

RESEARCH ON ACTIVITY LIFECYCLE

Activity Lifecycle refers to the terms or activities on a screen from the starting point or creation of the app up to the stage it ends. There are callback methods that developers use to perform specific tasks on each stage or activity.

onCreate() - this is the first activity.

onStart() - the activity that is visible to the users.

onResume() - this activity interacts with the user. When this happens, the activity will stack at the top.

onPause() - This activity will arise when we open a new activity on top of the current one and return to it. Invoked after the onResume() activity.

onStop() - invoked when the activity is not visible to the user.

onRestart() - this stage happens when the activity has been stopped. Before this stage, onStart will be called and act when any activity is revived from background to on-screen.

onDestroy() - final stage before the activity is destroyed. This happens when an activity is finished or the system with low memory temporarily destroys the activity to save space.