Exploring Activity Lifecycle

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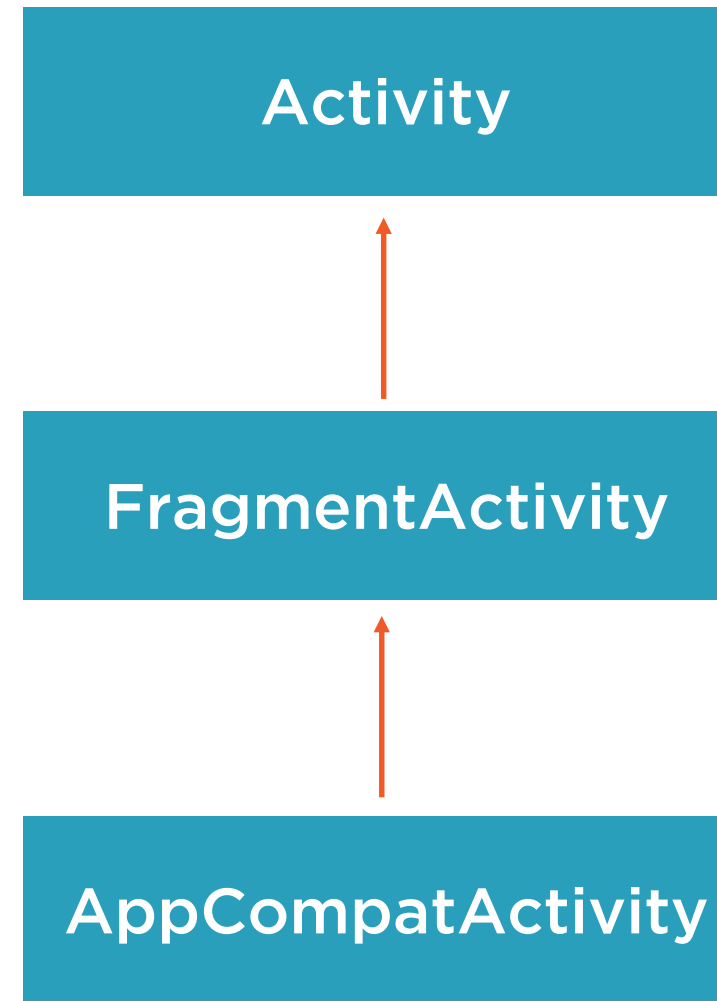AUTHOR

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Overview

Overview

For App with Minimum SDK – API 15-16

AppCompatActivity
- If Material Design implementation needed

FragmentActivity
- If nested Fragments needed

Activity
- None of the above needed

Lifecycle Methods

```java
public class MainActivity extends Activity {

    protected void onCreate(Bundle savedInstanceState) {

    }

    // Rest of the codes ..............

}
```

