

REPORT

Codelab 5: Activity lifecicle and state

Subject: Desarrollo de Aplicaciones

Moviles Nativas Group: 7CV1

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1. Introduction

In this practical i created explicit intents. Worked and edited Activities. And use buttons and text-views to send messages fron one Activity to another

In this practical i learned more about the activity lifecycle. The lifecycle is the set of states an activity can be in during its entire lifetime, from when it's created to when it's destroyed and the system reclaims its resources.

As a user navigates between activities in an app (as well as into and out of the app), activities transition between different states in their lifecycles.

https://developer.android.com/codelabs/android-training-activity-lifecycle0

What i learned:

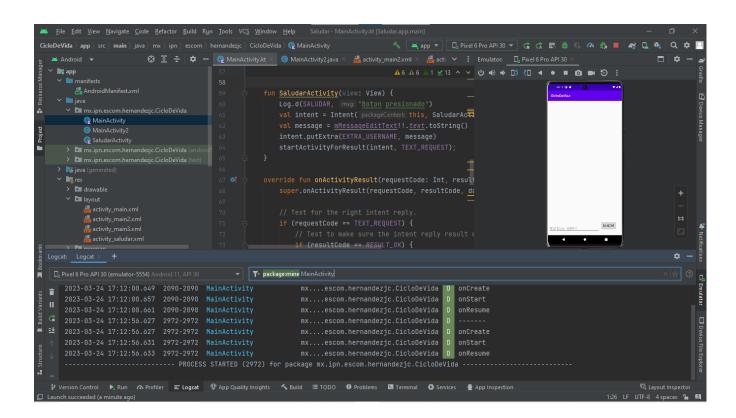
- How the Activity lifecycle works.
- When an Activity starts, pauses, stops, and is destroyed.
- About the lifecycle callback methods associated with Activity changes.
- The effect of actions (such as configuration changes) that can result in Activity lifecycle events.
- How to retain Activity state across lifecycle events.

