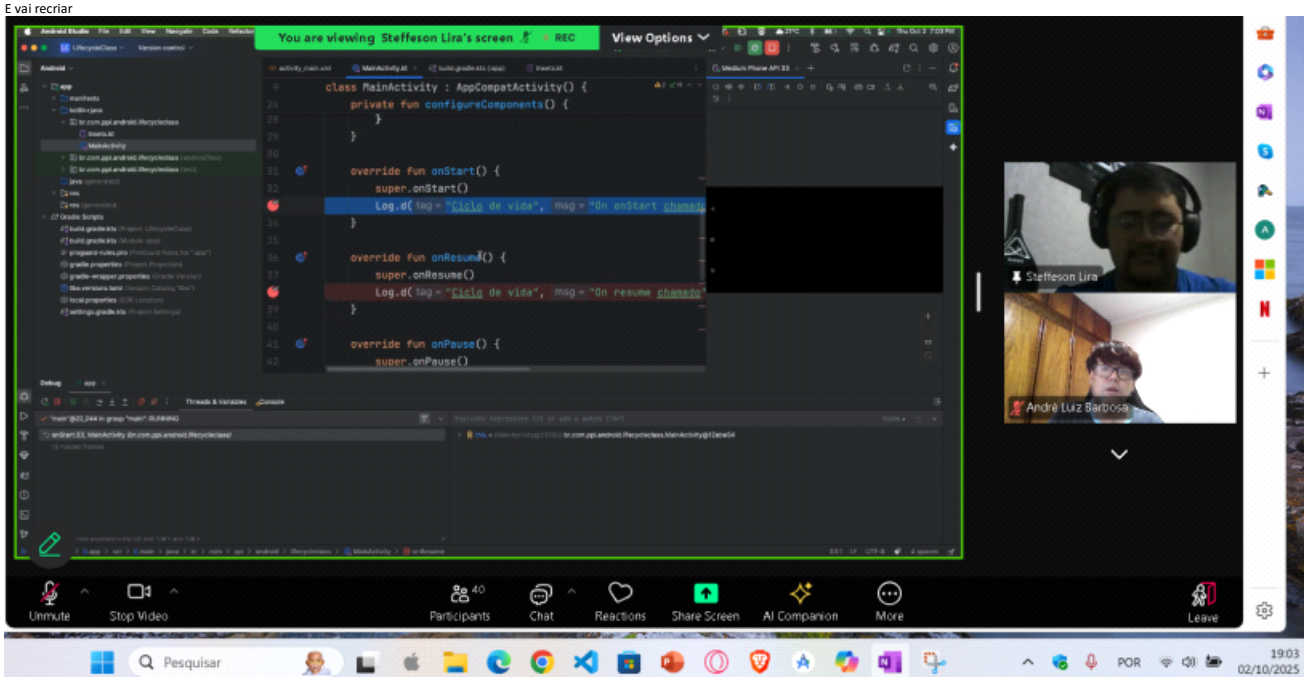




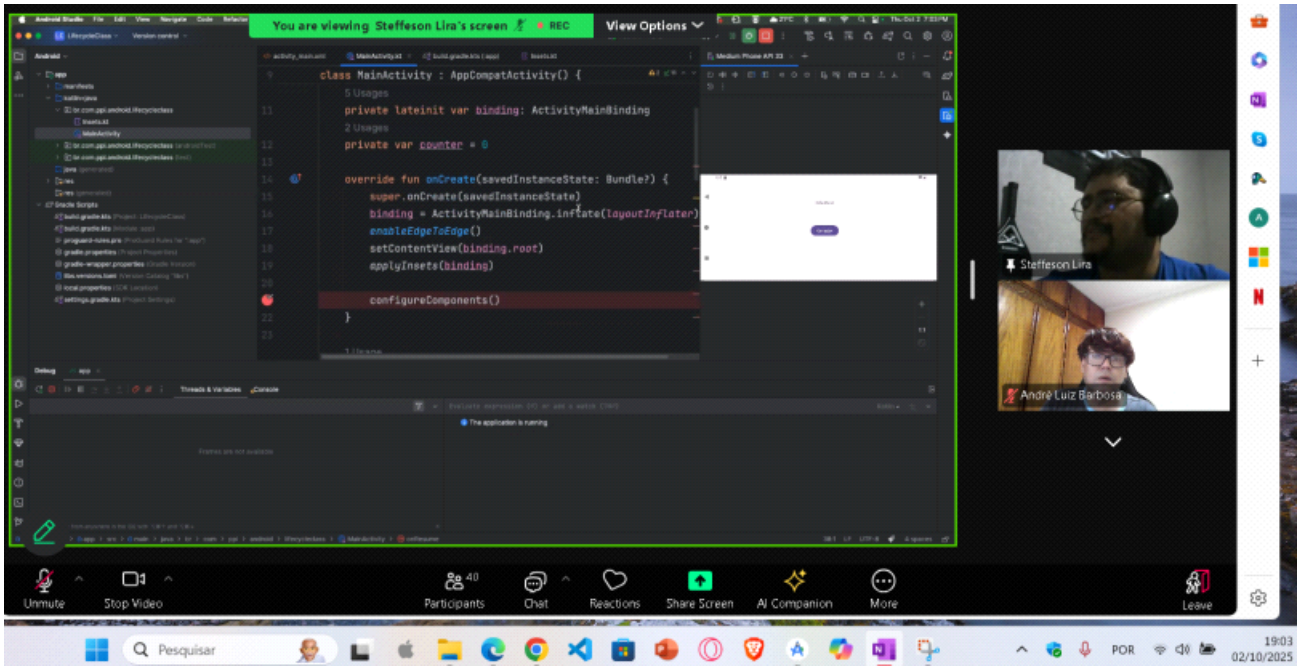


Rodou a tela ocorre um pause, e destroi

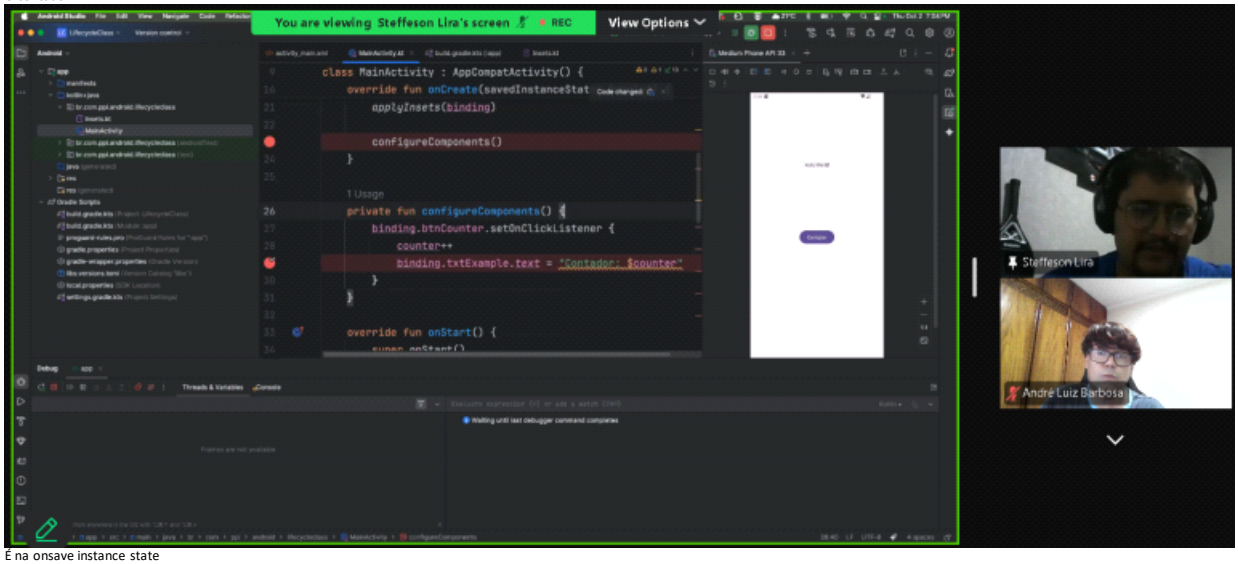
E vai recriar



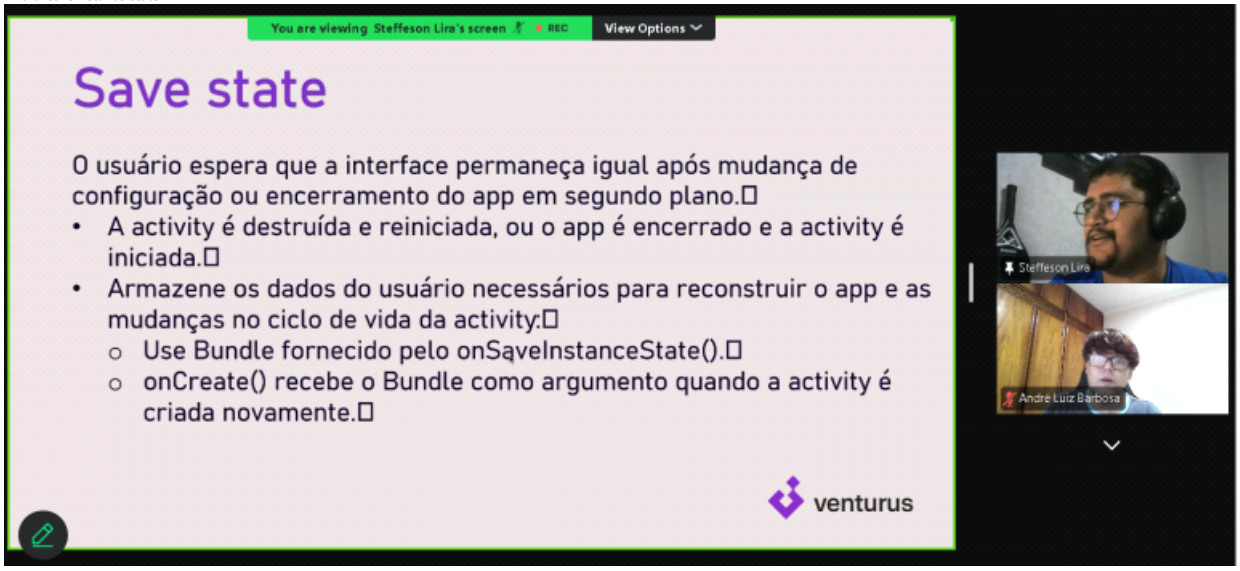
E vai ter que iniciar do zero

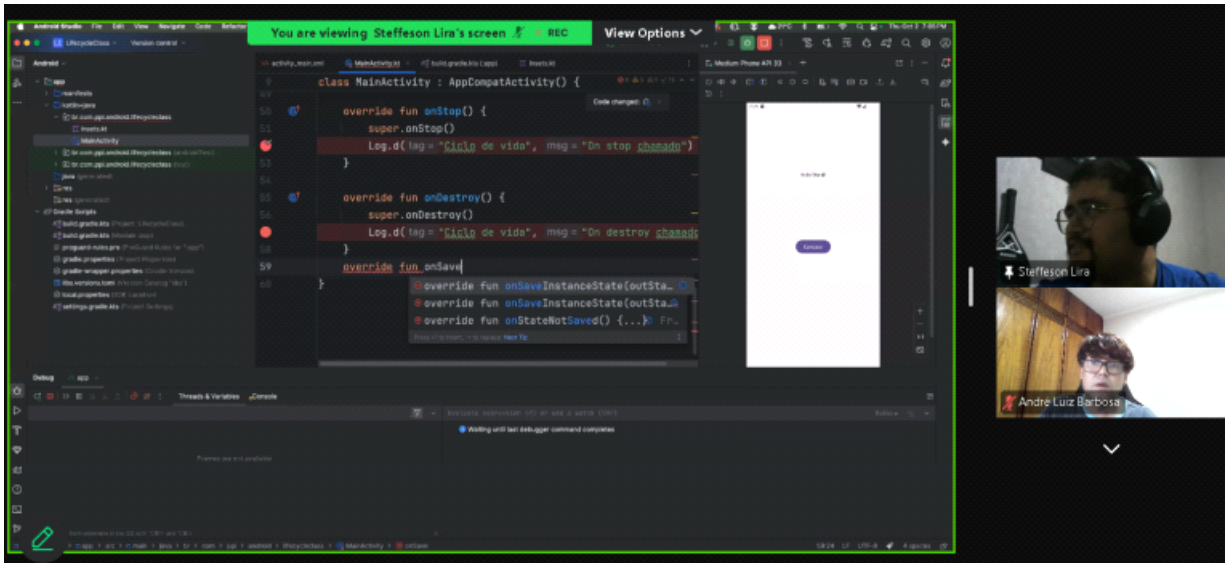


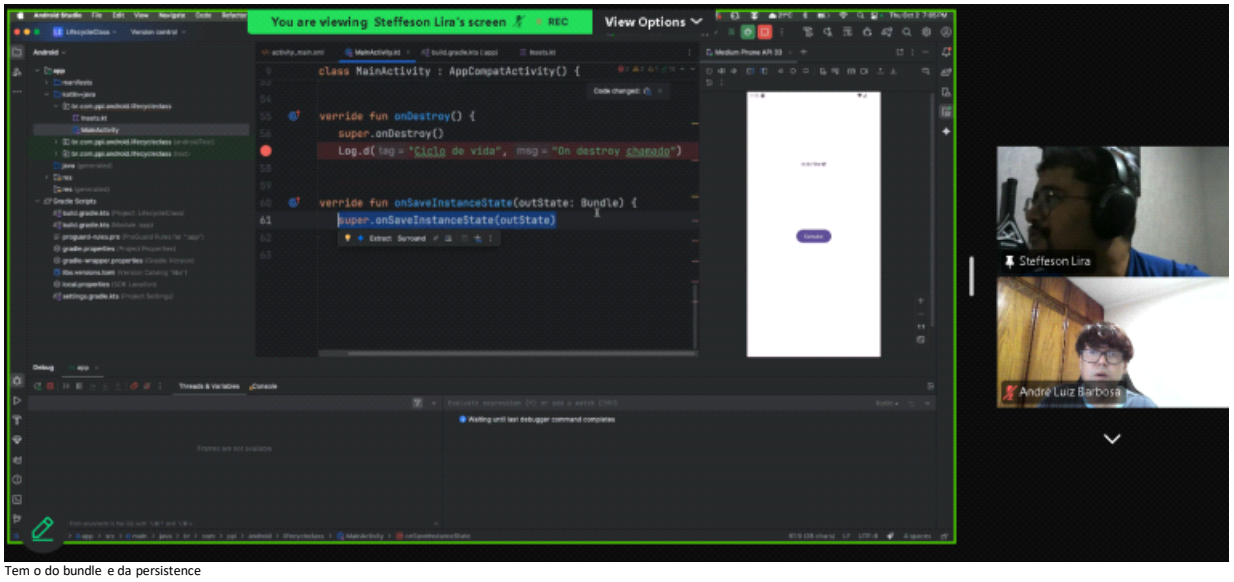
O contador



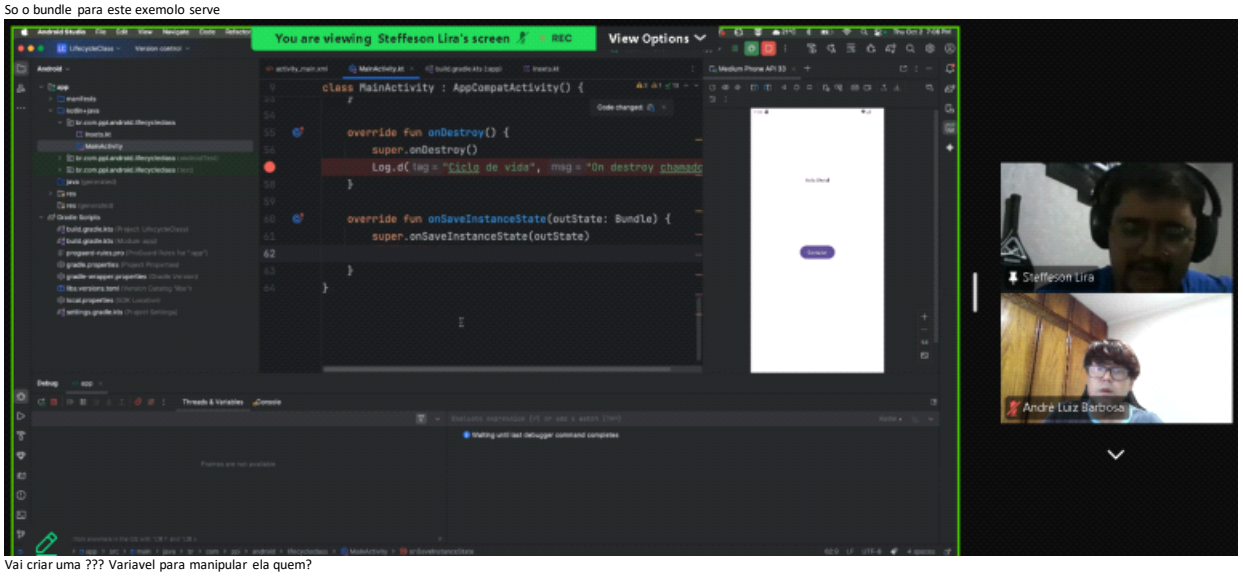
É na onsave instance state



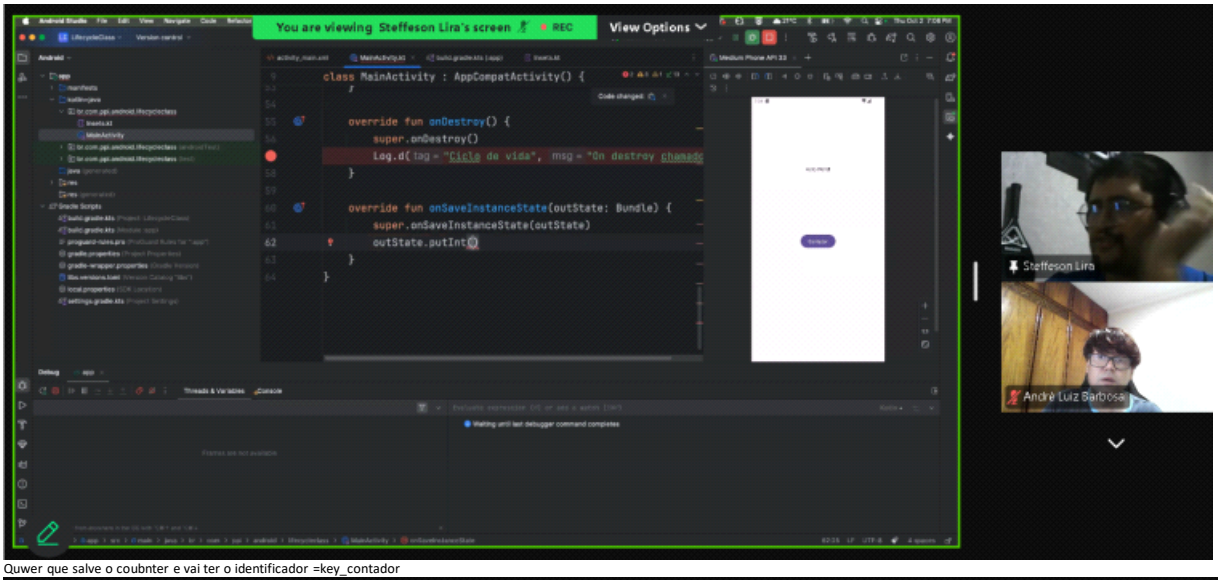




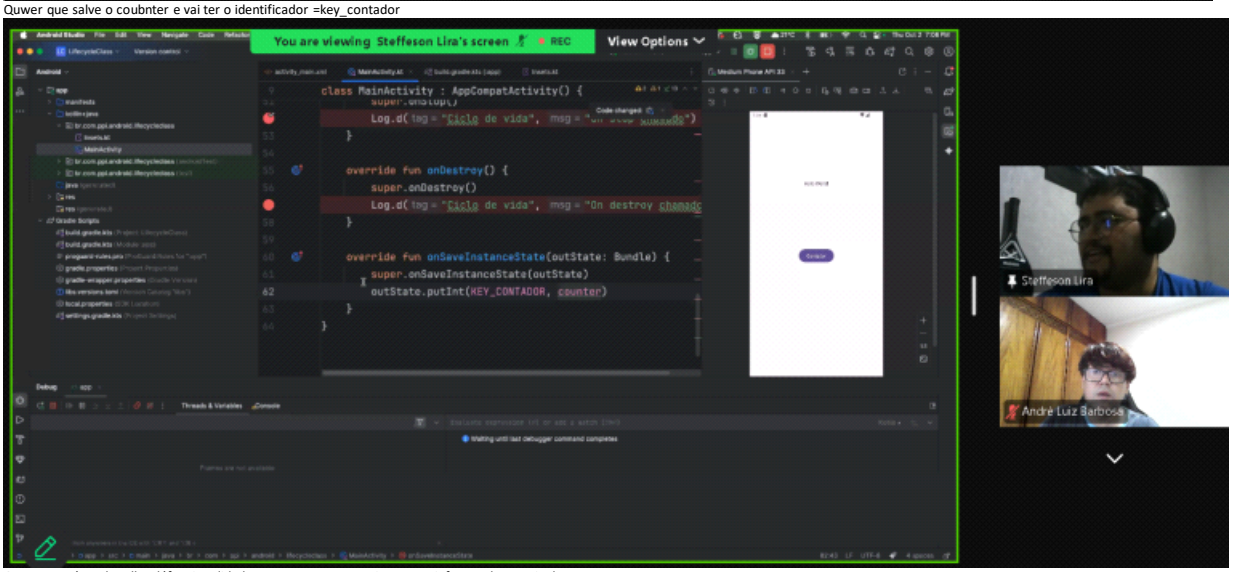
Tem o do bundle e da persistence
So o bundle para este exemolo serve



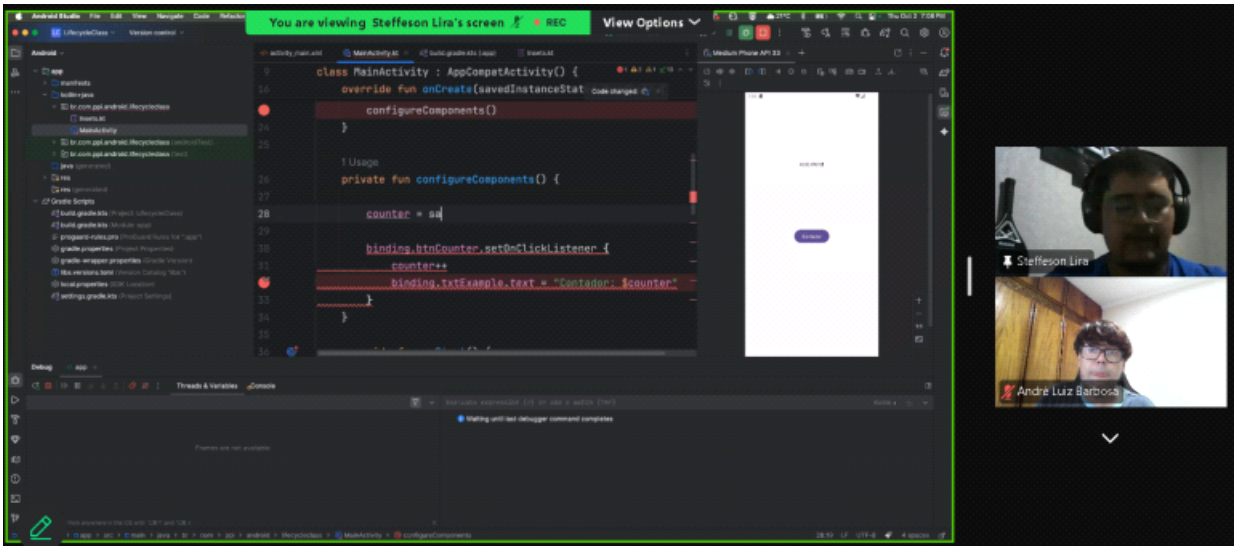
Vai criar uma ??? Variavel para manipular ela quem?



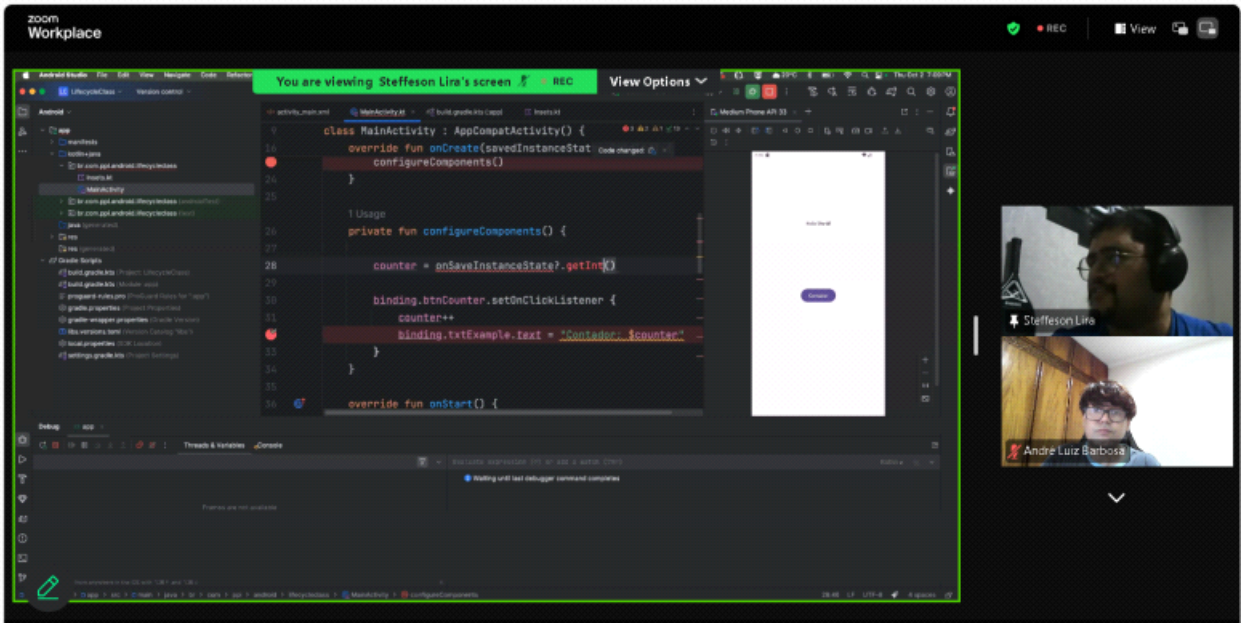
Quwer que salve o coubnter e vai ter o identificador =key_contador

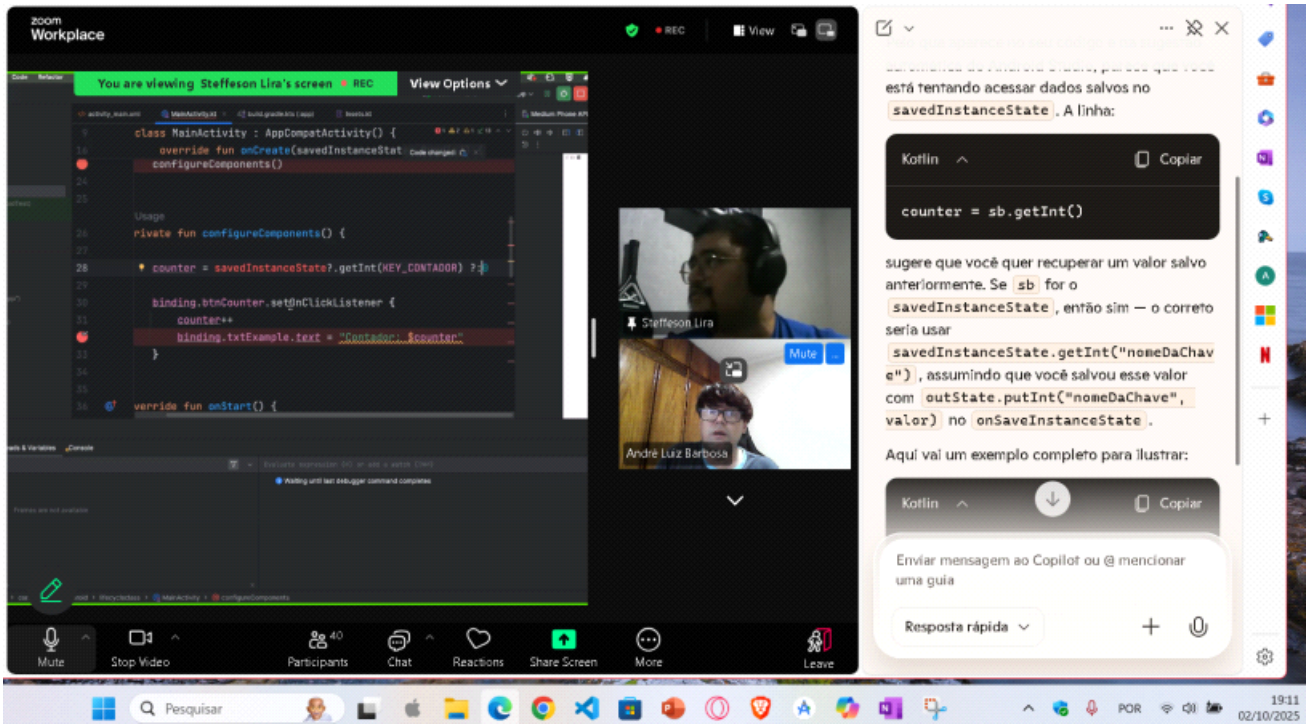


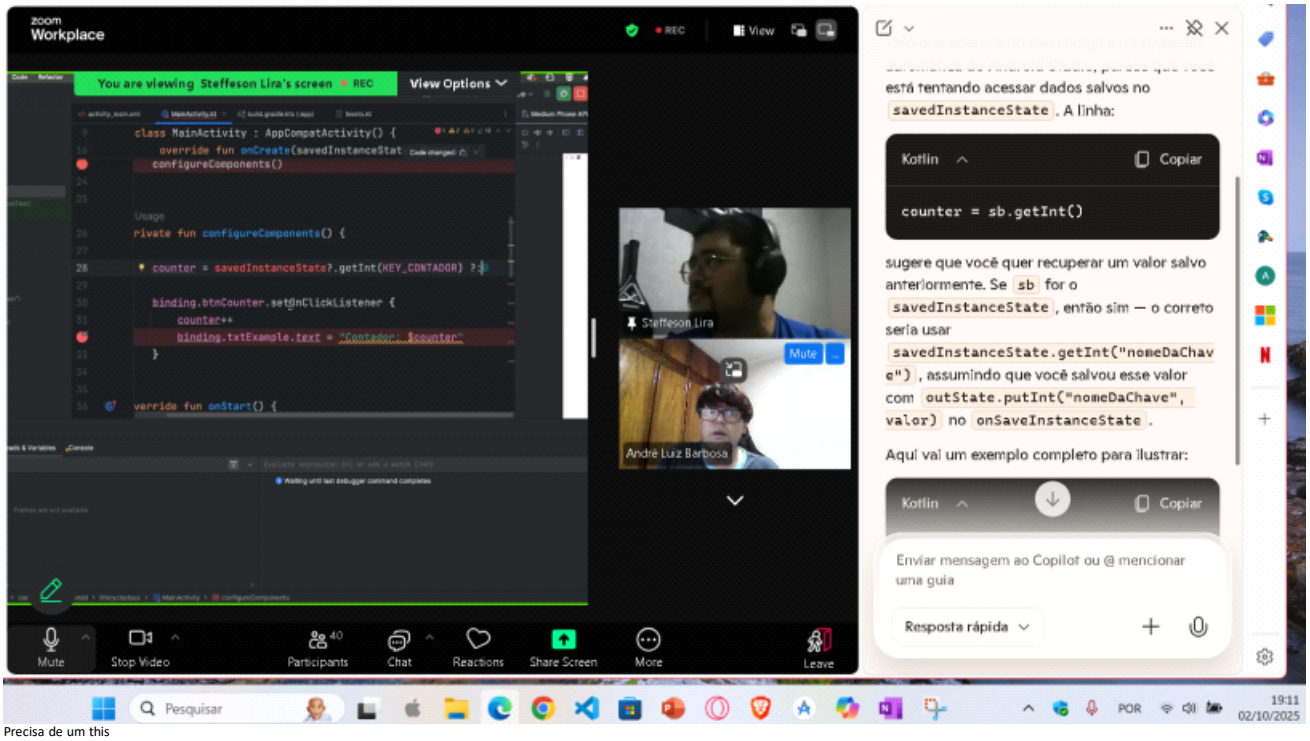
O out state é um bundle, dáfuncionalidade para o parameteo, tipo pegar info e poder manipular o negocio (qual???)



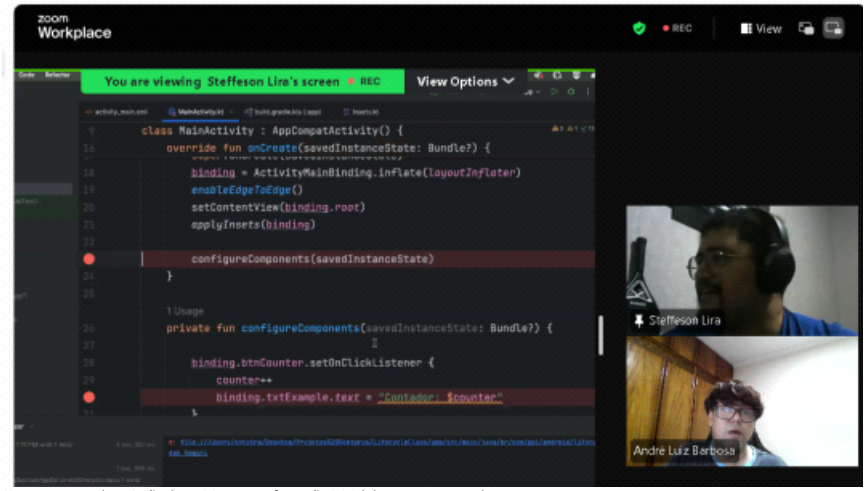
Precisa pegar o que salvou e veriifca se e nulo e ao inves de ir out vai fazer um get
Um get int


zoom
Workplace
REC
View
You are viewing Steffeson Lira's screen
REC
View Options
class MainActivity : AppCompatActivity() {
override fun onCreate(savedInstanceStat
configureComponents()
}
1 Usage
private fun configureComponents() {
counter = onSaveInstanceState?.getInt()
binding.btnCounter.setOnClickListener {
counter++
binding.txtExample.text = "Contador: $counter"
}
}
override fun onStart() {
Steffeson Lira
André Luiz Barbosa


zoom
Workplace
REC
View
You are viewing Steffeson Lira's screen
REC
View Options
class MainActivity : AppCompatActivity() {
override fun onCreate(savedInstanceStat
configureComponents()
}
Usage
private fun configureComponents() {
counter = savedInstanceState?.getInt(KEY_CONTADOR) ?:
binding.btnCounter.setOnClickListener {
counter++
binding.txtExample.text = "Contador: $counter"
}
override fun onStart() {
Steffeson Lira
Mute
André Luiz Barbosa
está tentando acessar dados salvos no savedInstanceState. A linha:
Kotlin
Copiar
counter = sb.getInt()
sugere que você quer recuperar um valor salvo anteriormente. Se sb for o savedInstanceState, então sim — o correto seria usar savedInstanceState.getInt("nomeDaChave"), assumindo que você salvou esse valor com outState.putInt("nomeDaChave", valor) no onSaveInstanceState.
Aqui vai um exemplo completo para ilustrar:
Kotlin
Copiar
Enviar mensagem ao Copilot ou @ mencionar uma guia
Resposta rápida
Mute
Stop Video
Participants
40
Chat
Reactions
Share Screen
More
Leave
Pesquisar
POR
19:11
02/10/2025



Precisa de um this
mas orecisa da activity precisa ser criadio no onCreate
Precisa do bundle
Quando cria uma funcçAo não esquecer de criar a variável



Sim, exatamente! A criação da Activity e a configuração inicial dos componentes devem acontecer dentro do método onCreate. Esse método é chamado quando a Activity está sendo criada pela primeira vez — é o ponto ideal para:

- Inflar o layout com setContentView
- Inicializar o ViewBinding (como você fez com ActivityMainBinding.inflate)
- Restaurar estados salvos com savedInstanceState
- Configurar listeners e lógica de interface com métodos como configureComponents()

No seu exemplo:

```
override fun onCreate(savedInstanceState: Bundle?) {
  super.onCreate(savedInstanceState)
  binding = ActivityMainBinding.inflate(layoutInflater)
  setContentView(binding.root)
  applyInsets(binding)
counter = savedInstanceState?.getInt(key = KEY_COUNTER) ?: 0
  configureComponents()
}
```

Está certinho! Tudo que precisa estar pronto para o usuário interagir com a tela deve ser configurado aqui. Se você deixar isso para outro momento do ciclo de vida (como onStart ou onResume), pode acabar com comportamentos inesperados ou até erros de interface.
Se quiser, posso te mostrar um fluxograma do ciclo de vida da Activity para visualizar melhor onde cada coisa entra.

De <https://copilot.microsoft.com/chats/e19yspcn99fqSjScgZsZi>

O professor está certo — quando você cria uma função que depende de um Bundle, como o savedInstanceState, é essencial declarar e usar essa variável corretamente. No contexto do Android, isso geralmente aparece no ciclo de vida da Activity, especialmente no onCreate.
Aqui vai uma explicação prática:

☑ Exemplo correto com Bundle:

```
override fun onCreate(savedInstanceState: Bundle?) {
  super.onCreate(savedInstanceState)
val counterFromBundle = savedInstanceState?.getInt("counter") ?: 0
  counter = counterFromBundle
}
```

⚠ Erro comum:

Criar uma função que tenta acessar savedInstanceState sem ter a variável declarada ou passada como parâmetro:

```
private fun restoreCounter() {
  // Erro: savedInstanceState não existe aqui
  counter = savedInstanceState?.getInt("counter") ?: 0
}
```

☑ Correção:

Você precisa passar o Bundle como argumento:

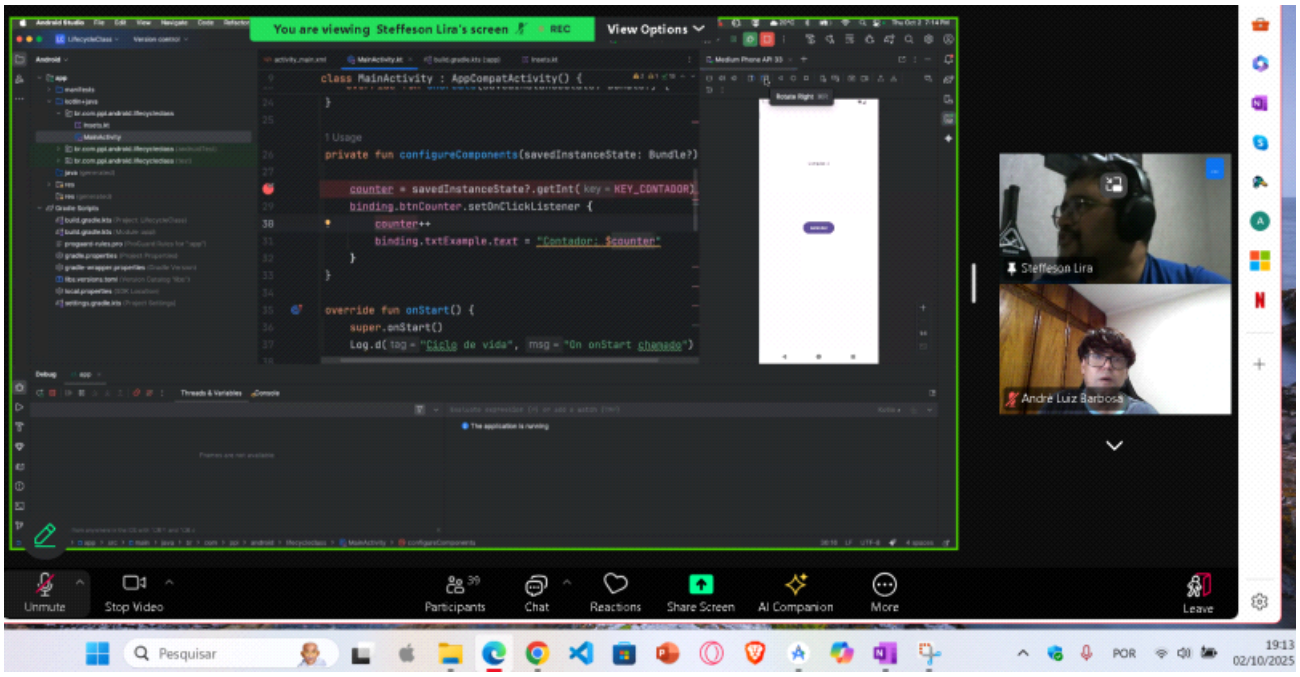
```
private fun restoreCounter(savedInstanceState: Bundle?) {
    counter = savedInstanceState?.getInt("counter") ?: 0
}
```

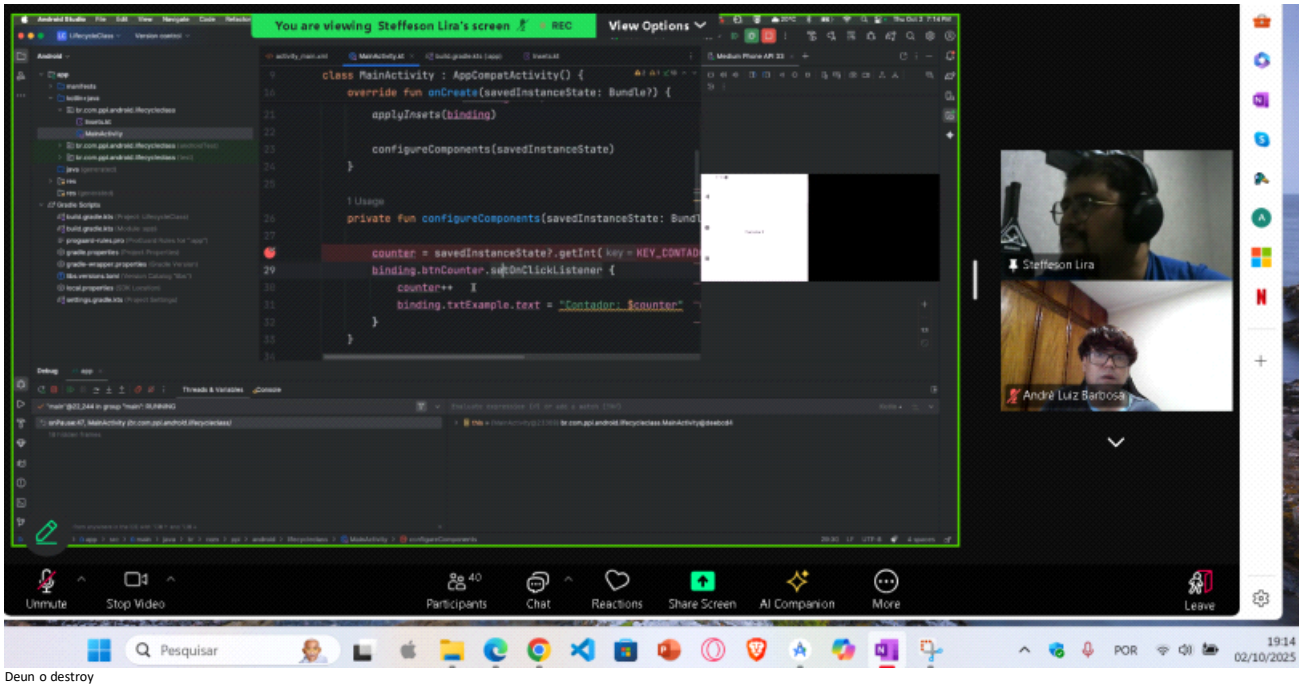
E chamar assim:

```
override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    restoreCounter(savedInstanceState)
}
```

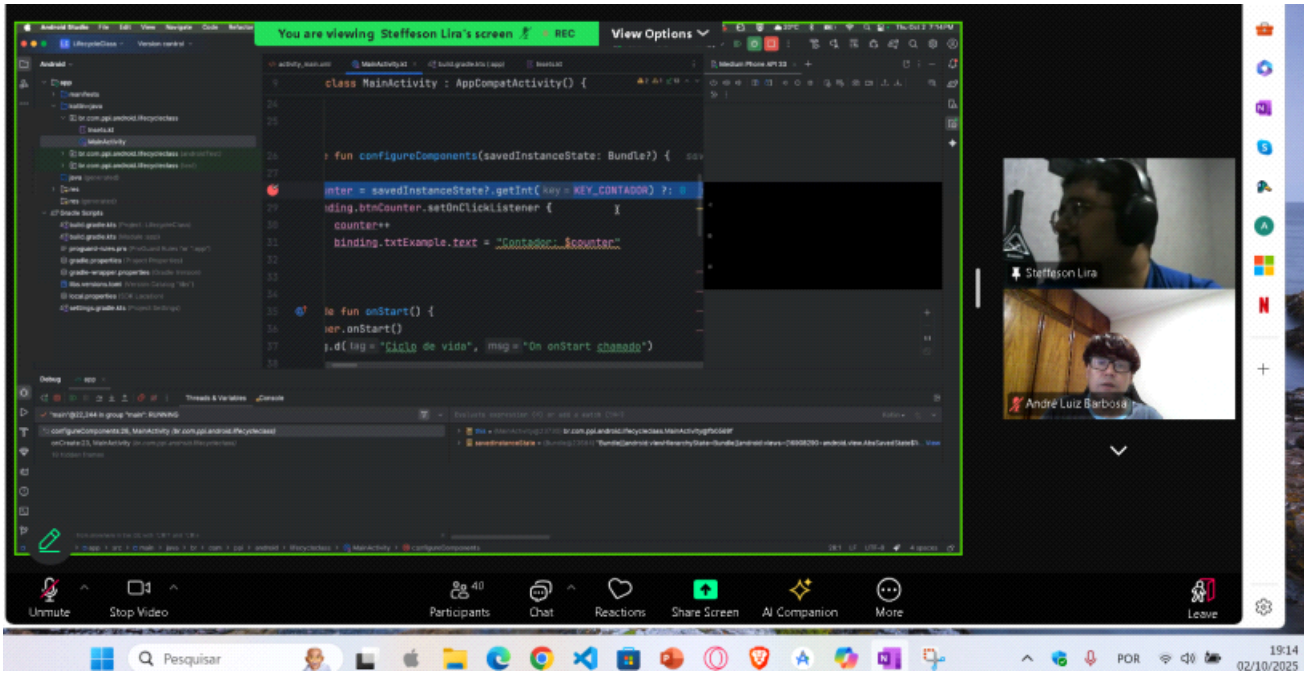
Se quiser, posso te ajudar a refatorar seu código para seguir essa estrutura certinha. Só me mostrar como está sua função atual.

De <https://copilot.microsoft.com/chats/e19yspcn99fq5jScgZsZi>

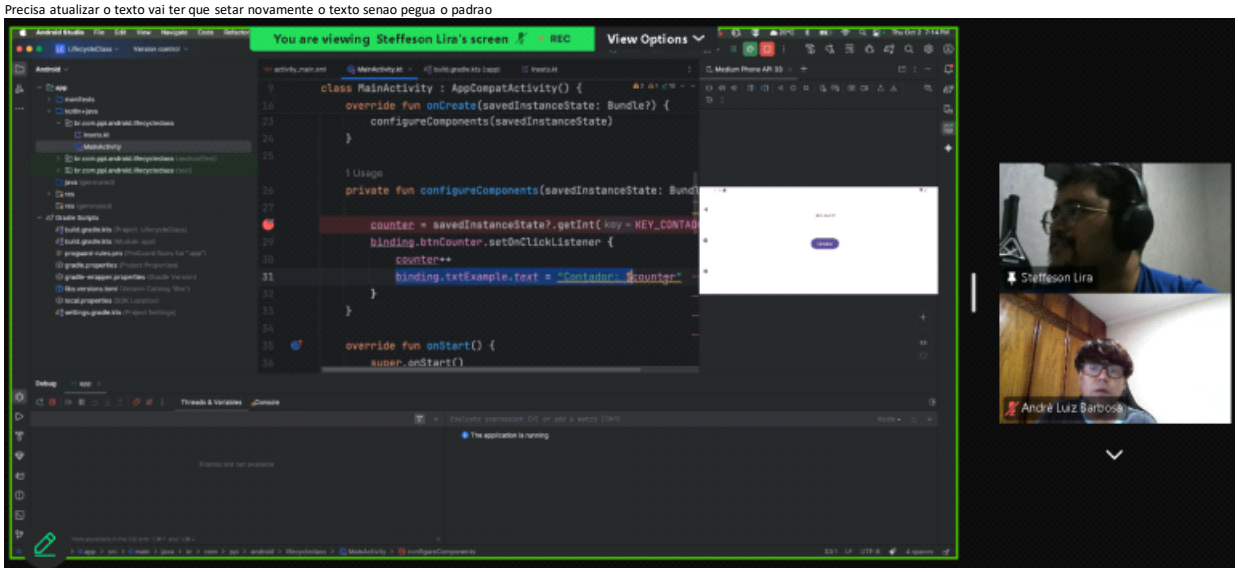


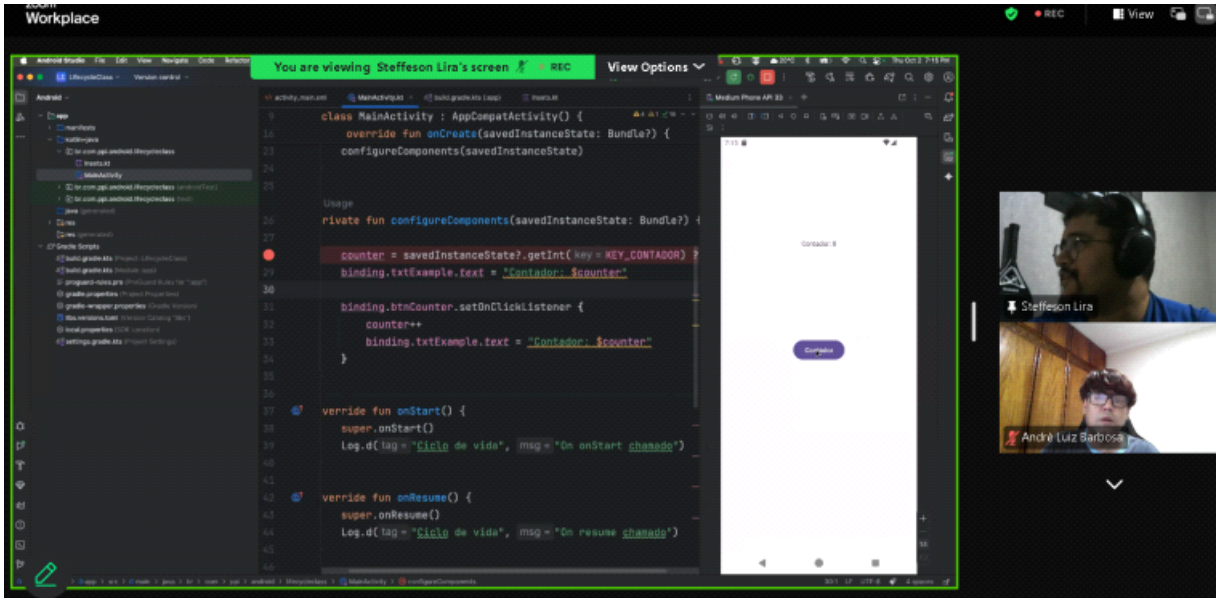


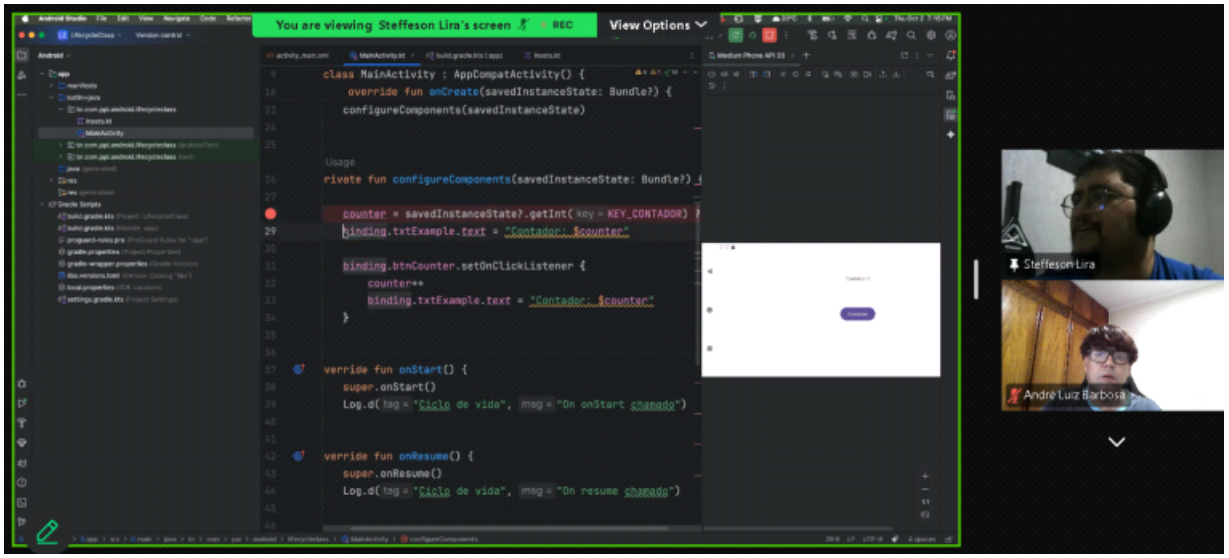
Deun o destroy

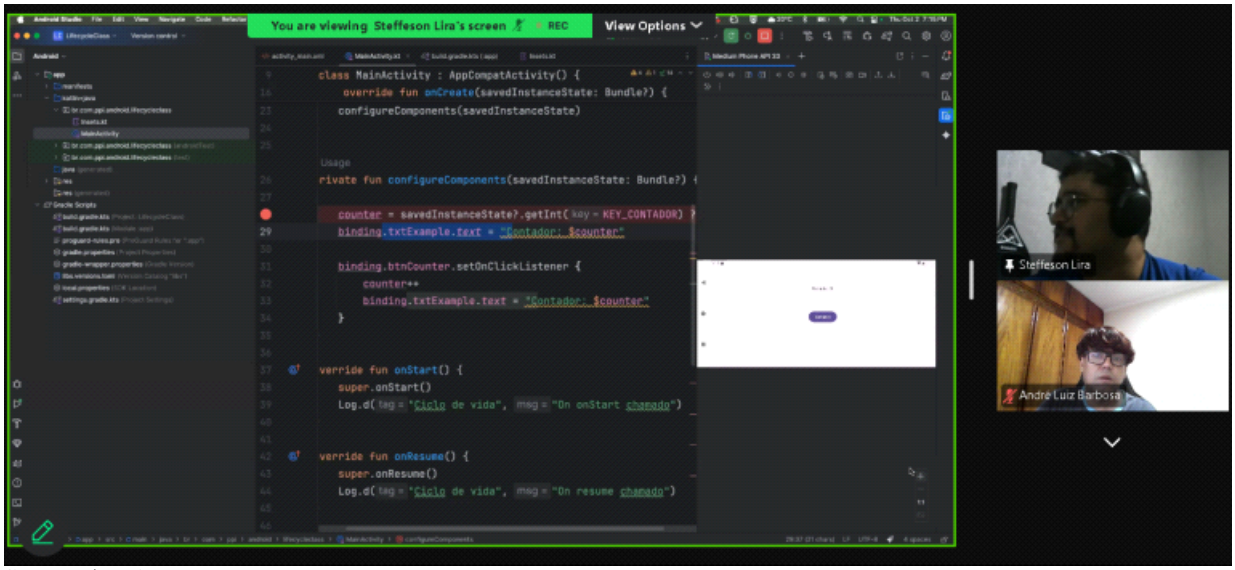


Deu f8
Tá com 3 (Não entendi)
Precisa atualizar o texto vai ter que setar novamente o texto senao pegua o padrao

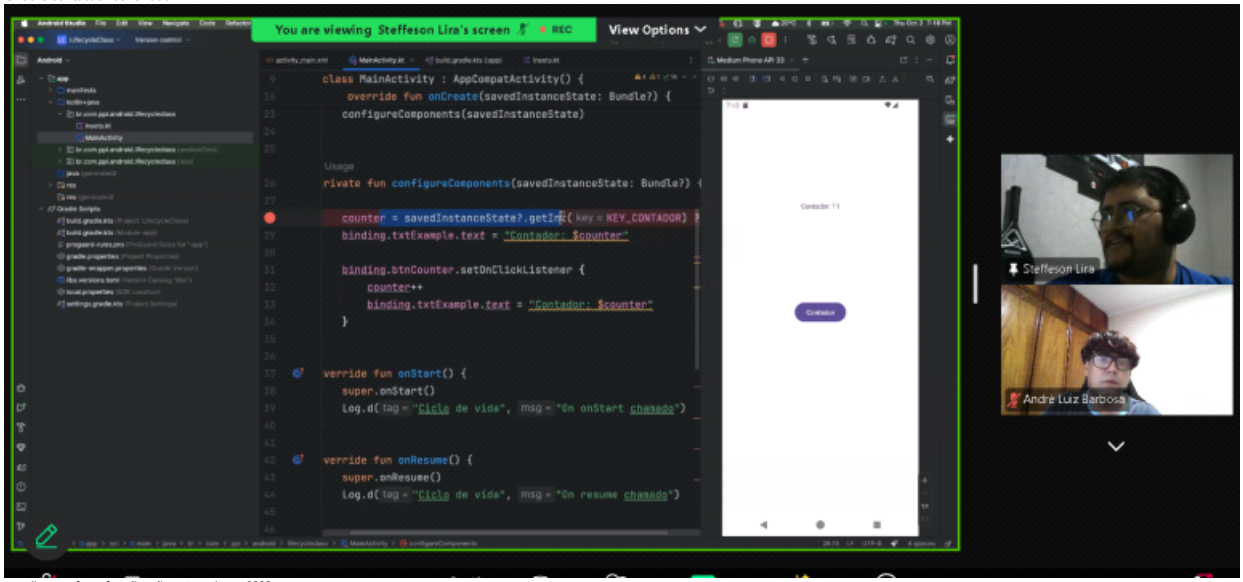




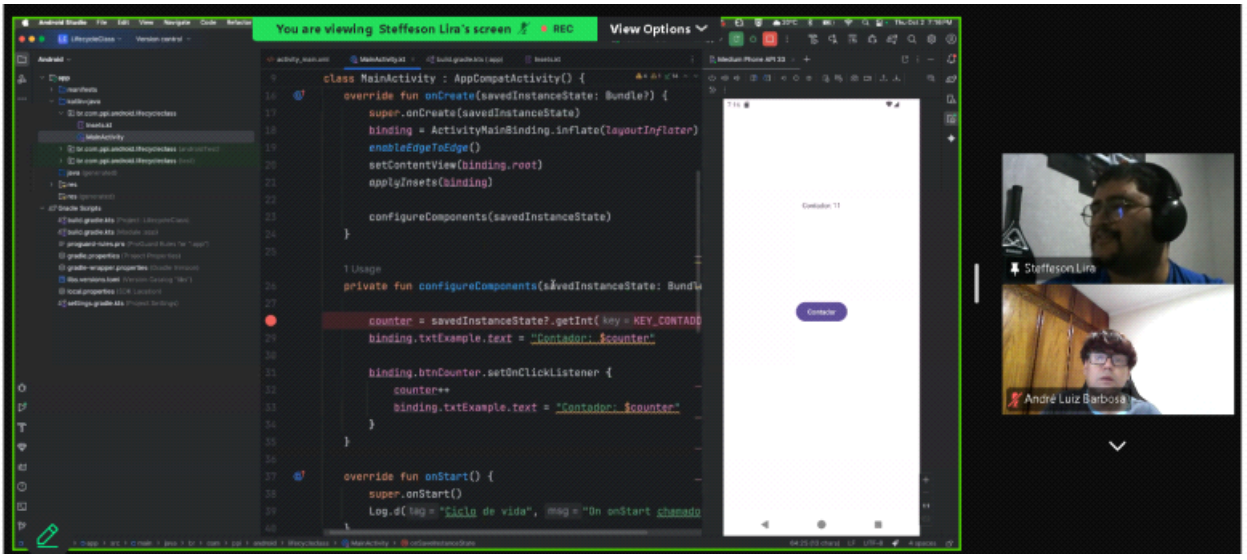




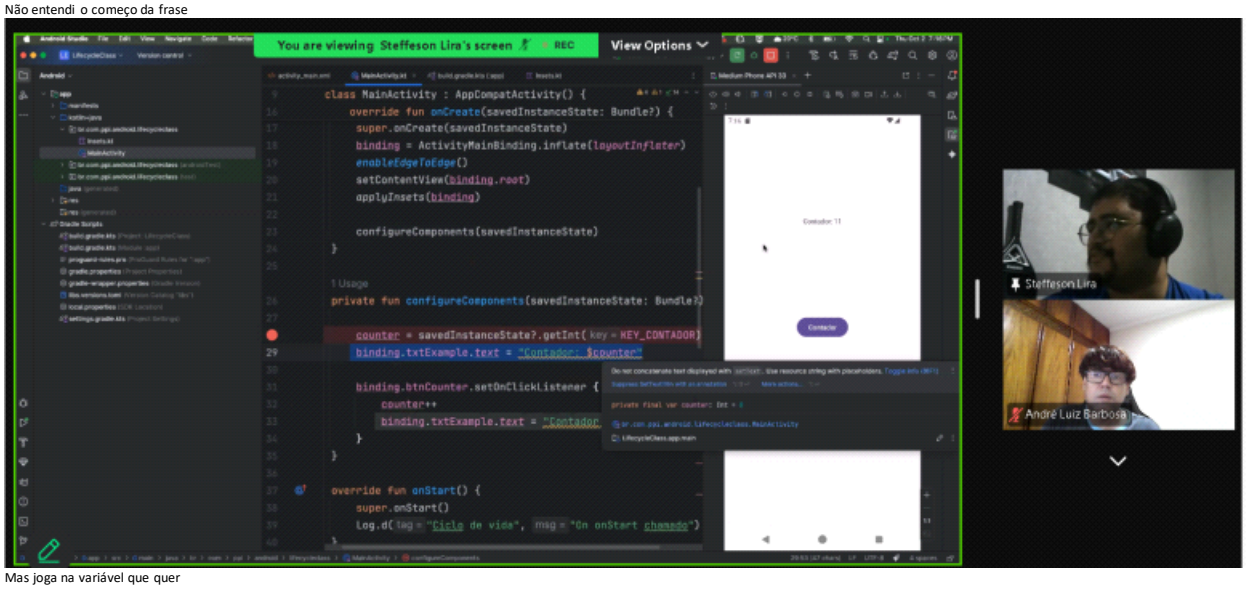
Girou e contatdor continuou



Bundle que faz a função não sei qual put ????

