## **Practical No. 1**

Aim: Write an Android program to demonstrate lifecycle of an Activity.

## MainActivity.kt

```
package com.example.lifecycle
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.util.Log
class MainActivity : AppCompatActivity() {
  override fun onCreate(savedInstanceState: Bundle?) {
     super.onCreate(savedInstanceState)
     setContentView(R.layout.activity_main)
     Log.d("lifecycle","onCreate() invoked")
  }
  override fun onStart() {
     super.onStart()
     Log.d("lifecycle","onStart()) invoked");
  }
  override fun onRestart() {
     super.onRestart()
     Log.d("lifecycle","onRestart() invoked");
  }
  override fun onResume() {
     super.onResume()
     Log.d("lifecycle","onResume() invoked");
  }
  override fun onPause() {
     super.onPause()
     Log.d("lifecycle","onPause() invoked");
  }
  override fun onStop() {
     super.onStop()
     Log.d("lifecycle","onStop() invoked");
  }
  override fun onDestroy() {
     super.onDestroy()
     Log.d("lifecycle","onDestroy() invoked");
  }
}
```

## **Output:**

