Batch#12/Android Class

Remote Learning Assignment-Week4

1. What is Polymorphism? Try to explain in Mandarin.

多型(Polymorphism)是在原有的類別提供一個上層介面或抽象類別，而目的是為了消除類別與類別之間的耦合性，使程式更容易維護與擴充。

1. Here are the 7 important lifecycle methods of an Activity:
2. onCreate() : This is called the first time the activity starts and is therefore only called once during the lifecycle of the activity. It represents when the activity is created and initialized. The activity is not yet visible, and you cannot interact with it.
3. onStart() : This is triggered when the activity is about to become visible. It can be called multiple times as the user navigates away from the activity and then back.
4. onResume() : This is triggered when the activity has focus and the user can interact with it.
5. onPause(): The mirror method to onResume. This method is called as soon as the activity loses focus and the user cannot interact with it.
6. onStop() : This is the mirror method to onStart. It is called when you can no longer see the activity.

vi. onDestroy() : This is the mirror method to onCreate. It is called once when the activity is fully destroyed.

1. What is the Android Jetpack?

Jetpack is a suite of libraries to help developers follow best practices, reduce boilerplate code, and write code that works consistently across Android versions and devices so that developers can focus on the code they care about.

1. What is Coroutines? Why we use it? Try to explain in Mandarin.

協同程序(Coroutine)可以讓我們建立多段**非同步**執行的程式碼。它可以讓我們平行執行多段程式碼，而不是一個接著一個依序執行。

使用協同程序(Coroutine)，代表我們可以啟動一個背景工作(例如讀取外部伺服器資料)，同時讓其他程式不需要等待工作完成就可以做別的事情。它可以讓用戶有更流暢的體驗，也可以讓應用程式更具擴展性。