

# CS 528 Mobile and Ubiquitous Computing

## Lecture 3b: Android Activity Lifecycle and Intents

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**Emmanuel Agu**



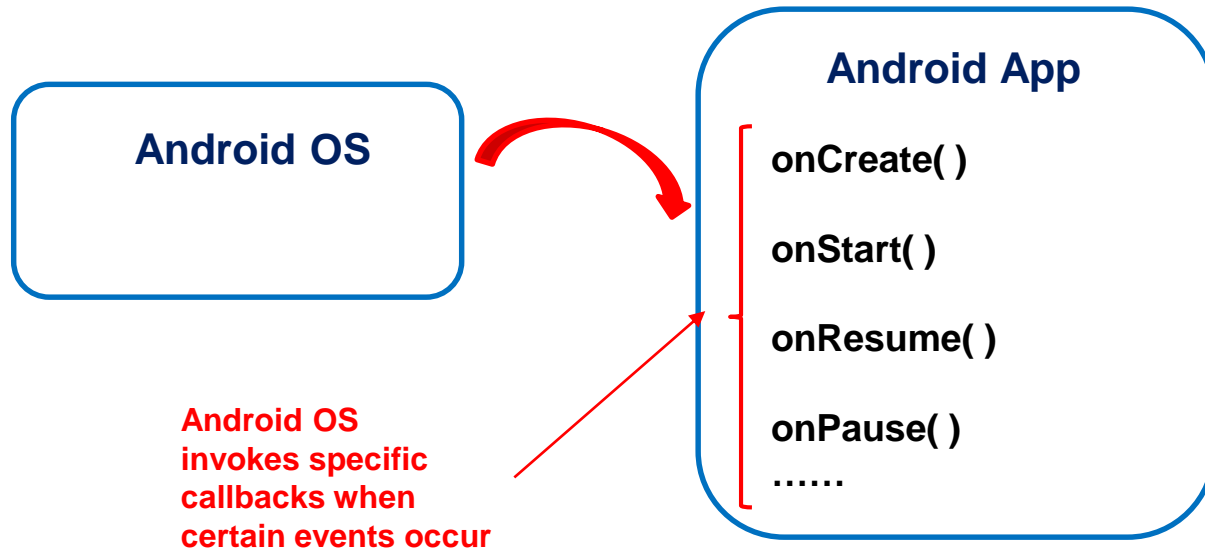


# Android Activity LifeCycle



# Starting Activities

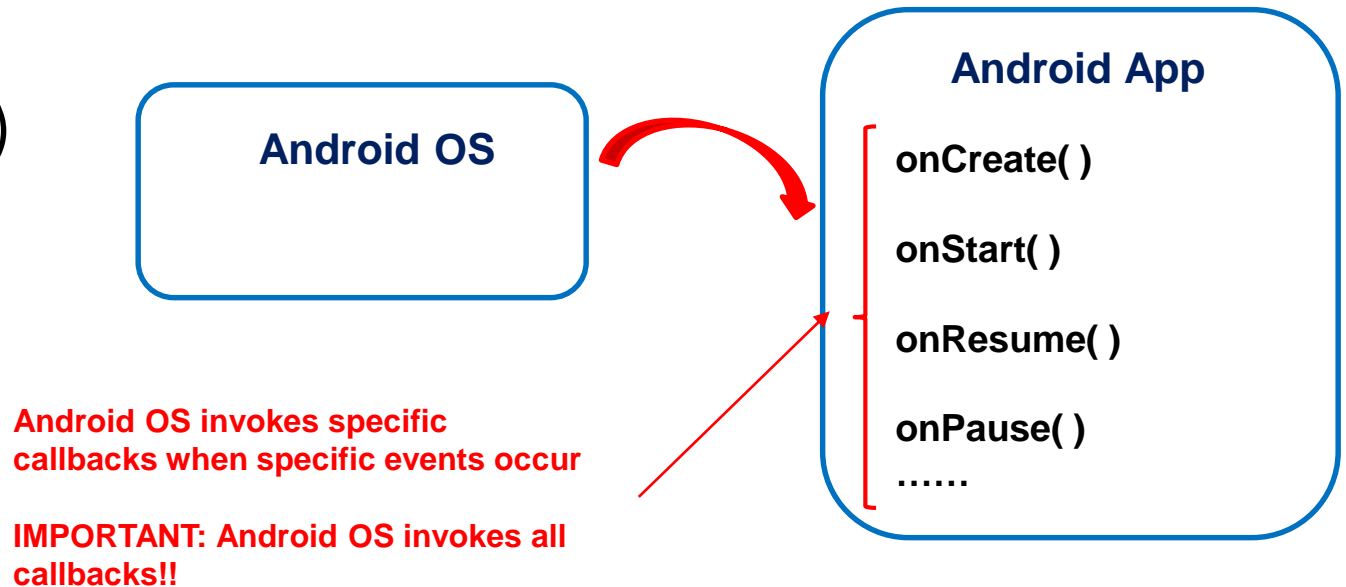
- Android applications don't start with a call to `main(String[])`
- Instead callbacks invoked corresponding to app state.
- Examples:
  - When activity is created, its **onCreate( )** method invoked (like constructor)
  - When activity is paused, its **onPause( )** method invoked
- Callback methods also invoked to destroy Activity /app





# Activity Callbacks

- onCreate() ← Already saw this (initially called)
- onStart()
- onResume()
- onPause()
- onStop()
- onRestart()
- onDestroy()



# Understanding Android Lifecycle



- Many **disruptive** things could happen while app is running
  - Incoming call or text message, user switches to another app, etc
- Well designed app should NOT:
  - Crash if interrupted, or user switches to other app
  - Lose the user's state/progress (e.g state of chess game app) if they leave your app and return later
  - Crash or lose the user's progress when the screen rotates between landscape and portrait orientation.
    - E.g. Youtube video should continue at correct point after rotation
- To handle these situations, appropriate callback methods must be invoked appropriately



# OnCreate( )

- Initializes activity once created
- Operations typically performed in onCreate() method:
  - Inflate widgets and place them on screen
    - (e.g. using layout files with setContentView( ) )
  - Getting references to inflated widgets ( using findViewById( ) )
  - Setting widget listeners to handle user interaction

- Example

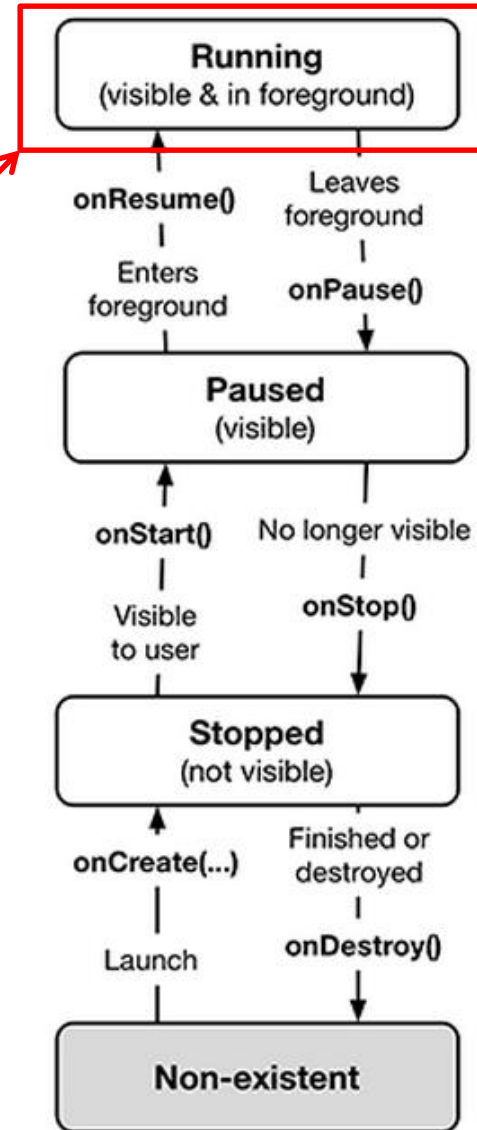
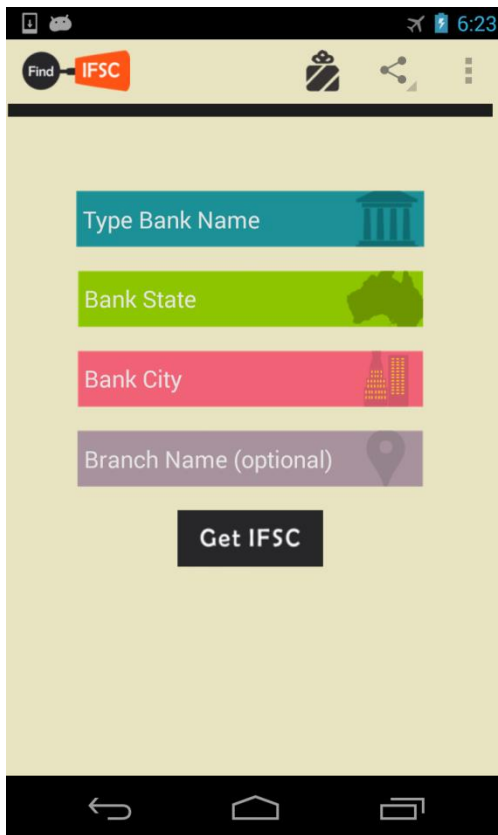
```
public class QuizActivity extends Activity {  
  
    private Button mTrueButton;  
    private Button mFalseButton;  
  
    @Override  
    public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_quiz);  
  
        mTrueButton = (Button)findViewById(R.id.true_button);  
        mFalseButton = (Button)findViewById(R.id.false_button);  
    }  
}
```

- **Note:** Android OS calls apps' onCreate( ) method



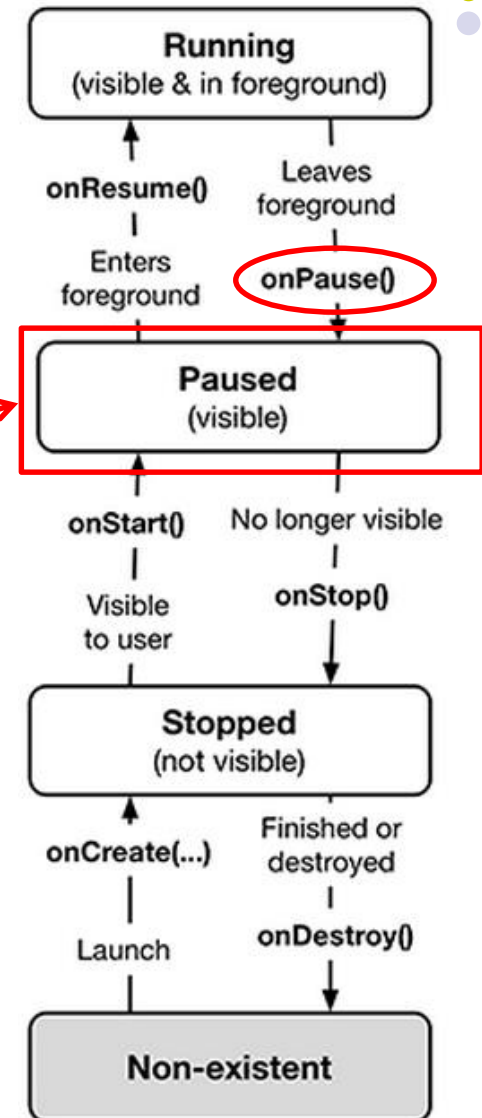
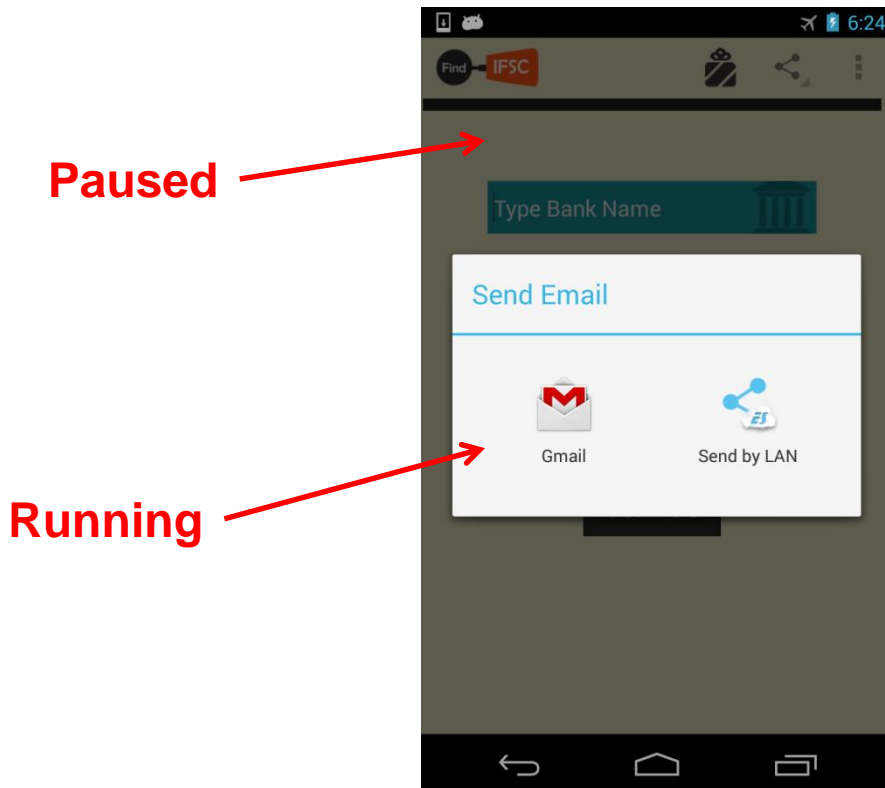
# Activity State Diagram: Running App

