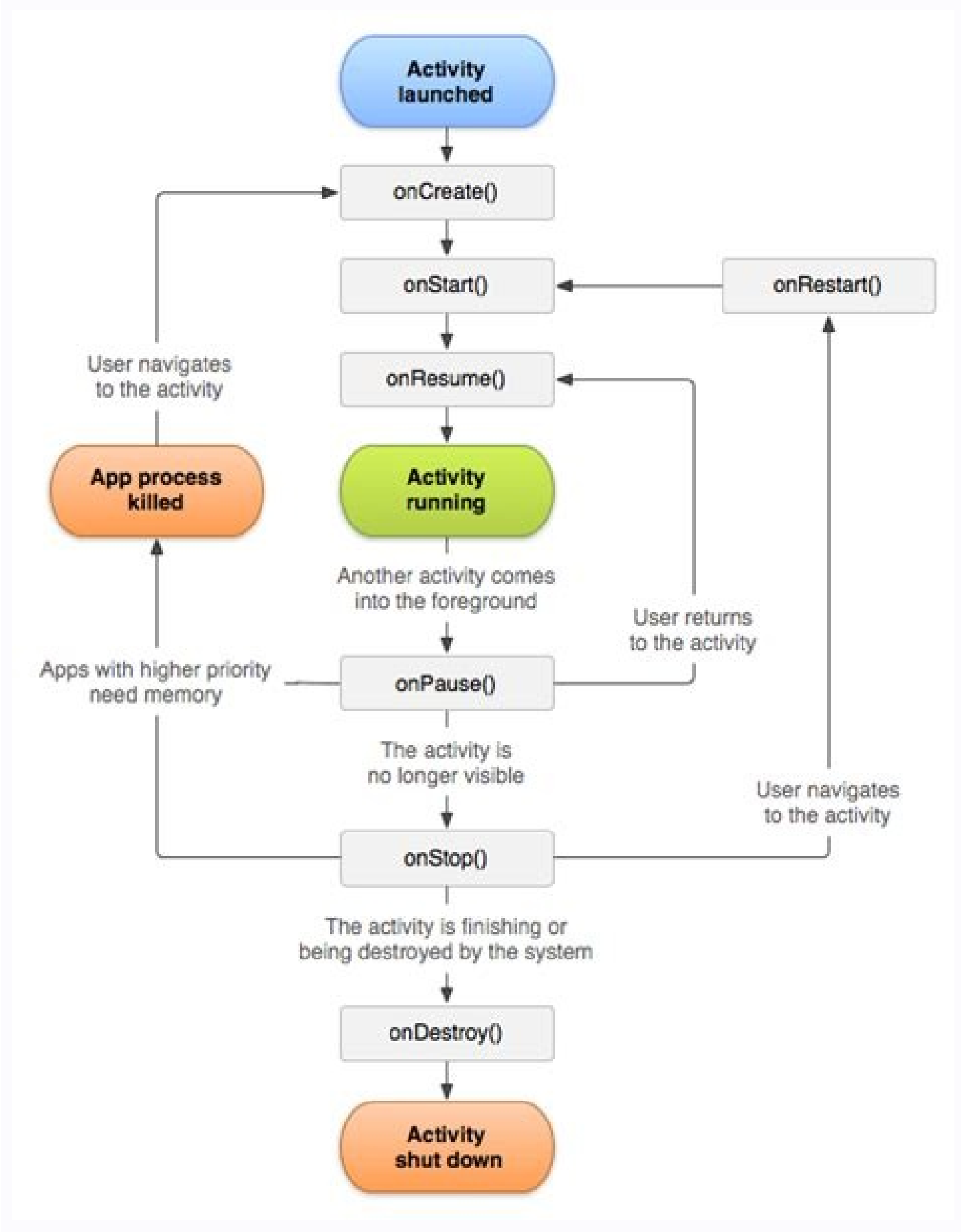
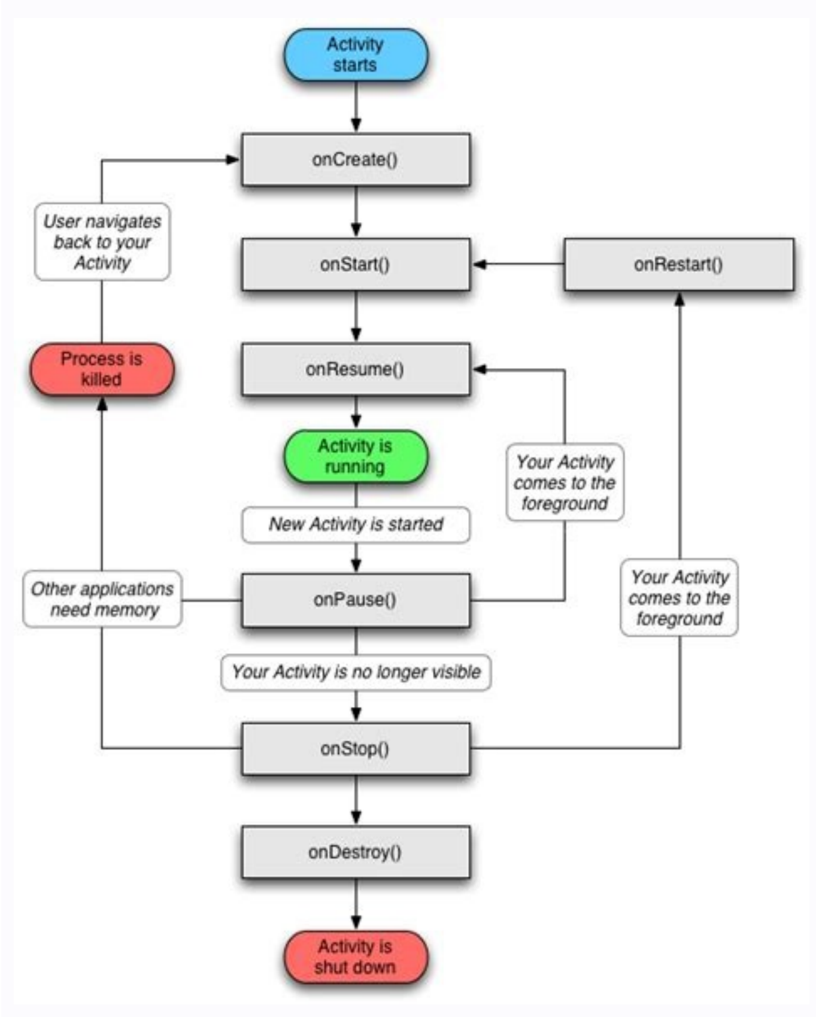
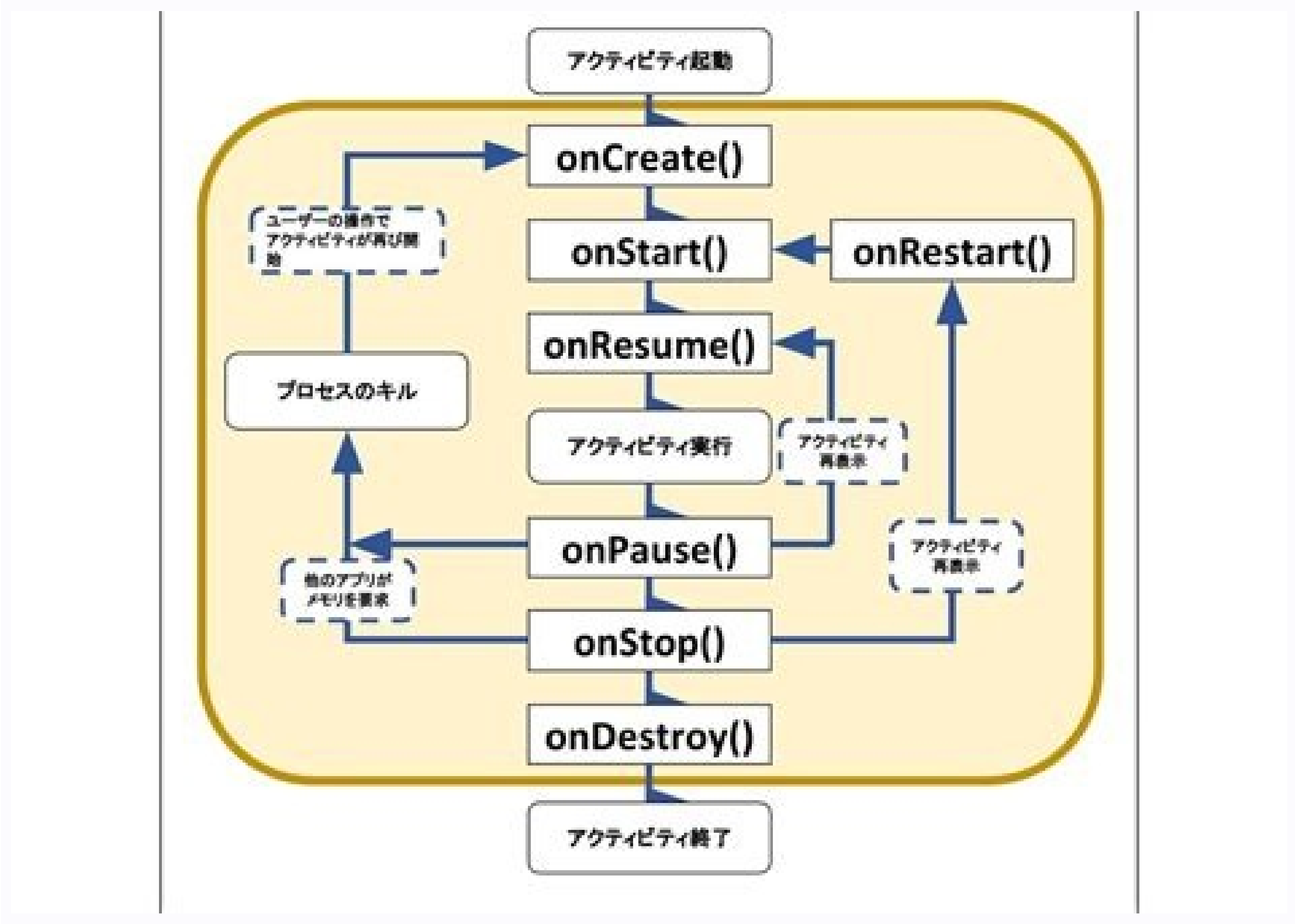
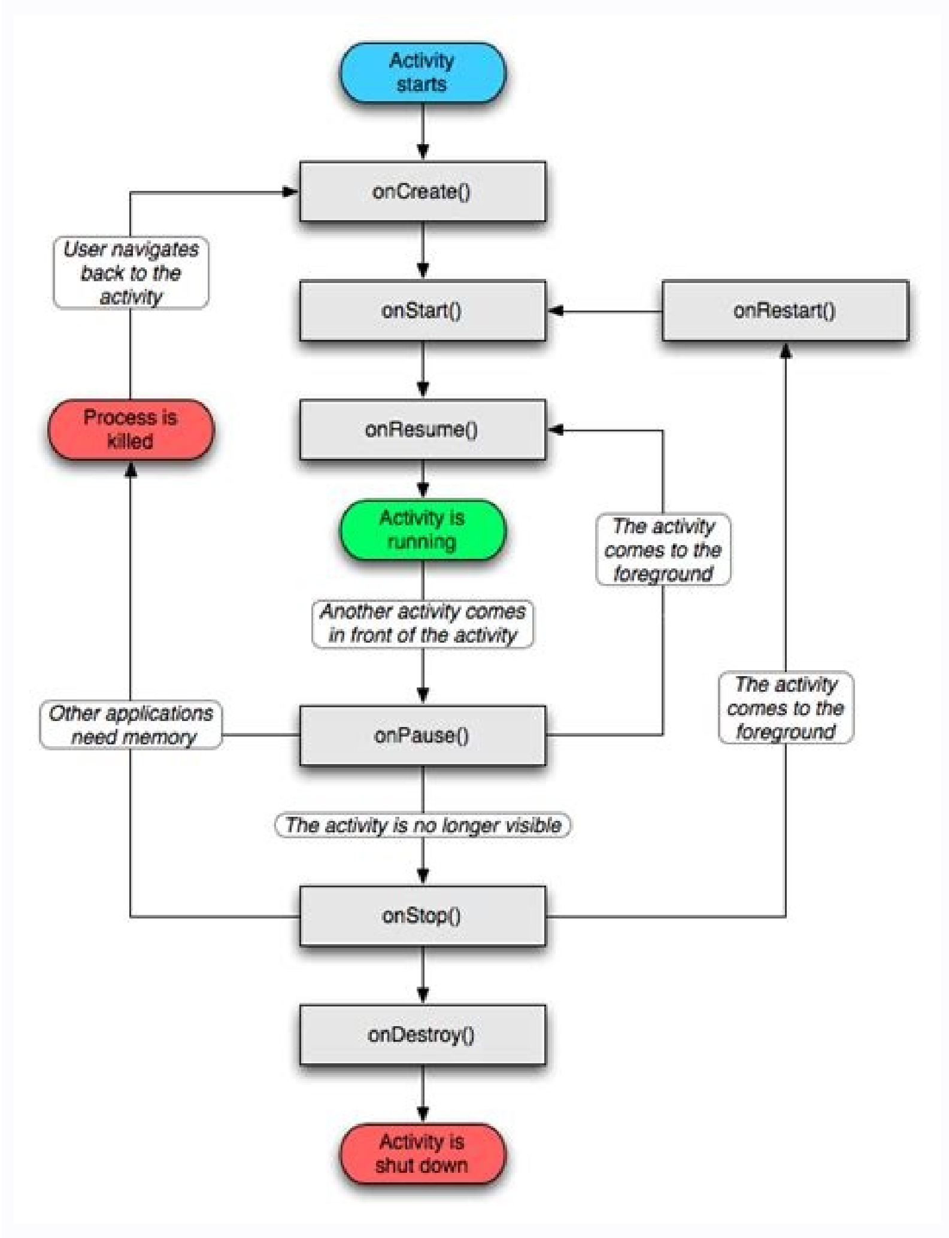
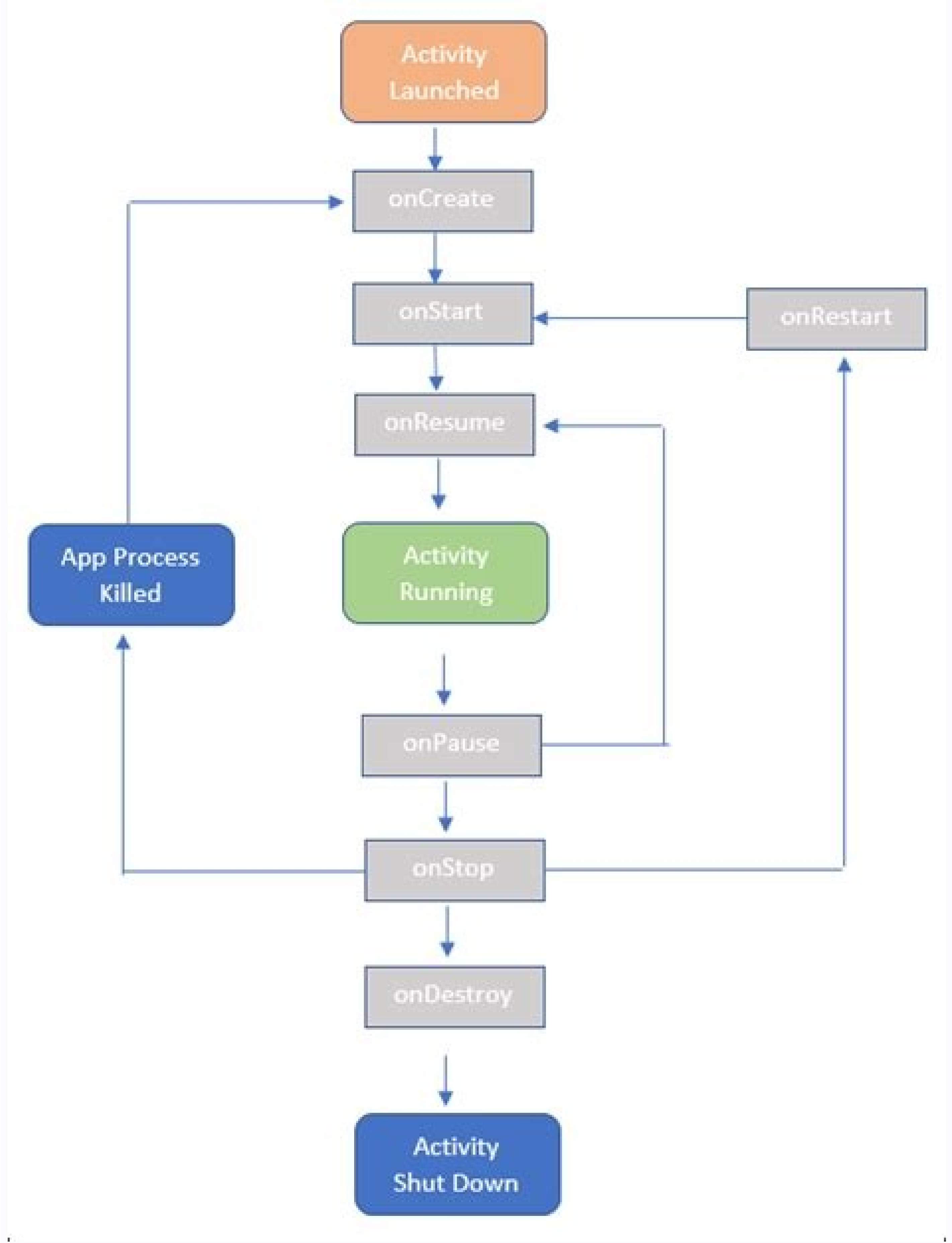
Android activity oncreate onstart onresume


Activity launched
onCreate()
onStart()
onRestart()
onResume()
User navigates to the activity
App process killed
Activity running
Another activity comes into the foreground
User returns to the activity
Apps with higher priority need memory
onPause()
The activity is no longer visible
User navigates to the activity
onStop()
The activity is finishing or being destroyed by the system
onDestroy()
Activity shut down


Activity starts
onCreate()
User navigates back to your Activity
onStart()
onRestart()
Process is killed
onResume()
Activity is running
Your Activity comes to the foreground
New Activity is started
Other applications need memory
onPause()
Your Activity comes to the foreground
Your Activity is no longer visible
onStop()
onDestroy()
Activity is shut down




Activity starts
onCreate()
User navigates back to the activity
onStart()
onRestart()
Process is killed
onResume()
Activity is running
The activity comes to the foreground
Another activity comes in front of the activity
The activity comes to the foreground
Other applications need memory
onPause()
The activity is no longer visible
onStop()
onDestroy()
Activity is shut down