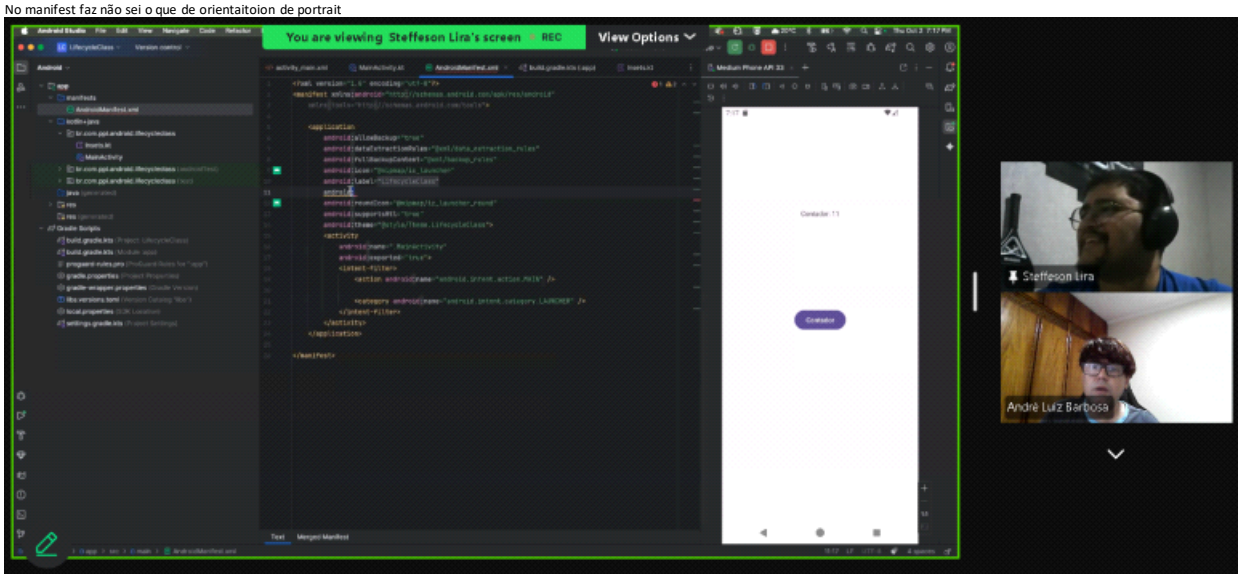


Não entendi o começo da frase



Mas joga na variável que quer

No manifest faz não sei o que de orientaitoion de portrait



Se você quer definir a **orientação da tela** da sua Activity no Android, isso é feito no arquivo AndroidManifest.xml, dentro da tag da Activity. Você pode forçar a orientação para **portrait** (vertical) ou **landscape** (horizontal), dependendo do comportamento desejado.

Exemplo: Forçar orientação vertical (portrait)

```
<activity
  android:name=".MainActivity"
  android:screenOrientation="portrait" />
```

Exemplo: Forçar orientação horizontal (landscape)

```
<activity
  android:name=".MainActivity"
  android:screenOrientation="landscape" />
```

Outras opções disponíveis:

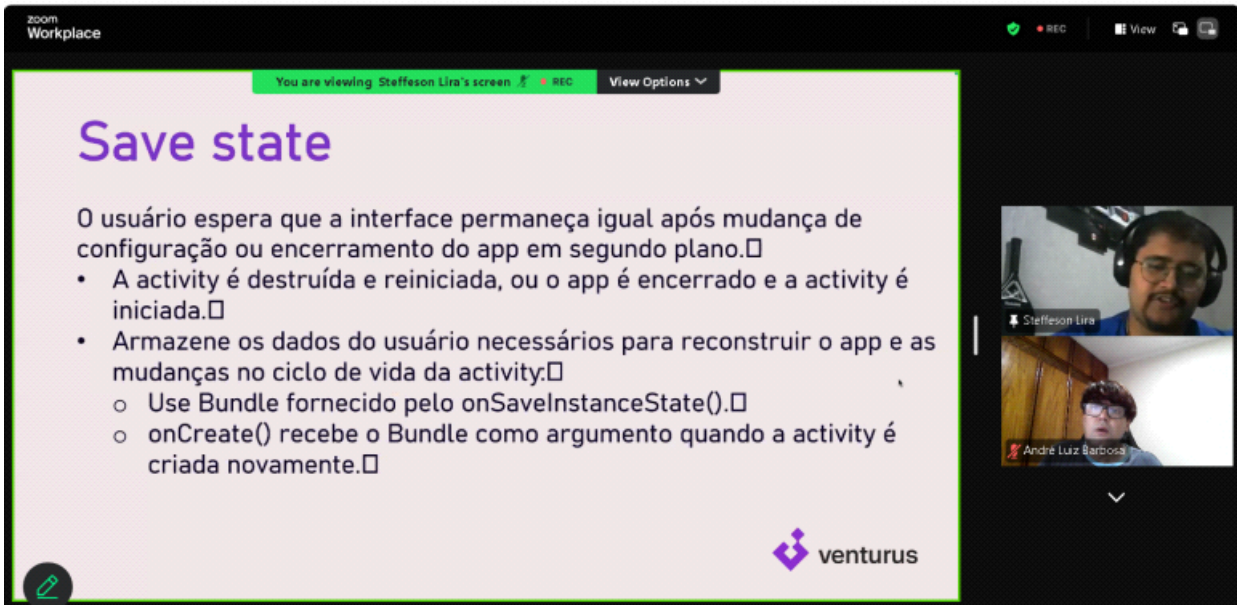
- unspecified: deixa o sistema decidir
- sensor: muda conforme o sensor do dispositivo

- fullSensor: permite todas orientações, inclusive reverse
- user: respeita a preferência do usuário
- behind: herda a orientação da Activity anterior

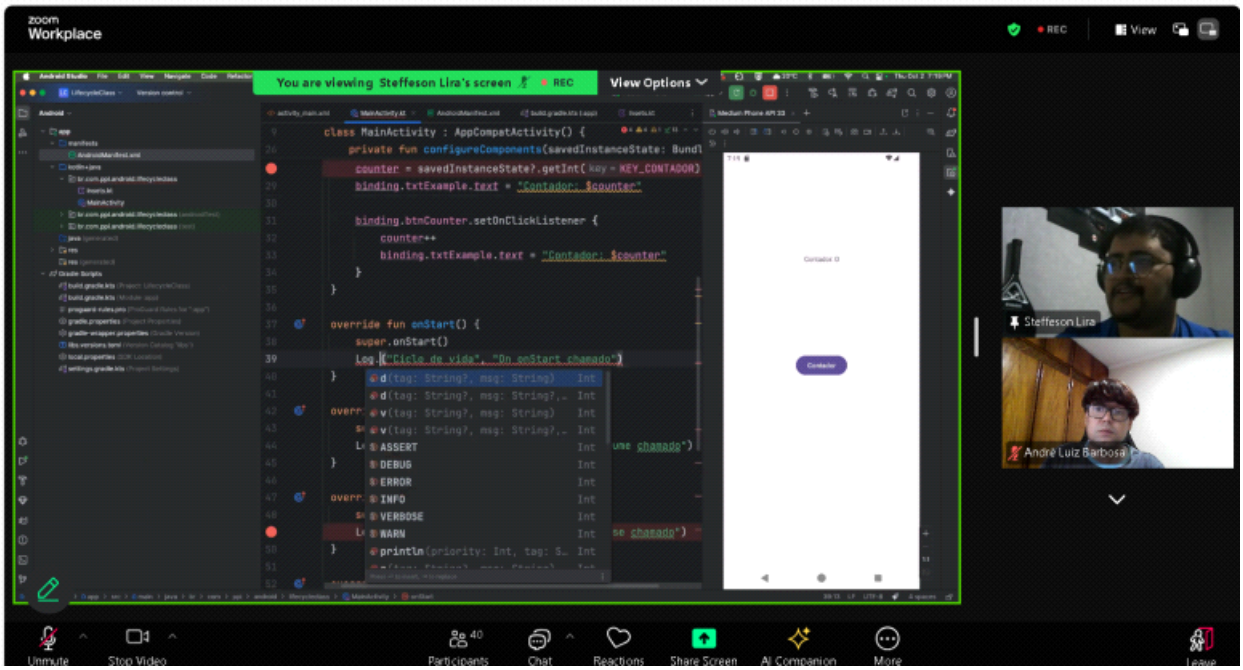
Se você estiver usando múltiplas telas ou precisa que uma delas se adapte dinamicamente, talvez seja melhor deixar como unspecified e controlar via código. Me avisa se quiser que a orientação mude com base em alguma lógica — dá pra fazer isso também!

De <https://copilot.microsoft.com/chats/e19vspcn99fqSjScgZsZi>

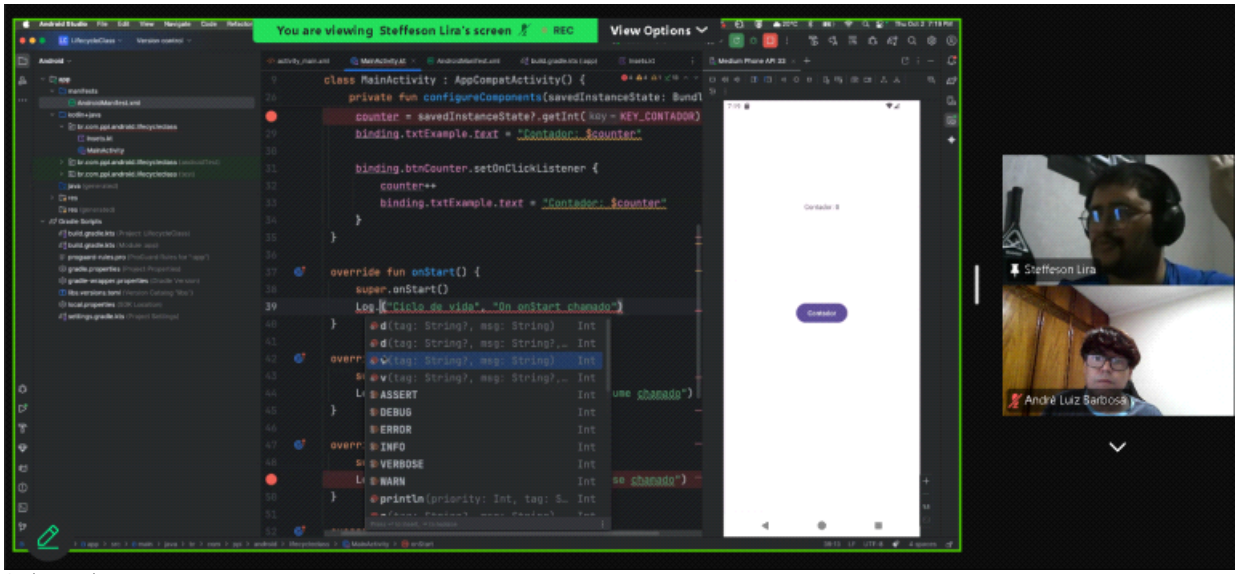
Usar o sensor, portrait, ou saved???



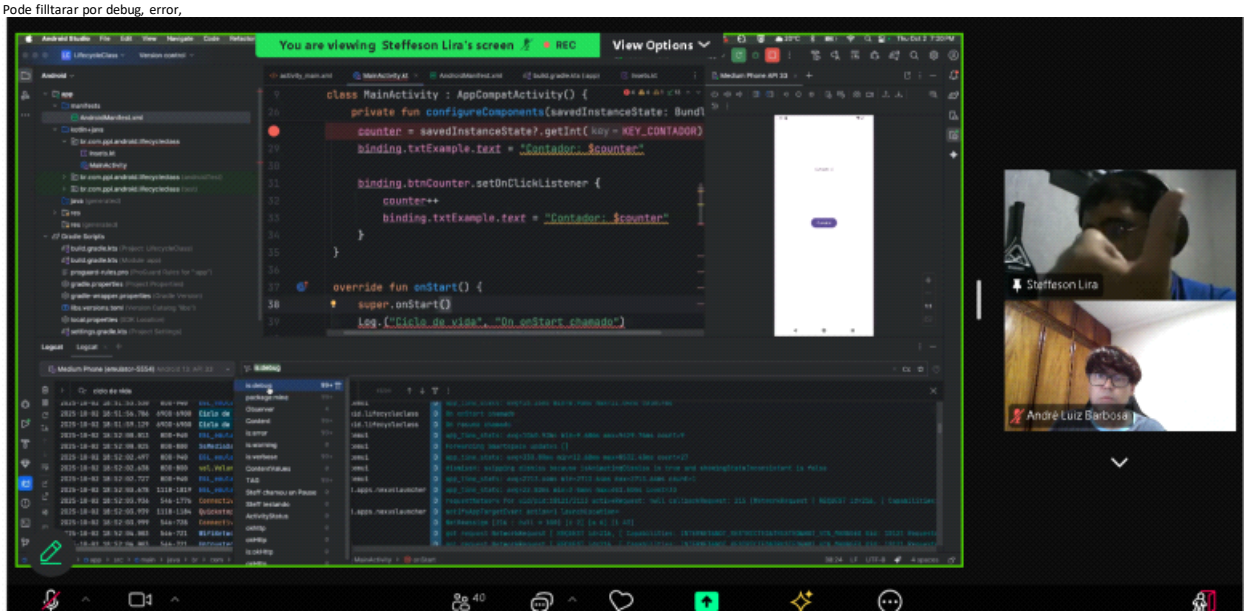
Agora os logs

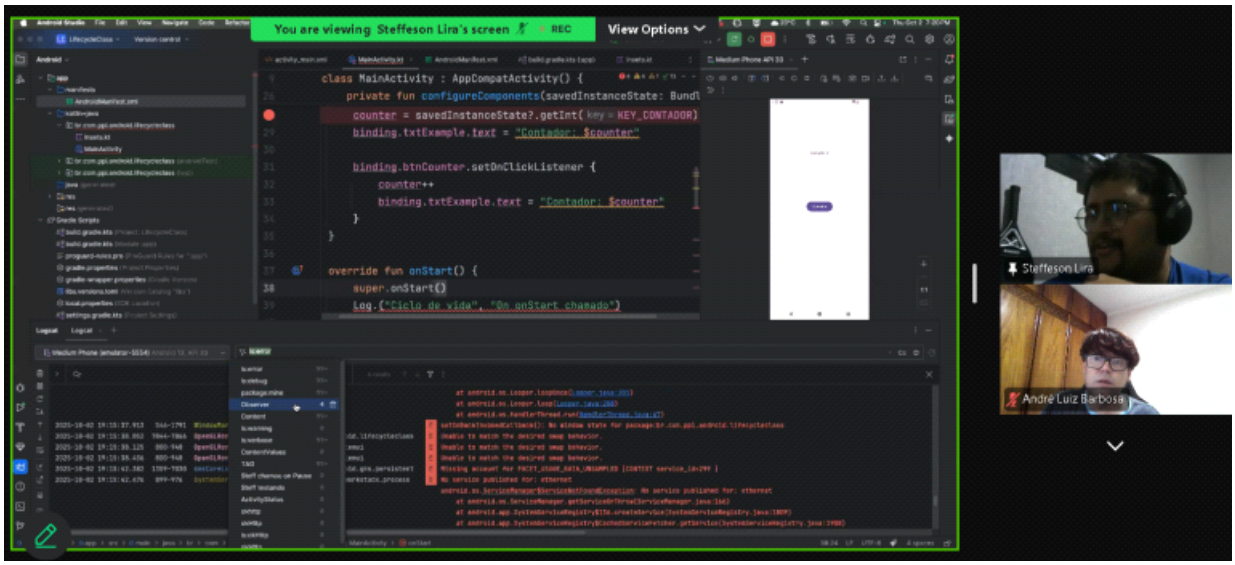


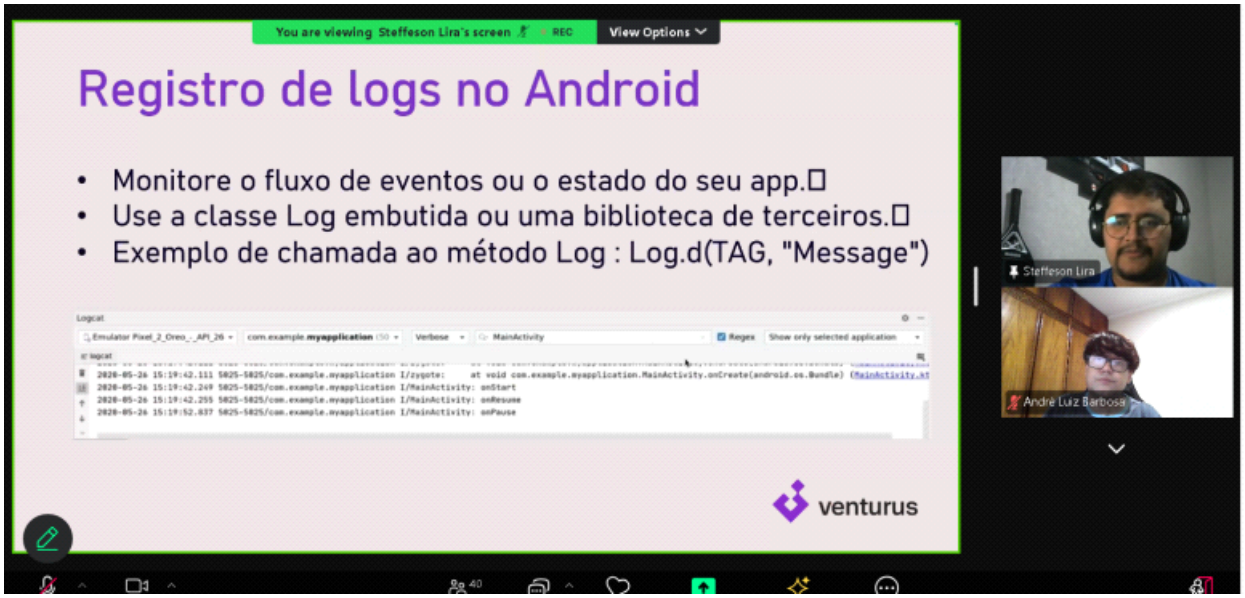
V de verbose

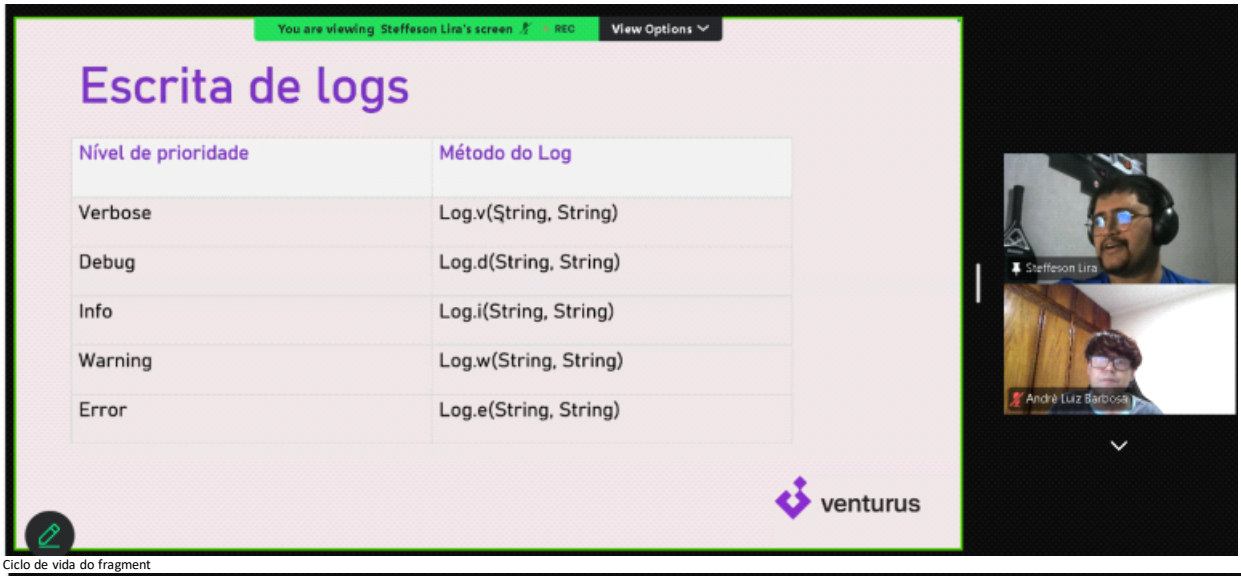


Geralmente coloca o D
Tem o E de erro
De info, informativo passando no device, sistema, de worming tambem
Pode filltarar por debug, error,

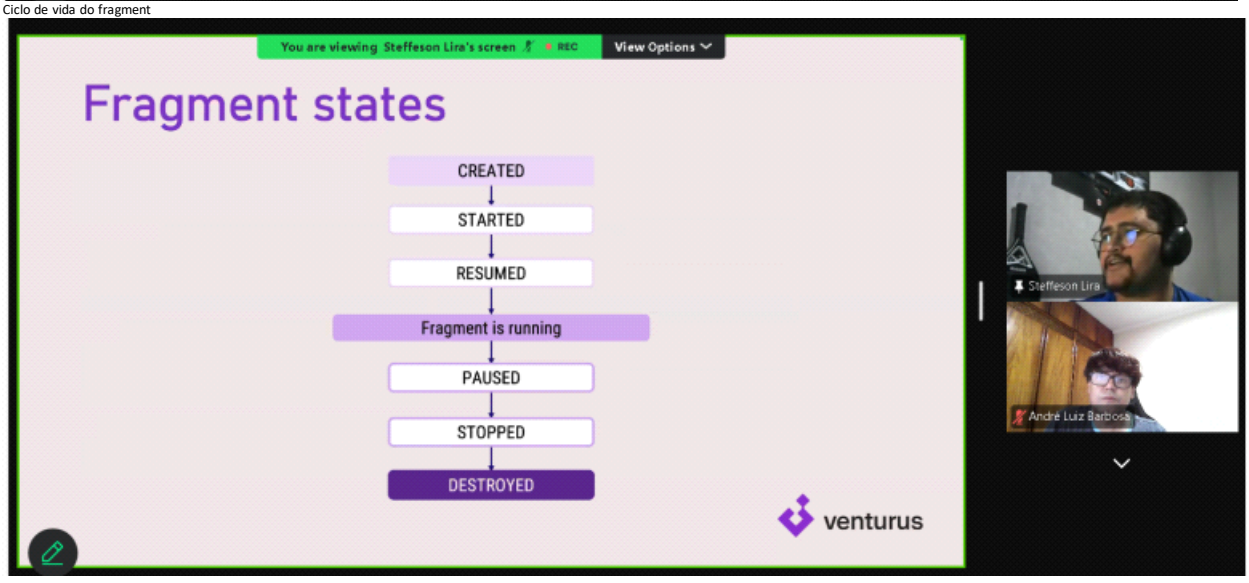




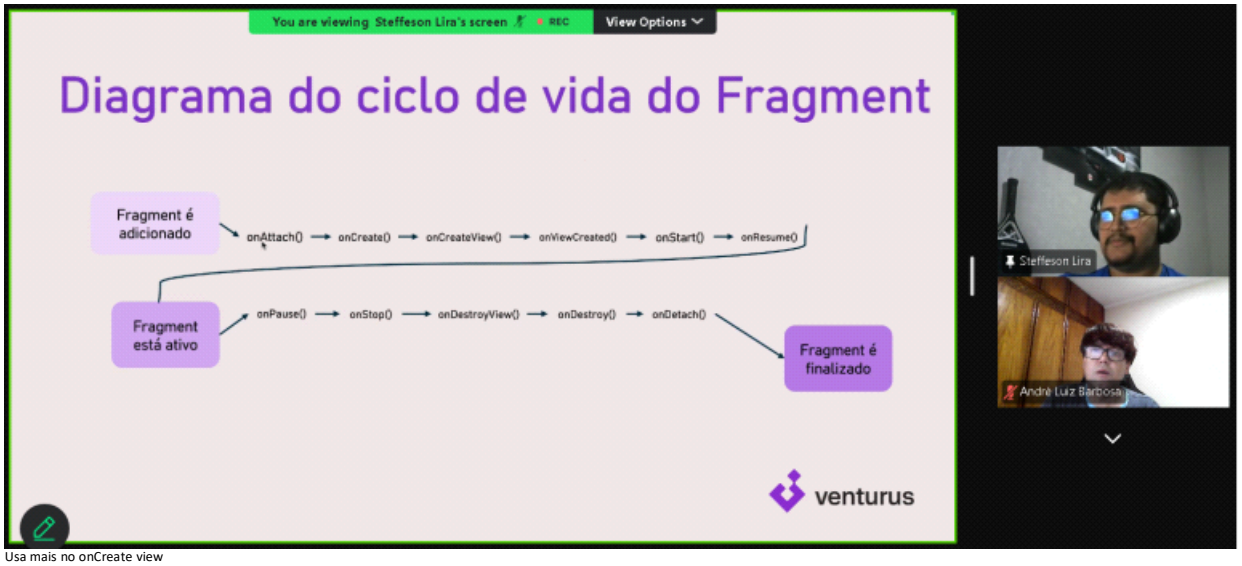




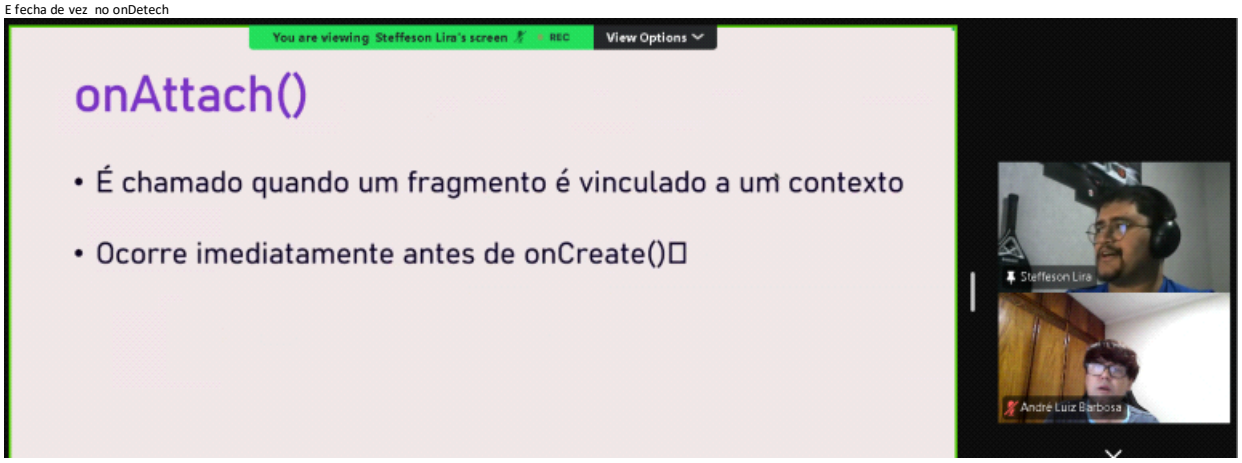
Ciclo de vida do fragment



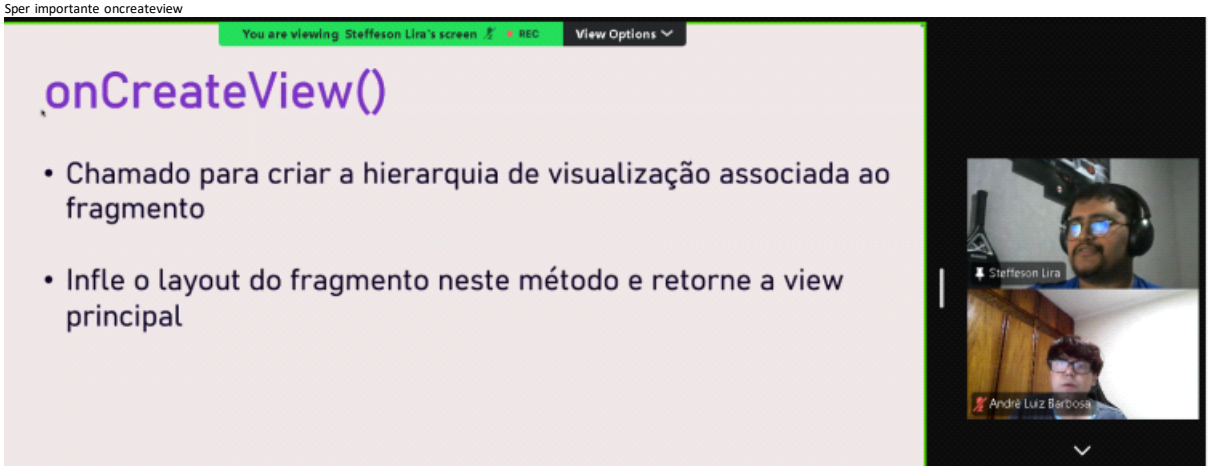
Vai mudar um pouco do que esta no slide
Single activity
Que vai ser am mae das outras telas
Fragment é bem parecido com activity, tem os staus dele
Desrde create ate destroyed
O ciclo de vida dele é um pouco maior



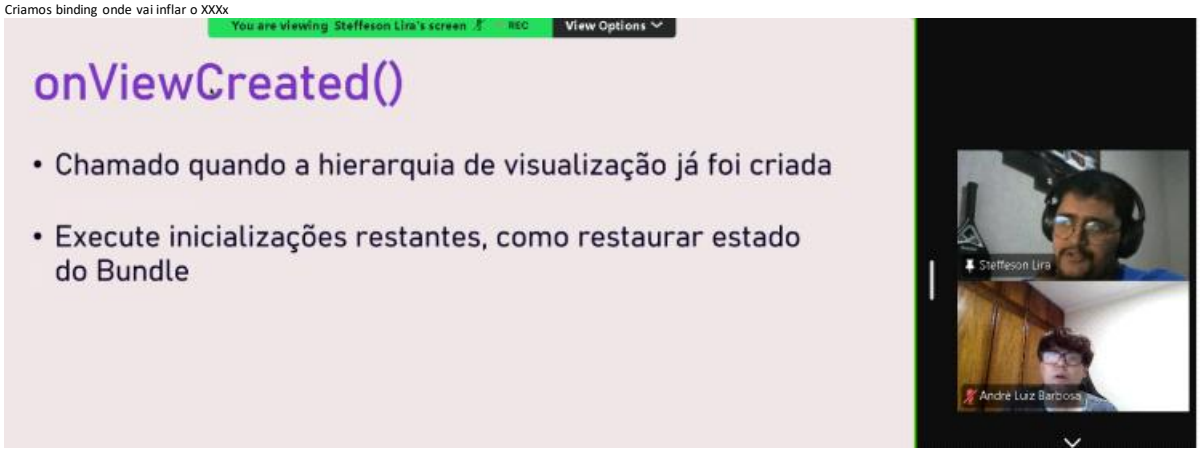
Usa mais no onCreate view
No onViewCreated botoes e outros
onDestroyedView sempre tem um view antes
E fecha de vez no onDetech

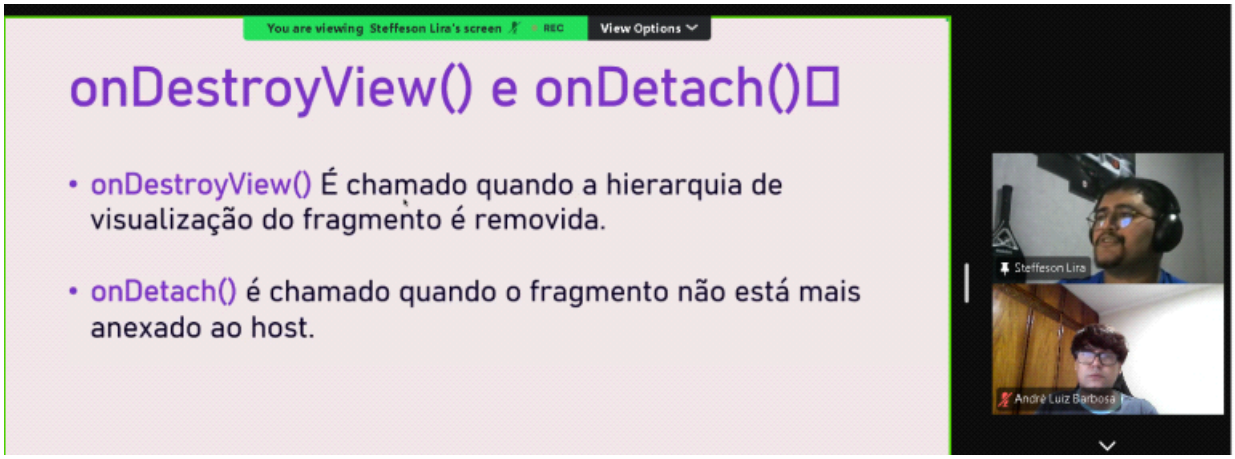


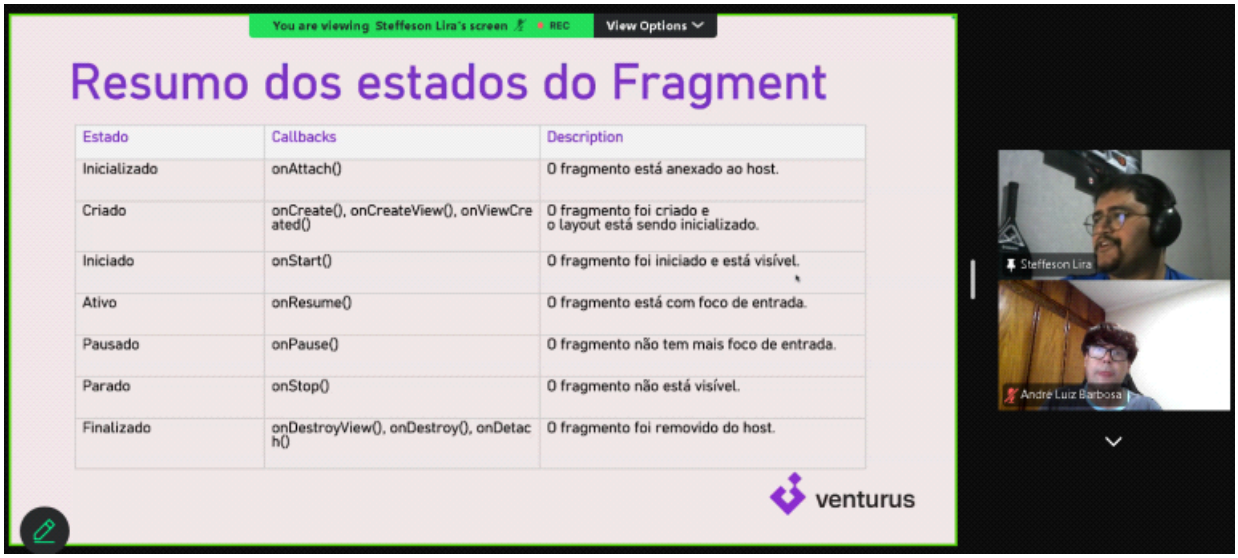
Sper importante oncreateview

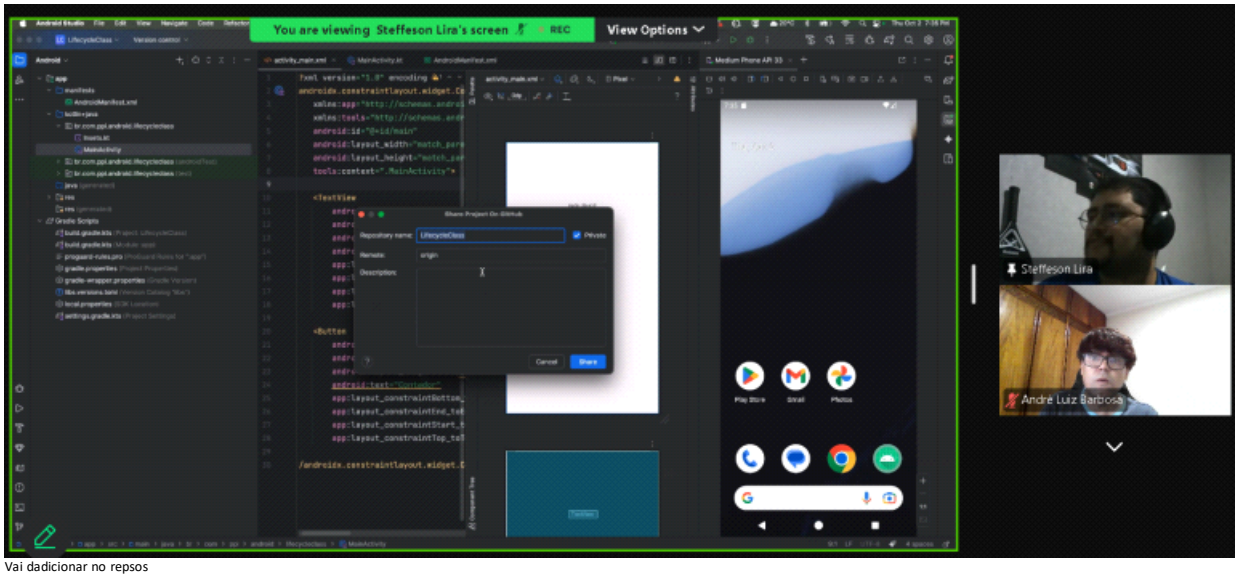


Criamos binding onde vai inflar o XXXx

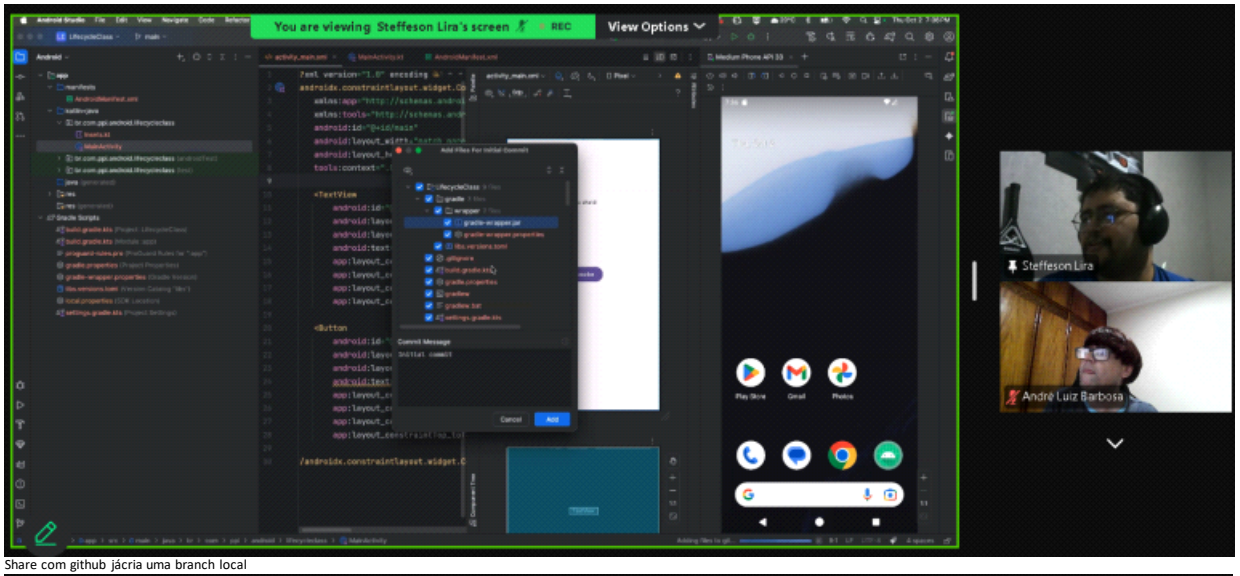




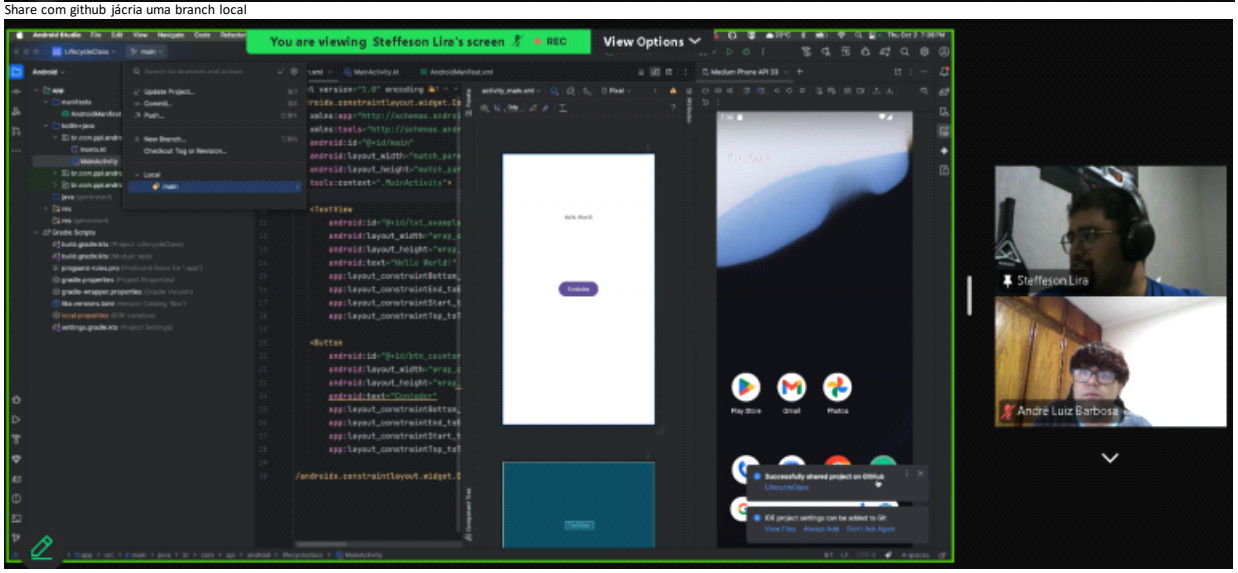


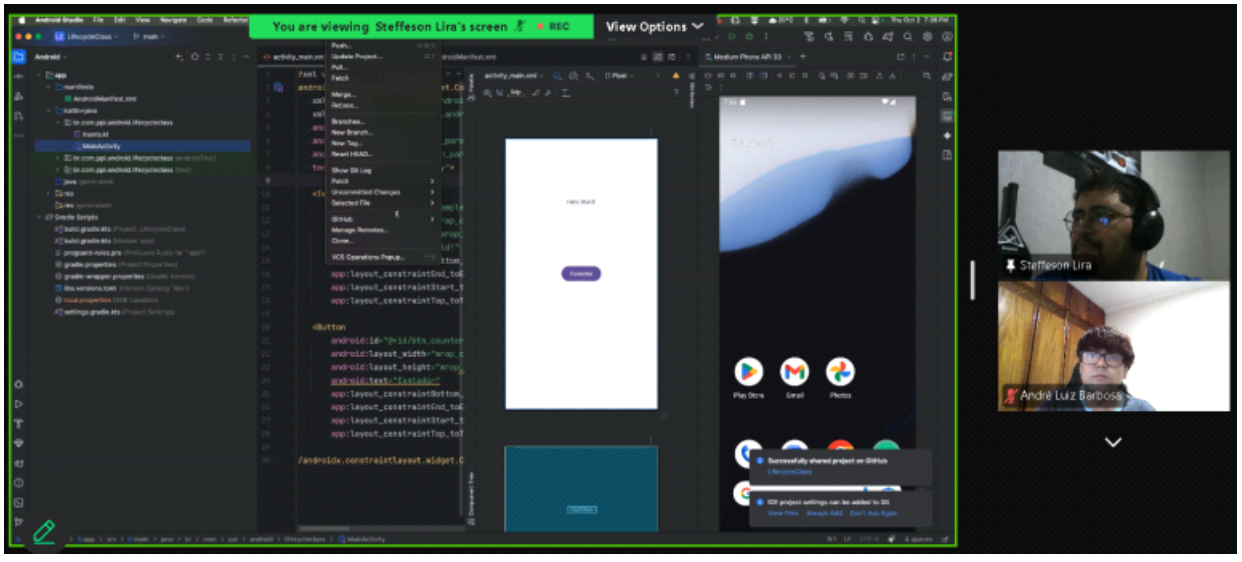


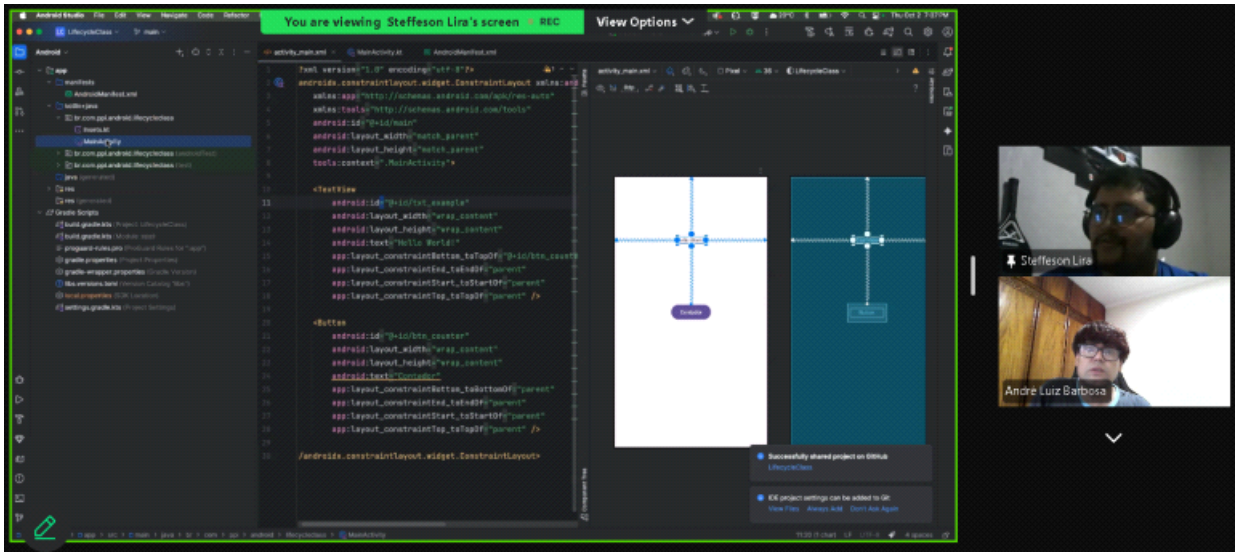
Vai dadicionar no repsos



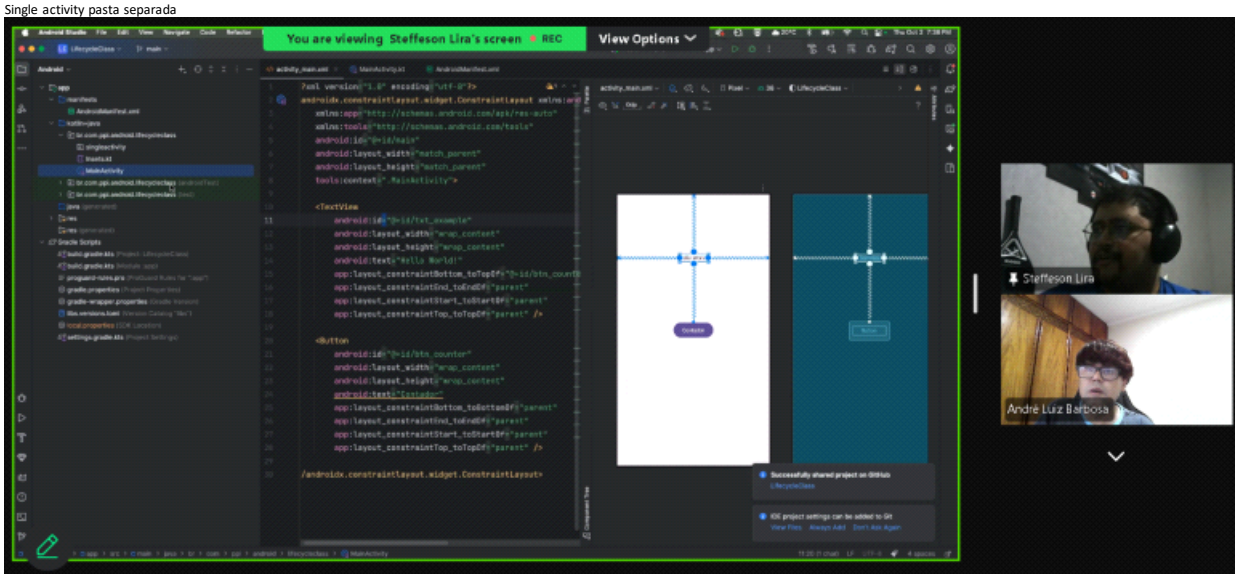
Share com github jácria uma branch local

