

Android Activities

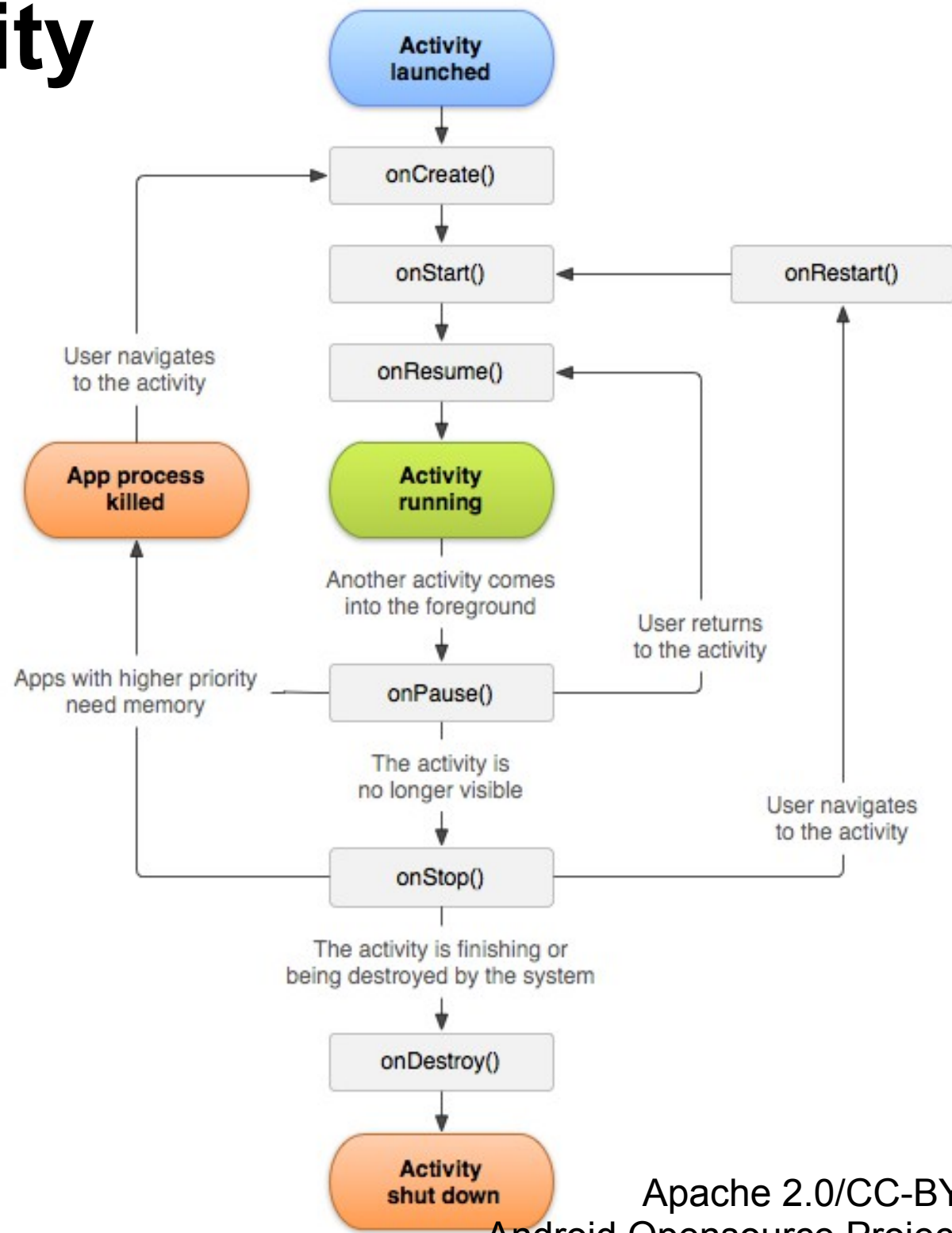
- Most of the information in these slides is taken from:
- <http://developer.android.com/reference/android/app/Activity.html#ActivityLifecycle>
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Activity Lifecycle

- Activities in the foreground are running (onResume)
- If something transparent obscurs the activity it is paused (onPause)
- If you can't see the activity it is stopped. (onStop)
- If it is garbage collected (onDestroy)

Android Activity Life Cycle

- Lifetime:
 - onCreate() to
 - onDestroy()
- Visible when:
 - onStart() to
 - onStop()
- Foreground
 - onResume to
 - onPause()