In this tutorial, we will rely on one of the most important concepts related to Android development, which is activity. What is an activity in Android? The human or concise mind is responsible for what we feel, what we think, makes us feel pain when we are hurt (physically or emotionally), which often leads to some tears, laughing at seeing or hearing something funny and much more. What happens to us in the real world physically (doing harm, seeing, hearing, etc.) are hindered by our mind (conciling or soul) and we think or operate as per. So, in a way, we can say that our body is only a physical object while what controls us through every situation is our mind (soul or conscious). In the case of Android â' Views, Layouts and Viewgroups are used to design the user interface, which is the physical presentation of our App. But what is the mind, soul or concise of our App? Yes, it's the business. The task is nothing but a java class in Android that has some predefined functions that are activated in different App states, which we can overwrite to perform everything we want. The activity class provides us with empty functions that allow us to be the controller of everything. For example, if we have a function specified by our minds â onSeeingSomethingFunny(), although we know what happens within this function, but what would happen if we could overwrite and provide our definition to this function. @@@ Override onSeeingSomthingFunny() Start crying;* One thing that is different here, in the context of our example, is that a human being is created once at birth, is destroyed once at death, and for the time in between is controlled by the mind/soul/conciliar. But an activity is responsible for creating and destroying an App an infinite number of times. So, in addition to the app control, the