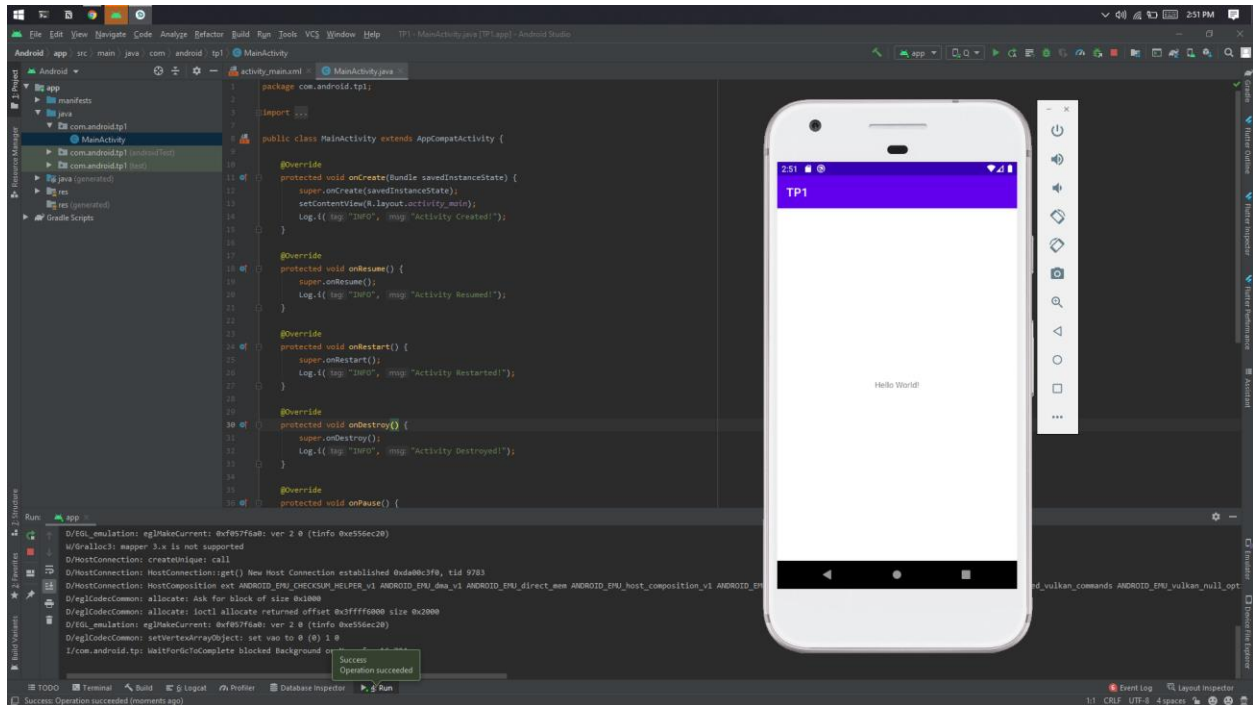


TP 1 : Android

Exo 1 :

On exécute l'application pour récupérer l'interface par défaut.



Le code fournit à l'application est comme suit :

```
package com.android.tp1;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.util.Log;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Log.i("INFO", "Activity Created!");
    }

    @Override
    protected void onResume() {
        super.onResume();
        Log.i("INFO", "Activity Resumed!");
    }

    @Override
    protected void onRestart() {
        super.onRestart();
        Log.i("INFO", "Activity Restarted!");
    }

    @Override
    protected void onDestroy() {
        super.onDestroy();
        Log.i("INFO", "Activity Destroyed!");
    }

    @Override
    protected void onPause() {
        super.onPause();
        Log.i("INFO", "Activity Paused!");
    }

    @Override
    protected void onStart() {
        super.onStart();
        Log.i("INFO", "Activity Started!");
    }

    @Override
    protected void onStop() {
        super.onStop();
        Log.i("INFO", "Activity Stopped!");
    }
}
```

