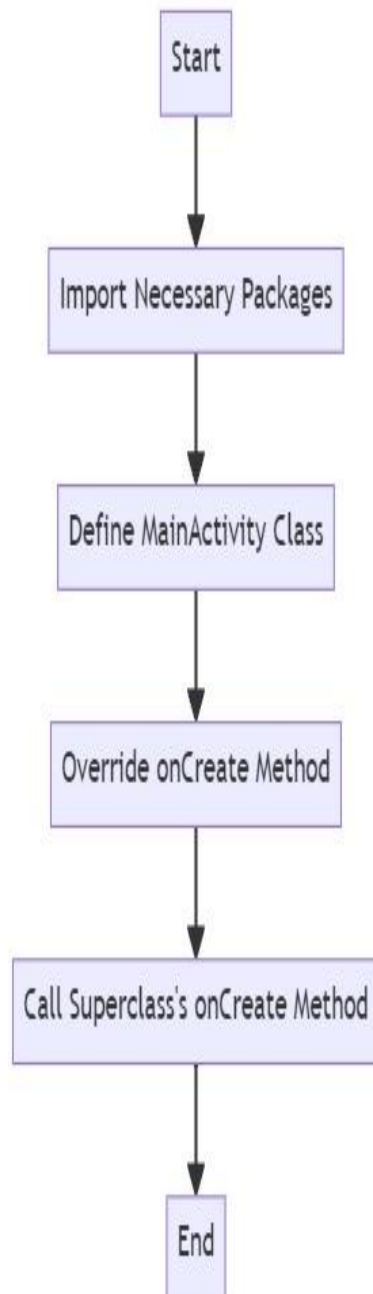


Creating a Flowchart of Activity from main component to save Instance

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```
import androidx.activity.ComponentActivity
import android.os.Bundle
```

1.Import Necessary Packages:

This line imports essential packages from the AndroidX library, such as "androidx.activity.ComponentActivity" and "android.os.Bundle" for this specific code snippet.

2. Define MainActivity Class:

This line declares the "MainActivity" class.

It inherits from "ComponentActivity" provided by the AndroidX library.

Inheriting from "ComponentActivity" grants "MainActivity" access to all properties and functions defined in "ComponentActivity".

3. Override onCreate Method:

This line defines the "onCreate" function.

It overrides the "onCreate" function from the superclass ("ComponentActivity") using the "override" keyword.

"onCreate" is a lifecycle callback method in Android, invoked when the activity is being created.

The parameter "Bundle? savedInstanceState" is used to pass data potentially saved from a previous instance of the activity, aiding in state restoration if needed.

4. Call Superclass's onCreate Method:

This line invokes the "onCreate" method of the superclass ("ComponentActivity").

By passing "savedInstanceState" as an argument, it ensures any saved state data is transmitted to the superclass's "onCreate" method.

Calling "super.onCreate(savedInstanceState)" is vital to ensure the superclass's initialization code executes before any custom initialization in the "MainActivity" class.

THANK YOU