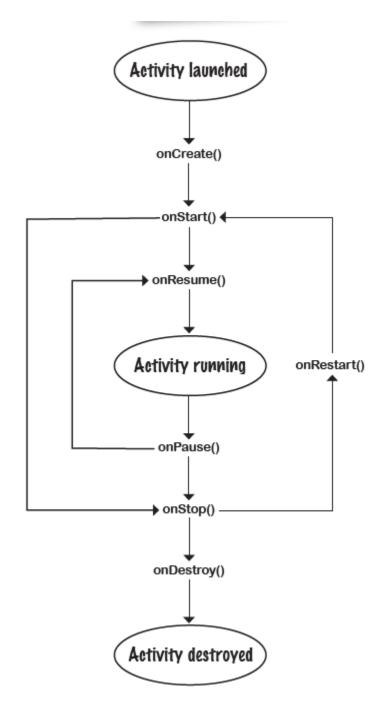


## Desarrollo de Interfaces UT 4.GUI con Java y Android Studio

Curso 2018/2019
Profesor Juan Carlos
Alumbreros

## **RESUMEN LIFECYCLE METHODS**





## Desarrollo de Interfaces UT 4.GUI con Java y Android Studio

Curso 2018/2019
Profesor Juan Carlos
Alumbreros

## Your handy guide to the lifecycle methods

Method	When it's called	Next method
onCreate()	When the activity is first created. Use it for normal static setup, such as creating views. It also gives you a Bundle that contains the previously saved state of the activity.	onStart()
onRestart()	When your activity has been stopped but just before it gets started again.	onStart()
onStart()	When your activity is becoming visible. It's followed by onResume () if the activity comes into the foreground, or onStop () if the activity is made invisible.	onResume() or onStop()
onResume()	When your activity is in the foreground.	onPause()
onPause()	When your activity is no longer in the foreground because another activity is resuming. The next activity isn't resumed until this method finishes, so any code in this method needs to be quick. It's followed by onResume() if the activity returns to the foreground, or onStop() if it becomes invisible.	onResume() or onStop()
onStop()	When the activity is no longer visible. This can be because another activity is covering it, or because this activity is being destroyed. It's followed by onRestart() if the activity becomes visible again, or onDestroy() if the activity is being destroyed.	<pre>onRestart() or onDestroy()</pre>
onDestroy()	When your activity is about to be destroyed or because the activity is finishing.	None