**LIFE - CYCLE OF ANDROID**

When the user start any activity while developing android app ,android follows the following life cycle:

* OnCreate();
* OnStart();
* OnResume();
* OnPause();
* OnStop();
* OnRestart();
* OnDestroy();

**1. OnCreate();**

When the activity is first runed it enters in the Create state.This method is only called once for the entire life of the activity.In this method basic startup logics are performed.

**2. OnStart():**

When the activity enters into this state it makes the activity visible to the user.The app prepare the activity to enter into the foreground and become interactive with the user.When the user finish interaction with the app then system invokes the OnResume() method.

**3.OnResume():**

When the activity enters into the resume state, it comes to the foreground and user can interact with the system.The app stays in this state unless it is not affected by other factors such as phone call is received,using another app etc.

**4.OnPause():**

This method is called when the user is leaving the activity.By using this method operation such as music player, animation should not continue.For eg. if aur app is downloading some file (i.e size of 15)and it has already download 10mb and suddenly the app goes in the pause state then its should start the download from 10 mb.In this state certain amount of memory is allocated to this method to store previous data.

**5.OnStop():**

When the app is no longer visible to the user it enters into this method.this may occur,for eg when the new app covers your entire screen then the previous app goes to stop state.the system call this method when the user is finished using the app and is about to terminate.

**6.OnRestart():**

When the user wants to use the app again it goes into the restart state. The restart state stats again from the OnStart() method till the OnStop() method.From the OnStop() method either the app is terminated or the app restarts again.

**7.OnDestroy():**

It is called before the app is destroy.This is the final state in the life cycle.This method is either called by the user or the system is temporarily destroying the process. This method release all the resource it has been using.