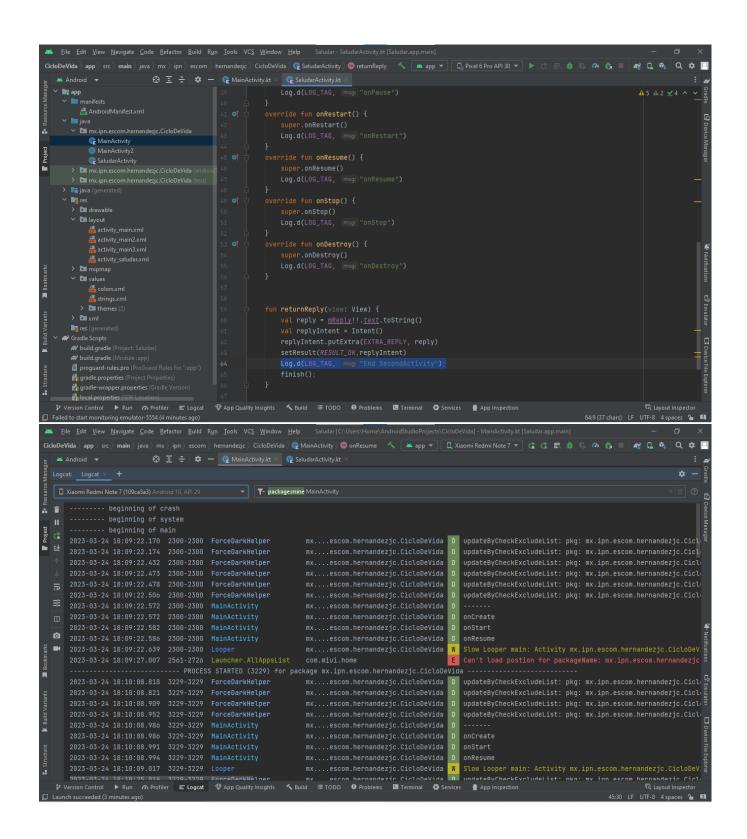
2. Development

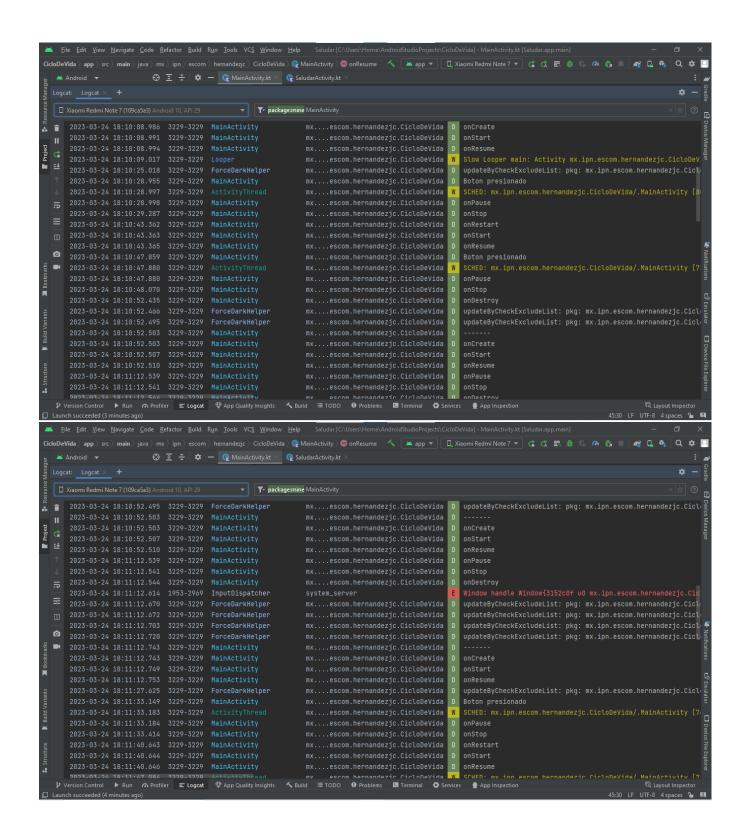
2.1. Tasks

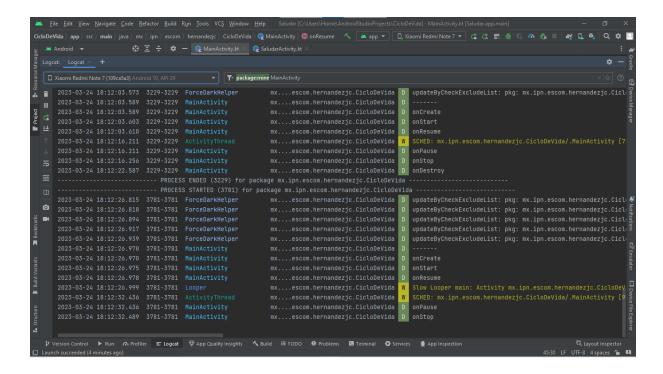
2.1.1. Task 1: Add lifecycle callbacks to TwoActivities

In this task i implemented all of the Activity lifecycle callback methods to print messages to logcat when those methods are invoked. These log messages allowed me to see when the Activity lifecycle changes state, and how those lifecycle state changes affected my app as it runs.





