Experiment-2

Write a program that demonstrates Activity Lifecycle.

CODE

Activity_Main.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

Activity_Main.java

```java
package com.example.lifecycle;

import androidx.appcompat.app.AppCompatActivity;

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

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Log.i("state","onCreate");
    }
    @Override
    protected void onStart() {
        super.onStart();
        Log.i("state","onStart");
    }

    @Override
    protected void onResume() {
        super.onResume();
        Log.i("state","onResume");
```

```java
    }

    @Override
    protected void onPause() {
        super.onPause();
        Log.i("state","onPause");
    }

    @Override
    protected void onStop() {
        super.onStop();
        Log.i("state","onStop");
    }

    @Override
    protected void onRestart() {
        super.onRestart();
        Log.i("state","onRestart");
    }

    @Override
    protected void onDestroy() {
        super.onDestroy();
        Log.i("state","onDestroy");
    }
}
```

OUTPUT