Chapter 3

* Android Life Cycle – the cycle of events in a program (Ex. OnCreate(), onPause())
* Killing app process frees up memory
* Saving state – prevents the lifecycle from restarting when switching to landscape mode, changing apps, if a phone call comes in, etc. This is done by using a bundle. Short term saves and does not keep after reboot.
* Restoring State – brings back the screen and all the data saved in the bundle. Short term saves and temporary.
* Toast creates pop up messages
* Intent starts an activity
  + Explicit – specific instructions
  + Implicit – just tell the program the endpoint, don’t care how it gets there
* Broadcast receiver – system will tell you when events happen (like low battery)
* Passing data – final String constants are preferred because data must be consistent between the pass.
* Sender and receiver will use a request code defined by the programmer to return data
* Result code tells why an activity ended
* Transitions
  + Activity transitions can tell how the current activity disappears and how the new activity arrives
  + Scene transitions – let the user handle it with the back button