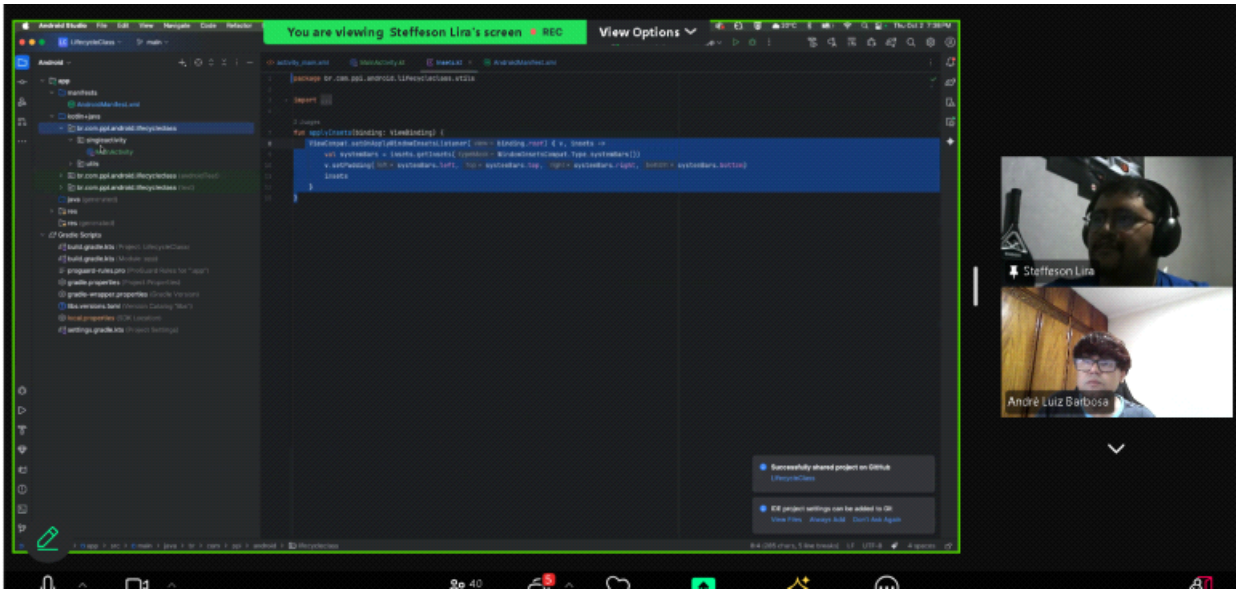


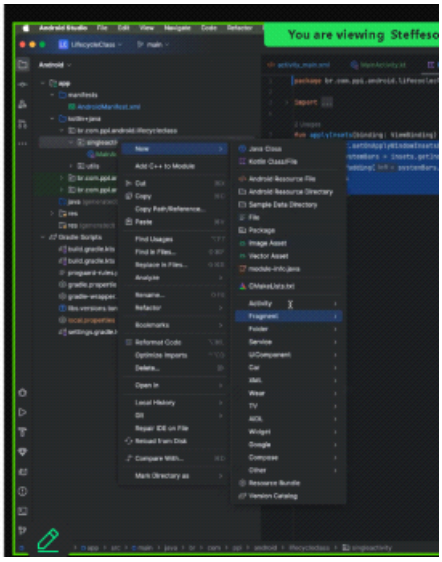


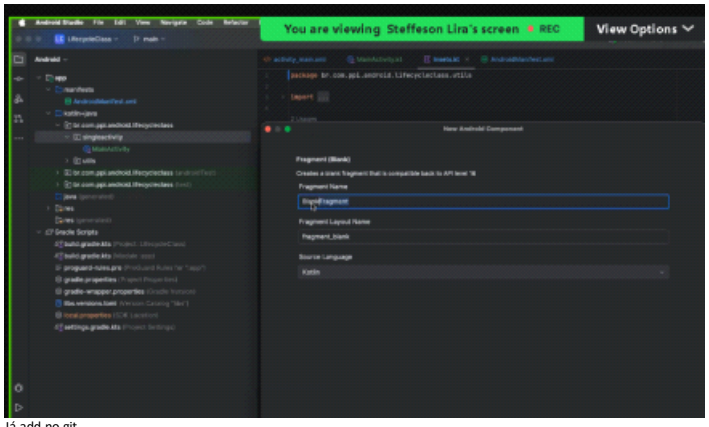


Single activity pasta separada

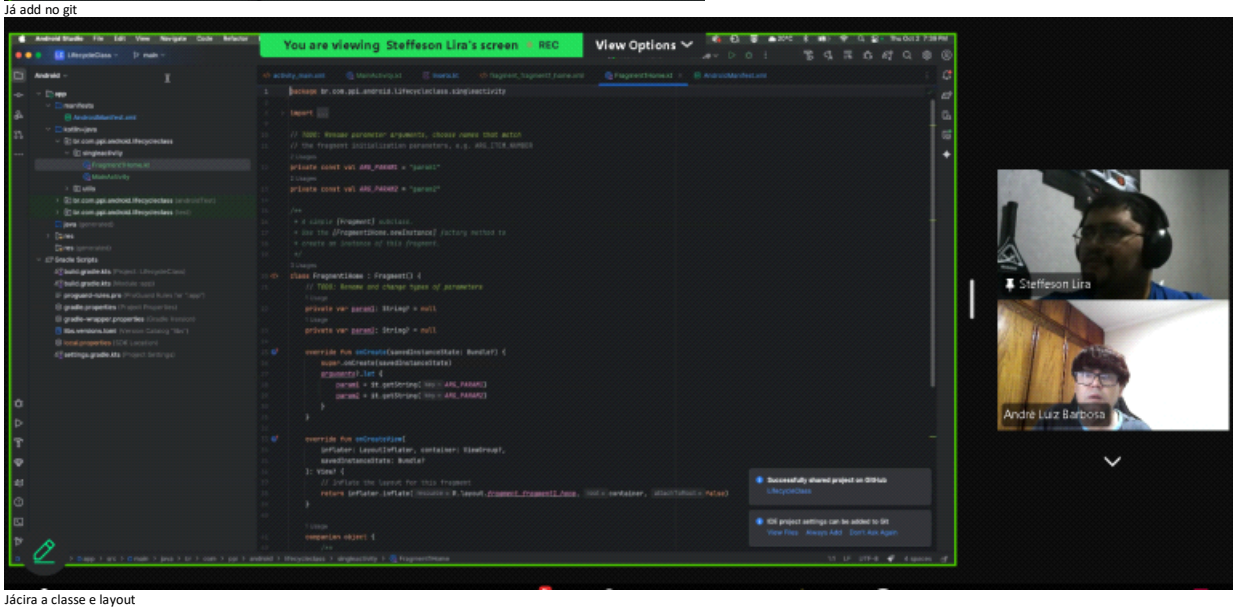




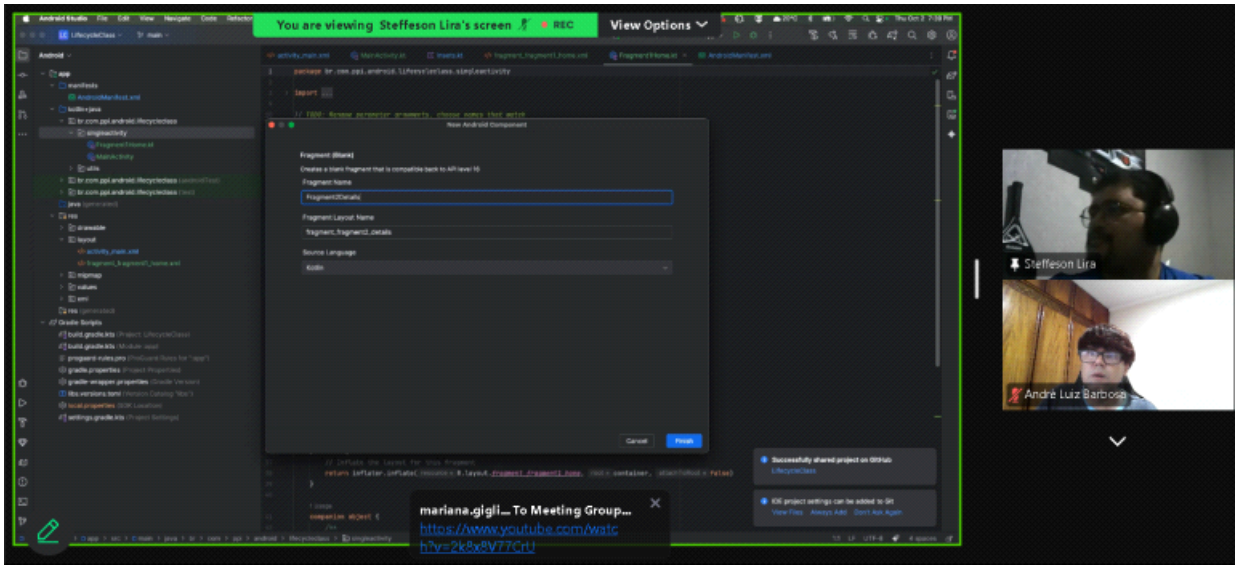


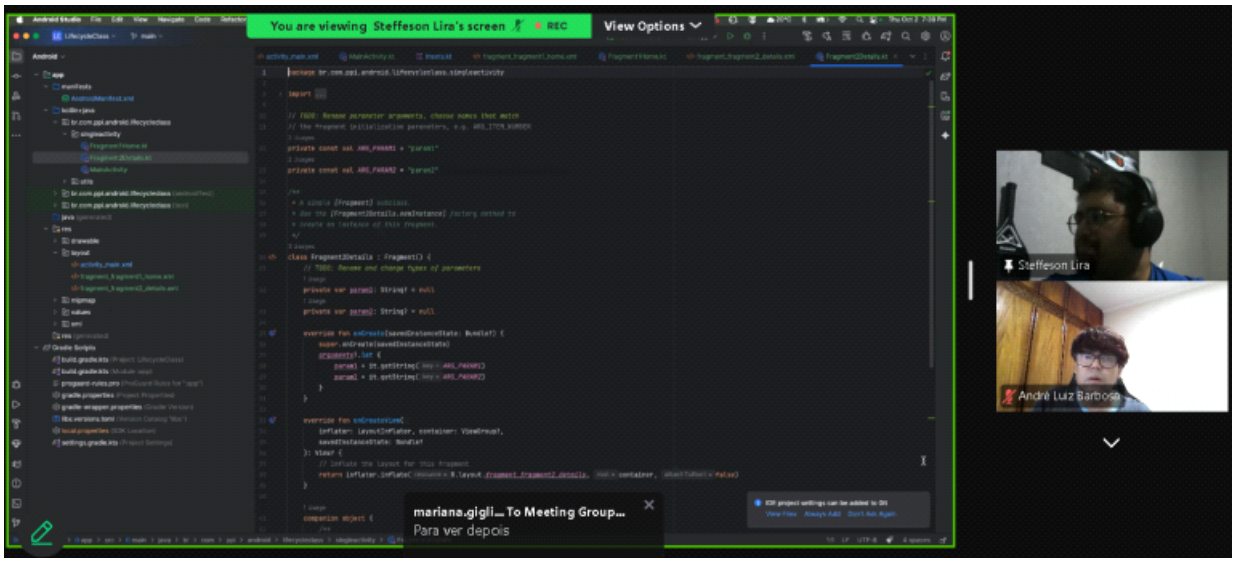


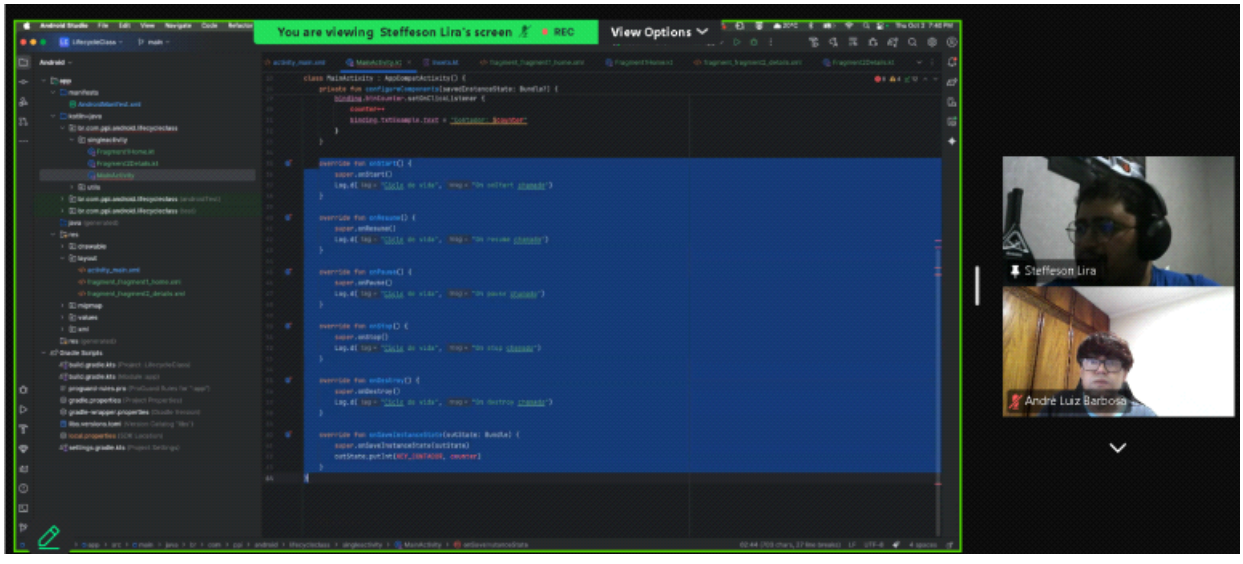
Já add no git



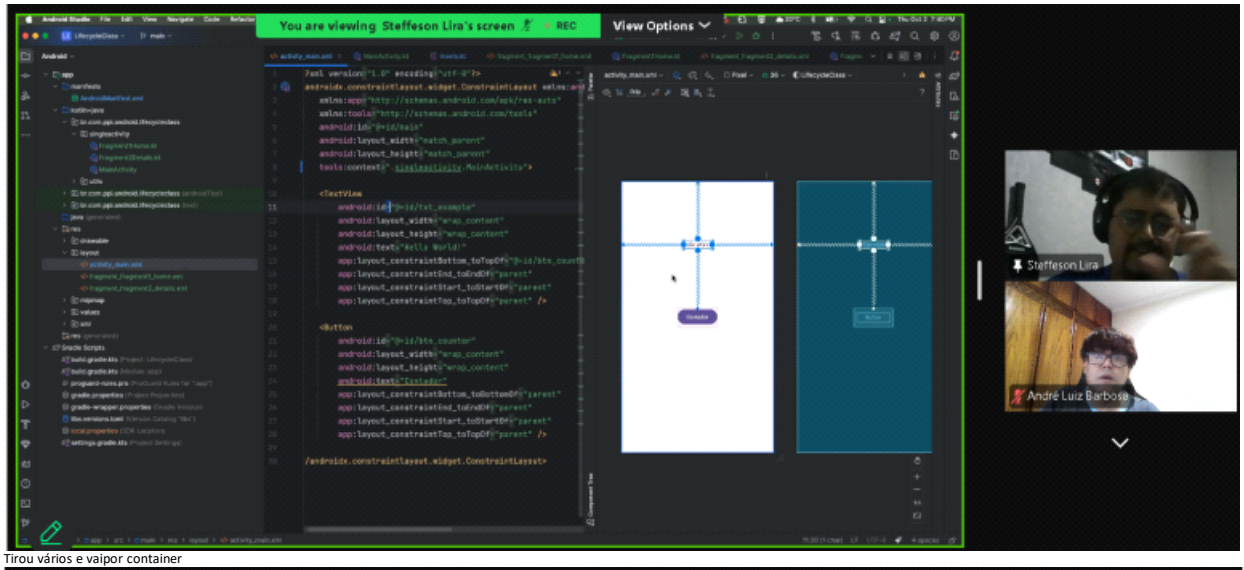
Jácira a classe e layout



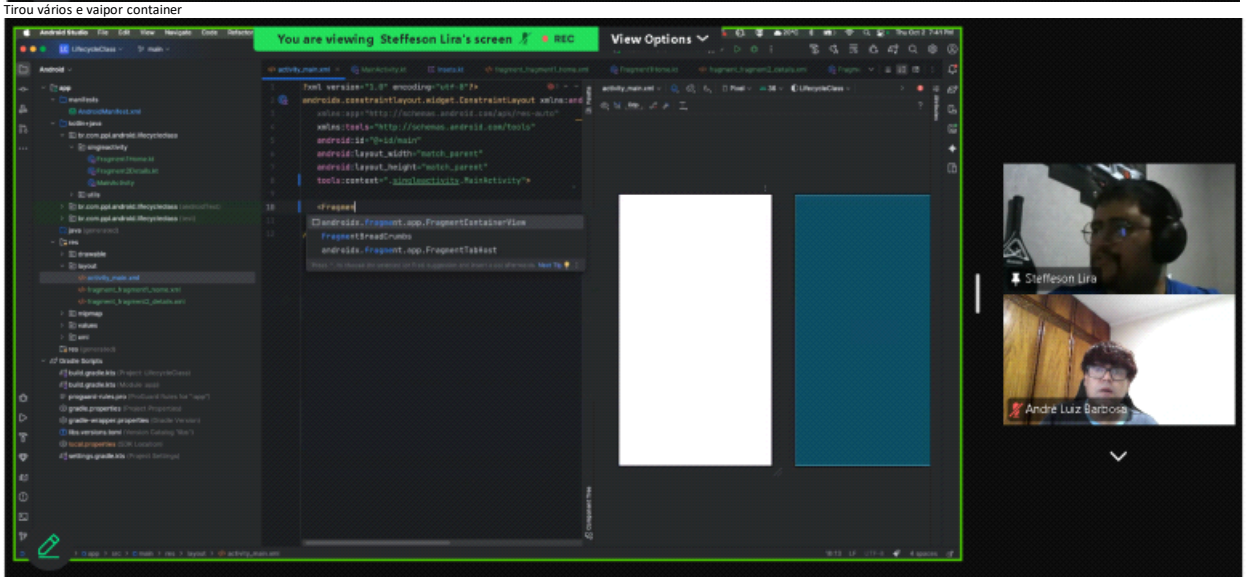


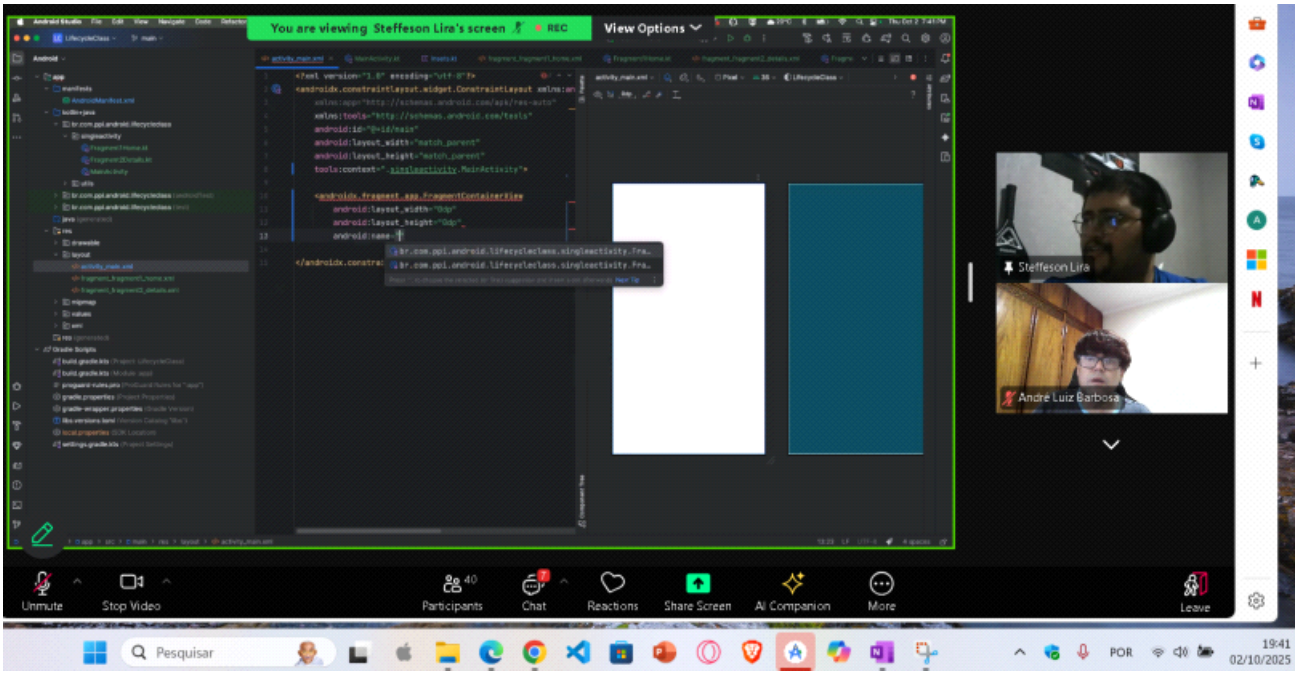


Vai tirar vártias partes, deixar praticamente o que ev=vem do padrao
Container

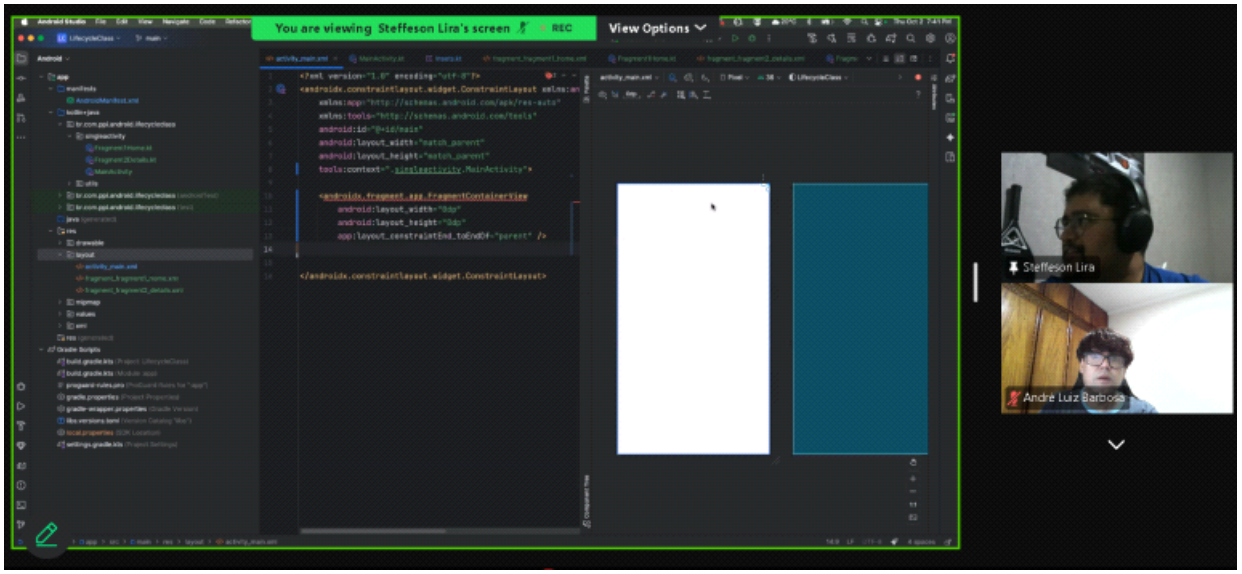


Tirou vários e vaipor container

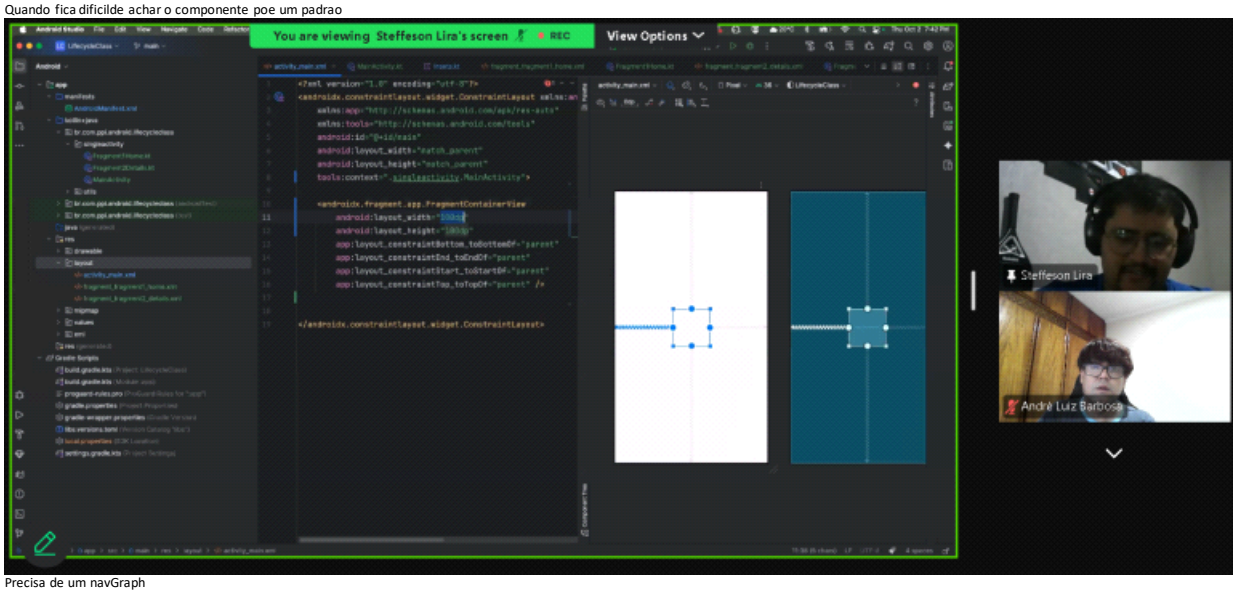




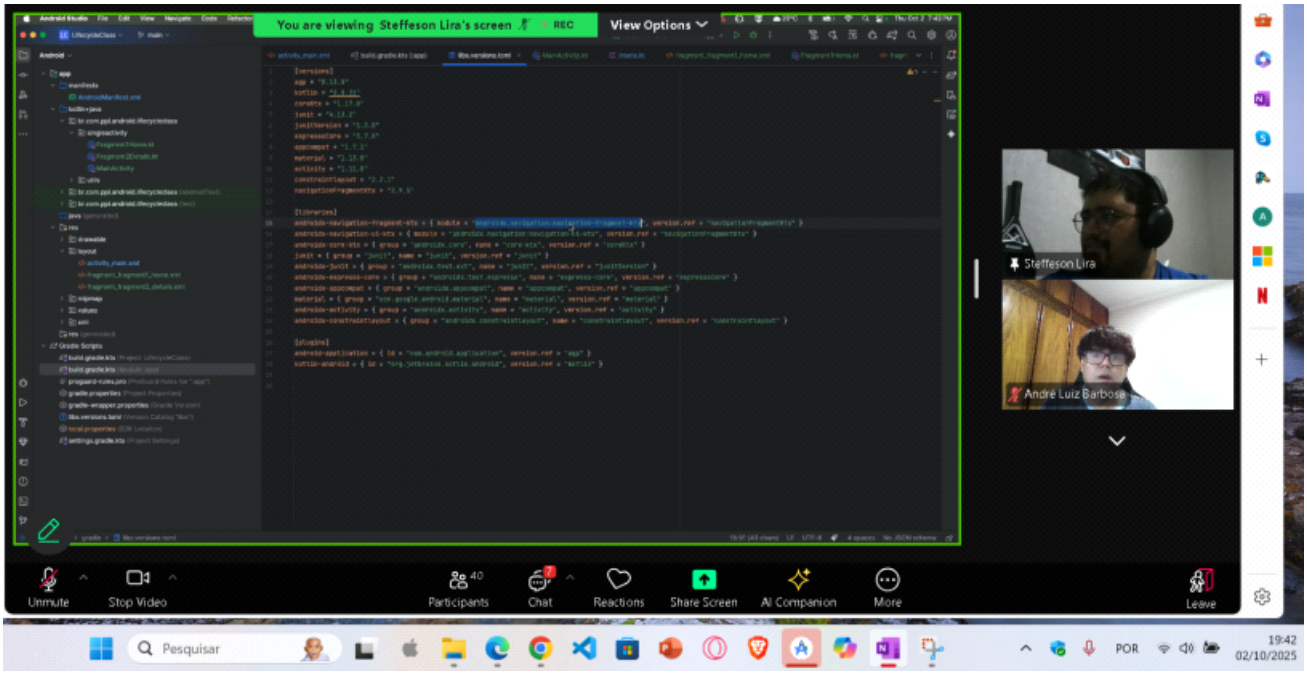
Vai colocar os alinhamentos na tela



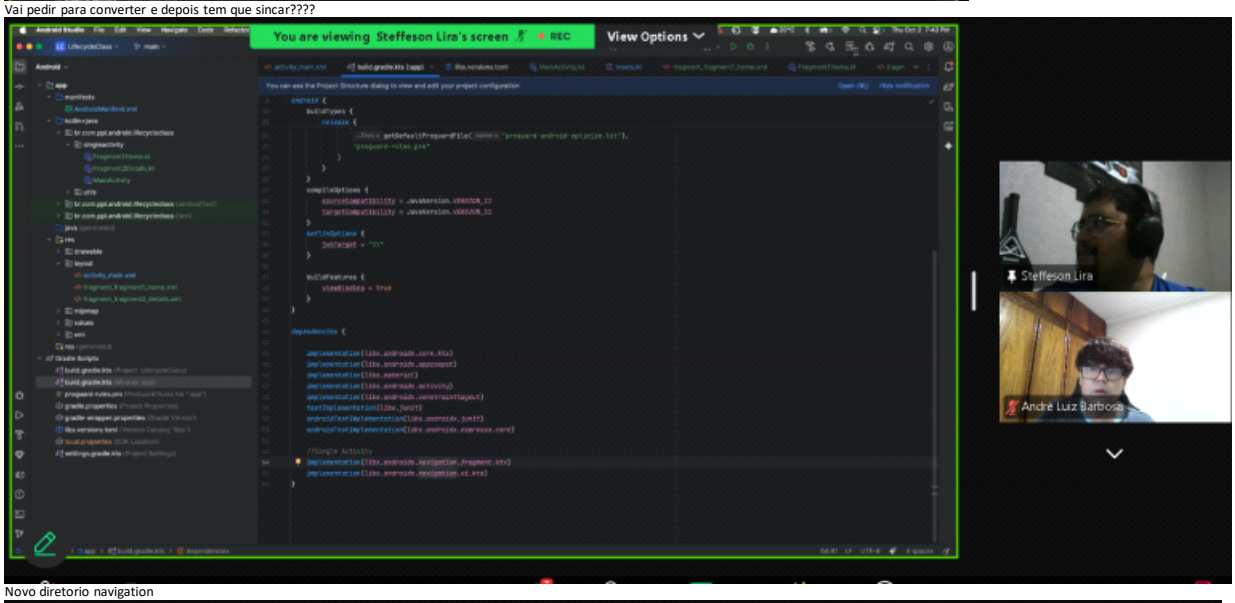
Quando fica dificilde achar o componente poe um padrao



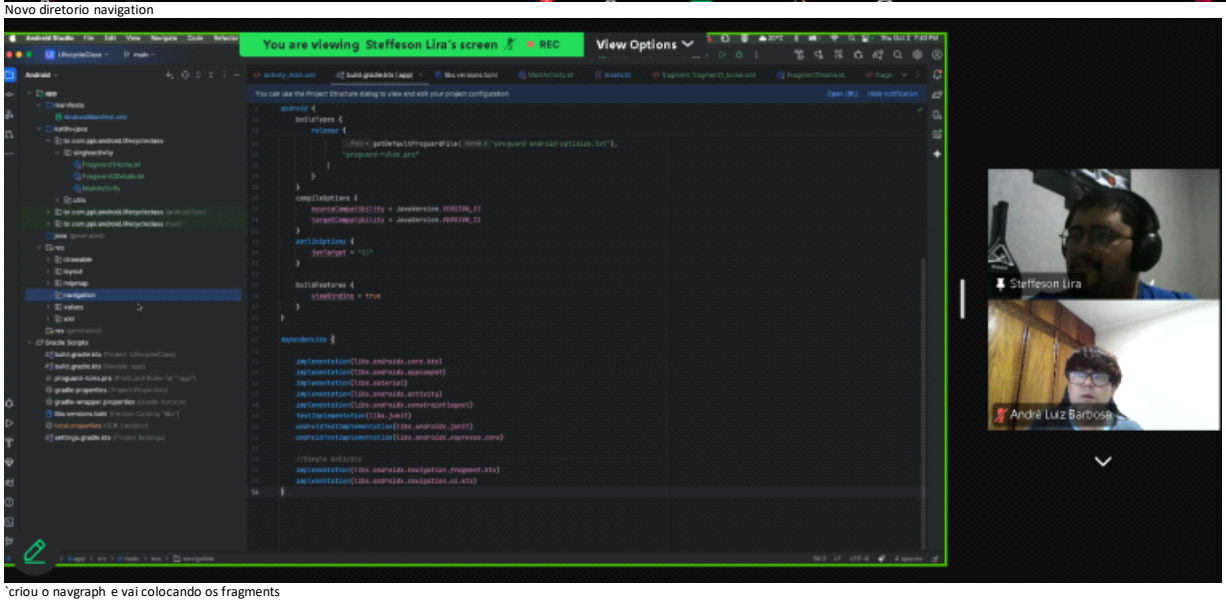
Precisa de um navGraph
Antes vai no graddle
Vai importar duas libs



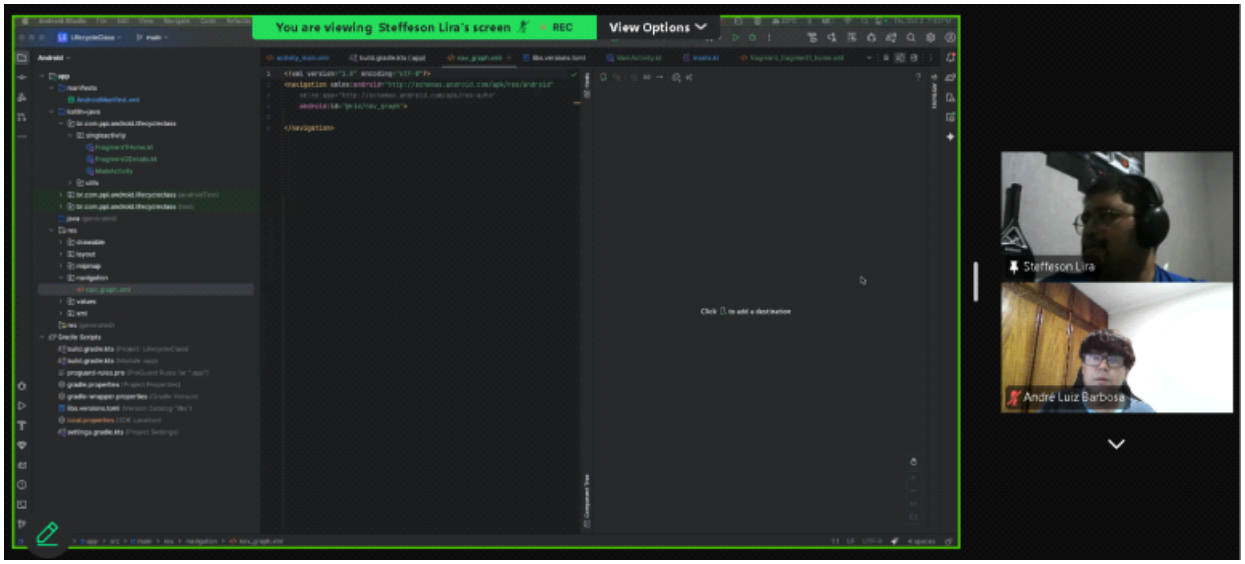
Vai pedir para converter e depois tem que sincar????

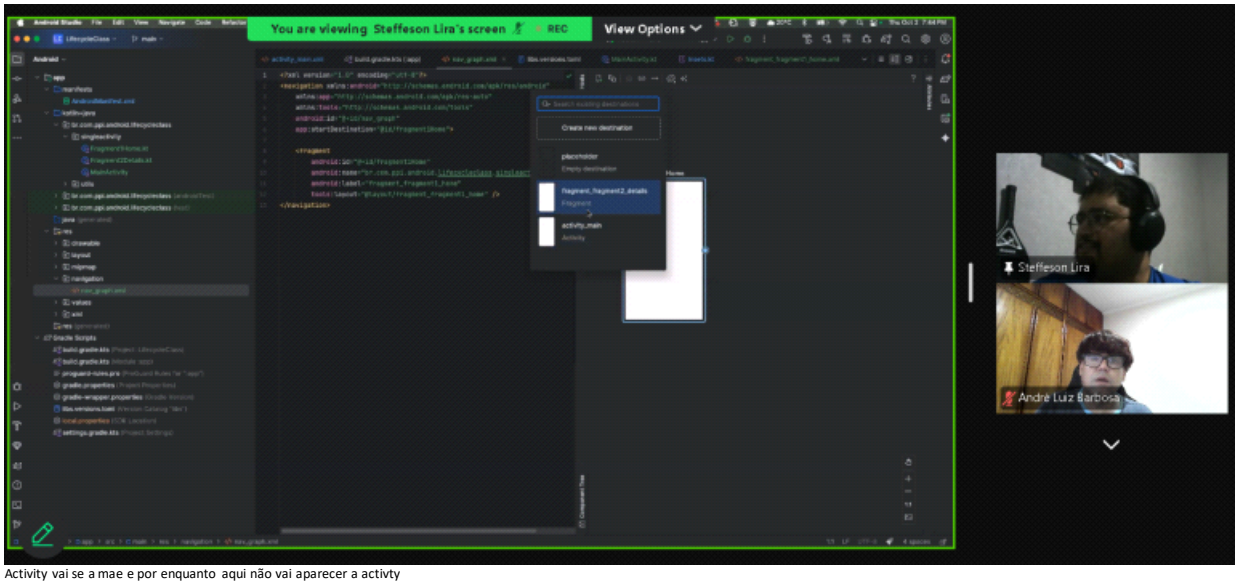


Novo diretorio navigation

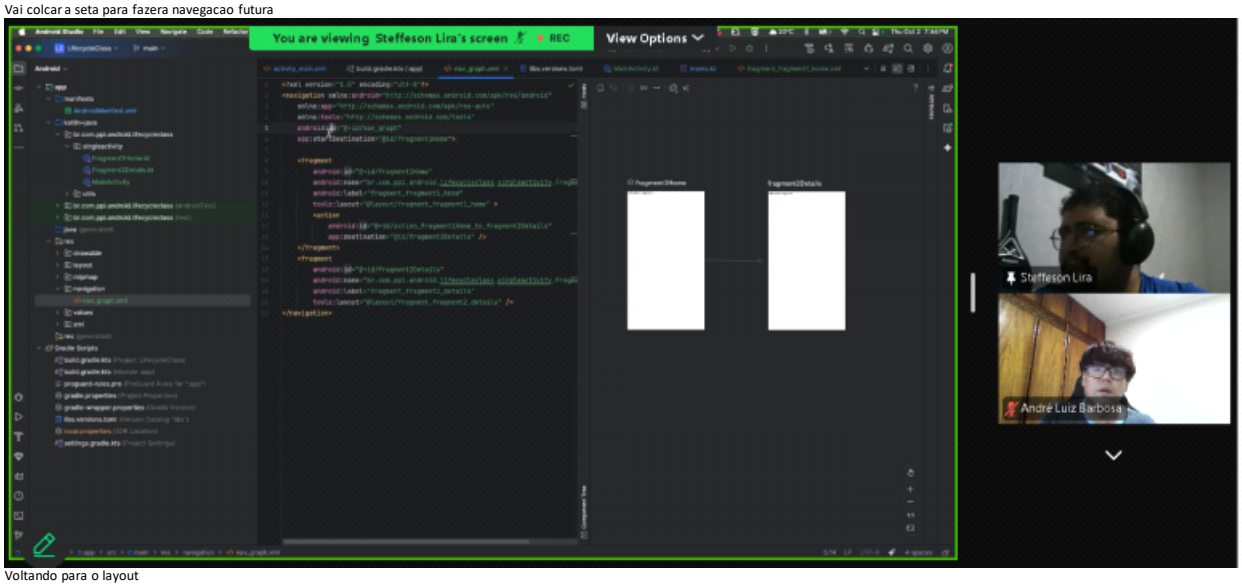


'criou o navgraph e vai colocando os fragments

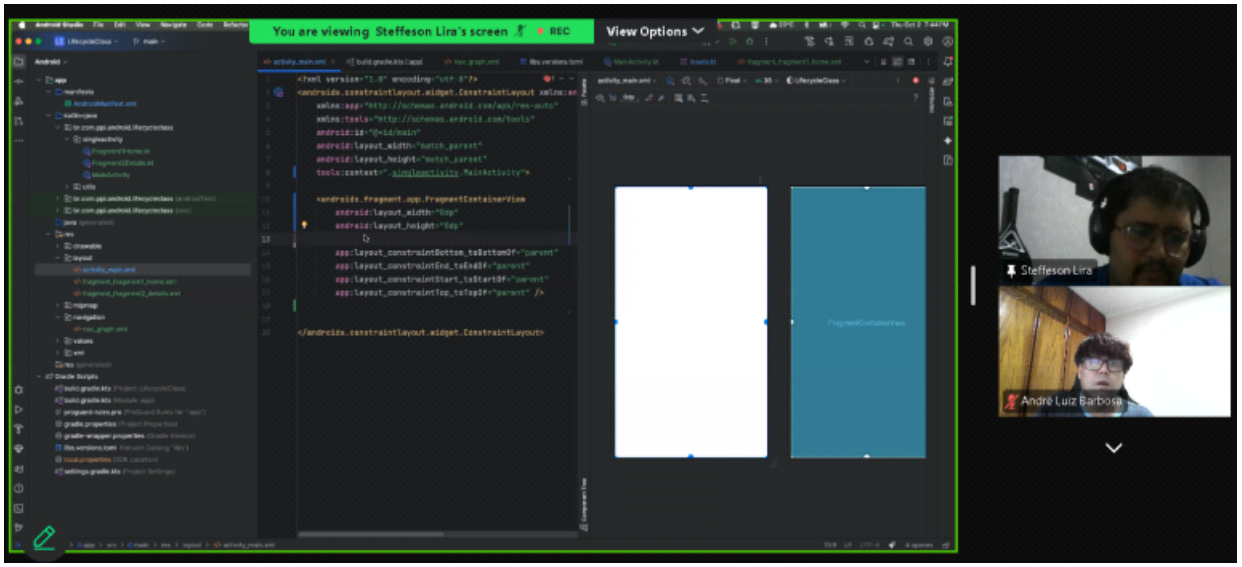


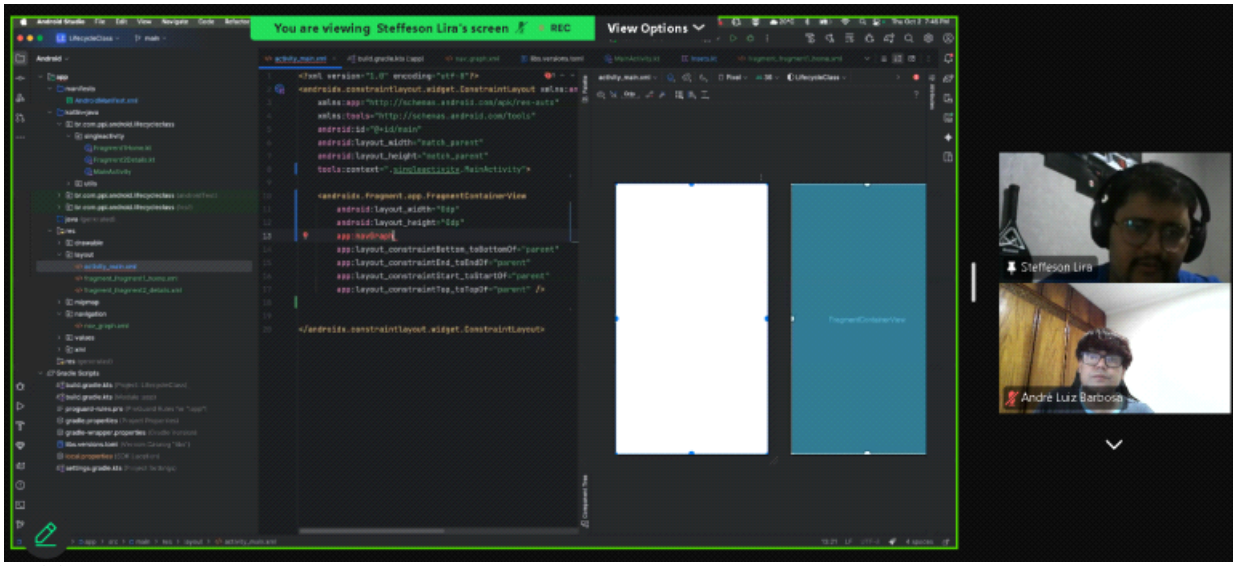


Activity vai se a mae e por enquanto aqui não vai aparecer a activty
Vai colcar a seta para fazera navegacao futura

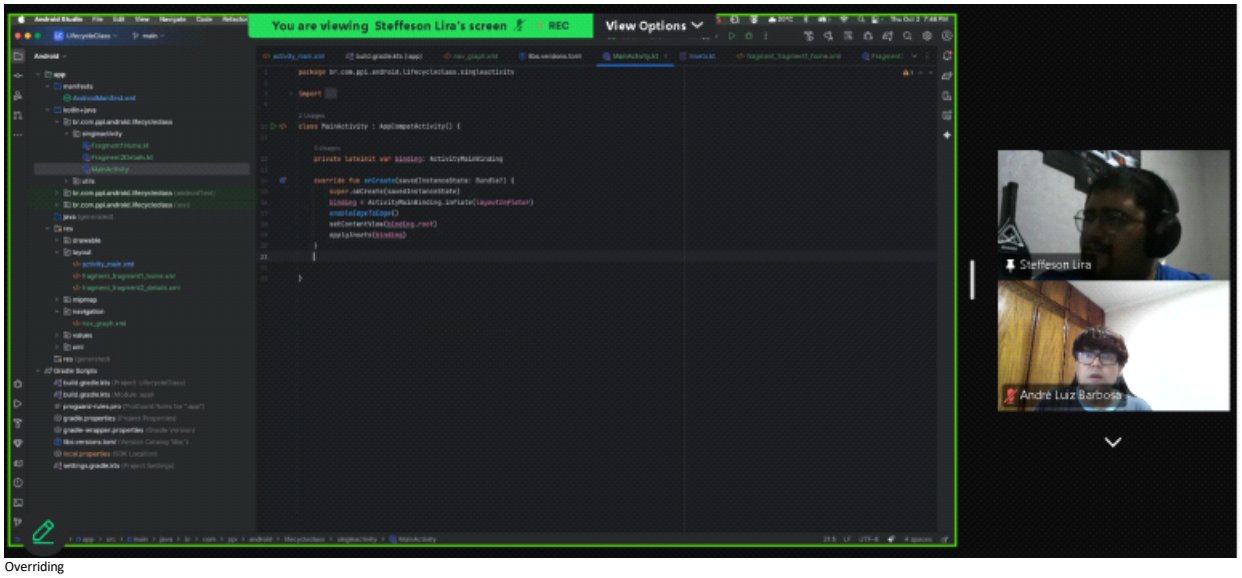


Voltando para o layout

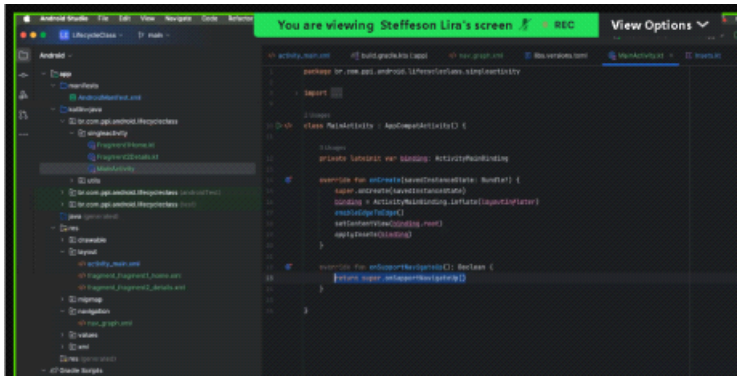


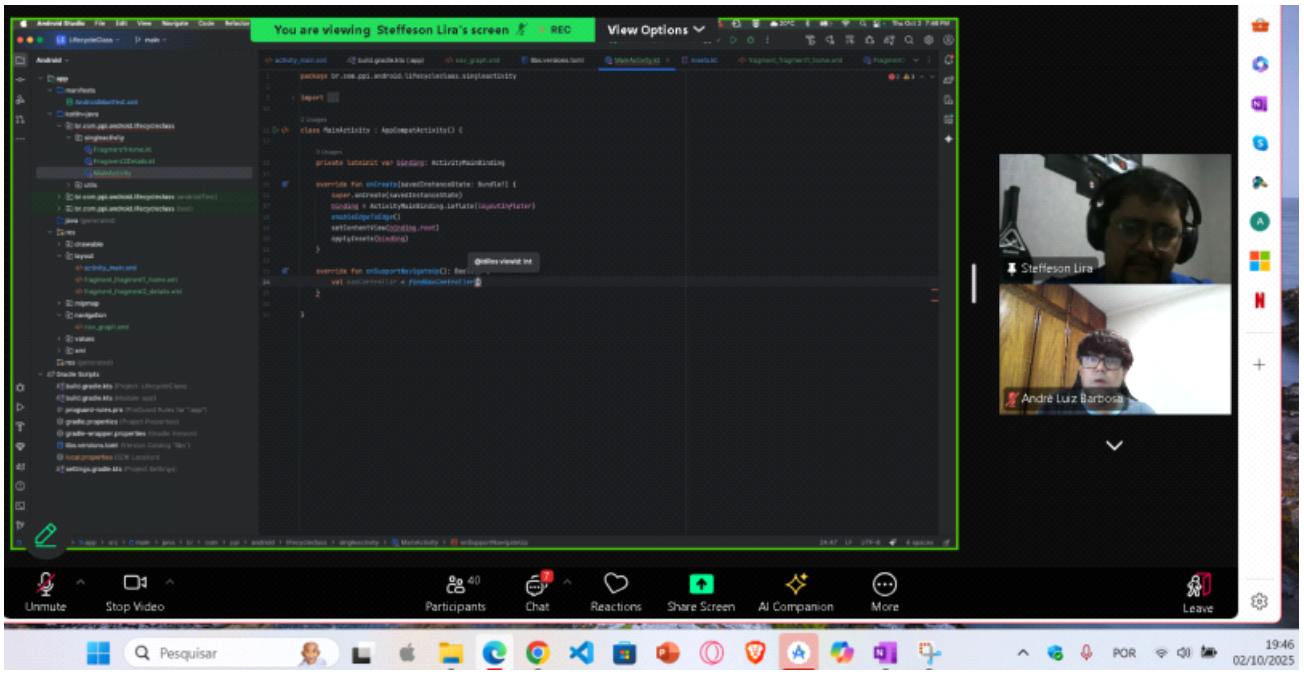


Na actiuvity
\vai criar biding
D

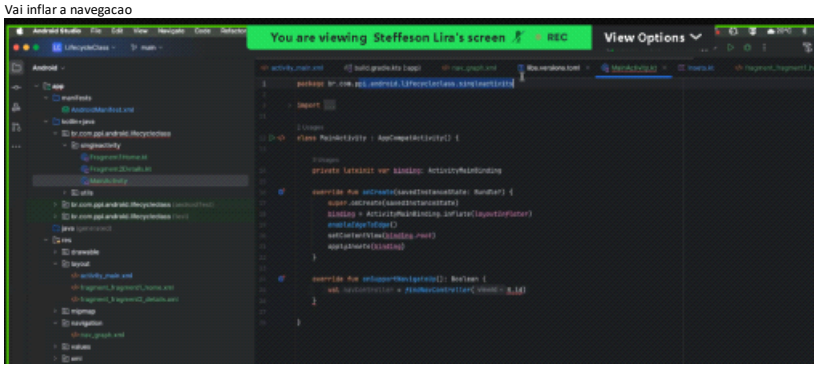


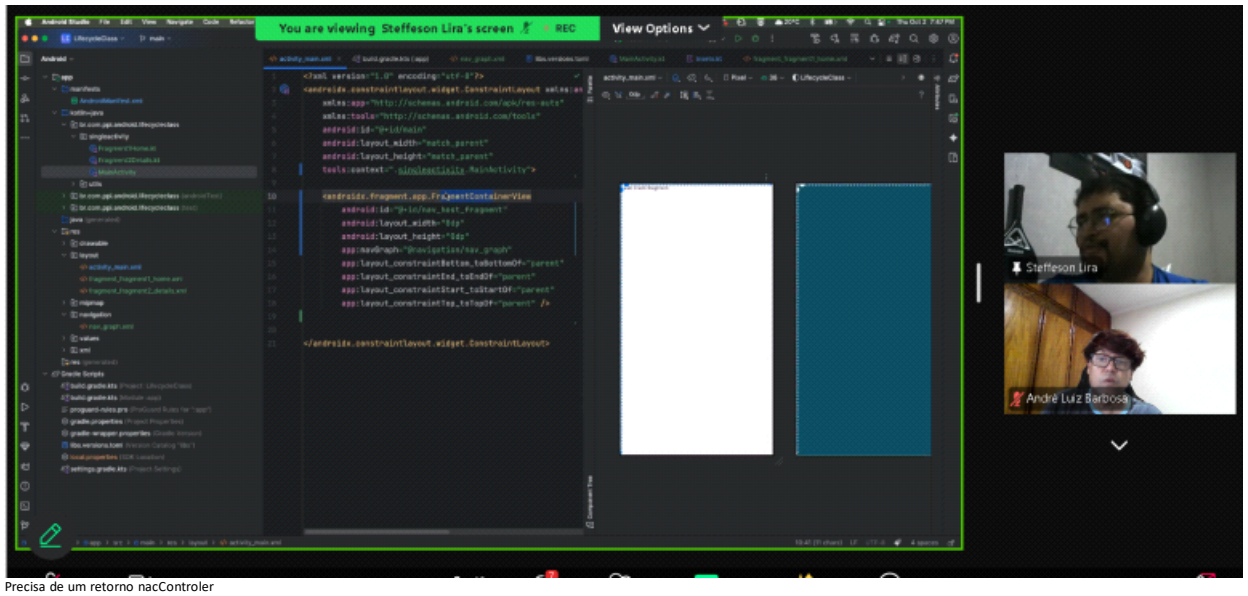
Overriding



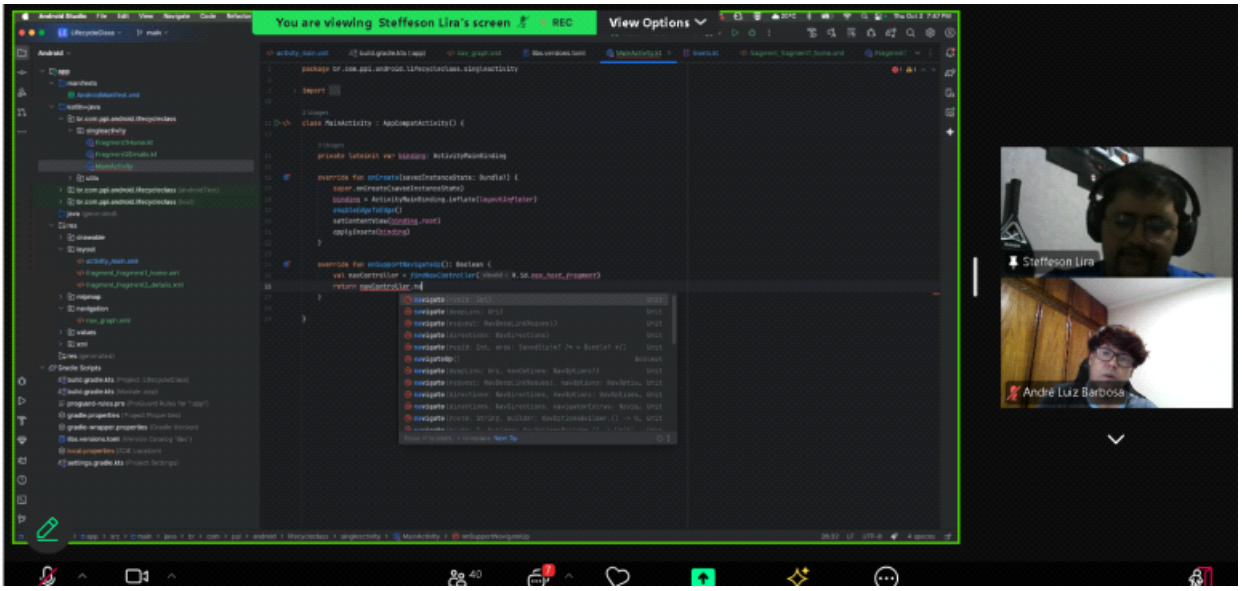


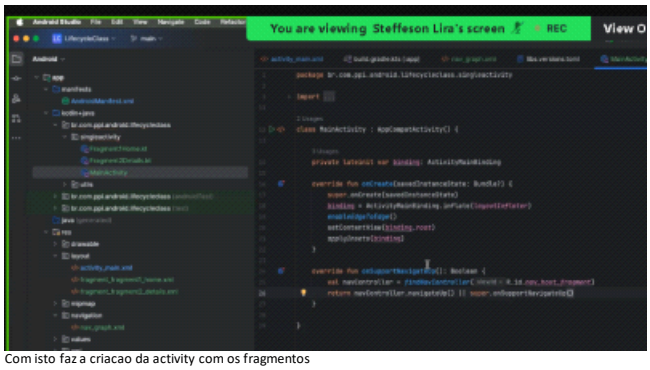
Vai inflar a navegacao



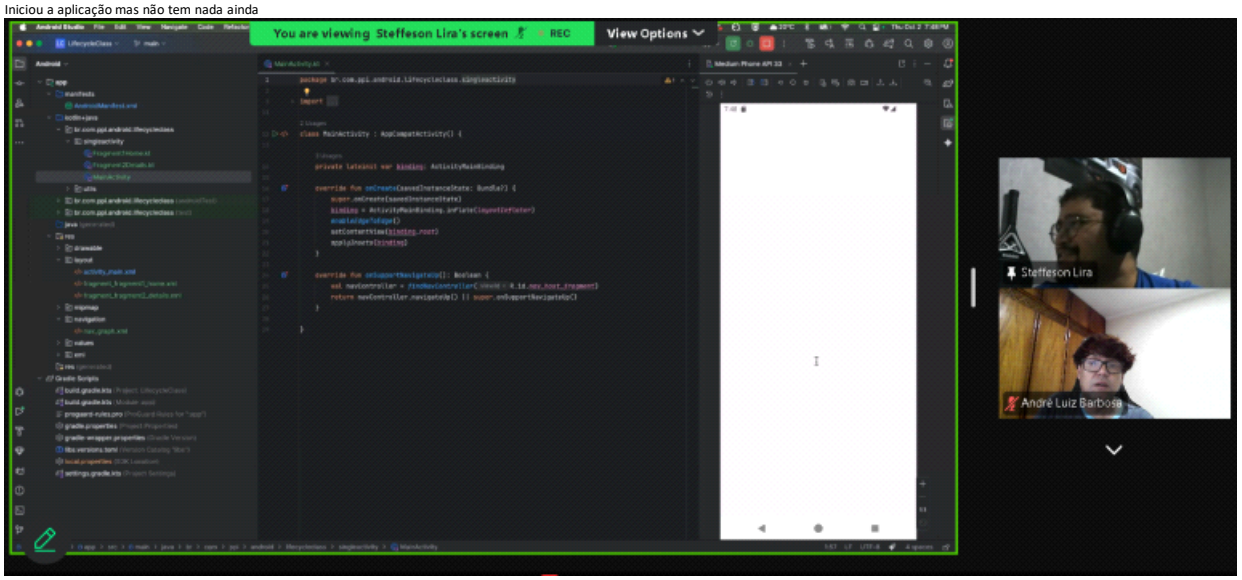


Precisa de um retorno nacControler

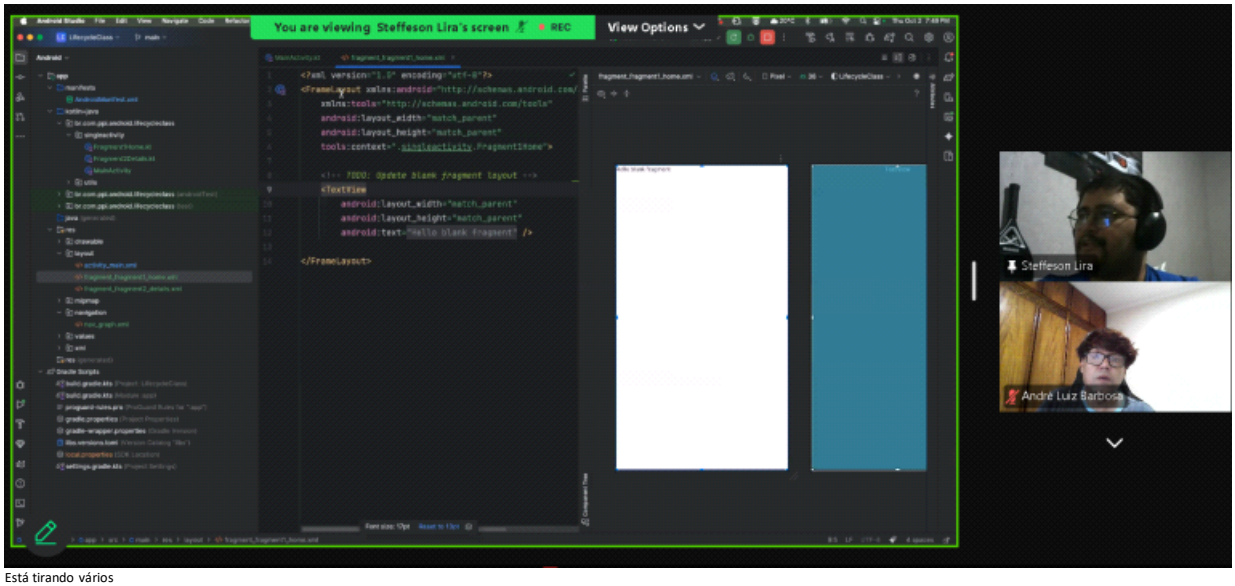




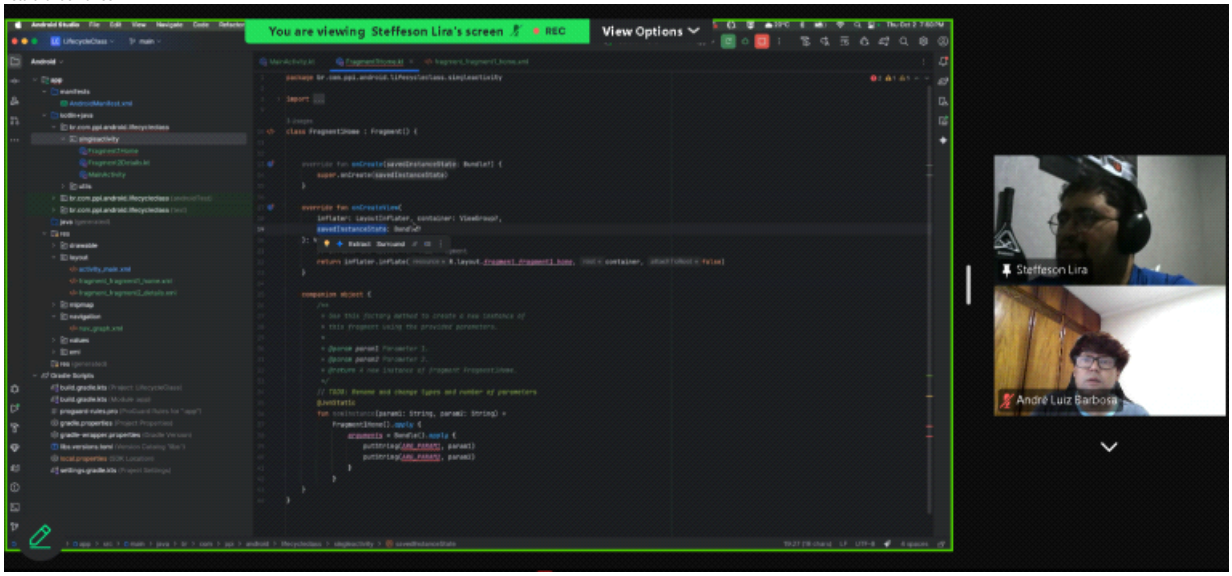
Com isto faz a criacao da activity com os fragmentos
Executando
Iniciou a aplicação mas não tem nada ainda