task also controls creation,Destruction and other states of the life cycle of the app. There can be multiple activities in Android, but there can be a single main activity. For example, in Java programming (or programming languages such as or C++), the implementation of the programme always starts with the main method (). Similarly, when the user presses the app icon, the main activity is recalled and the execution starts with the onCreate method of the Activity class. Different states of the app (or, the main activity of the app) Starting from a user clicking on the app icon to start the app, to the user exiting the app, there are some defined states where the app is located, let's see what they are. When a user clicks on the app icon, the main activity is started and the app user interface is created using the XML layout. And the app or the activity starts to work and is said to be in active state. When a dialog box appears on the screen, for example when you press the Exit button on some apps, a window is displayed that confirms whether you want to exit or not. At that point, we are unable to interact with the app user interface until we are dealing with that popup dialog. In this situation, the activity is said to be in the state PAUSED. When we press the Home button while using the app, our app does not close. It comes down to the bare minimum. This state of the App has been called STOPPED state. When we finally destroy the App, that is when we close it completely, then it is said to be in the state of DESTROYED. So, all in all, there are four states of one activity (App) in Android, that is, Active, Pause, Stopped and destroyed. From the point of view of the user, the activity is visible, partially visible or invisible at a given time. What happens when an Activity has one of the following visibility? We will learn about this, the sooner we learn about these states in detail. Active State When an Activity is active, it means that it is active and running. It is visible to the user and the user is able to interact with it. Android Runtime treats activity in this state with maximum and never try to kill him. A business in this state means that you can still see the Activity in the background, for example behind aa window or a dialog that is partially visible. The user cannot interact with the activity until he has finished with the current view. Android Runtime usually does not kill an activity in this state, but it can do so in an extreme case of resource scarcity. State Disconnected When a new activity is started above the current one or when a user presses the Home button, the activity is brought to the Disconnected state. Activity in this state is invisible, but is not destroyed. Android Runtime can kill such an activity in case of lack of resources. Destroyed State When a user presses a Back button or Android Runtime decides to recover the memory assigned to an activity, i.e. in the pause or stop state, it enters the Destroyed state. Activity is out of memory and invisible to the user. Note: An Activity has no control over the management of its state. It only passes through state transitions because of the interaction with the user or because of