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ITELEC1. IT3I

onStart:

The onStart() method is initiated immediately subsequent to the invocation of onCreate(). At this juncture, the activity is in the process of becoming perceptible to the user. This phase is critical for the initialization of tasks that necessitate commencement concurrent with the appearance of the user interface, such as the registration of a broadcast receiver or the initiation of animations.

onResume:

The onResume() method is executed when the activity transitions into the foreground and attains a state of full interactivity. At this moment, the activity is positioned at the pinnacle of the stack and commands the user’s attention. This is the optimal time to commence tasks that necessitate complete user engagement, such as the playback of a video or the execution of a game loop.

onPause:

The onPause() method is invoked when the activity is poised to relinquish focus, typically due to the emergence of another activity (such as a dialog or a new screen) that is assuming control. This state is transient; therefore, it is advisable to utilize this period to swiftly preserve any unsaved data, halt animations, or suspend ongoing tasks. It signals that the activity might soon be stopped or destroyed.

onStop: The onStop() function is invoked when the user can no longer see the activity. An activity is typically halted when the user initiates a different activity or the app switches to background mode. At this stage, you ought to release unused resources (specifically, those that were utilized solely during the displayed activity), such as halting ongoing tasks or deregistering listeners.

onDestroy: The onDestroy() method is the last invocation prior to the termination of an Activity and the release of its memory. It offers a chance to release any leftover unallocated resources that haven’t been freed in onStop(), like closing database connections or completing background threads. After this method is invoked, the activity instance is no longer available