

Android Training for Java Developers

5. Handle Activity Lifecycle

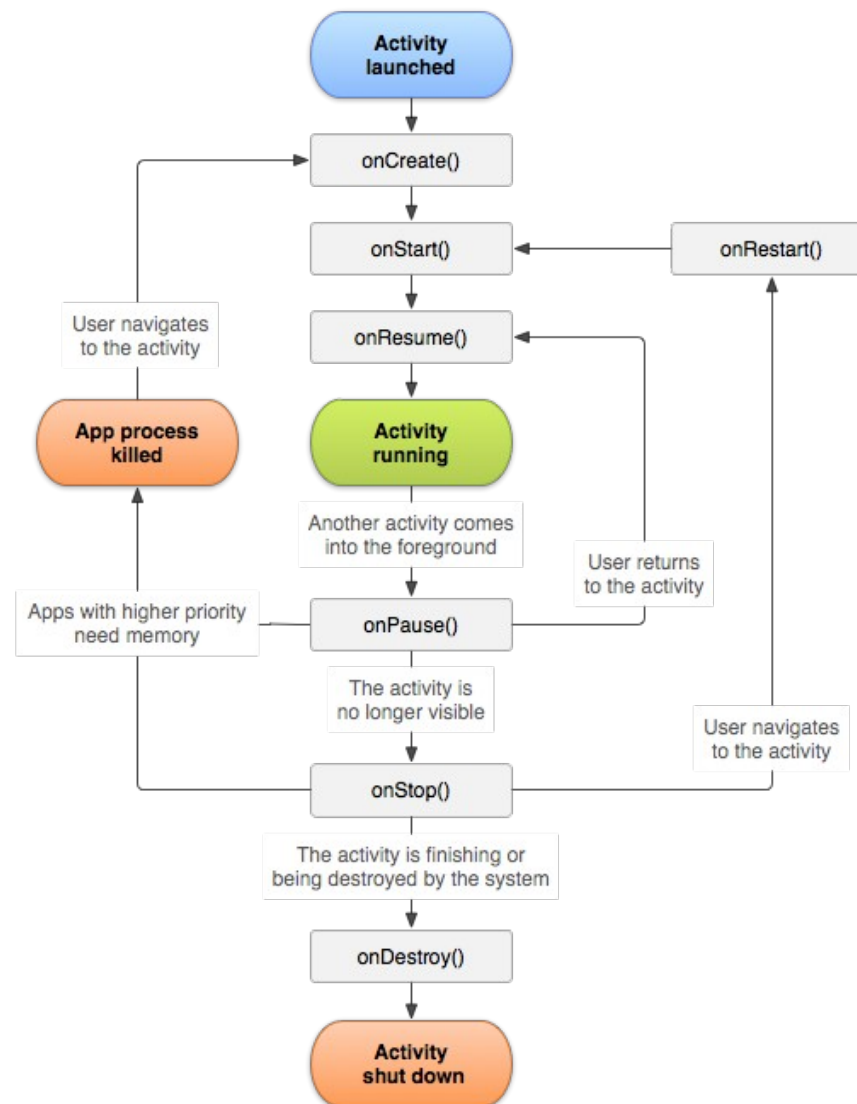
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Activity Lifecycle

<https://developer.android.com/guide/components/activities/activity-lifecycle.html>



Activity Lifecycle: callbacks

Core set of callbacks you will probably implement in your app:

```
onCreate()  
onStart()  
onResume()  
onPause()  
onStop()  
onDestroy()
```

Handle Activity Lifecycle

DEMO

Saving & Restoring Activity State

Bundle

<https://developer.android.com/reference/android/os/Bundle.html>

A mapping from **String** keys to various **Parcelable**, **Serializable**, and “simple” values.

Parcel

<https://developer.android.com/reference/android/os/Parcel.html>

Special container for a message (data and object references).

Parcelable

<https://developer.android.com/reference/android/os/Parcelable.html>

Interface for classes whose instances can be written to and restored from a **Parcel**. Classes implementing the **Parcelable** interface must also have a non-null static field called **CREATOR** of a type that implements the **Parcelable.Creator** interface.

Saving & Restoring Activity State: callbacks

```
onSaveInstanceState(Bundle savedInstanceState)  
onRestoreInstanceState(Bundle savedInstanceState)
```

Saving & Restoring Activity State

DEMO