Life Cycle Aware Project

You are to create a layout as shown in the images below. The layout must match the images shown in both landscape and portrait modes. The spacing needs to be relatively close but does not have to be exact. There are to be no errors or warnings in the layout as shown in the screen shot.

Interaction:

The application will display the different lifecycles based upon rotation of device and setting the application in background.

Specs:

This was written in Kotlin Oreo 8.0

I used Pixel 2 XL API 26 as my emulator. You can use another just this is what I used.

I recommend you start with the fragment plus view model template

You will only use the classes shown in the screenshot.

When the device is rotated the different lifecycles will appear along with the time (down to milliseconds) will be displayed. Each set will be divided by a ***** line.

Figure 1 is the starting screen.

Figure 2 is the first rotation.

Figure 3 is the second rotation.

Figure 4 is after the app was put in the background a couple of times.

Figure 5 shows only the classes you are to have

Figure 6 shows no errors or warnings.

Figure 1: Starting Screen

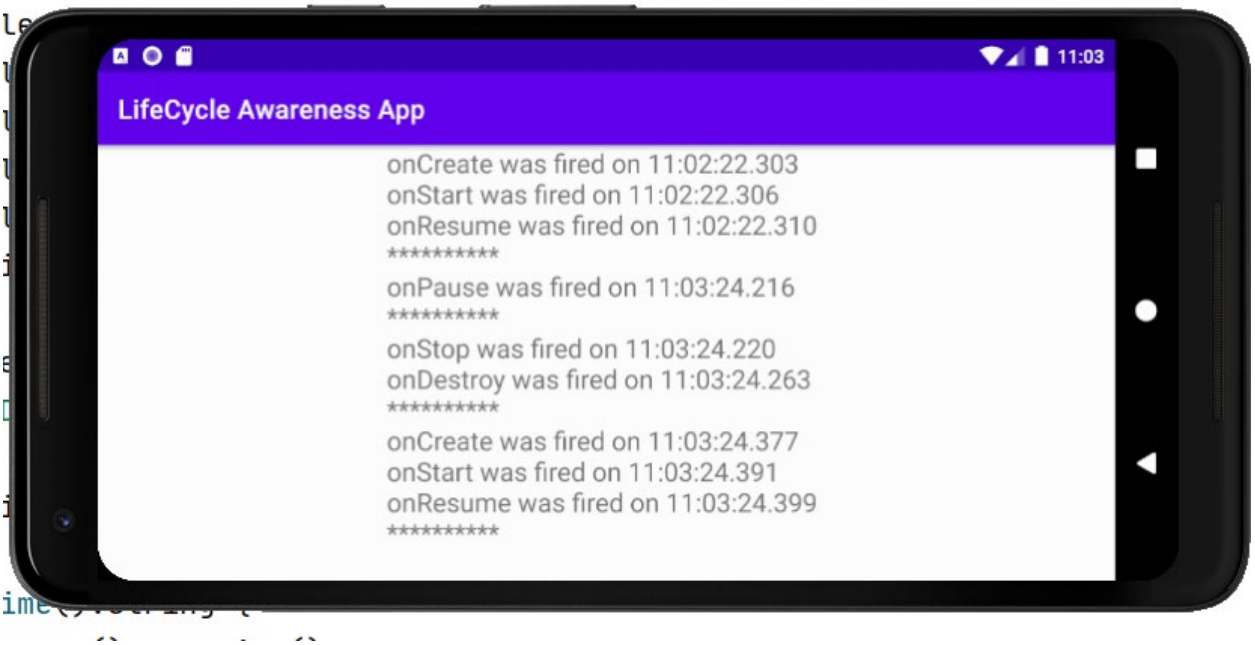

Figure 2: First Rotation

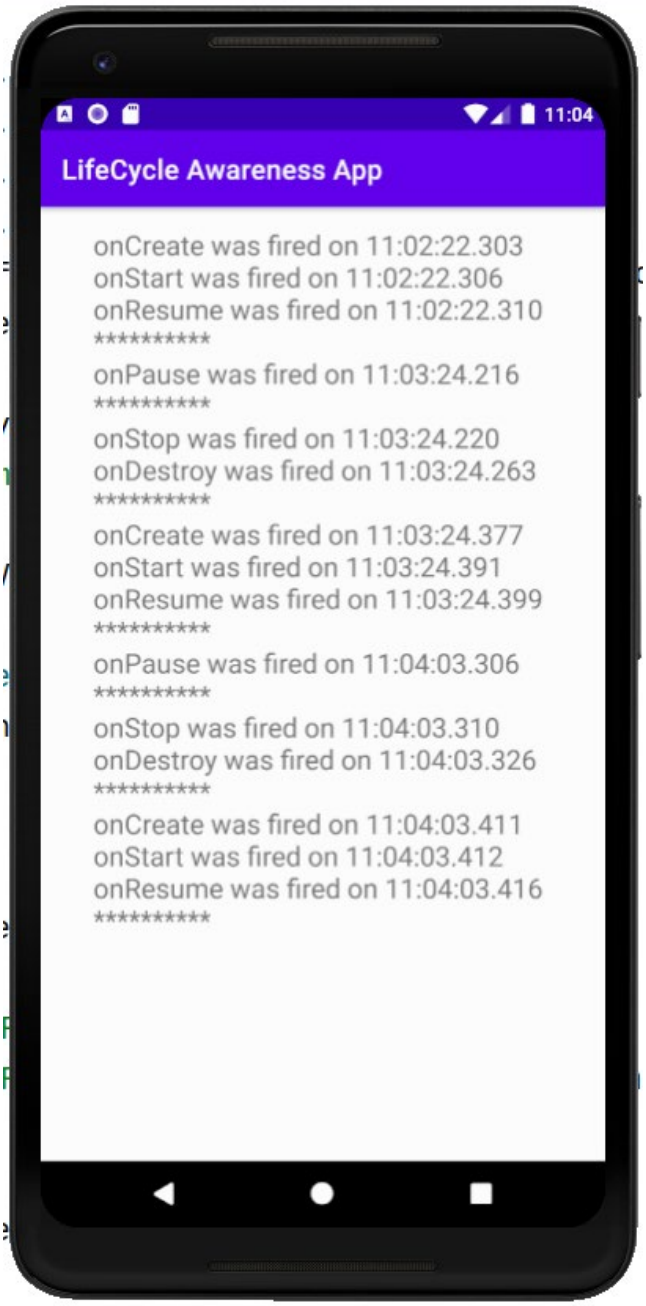

Figure 3: Is the second rotation

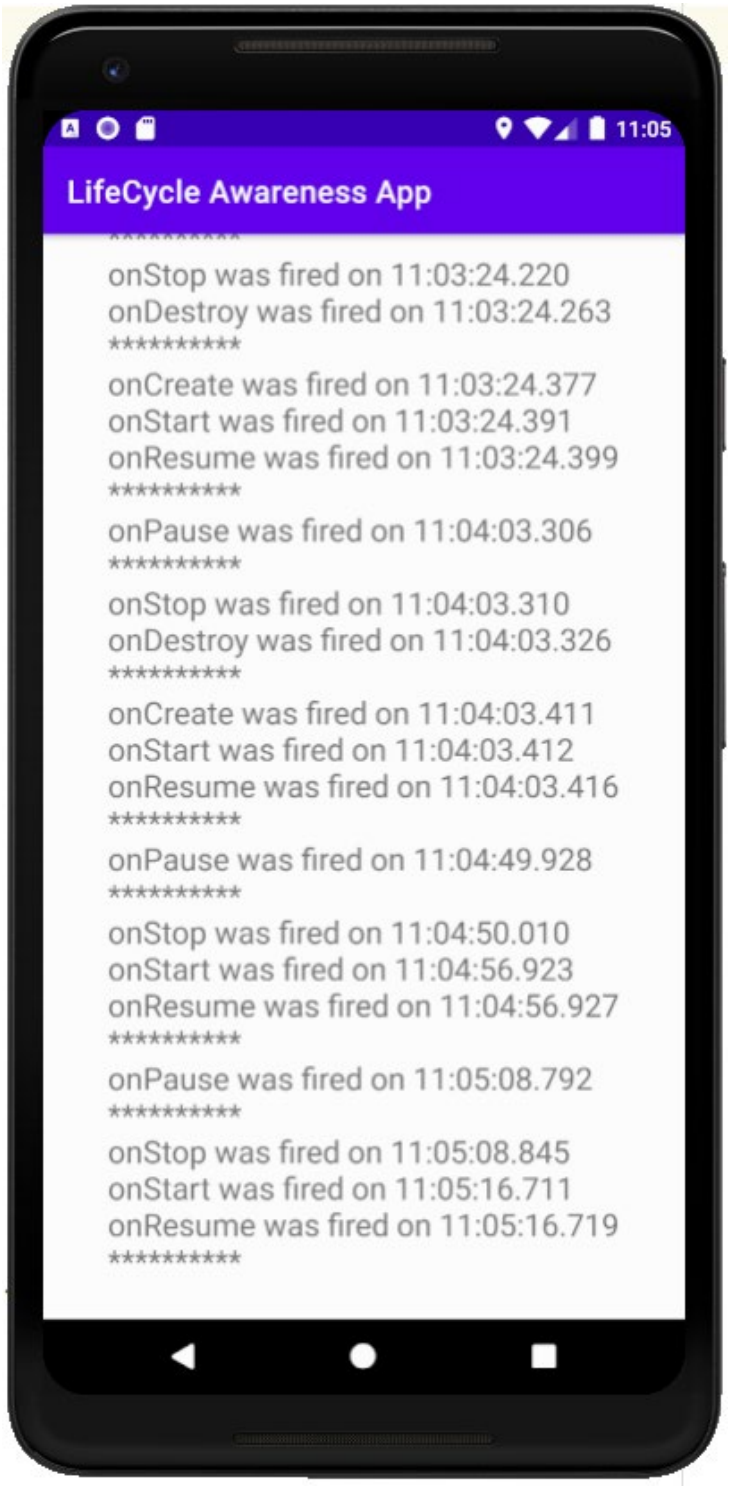

Figure 4: App put in background a couple of times

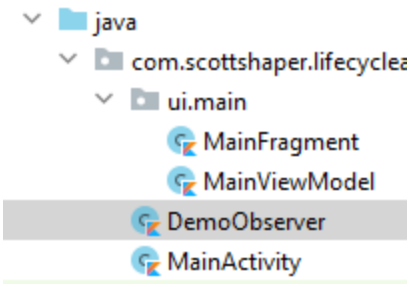

Figure 5: The classes to be used (only those)

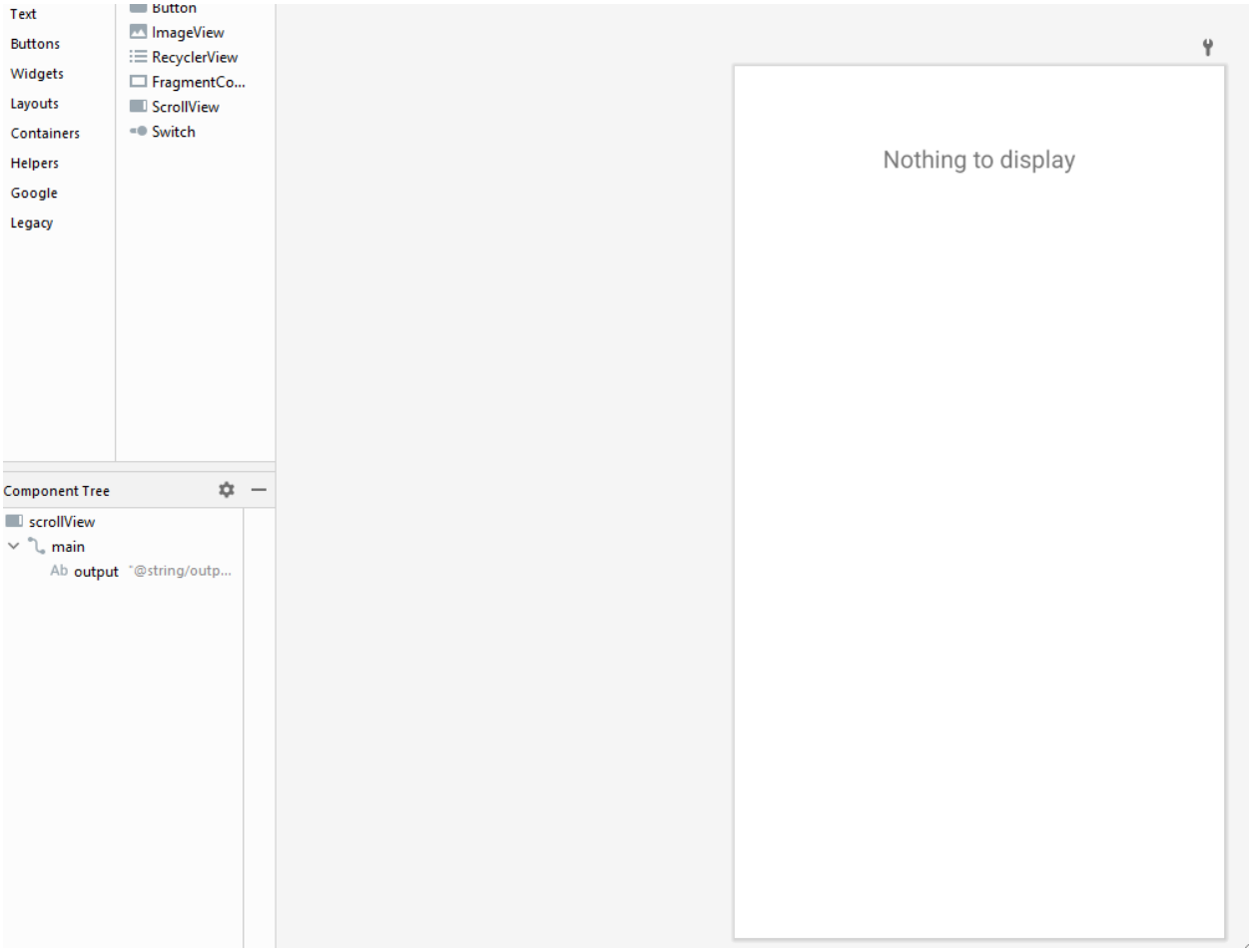

Figure 6: No errors or warnings on layout