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Sem - 5th

Section - C

Subject - Mobile development

(Pratical Mid Team)

Ans 2.

Package com. example. activity life cycle ;

import.
andriod. app compat. app. App compat Activity;

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

public class main Activity extends
App compat Activity {
public static final string status
= main Activity. class. get simple Name ();
@ override
protected void on Create (Bundle saved
instance state) {

```java
set content view(R.layout.activity_main);
log.i (status," In method on create");

}

@override
protected void on start(){
super. on start();
log.i (status,"In Method on start");

}

@override
protected void on Resome (){
super.on resome ();
log.i (status, "In method on Resome" );

}

@override
protected void on Pause (){       // Pause
super. on Pause ();               // Pause
log.i (status," In method on Pause ");   // Pause

}

@override
protected void on Stop () {        // Stop
super.on Stop ();                  // stop
log.i (status," In Method on Stop ");    // stop

}
```

```
@override
protected void on Destroy () {
super. on Destroy ();
log.i (status, "In Method on Destroy");

}

}
```

In Xml
==

```
<android.support.constraint.constraint layout
xml: android =" https ://schemas. android . com
/apk/res/android"

xml: app =" http: //schemas. android . com/apk /res-auto"
xml : tools = " http : //schemas . android . com /tools"
       android : layout_width = "match_parent"
       android : layout _height = "match_parent"

tools: content = "example . javapoint. com .activity life
cycle. main Activity">

    <text view
        android: layout_width = "wrap.Content"
        android : layout _height = "wrap_content"
        android : text = "Hello world"
```

```
app : layout_ contraint Bottom _ to Bottom of = "parent"
app : layout_ constraint left _ to left of = "parent"
app : layout_ constraint Right _ to Right of = "parent"
app: layout _ Constraint Top _ to Top of = "parent" />
< / android . support. Constraint . Constraint layout >
```