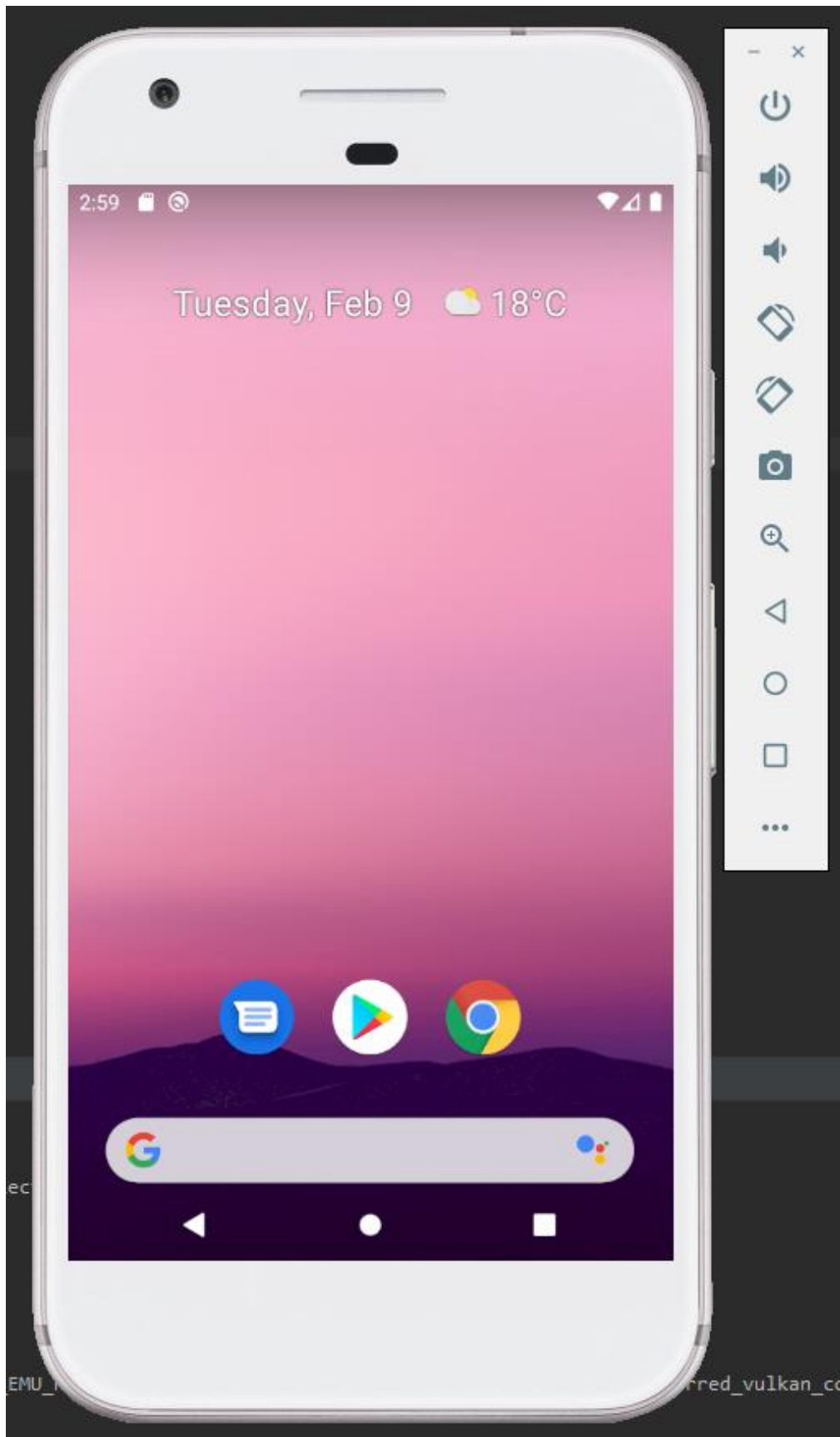
L'exécution initiale retourne ces lignes dans la terminale de Android Studio.

```
W/com.android.tp: Accessing hid  
I/INFO: Activity Created!  
I/INFO: Activity Started!  
I/INFO: Activity Resumed!  
D/HostConnection: HostConnectio  
D/HostConnection: HostConnecti
```

Question 1 :

