**Dev Outreach Form**

The purpose of this doc is to provide the relevant information for the JIRA {{JIRA\_ID}}. The app called {{AppName}} and the ASIN is {{ASIN}}.

**Steps to reproduce the issue:**

{{Steps\_to\_reproduce}}.

**Expected result:**

{{Expected\_result}}

**Actual result:**

{{Actual\_result}}

**Following are the inputs needed for Dev Outreach**

|  |  |
| --- | --- |
| Item | Data |
| Bug ID | 1. {{JIRA\_ID}} |
| App(s) causing this issue | App name: {{AppName}}  ASIN: {{ASIN}} |
| Root cause | When the display size changes, the activity is restarted by the OS and hence onDestroy() is called followed by onCreate() so that application can adjust to the configuration changes in the device. If during onDestroy() call views and dialogues are not handled properly at the application end, they might see the window leak error logs. |
| Why did it regress | Implementation of Display size feature in Android 11 device |
| Why it can’t be fixed on the device side? | As the issue needs to be fixed from app side , it cannot be fixed from device end. |
| What should the 3p app dev to do fix this? | Some recommendations to the App developer:  App developer can follow the Handle configuration changes suggested by Android. If the app is unable to preserve the UI state using the preferred options (onSaveInstanceState(), ViewModels, and persistent storage) it is suggested to prevent the system from restarting the activity during certain configuration changes. The app will receive a callback when the configurations do change so that the app can manually update the activity as necessary.  Reference Link :[LInk](https://developer.android.com/guide/topics/resources/runtime-changes" \l ":~:text=ViewModel%20guide.-,Handling%20the%20configuration%20change%20yourself,configuration%20change%20itself%20which%20prevents%20the%20system%20from%20restarting%20your%20activity.,-Caution%3A%20Handling" \t "_blank) |
| Any relevant code sample | NA |