Other Important Methods

onCreate   **onPause**

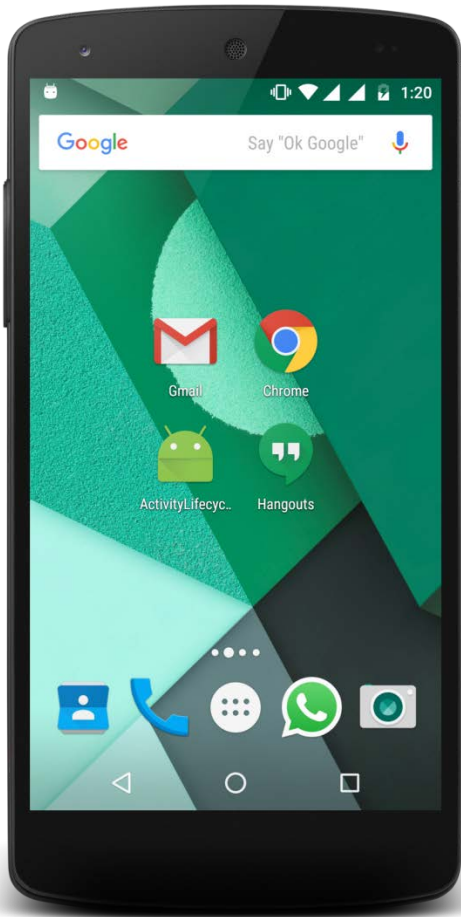**onStart**   **onStop**