- A running app is one that user is currently using or interacting with
  - Visible, in foreground



# Activity State Diagram: Paused App

- An app is **paused** if it is **visible** but no longer in **foreground**
- E.g. blocked by a pop-up dialog box
- App's **onPause()** method is called during transition from running to paused state

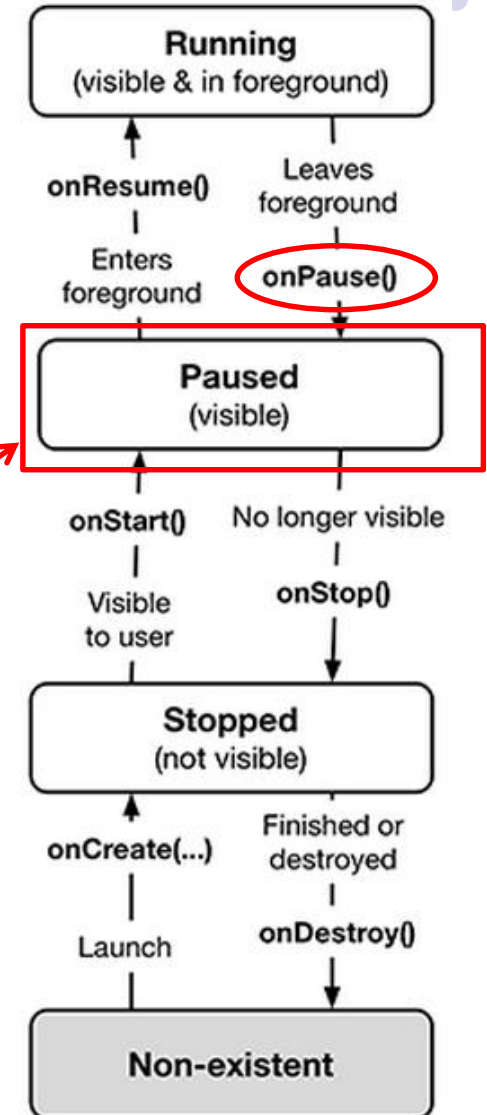
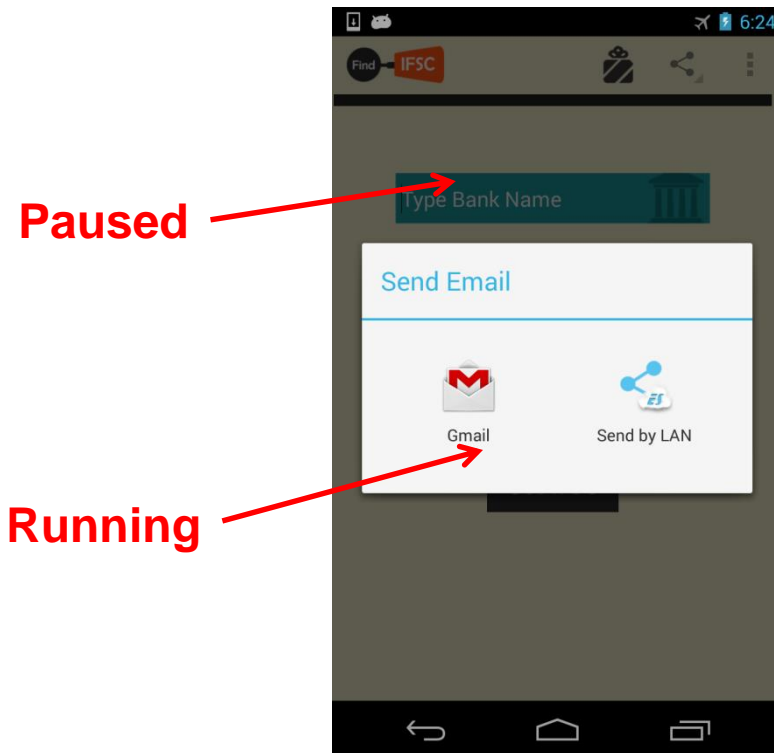




# Activity State Diagram: onPause( ) Method

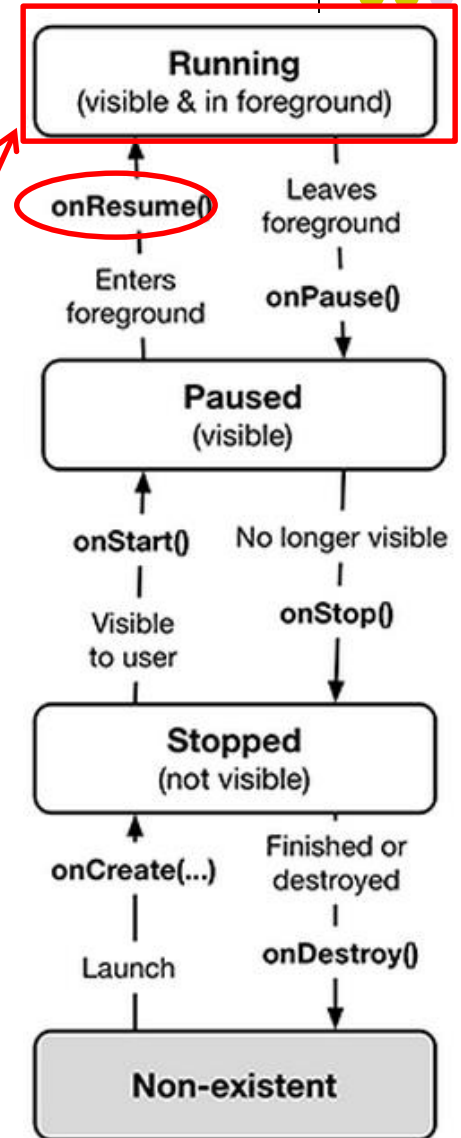
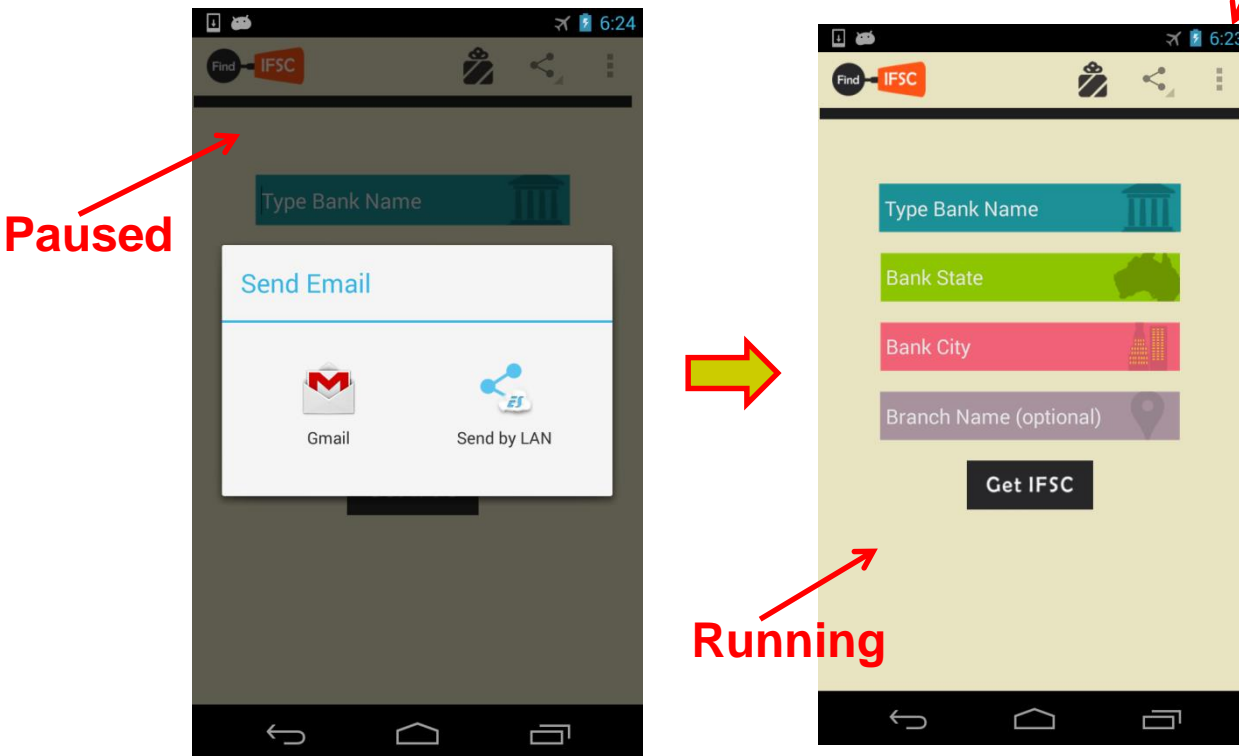


- Typical actions taken in onPause( ) method
  - Stop animations or CPU intensive tasks
  - Stop listening for GPS, broadcast information
  - Release handles to sensors (e.g GPS, camera)
  - Stop audio and video if appropriate



# Activity State Diagram: Resuming Paused App

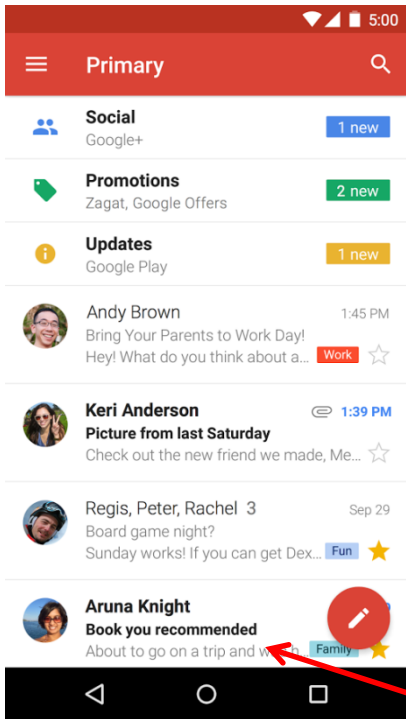
- A **paused** app resumes **running** if it becomes fully visible and in foreground
  - E.g. pop-up dialog box blocking it goes away
- App's **onResume()** method is called during transition from **paused** to **running** state
  - Restart videos, animations, GPS checking, etc