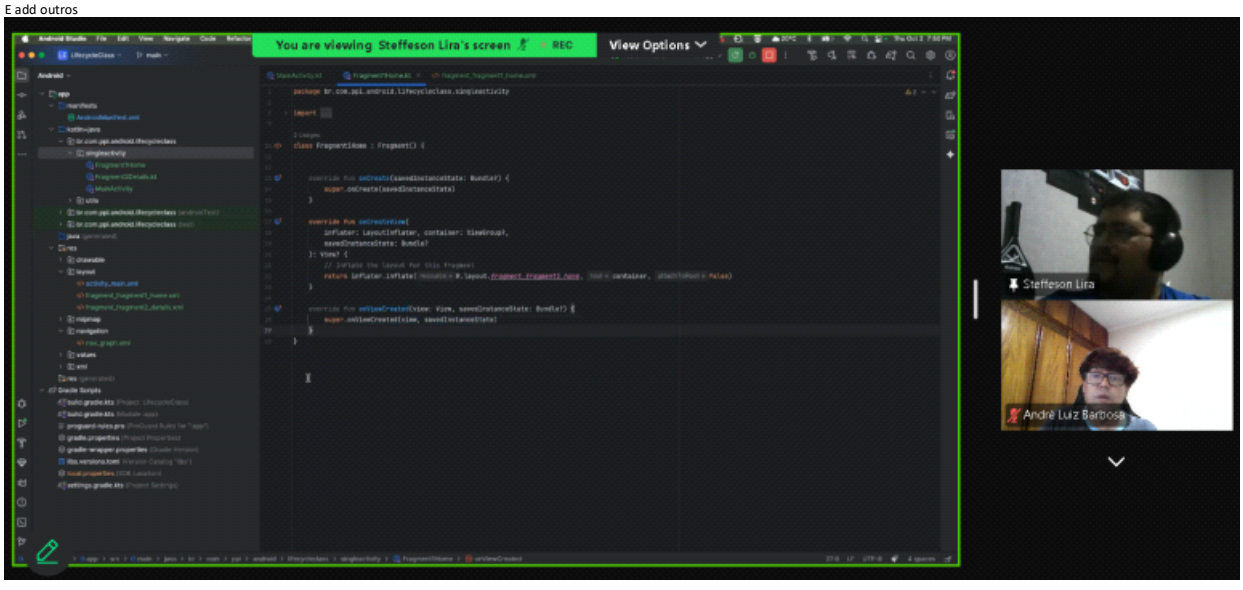
Quando cria vem com framelayoute mas ele orof recomenda o constraaint layout tanto no fragment quanto na activity



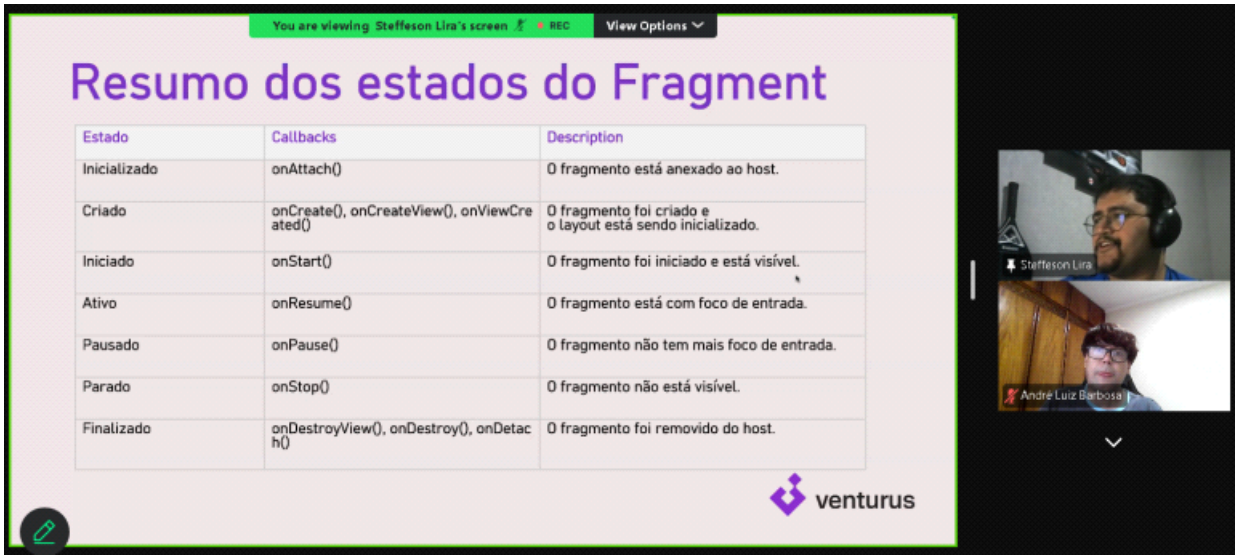
Está tirando vários

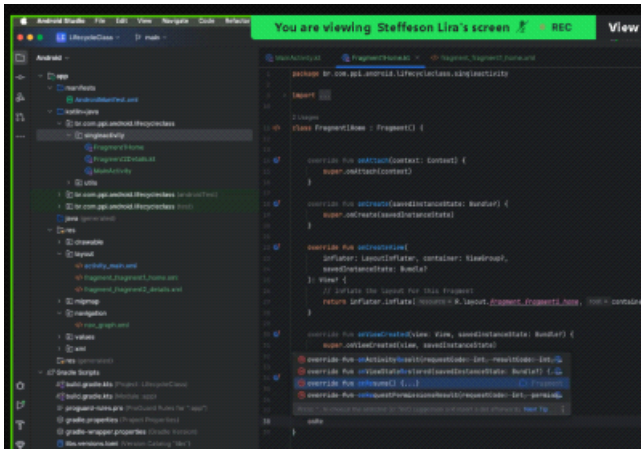


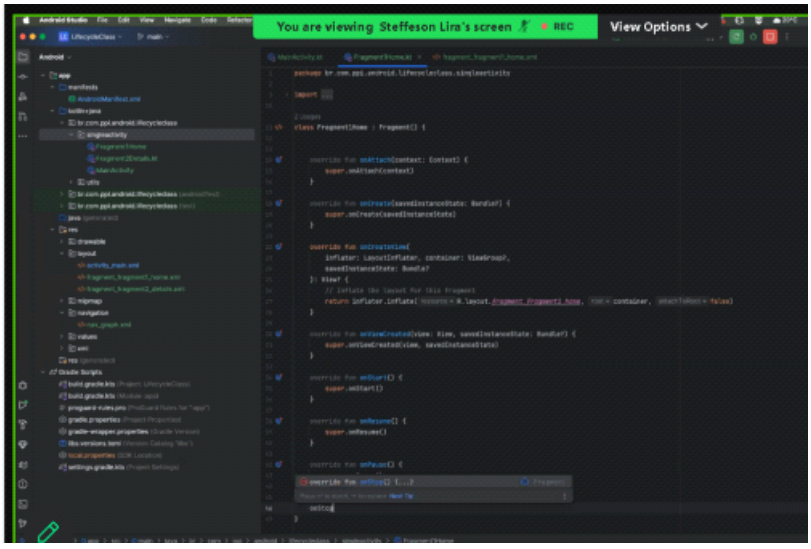
E add outros

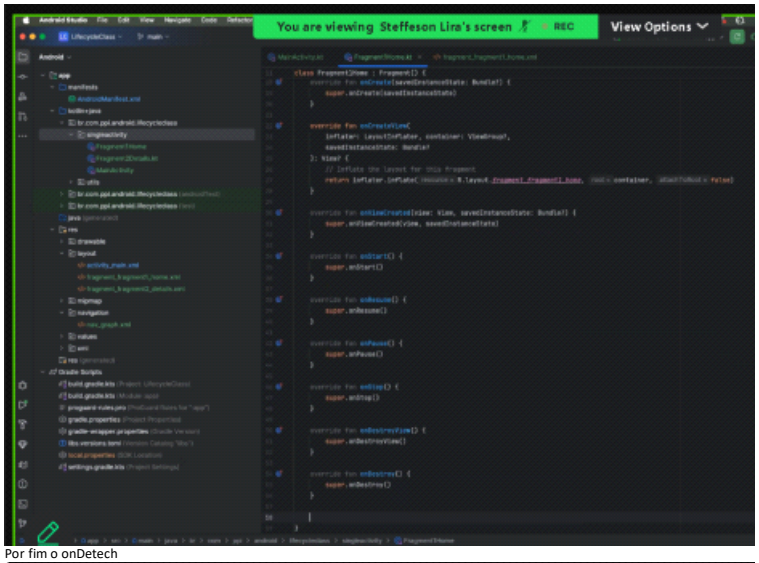


Tá usnado esta ordem

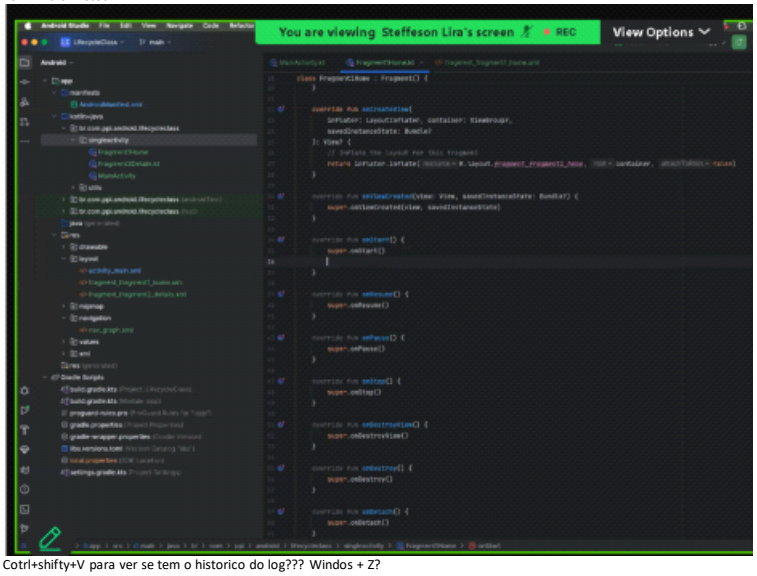

You are viewing Steffeson Lira's screen
REC
View Options
Resumo dos estados do Fragment
Estado
Callbacks
Description
Inicializado
onAttach()
O fragmento está anexado ao host.
Criado
onCreate(), onCreateView(), onViewCreated()
O fragmento foi criado e o layout está sendo inicializado.
Iniciado
onStart()
O fragmento foi iniciado e está visível.
Ativo
onResume()
O fragmento está com foco de entrada.
Pausado
onPause()
O fragmento não tem mais foco de entrada.
Parado
onStop()
O fragmento não está visível.
Finalizado
onDestroyView(), onDestroy(), onDetach()
O fragmento foi removido do host.
venturus
Steffeson Lira
André Luiz Barbosa


You are viewing Steffeson Lira's screen
REC


You are viewing Steffeson Lira's screen
REC
View Options

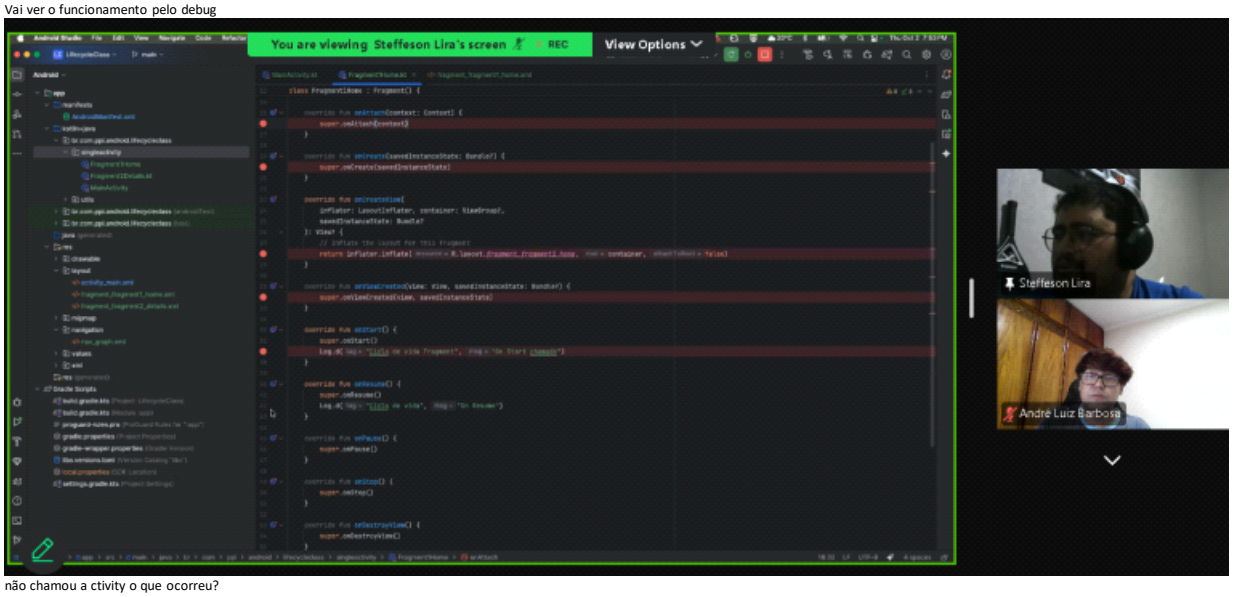


Por fim o onDetech

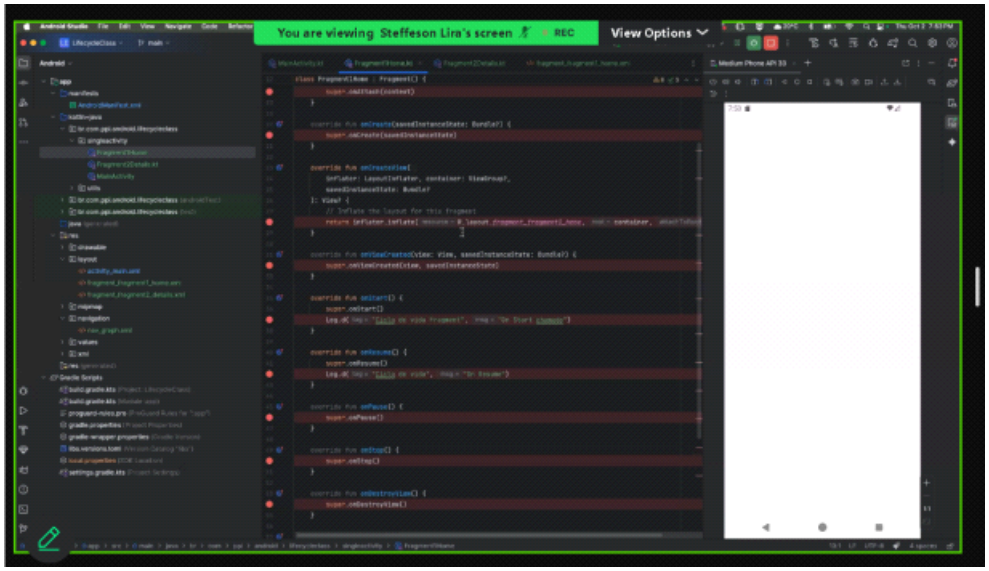


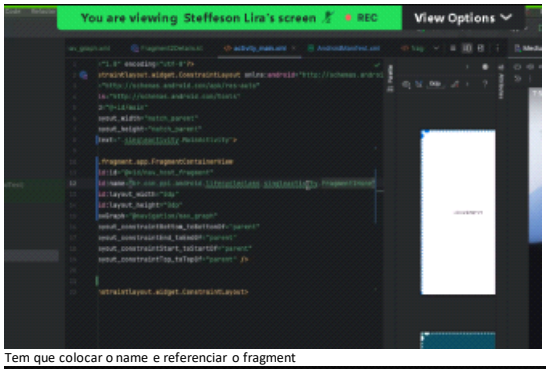
Cotrl+shifty+V para ver se tem o historico do log??? Windos + Z?

Vai ver o funcionamento pelo debug

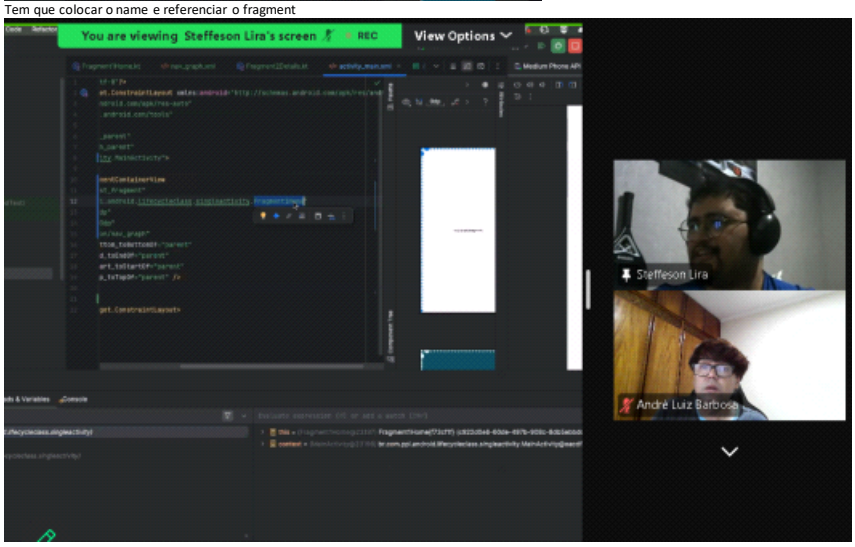


não chamou a ctivity o que ocorreu?

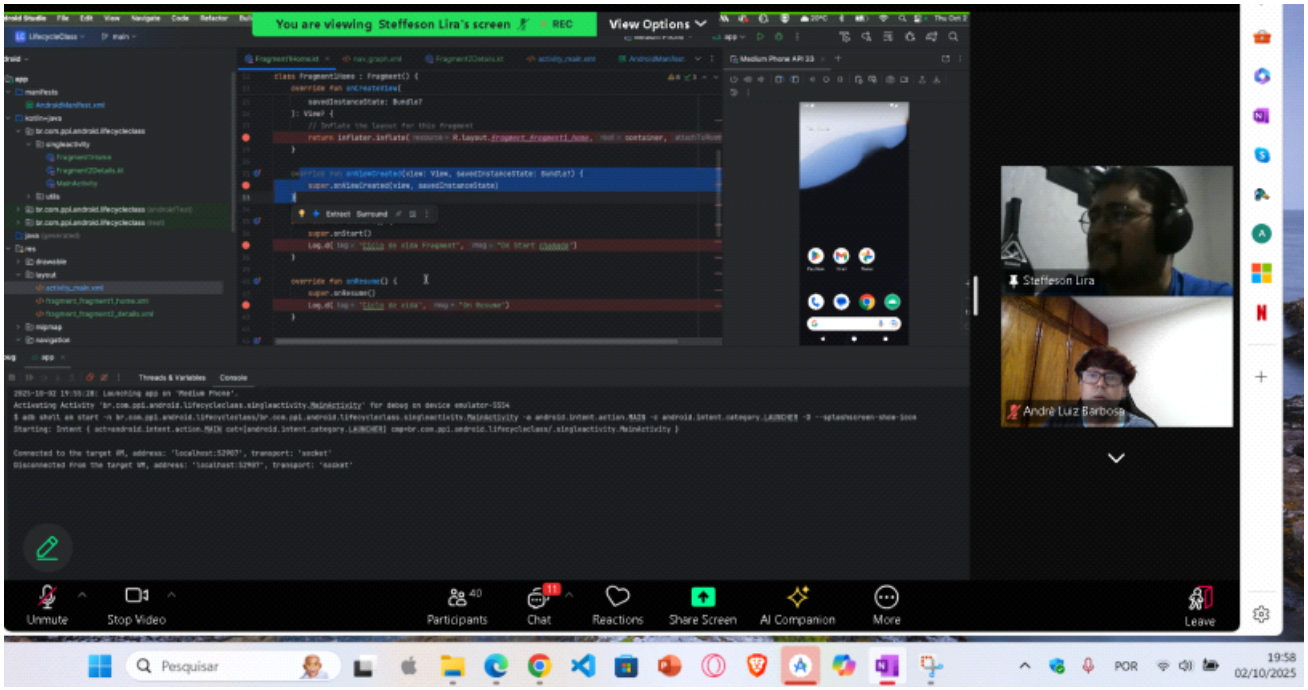




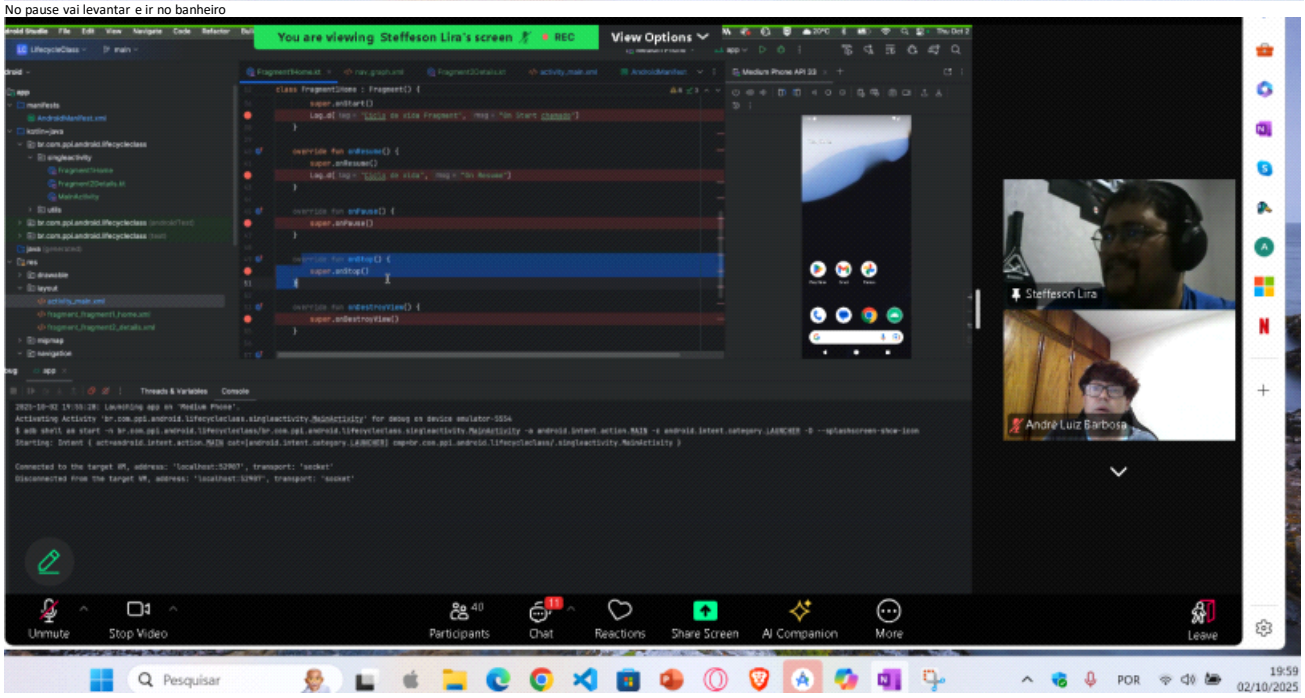
Tem que colocar o name e referenciar o fragment

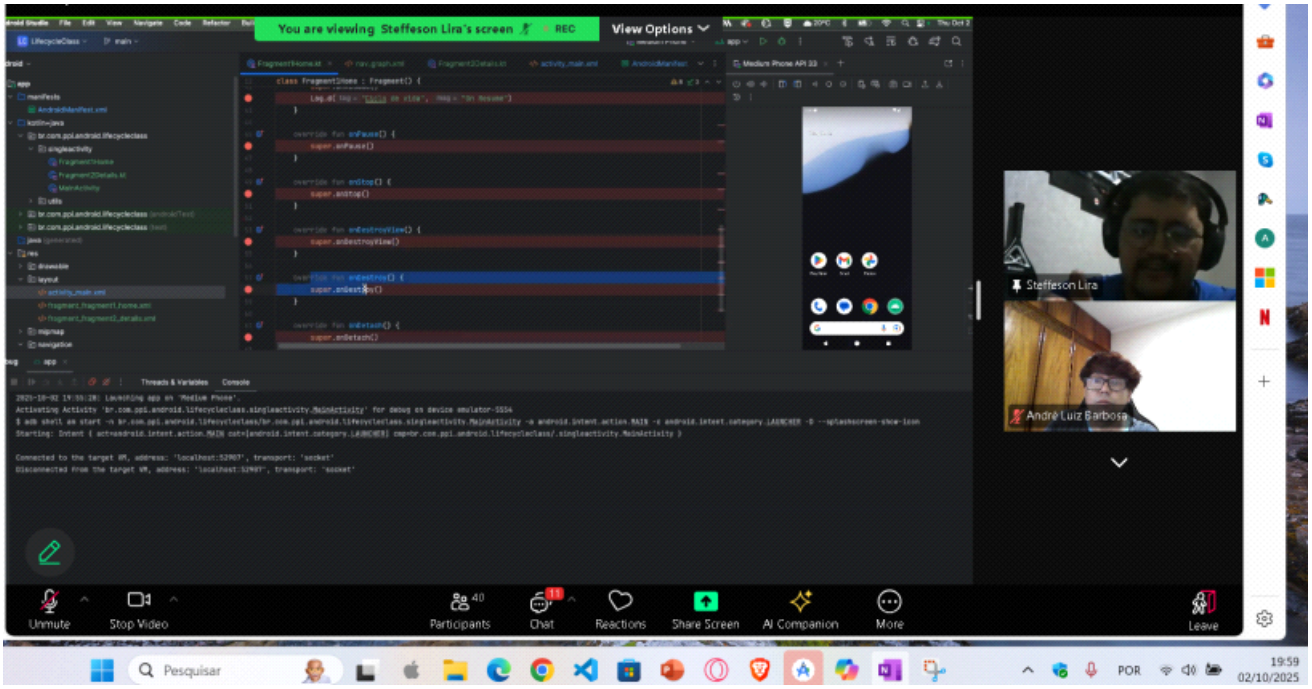


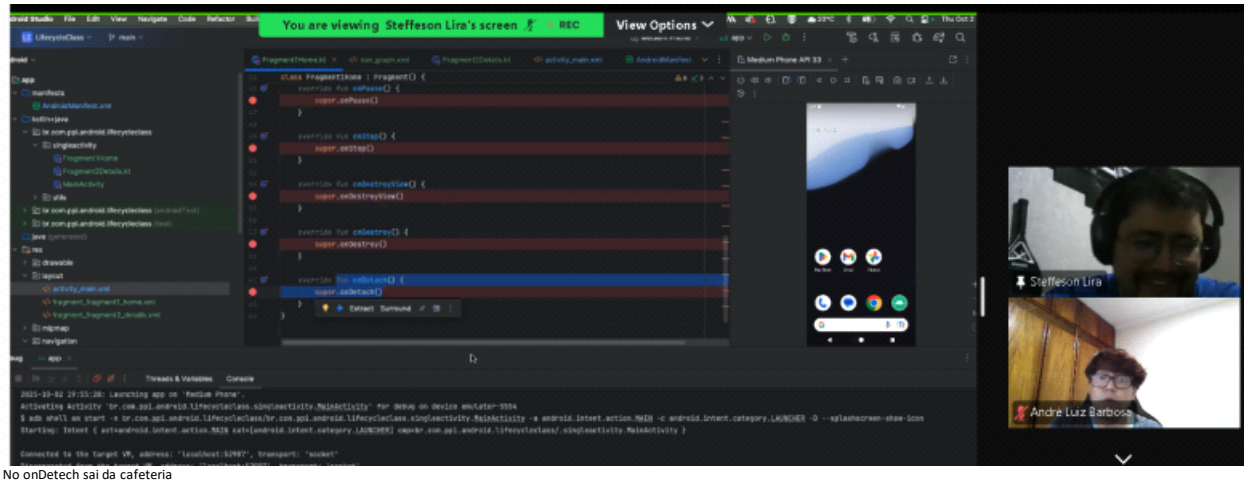
Fez analogia do degub com tomar um café da manha e garcom servindo o café



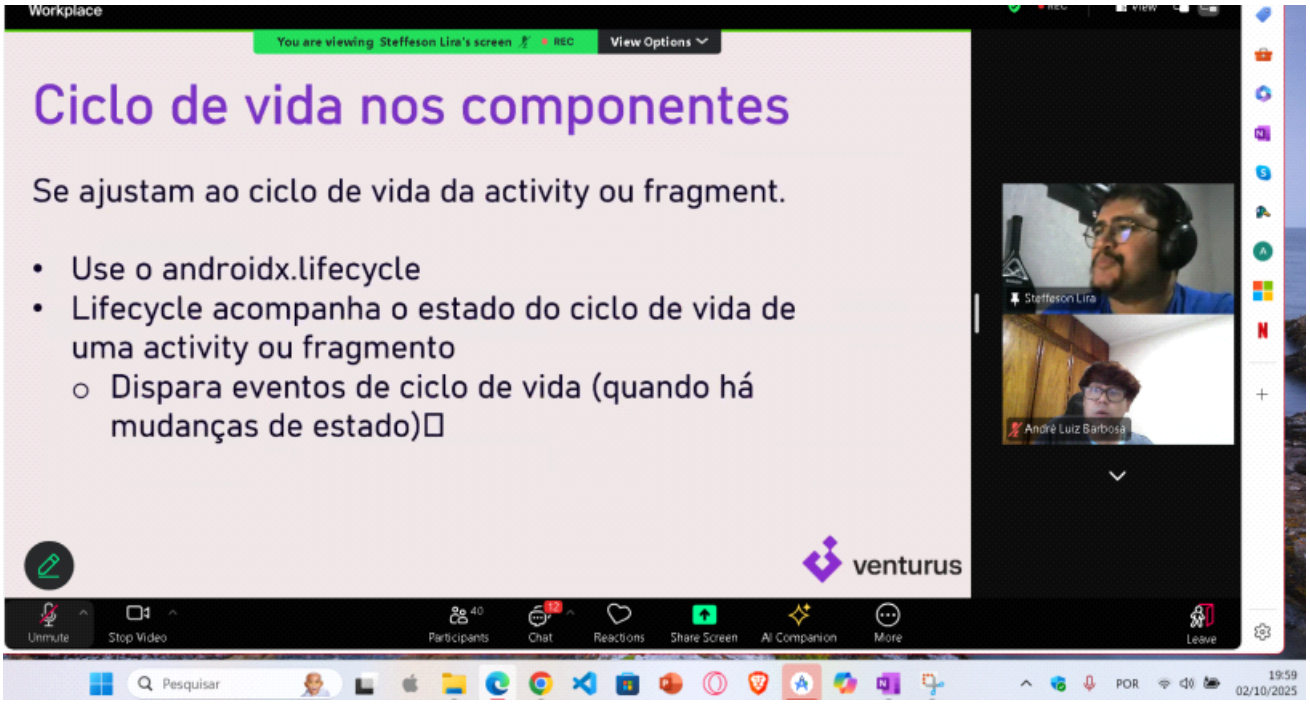
No pause vai levantar e ir no banheiro

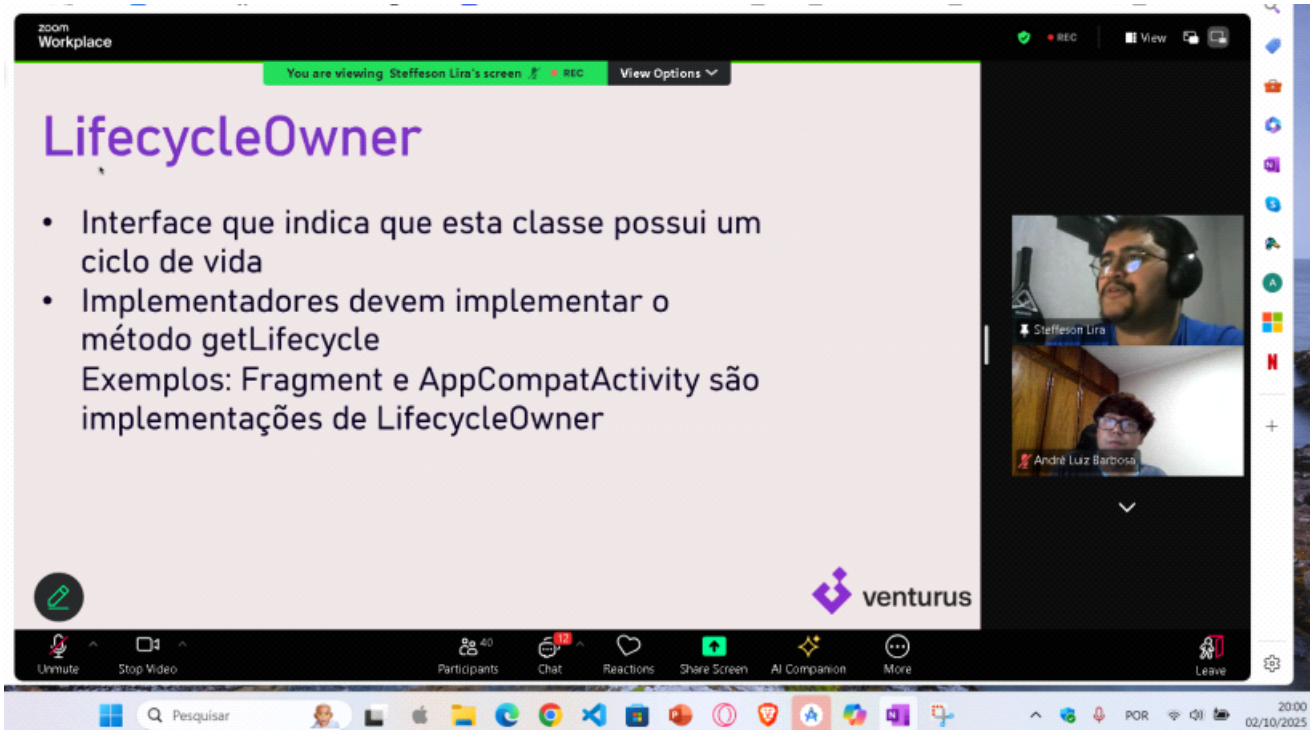


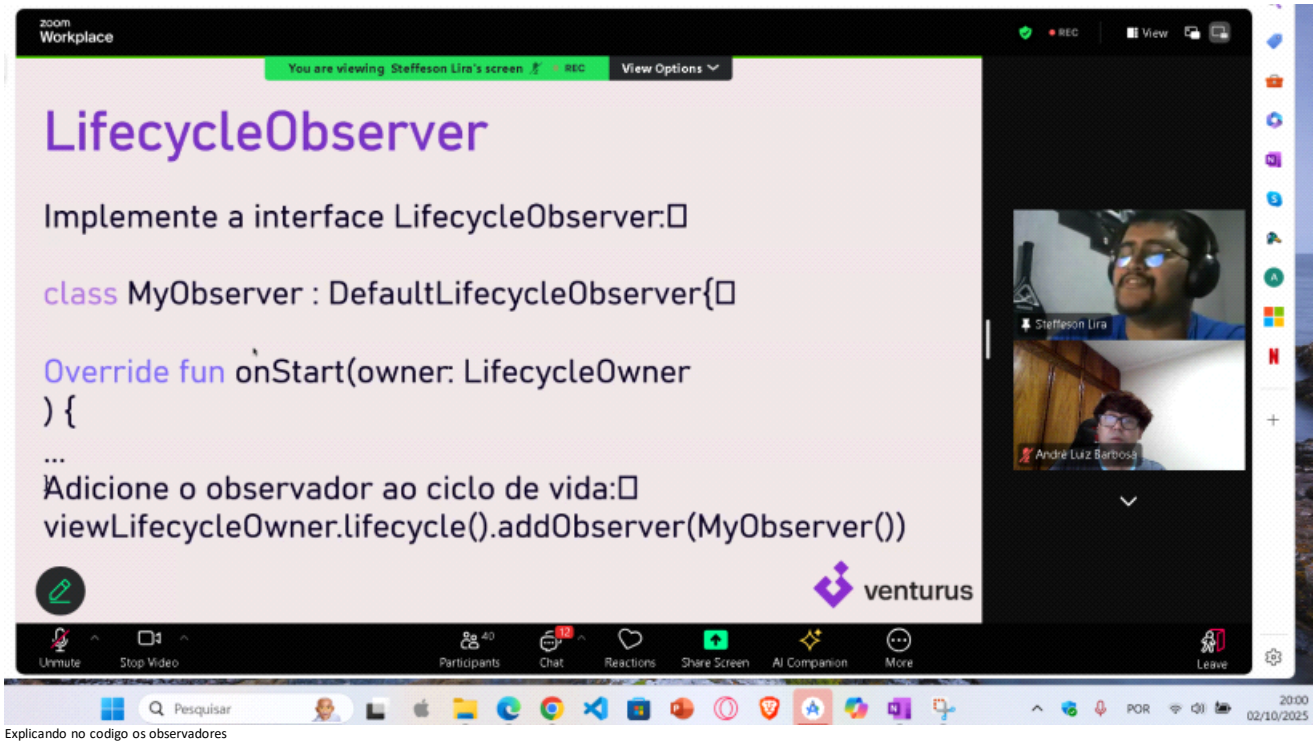




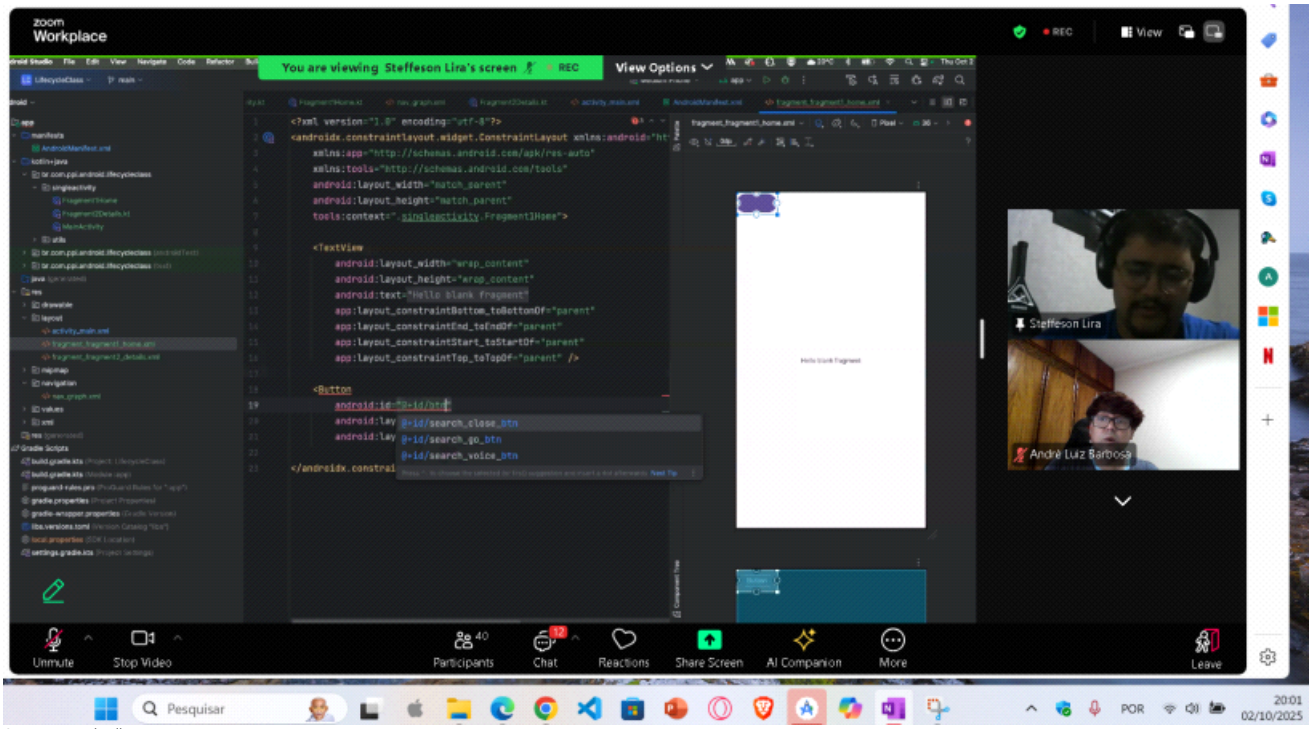
No onDetech sai da cafeteria





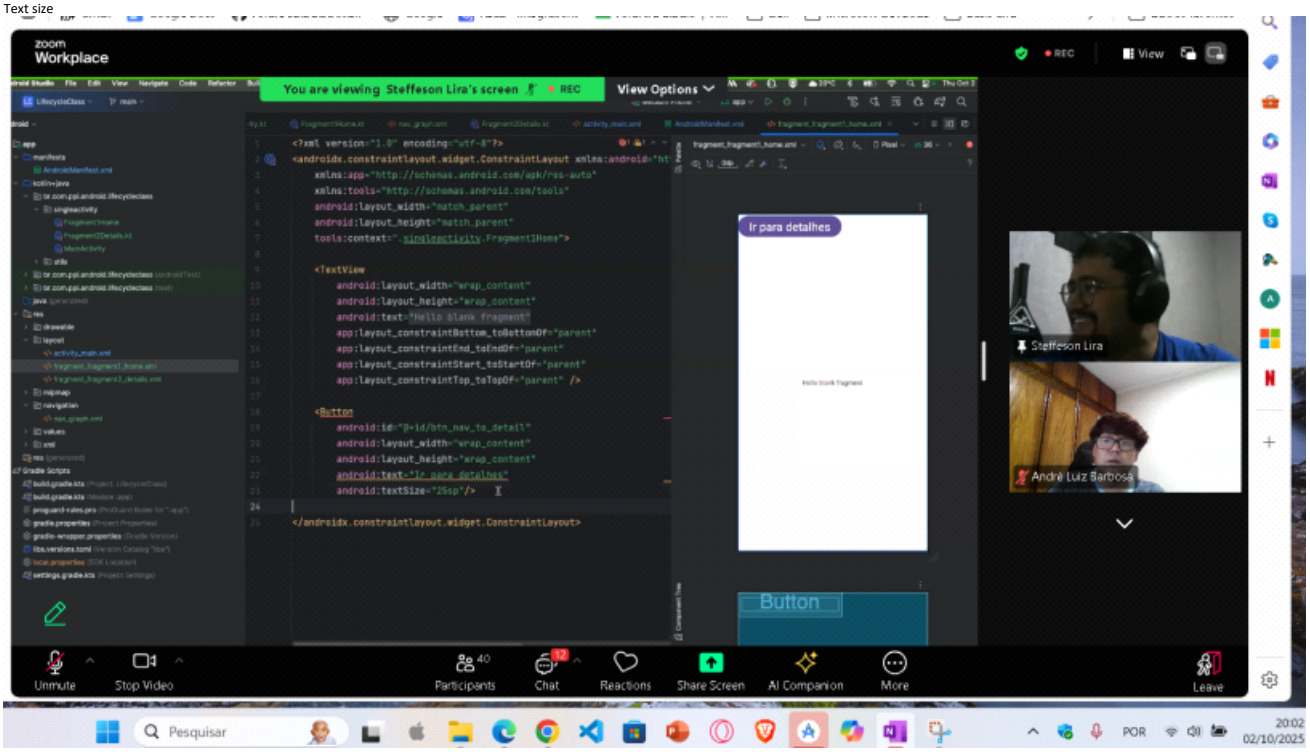


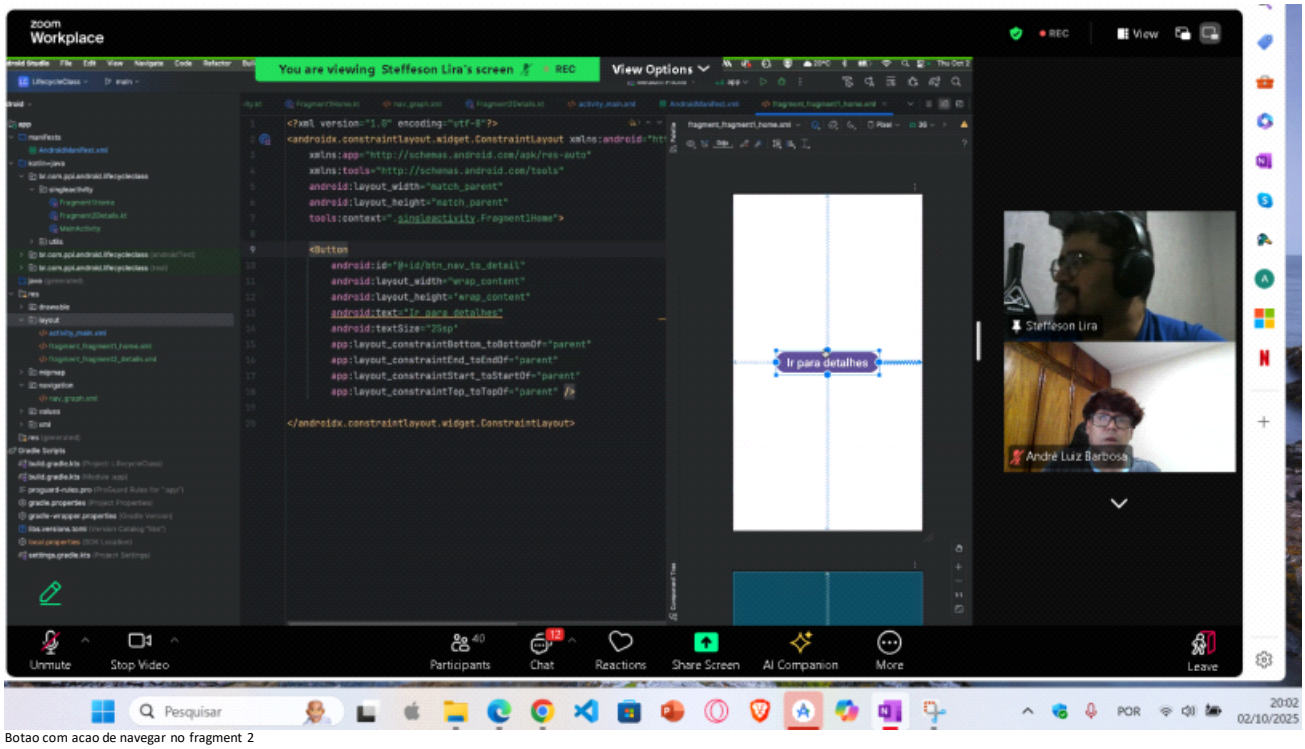
Explicando no codigo os observadores
Botao para miudança de tela
Para ver estados e tudo o mais da tela



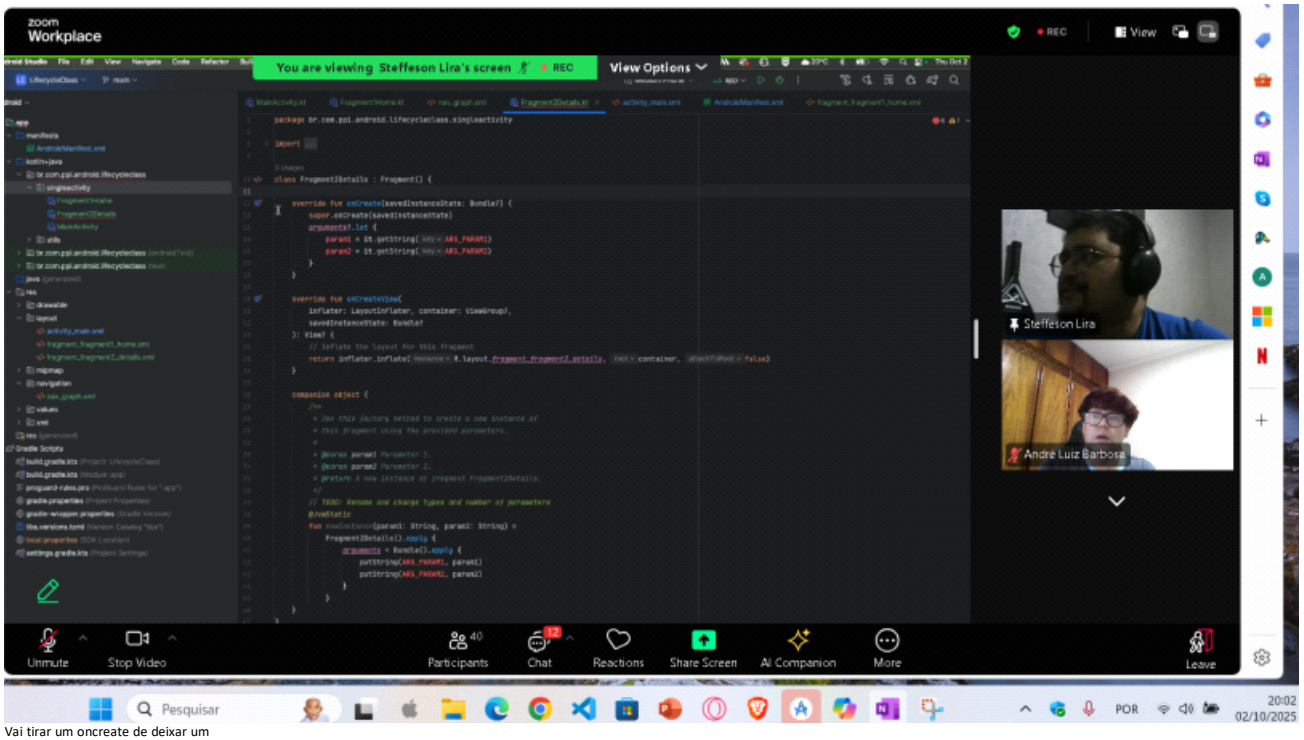
Com text para detalhes

Text size

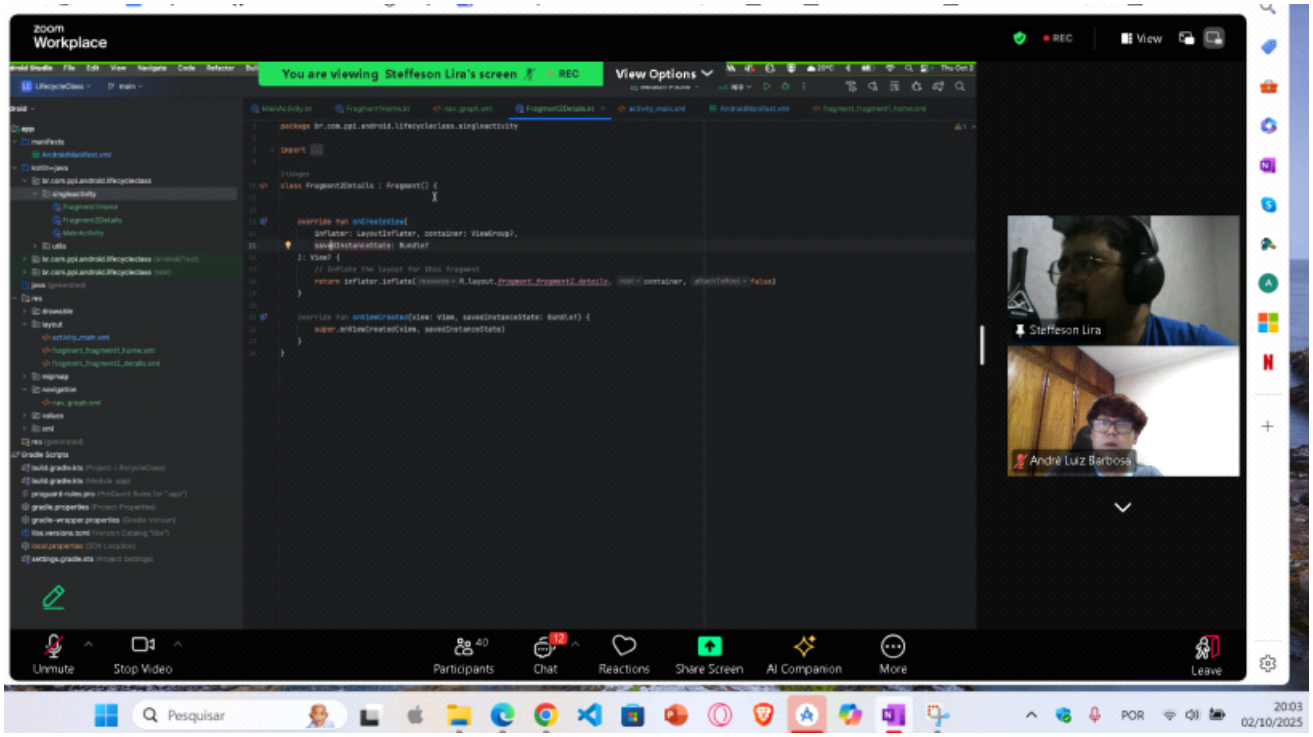




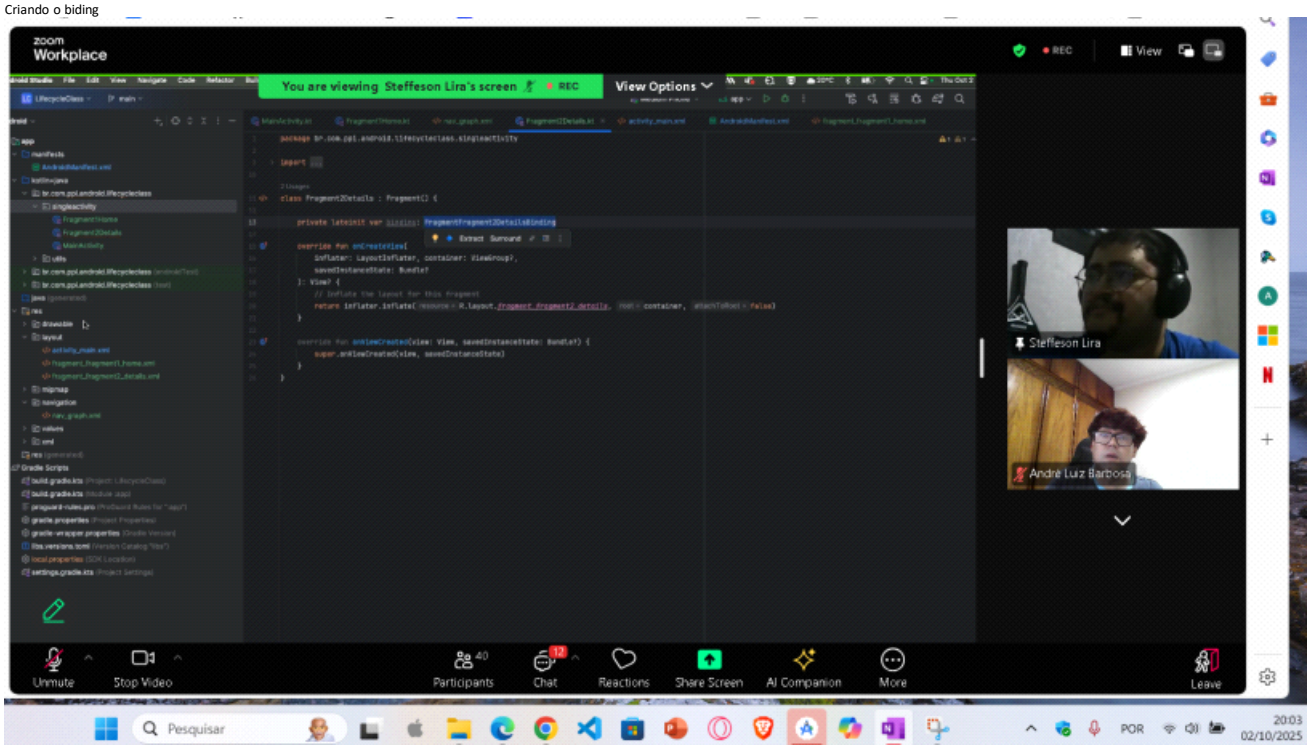
Botao com acao de navegar no fragment 2



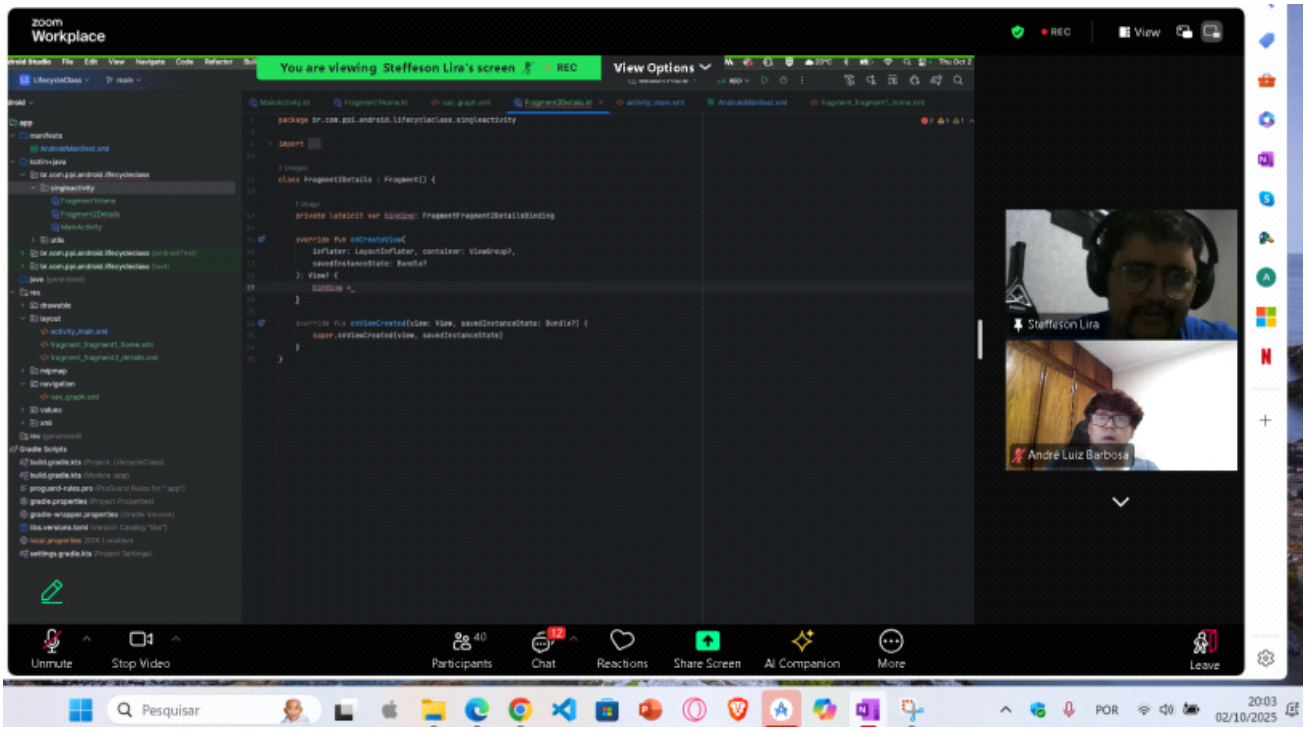
Vai tirar um oncreate de deixar um
O professor recomenda deicxar apenas estes dois