events generated by the system. Activities Life Cycle Methods Every time we open the Google Maps app, it retrieves our position via GPS. And if the GPS tracker is off, then Android will ask permission to turn it on. Just as the GPS tracker or Android is able to decide whether an application needs a GPS tracker for operation or not? Yes, of course, the startup app requires GPS location, which is only possible if the GPS locator is on. And how does the app know that, because © We have encoded it so that every time a user starts it, he must ask the user to turn on the GPS locator, as requested. Similarly, we can also tell the app to do some things before going out or being destroyed. This is the role of the Life Cycle of Activity. There are six key methods of the life cycle through which every activity passes depending on its state. They are: onCreate () onStart () onSummary () onPause onStop () onDestroy () MethodWhat does it do? onCreate () When an activity starts to run, the first method to run is onCreate (). This method is only performed during life. If we have instance variables in the Activity, initialization of these variables can be done with this method. After the onCreate method (), the onStart method is executed (). onStart () During the execution of the onStart method (), the activity is not yet displayed on the screen but is about to become visible to the user. In this method, we can perform any operation related to user interface components. onSummary () When the activity is finally displayed on the screen, the onSummary method is invoked (). At this point, the activity is active and is interacting with the user. onPause () If the activity loses its focus and is only partially visible to the user, it enters the state on pause. During this transition, the onPause method is invoked (). In the onPause method, you can execute transactions in the database or perform a light processing before the Activity goes into the background. onStop () From the active state, if you press the Home button, the Activity goes into the background and the device's initial Screen is made visible. During this event, the Activity enters the state of arrest. Both onPause () and onStop () methods are executed. onDestroy () When an activity is destroyed by a user or an Android system, the onDestroy function is called (). When the activity returns to focus from the paused state, it is called onSummary (). When we reopen any app (after pressing the Home button), the activity now moves from the stop to the active one. Therefore, onStart () and onSummary () methods are invoked. Note: the onCreate method is not called as it is performed only once during the life cycle of the activity. To destroy the activity on the screen, we can press the Back button. This moves the Activity to the destroyed state. During this event, onPause (), onStop () and onDestroy () methods are invoked. Whenever we change the orientation of the screen, from vertical to horizontal or vice versa, the lifecycle methods start from the beginning, i.e. the onCreate () method. This is because full spacing and more the appearance is changed and fixed. Yeah.

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