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% Diagram of Android activity life cycle
% Author: Pavel Seda
\documentclass[border=10pt]{standalone}
\usepackage{verbatim}
%%%>
\begin{comment}
:Title: Diagram of Android activity life cycle
:Tags: Diagrams;Flowcharts;Charts;Styles;Computer science
:Author: Pavel Seda
:Slug: android
A flow diagram of an Android activity life cycle.
It uses basic nodes and arrows and defines node styles.
\end{comment}
\usepackage{tikz}
\usetikzlibrary{arrows.meta}
\tikzset{%
  >={Latex[width=2mm,length=2mm]},
  % Specifications for style of nodes:
            base/.style = {rectangle, rounded corners, draw=black,
                           minimum width=4cm, minimum height=1cm,
                           text centered, font=\sffamily},
  activityStarts/.style = {base, fill=blue!30},
       startstop/.style = {base, fill=red!30},
   activityRuns/.style = {base, fill=green!30},
         process/.style = {base, minimum width=2.5cm, fill=orange!15,
                           font=\ttfamily},
\begin{document}
% Drawing part, node distance is 1.5 cm and every node
% is prefilled with white background
\begin{tikzpicture}[node distance=1.5cm,
    every node/.style={fill=white, font=\sffamily}, align=center]
  % Specification of nodes (position, etc.)
  \node (start)
                            [activityStarts]
                                                           {Activity starts};
  \node (onCreateBlock)
                            [process, below of=start]
                                                                {onCreate()};
  \node (onStartBlock)
                            [process, below of=onCreateBlock]
                                                                 {onStart()};
  \node (onResumeBlock)
                            [process, below of=onStartBlock]
                                                                {onResume()};
  \node (activityRuns)
                            [activityRuns, below of=onResumeBlock]
                                                       {Activity is running};
                            [process, below of=activityRuns, yshift=-1cm]
  \node (onPauseBlock)
                                                                 {onPause()};
  \node (onStopBlock)
                            [process, below of=onPauseBlock, yshift=-1cm]
                                                                  {onStop()};
                            [process, below of=onStopBlock, yshift=-1cm]
  \node (onDestroyBlock)
                                                               {onDestroy()};
  \node (onRestartBlock)
                            [process, right of=onStartBlock, xshift=4cm]
                                                               {onRestart()};
  \node (ActivityEnds)
                            [startstop, left of=activityRuns, xshift=-4cm]
                                                         {Process is killed};
  \node (ActivityDestroyed) [startstop, below of=onDestroyBlock]
                                                     {Activity is shut down};
  % Specification of lines between nodes specified above
  % with aditional nodes for description
  \draw[->]
                        (start) -- (onCreateBlock);
  \draw[->]
                (onCreateBlock) -- (onStartBlock);
  \draw[->]
                 (onStartBlock) -- (onResumeBlock);
  \draw[->]
                (onResumeBlock) -- (activityRuns);
  \draw[->]
                 (activityRuns) -- node[text width=4cm]
                                    {Another activity comes in
                                    front of the activity} (onPauseBlock);
  \draw[->]
                 (onPauseBlock) -- node {The activity is no longer visible}
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(onStopBlock);
 \draw[->]
                  (onStopBlock) -- node {The activity is shut down by
                                   user or system} (onDestroyBlock);
 \draw[->]
               (onRestartBlock) -- (onStartBlock);
 \draw[->]
                  (onStopBlock) -| node[yshift=1.25cm, text width=3cm]
                                   {The activity comes to the foreground}
                                   (onRestartBlock);
 \draw[->]
               (onDestroyBlock) -- (ActivityDestroyed);
 \draw[->]
                 (onPauseBlock) -| node(priorityXMemory)
                                   {higher priority $\rightarrow$ more memory}
                                   (ActivityEnds);
                  (onStopBlock) -| (priorityXMemory);
 \draw
 \draw[->]
                (ActivityEnds) |- node [yshift=-2cm, text width=3.1cm]
                                    {User navigates back to the activity}
                                    (onCreateBlock);
 \draw[->] (onPauseBlock.east) -- ++(2.6,0) -- ++(0,2) -- ++(0,2) --
    node[xshift=1.2cm,yshift=-1.5cm, text width=2.5cm]
    {The activity comes to the foreground}(onResumeBlock.east);
 \end{tikzpicture}
\end{document}
```