Criando o biding



Para achar o nome do biding ir sempre no ????binding recebe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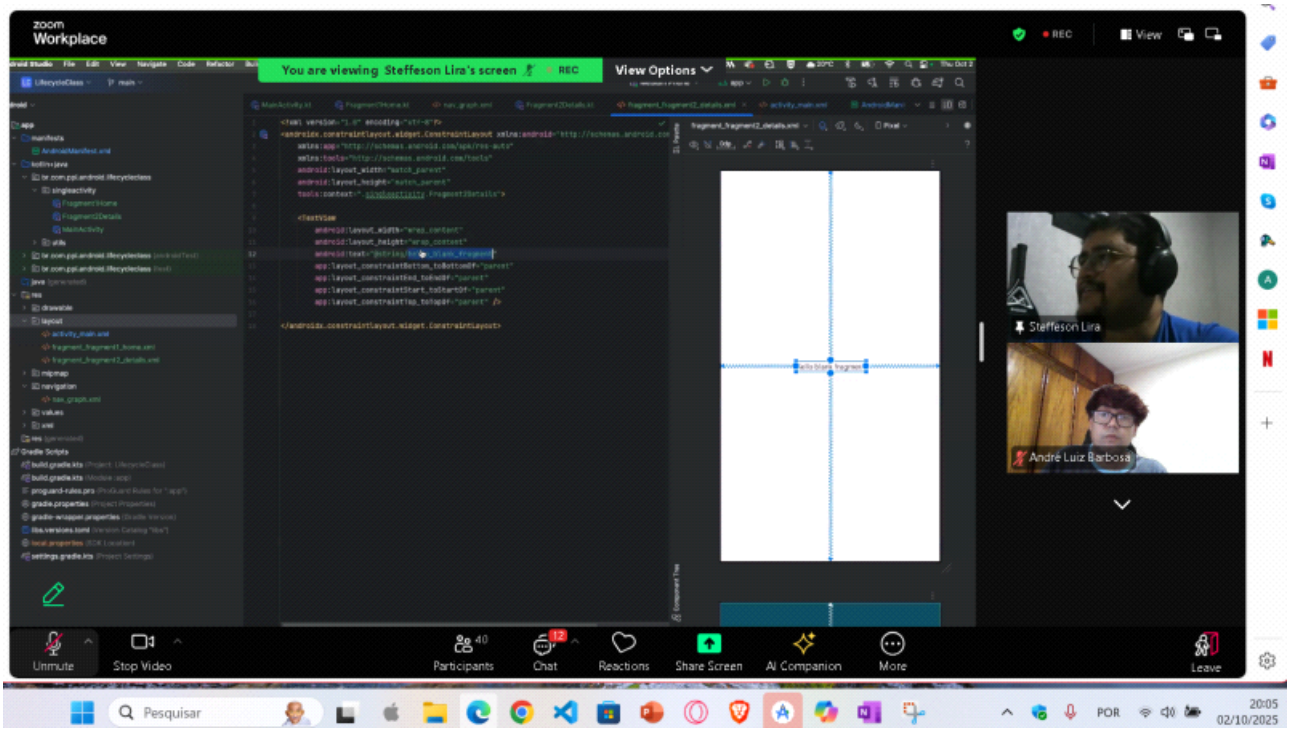
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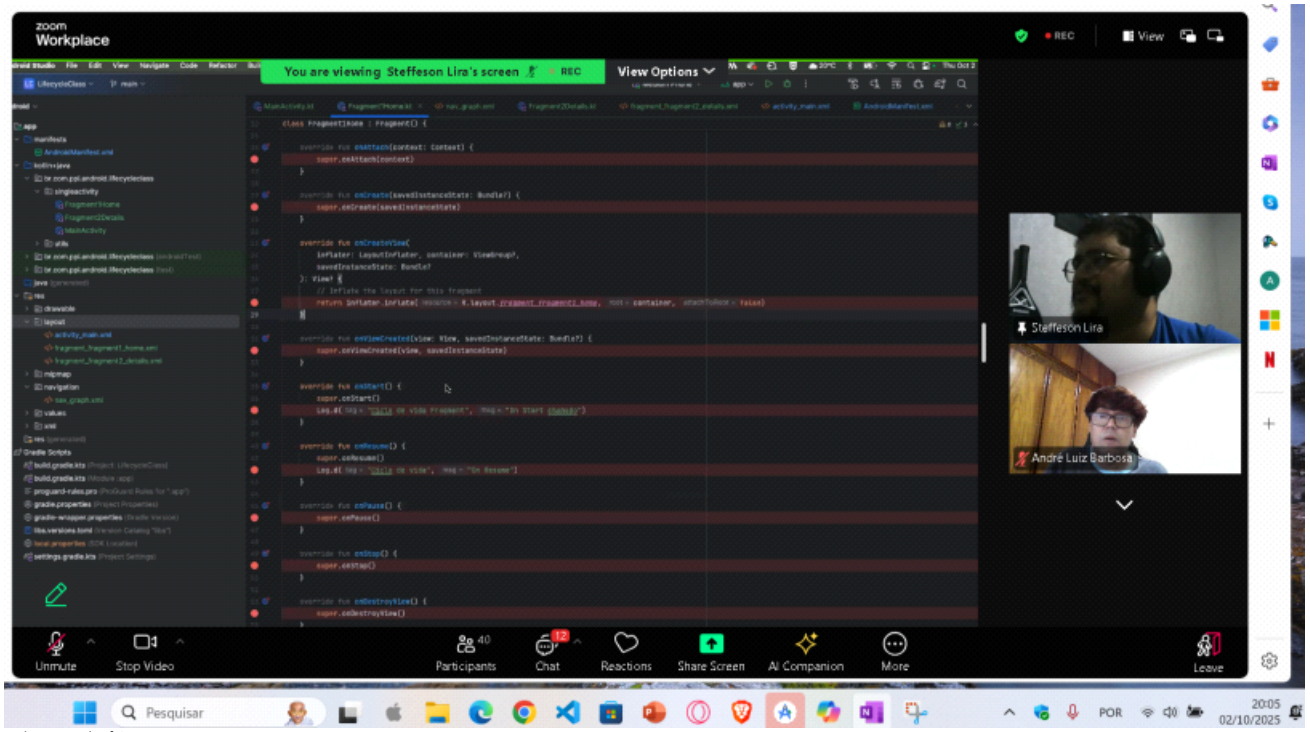
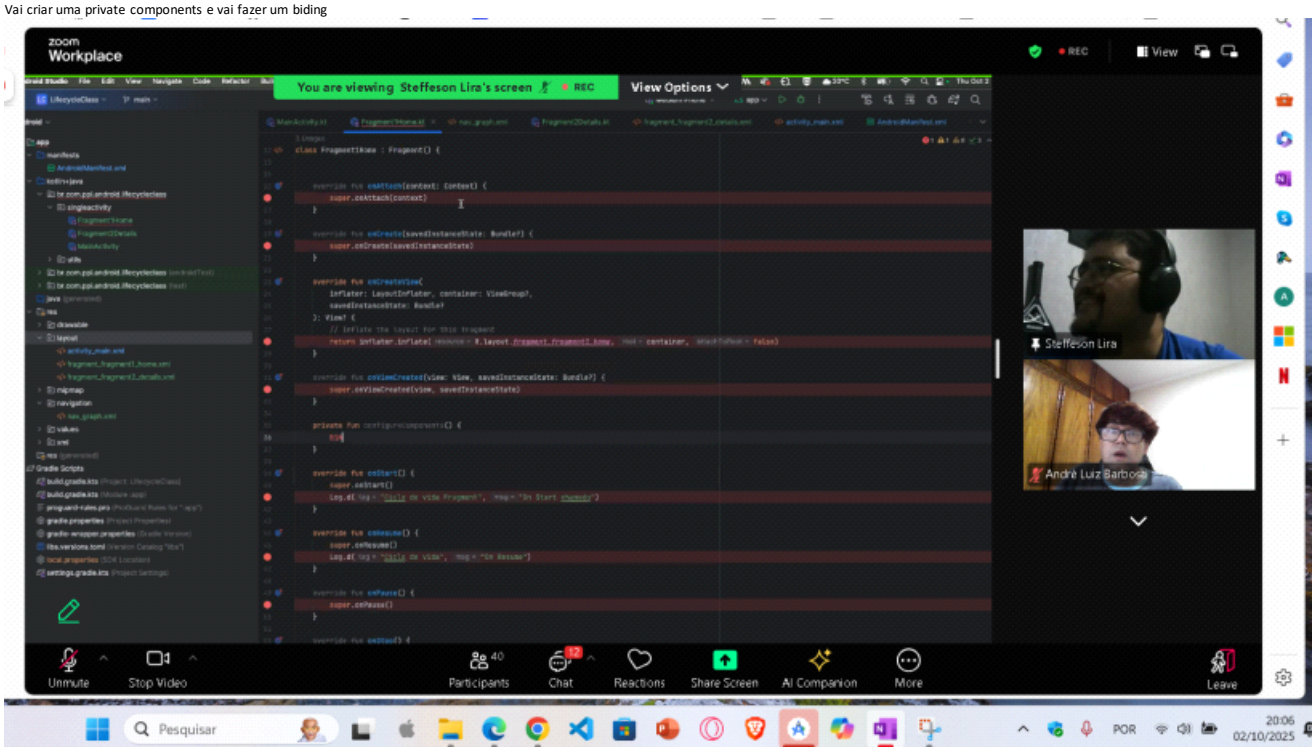
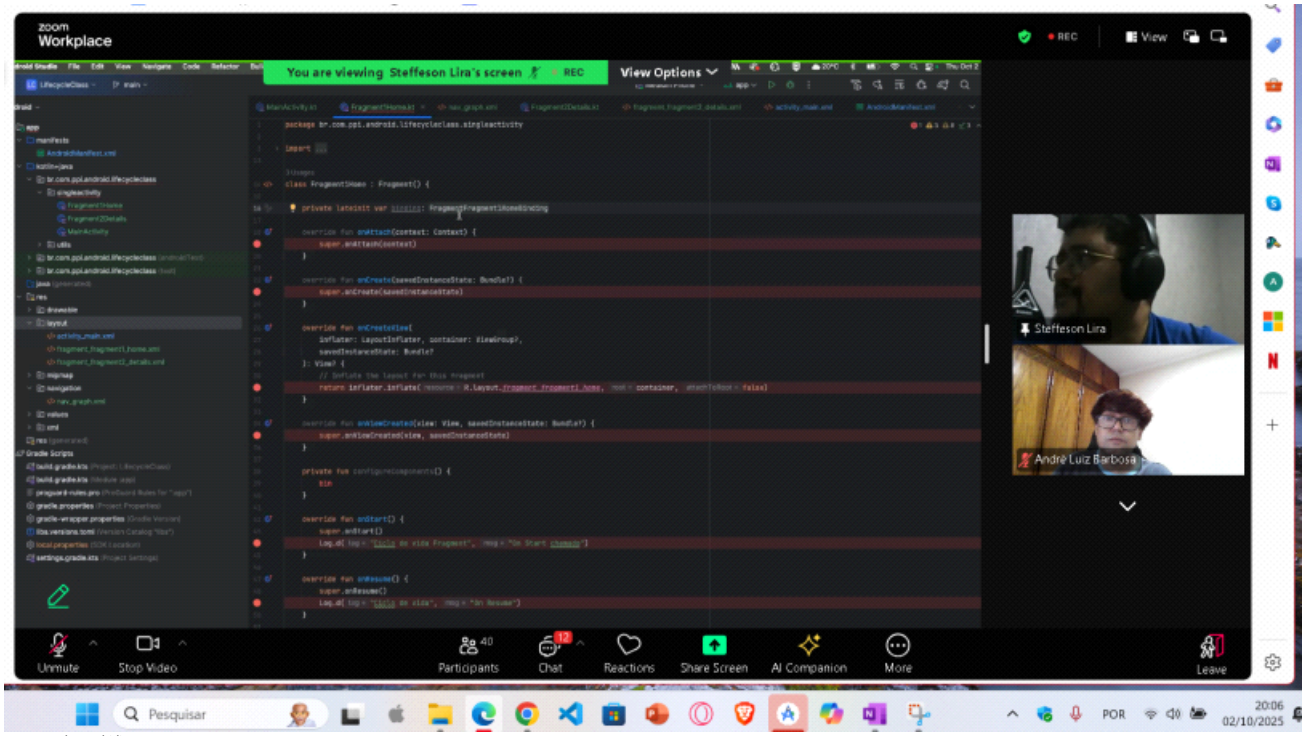


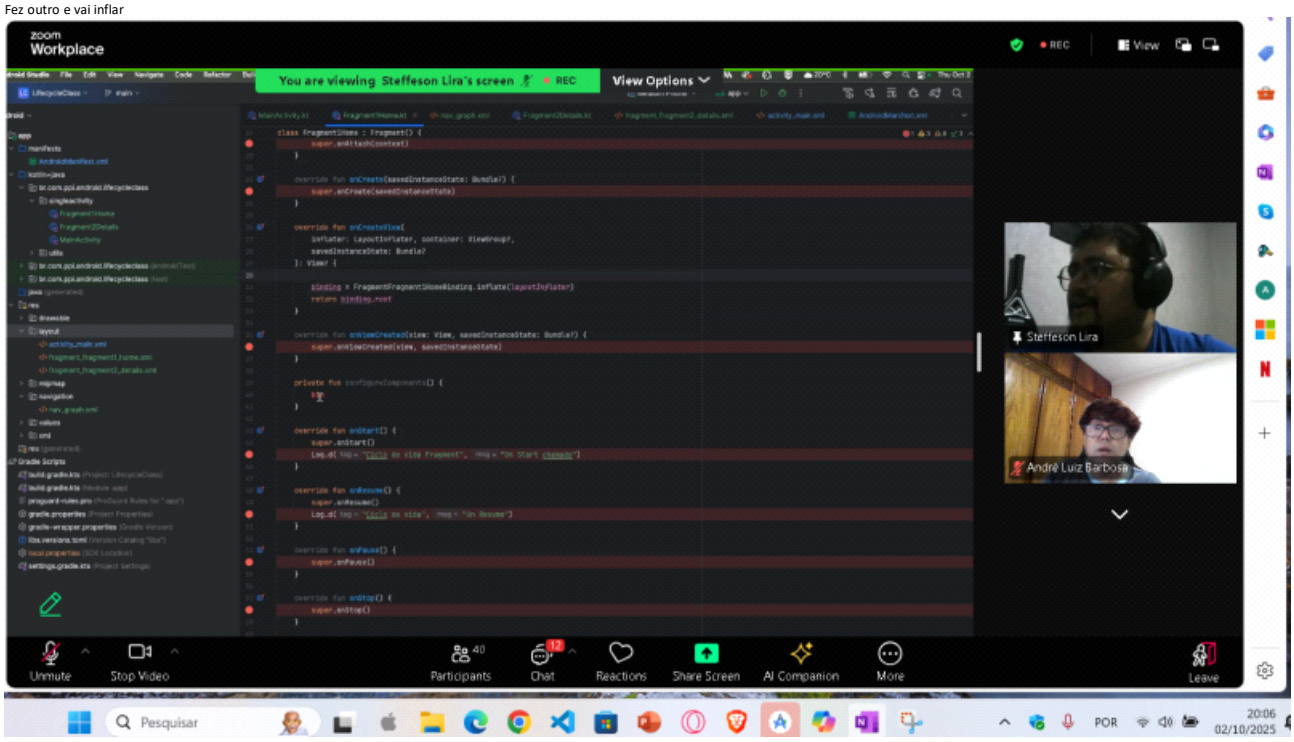
Todos os estados feitos
Vai criar uma private components e vai fazer um biding

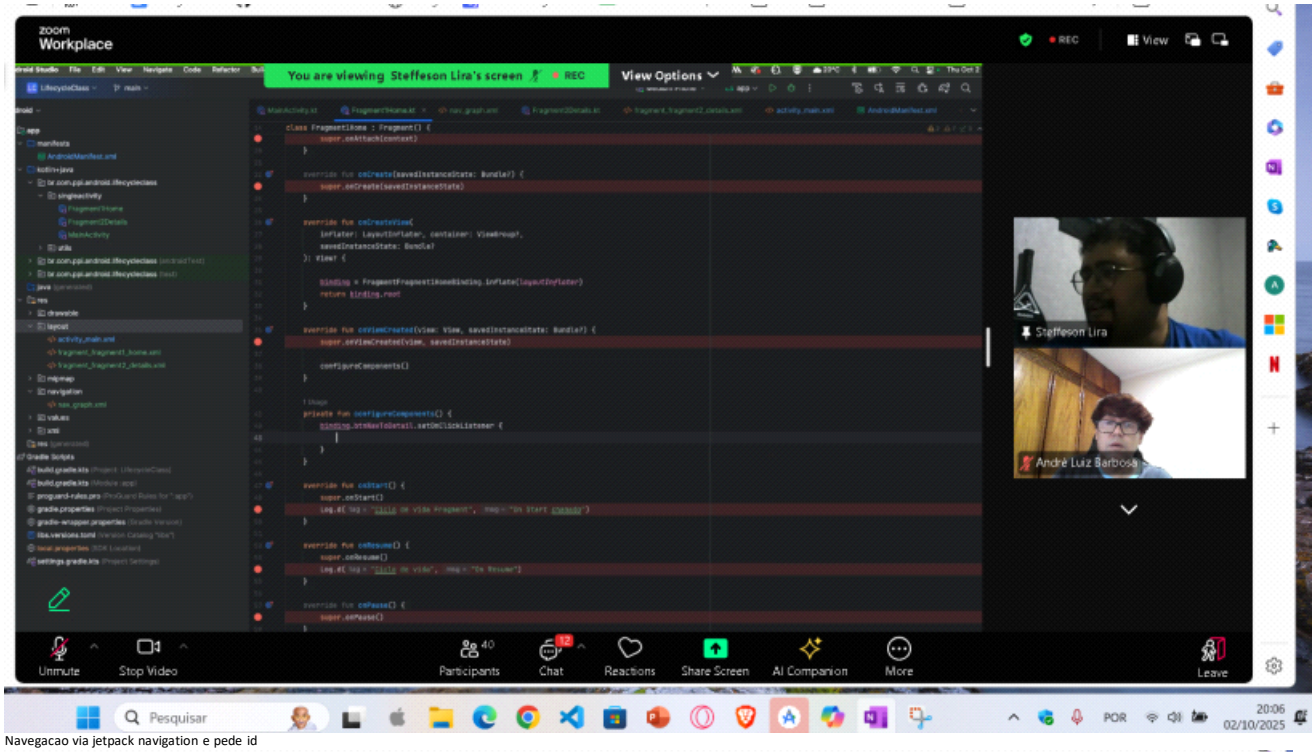




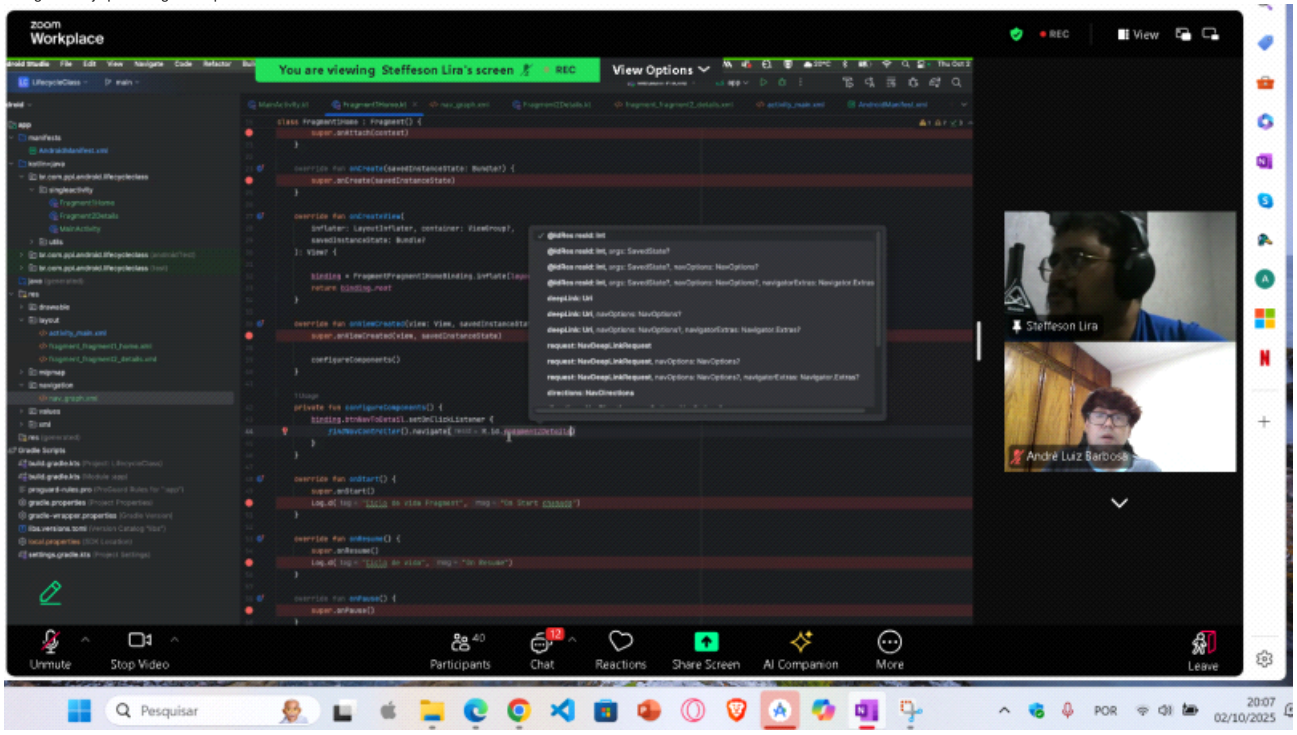
Fragment home biding

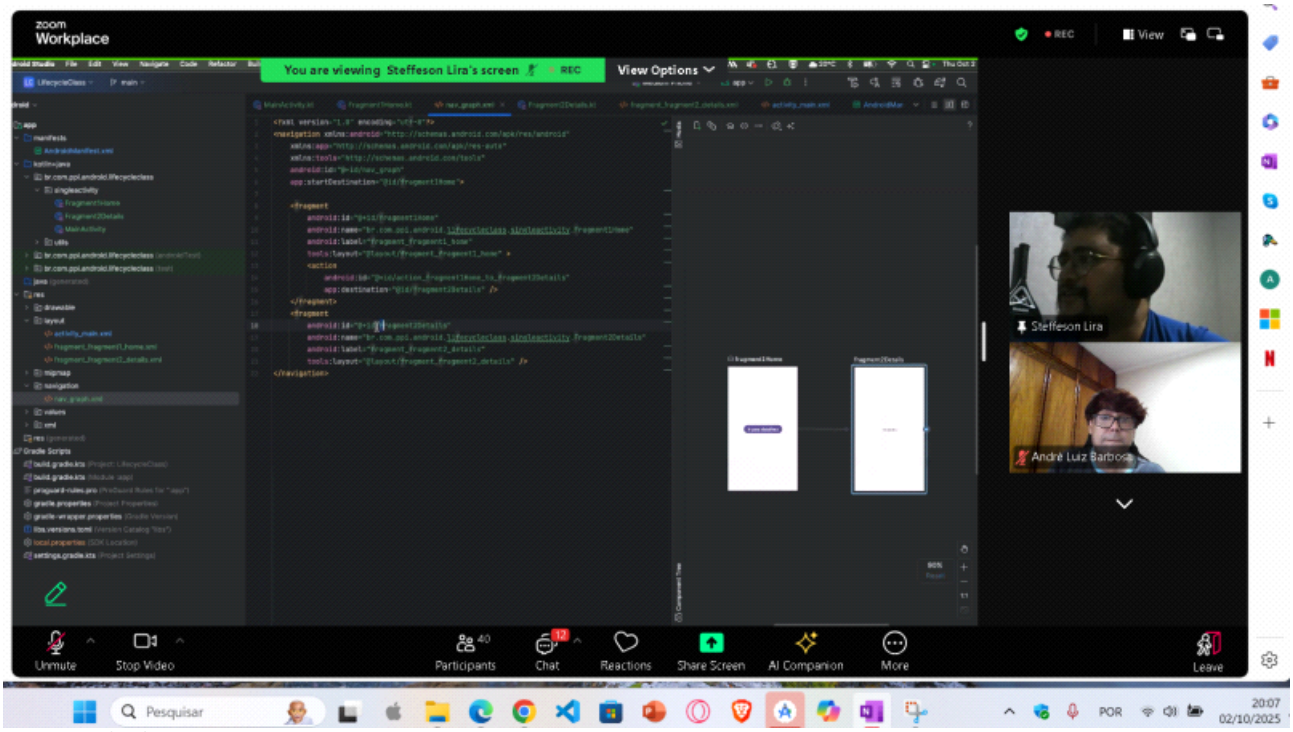
Fez outro e vai inflar



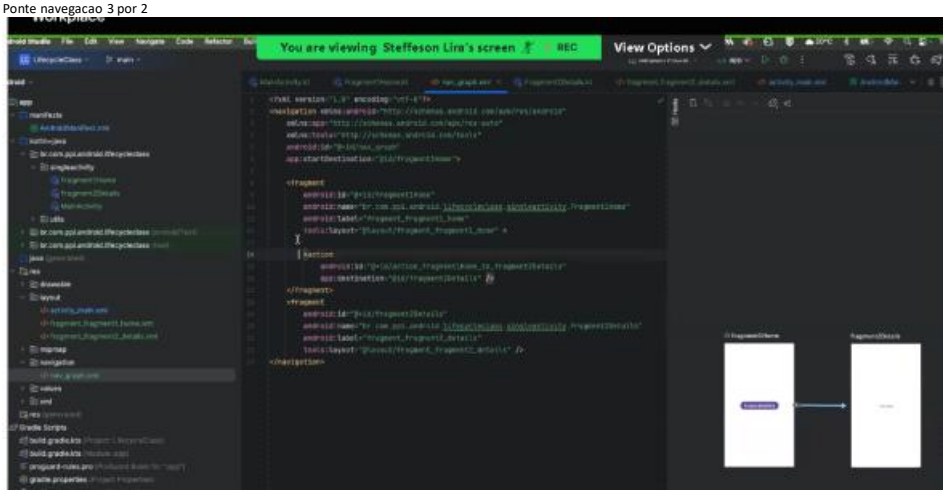


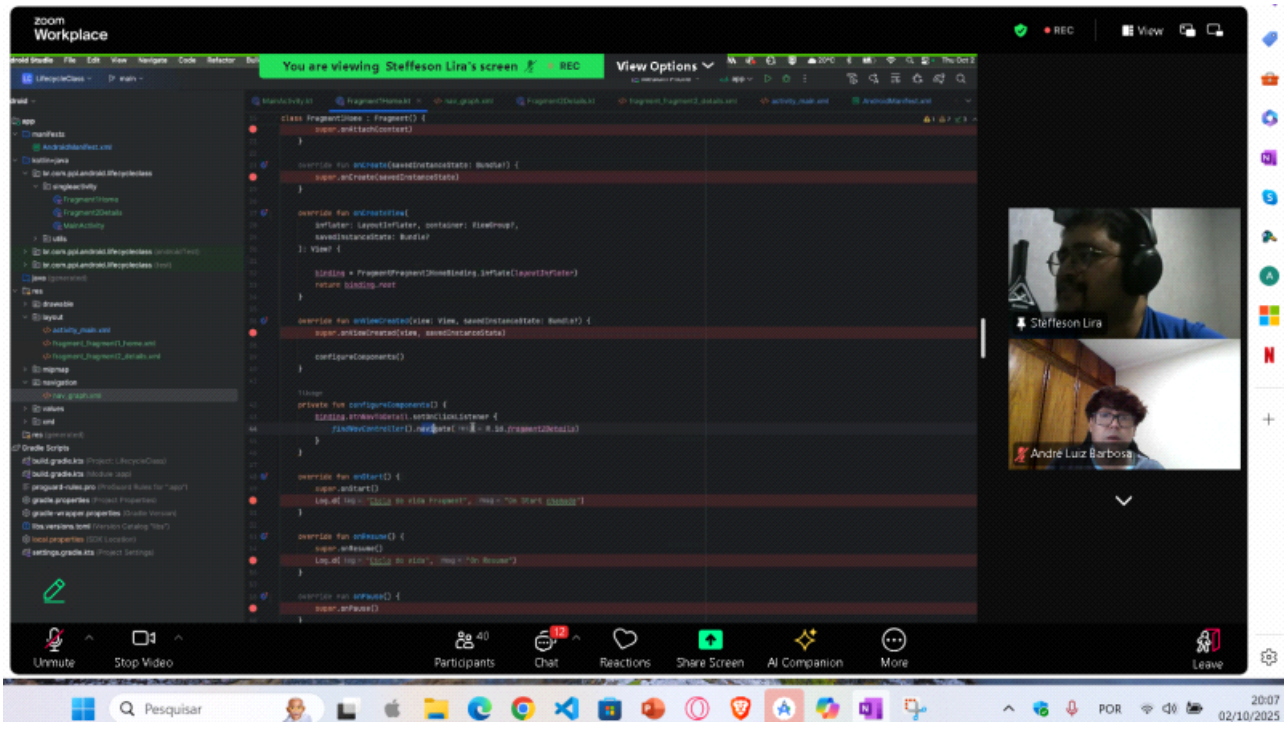
Navegacao via jetpack navigation e pede id

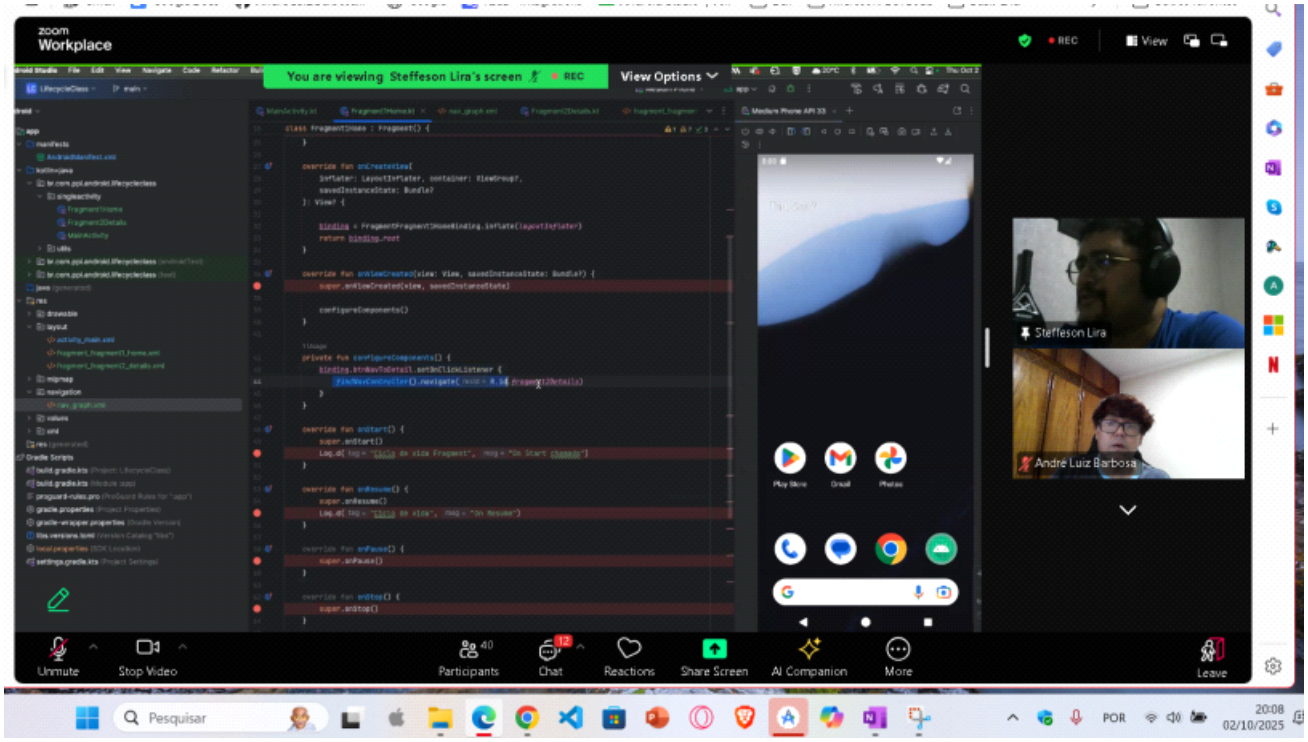




Ponte navegacao 3 por 2



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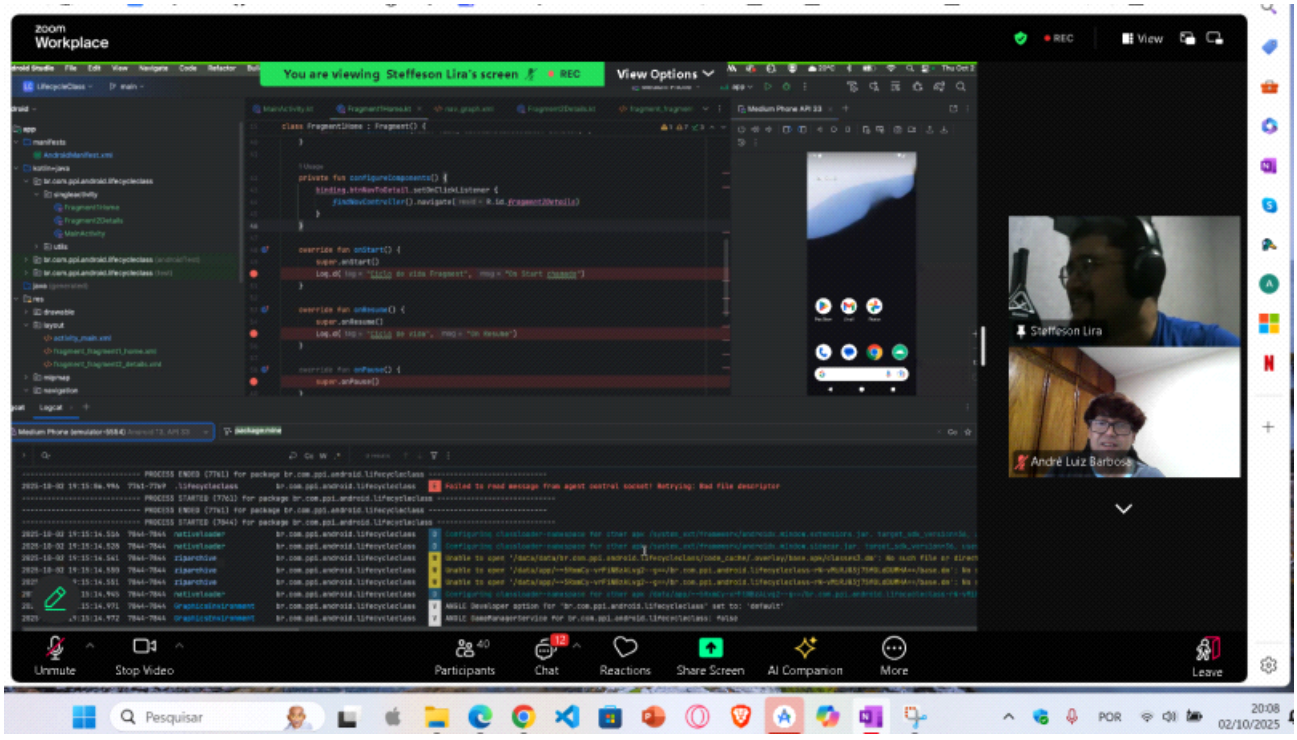
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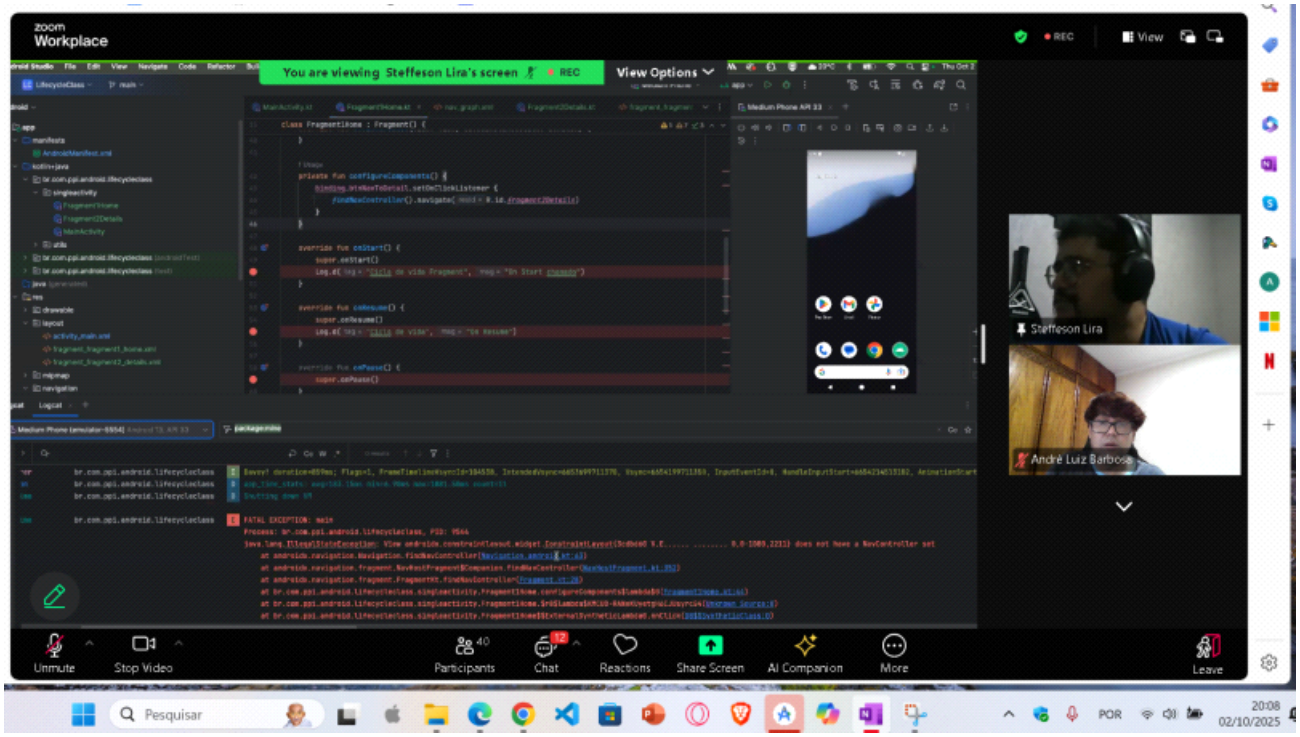
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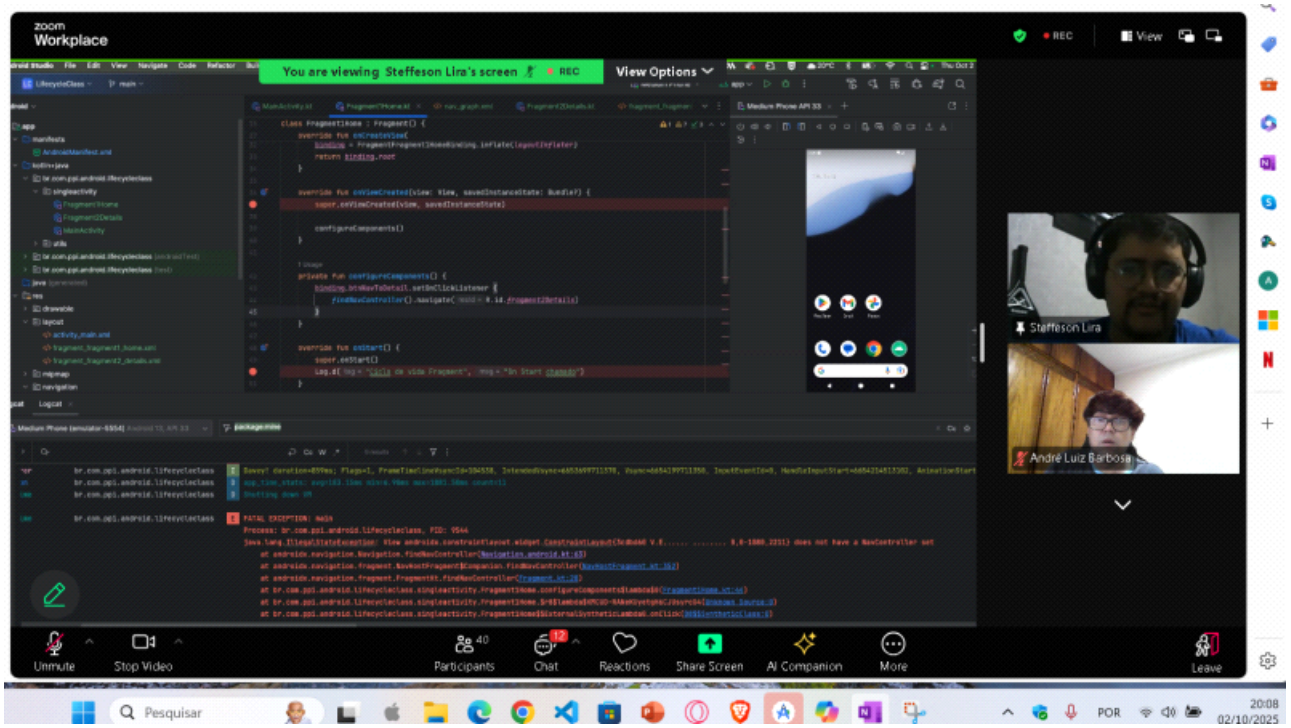
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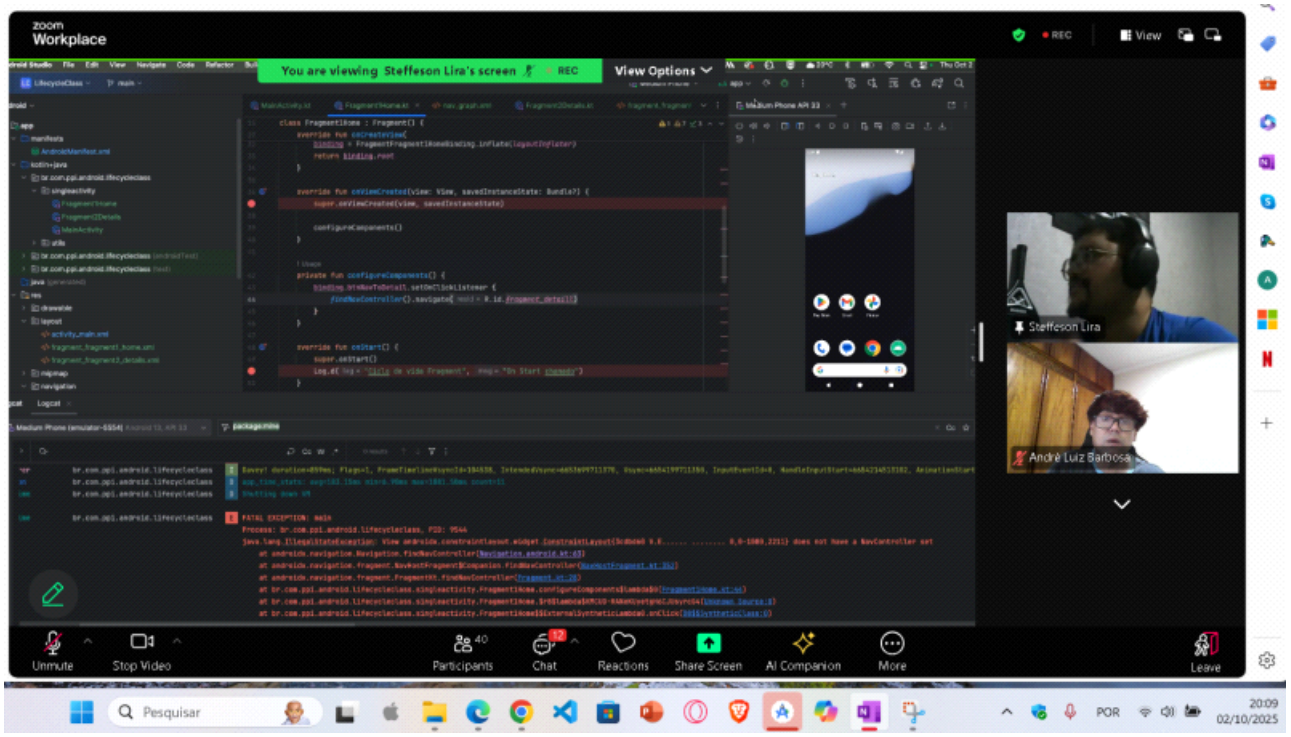
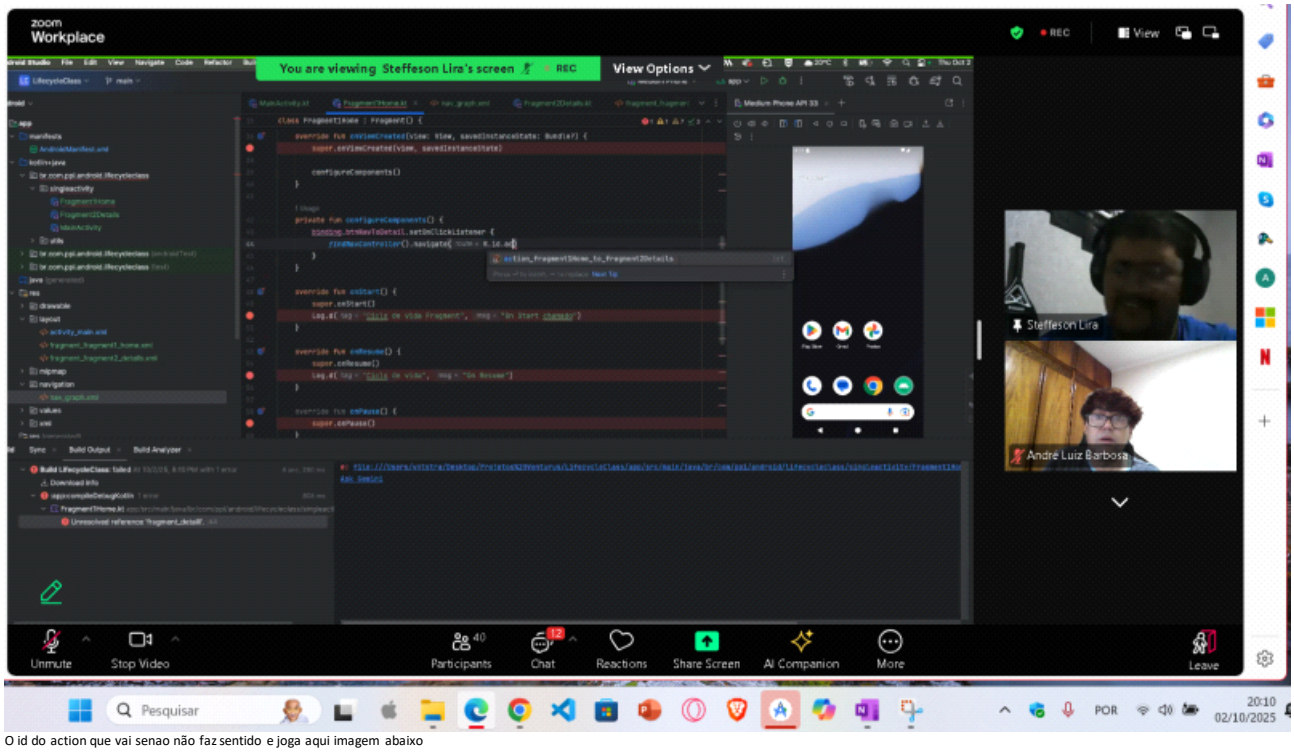
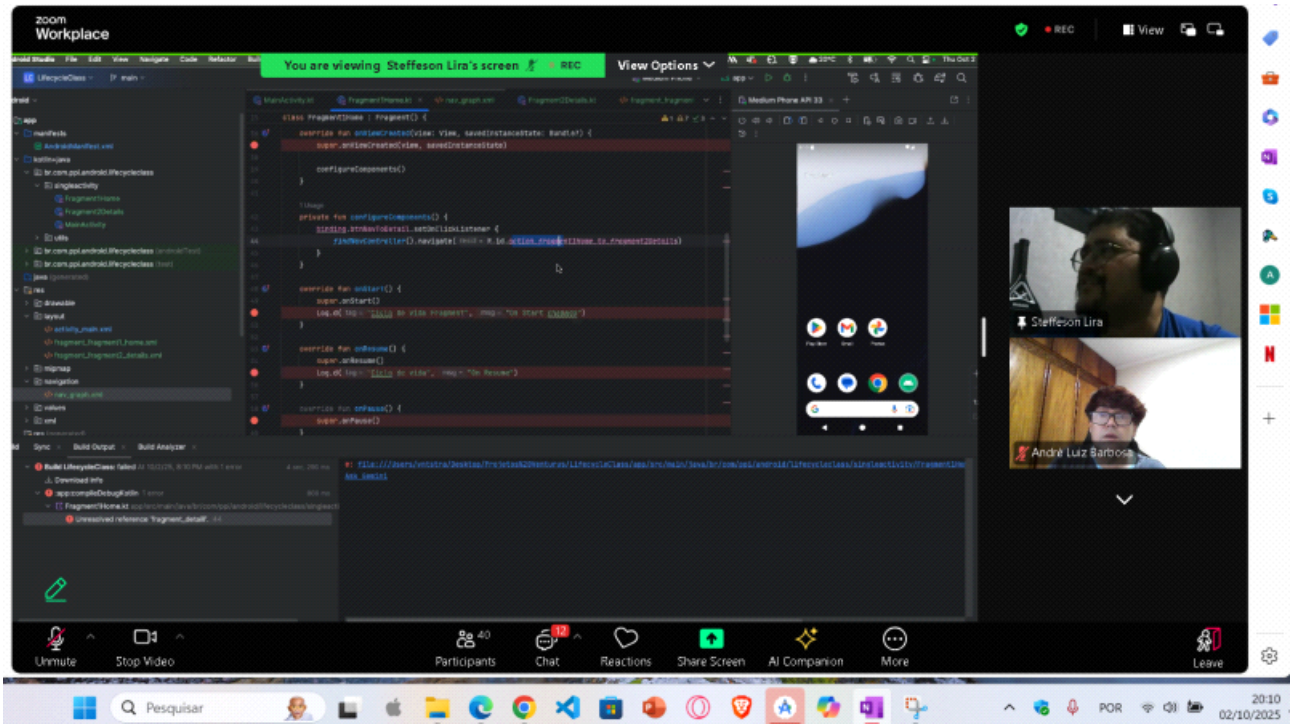




O id do action que vai senao não faz sentido e joga aqui imagem abaixo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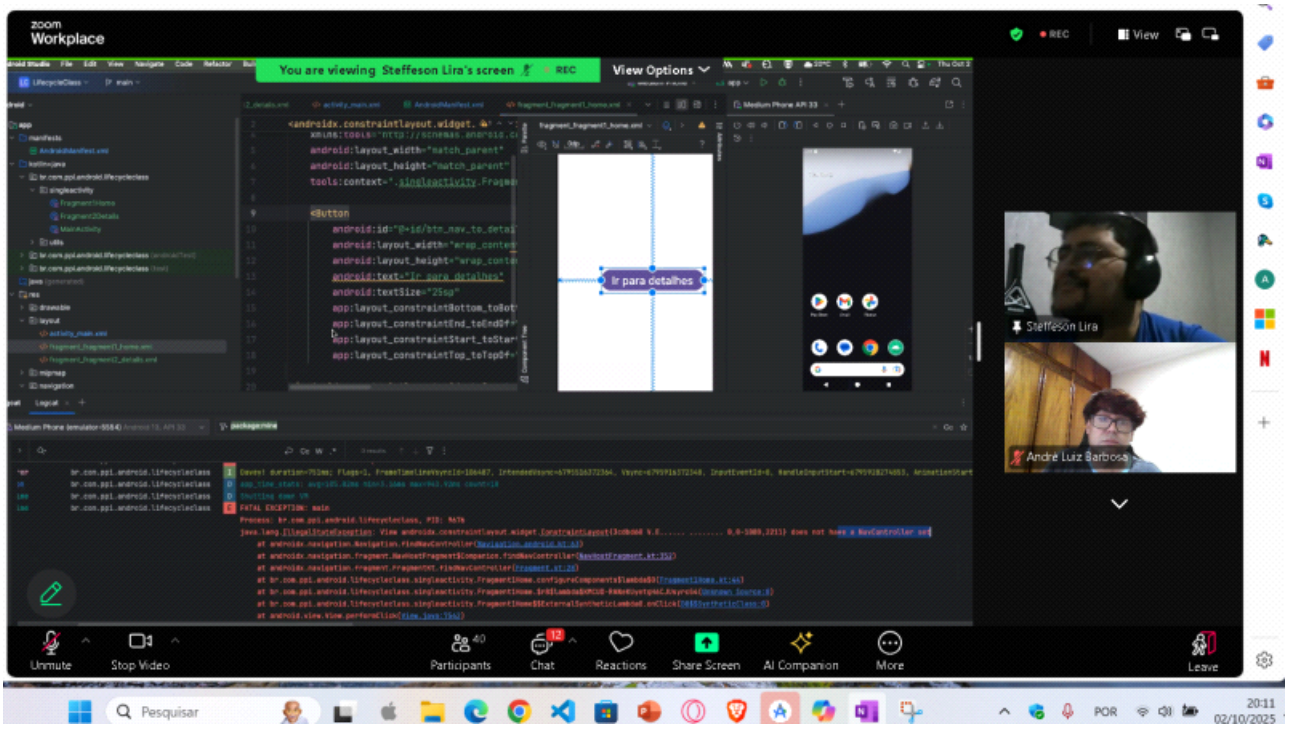
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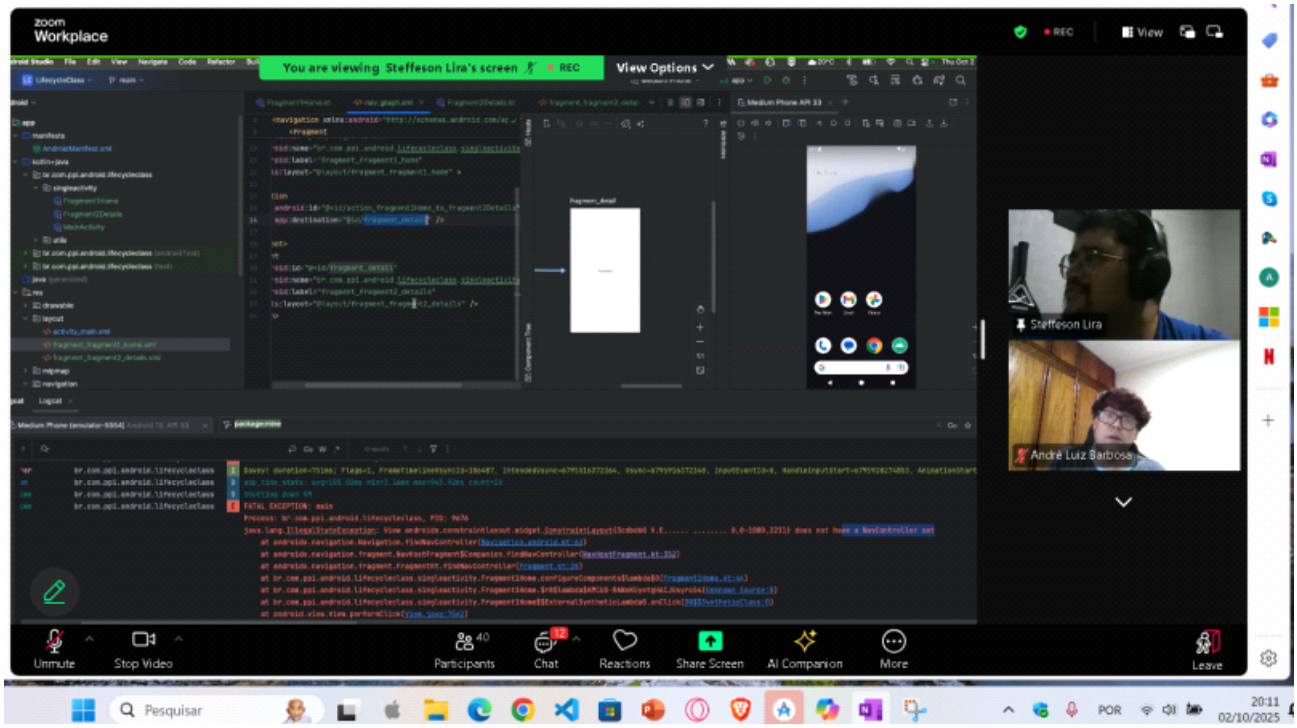
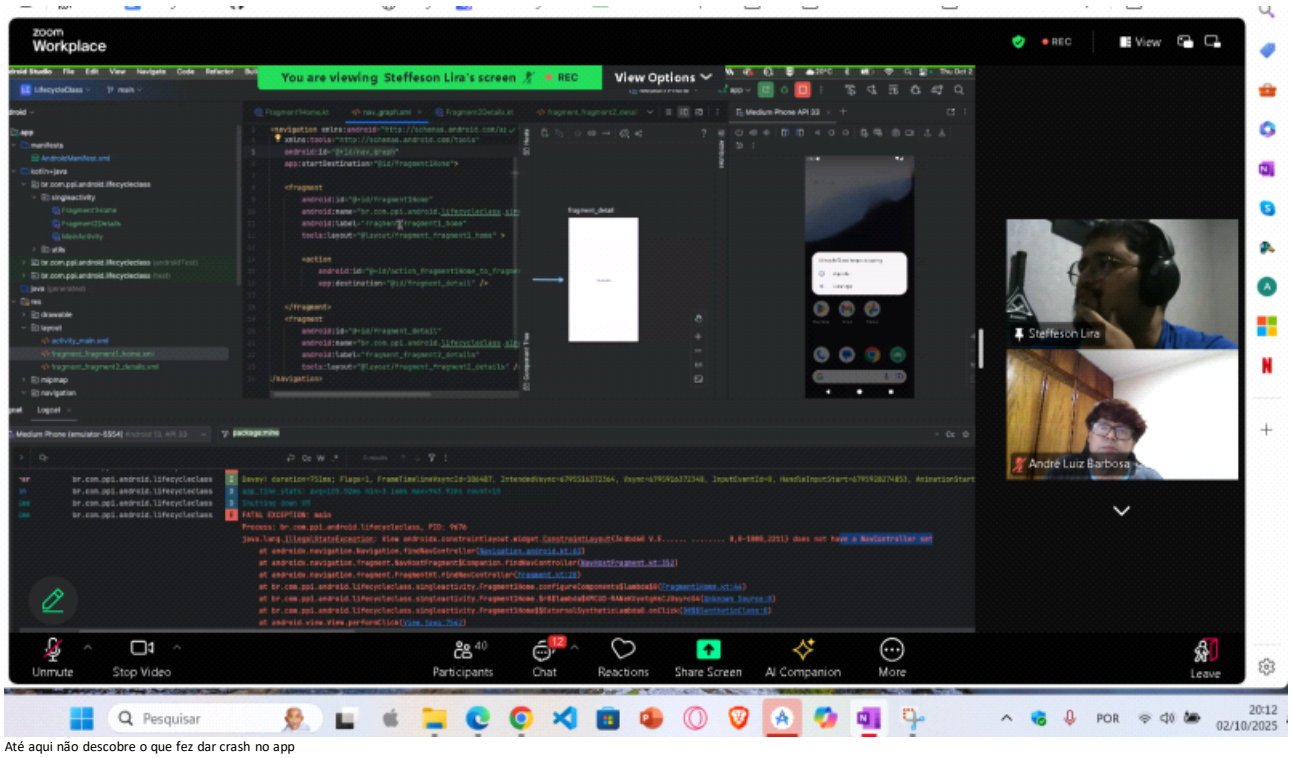
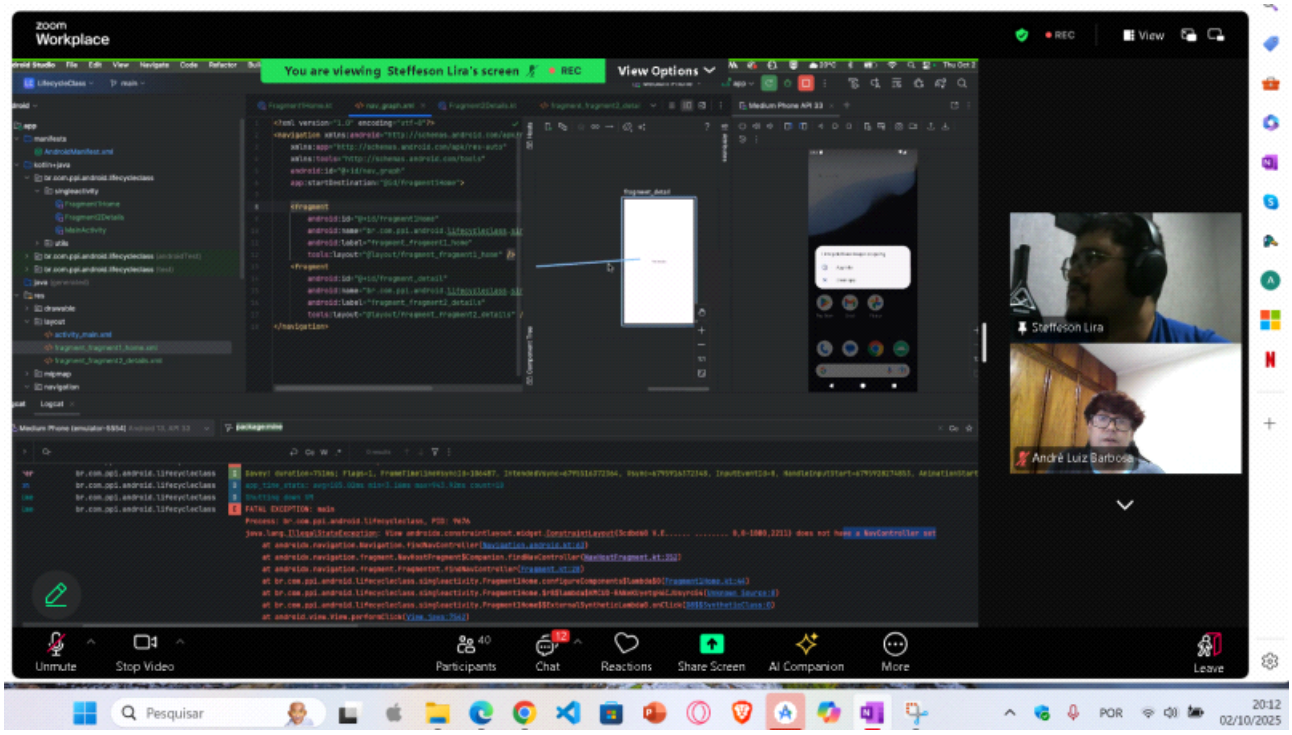




