

Sec 3

→ activity → android
↓
is single UI interface

⇒ Activity Lifecycle.

① on Create()

- Called when the activity is created.
- contain the initialization operations.
- has Bundle parameter

→ If on Create() Successful
it calls → on start().

③ on Resume()

- Called when the activity is ready to get input from users, ~~at~~ and when the activity is resumed too.
- If it ~~is~~ successfully terminates,
- the Activity is Running.

⑤ On Restart()

- Similar to on Create().
- an activity that was previously stoppeel.

② on start()

- Called when on Create terminates, and it is visible to user.

→ If it has Focus it calls on Resume().
If not it calls on Stop().

④ On pause()

- Called when another activity comes to the foreground, or when some one presses back.
- Stop Cpu-consuming process

⑥ on Stop()

- Activity is no longer visible to user.
- called because:-
 - the activity is about be destroyed.
 - another activity comes to the foreground.

⑦ On Destroy

- the activity is about to be destroyed.

→ Called because:-

- Someone called finish() method on this activity.
- Could check ~~with~~ with is finishing().

⇒ Android GUI

→ GUI → hierarchy of view and view Group objects.

→ view → UI Component (button, text field, image view, ...)

→ view Group → Containers that have layout defined controlling how views widget are arrange in it.

ex → linear layout → all children aligned in single direction horizontally or vertically.

→ Relative layout → Child object relative to each other.

→ List view → a list of scrollable items.

→ Grid view → displays items in 2-dimensional, scrollable grid.

→ Design → Component tree

- بهر حال tree بتاعت ال component

→ explicit Intent → هیودینی ل activity تانیه فی ال app بتای

→ Implicit ~ → بیفخ مثلاً link (اوی خاصه موجوده فی ال app بتای و موجوده فی خاصه تانیه)