

Lab1

GithubRepo

Experience with android studio - felt comfortable after following the lab1 instruction pdf.

Action	call backs in order
open the app	onCreate -> onStart -> onResume
close the app	onPause -> onStop -> onDestroy
press the home button	onPause -> onStop
reOpen the open	onRestart -> onStart -> onResume

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D/MainActivity: onCreate Lifecycle
D/MainActivity: onStart Lifecycle
D/MainActivity: onResume Lifecycle
I/SurfaceFactory: [static] sSurfaceFactory = com.mediatek.view.impl.SurfaceFactoryImpl@43f2c7b
D/ColorViewRootUtil: initSwipState, isDisplayCompatApp false
D/ColorViewRootUtil: mScreenHeight 1600, mScreenWidth 720
D/ViewRootImpl[MainActivity]: hardware acceleration = true , fakeHwAccelerated = false, sRendererDisabled = false, forceHwAccelerated = false, sSystemRendererDisabled = false
E/libEGL: Invalid file path for libcolorx-loader.so
I/chatty: uid=10002(edu.bu.shatrugnaLab1) identical 4 lines
E/libEGL: Invalid file path for libcolorx-loader.so
I/InputTransport: Create ARC handle: 0xb400007d7bfdda80
V/PhoneWindow: DecorView setVisibility: visibility = 0, Parent = android.view.ViewRootImpl@795c844, this = DecorView@6632d2d[MainActivity]
V/OpusZoomWindowDecorViewHelper: setLastReportedMergedConfiguration mZoomDisplayHeight: 1600 getDecorView.DecorView@6632d2d[MainActivity]
E/libEGL: Invalid file path for libcolorx-loader.so
E/SDL-gfx: cannot load register apis
E/libEGL: Invalid file path for libcolorx-loader.so
I/chatty: uid=10002(edu.bu.shatrugnaLab1) RenderThread identical 62 lines
E/libEGL: Invalid file path for libcolorx-loader.so
E/ion: ioctl c0844901 failed with code -1: Invalid argument
I/OpusFeatureCache: Milliseconds spent on init(): 11
E/Parcel: Reading a NULL string not supported here.
W/System: A resource failed to call close.
W/System: A resource failed to call close.
D/MainActivity: onPause Lifecycle
I/GED: ged_boost_gpu_freq, level 100, eOrigin 2, final_idx 29, oppidx_max 29, oppidx_min 0
D/MainActivity: onStop Lifecycle
V/PhoneWindow: DecorView setVisibility: visibility = 4, Parent = android.view.ViewRootImpl@795c844, this = DecorView@6632d2d[MainActivity]
D/MainActivity: onRestart Lifecycle
D/MainActivity: onStart Lifecycle
V/PhoneWindow: DecorView setVisibility: visibility = 0, Parent = android.view.ViewRootImpl@795c844, this = DecorView@6632d2d[MainActivity]
D/MainActivity: onResume Lifecycle
V/PhoneWindow: DecorView setVisibility: visibility = 0, Parent = android.view.ViewRootImpl@795c844, this = DecorView@6632d2d[MainActivity]
D/MainActivity: onPause Lifecycle
I/GED: ged_boost_gpu_freq, level 100, eOrigin 2, final_idx 29, oppidx_max 29, oppidx_min 0
D/MainActivity: onStop Lifecycle
V/PhoneWindow: DecorView setVisibility: visibility = 4, Parent = android.view.ViewRootImpl@795c844, this = DecorView@6632d2d[MainActivity]
D/MainActivity: onDestroy Lifecycle
  
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