Até aqui não descobre o que fez dar crash no app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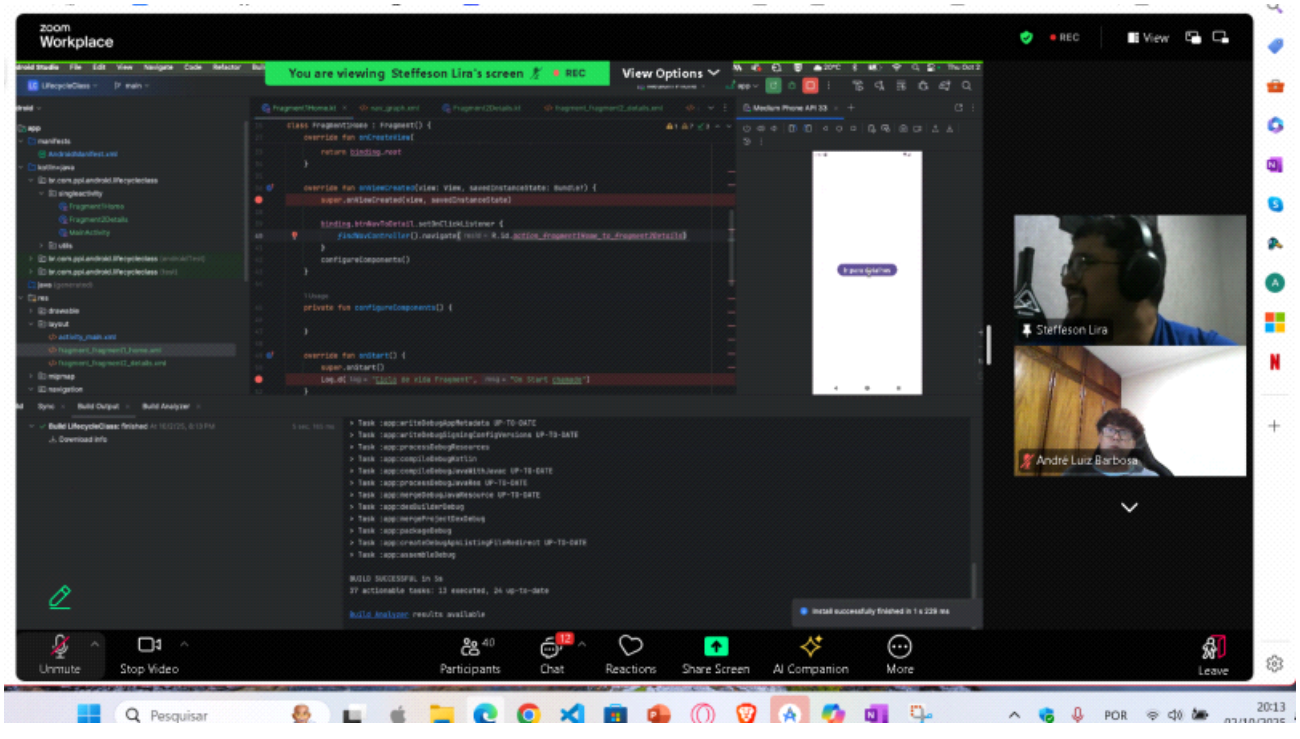
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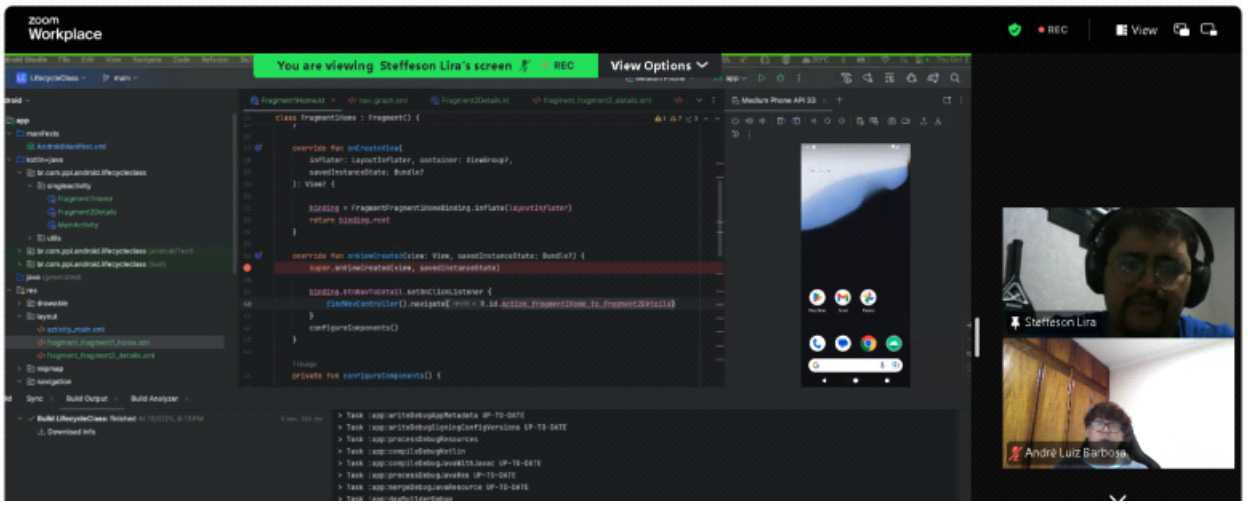
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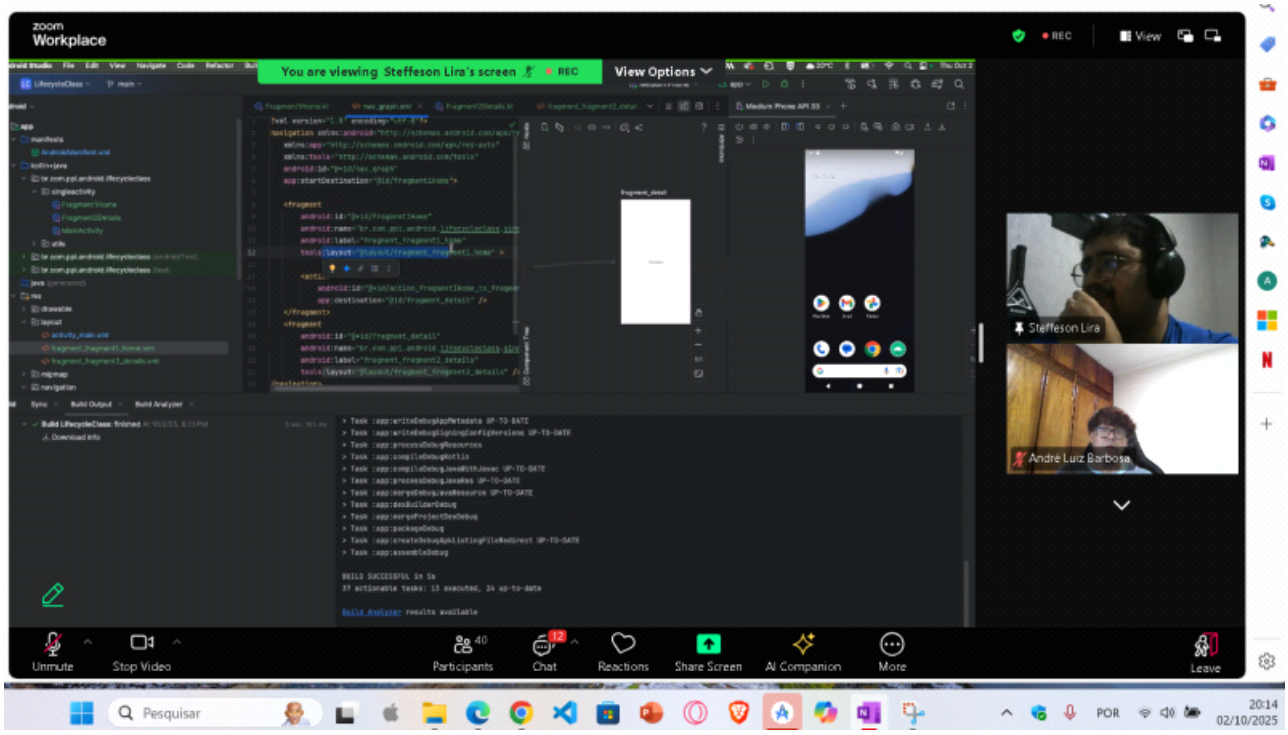
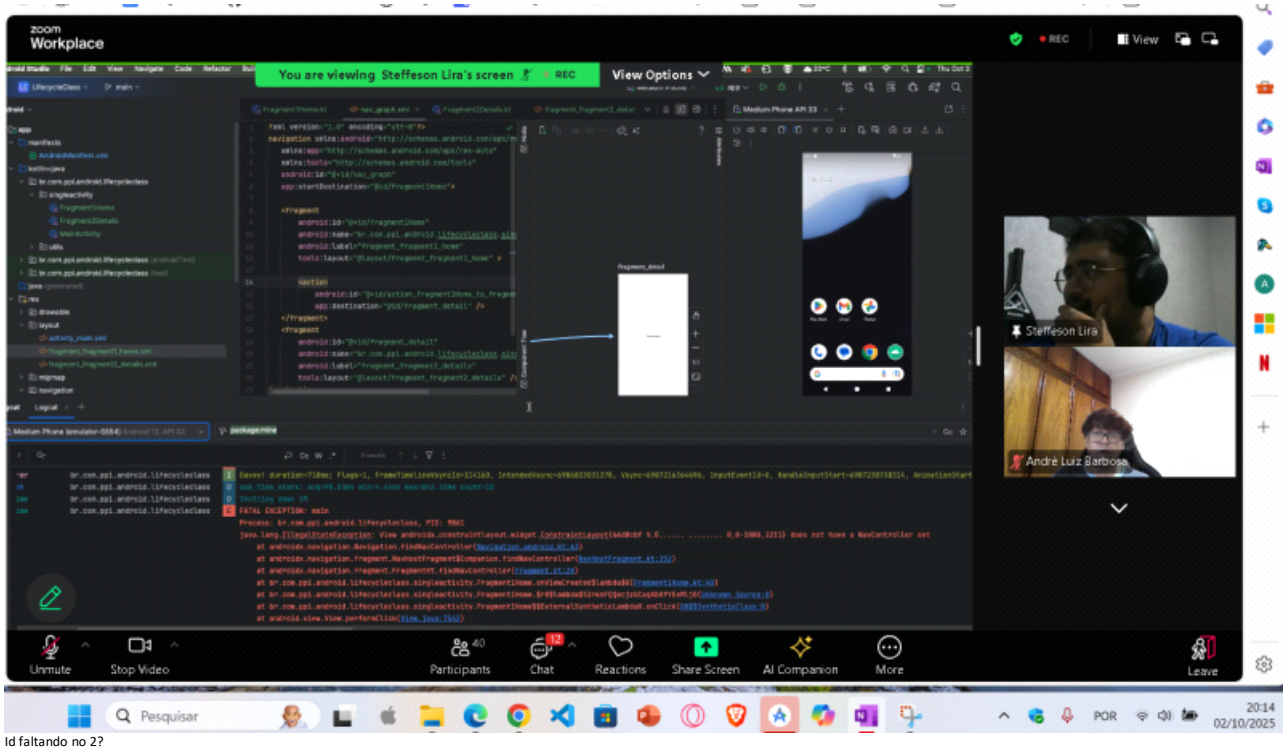
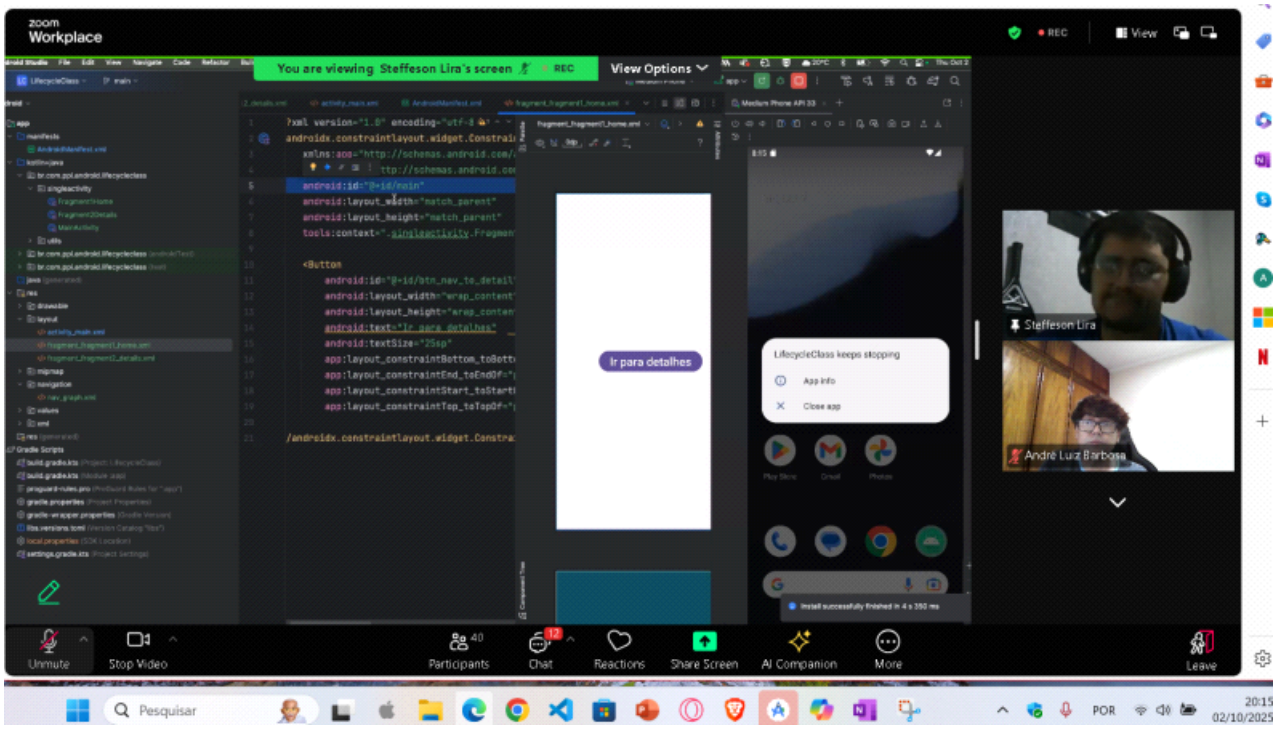
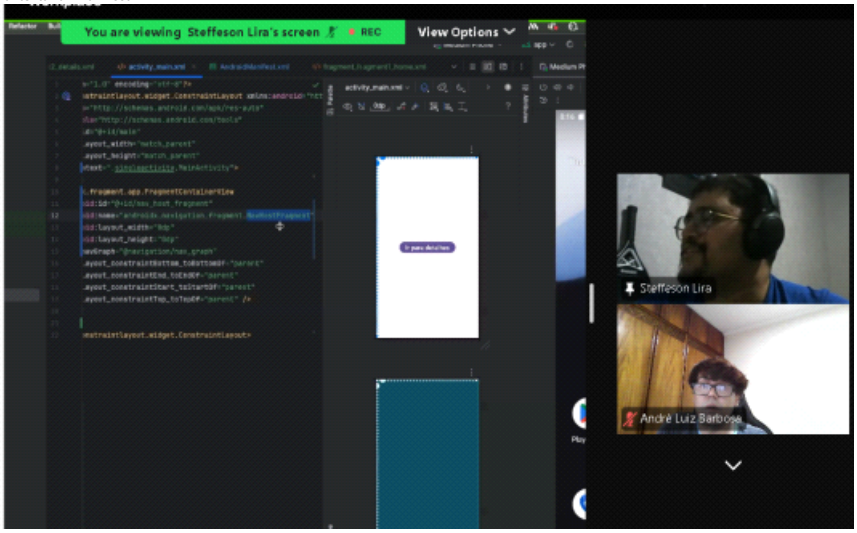


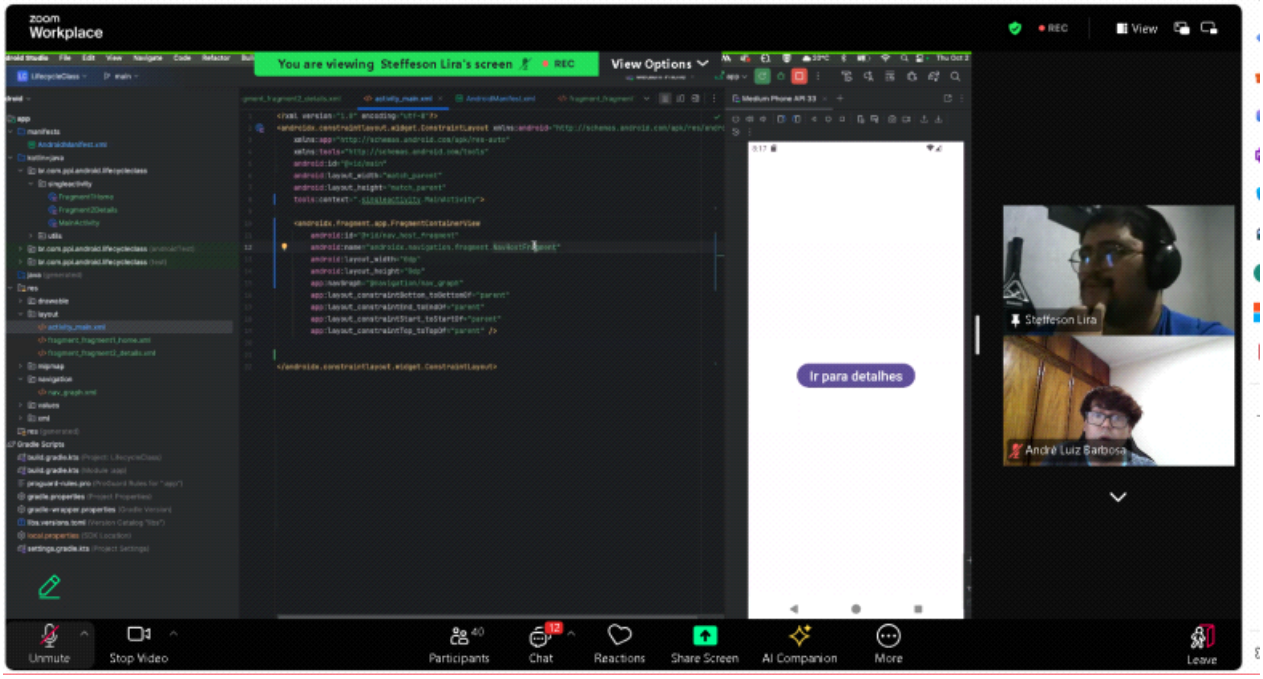


Id faltando no 2?



Vai tentar um nav host





Erro identificado
Sim, Andre — agora que vi o Logcat, o erro está bem claro:

❌ Erro identificado:
java.lang.IllegalStateException: NavController.setGraph() must be called before calling getGraph()

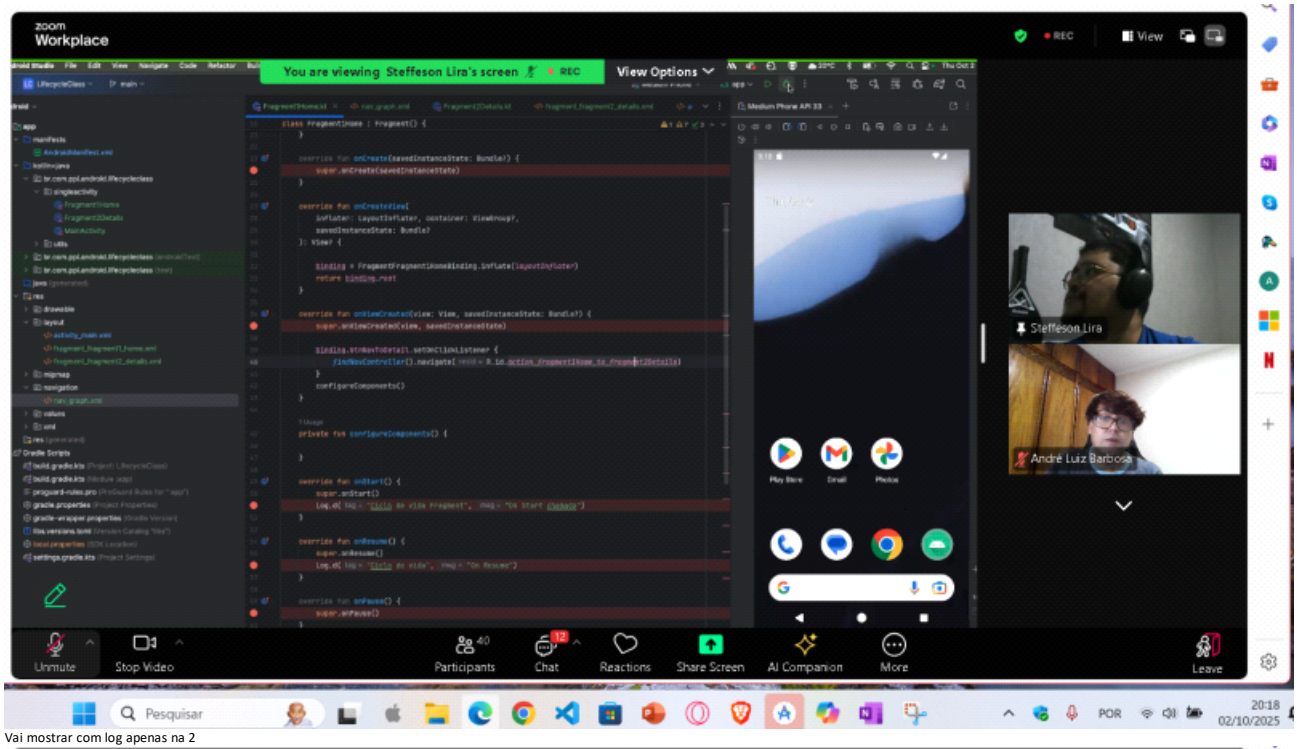
🧠 O que isso significa?
Você está tentando acessar o NavController.getGraph() **antes de ter chamado** setGraph() — ou seja, o gráfico de navegação (navGraph) ainda não foi atribuído ao NavController quando você tentou usá-lo.

☑ Como corrigir
Você precisa garantir que o NavController tenha um gráfico de navegação antes de chamar getGraph() ou qualquer operação que dependa dele. Aqui está um exemplo de como fazer isso corretamente:
val navController = findNavController(R.id.nav_host_fragment)
navController.setGraph(R.navigation.nav_graph)
Depois disso, você pode chamar:
val graph = navController.graph

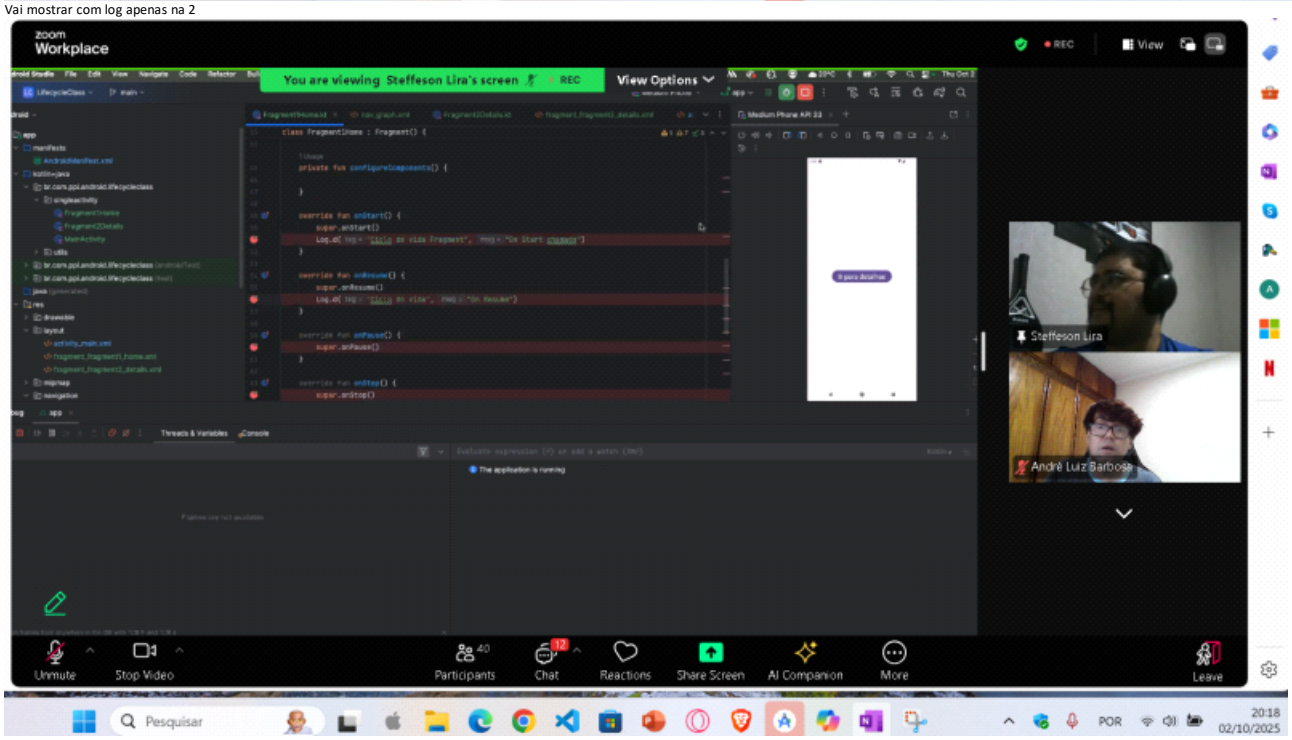
📌 Dica extra
Se você estiver usando NavHostFragment no XML com app:navGraph="@navigation/nav_graph", o gráfico já é atribuído automaticamente. Nesse caso, você **não precisa** chamar setGraph() manualmente — mas precisa garantir que o NavController esteja sendo acessado **depois** que a Activity ou Fragment foi completamente inicializado.

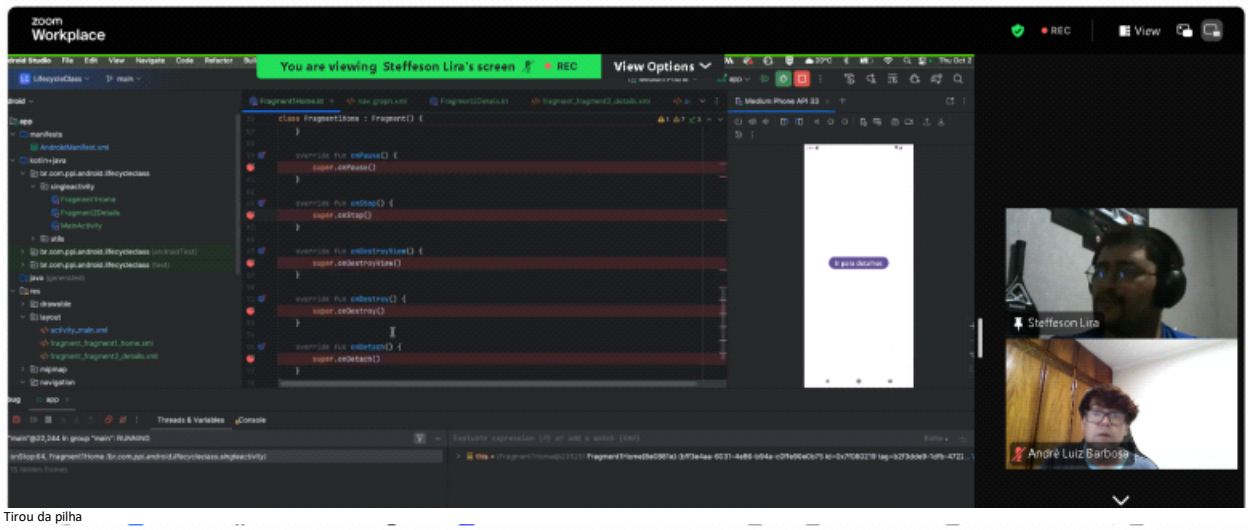
Se quiser, posso revisar o trecho exato onde você está usando o NavController e te mostrar como ajustar. Só me mandar o código que está na Viewpager2Class na linha 18 (como o Logcat indicou). Vamos resolver isso juntos!

De <https://copilot.microsoft.com/chats/e19yspcn99fqSjScgZsZi>

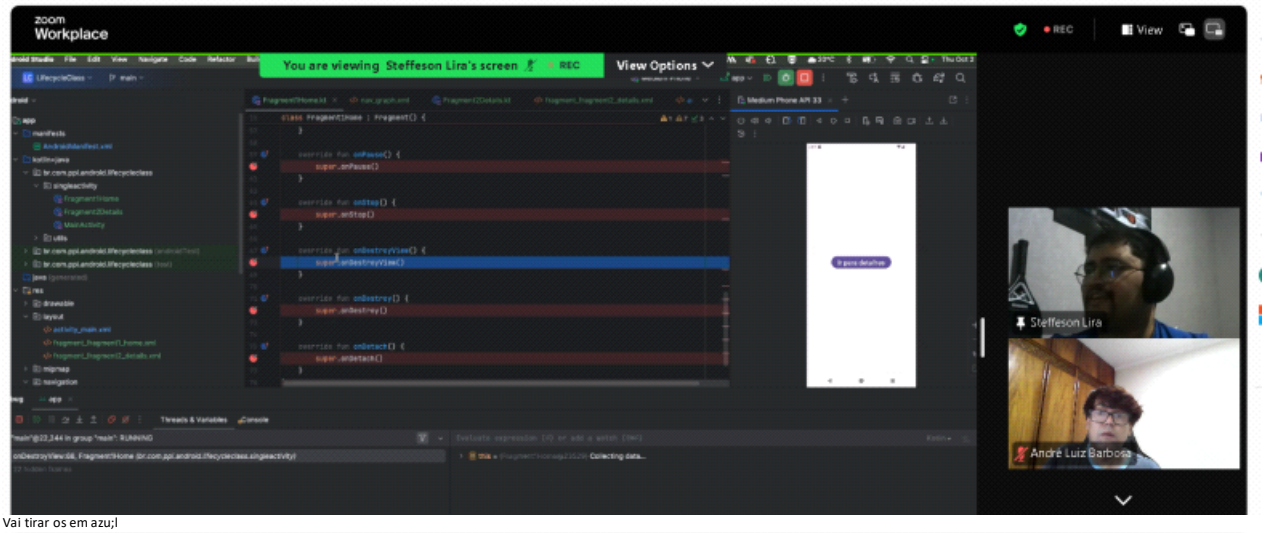


Vai mostrar com log apenas na 2

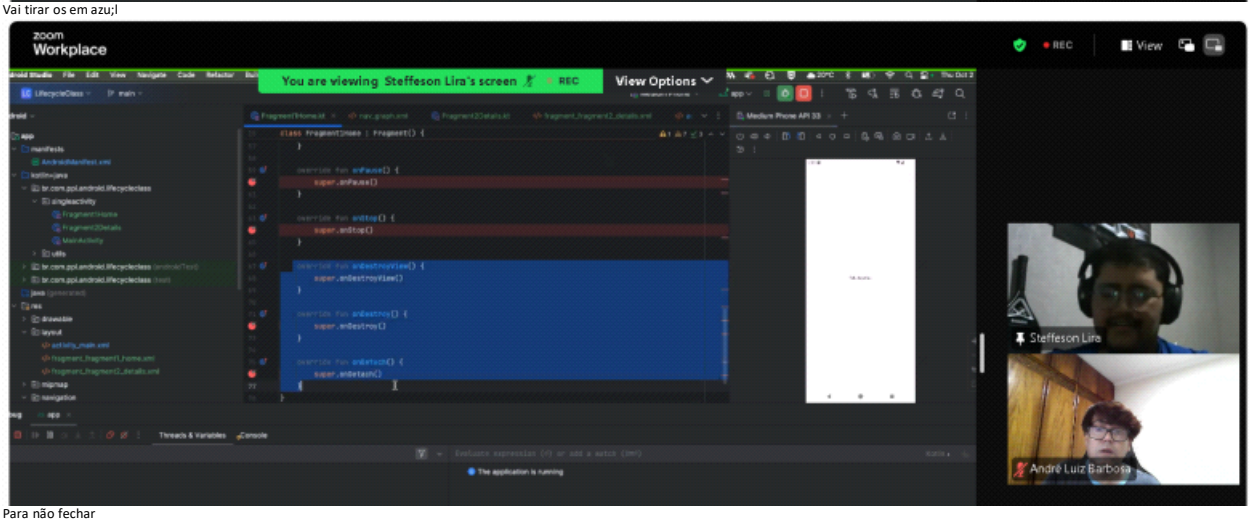




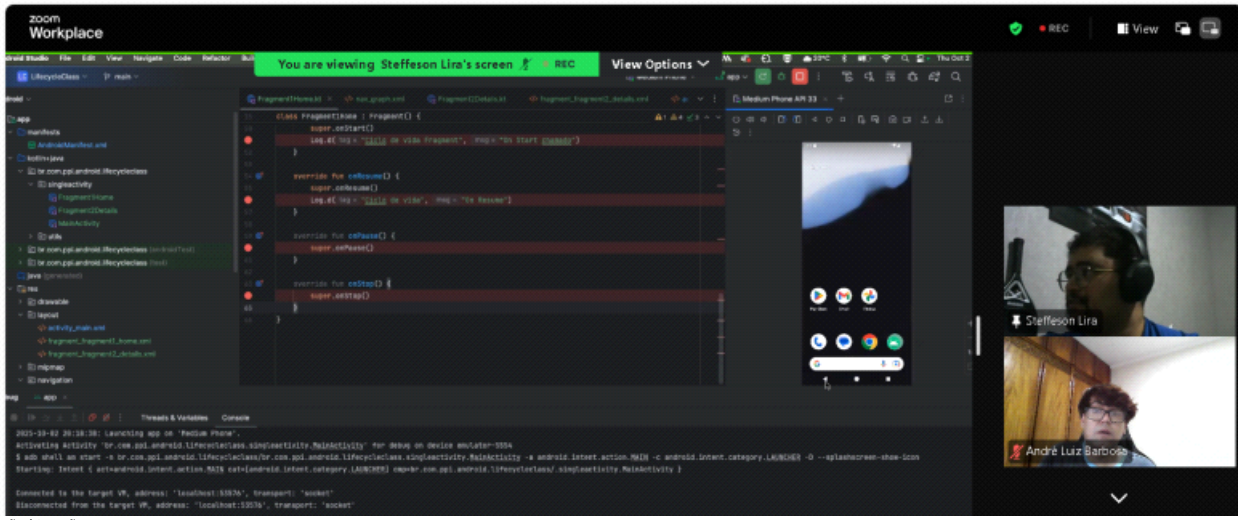
Tirou da pilha



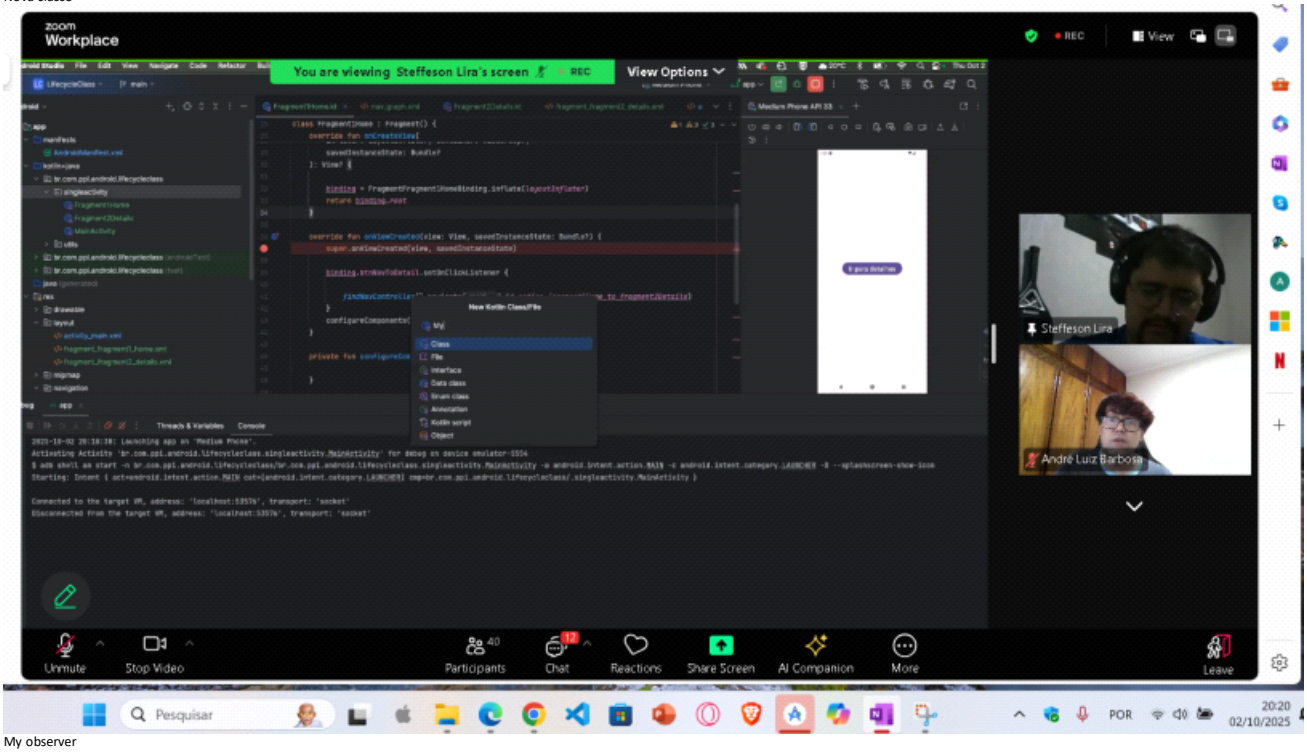
Vai tirar os em azu;l



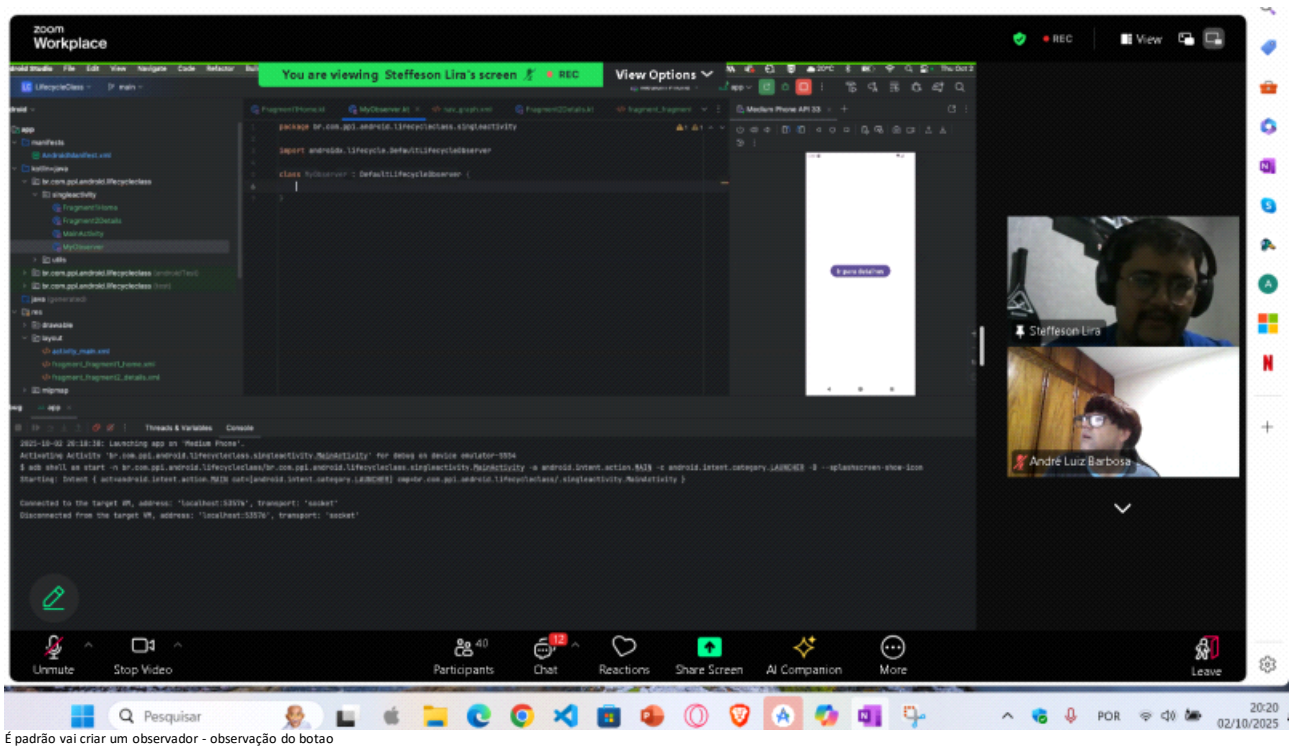
Para não fechar



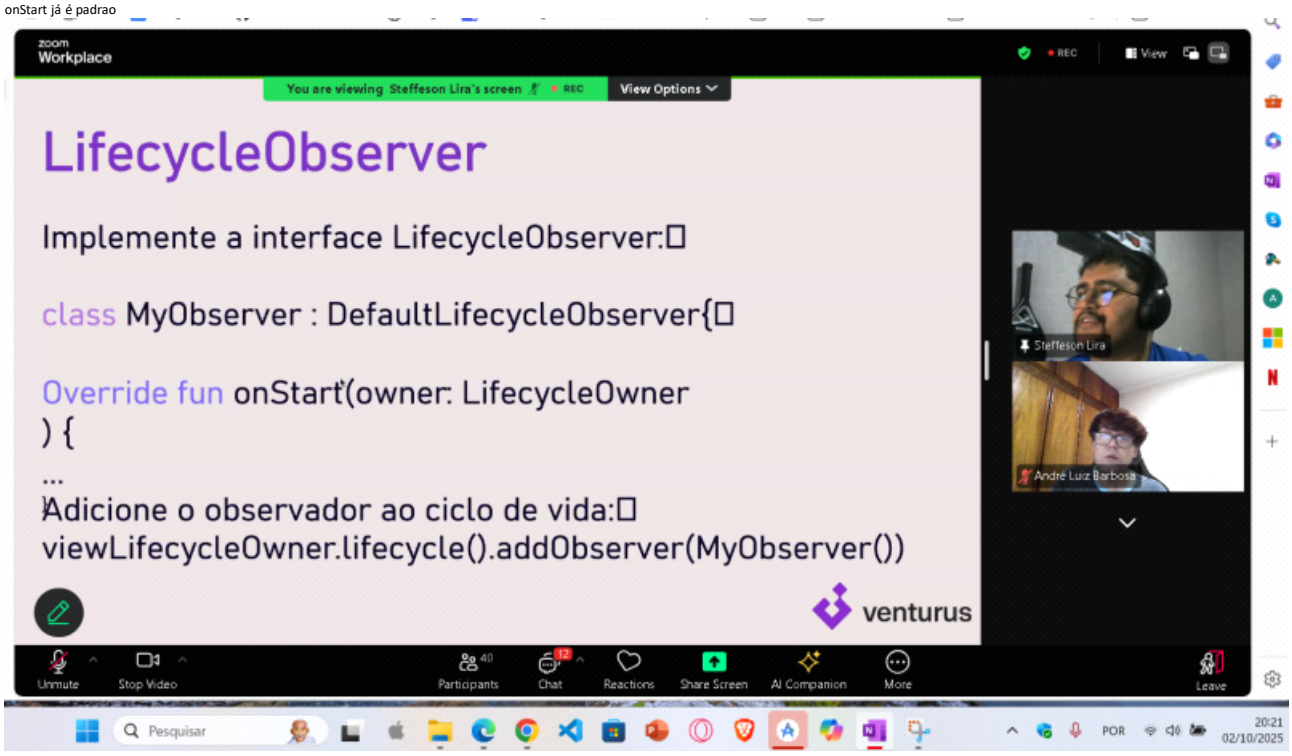
Não é isto não
Tira da pilha com o navigate
Vai criar a parte do ib
Nova classe



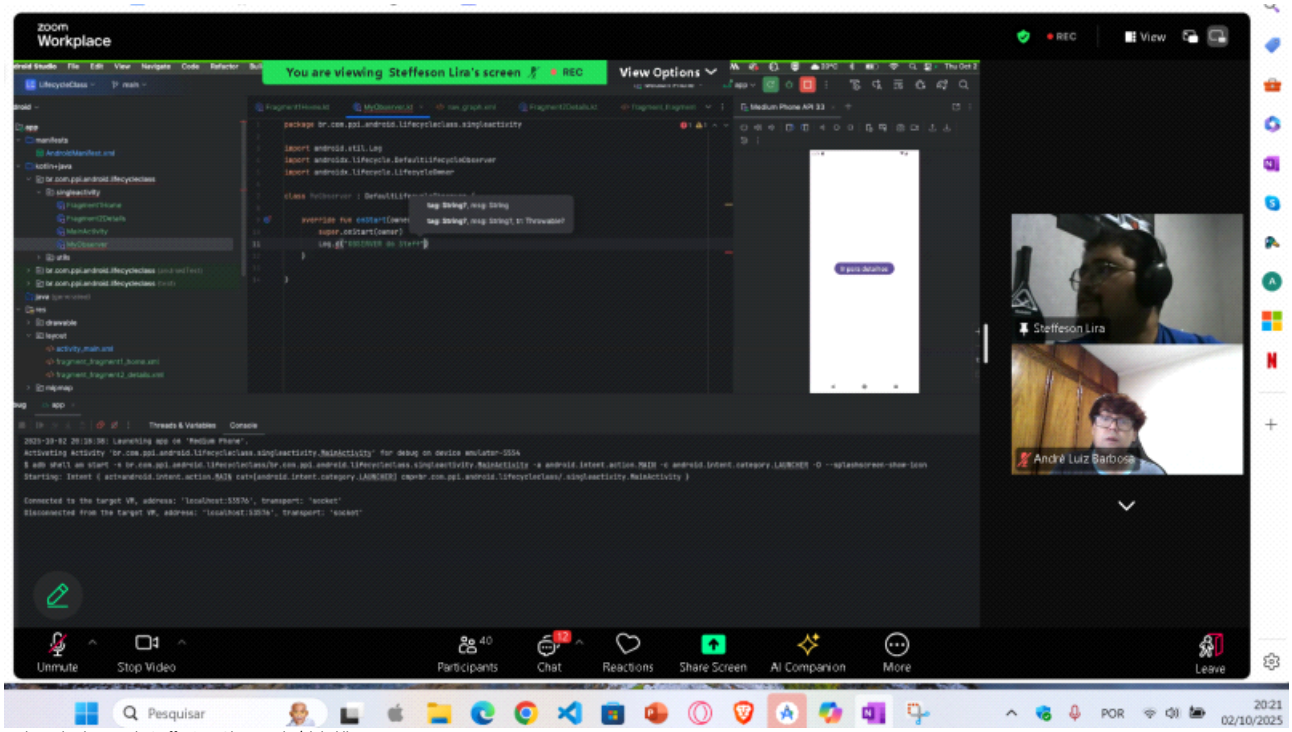
My observer
Ver no slide observer



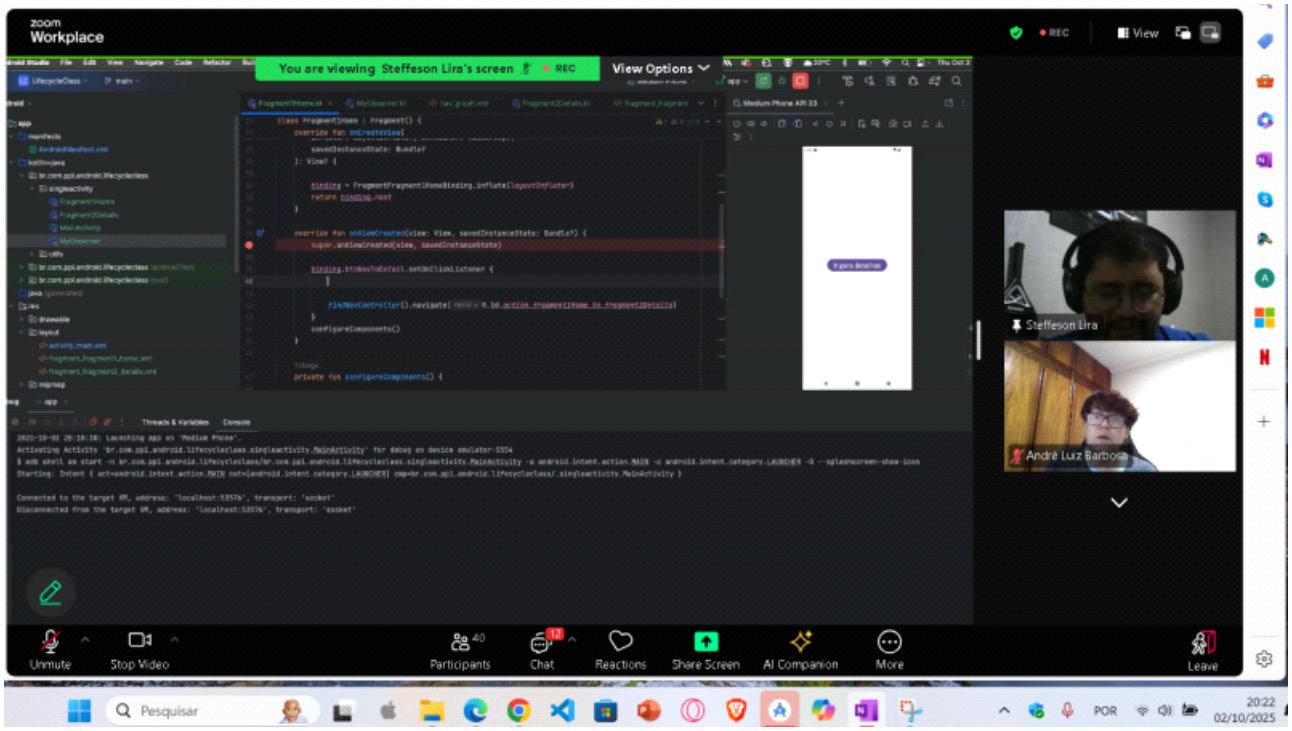
É padrão vai criar um observador - observação do botao
onStart já é padrao

