To read - <https://stackoverflow.com/questions/5179686/restoring-state-of-textview-after-screen-rotation>

Comment from the link:

1) Not all views with an ID save their state. Android widgets, with an ID, whose state can be changed by the user, appear to save their state on a soft kill. So EditText saves its state, but TextView does not save its state on a soft kill.

"Android only bothers saving state for things that are expected to change. That is why it saves the text in an EditText (which a user is likely to change) and perhaps does not save the state for a TextView (which normally stays static)"

So you may choose to save the state of the textview in onSaveInstanceState and you may choose to restore the state of the textview in onCreate.

2) Best practice is to save "internal" non view instance state even if you declare

android:configChanges= "orientation|keyboardHidden"

From the docs:

"However, your application should always be able to shutdown and restart with its previous state intact. Not only because there are other configuration changes that you cannot prevent from restarting your application but also in order to handle events such as when the user receives an incoming phone call and then returns to your application."

Activity\_main.xml

*<?***xml version="1.0" encoding="utf-8"***?>*

<**android.support.constraint.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"**

**xmlns:app="http://schemas.android.com/apk/res-auto"**

**xmlns:tools="http://schemas.android.com/tools"**

**android:layout\_width="match\_parent"**

**android:layout\_height="match\_parent"**

**tools:context=".MainActivity"**>

<**TextView**

**android:id="@+id/textView"**

**android:layout\_width="wrap\_content"**

**android:layout\_height="wrap\_content"**

**android:text="Hello World!"**

**app:layout\_constraintBottom\_toBottomOf="parent"**

**app:layout\_constraintLeft\_toLeftOf="parent"**

**app:layout\_constraintRight\_toRightOf="parent"**

**app:layout\_constraintTop\_toTopOf="parent"** />

<**Button**

**android:id="@+id/button"**

**android:layout\_width="89dp"**

**android:layout\_height="wrap\_content"**

**android:layout\_marginBottom="8dp"**

**android:layout\_marginEnd="8dp"**

**android:layout\_marginStart="8dp"**

**android:layout\_marginTop="8dp"**

**android:text="Click Me"**

**android:textAlignment="center"**

**app:layout\_constraintBottom\_toBottomOf="parent"**

**app:layout\_constraintEnd\_toEndOf="parent"**

**app:layout\_constraintHorizontal\_bias="0.501"**

**app:layout\_constraintStart\_toStartOf="parent"**

**app:layout\_constraintTop\_toBottomOf="@+id/textView"** />

</**android.support.constraint.ConstraintLayout**>

MainActivity.java

**package** com.example.jevitha.saveinstancestate;

**import** android.os.PersistableBundle;

**import** android.support.v7.app.AppCompatActivity;

**import** android.os.Bundle;

**import** android.util.Log;

**import** android.view.View;

**import** android.widget.Button;

**import** android.widget.Toast;

**public class** MainActivity **extends** AppCompatActivity **implements** View.OnClickListener{

Button **b**;

**int i**=0; *// button click counter variable*

*// Along with this try persisting the values of the views such as edit text as mentioned in class*

@Override

**protected void** onCreate(Bundle savedInstanceState) {

**super**.onCreate(savedInstanceState);

**if** (savedInstanceState != **null**) {

**i** = savedInstanceState.getInt(**"i"**);

Toast.*makeText*(**this**, **" onCreate i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

**else**

{

Toast.*makeText*(**this**, **" onCreate - no data"**, Toast.***LENGTH\_SHORT***).show();

}

setContentView(R.layout.***activity\_main***);

**b** = findViewById(R.id.***button***);

**b**.setOnClickListener(**this**);

}

@Override

**public void** onClick(View view) {

**if**(view.getId()==**b**.getId())

**i**++;

Toast.*makeText*(**this**, **"Hello Android :) clicked "**+**i**, Toast.***LENGTH\_SHORT***).show();

Log.*d*(**"MainActivity"**,**"Button Clicked... "**);

}

**public void** textClickResponse(View view){

Toast.*makeText*(**this**, **"Hello World Clicked :)"**, Toast.***LENGTH\_SHORT***).show();

Log.*d*(**"MainActivity"**,**"TextView Clicked... "**);

}

@Override

**protected void** onSaveInstanceState(Bundle outState) {

**super**.onSaveInstanceState(outState);

outState.putInt(**"i"**,**i**);

Toast.*makeText*(**this**, **"onSaveInstanceState i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

@Override

**protected void** onRestoreInstanceState(Bundle savedInstanceState) {

**super**.onRestoreInstanceState(savedInstanceState);

**if** (savedInstanceState != **null**) {

**i** = savedInstanceState.getInt(**"i"**);

Toast.*makeText*(**this**, **"onRestoreInstanceState i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

**else**

{

Toast.*makeText*(**this**, **" onRestoreInstanceState - no data"**, Toast.***LENGTH\_SHORT***).show();

}

}

@Override

**protected void** onStart() {

**super**.onStart();

Toast.*makeText*(**this**, **" OnStart i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

@Override

**protected void** onPause() {

**super**.onPause();

Toast.*makeText*(**this**, **"OnPause i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

@Override

**protected void** onResume() {

**super**.onResume();

Toast.*makeText*(**this**, **"OnResume i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

@Override

**protected void** onStop() {

**super**.onStop();

Toast.*makeText*(**this**, **"OnStop i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

@Override

**protected void** onRestart() {

**super**.onRestart();

Toast.*makeText*(**this**, **"OnRestart i= "**+**i**, Toast.***LENGTH\_SHORT***).show();

}

@Override

**protected void** onDestroy() {

**super**.onDestroy();

Toast.*makeText*(**this**, **"OnDestroy i="**+**i**, Toast.***LENGTH\_SHORT***).show();

}

}