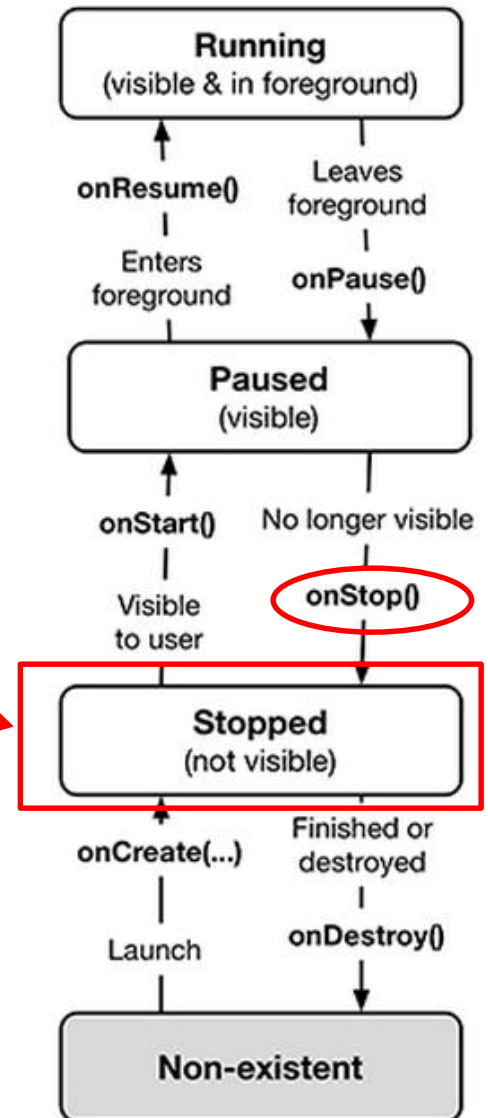
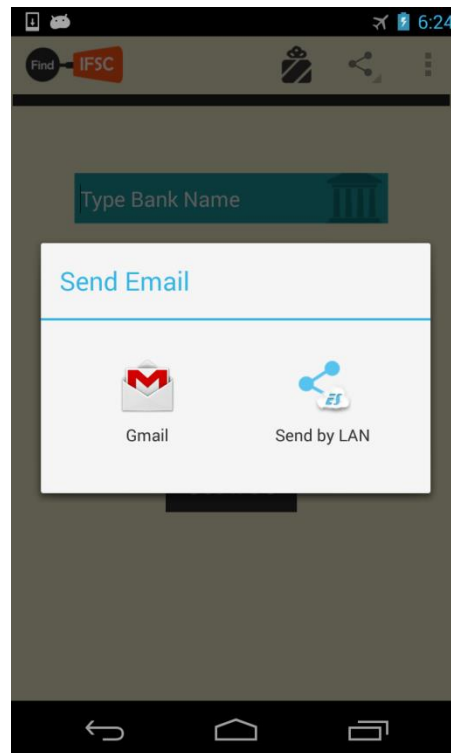
# Activity State Diagram: Stopped App



- An app is **stopped** if it no longer visible and no longer in foreground
- E.g. user starts using another app
- App's **onStop()** method is called during transition from paused to stopped state

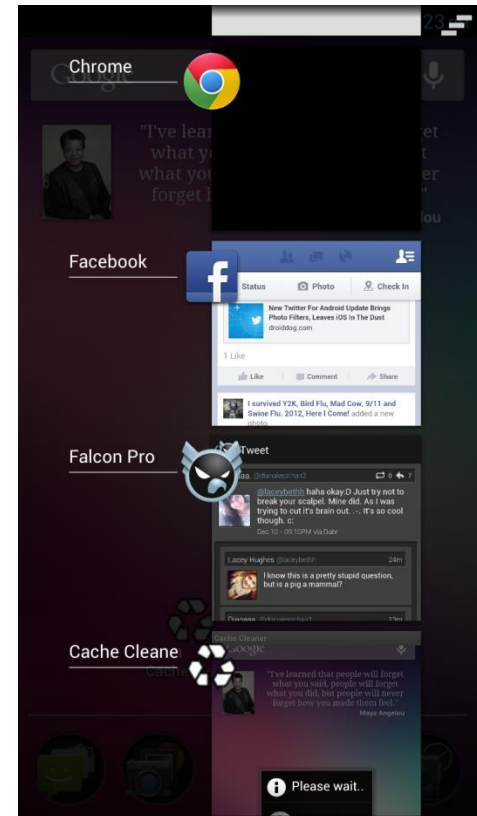


Running



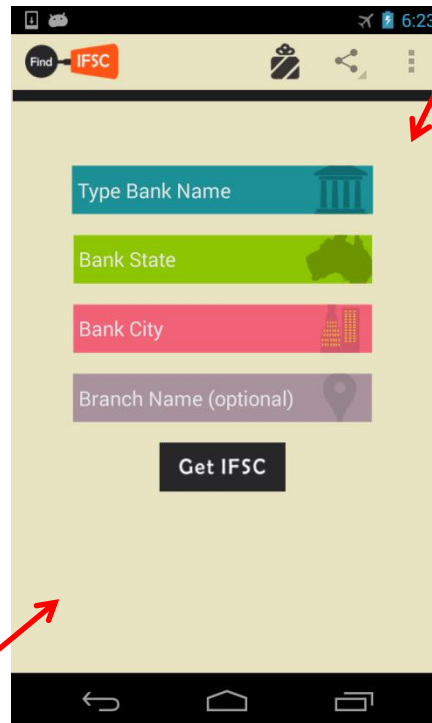
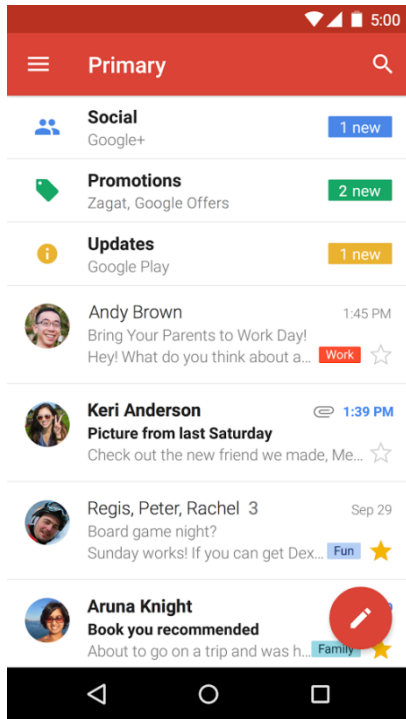
# onStop() Method

- An activity is stopped when:
  - User receives phone call
  - User starts another app
  - Activity 1 launches new Activity 2
- Activity instance and variables of stopped app are retained but no code is being executed by the activity
- If activity is stopped, in onStop( ) method, well behaved apps should
  - save progress to enable seamless restart later
  - Release all resources, save info (persistence)

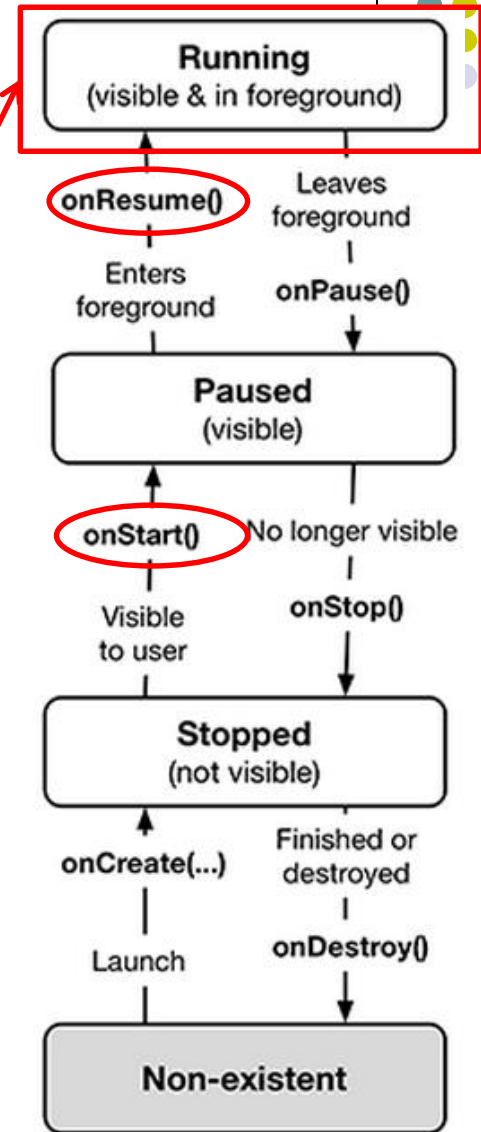


# Activity State Diagram: Stopped App

- A **stopped** app can go back into **running** state if becomes visible and in foreground
- App's **onStart()** and **onResume()** methods called to transition from **stopped** to **running** state

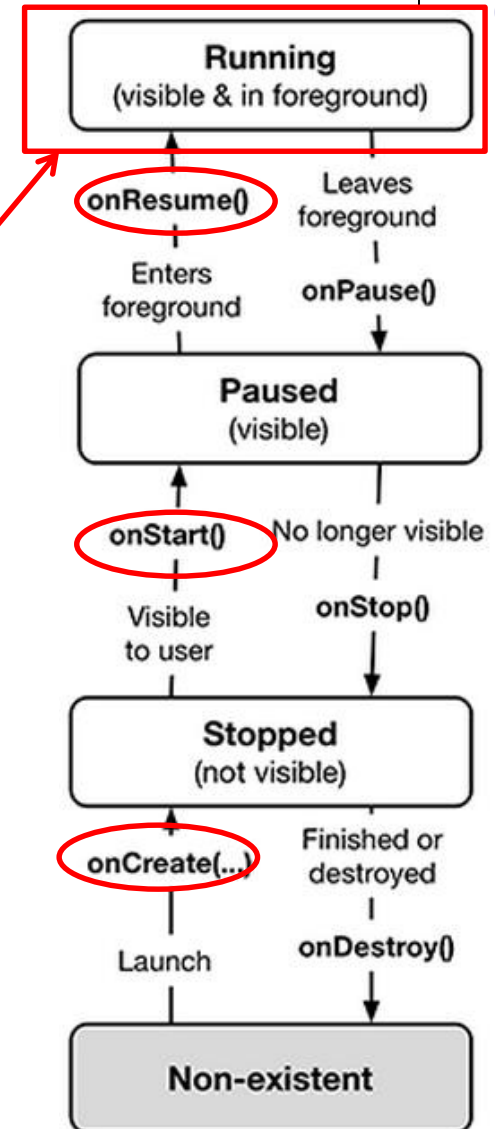
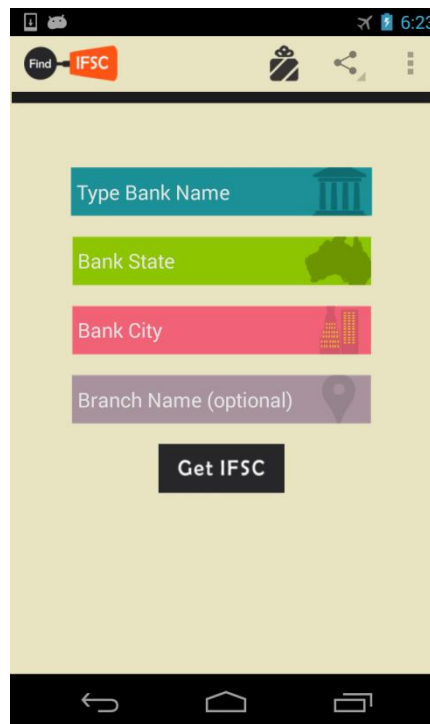


Running



# Activity State Diagram: Starting New App

- To start new app, app is launched
- App's **onCreate( )**, **onStart( )** and **onResume( )** methods are called
- Afterwards new app is **running**