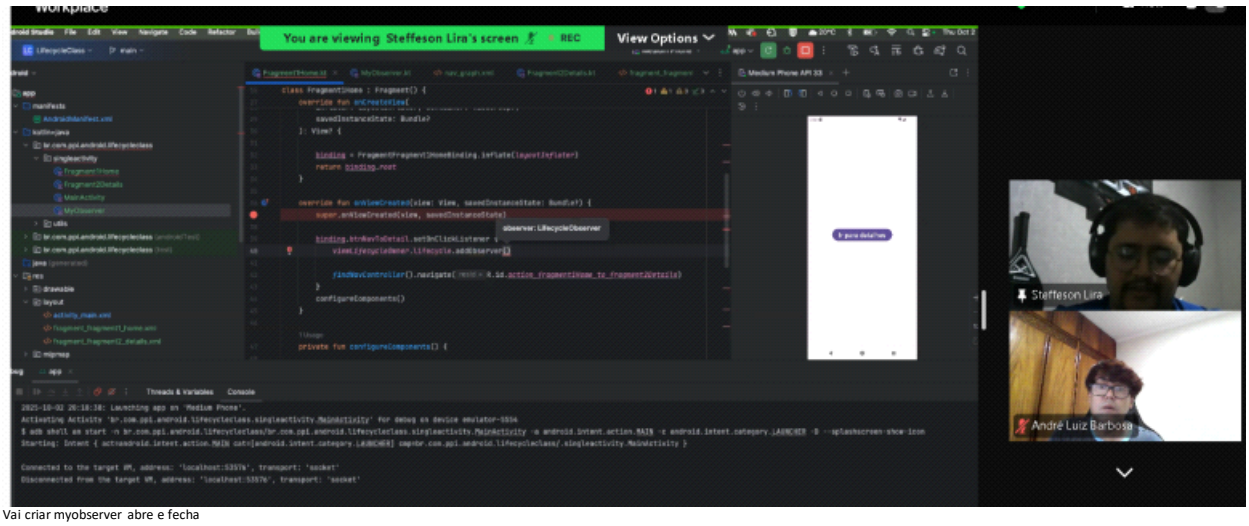


Do defaultLifeCycleObserver

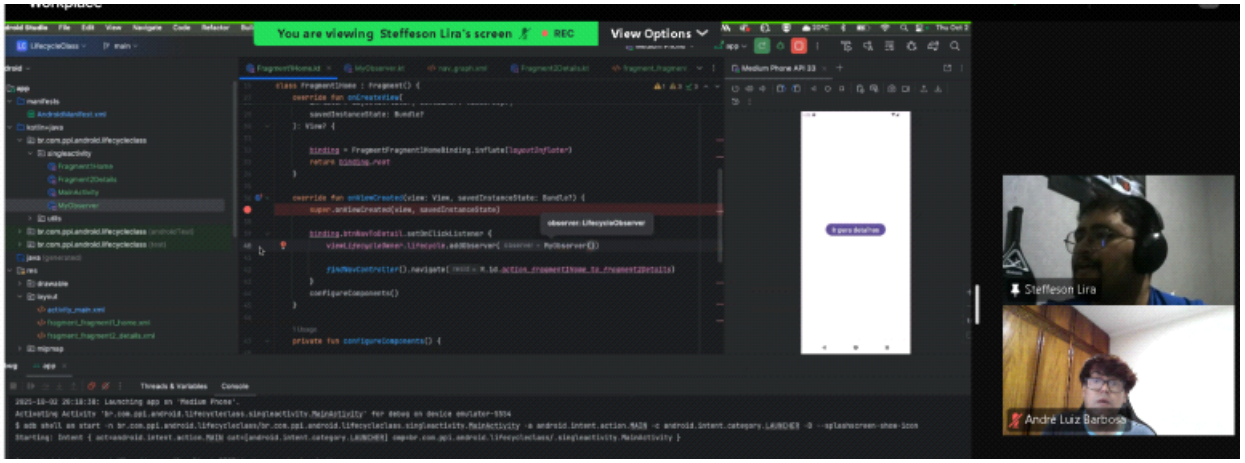


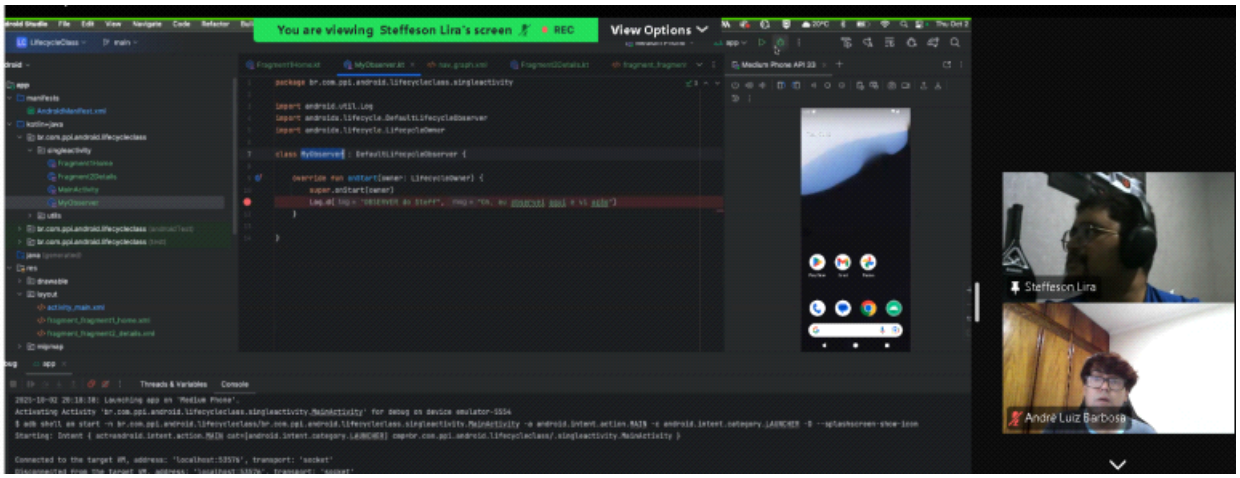
No lugar de observer do Staff vai ser Observer do /abdrehlb



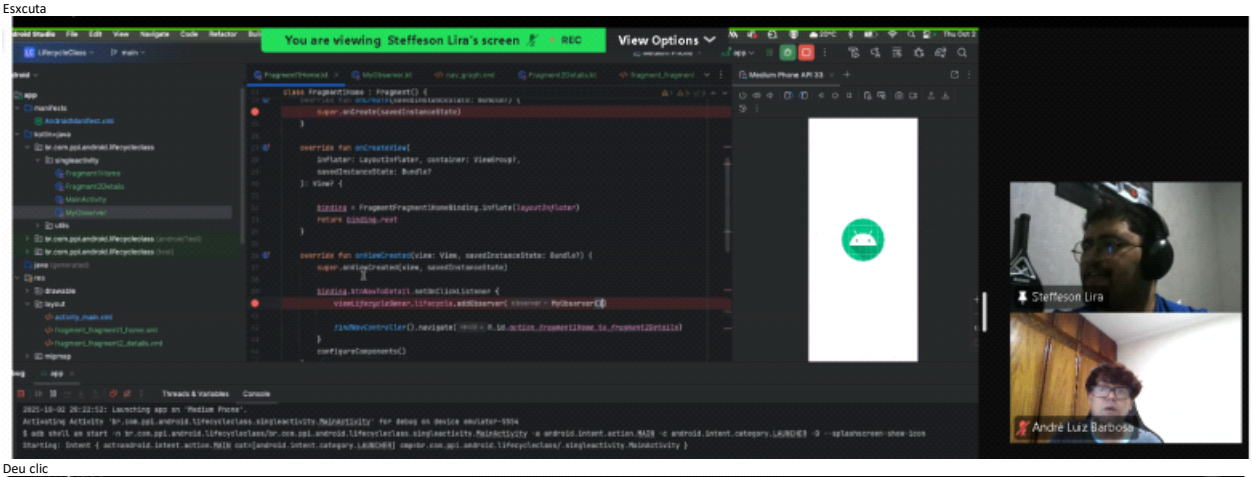


Vai criar myobserver abre e fecha

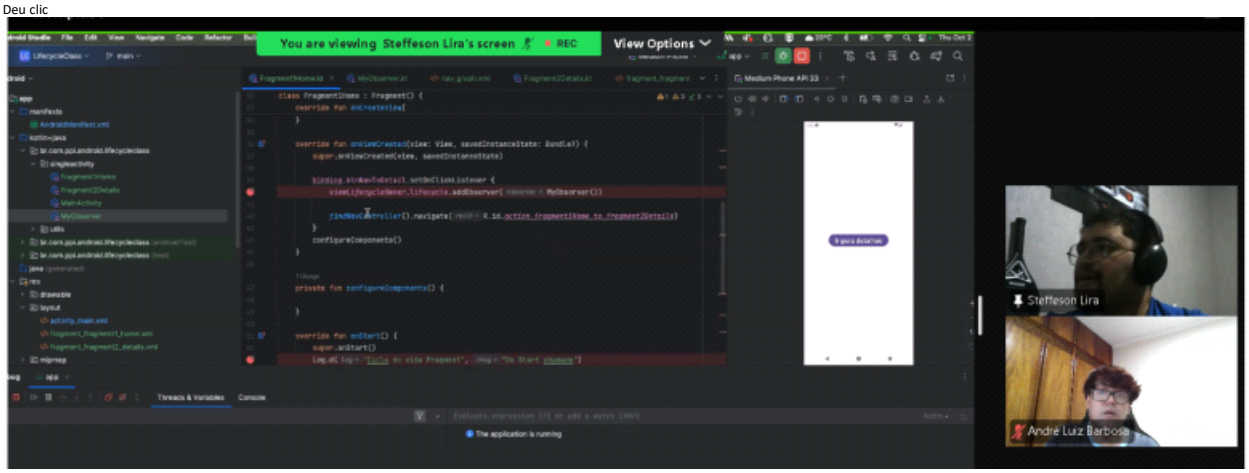


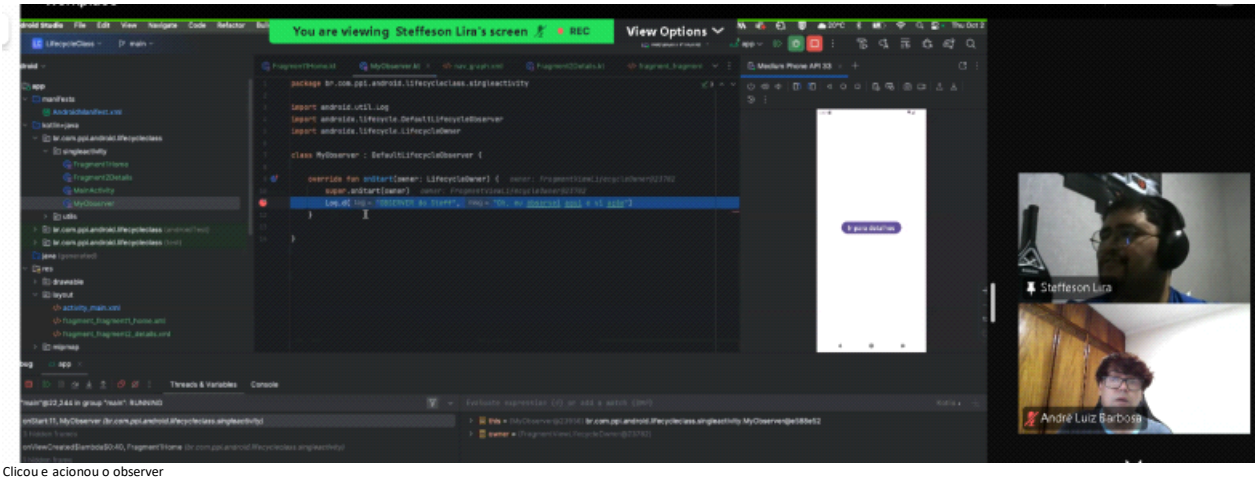


Esxcuta

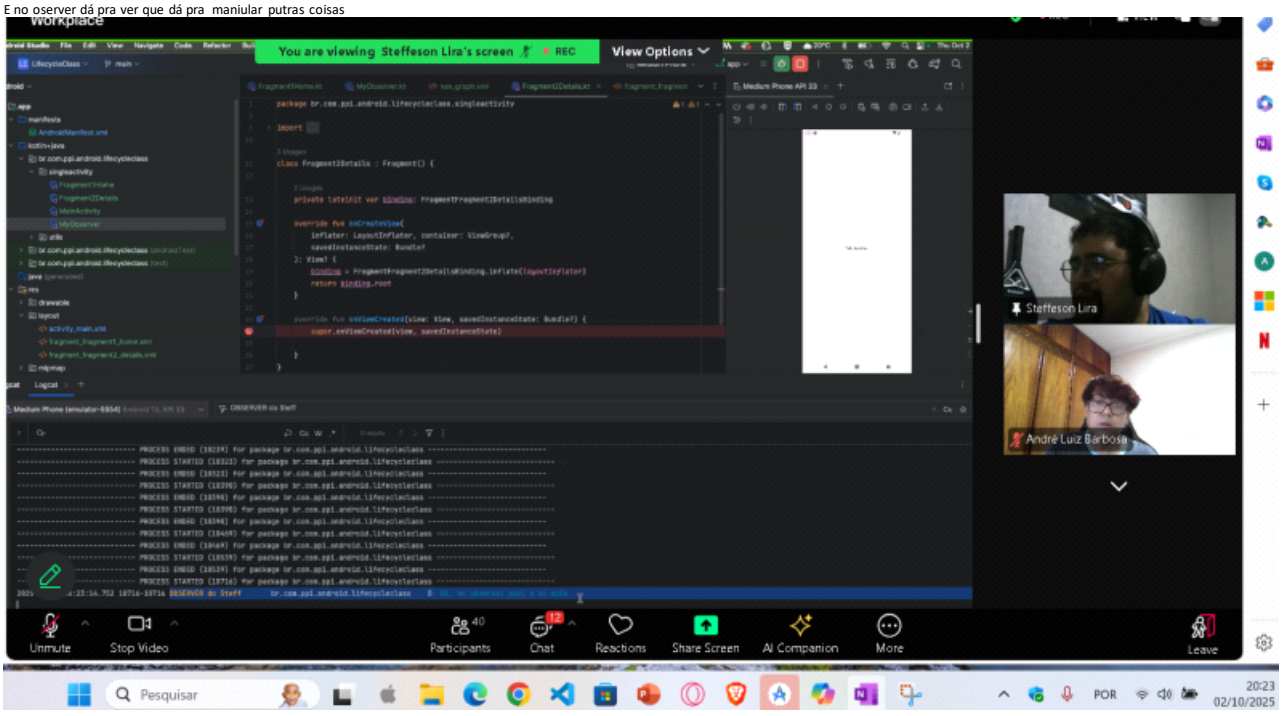


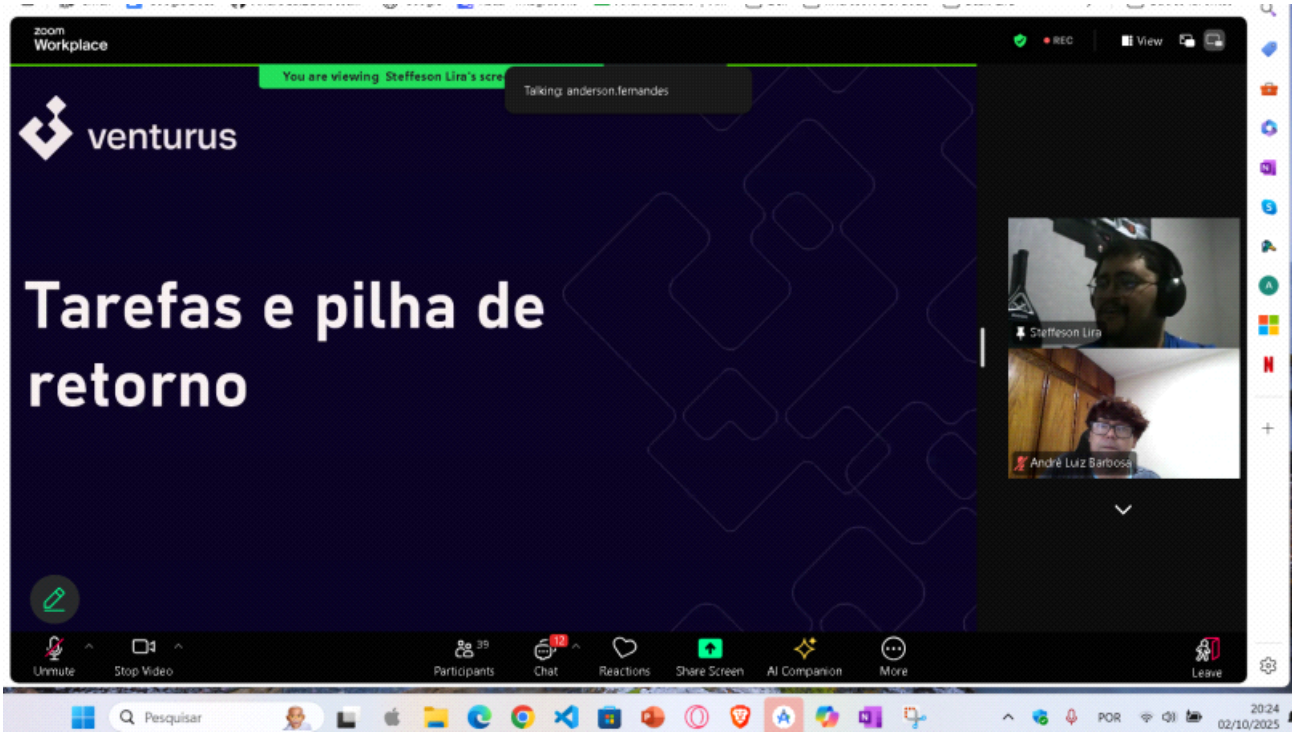
Deu clic

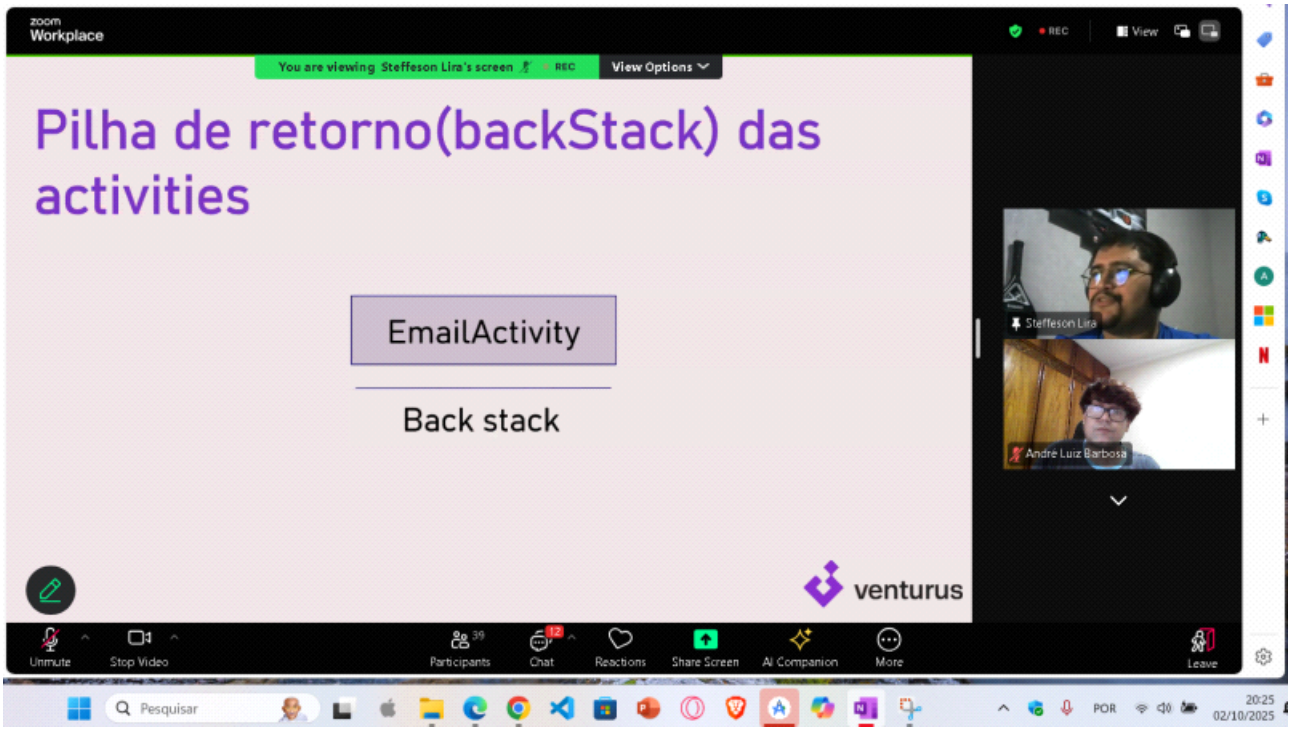


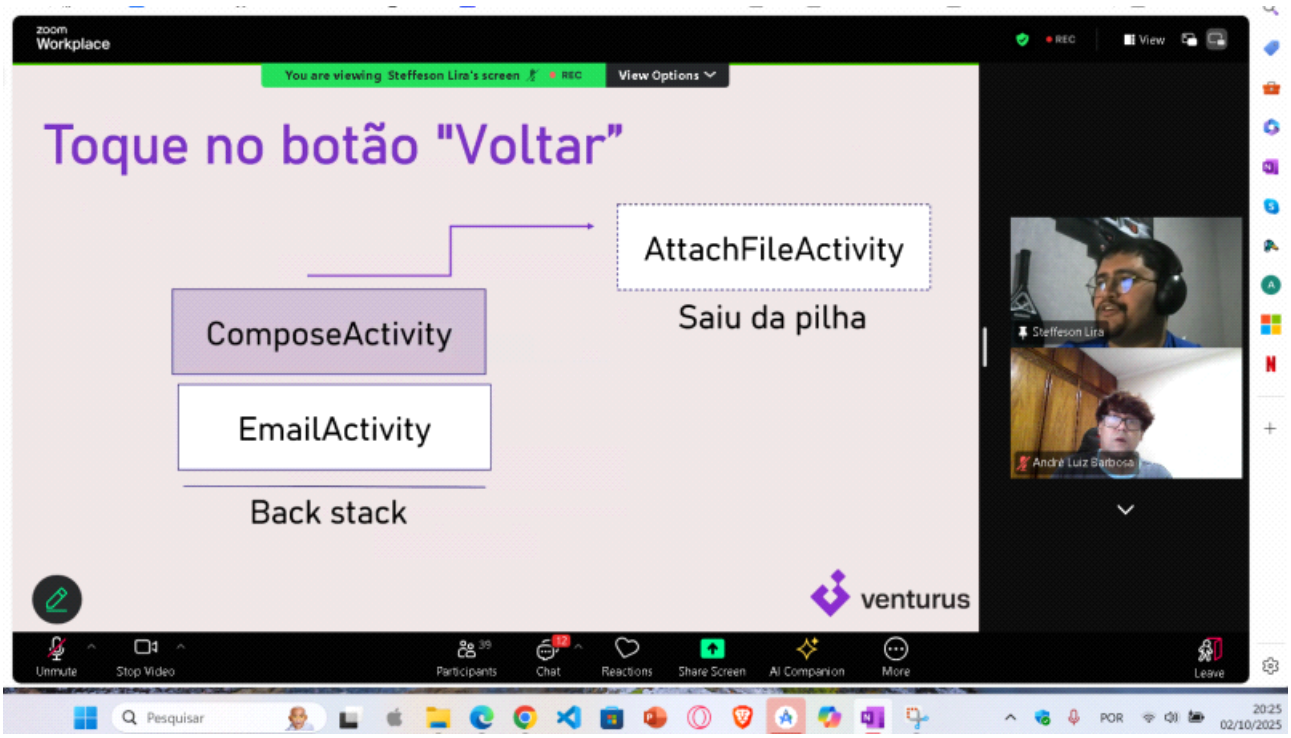


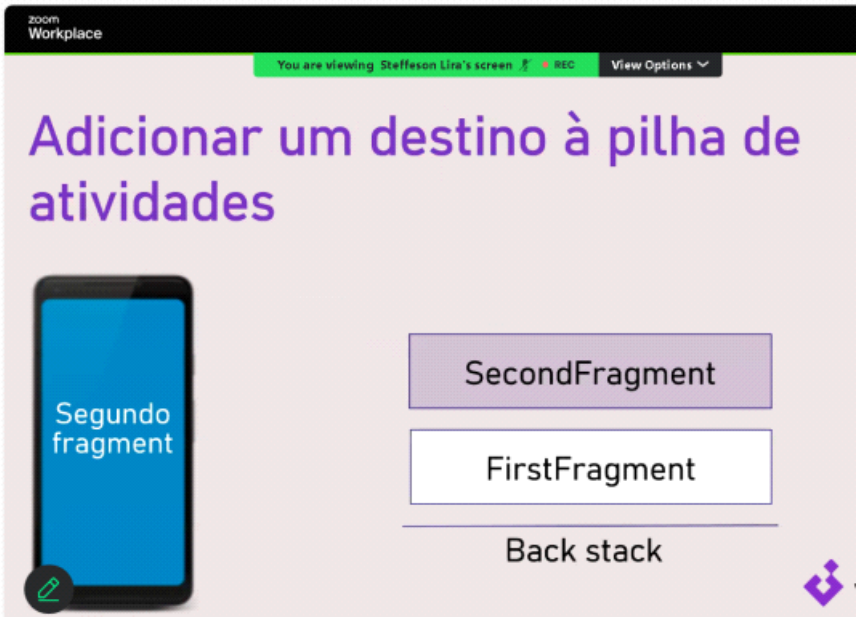
Clicou e acionou o observer
E no oserver dá pra ver que dá pra maniular putras coisas



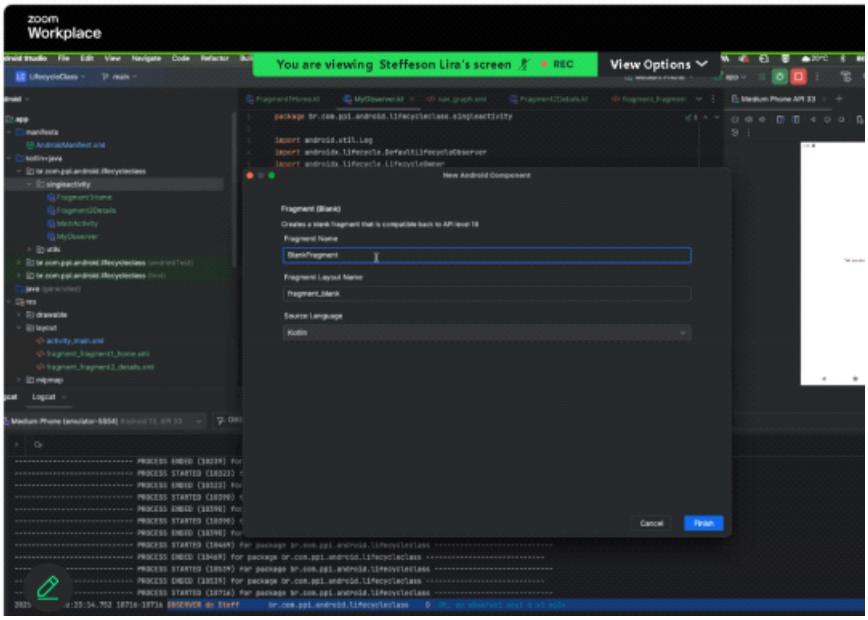


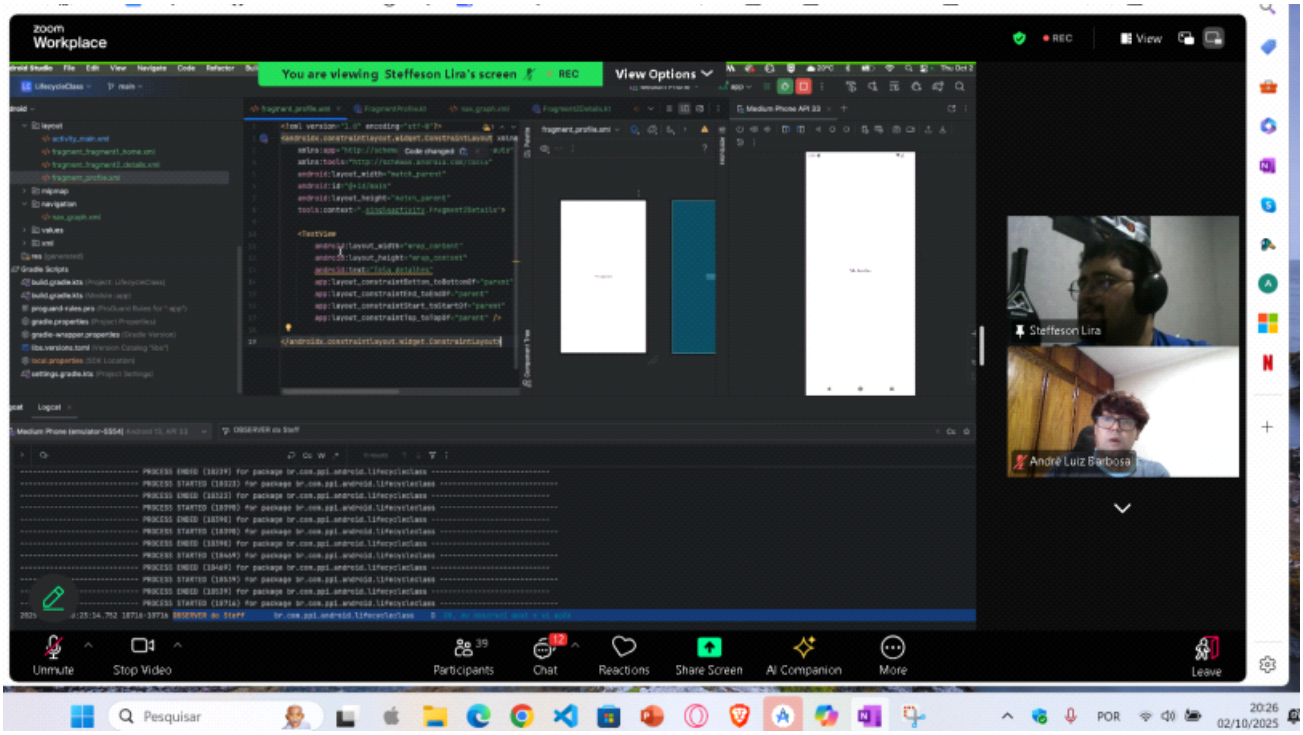

zoom Workplace
You are viewing Steffeson Lira's screen
View Options
Pilha de retorno(backStack) das activities
EmailActivity
Back stack
venturus
Steffeson Lira
André Luiz Barbosa
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave


zoom Workplace
You are viewing Steffeson Lira's screen
View Options
Toque no botão "Voltar"
AttachFileActivity
Saiu da pilha
ComposeActivity
EmailActivity
Back stack
venturus
Steffeson Lira
André Luiz Barbosa
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave

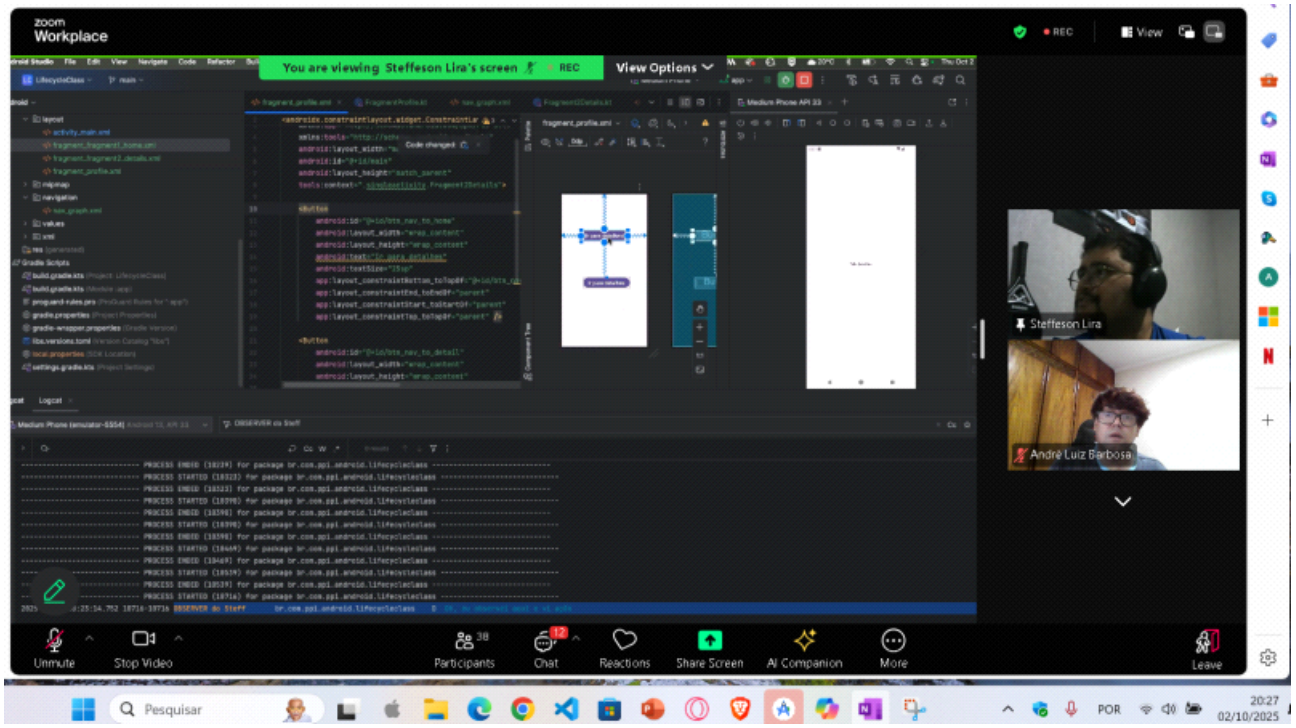


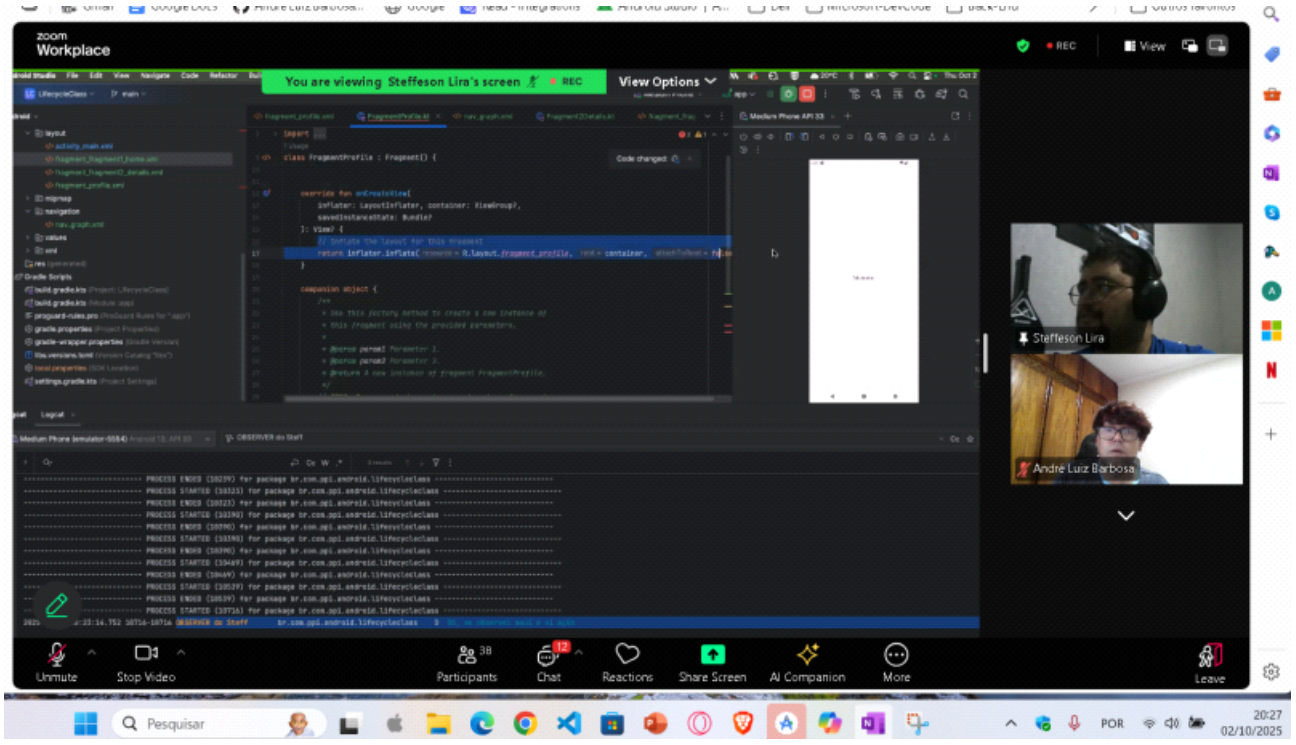
Vai criar o 3o fragment



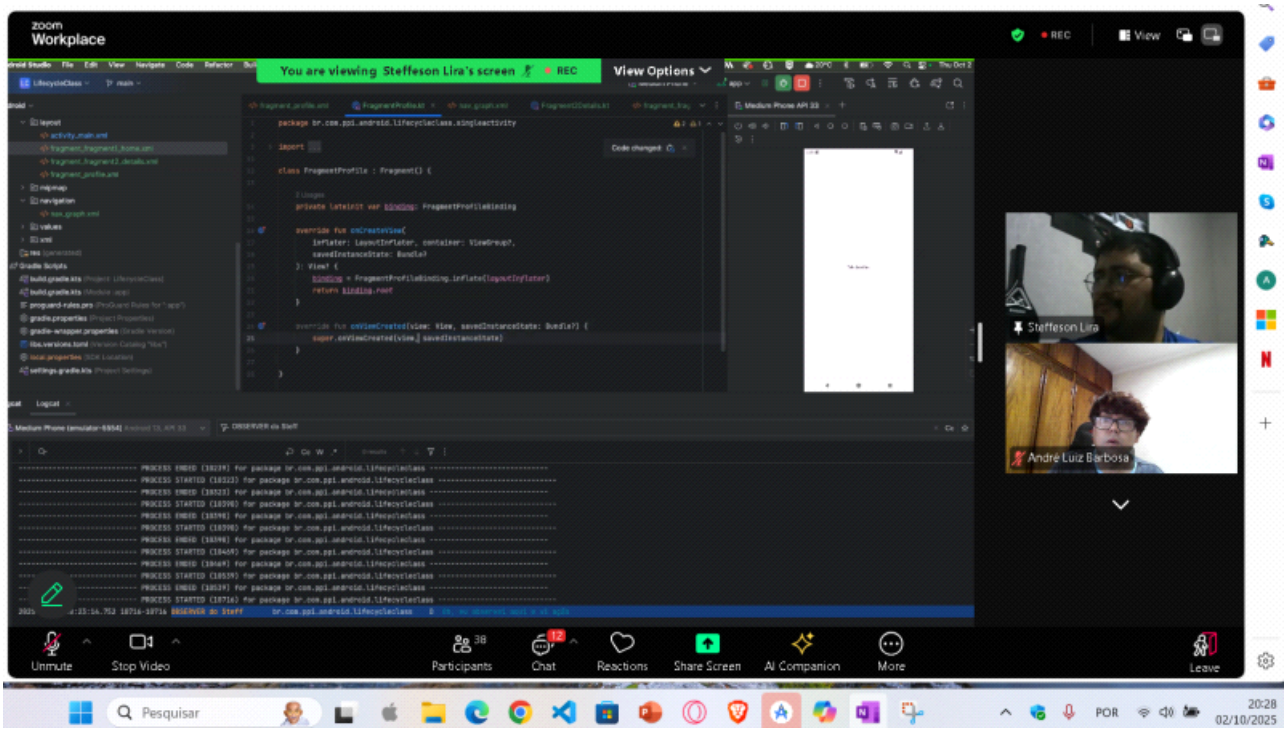


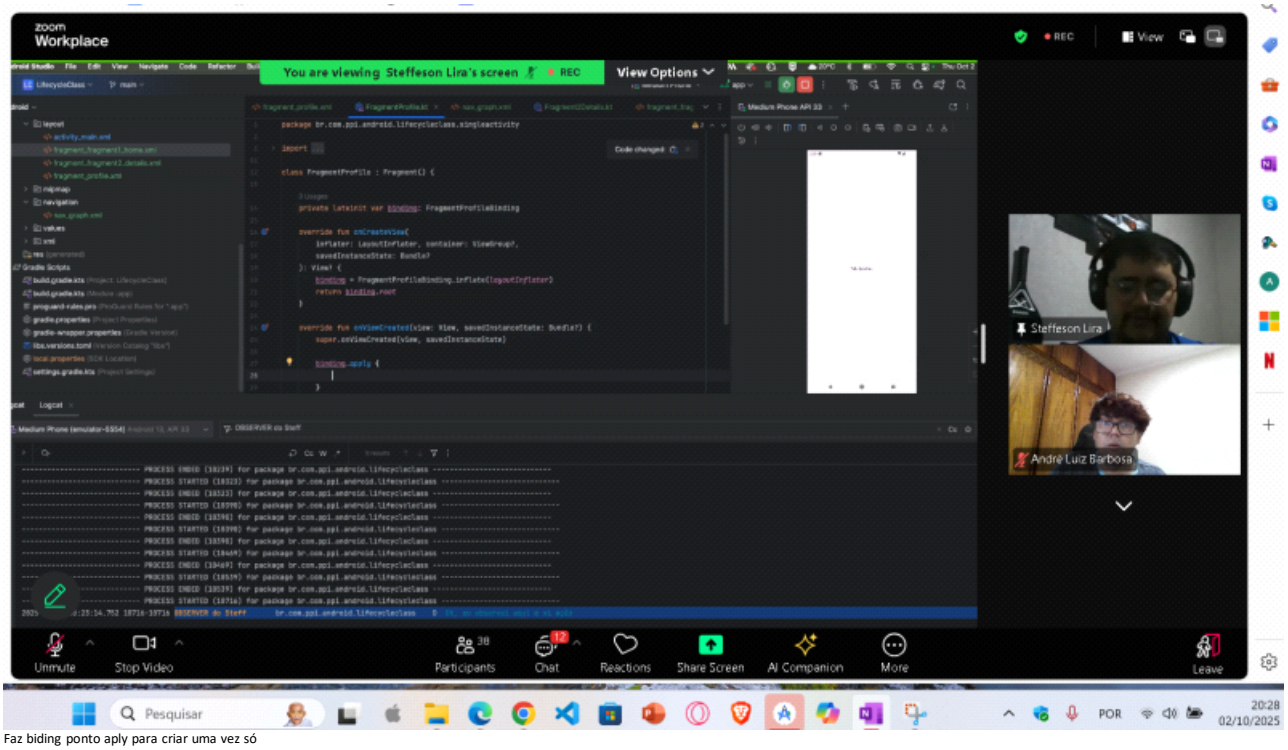
Vai trocar o text view para querer dois ovbtoes para gomhome e detail



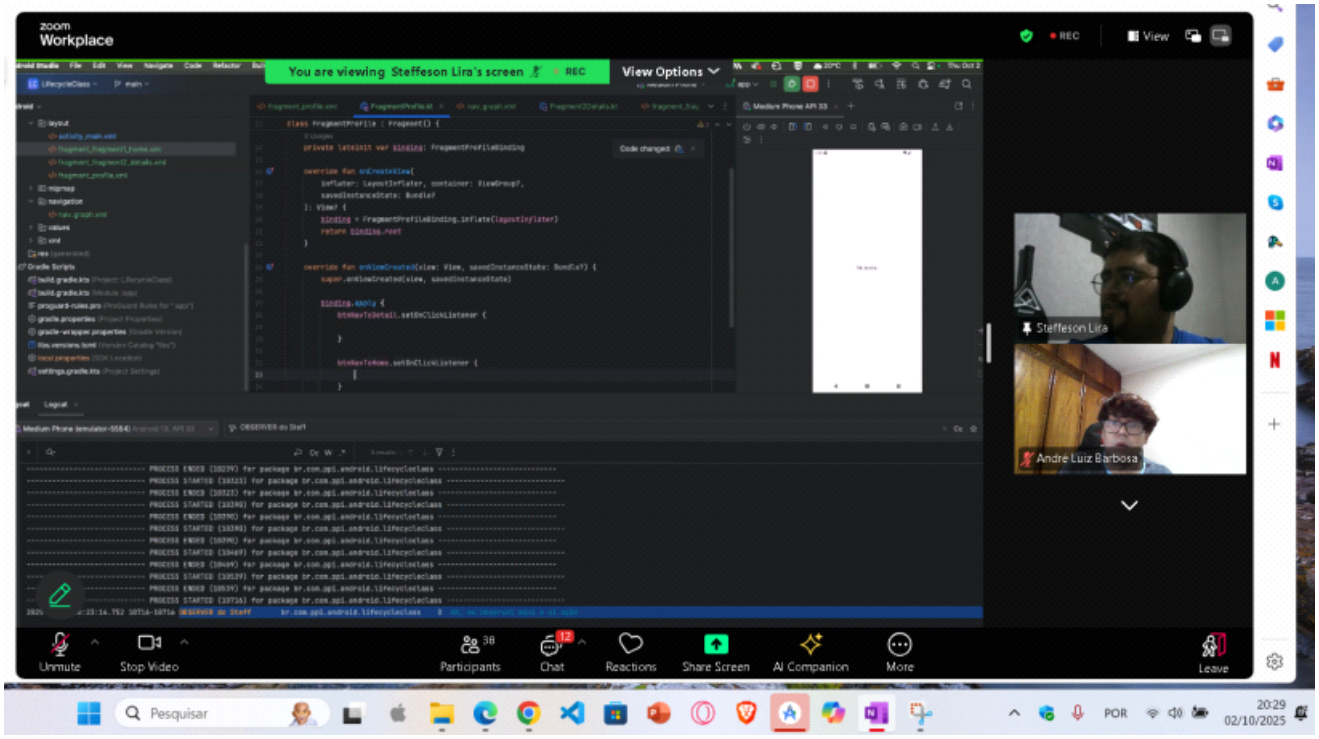


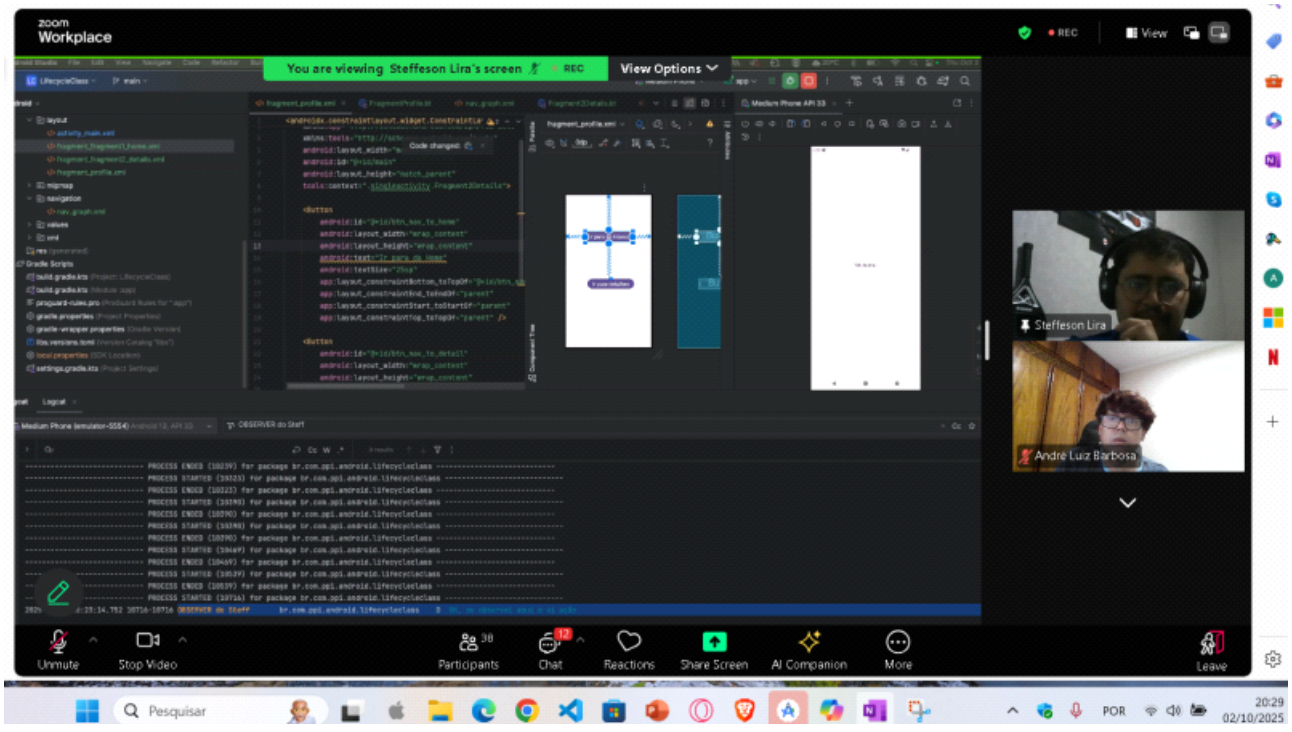
Biding pega do outro exemplo



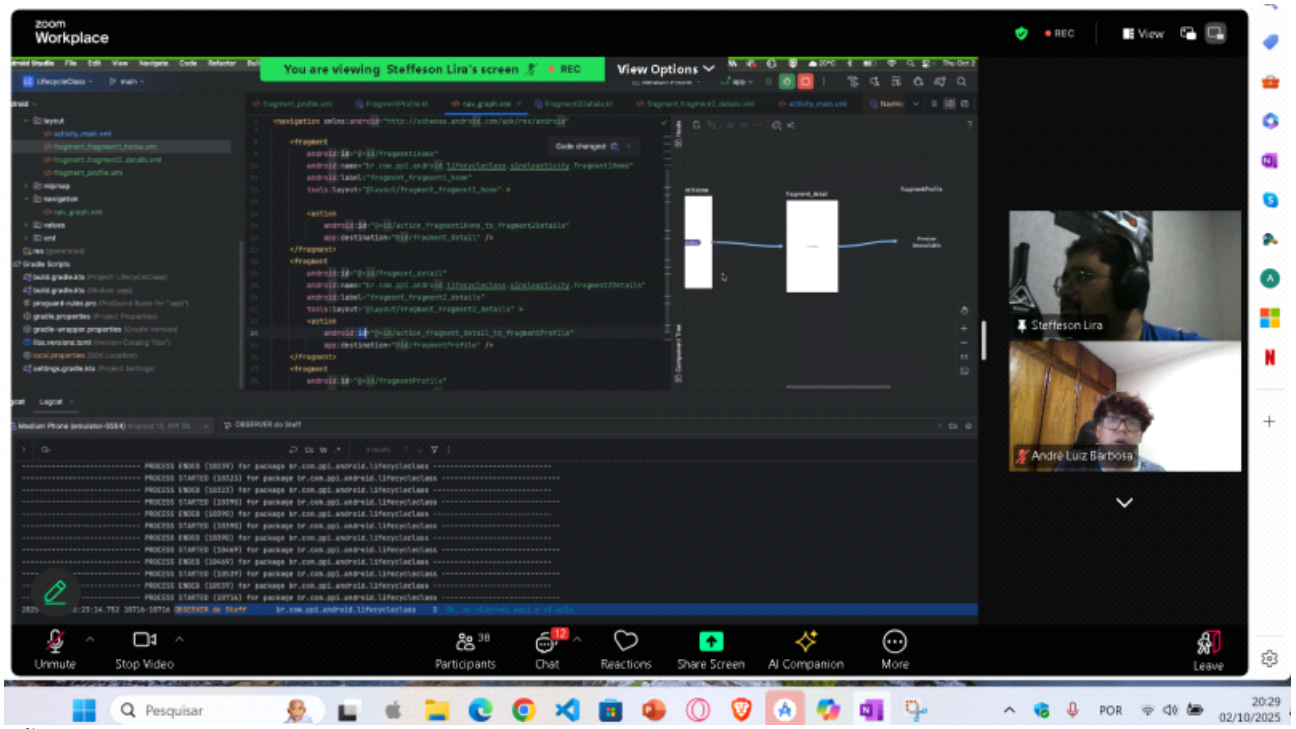


Faz biding ponto aply para criar uma vez só

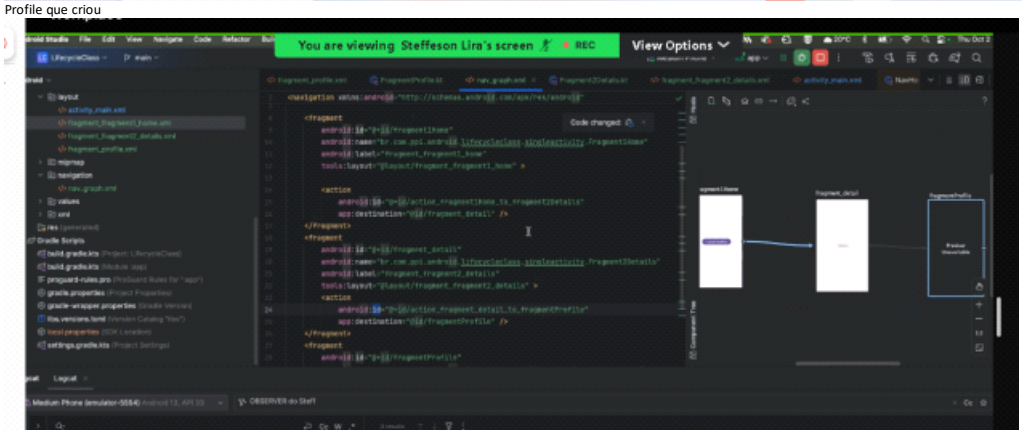




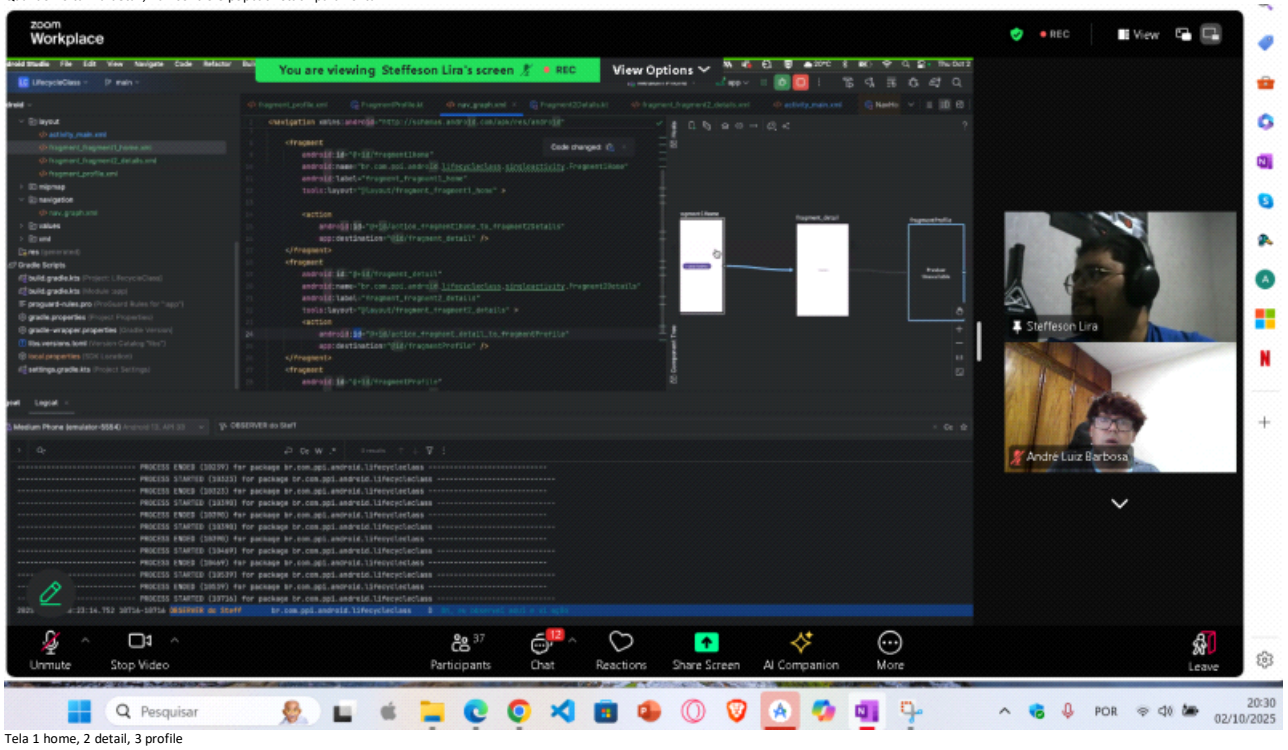
Agora navegar de uma tela para outrwa, tem que add a tela no profile
Ligacoa direta oara ele
Criou outro action



