LifecycleOwner
getLifecycle() Lifecycle
BaseUICfg
value() Scope[]
HasDefaultViewModelProviderFactory
getDefaultViewModelProviderFactory() Factory
SavedStateRegistryOwner
getSavedStateRegistry() SavedStateRegistry
ActivityResultRegistryOwner
getActivityResultRegistry() ActivityResultRegistry
OnBackPressedDispatcherOwner
getOnBackPressedDispatcher() OnBackPressedDispatcher
ContextAware
addOnContextAvailableListener(OnContextAvailableListener) void
peekAvailableContext() Context?
removeOnContextAvailableListener(OnContextAvailableListener) void
ViewModelStoreOwner
getViewModelStore() ViewModelStore
ActivityResultCaller
registerForActivityResult(ActivityResultContract<I, O>, ActivityResultCallback<O>) ActivityResultLauncher<I>
registerForActivityResult(ActivityResultContract<I, O>, ActivityResultRegistry, ActivityResultCallback<O>) ActivityResultLauncher<I>
ComponentActivity
initializeViewTreeOwners() void
mOnBackPressedDispatcher OnBackPressedDispatcher
getOnBackPressedDispatcher() OnBackPressedDispatcher
addOnNewIntentListener(Consumer<Intent>) void
removeOnNewIntentListener(Consumer<Intent>) void
addOnPictureInPictureModeChangedListener(Consumer<PictureInPictureModeInfo>) void
removeOnPictureInPictureModeChangedListener(Consumer<PictureInPictureModeInfo>) void
addOnMultiWindowModeChangedListener(Consumer<MultiWindowModeInfo>) void
removeOnMultiWindowModeChangedListener(Consumer<MultiWindowModeInfo>) void
addOnConfigurationChangedListener(Consumer<Configuration>) void
removeOnConfigurationChangedListener(Consumer<Configuration>) void
addOnTrimMemoryListener(Consumer<Integer>) void
removeOnTrimMemoryListener(Consumer<Integer>) void
addOnUserLeaveHintListener(Runnable) void
removeOnUserLeaveHintListener(Runnable) void
addOnPreparedPanelListener(int, Consumer<PreparedPanelInfo>) void
removeOnPreparedPanelListener(int, Consumer<PreparedPanelInfo>) void
addOnMenuVisibilityListener(Consumer<Boolean>) void
removeOnMenuVisibilityListener(Consumer<Boolean>) void
addOnApplyWindowInsetsListener(View, OnApplyWindowInsetsListener) void
removeOnApplyWindowInsetsListener(View) void
addOnPerformCreateCallbackWithBundleListener(Consumer<Bundle>) void
removeOnPerformCreateCallbackWithBundleListener(Consumer<Bundle>) void
addOnPerformResumeCallbackListener(Runnable) void
removeOnPerformResumeCallbackListener(Runnable) void
addOnPerformStartCallbackListener(Runnable) void
removeOnPerformStartCallbackListener(Runnable) void
addOnPerformSaveInstanceStateCallbackListener(Consumer<Bundle>) void
removeOnPerformSaveInstanceStateCallbackListener(Consumer<Bundle>) void
addOnPerformRestoreInstanceStateCallbackListener(Consumer<Bundle>) void
removeOnPerformRestoreInstanceStateCallbackListener(Consumer<Bundle>) void
addOnPerformPictureInPictureModeChangedCallbackListener(Consumer<PictureInPictureModeInfo>) void
removeOnPerformPictureInPictureModeChangedCallbackListener(Consumer<PictureInPictureModeInfo>) void
addOnPerformMultiWindowModeChangedCallbackListener(Consumer<MultiWindowModeInfo>) void
removeOnPerformMultiWindowModeChangedCallbackListener(Consumer<MultiWindowModeInfo>) void
addOnPerformPictureInPictureRequestedCallbackListener(Runnable) void
removeOnPerformPictureInPictureRequestedCallbackListener(Runnable) void
addOnPerformPictureInPictureStopCallbackListener(Runnable) void
removeOnPerformPictureInPictureStopCallbackListener(Runnable) void
addOnPerformPictureInPictureStartCallbackListener(Runnable) void
removeOnPerformPictureInPictureStartCallbackListener(Runnable) void
addOnPerformPictureInPictureSaveCallbackListener(Runnable) void
removeOnPerformPictureInPictureSaveCallbackListener(Runnable) void
addOnPerformPictureInPictureRestoreCallbackListener(Runnable) void
removeOnPerformPictureInPictureRestoreCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationStartCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationStartCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationEndCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationEndCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationCancelCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationCancelCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationRepeatCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationRepeatCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationPauseCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationPauseCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationResumeCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationResumeCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationUpdateCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationUpdateCallbackListener(Runnable) void
addOnPerformPictureInPictureAnimationFinishCallbackListener(Runnable) void
removeOnPerformPictureInPictureAnimationFinish