

Explanation of Lifecycle Callbacks in a SQLite Database Scenario:

- **onCreate() :**
 - **Purpose:** Called when the activity is first created.
 - **Tasks:**
 - Initializes UI components.
 - Sets up or initializes the SQLite database instance.
 - Creates necessary tables if they don't exist.
- **onStart() :**
 - **Purpose:** Called when the activity is becoming visible to the user.
 - **Tasks:**
 - Opens the SQLite database connection.
 - Fetches and loads data from the database to display in the UI.
- **onResume() :**
 - **Purpose:** Called when the activity will start interacting with the user.
 - **Tasks:**
 - Refreshes or updates UI elements with the latest data from the database.
 - Begins any tasks that should only run while the activity is in the foreground, such as updating data in real-time.
- **onPause() :**
 - **Purpose:** Called when the system is about to start resuming another activity.
 - **Tasks:**
 - Saves any unsaved changes to the database.
 - Pauses ongoing tasks or operations that should not run while the activity is not in the foreground.
- **onStop() :**
 - **Purpose:** Called when the activity is no longer visible to the user.
 - **Tasks:**
 - Closes the SQLite database connection to free up resources.
 - Stops any background tasks that should not run while the activity is in the background.
- **onRestart() :**
 - **Purpose:** Called after the activity has been stopped, just before it is started again.
 - **Tasks:**
 - Reopens the SQLite database connection if needed.
 - Reinitializes resources or tasks that were released or stopped in `onStop()` .
- **onDestroy() :**
 - **Purpose:** Called before the activity is destroyed.
 - **Tasks:**

- Ensures all resources, including the SQLite database connection, are properly cleaned up.
- Saves final data or state to the database if necessary to prevent data loss.