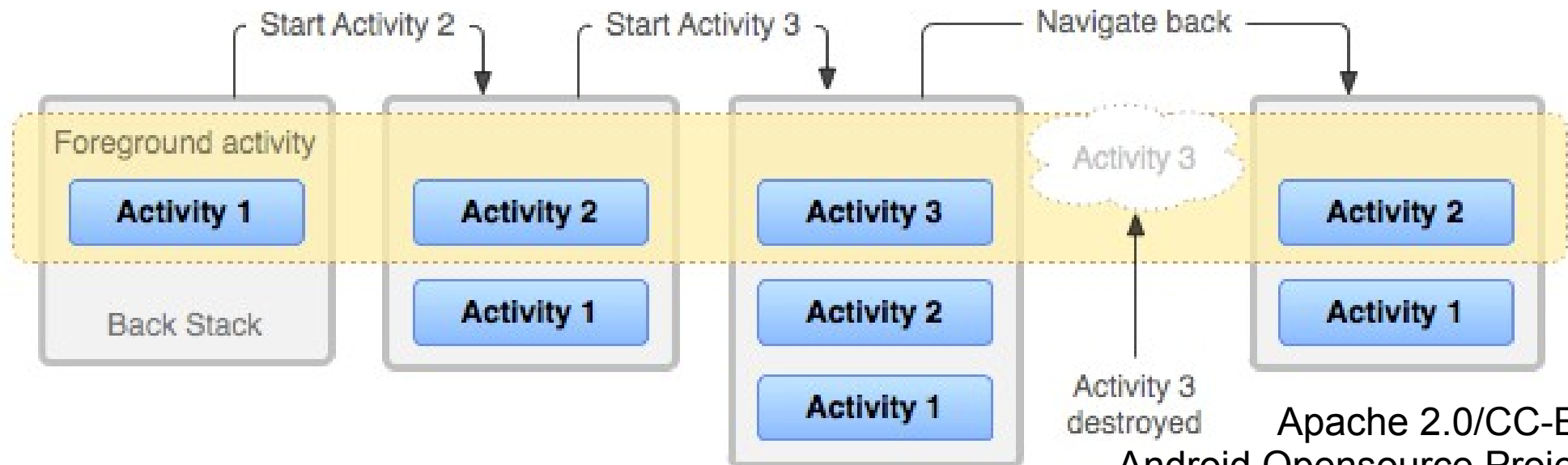


Application/Process Lifecycle

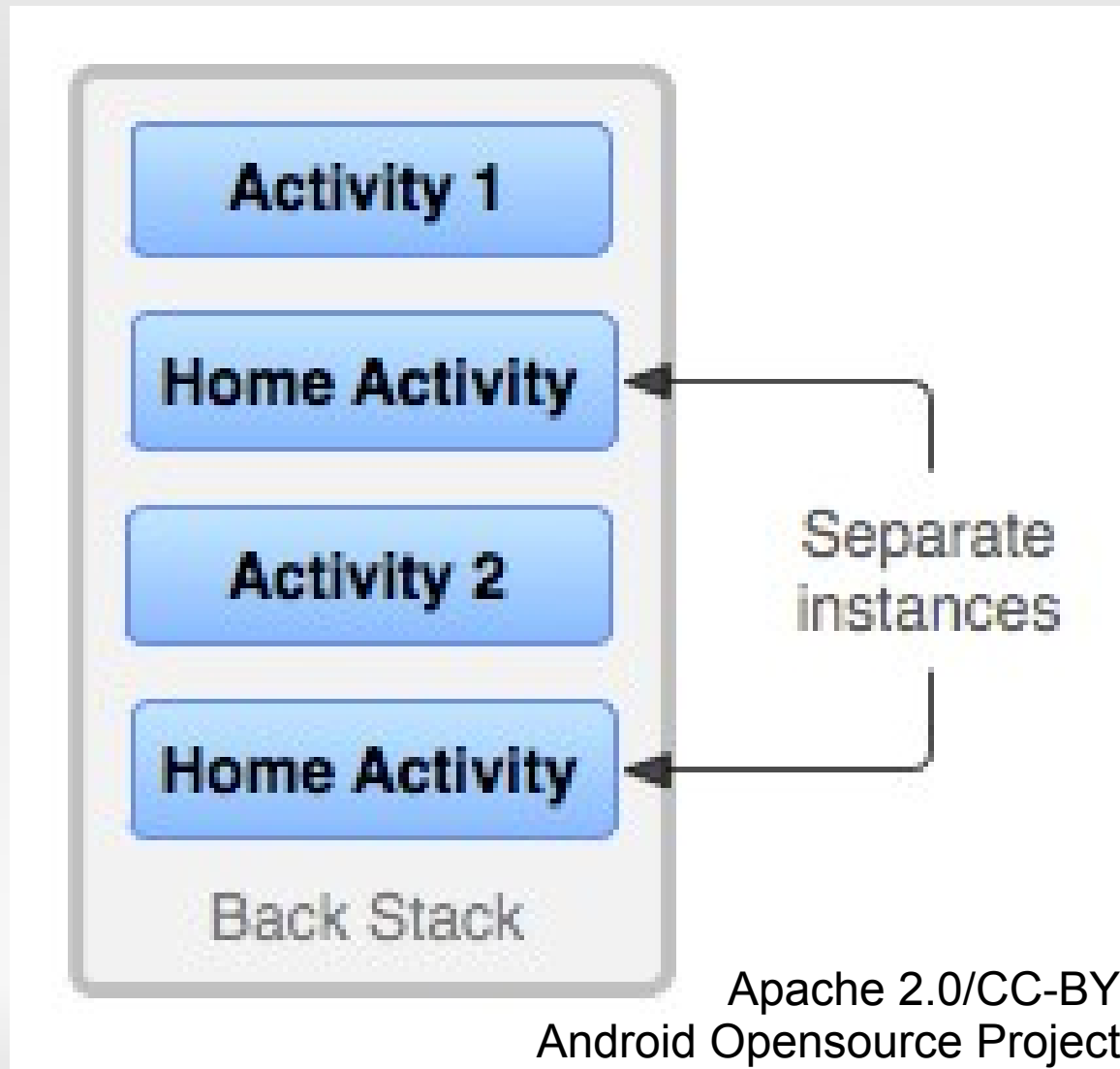
- Android tries to conserve memory, processes are killed in order of importance.
- Foreground Activity
 - Killed last.
- Visible Activity (e.g. obscured)
 - Killed 2nd to last
- Background activity
 - Paused
 - Often killed
- Empty process
 - No activities; first to be killed

Android and the Stack

- <http://developer.android.com/guide/topics/fundamentals/tasks-and-back-stack.html>
- Activities stack up like plates.
- The back button destroys the current activity and resumes the previous activity



You can have duplicate activities!



Android Suggestions

- Edit in place usermodel
 - Android suggests that all edits should be made in place and saved immediately.
 - onPause() should commit the changes just in case.
- Long running processes sign as services