Android vs Flutter Lifecycle Comparison

1. Creation onCreate()onAttach(), onCreate()build() only when usedcreateState() → initState() **2. View Setup** onStart() → onResume()onCreateView() → onViewCreated() → onStart()build()build() **3. Active/Visible** onResume()onResume()Renders once, no state changesActive after build() **4. Update/UI Change** onPause() → onResume() again if reusedSameNo re-rendering unless recreatedsetState() triggers build() **5. Background/Paused** onPause()onPause()NAdispose() not yet called **6. Inactive/Destroyed** onStop() → onDestroy()onStop() → onDestroyView() → onDestroy()Widget is garbage collecteddispose() called

oncreate

on resume

onpause

on stop

on destroy

onCreate() → Init layout
onStart() → App visible but not interactive
onResume() → App interactive
onPause() → Lost focus (e.g., popup)
onStop() → Not visible
onDestroy() → Cleanup

Simple & short
Only build() is called
Rebuilt only if parent widget changes and rebuilds it

createState() → Creates the State object
initState() → Called once, before build
didChangeDependencies() → Called after initState()
build() → UI render
setState() → Rebuilds the widget
didUpdateWidget() → Widget config changes
deactivate() → Called before widget is removed
dispose() → Cleanup

Main

SL

SF

SL

Build UI