

BORJA, EDWIN JR D.
1T3C

Link: <https://www.programiz.com/online-compiler/0s9TFdiZ7IPNq>

Code:

```
public class Main {  
  
    public void onCreate() {  
        System.out.println("onCreate: Activity is being created");  
    }  
  
    public void onStart() {  
        System.out.println("onStart: Activity is now visible");  
    }  
  
    public void onResume() {  
        System.out.println("onResume: Activity is ready to interact");  
    }  
  
    public void onPause() {  
        System.out.println("onPause: Activity is partially visible");  
    }  
  
    public void onStop() {  
        System.out.println("onStop: Activity is no longer visible");  
    }  
  
    public void onDestroy() {  
        System.out.println("onDestroy: Activity is destroyed");  
    }  
  
    public static void main(String[] args) {  
        Main activity = new Main();  
  
        // Simulating the activity lifecycle  
        activity.onCreate();  
        activity.onStart();  
        activity.onResume();  
  
        // Simulate user leaving the activity  
        activity.onPause();  
        activity.onStop();  
    }  
}
```

```

    // Simulate closing the activity
    activity.onDestroy();
}
}

```

OUTPUT:

Main.java	Run	Output
<pre> 1 - public class Main { 2 3 - public void onCreate() { 4 System.out.println("onCreate: Activity is being created"); 5 } 6 7 - public void onStart() { 8 System.out.println("onStart: Activity is now visible"); 9 } 10 11 - public void onResume() { 12 System.out.println("onResume: Activity is ready to 13 interact"); 14 15 - public void onPause() { 16 System.out.println("onPause: Activity is partially 17 visible"); 18 19 - public void onStop() { 20 System.out.println("onStop: Activity is no longer 21 visible"); 22 23 - public void onDestroy() { 24 System.out.println("onDestroy: Activity is destroyed"); 25 } 26 </pre>		<pre> onCreate: Activity is being created onStart: Activity is now visible onResume: Activity is ready to interact onPause: Activity is partially visible onStop: Activity is no longer visible onDestroy: Activity is destroyed == Code Execution Successful == </pre>

```

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27 - public static void main(String[] args) {
28     Main activity = new Main();
29
30     // Simulating the activity lifecycle
31     activity.onCreate();
32     activity.onStart();
33     activity.onResume();
34
35     // Simulate user leaving the activity
36     activity.onPause();
37     activity.onStop();
38
39     // Simulate closing the activity
40     activity.onDestroy();
41 }
42

```