UIKit

Part 3 – The Life Cycles

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Today’s Agenda

iOS App Full Life Cycle (App Delegate) & View Controller Life Cycle (App is Running)

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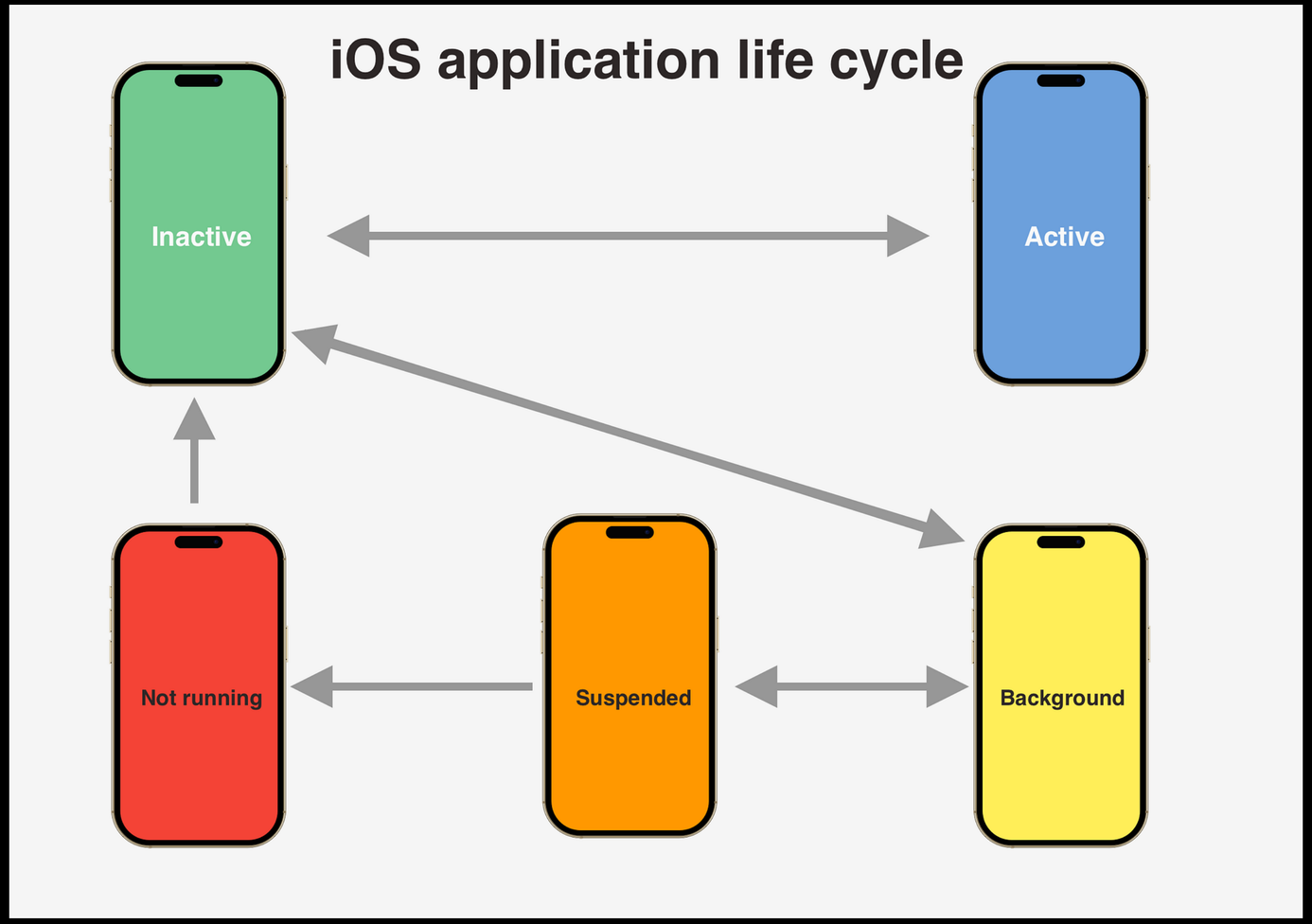

