ANDROID

Friday Lunch Talks

Session 2

UI Development

The Activity

Defines the interface with the user

The Activity

Defines the interface with the user
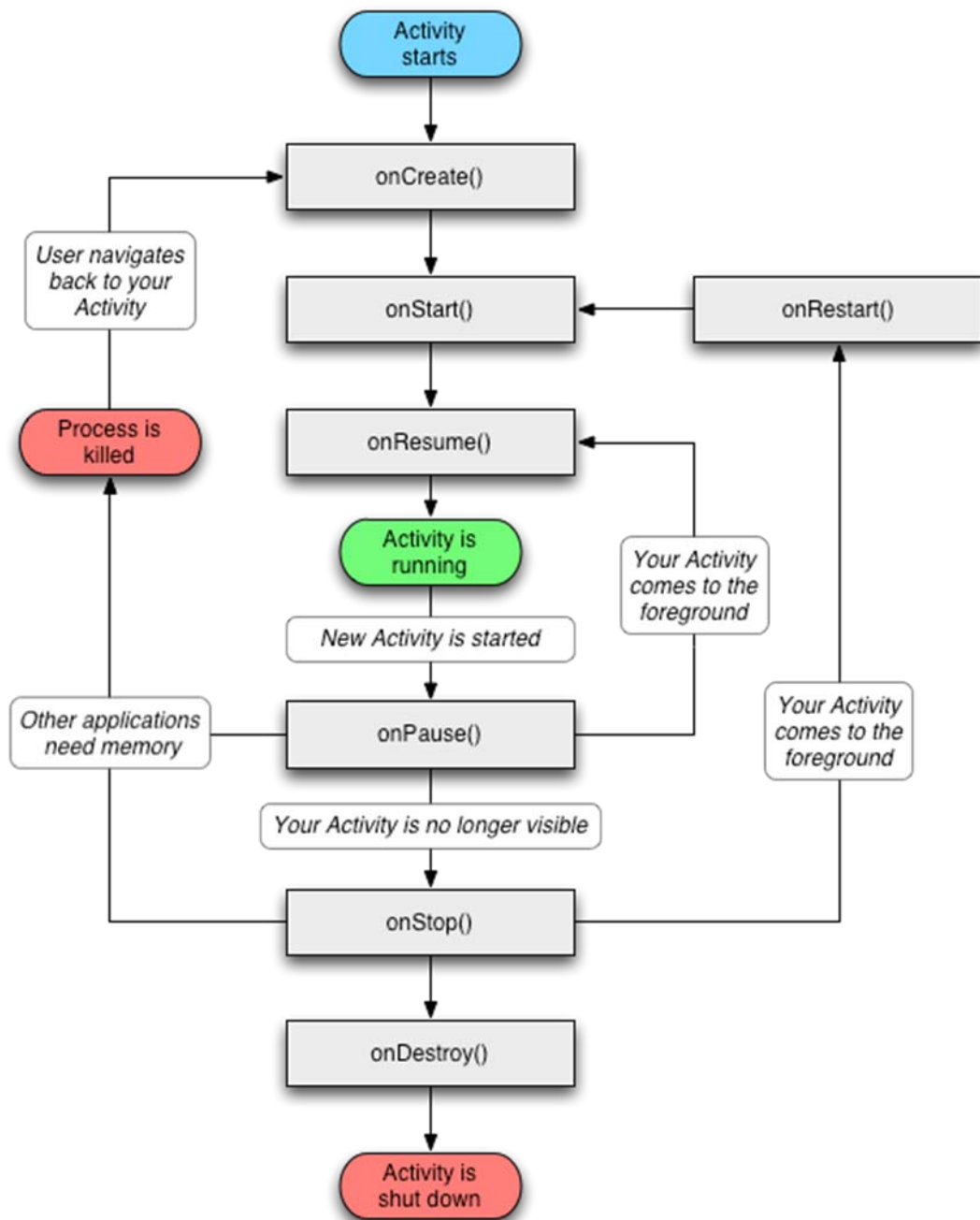
Displays „a single, focused thing that the user can do"

The Activity

Defines the interface with the user

Displays „a single, focused thing that the user can do"

Has a certain Lifecycle

The Activity-Lifecycle

The Activity-Lifecycle

onCreate()

Inflate the UI

Reference the UI views

Restore state

The Activity-Lifecycle

onStart()

Start visible-only behaviors

(e.g. loading persistet application data)

The Activity-Lifecycle

onResume()

Start foreground-only behaviors

(e.g start animations or play background music)

The Activity-Lifecycle

onPause()

Persist Data

Kill foreground-only behaviors

(e.g stop animations or stop

background music)

The Activity-Lifecycle

Cache State

(e.g. scroll position in an article)

onStop()

Note: Method may not be called!

The Activity-Lifecycle

Releasing Resources

onDestroy()   (e.g. threads created by the

activity)

Note: Method may not be called!