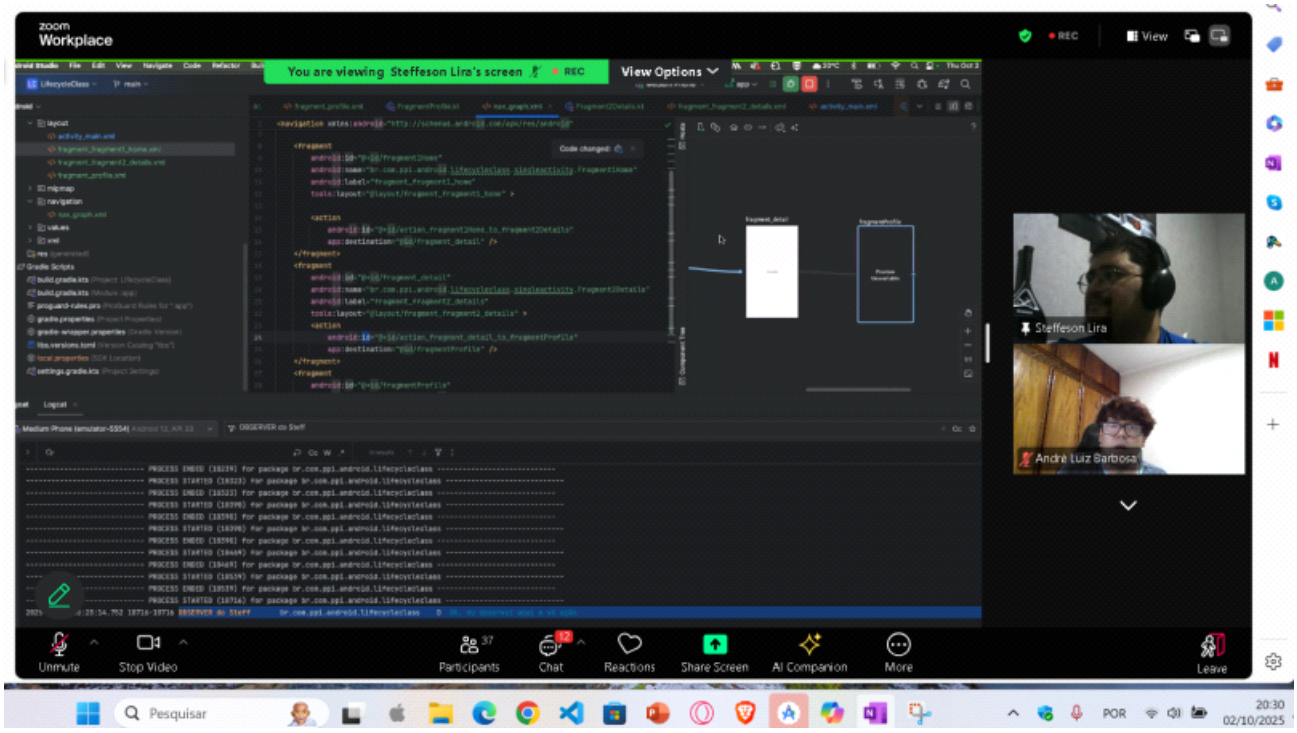
Profile que criou

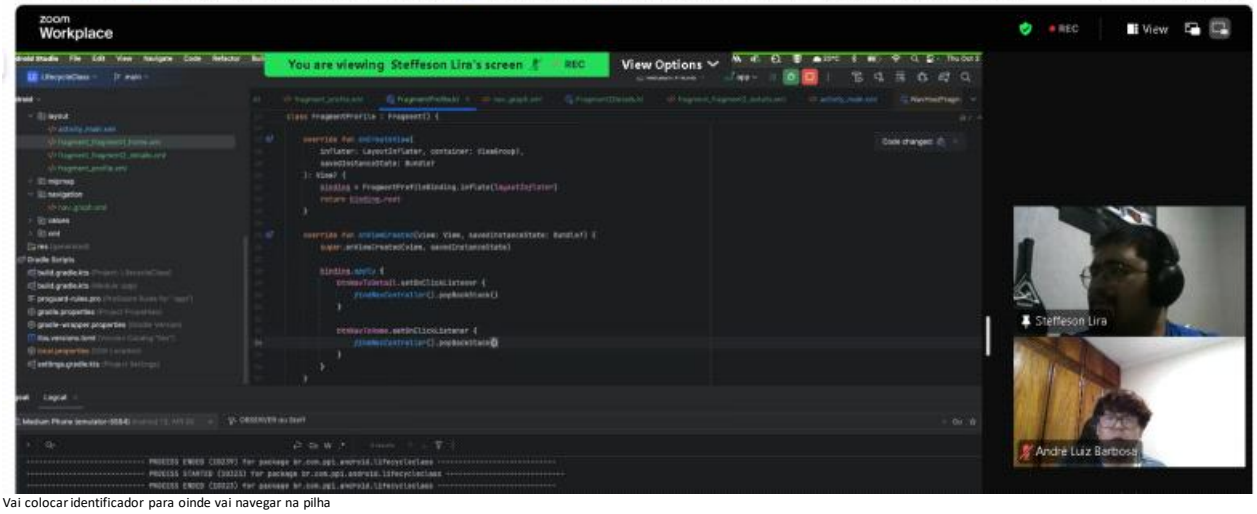


Quando voltar na detail, nav.controle popback stack para voiltar

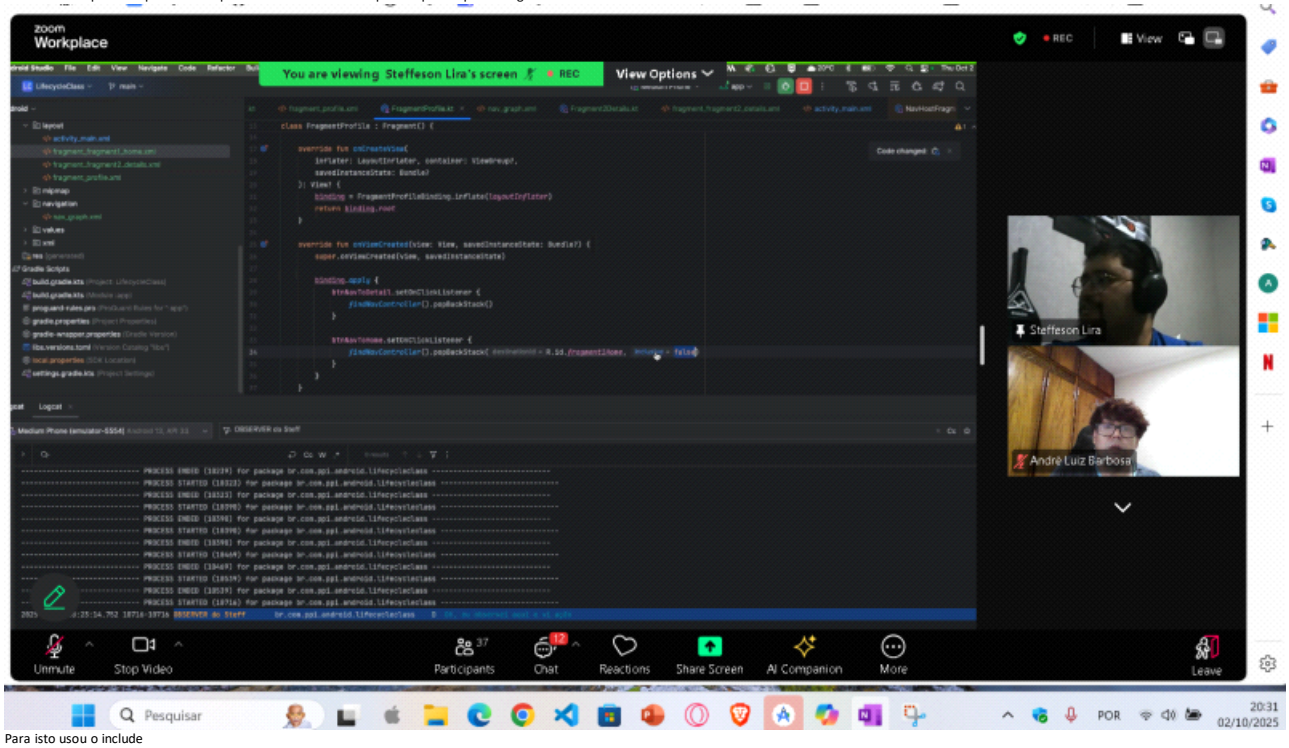


Tela 1 home, 2 detail, 3 profile



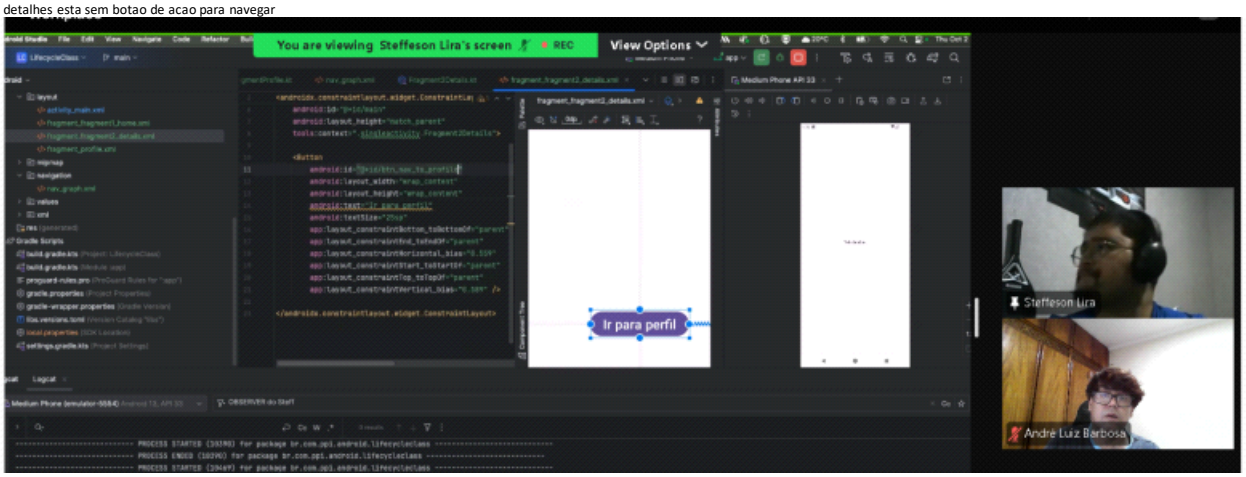


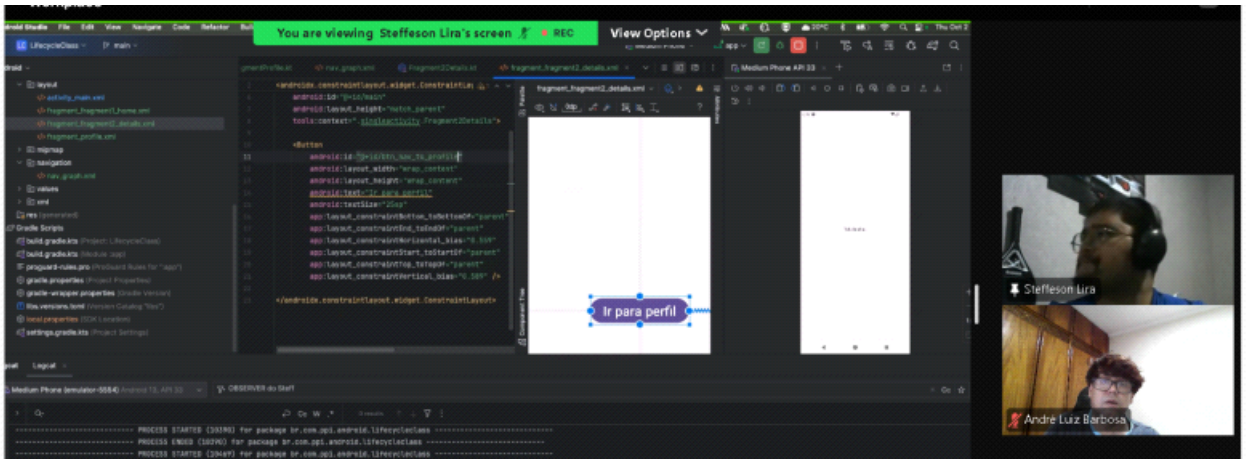
Vai colocar identificador para oinde vai navegar na pilha
Remove tudo que ta na pilha e volta para a tela no caso home que é a que se quer a fragment 1

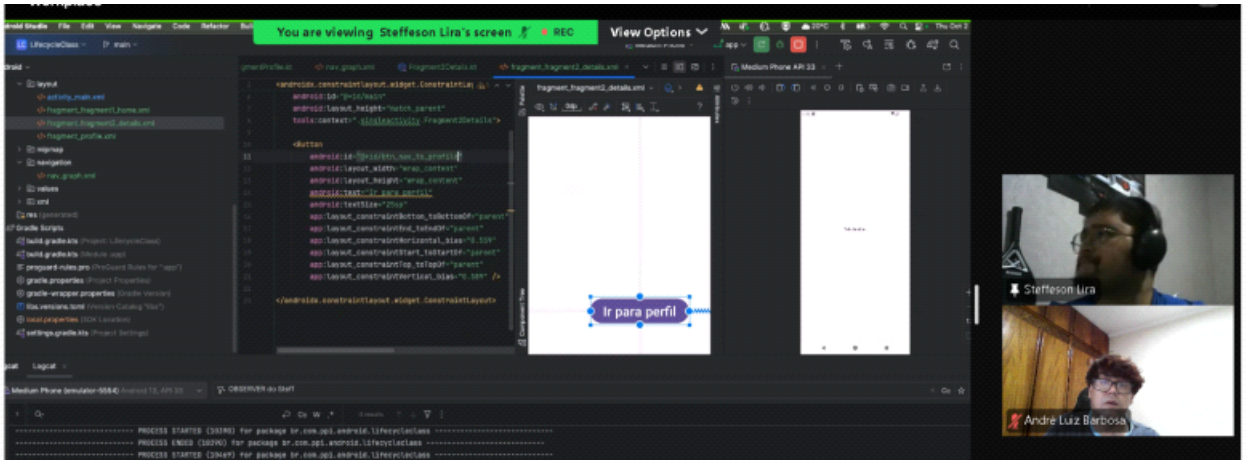


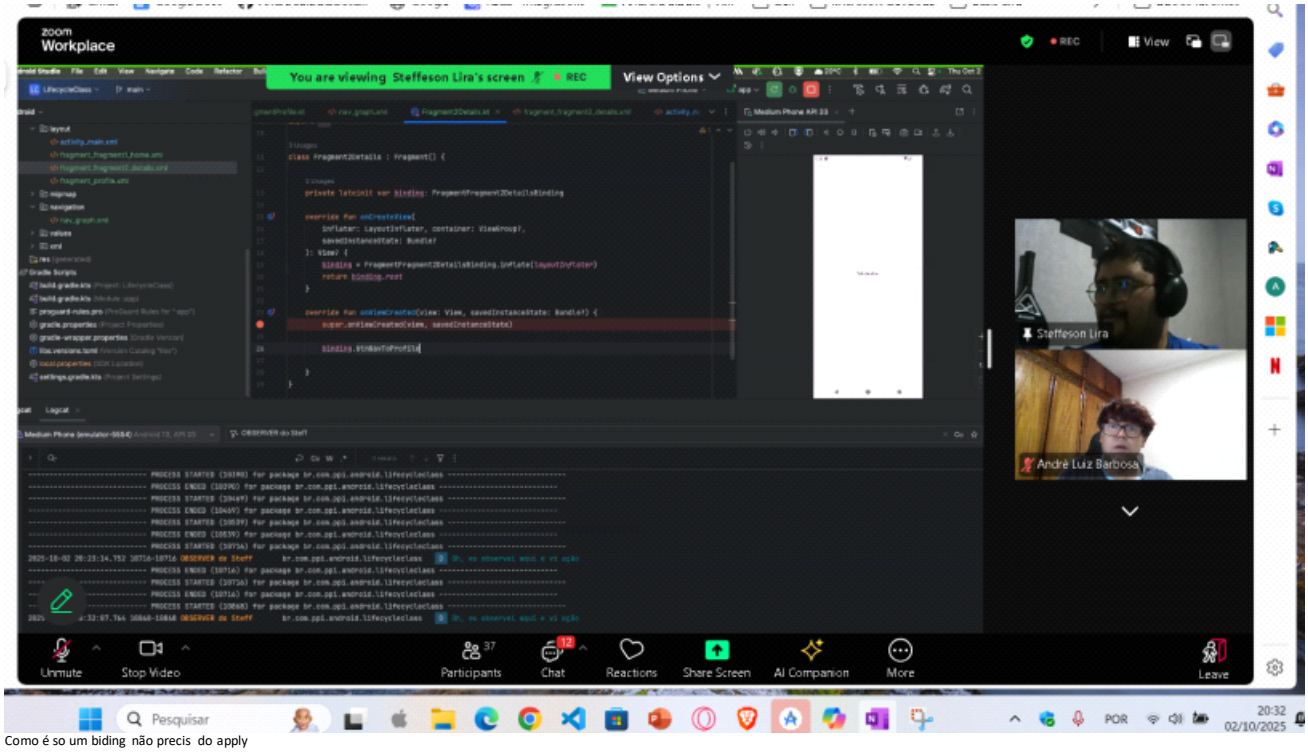
Para isto usou o include

Tem outras maneiras legais para fazer.
A detalhes esta sem botao de acao para navegar

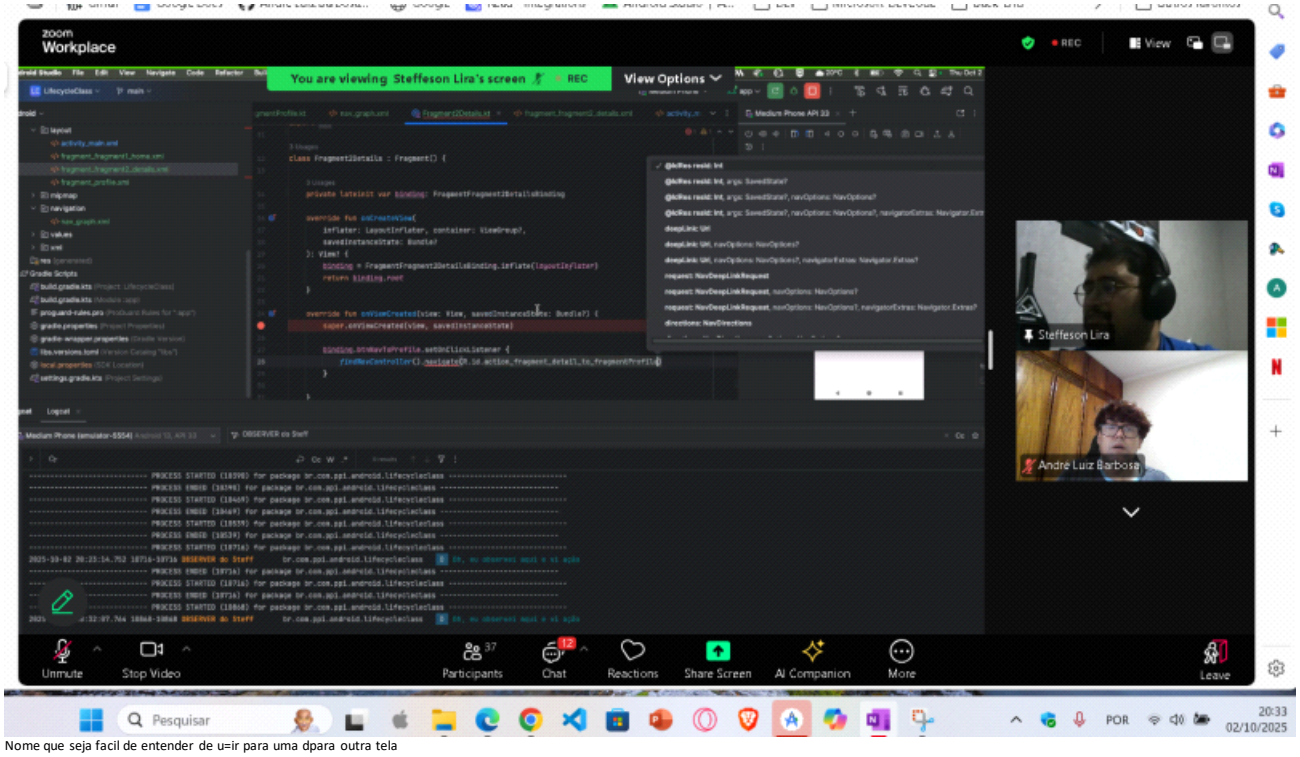




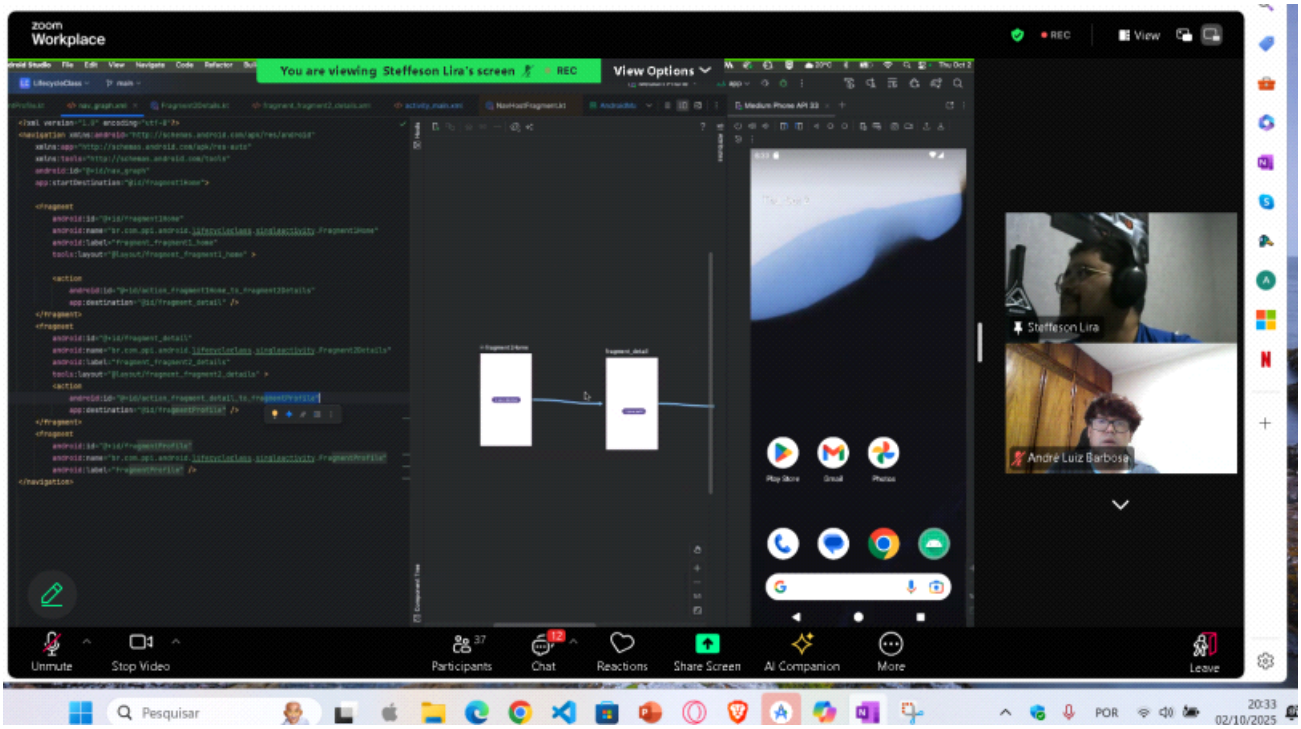


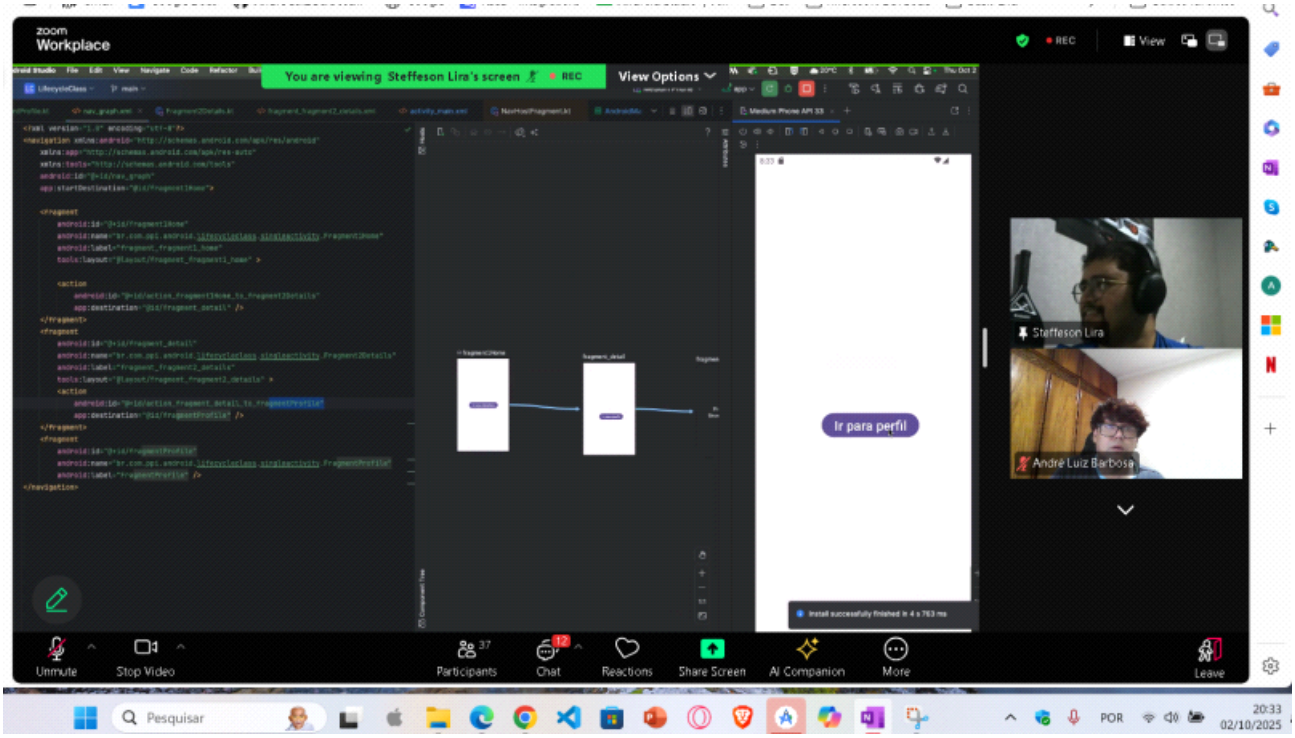


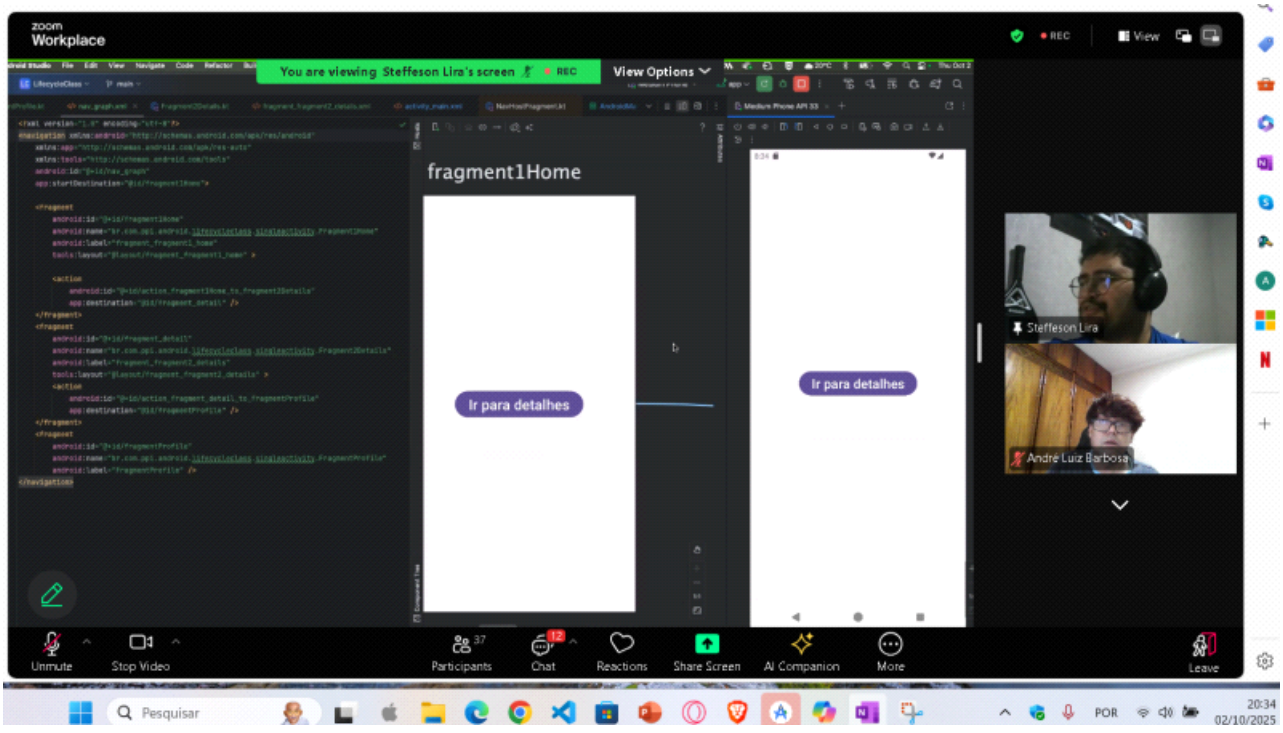
Como é so um biding não precis do apply



Nome que seja facil de entender de u=ir para uma dpara outra tela


zoom
Workplace
You are viewing Steffeson Lira's screen
REC
View Options
View
Steffeson Lira
André Luiz Barbosa
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave
Pesquisar
POR
20:33
02/10/2025


zoom
Workplace
You are viewing Steffeson Lira's screen
REC
View Options
View
Ir para perfil
Steffeson Lira
André Luiz Barbosa
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave
Pesquisar
POR
20:33
02/10/2025


zoom
Workplace
You are viewing Steffeson Lira's screen
REC
View Options
fragment1Home
Ir para detalhes
Ir para detalhes
Steffeson Lira
Andre Luiz Barbosa
Unmute
Stop Video
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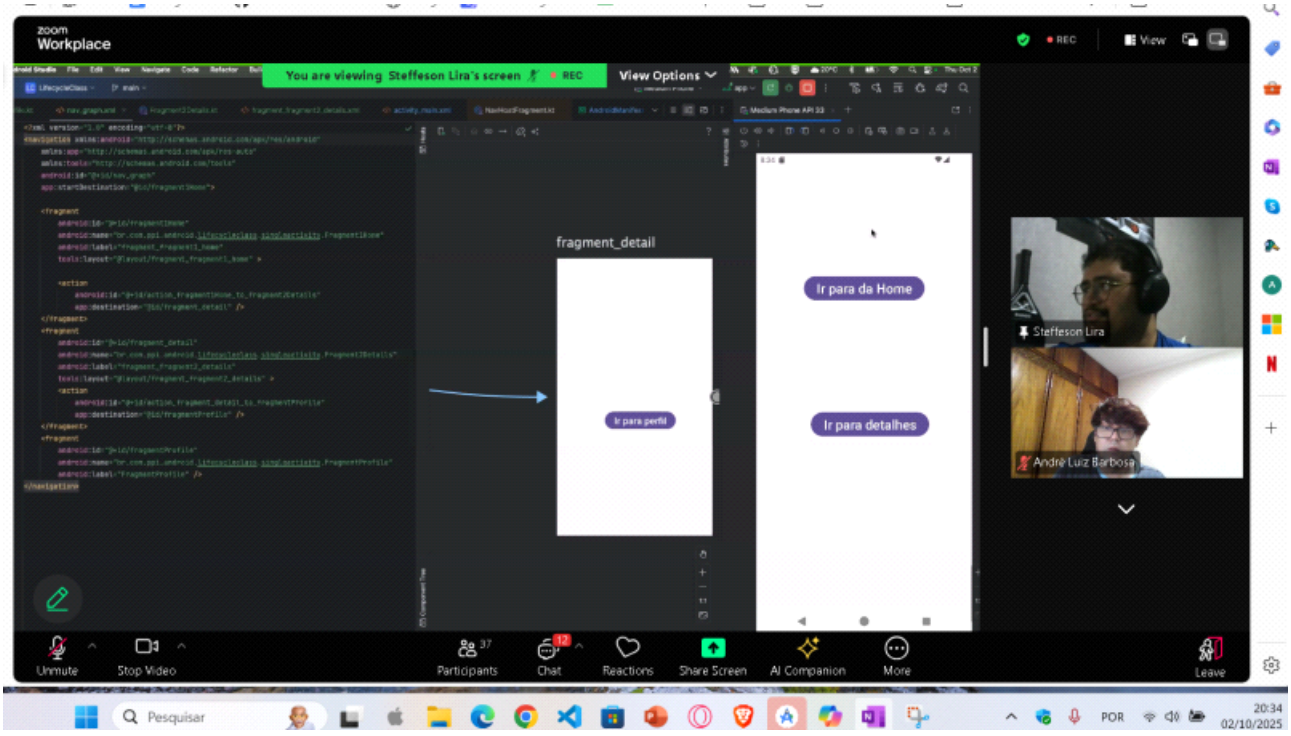
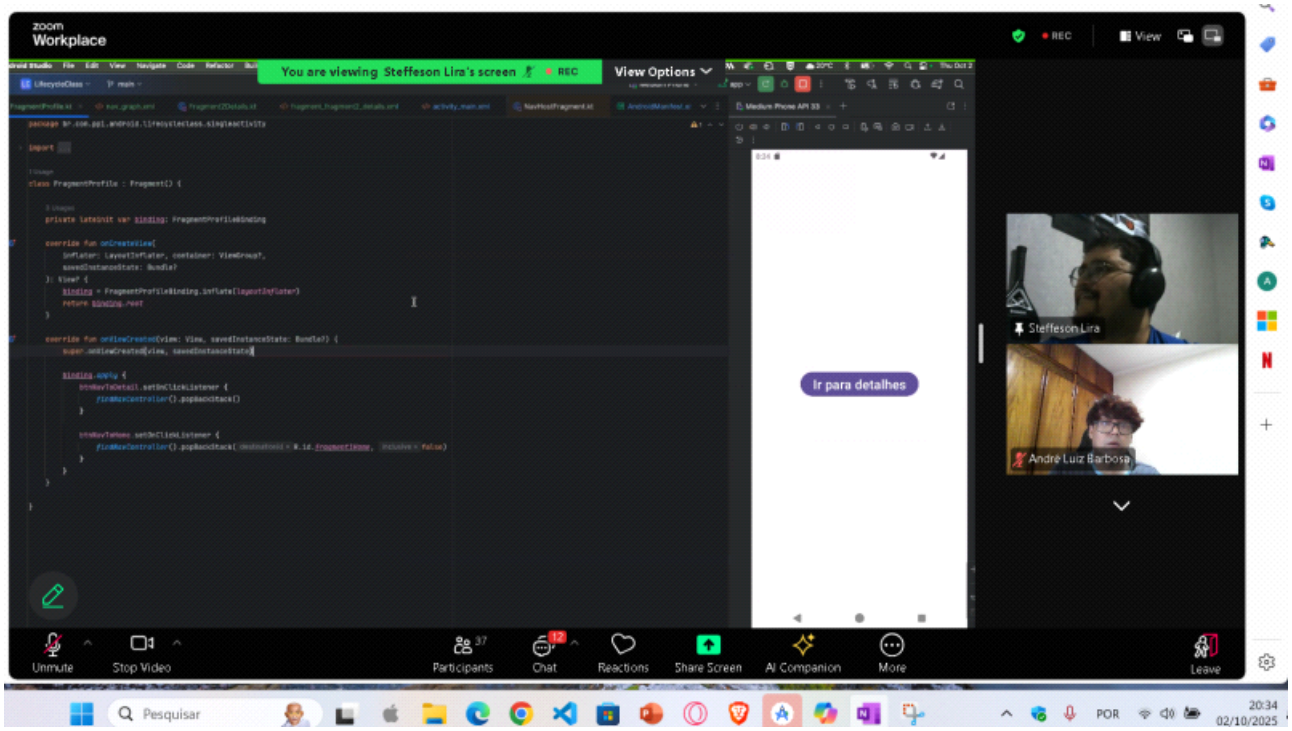
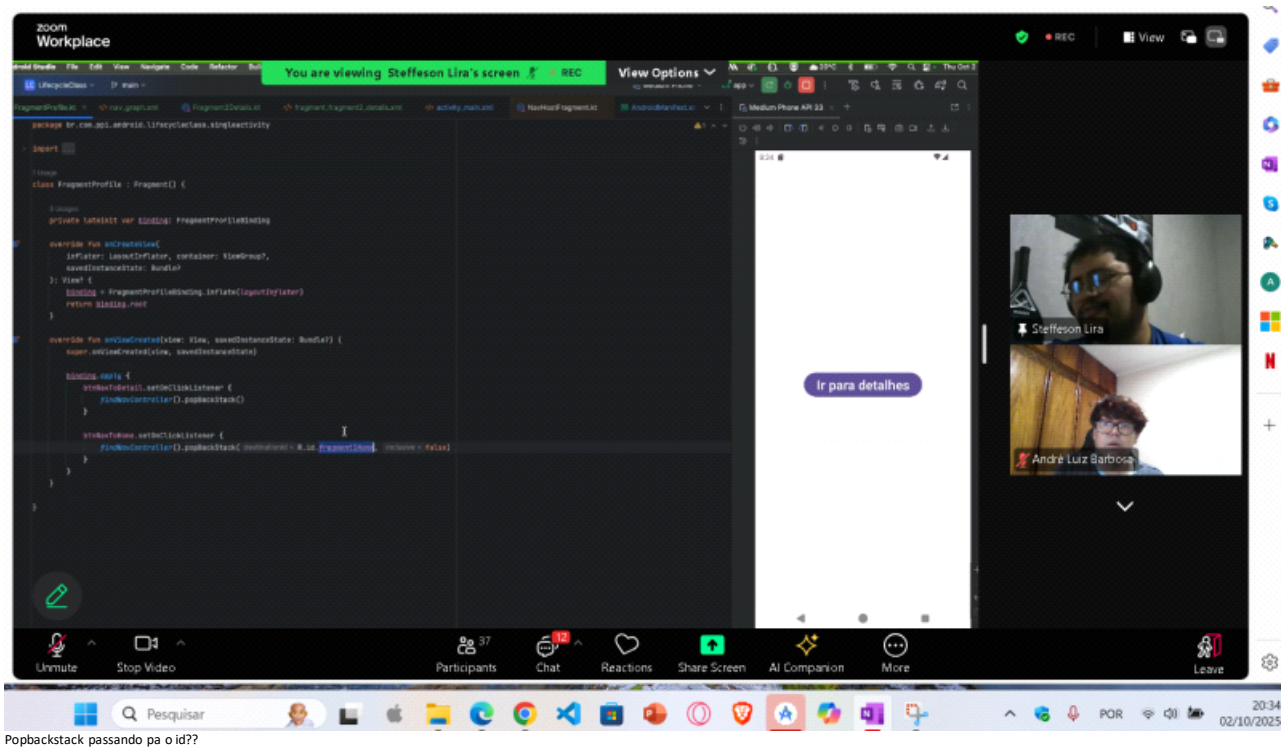
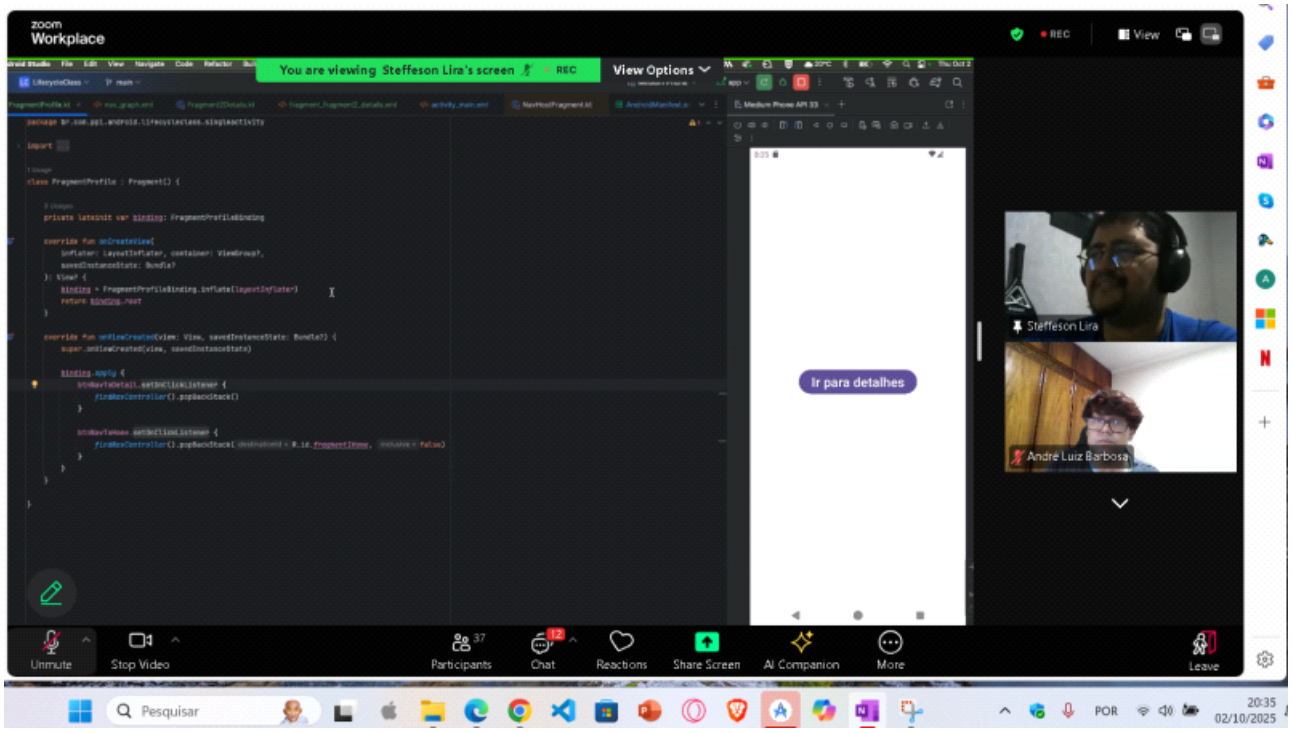
Chat
Reactions
Share Screen
AI Companion
More
Leave
Pesquisar
POR
20:34
02/10/2025


zoom
Workplace
You are viewing Steffeson Lira's screen
REC
View Options
fragment_detail
Ir para perfil
Ir para da Home
Ir para detalhes
Steffeson Lira
Andre Luiz Barbosa
Unmute
Stop Video
Participants
Chat
Reactions
Share Screen
AI Companion
More
Leave
Pesquisar
POR
20:34
02/10/2025





Popbackstack passando pa o id??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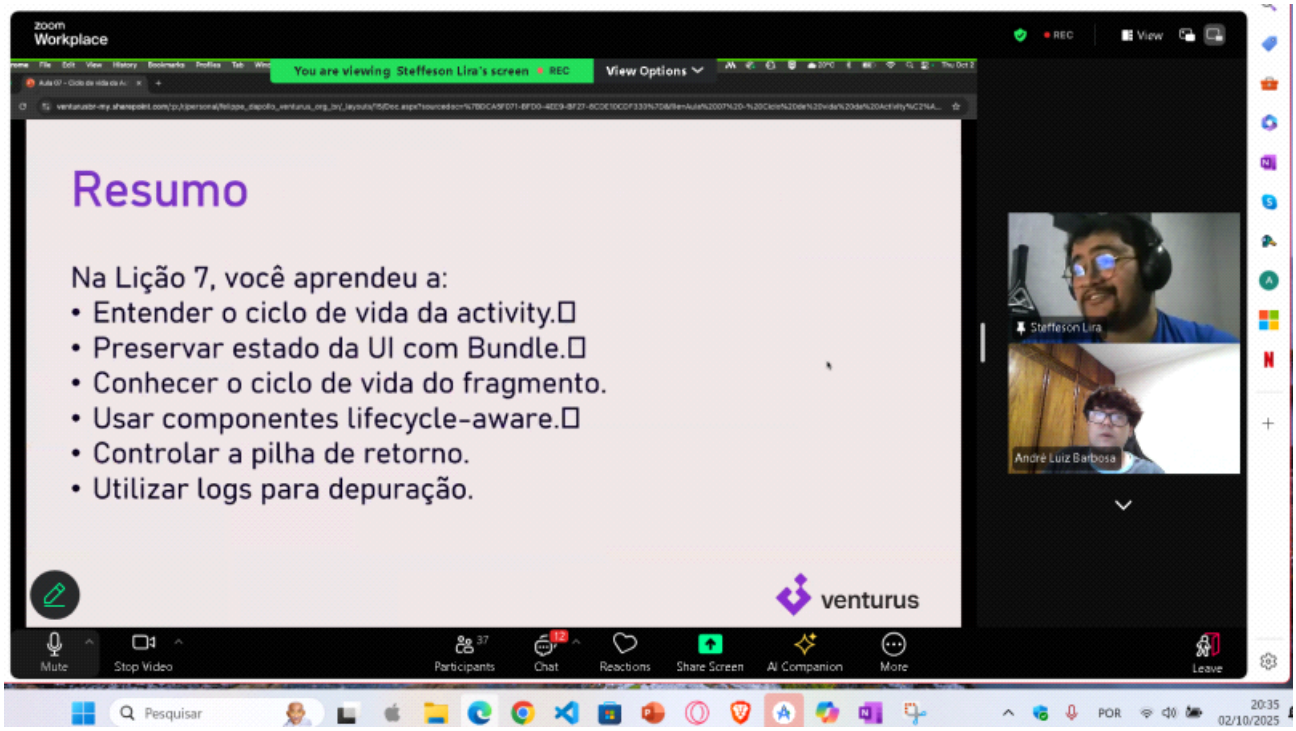
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• Entender o ciclo de vida da activity.
• Preservar estado da UI com Bundle.
• Conhecer o ciclo de vida do fragmento.
• Usar componentes lifecycle-aware.
• Controlar a pilha de retorno.
• Utilizar logs para depuração.
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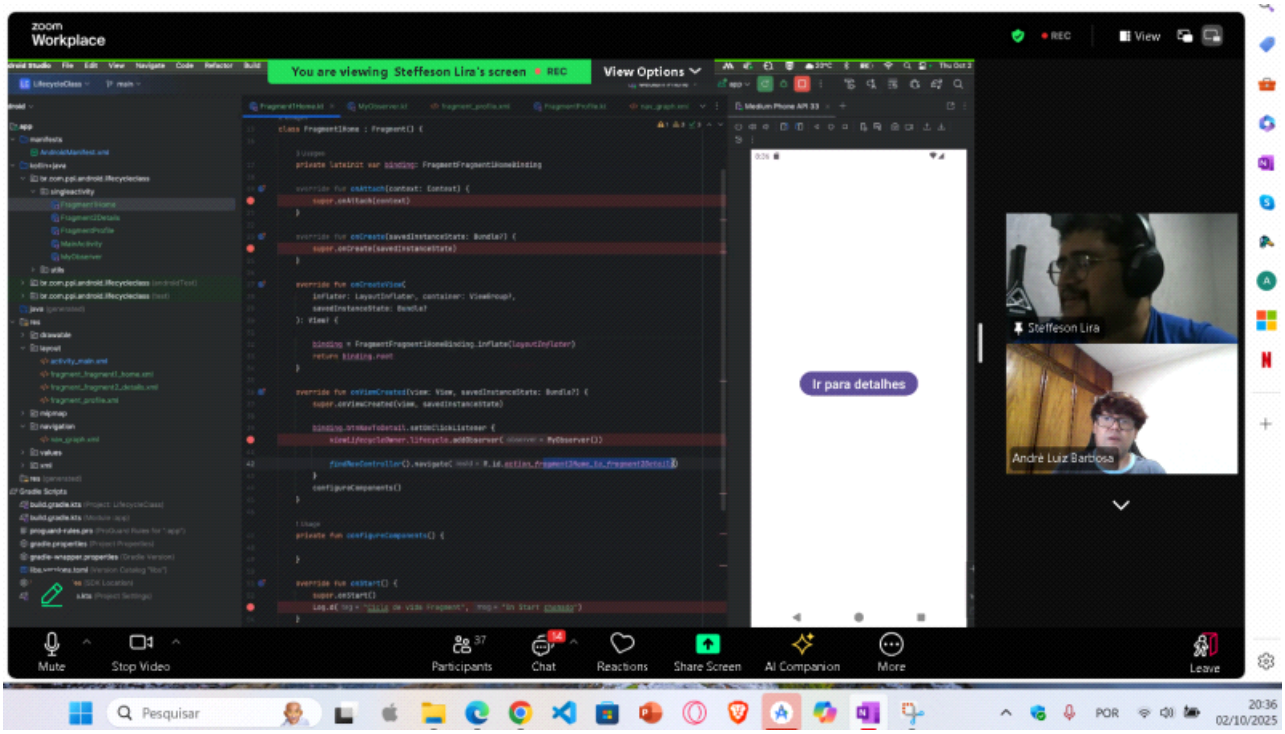
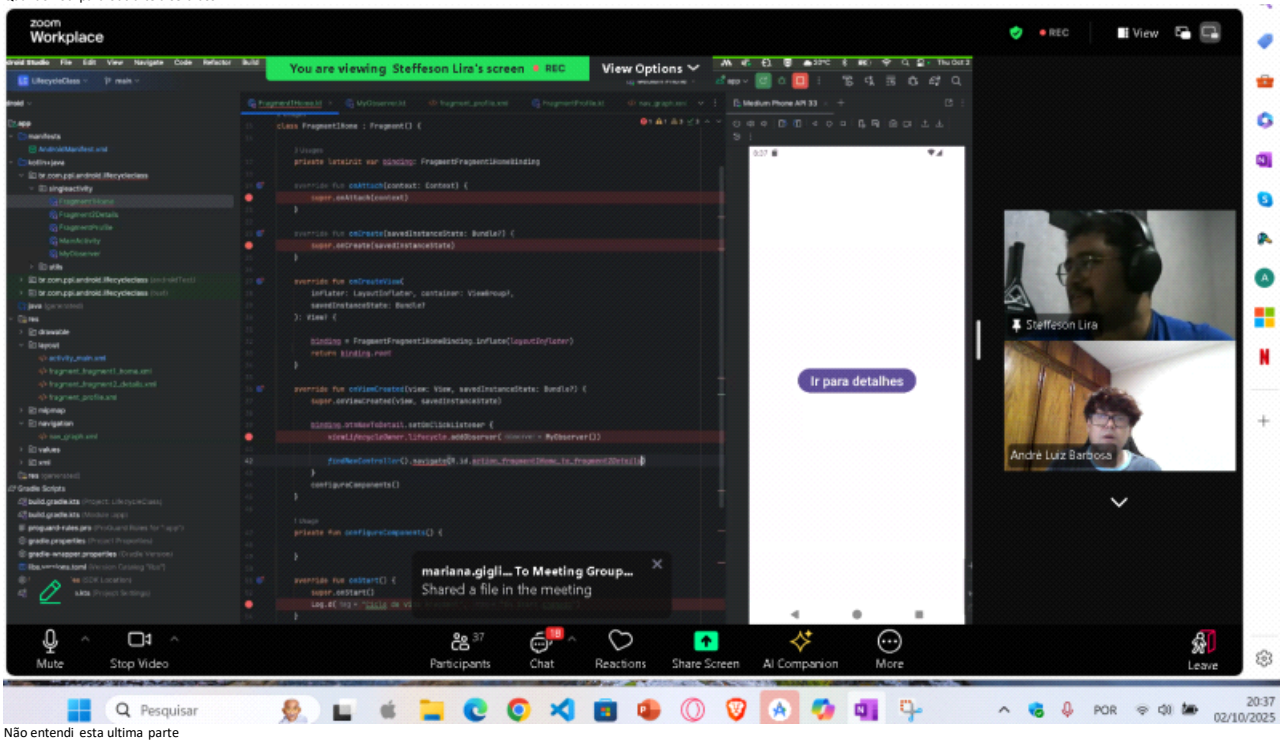
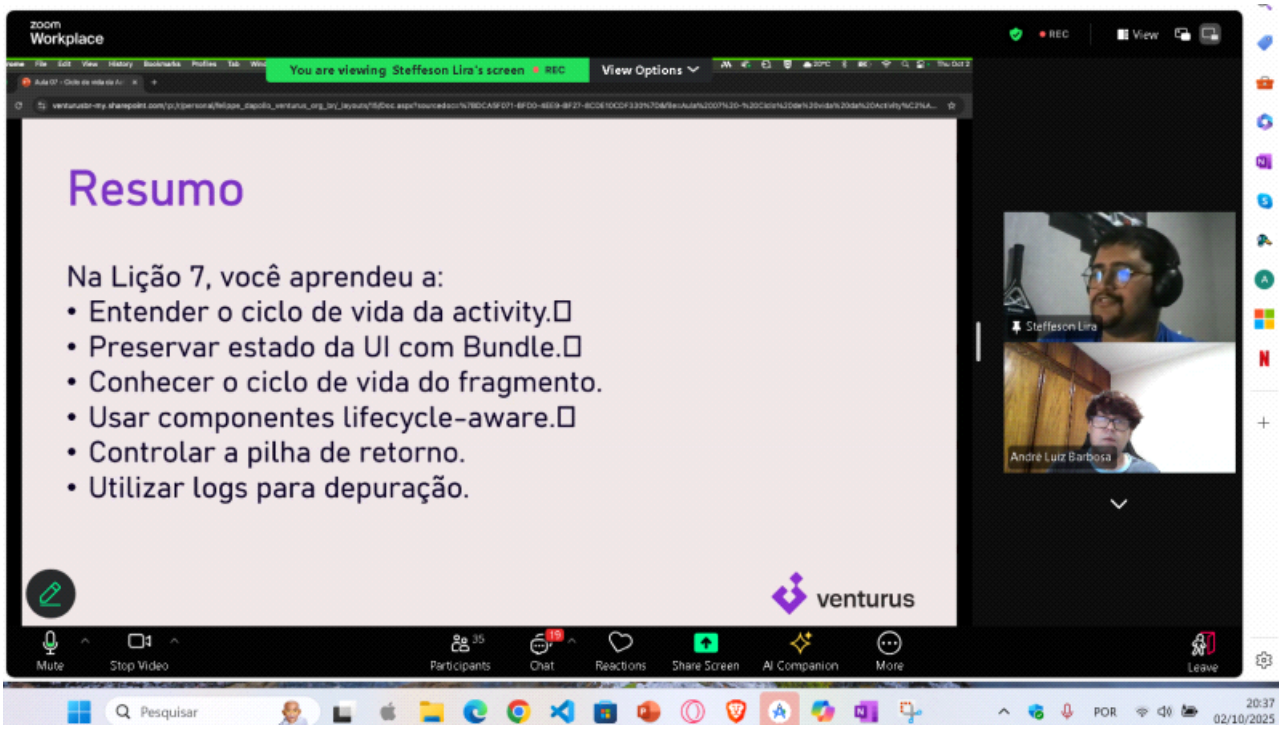


O argumento que colocou pode passar um string algo assim
Quando fotr para outra tela sera assim



Não entendi esta ultima parte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Resumo
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• Entender o ciclo de vida da activity.
• Preservar estado da UI com Bundle.
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• Usar componentes lifecycle-aware.
• Controlar a pilha de retorno.
• Utilizar logs para depuração.
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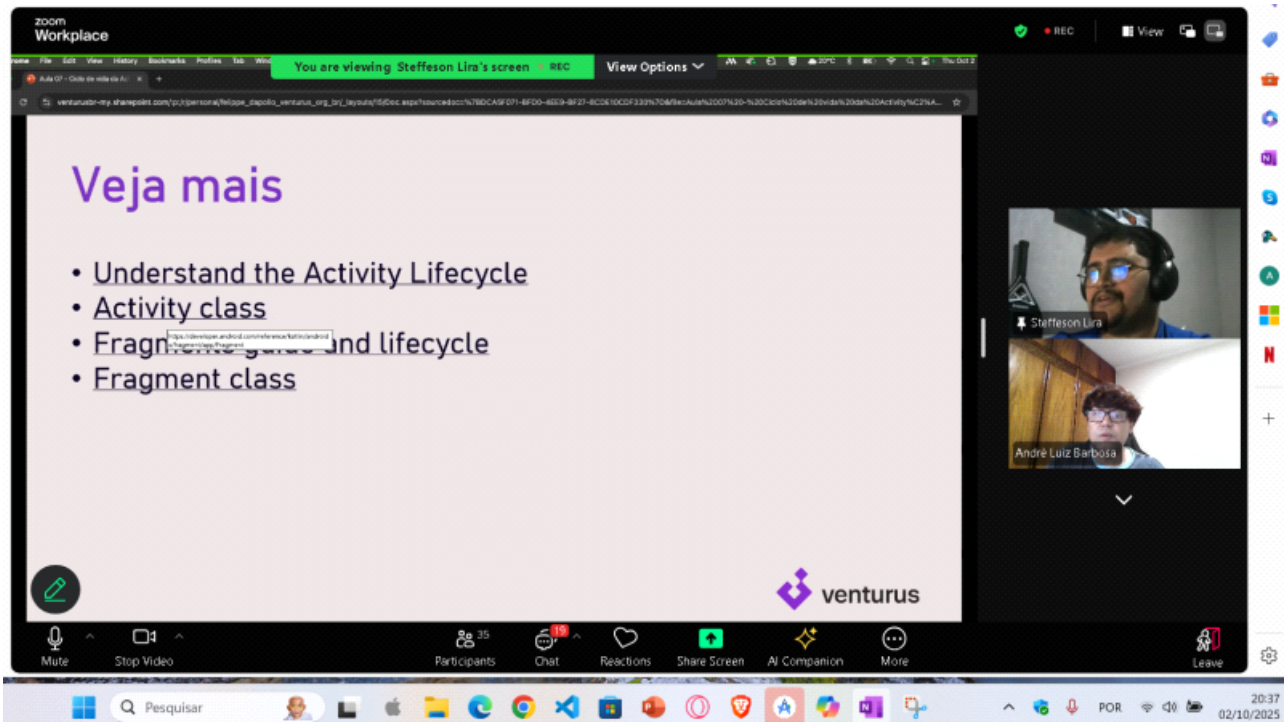
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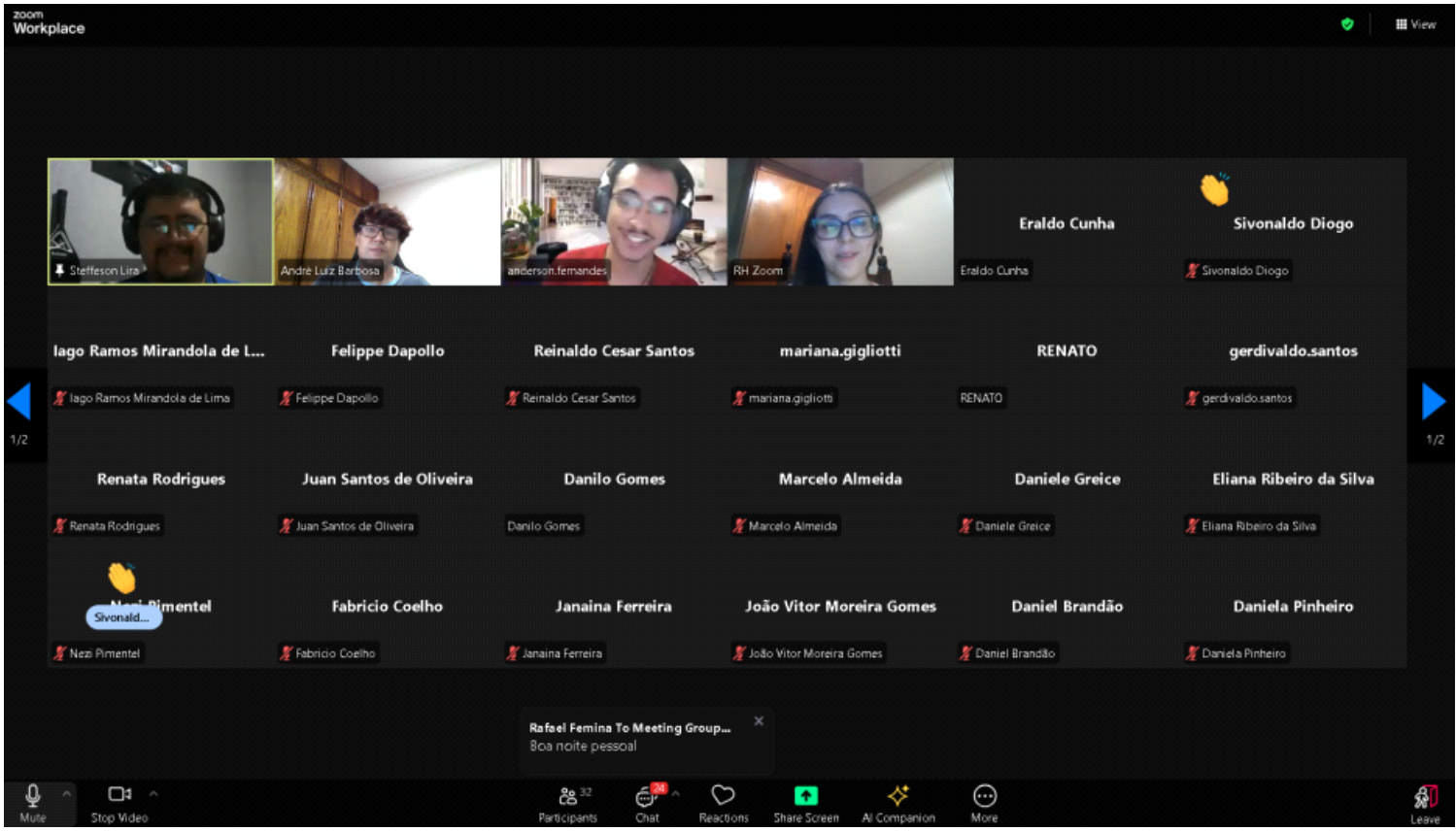
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