Simple iOS App Life Cycle

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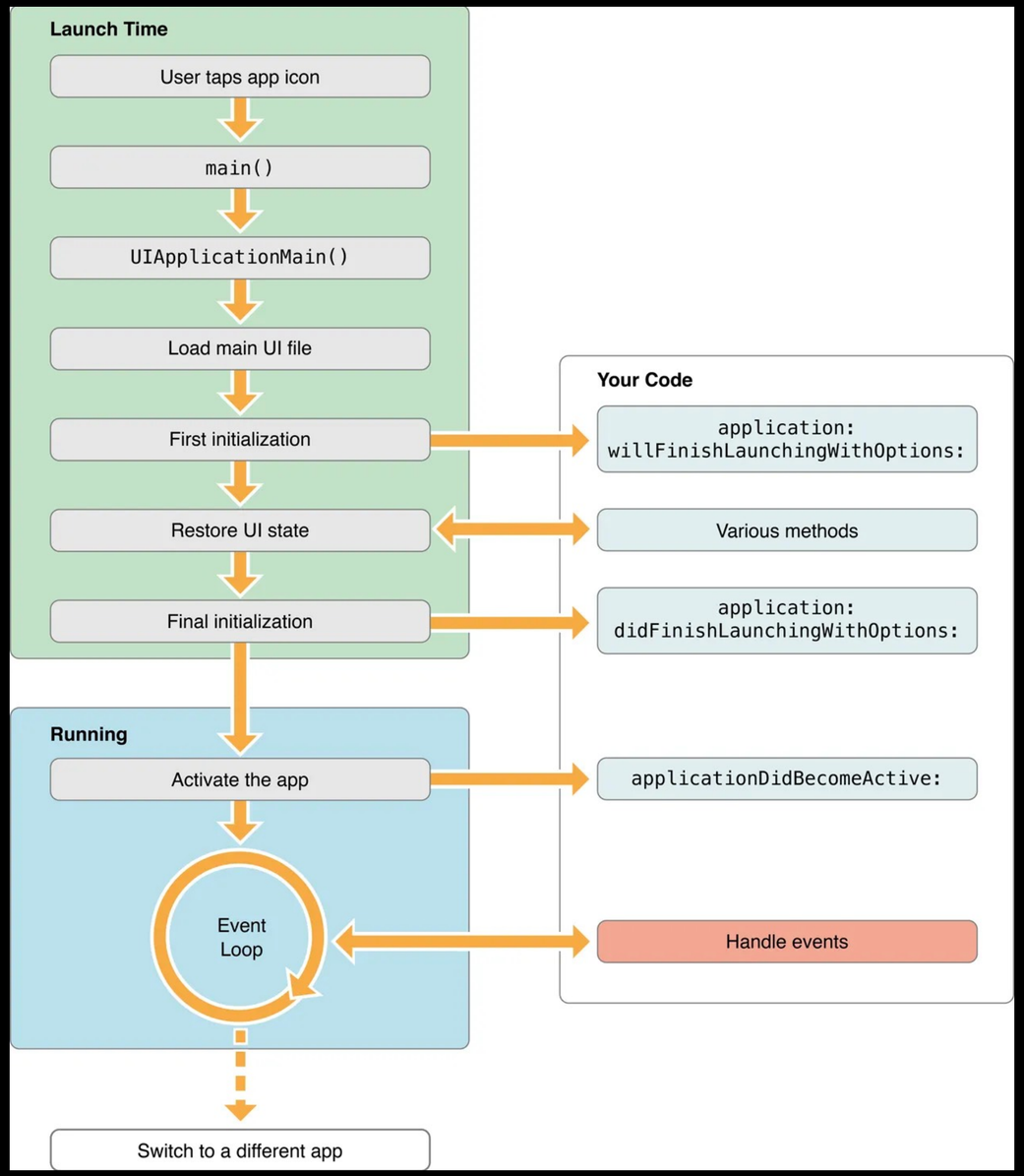
iOS App Life Cycle

- **Inactive state:** App is currently opened by user but there's no updates/interactions (eg: system has loaded the necessary code, idle position, etc)
- **Active state:** App is currently opened by user and actively receiving updates/ interactions (eg: downloading, sending message, system reading data files, etc)
- **Background state:** App closed and still running in the background to execute code, do short tasks like saving last state of app. Or maybe still active (eg: GPS app, music app, etc)
- **Not running state:** App isn't running (eg: app never opened after downloaded)
- **Suspended state:** app is in background, **no** code is being executed. App still in memory but freezed. Tend to be suspended by iOS system. (eg: when playing offline game will enter into pause menu and save the state)

Full iOS App Life Cycle

with App Delegate file



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View Controller Life Cycle

App is in Running State

viewDidLoad() will only load once until suspended, use this function only to setting UI. **Don’t** use for updating something.

