# APP LIFECYCLE

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# LEARNING OBJECTIVES

+ Describe the role of lifecycle methods

+ Write code for when the app starts

+ Write code for when the app goes to background

+ Write code for when the app returns from background

+ Write code for when the app is terminated

# USE CASES

Exercise:

1) Write down the name of your favorite app and the name of your P2 app.
2) Write down a short description of when you use those apps. Think about the situation when you start them, when you background them, when you terminate them.
3) Share and discuss your answers with a partner.

# USE CASES

Your app fits into your user's life.

They may use use it for a few seconds every few minutes.

They may open it only once a week, but sit down with it for hours at a time.

They may check it once a day, looking at the app for five minutes.

They may use it when they're using other apps at the same time.

# APPDELEGATE

Your app keeps its lifecycle methods in the **AppDelegate** file.

You can define these methods in order to specify what your app does in different situations.

```
applicationDidFinishLaunchingWithOptions
applicationWillResignActive
applicationDidBecomeActive
applicationWillTerminate
etc.
```

# APPDELEGATE

Practice:

1) Create a new project.
2) Make the app print "HELLO" when it first starts.
3) Make the app print "SLEEPY" when it enters the background.
4) Make the app print "SUP" when it returns to the foreground.
5) Make the app print "GOODBYE" when it's terminated.
6) Manually test the app to see when these messages are printed.