

Practical –30 : Write a program to demonstrate Activity Life cycle in Android.

MainActivity.java

```
package com.example.activitylifecycle;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.util.Log;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Log.d("lifecycle1", "onCreate invoked");
    }
    @Override
    protected void onStart() {
        super.onStart();
        Log.d("lifecycle", "onStart invoked");
    }
    @Override
    protected void onResume() {
        super.onResume();
        Log.d("lifecycle1", "onResume invoked");
    }
    @Override
    protected void onPause() {
        super.onPause();
        Log.d("lifecycle1", "onPause invoked");
    }
    @Override
    protected void onStop() {
        super.onStop();
        Log.d("lifecycle1", "onStop invoked");
    }
    @Override
    protected void onRestart() {
        super.onRestart();
        Log.d("lifecycle1", "onRestart invoked");
    }
    @Override
    protected void onDestroy() {
        super.onDestroy();
        Log.d("lifecycle1", "onDestroy invoked");
    }
}
```

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
```

```

tools:context=".MainActivity">

<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Hello World!"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>

```

output :

