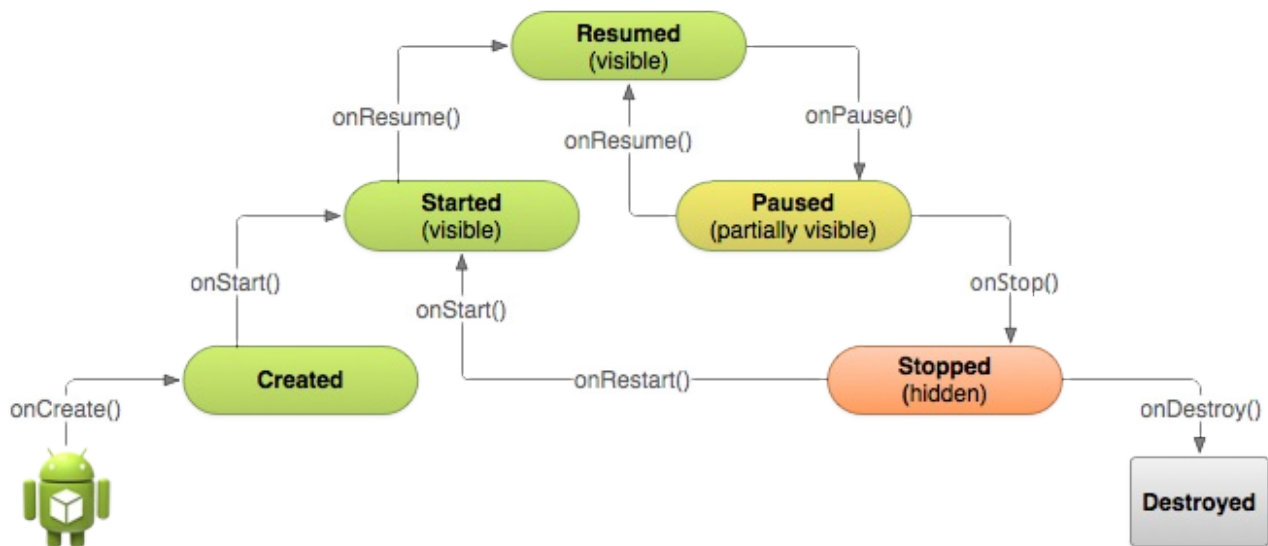


## Activity Lifecycle

The activity lifecycle is the set of states an activity can be in during its entire lifetime, from the time it is initially created to when it is destroyed and the system reclaims that activity's resources. As a user navigates between activities in your app (as well as into and out of your app), those activities each transition between different states in the activity lifecycle.



Each stage in the lifecycle of an activity has a corresponding callback method (`onCreate()`, `onStart()`, `onPause()`, and so on). When an activity changes state, the associated callback method is invoked. By overriding any of the lifecycle callback methods in your activity classes, you can change the default behavior of how your activity behaves in response to different user or system actions.

Changes to the activity state can also occur in response to device configuration changes such as rotating the device from portrait to landscape. These configuration changes result in the activity being destroyed and entirely recreated in its default state, which may cause the loss of information the user has entered in that activity. It's important to develop your app to prevent this to avoid user confusion. Later in this practical we'll experiment with configuration changes and learn how to preserve the state of your activities in response to device configuration changes or other Activity lifecycle events.