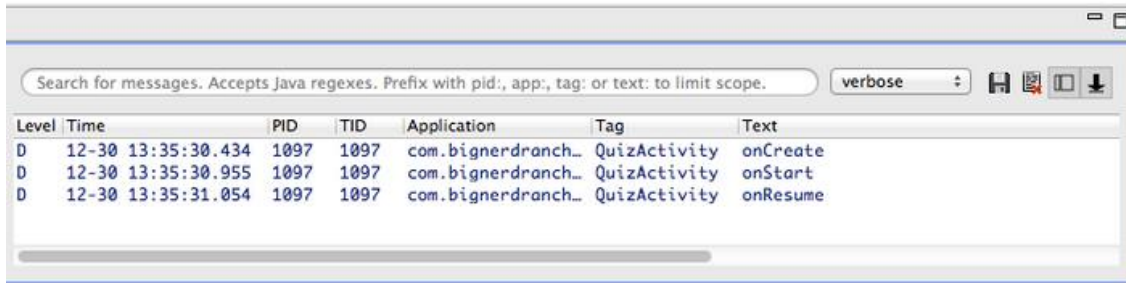


# Logging Errors in Android

# Logging Errors in Android



- Android can log and display various types of errors/warnings



- Error logging is in **Log** class of **android.util** package
  - import android.util.Log;**
- Turn on logging of different message types by calling appropriate method
- Logged errors/warnings displayed in Android Studio window

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Method	Purpose
<code>Log.e()</code>	Log errors
<code>Log.w()</code>	Log warnings
<code>Log.i()</code>	Log informational messages
<code>Log.d()</code>	Log debug messages
<code>Log.v()</code>	Log verbose messages

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*Ref: Introduction to Android Programming, Annuzzi, Darcey & Conder*





# QuizActivity.java

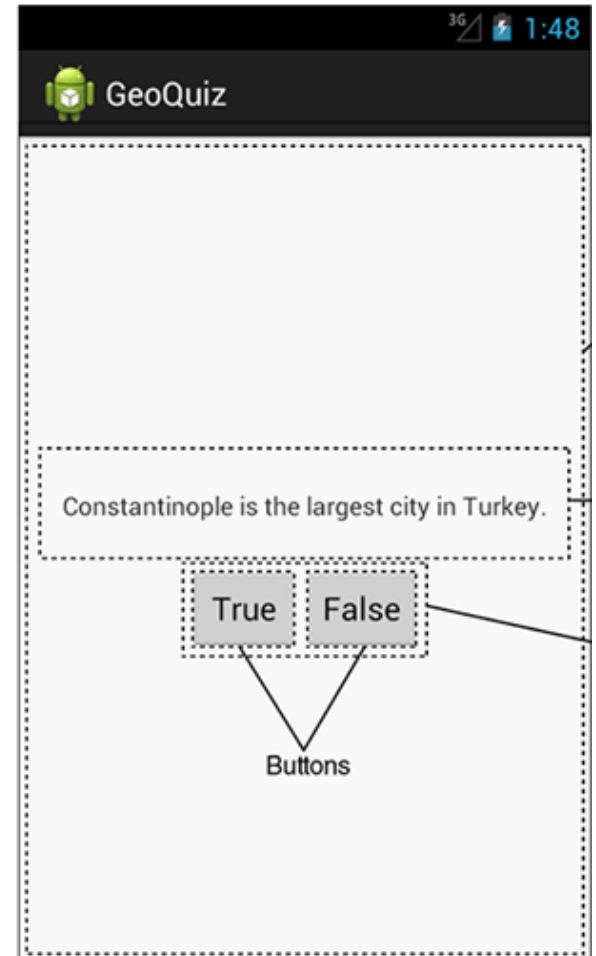
- A good way to understand Android lifecycle methods is to print debug messages when they are called
- E.g. print debug message from onCreate method below

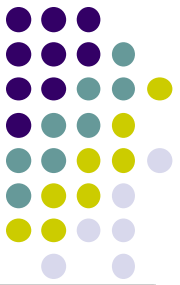
```
package com.bignerdranch.android.geoquiz;

import android.app.Activity;
import android.os.Bundle;
import android.view.Menu;

public class QuizActivity extends Activity {

    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_quiz);
    }
}
```





# QuizActivity.java

- Debug (d) messages have the form

```
public static int d(String tag, String msg)
```

- E.g.

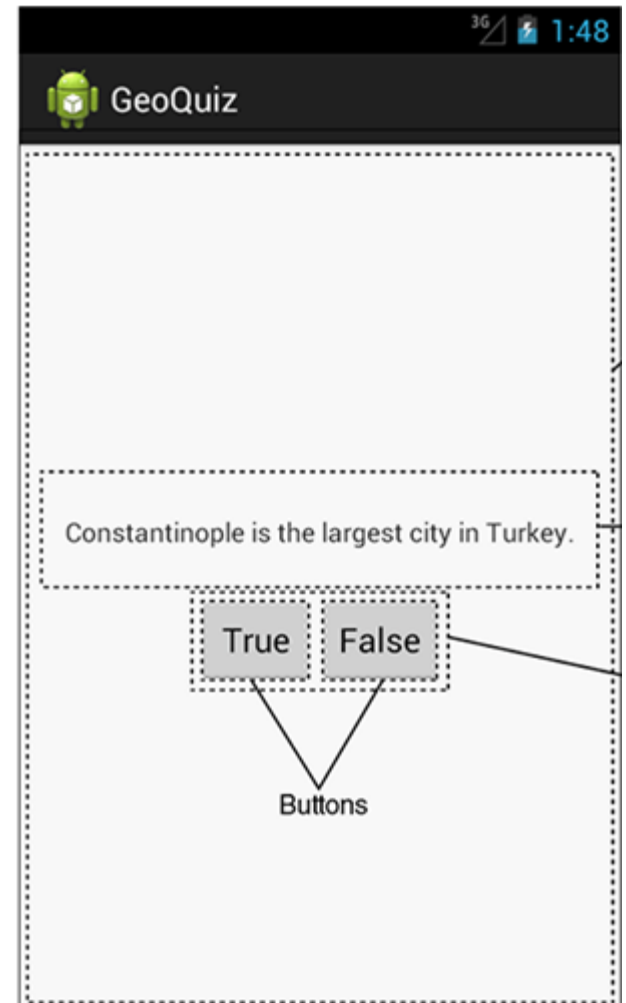
Tag                      Message  
↓                              ↓  
QuizActivity: onCreate(Bundle) called

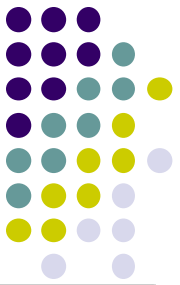
- Example declaration:

```
Log.d(TAG, "onCreate(Bundle) called");
```

- Then declare string for **TAG**

```
public class QuizActivity extends Activity {  
    private static final String TAG = "QuizActivity";  
    ...  
}
```

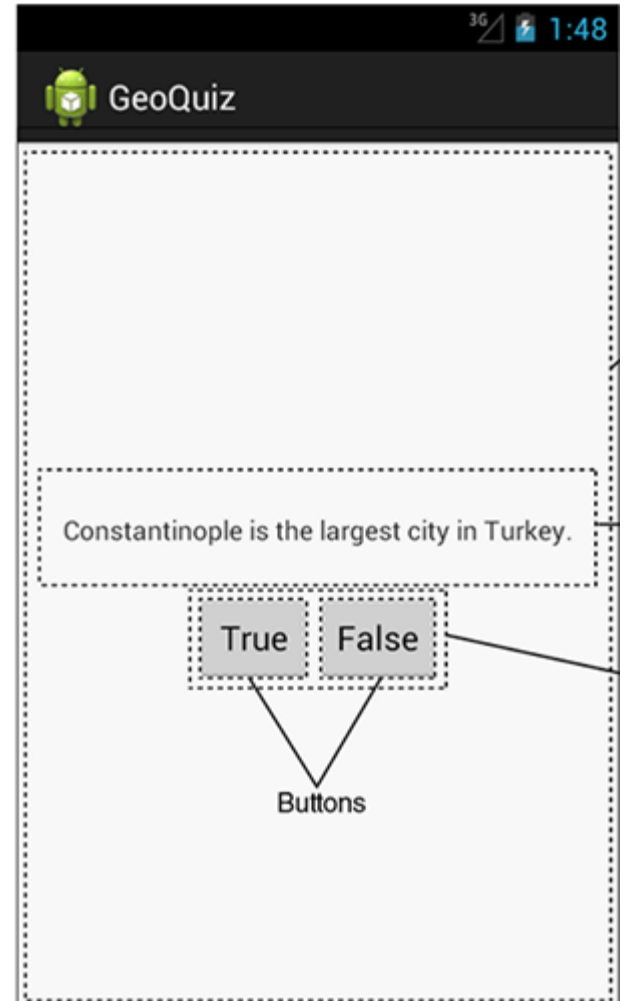




# QuizActivity.java

- Putting it all together

```
public class QuizActivity extends Activity {  
  
    ...  
  
    @Override  
    public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        Log.d(TAG, "onCreate(Bundle) called");  
        setContentView(R.layout.activity_quiz);  
  
        ...  
    }  
}
```



# QuizActivity.java

- Can override more lifecycle methods
- Print debug messages from each method
- Superclass calls called in each method

```
} // End of onCreate(Bundle)

@Override
public void onStart() {
    super.onStart();
    Log.d(TAG, "onStart() called");
}

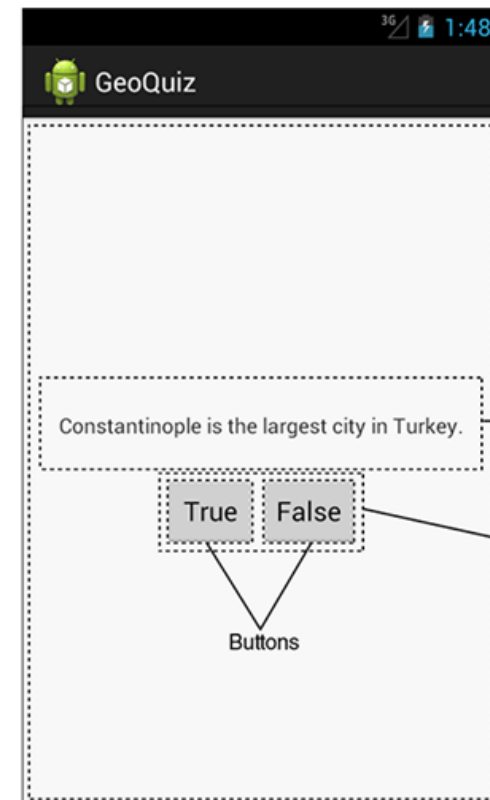
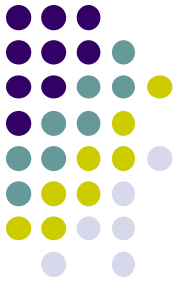
@Override
public void onPause() {
    super.onPause();
    Log.d(TAG, "onPause() called");
}

@Override
public void onResume() {
    super.onResume();
    Log.d(TAG, "onResume() called");
}

@Override
public void onStop() {
    super.onStop();
    Log.d(TAG, "onStop() called");
}

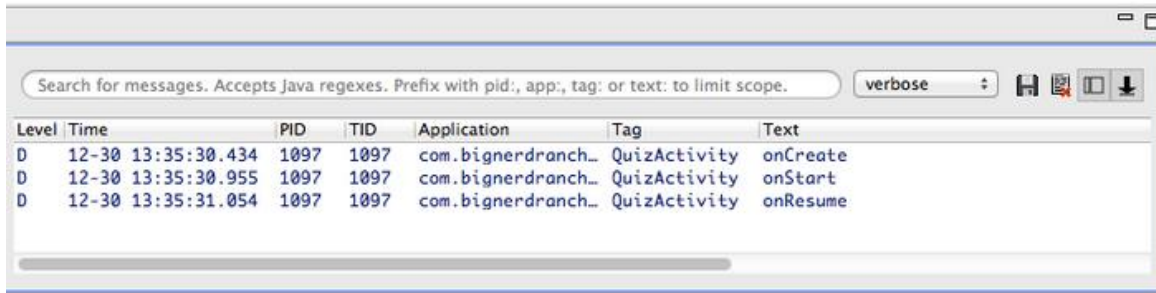
@Override
public void onDestroy() {
    super.onDestroy();
    Log.d(TAG, "onDestroy() called");
}

}
```