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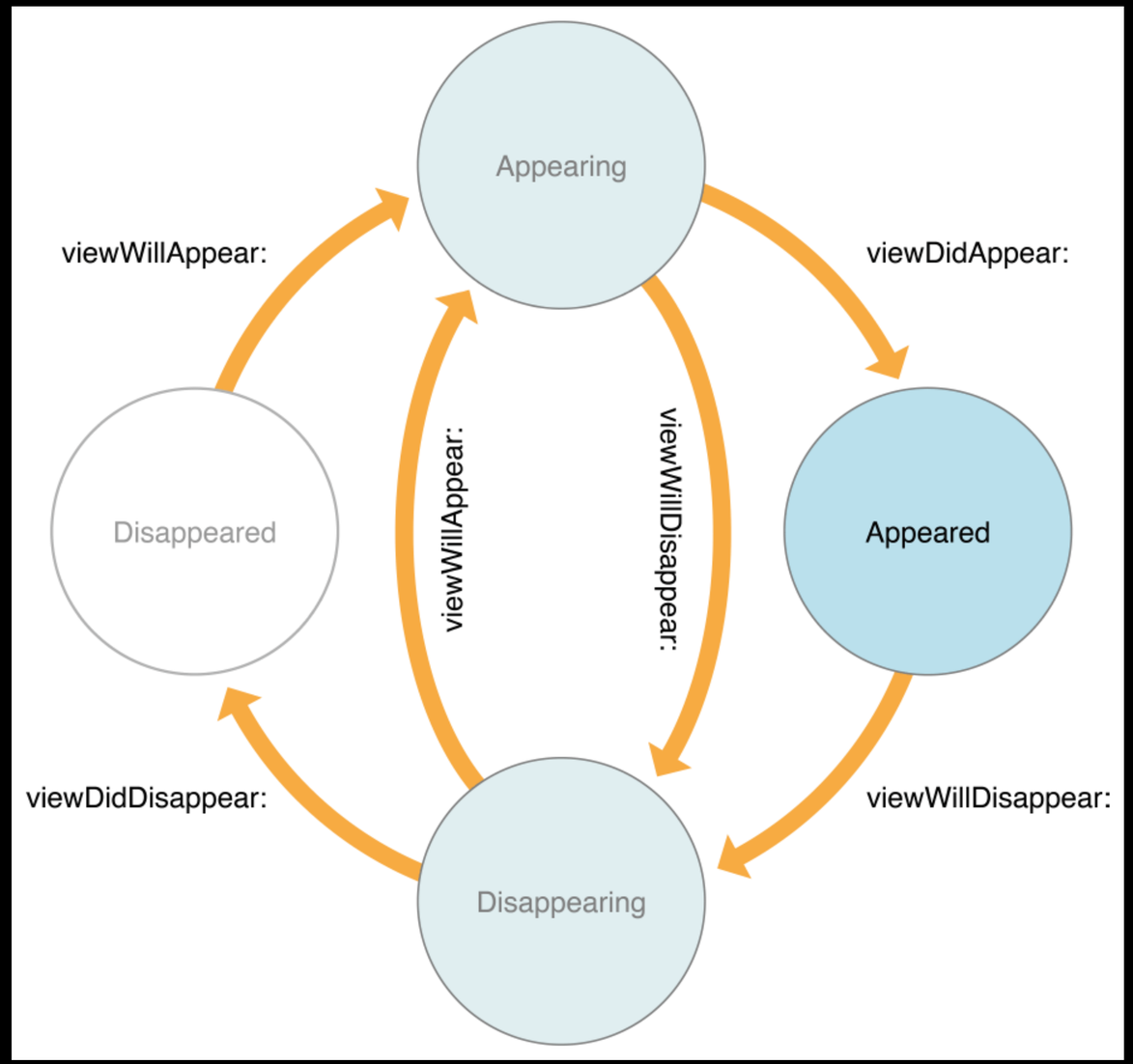

Thanks For Your Attendance Today!

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