# Explain how the lifecycle of an activity works:

* onCreate() - This is when the view is first created. This is normally where we create views, get data from bundles etc
* onStart() - Called when the activity is becoming visible to the user. Followed by onResume() if the activity comes to the foreground, or onStop() if it becomes hidden
* onResume() - Called when the activity will start interacting with the user. At this point your activity is at the top of the activity stack

# Explain how you would persist data/information on an Android device?

Android has a wide range of data storage options:

* sharedPreferences
* SQLite
* Internal storage
* External storage

# Explain the difference between implicit and explicit intents?

An implicit intent calls the system components while explicit intents invoke the activity class.

# How does the activity respond when the user rotates the screen?

When the screen is rotated, the current instance of the activity is destroyed and a new instance is created in the new orientation. The onRestart() is invoked first when a screen is rotated.

# In the Android system, what is the resource folder and what is it used for?

Resources are additional content that are packed and delivered with the application. There are different types of folders and are typically packed in XML:

* Animator
* Colors
* Drawable
* Layout
* Raw
* Values