States :

- **OnCreatedState**: This is the state where the activity is initialized for the first time. It contains application startup logic which should happen once in the lifecycle of the activity.
- **OnStartState**: This state makes the activity of the application come foreground for the user. This is also the place where we can maintain our UI.
- **onResumeState:** It starts immediately after the start state. The user will be able to interact with activity in this state. This state stays the same unless the activity loses focus.
- **OnPauseState**: The activity enters this state when the user leaves the current activity. It states that activity is no longer in the foreground.
- **OnStop**: When the activity is no longer visible to the user, the activity enters this state. Here we can save any data, that we want to persist from the activity. The app can also release the resources that are no longer required.
- **onDestroy**: This is the state where the activity is just about to finish. This is the last state of the activity before completely getting destroyed. It is also be used to release all other resources which are not released in the onStop state.

States For LifeStyle Management :

- When the user adds/edits breaks if at all the activity loses focus due to some high-priority task of mobile(eg: some other application taking up the focus) then after that task completion, this application's activity should gain focus and should also retain data entered by the user. (The activity does not go to destroy state)
- If the application stopped due to some issues, then also the user data must be retained. But not necessarily the state of the application. (The activity might go to destroy the state)
- If the user closed the application by clicking the back button, then if the user opens the app again, then the activity state must be retained. (The activity does not go to destroy state unless it is completely closed either by the user/system)
- If the user closes the application from the recently used section, the application can start in a new state. (The activity goes to destroy state, activity will be created newly.)