Group 3 (Brian Jones, Robert Jong, Bryant Barron, Alexey Kourganov)

Comp 380L

Lab 7

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The primary methods to an Android Application are:

1. onCreate: Constructs the Activity and sets it as the active View/Display Context
2. onStart: Begins the specific Activity’s programming
3. onRestoreInstanceState: Used to return a program back to a previously-saved state, such as when the user switches the device’s orientation from portrait to landscape mode (or vice versa). The program then saves its data, then the program pauses, stops, restarts, starts, and then restores the data to be used with the new orientation’s context.
4. onResume: When the user enters an already running program from the background, or when the user changes the device orientation and the O/S has to destroy the Activity and use the other orientation’s Activity.
5. onSaveInstanceState: Used to save the unique data from the Application, so that when the program restarts it can return the program back to the same state.
6. onPause: Used to remove the focus from the Application and send it to the background
7. onStop: Used to end the program, or begin the restarting process by setting up for onRestart (which is the next call).
8. onRestart: Used to restart the program, by beginning the Activity’s program again from a fresh state but re-using saved data in the onRestoreInstanceState method.
9. onDestroy: Used to finalize the destruction of the program, including freeing memory by closing any remaining threads in the program’s Process.