109590031 HW#4-1

Question 1

If you run the homework app before implementing onsaveInstanceState(), what happens if you rotate the device? Choose one:

- The EditText no longer contains the text you entered, but the counter is preserved.
- The counter is reset to 0, and the EditText no longer contains the text you entered.
- The counter is reset to 0, but the contents of the EditText is preserved.
- The counter and the contents of the EditText are preserved.

Answer 1

• The counter is reset to 0, but the contents of the EditText is preserved.

Question 2

What Activity lifecycle methods are called when a device-configuration change (such as rotation) occurs? Choose one:

- Android immediately shuts down your Activity by calling onstop(). Your code must restart the Activity.
- Android shuts down your Activity by calling onPause(), onStop(), and onDestroy().
 Your code must restart the Activity.
- Android shuts down your Activity by calling onPause(), onStop(), and onDestroy(), and then starts it over again, calling onCreate(), onStart(), and onResume().
- Android immediately calls onResume().

Answer 2

Android shuts down your Activity by calling onPause(), onStop(), and onDestroy().
 Your code must restart the Activity.

Question 3

When in the Activity lifecycle is onSaveInstanceState() called? Choose one:

- onSaveInstanceState() is called before the onStop() method.
- onSaveInstanceState() is called before the onResume() method.
- onSaveInstanceState() is called before the onCreate() method.
- onSaveInstanceState() is called before the onDestroy() method.

Answer 3

• onSaveInstanceState() is called before the onCreate() method.

Question 4

Which Activity lifecycle methods are best to use for saving data before the Activity is finished or destroyed? Choose one:

- onPause() or onStop()
- onResume() or onCreate()
- onDestroy()
- onStart() or onRestart()

Answer 4

• onPause() or onStop()