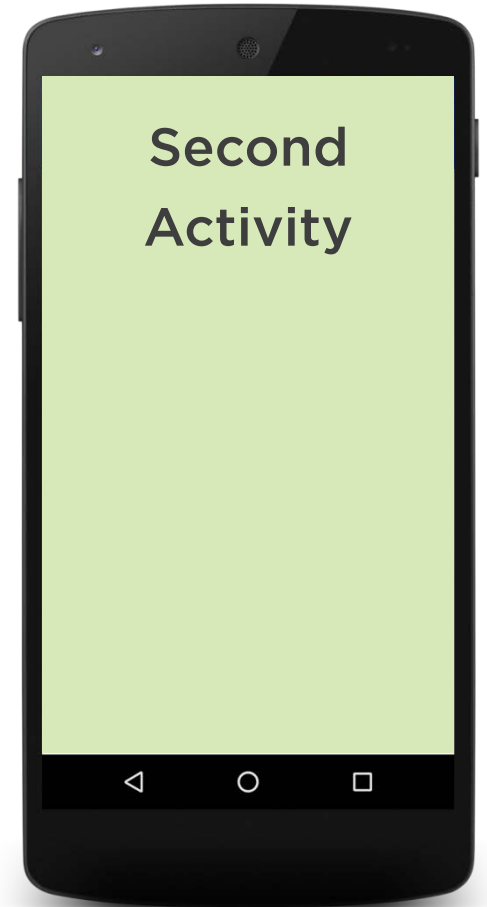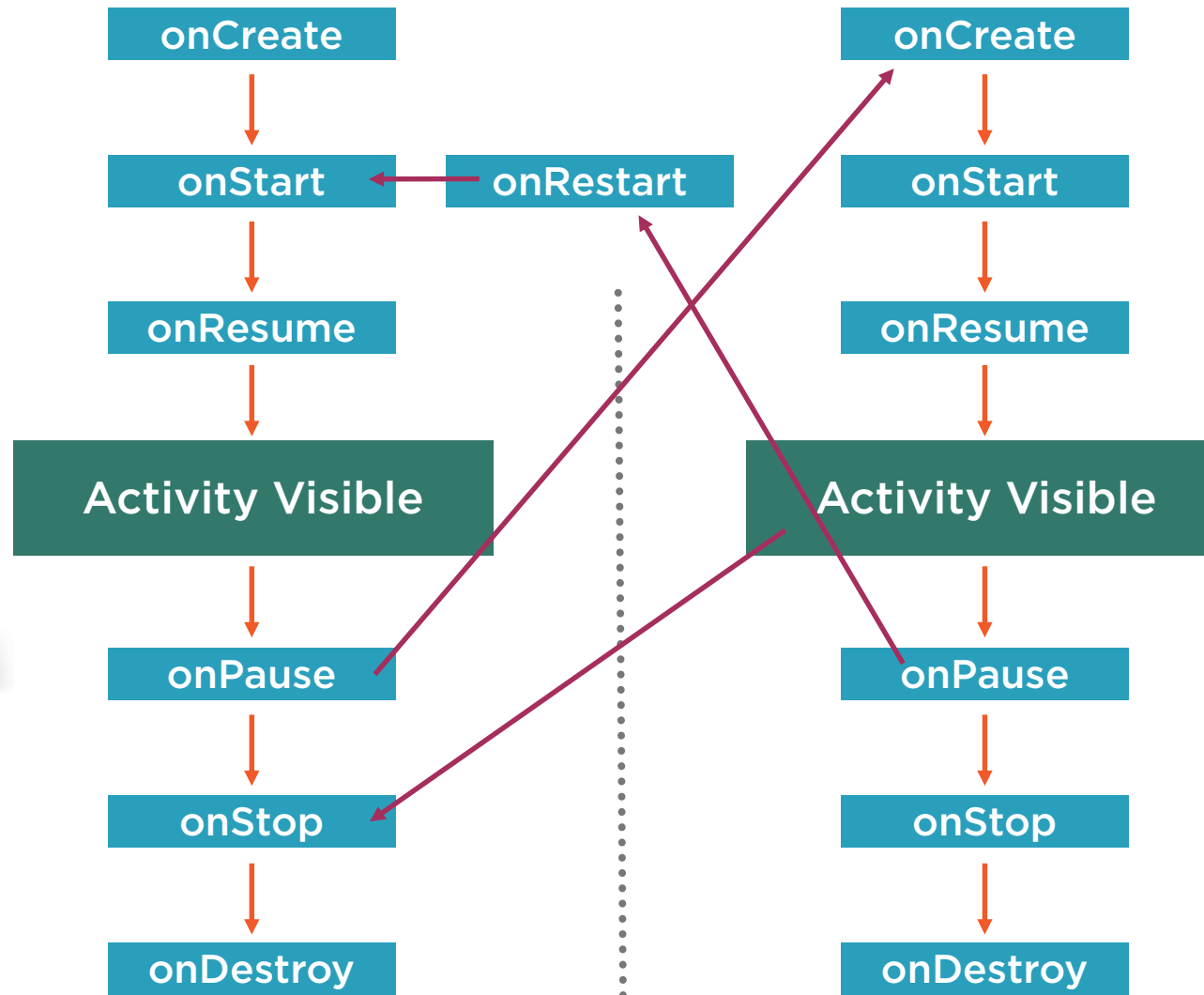**onResume**   **onDestroy**