# QuizActivity.java Debug Messages

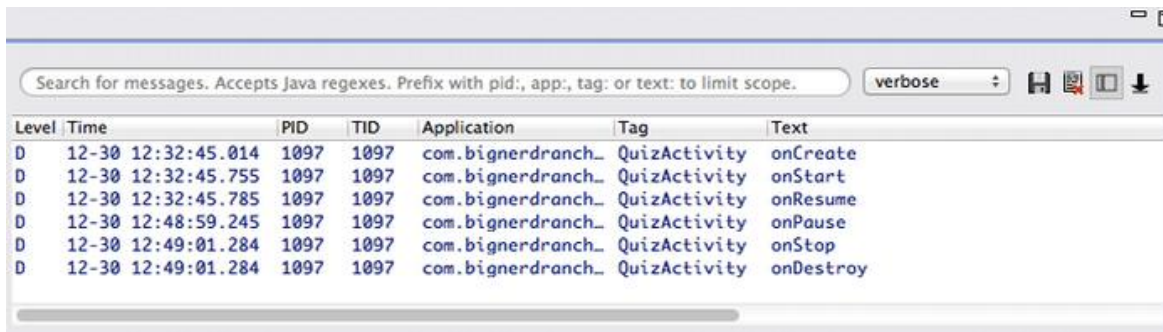
- Launching GeoQuiz app creates, starts and resumes an activity



Search for messages. Accepts Java regexes. Prefix with pid., app., tag: or text: to limit scope. verbose

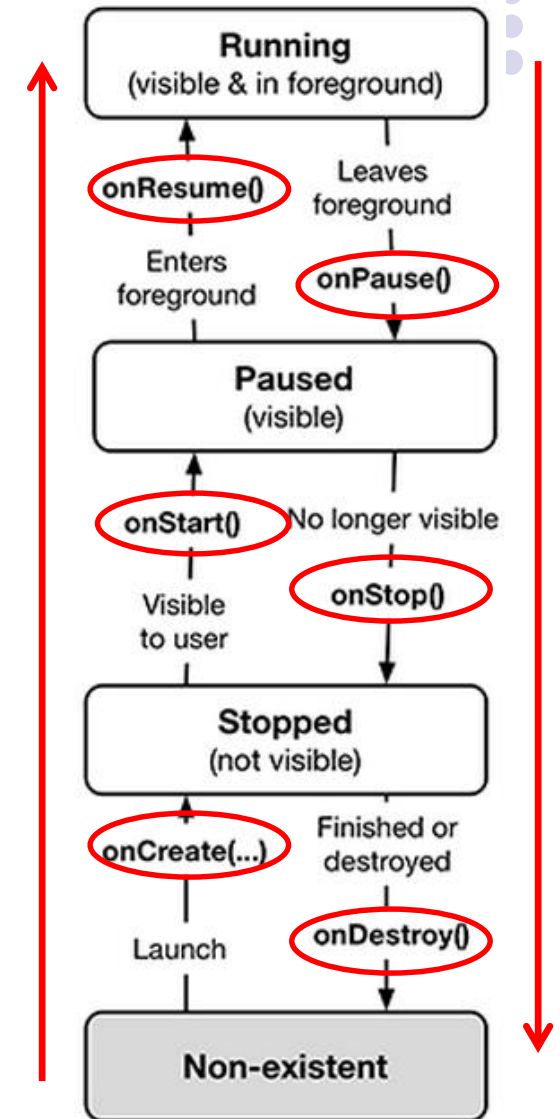
Level	Time	PID	TID	Application	Tag	Text
D	12-30 13:35:30.434	1097	1097	com.bignerdranch...	QuizActivity	onCreate
D	12-30 13:35:30.955	1097	1097	com.bignerdranch...	QuizActivity	onStart
D	12-30 13:35:31.054	1097	1097	com.bignerdranch...	QuizActivity	onResume

- Pressing **Back** button destroys the activity (calls onPause, onStop and onDestroy)



Search for messages. Accepts Java regexes. Prefix with pid., app., tag: or text: to limit scope. verbose

Level	Time	PID	TID	Application	Tag	Text
D	12-30 12:32:45.014	1097	1097	com.bignerdranch...	QuizActivity	onCreate
D	12-30 12:32:45.755	1097	1097	com.bignerdranch...	QuizActivity	onStart
D	12-30 12:32:45.785	1097	1097	com.bignerdranch...	QuizActivity	onResume
D	12-30 12:48:59.245	1097	1097	com.bignerdranch...	QuizActivity	onPause
D	12-30 12:49:01.284	1097	1097	com.bignerdranch...	QuizActivity	onStop
D	12-30 12:49:01.284	1097	1097	com.bignerdranch...	QuizActivity	onDestroy

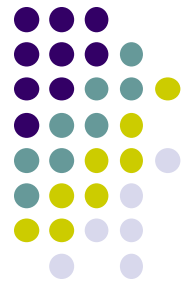




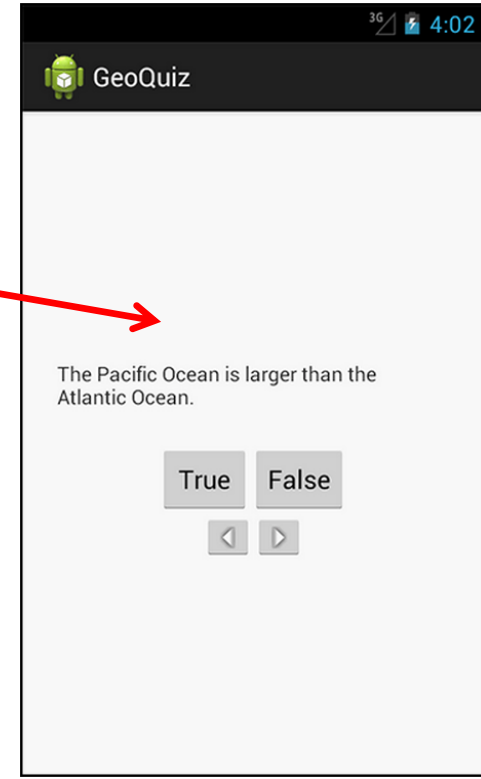
# Rotating Device

# Rotating Device: Using Different Layouts

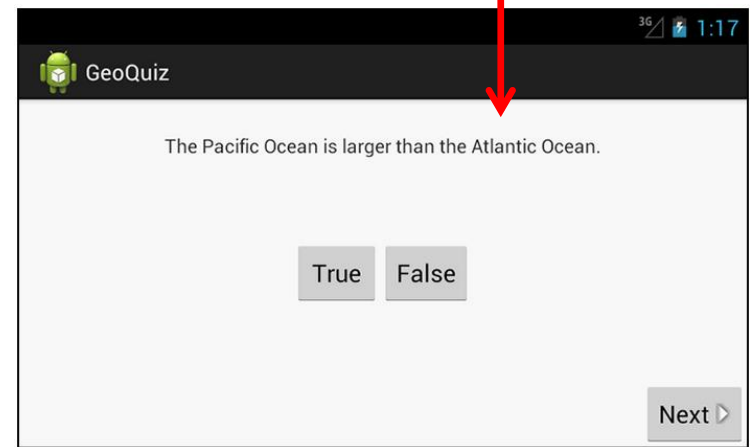
- Rotating device (e.g. portrait to landscape) kills current activity and creates new activity in landscape mode
- Rotation changes **device configuration**
- **Device configuration:** screen orientation/density/size, keyboard type, dock mode, language, etc.
- Apps can specify different resources (e.g. XML layout files, images) to use for different device configurations
- E.g. use different app layouts for portrait vs landscape screen orientation



Use portrait XML file



Use landscape XML file

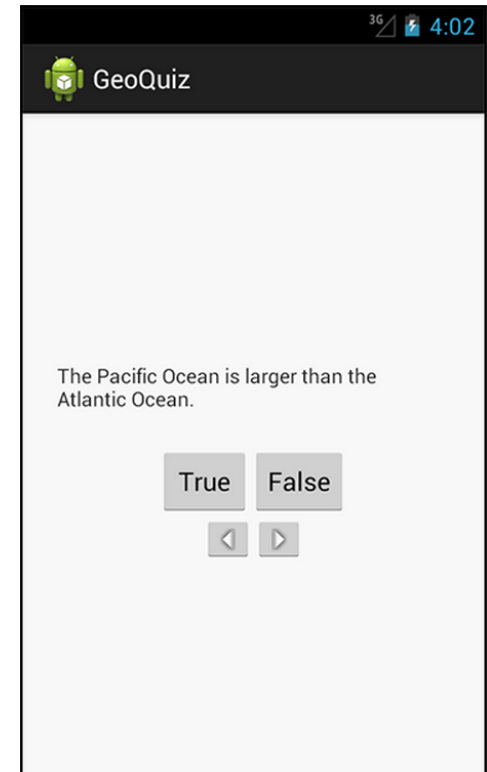
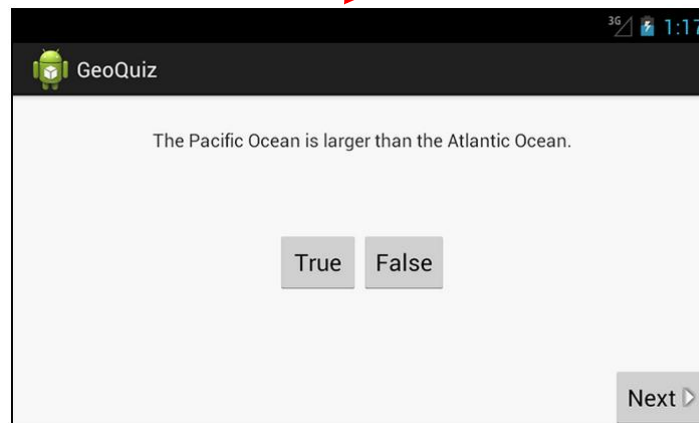


# Rotating Device: Using Different Layouts



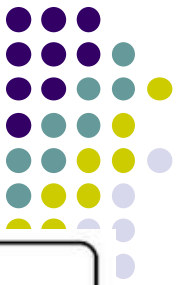
- When device in landscape, uses layout (XML) file in **res/layout-land/**
- Copy XML layout file (activity\_quiz.xml) from **res/layout** to **res/layout-land/** and tailor it
- When configuration changes, current activity destroyed, **onCreate (setContentView (R.layout.activity\_quiz))** called again

