★ Managing the activity Lifecycle

⇒ Over the course of its lifetime, an activity goes through a number of states.

    ↳ You use a series of callbacks to handle transitions between states.

⊕ onCreate()

→ You must implement this callback
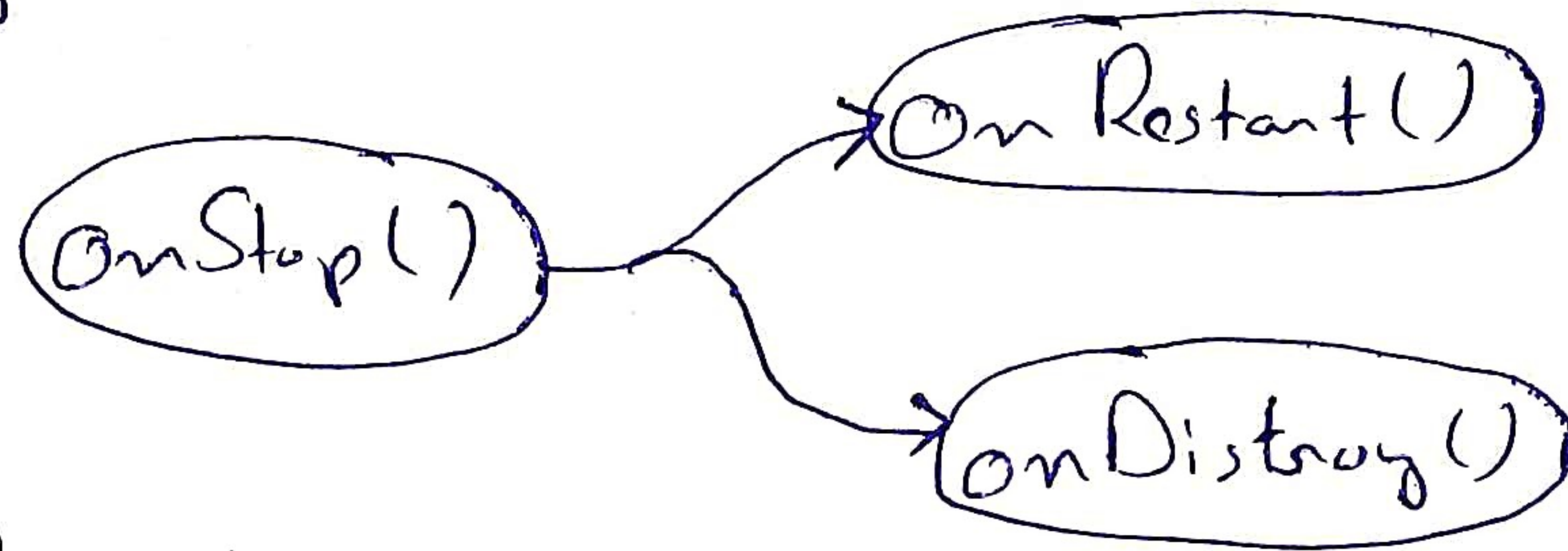
→ Fires when the system creates your activity.

→ Your implementation should initialize the essential components of your activity.

    ↳ Most importantly, this is where you must call setContentView() to define the layout for the activity's user interface.

→ When onCreate() finishes, the next callback is always onStart().

⑥

⊕ OnStop()

⟹ The system calls onStop() when the activity is no longer visible to the user.

```
(OnStop()) ⟶ (On Restart())
          ⟶ (onDistroy())
```

⊕ OnRestart()

⟹ Invoked when activity in the Stopped State is about to restart.

⊕ onDestroy()

⟹ Called before activity is destroyed.