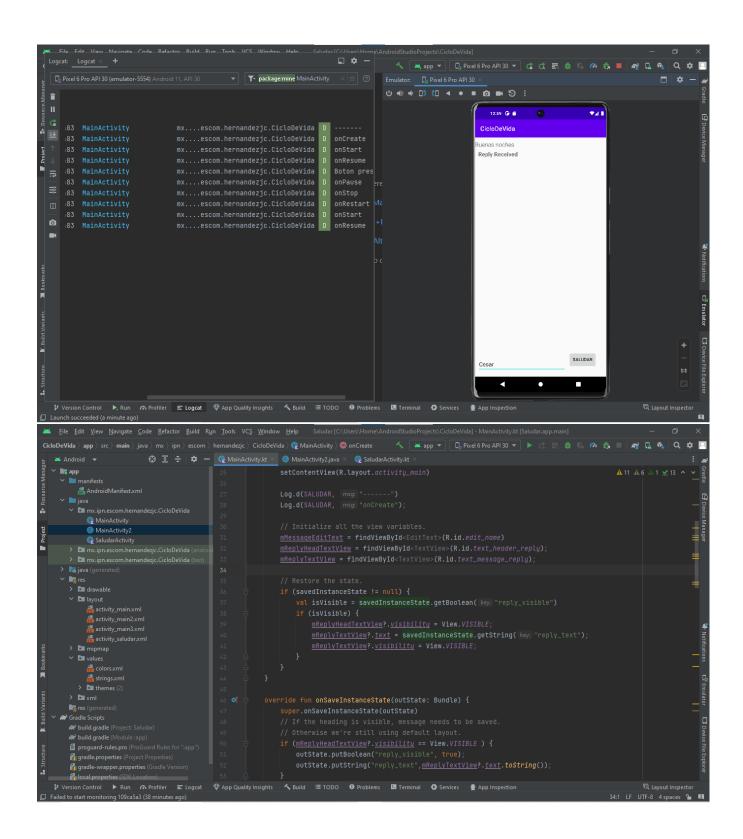


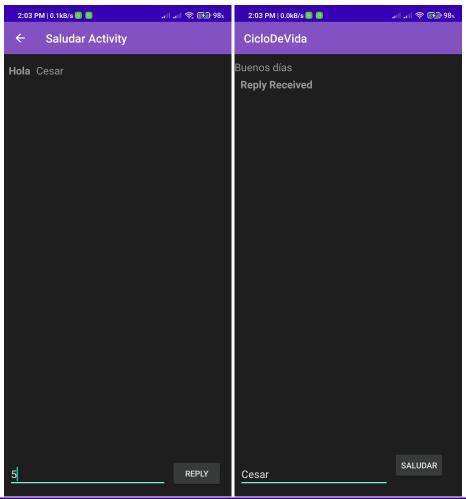


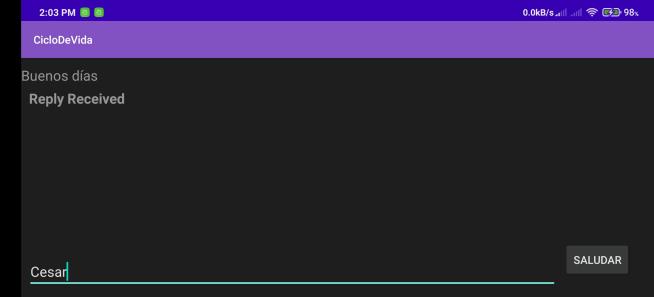
2.1.2. Task 2: Save and restore the Activity instance state

In this task i added code to preserve the instance state of the two TextView elements using onSaveInstanceState().

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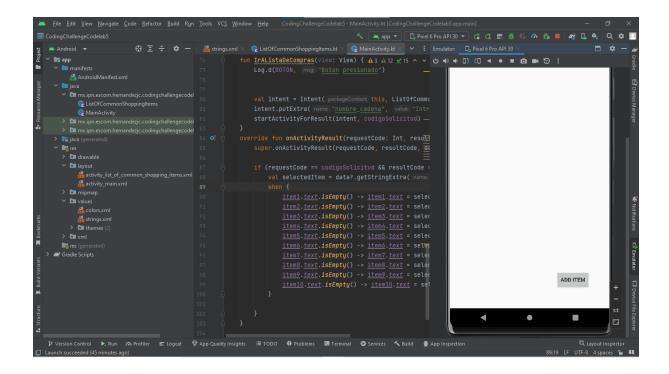


