Exercise: Exploring a First Application

1. Get the *FirstApp* application up and running using the examples provided in the Powerpoint slides.

2. Move the TextView variable declaration from being declared in the *onCreate* function to being a declaration at the class level. This will allow us to make use of the variable in multiple functions. Then, update the text string that is presented so instead of saying "Hello, Android" the app says "onCreate() called…".

3. We saw in class that the *onCreate* function was called when an Activity was first initiated. Referring back to slide 15, we see that *onStart* and *onResume* are also both called before an Activity is considered "active".

   Those two functions have the following function signatures:
   public void onStart()
   public void onResume()

   Implement these two functions in your Activity so that they set the text to be "onStart() called…" and "onResume() called…" respectively. Note that they both require calling the same-named function in their parent class, similar to what happens in the first line of *onCreate*.

   Think about these two questions:

   When the app appears in the emulator, what text is displayed?

   Why do you think this happens?

4. Review the Android Activity lifecycle (slide 15) and think about these questions:

   Which of the three functions above is likely called most often during use of an app?

   Why do you think that?

5. Thinking back to CSC 111, name at least one String function or operator that should be useful in getting the output when the emulator appears to look like the text in the image below.

What function/operator did you choose and why did you choose that function (what does it allow you to do)?