onCreate called whenever user switches between portrait and landscape

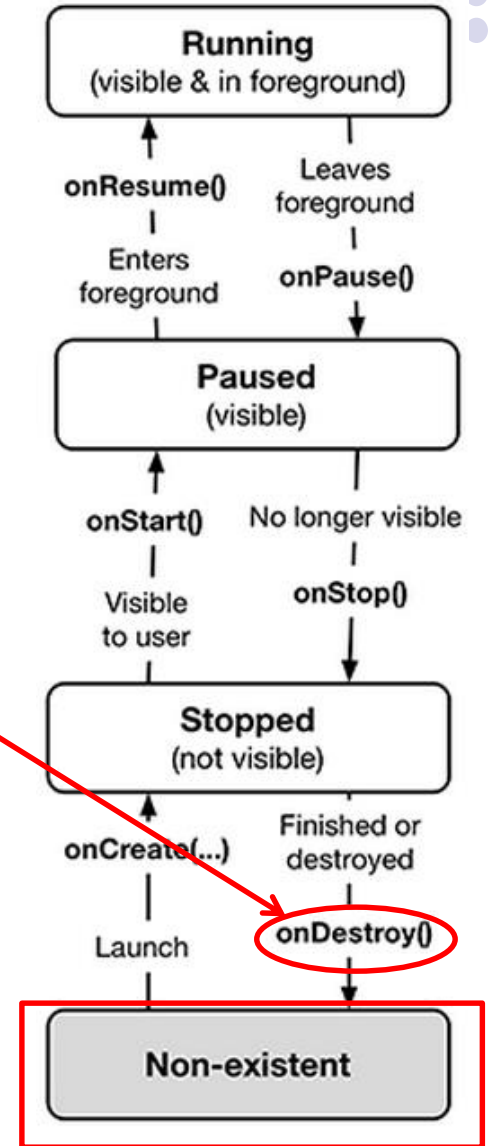




# Dead or Destroyed Activity



- `onDestroy()` called to destroy a stopped app

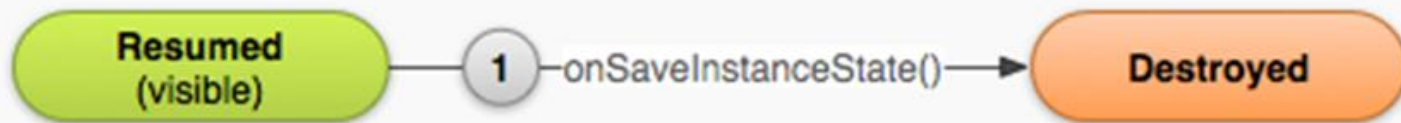




# Saving State Data

# Activity Destruction

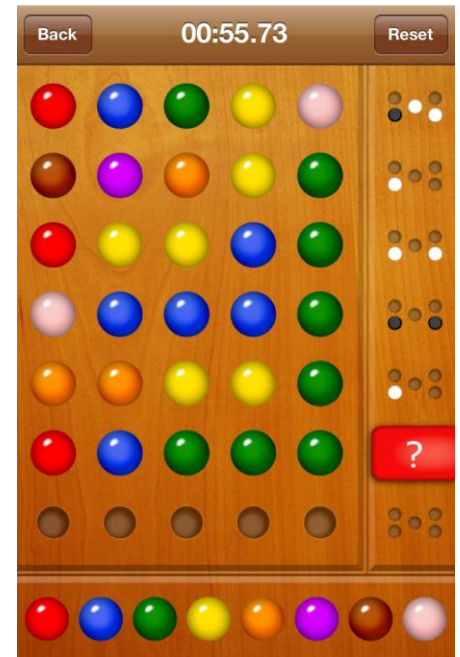
- App may be destroyed
  - On its own by calling `finish`
  - If user presses **back button**
- Before Activity destroyed, system calls **`onSaveInstanceState`**
- Saves state required to recreate Activity later
  - E.g. Save current positions of game pieces



# onSaveInstanceState onRestoreInstanceState()

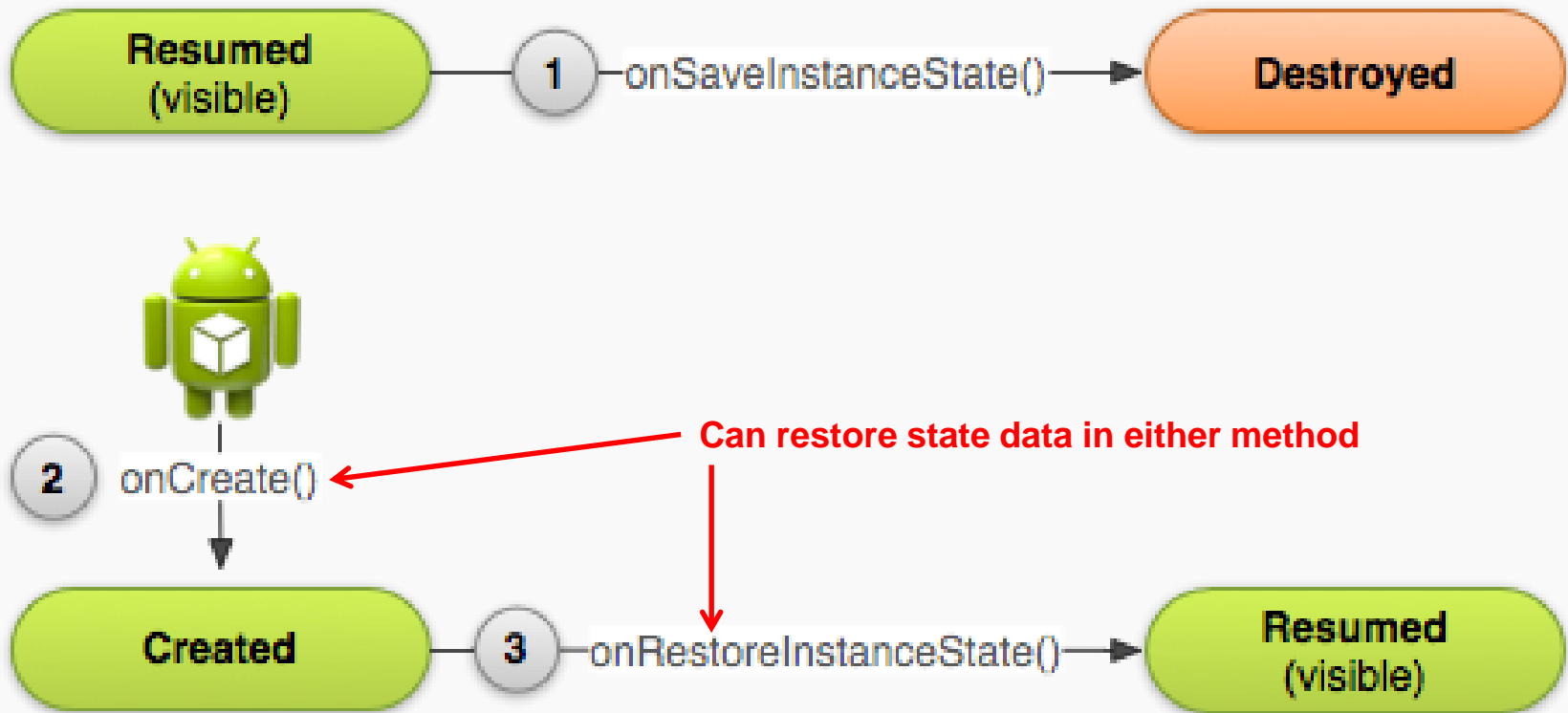


- Systems write info about views to Bundle
- other (app-specific) information must be saved by programmer
  - E.g. board state in a board game such as mastermind
- When Activity recreated Bundle sent to **onCreate** and **onRestoreInstanceState()**
- Can use either method to restore state data / instance variables





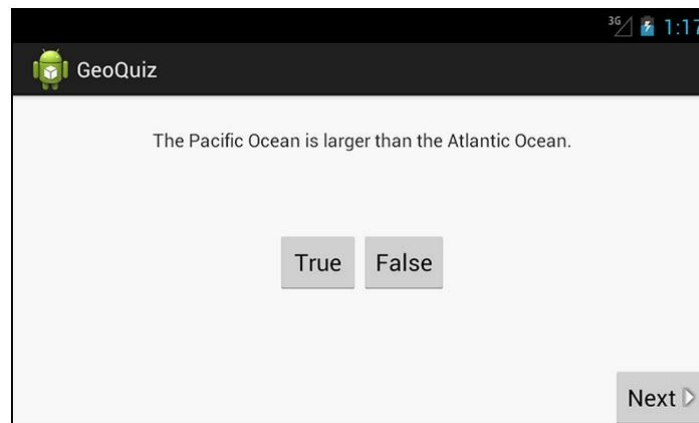
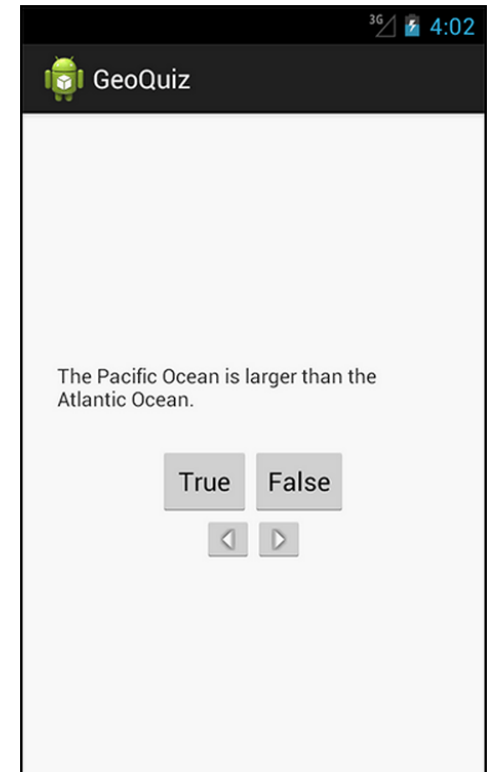
# Saving State on Activity Destruction



# Saving Data Across Device Rotation



- Since rotation causes activity to be destroyed and new one created, values of variables lost or reset
- To stop lost or reset values, save them using **onSaveInstanceState** before activity is destroyed
  - E.g. called before portrait layout is destroyed
- System calls **onSaveInstanceState** before **onPause( )**, **onStop( )** and **onDestroy( )**



# Saving Data Across Device Rotation

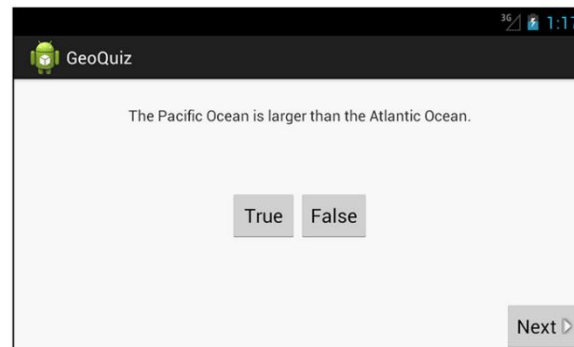
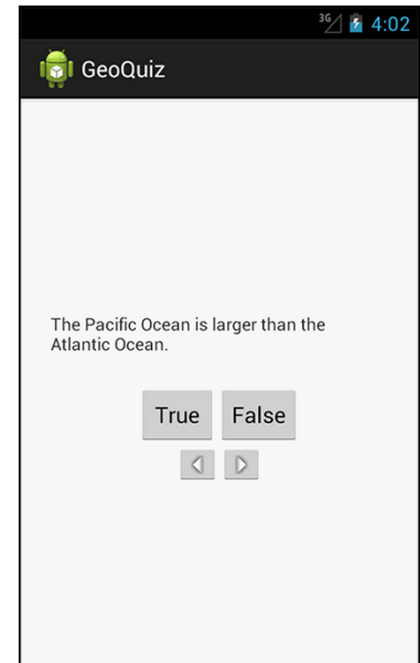


- For example, if we want to save the value of a variable **mCurrentIndex** during rotation
- First, create a constant as a key for storing data in the bundle

```
private static final String KEY_INDEX = "index";
```

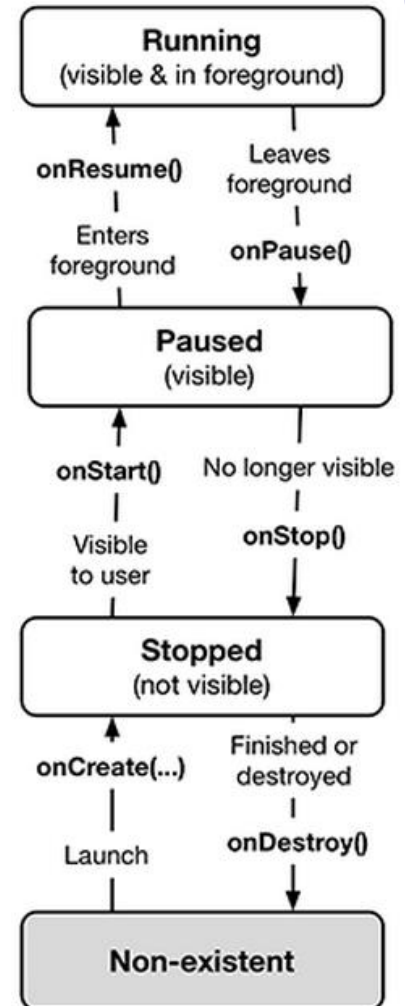
- Then override **onSaveInstanceState** method

```
@Override  
public void onSaveInstanceState(Bundle savedInstanceState) {  
    super.onSaveInstanceState(savedInstanceState);  
    Log.i(TAG, "onSaveInstanceState");  
    savedInstanceState.putInt(KEY_INDEX, mCurrentIndex);  
}
```



# Quiz

- Whenever I watch YouTube video on my phone, if I receive a phone call and video stops at 2:31, after call, when app resumes, it should restart at 2:31.
- How do you think this is implemented?
  - In which Activity life cycle method should code be put into?
  - How?