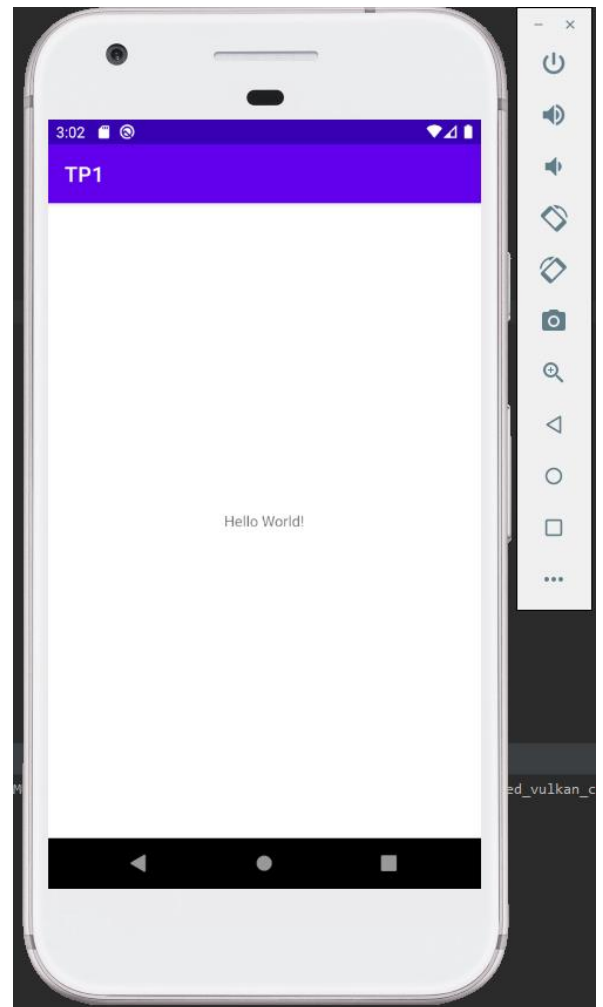
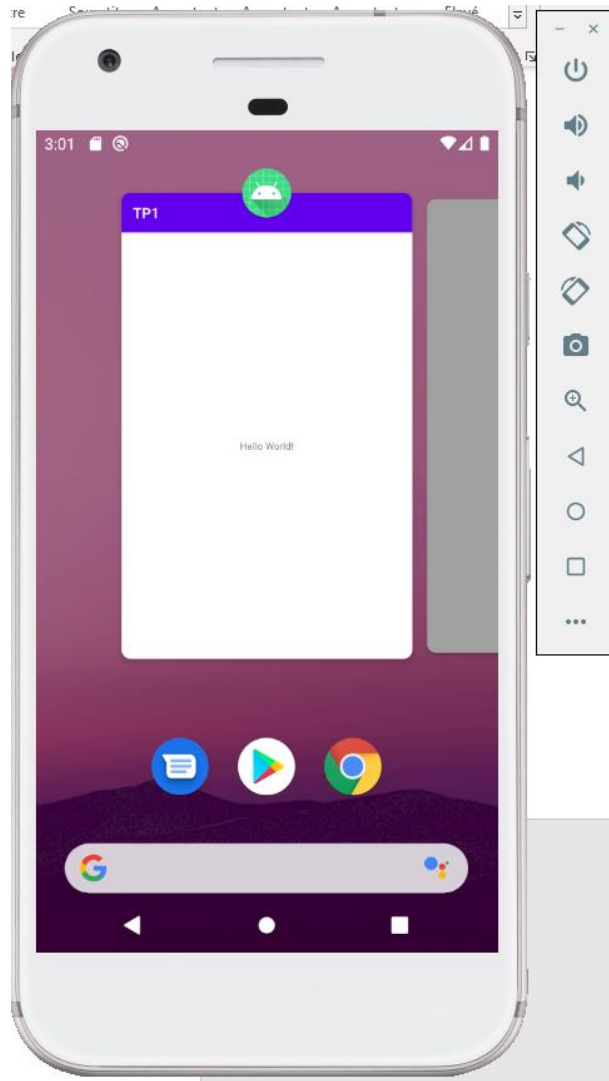
On clique sur le bouton d'accueil et on remarque ces lignes dans la console.

```
I/AssistStructure: Flattened final  
I/INFO: Activity Paused!  
D/EGL_emulation: eglMakeCurrent: 0  
I/INFO: Activity Stopped!
```



Question 2 :

On retourne vers l'application.



On observe ces informations après l'info STOP précédente.

```
I/INFO: Activity Stopped!  
I/INFO: Activity Restarted!  
I/INFO: Activity Started!  
I/INFO: Activity Resumed!  
D/EGL_emulation: eglMakeCurrent: 0xf057f6a0: ver 2 0 (tinfo 0xe556ec20)
```

Question 3 :

On clique sur la bouton « return » de notre téléphone. On observe la page home d'Android et ces lignes dans la console.

```
D/EGL_emulation: eglMakeCurrent: 0xf057f6a0: ver 2 0 (tinfo 0xe556ec20)
I/INFO: Activity Paused!
D/EGL_emulation: eglMakeCurrent: 0xf057f6a0: ver 2 0 (tinfo 0xe556ec20)
I/INFO: Activity Stopped!
I/INFO: Activity Destroyed!
```

Question 4 :

On retourne vers l'application. L'application cette fois a été créé et non pas récupérer de la mémoire.

```
W/ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@cf62983
I/INFO: Activity Created!
I/INFO: Activity Started!
I/INFO: Activity Resumed!
D/EGL_emulation: eglMakeCurrent: 0xf057f6a0: ver 2 0 (tinfo 0xe556ec20)
```