4. **What is the purpose of calling `super.onCreate(savedInstanceState)` within the `onCreate` method?**

☐ A. To execute code in a superclass before any other actions.

☐ B. To ensure that the Android system can properly initialize the activity.

☐ C. To load previously saved user preferences.

☐ D. To skip the official Android version of onCreate.

5. **In the Android lifecycle, what is the difference between the `onStop` and `onDestroy` methods?**

☐ A. `onStop` is called when the activity is no longer visible, while `onDestroy` is called before the activity is killed.

☐ B. `onStop` is called before `onCreate`, while `onDestroy` is called after `onResume`.

☐ C. `onStop` is called when the activity is killed, while `onDestroy` is called when the activity becomes visible.

☐ D. `onStop` and `onDestroy` are interchangeable and perform the same function.

6. **An Android app is running in the foreground. A user switches to another app. Which lifecycle method is called on the original app before the switch?**

☐ A. onStart

☐ B. onResume

☐ C. onDestroy

☐ D. onPause