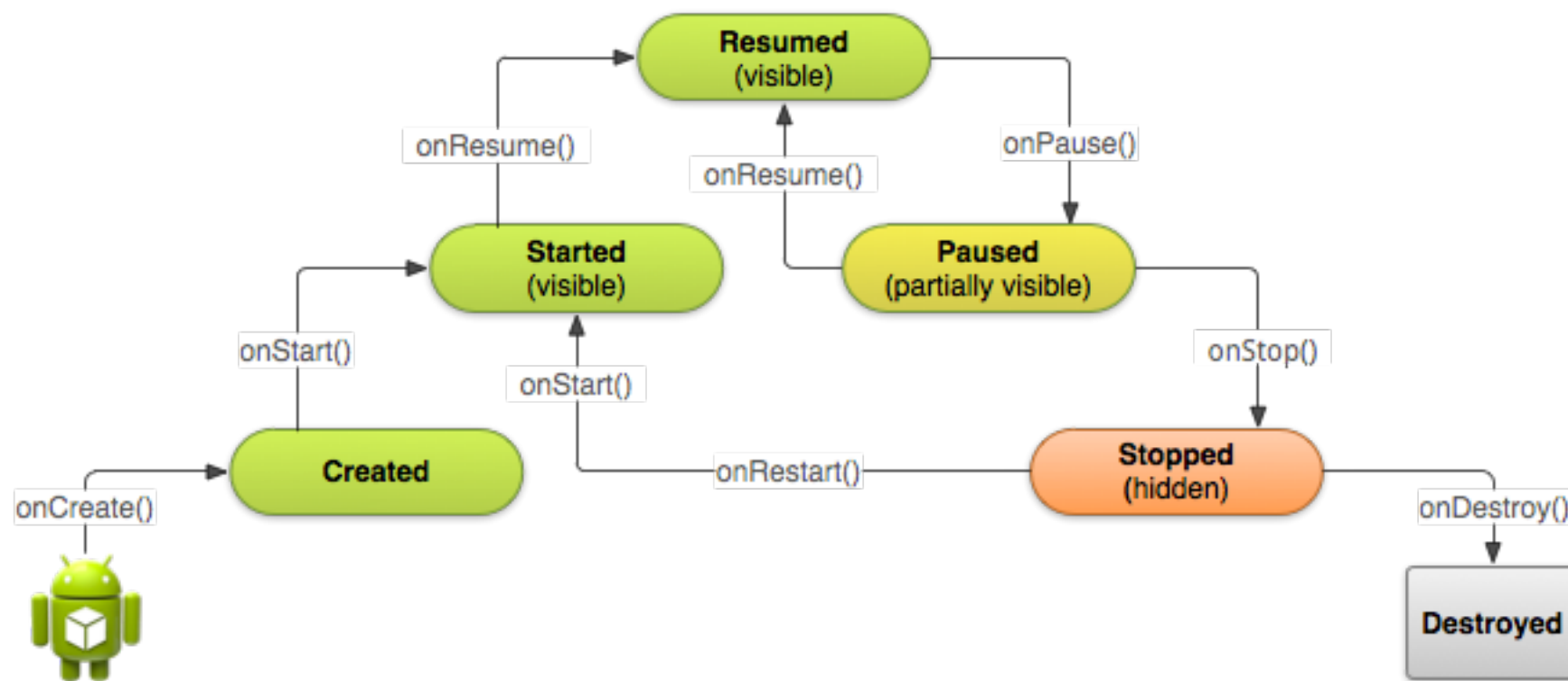


Activities and Intents



Activity lifecycle



Lifetime

- ✦ lifetime
 - ✦ između `onCreate()` i `onDestroy()`
- ✦ visible lifetime
 - ✦ između `onStart()` i `onStop()`
- ✦ foreground lifetime
 - ✦ između `onResume()` i `onPause()`



Your app should NOT

- ✦ “crash if the user receives a phone call or switches to another app while using your app.”
- ✦ “consume valuable system resources when the user is not actively using it.”
- ✦ “lose the user's progress if they leave your app and return to it at a later time.”
- ✦ “crash or lose the user's progress when the screen rotates between landscape and portrait orientation.”



Otpustite resurse na vrijeme

- ✦ za kameru spojiti na `onResume()`, odspojiti na `onPause()`
- ✦ za lokaciju spojiti na `onStart()`, odspojiti na `onStop()`
- ✦ pratiti službenu dokumentaciju i primjere!



Android kills

- ✦ OS može ubiti activity nakon što se pozove `onStop()` da oslobodi memoriju
 - ✦ za Android < 4.0 već nakon `onPause()`



Intents

Intents

- ✦ explicit intents
 - ✦ želimo pokrenuti konkretan Activity
- ✦ implicit intents
 - ✦ želimo otvoriti link, prikazati sliku, ...



Explicit intents

```
// MainActivity.java
```

```
Intent intent = new Intent(this, SecondActivity.class);  
intent.putExtra(SecondActivity.EXTRA_URL, "https://beta.infinum.co");  
startActivity(intent);
```

```
// SecondActivity.java
```

```
String url = getIntent().getStringExtra(EXTRA_URL);
```



Implicit intents

```
startActivity(new Intent(Intent.ACTION_VIEW,  
Uri.fromParts("sms", "095808080", null)));
```



Resursi

- ✦ <http://developer.android.com/training/basics/activity-lifecycle/index.html>
- ✦ <http://developer.android.com/reference/android/app/Activity.html>
- ✦ <https://developer.android.com/reference/android/content/Intent.html>