onRestart

Activity Lifecycle

Explicit Intent

onCreate

onStart ← onRestart

onResume

Activity Visible

onPause

onStop

onDestroy

onCreate

onStart

onResume

Activity Visible

onPause

onStop

onDestroy

Second Activity

onDestroy

Stack and Activity
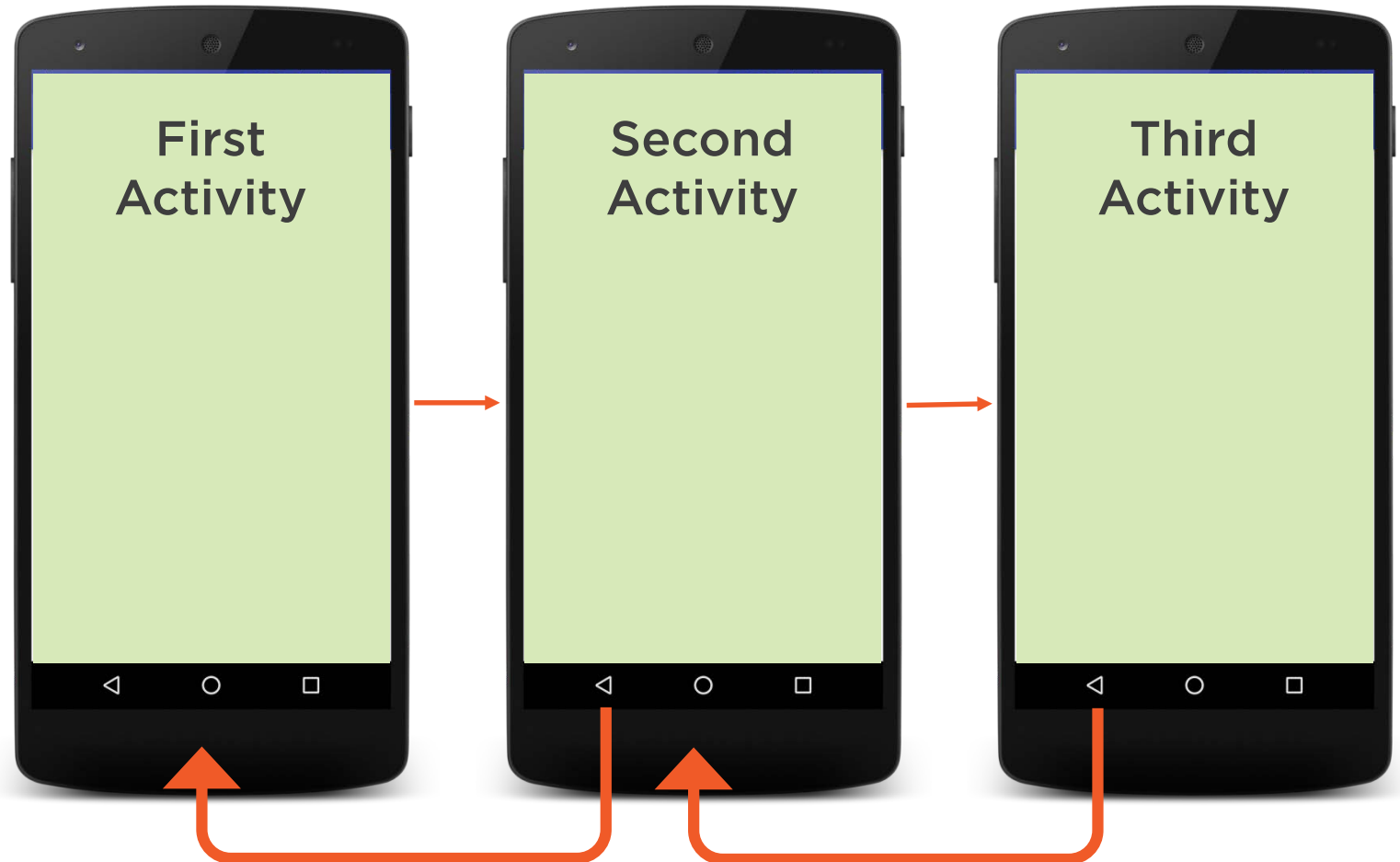
Activity Stack
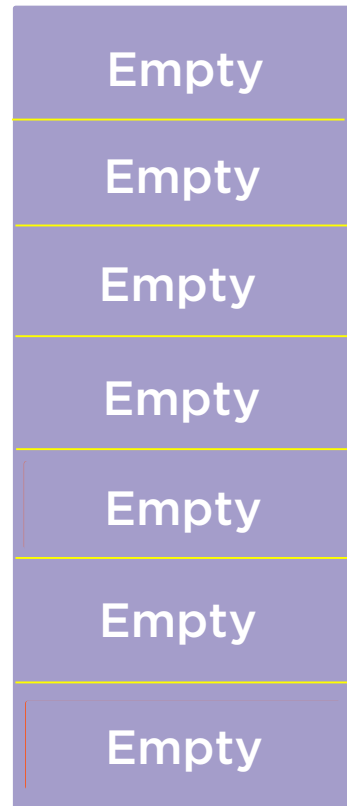
Summary

onCreate()

- Called when Activity is first created.
- Create views
- Attach layouts (setContentView)
- Initialize field variables and Widgets
- Make use of Bundle parameter to retrieve previous frozen state
- Always followed by onStart()

onRestart()

- Called after Activity has been stopped
- Always followed by onStart()

Summary

onStart()

- Called when Activity is becoming visible to user
- User interaction not allowed

onResume()

- User Interaction enabled
- Activity appears at top of Activity Stack
- Always followed by onPause()
- Activity is completely in Foreground

Summary

onPause()

- Activity starts to go into Background
- Manually, save the Persistent data

onStop()

- User Interaction Stops
- Activity completely in Background

onDestroy()

- After this, the Activity is Destroyed