Group 4 The Buggers

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1.onCreate()

-Called when the activity is created.

-Used for initial setup, like UI initialization, binding data, or starting essential components.

2. onStart()

-Called when the activity becomes visible to the user but is not yet interactive.

3. onResume()

-Called when the activity starts interacting with the user (it’s in the foreground).

-Good place to start animations, sensors, or listening for user input.

4. onPause()

-Called when another activity comes in front (but this activity is still partially visible).

-Use this to pause animations, save unsaved data, or stop sensors.

5.onStop()

-Called when the activity is no longer visible.

-Often used to release resources (e.g., stop camera, stop heavy tasks).

6.onDestroy()

-Called when the activity is about to be destroyed (closed or system-terminated).

-Use this to clean up resources and prevent memory leaks.

// Group 4 The Buggers

public class Main {

private static final String TAG = "ActivityLifecycle";

public static void main(String[] args) {

onCreate();

onStart();

onResume();

onPause();

onStop();

onDestroy();

}

private static void onCreate() {

System.out.println(TAG + ": onCreate - Activity Created");

}

private static void onStart() {

System.out.println(TAG + ": onStart - Activity Started");

}

private static void onResume() {

System.out.println(TAG + ": onResume - Activity Resumed");

}

private static void onPause() {

System.out.println(TAG + ": onPause - Activity Paused");

}

private static void onStop() {

System.out.println(TAG + ": onStop - Activity Stopped");

}

private static void onDestroy() {

System.out.println(TAG + ": onDestroy - Activity Destroyed");

}

}