

Section 3 Mobile Computing

Activity → Single UI interface
↳ as a Screen

Activity life cycle

activity manager → Activity → from state to another state

①

onCreate() → create by Activity Manger
↳ Should contain initialization operations
↳ has bundle parameter
↳ onCreate → Call → onStart()

② onStart

↳ Called when onCreate() terminates
↳ Called before screen is visible to user
↳ if Activity is on focus → Call → onResume()

↳ لو مش في الـ focus → Call → onStop()

③ onResume

↳ Activity is visible
↳ ready to get input from user
↳ Called when activity is resumed
↳ if terminates

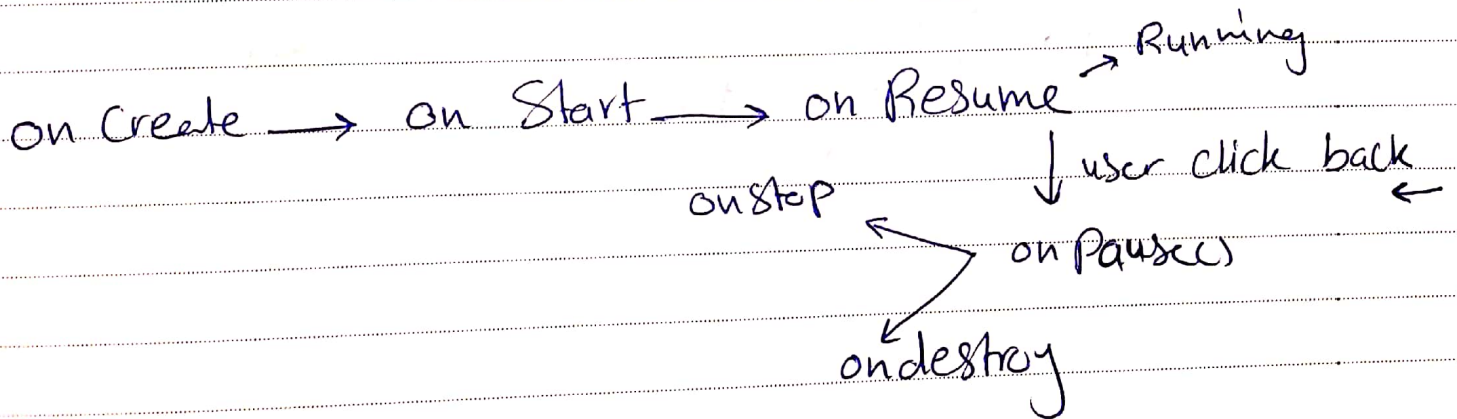
↳ the Activity is Running

④ on Pause → Called when Another activity Comes to foreground or when user press back screen
أو عندما يضغط المستخدم على زر الرجوع أو عندما يضغط المستخدم على زر التوقف
→ Commit unsaved changes to persistent data
→ Stop CPU Process
→ make it fast

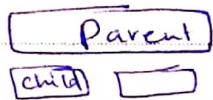
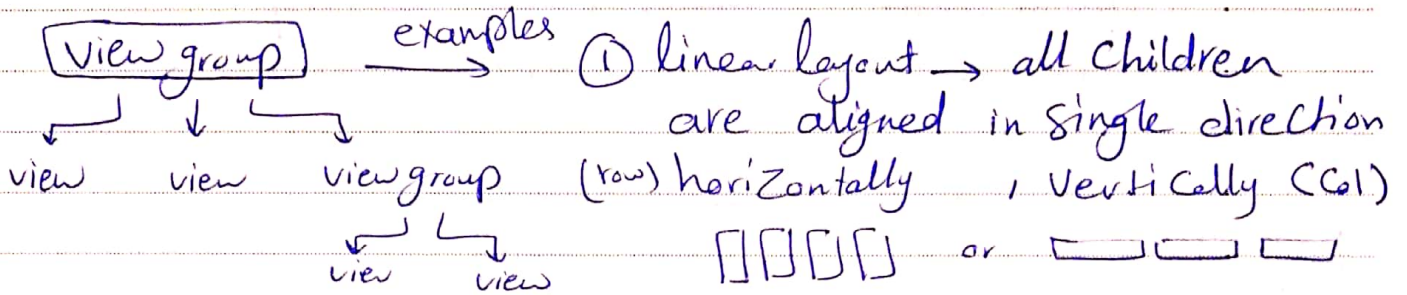
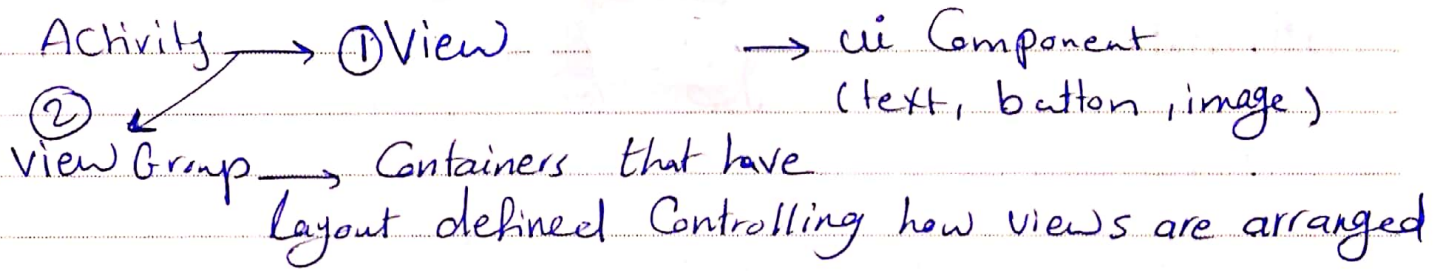
⑤ on Restart → Similar to on Create
↳ we have an activity that was previously stopped

⑥ onStop → Activity is no longer visible to user
↳ Called when:
- activity is about to be destroyed
- another activity Comes to foreground

⑦ on Destroy → Activity is about to be destroyed
↳ when:
→ System need some space
→ finish() method is called on this activity

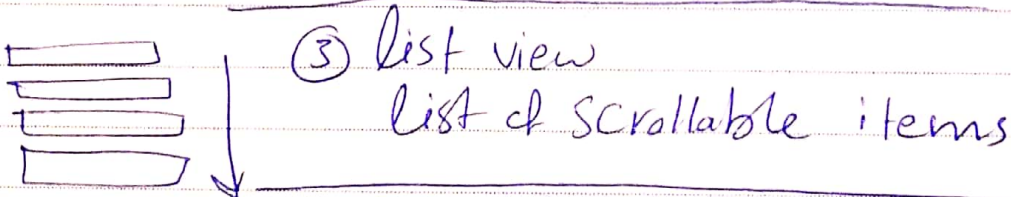


Gui → hierarchy of view and ViewGroup objects



② Relative layout

Child object are relative to each other



④ Grid view → display items in both directions and scrollable

root element → element at top of hierarchy

<root>

|

<root/>

AVD \rightarrow Android virtual device

attributs

Attributes

① orientation = $\begin{matrix} \text{dip} \\ | \\ \text{or} \\ | \\ \text{dip} \end{matrix}$ Vertical or horizontal

② layout width = Match parent | wrap Content
 layout height = wrap | wrap Content

Intent

Explicit intent \rightarrow Share Content from activity to another activity on local app.

Implicit intent \rightarrow From activity to outside app

① cr ال link لأي حاجة بره ال app (broad Cost)

② open image with

- gallery
- picsart