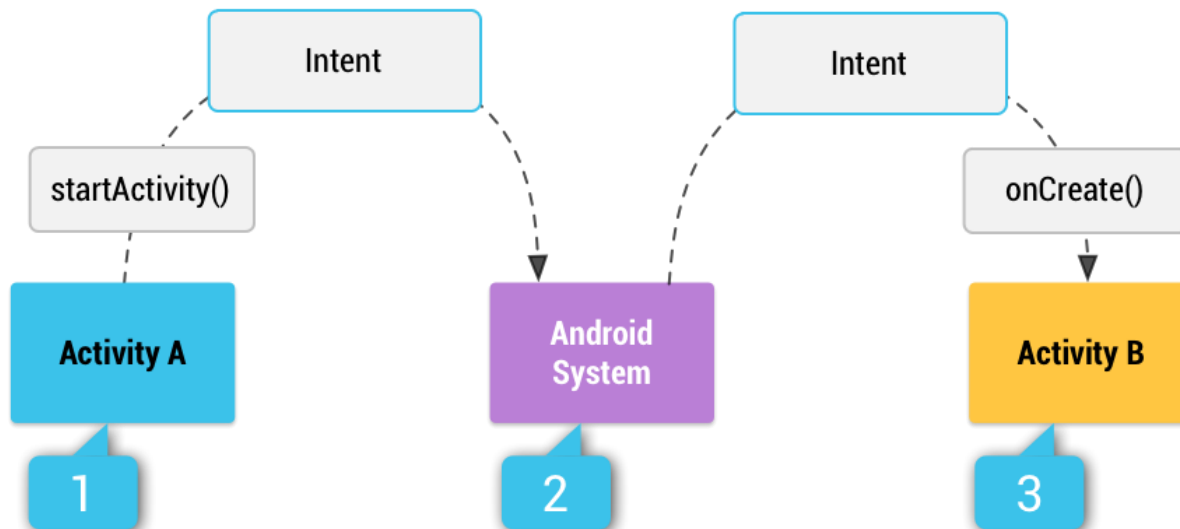


# Intents



# Intent

- **Intent:** a messaging object used by a component to request action from another app or component
- 3 main use cases for Intents
- **Case 1 (Activity A starts Activity B, no result back):**
  - Call **startActivity()**, pass an Intent
  - Intent describes Activity to start, carries any necessary data





# Intent: Result Received Back

- **Case 2 (Activity A starts Activity B, gets result back):**
  - Call **startActivityForResult( )**, pass an Intent
  - Separate Intent received in Activity A's **onActivityResult( )** callback
- **Case 3 (Activity A starts a Service):**
  - E.g. Activity A starts service to download big file in the background
  - Activity A calls **StartService( )**, passes an Intent
  - Intent describes Service to start, carries any necessary data



# Implicit Vs Explicit Intents

- **Explicit Intent:** If components sending and receiving Intent are in same app
  - E.g. Activity A starts Activity B in same app
  
- **Implicit Intent:** If components sending and receiving Intent are in **different** apps



# **Intent Example: Starting Activity 2 from Activity 1**

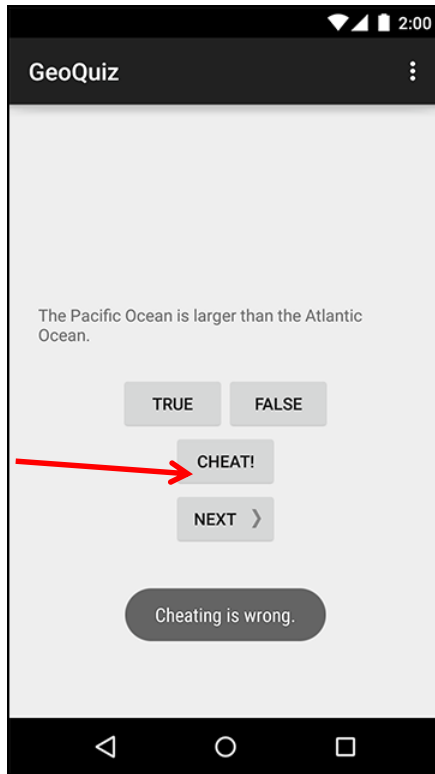
# Allowing User to Cheat

Ref: Android Nerd Ranch (2<sup>nd</sup> edition) pg 87



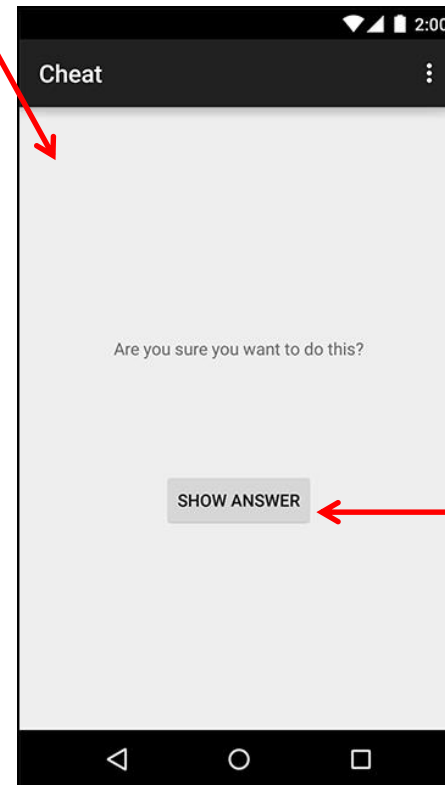
- **Goal:** Allow user to cheat by getting answer to quiz
- Screen 2 pops up to show Answer

Activity 1



User clicks here to cheat

Activity 2



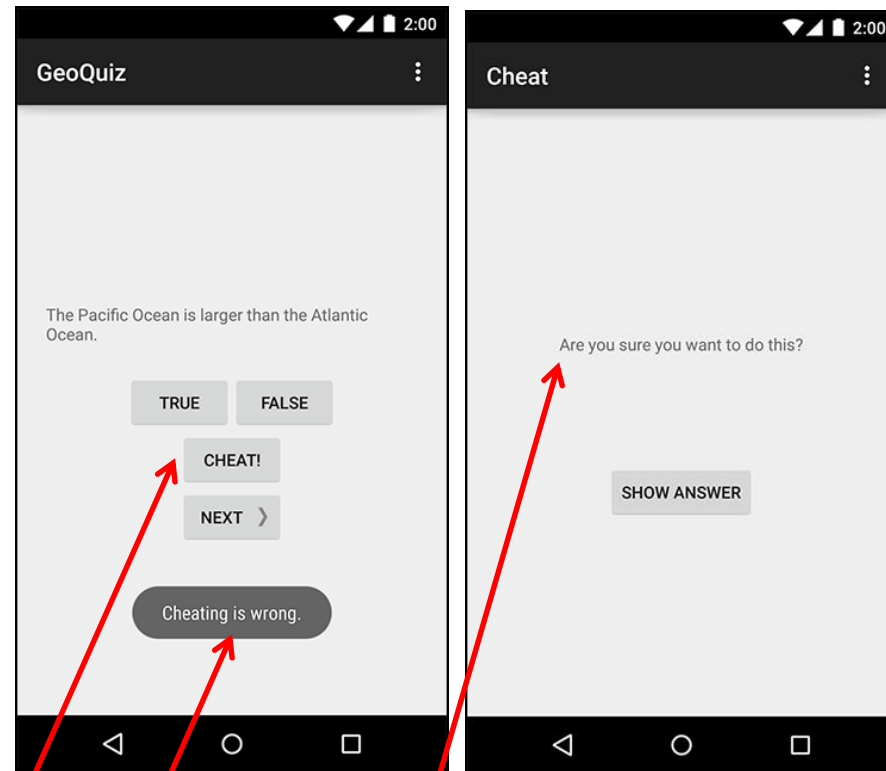
Ask again. Click here to cheat

Correct Answer



If user cheated

# Add Strings for Activity 1 and Activity 2 to strings.xml



```
<?xml version="1.0" encoding="utf-8"?>
<resources>

    ...
    <string name="question_asia">Lake Baikal is the world\'s oldest and
    deepest
    freshwater lake.</string>
    <string name="warning_text">Are you sure you want to do this?</string>
    <string name="show_answer_button">Show Answer</string>
    <string name="cheat_button">Cheat!</string>
    <string name="judgment_toast">Cheating is wrong.</string>

</resources>
```

# Create Blank Activity (for Activity 2) in Android Studio



The screenshot shows the Android Studio interface with the 'New' context menu open over the 'com.bignerdranch.android.geoquiz' package. The 'Activity' option is selected, and its sub-menu is visible, with 'Blank Activity' highlighted. The background shows the Project and Structure toolbars, the file explorer, and a 'No files are open' dialog box.

**Project Structure:** Android > app > src > main > java > com > bignerdranch > android > geoquiz

**Context Menu Options:**

- New
  - Java Class
  - Android resource file
  - Android resource directory
  - File
  - Package
  - Image Asset
- Cut (⌘X)
- Copy (⌘C)
- Copy Path (⇧⌘C)
- Copy Reference (⇧⇧⌘C)
- Paste (⌘V)
- Find Usages (⇧⌘F7)
- Find in Path... (⇧⌘F)
- Replace in Path... (⇧⌘R)
- Analyze
- Refactor
- Add to Favorites
- Show Image Thumbnails (⇧⌘T)
- Reformat Code... (⇧⌘L)
- Optimize Imports... (⇧⇧⌘O)
- Delete... (⌘X)
- Make Module 'app' (⇧⌘F9)

**Activity Sub-menu Options:**

- Android TV Activity
- Blank Activity**
- Blank Activity with Fragment
- Blank Wear Activity
- Fullscreen Activity
- Login Activity
- Master/Detail Flow
- Navigation Drawer Activity
- Settings Activity
- Tabbed Activity

**Dialog Box:** No files are open

- Search Everywhere with Double ⇧⇧
- Open a file by name with ⇧⌘O



# Specify Name and XML file for Activity 2



New Android Activity

Customize the Activity

Creates a new blank activity with an action bar.

Blank Activity

Activity Name: CheatActivity

Layout Name: activity\_cheat

Title: Cheat

Menu Resource Name: menu\_cheat

Launcher Activity

Hierarchical Parent:

