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public class Main {

public void onCreate() {

System.out.println("onCreate: Activity is being created");

}

public void onStart() {

System.out.println("onStart: Activity is now visible");

}

public void onResume() {

System.out.println("onResume: Activity is ready to interact");

}

public void onPause() {

System.out.println("onPause: Activity is partially visible");

}

public void onStop() {

System.out.println("onStop: Activity is no longer visible");

}

public void onDestroy() {

System.out.println("onDestroy: Activity is destroyed");

}

public static void main(String[] args) {

Main activity = new Main();

// Simulating the activity lifecycle

activity.onCreate();

activity.onStart();

activity.onResume();

// Simulate user leaving the activity

activity.onPause();

activity.onStop();

// Simulate closing the activity

activity.onDestroy();

}

}