In Android, an Activity represents one screen of an app. Android manages it through lifecycle callbacks that tell your code when the Activity is created, visible, interactive, paused, stopped, or destroyed.

**onCreate()** – called when the Activity is first created (set up UI, variables).

**onStart()** – called when Activity becomes visible.

**onResume()** – Activity is visible and interactive.

**onPause()** – Activity partially visible, user is leaving (save data, stop animations).

**onStop()** – Activity fully hidden, not visible.

**onDestroy()** – Activity is finishing or being destroyed by system (cleanup).

this is the example of code

**1. onCreate()**

This runs once when the Activity is first created. Think of it as “setup time.”

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

Log.d("Lifecycle", "onCreate: Activity is created");

Button myButton = findViewById(R.id.myButton);

myButton.setText("Hello World!");

}

**2. onStart()**

Called when the Activity becomes visible (but not yet interactable).

@Override

protected void onStart() {

super.onStart();

Log.d("Lifecycle", "onStart: Activity is visible");

TextView textView = findViewById(R.id.myText);

textView.setText("Activity just became visible!");

}

**3. onResume()**

Called when the Activity is now in the foreground and the user can interact.

@Override

protected void onResume() {

super.onResume();

Log.d("Lifecycle", "onResume: Activity in foreground");

// Example: start animation or music

MediaPlayer player = MediaPlayer.create(this, R.raw.sample\_music);

player.start();

}

**4. onPause()**

Another Activity is partially covering yours (e.g., a dialog). Good for pausing tasks.

@Override

protected void onPause() {

super.onPause();

Log.d("Lifecycle", "onPause: Activity partially hidden");

// Example: pause a video

if (videoView.isPlaying()) {

videoView.pause();

}

}

5. onStop()

Called when Activity is fully hidden. Great for heavier resource release.

@Override

protected void onStop() {

super.onStop();

Log.d("Lifecycle", "onStop: Activity not visible");

// Example: stop location updates

locationManager.removeUpdates(locationListener);

}

**6. onDestroy()**

Called right before Activity is destroyed (app closed, or system killing it).

@Override

protected void onDestroy() {

super.onDestroy();

Log.d("Lifecycle", "onDestroy: Activity is finishing");

// Example: cleanup

if (db != null) {

db.close();

}

}