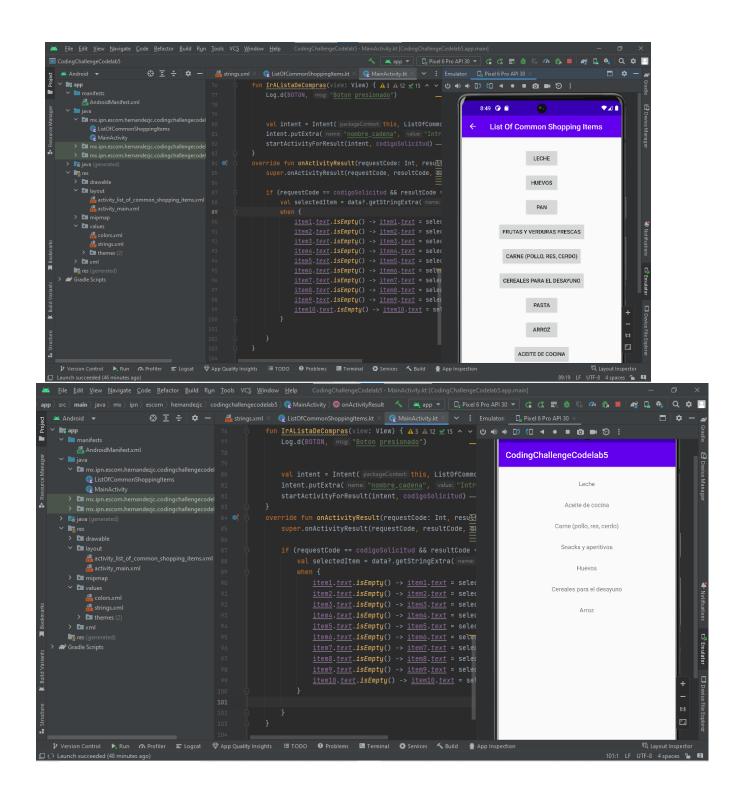
2.2. Coding Challenge

Challenge: Create a simple shopping-list app with a main activity for the list the user is building, and a second activity for a list of common shopping items.

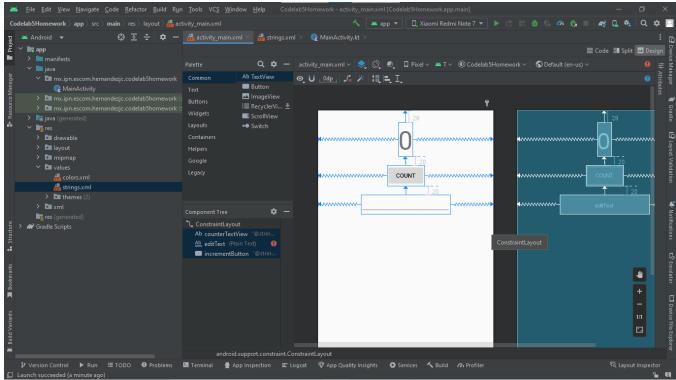
- The main activity should contain the list to build, which should be made up of ten empty TextView elements.
- An Add Item button on the main activity launches a second activity that contains a list of common shopping items (Cheese, Rice, Apples, and so on). Use Button elements to display the items.
- Choosing an item returns the user to the main activity, and updates an empty TextView to include the chosen item.

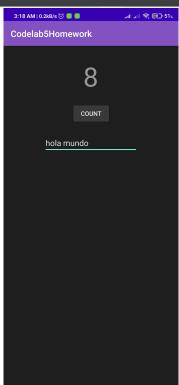
Use an Intent to pass information from one Activity to another. Make sure that the current state of the shopping list is saved when the user rotates the device.

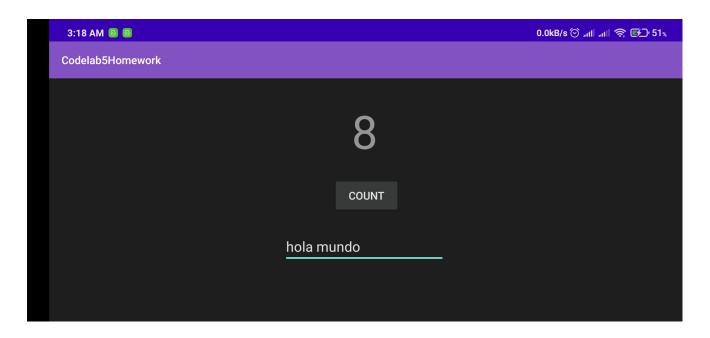




2.3. Homework







Question 1

If you run the homework app before implementing on SaveInstanceState(), what happens if you rotate the device? Choose one:

R:

->The counter is reset to 0, but the contents of the EditText is preserved.

Question 2

What Activity lifecycle methods are called when a device-configuration change (such as rotation) occurs? Choose one:

R:

->Android shuts down your Activity by calling onPause(), onStop(), and onDestroy(), and then starts it over again, calling onCreate(), onStart(), and onResume(). Android immediately calls on-Resume().

Question 3

When in the Activity lifecycle is onSaveInstanceState() called? Choose one:

R:

->onSaveInstanceState() is called before the onCreate() method.

Question 4

Which Activity lifecycle methods are best to use for saving data before the Activity is finished or destroyed? Choose one:

R:

->onPause() or onStop()