

Activity

- ⇒ You implement an activity as a subclass of the Activity class.
- ⇒ An activity provides the window in which the app draws its UI. { May be smaller than the screen }
- ⇒ Generally, one activity implements one screen in an app.
- ⇒ Typically, one activity in an app is specified as the main activity, which is the first screen to appear when the user launches the app.

⇒ Although activities work together to form a cohesive user experience in an app, each activity is only loosely bound to the other activity.

⇒ To use activities in your app, you must register information about them in the app's manifest.