Package name: com.bignerdranch.android.geoquiz

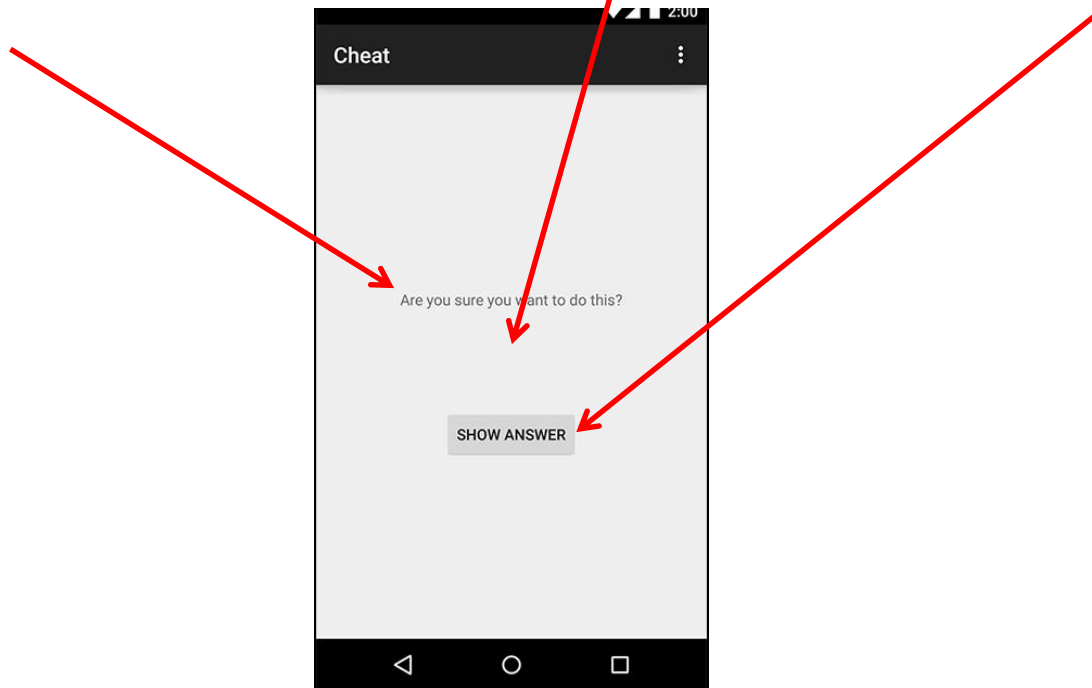
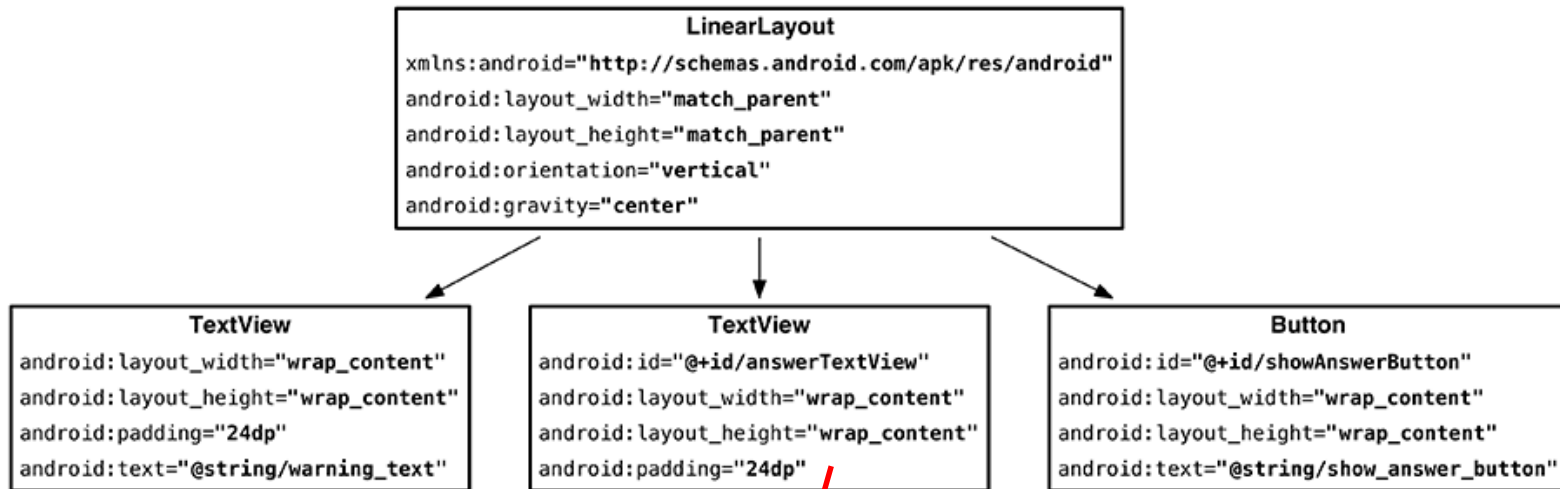
The name of the activity class to create

Cancel Previous Next Finish

Screen 2 Java  
code in CheatActivity.java

Layout  
uses activity\_cheat.xml

# Design Layout for Screen 2



# Write XML Layout Code for Screen 2



```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:gravity="center"
    android:orientation="vertical"
```

```
tools:context="com.bignerdranch.android.geoquiz.CheatActivity">
```

```
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:padding="24dp"
    android:text="@string/warning_text"/>
```

```
<TextView
    android:id="@+id/answer_text_view"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:padding="24dp"
    tools:text="Answer"/>
```

```
<Button
    android:id="@+id/show_answer_button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="@string/show_answer_button"/>
```

```
</LinearLayout>
```

## Activity 2



# Declare New Activity in AndroidManifest.xml



- Create new activity (CheatActivity) in Android Studio

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.bignerdranch.android.geoquiz" >
```

```
<application
    android:allowBackup="true"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:theme="@style/AppTheme" >
```

**Activity 1**

```
<activity
    android:name=".QuizActivity"
    android:label="@string/app_name" >
    <intent-filter>
        <action android:name="android.intent.action.MAIN" />

        <category android:name="android.intent.category.LAUNCHER" />
    </intent-filter>
</activity>
```

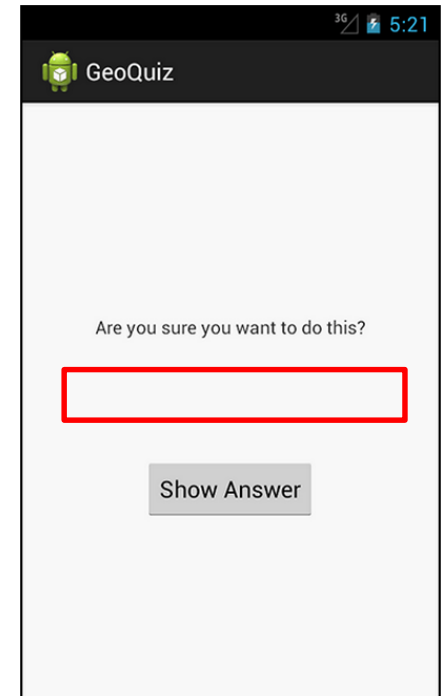
```
<activity
    android:name=".CheatActivity"
    android:label="@string/title_activity_cheat" >
</activity>
```

```
</application>
```

**Activity 2 (CheatActivity)**

```
</manifest>
```

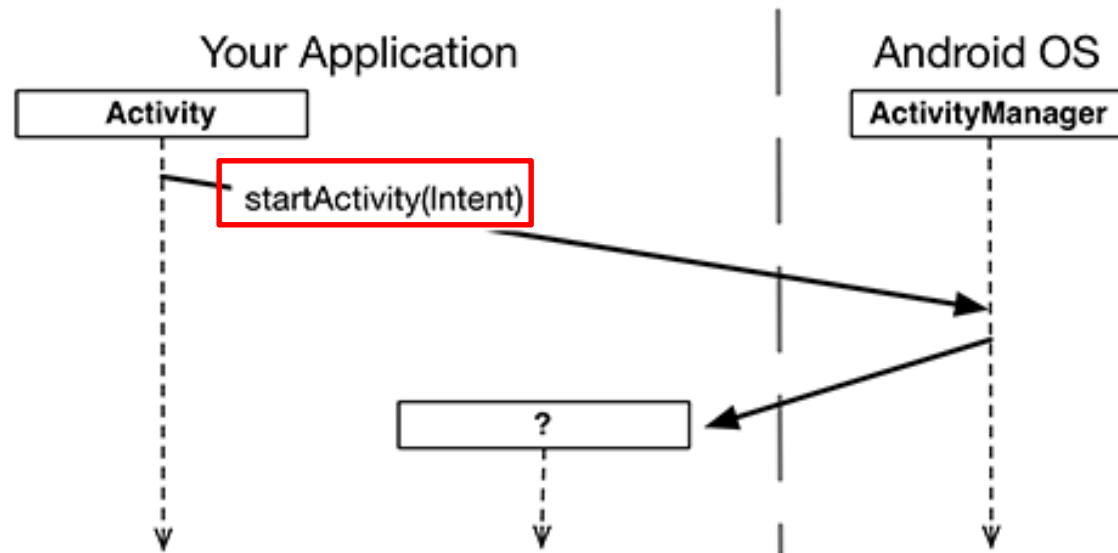
**Activity 2 (CheatActivity)**



# Starting Activity 2 from Activity 1



- Activity 1 starts activity 2
  - **through** the Android OS
  - by calling **startActivity(Intent)**
- Passes Intent (object for communicating with Android OS)



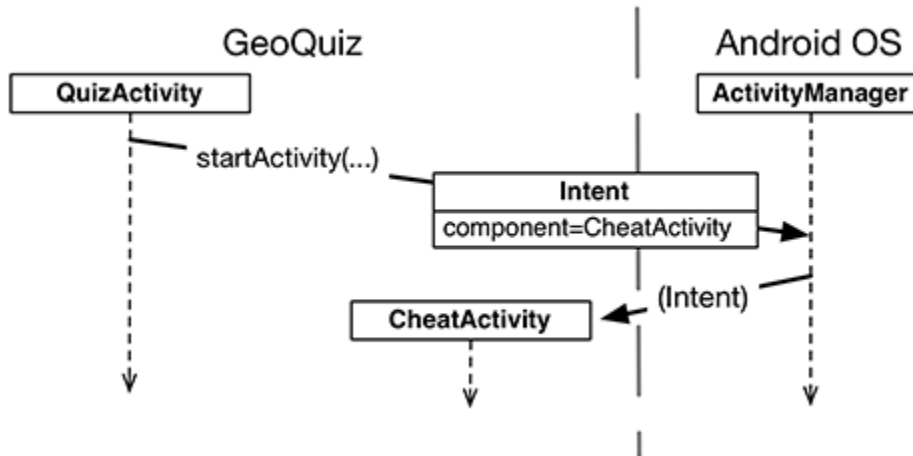
- Intent specifies which (target) Activity Android ActivityManager should start

# Starting Activity 2 from Activity 1



- Intents have many different constructors. We will use form:

```
public Intent(Context packageContext, Class<?> cls)
```



- Actual code looks like this

```
mCheatButton = (Button)findViewById(R.id.cheat_button);  
mCheatButton.setOnClickListener(new View.OnClickListener() {
```

```
    @Override  
    public void onClick(View v) {  
        // Start CheatActivity
```

```
        Intent i = new Intent(QuizActivity.this, CheatActivity.class);  
        startActivity(i);  
    }  
});  
...  
}
```

Build Intent

Use Intent to Start new Activity

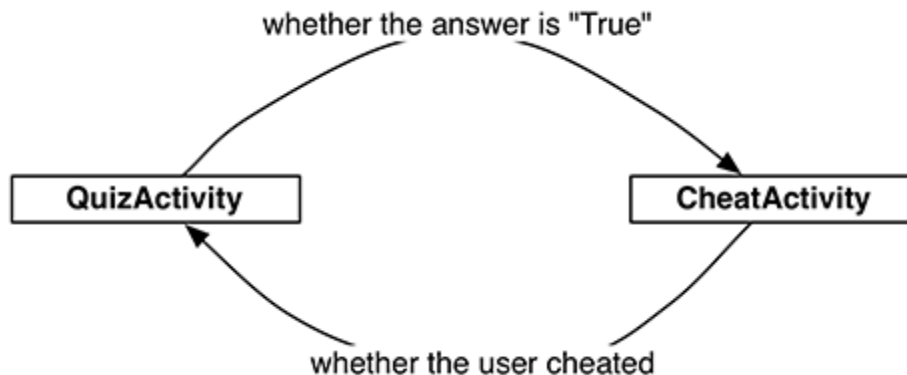
Parent Activity

New Activity 2



# Implicit vs Explicit Intents

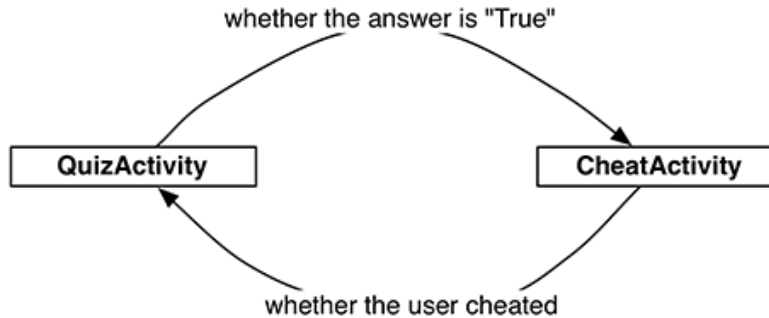
- Previous example is called an **explicit intent**
  - Activity 1 and activity 2 are in same app
- If Activity 2 were in another app, an **implicit intent** would have to be created instead
- Can also pass data between Activities 1 and 2
  - E.g. Activity 1 can tell new activity correct answer (True/False)



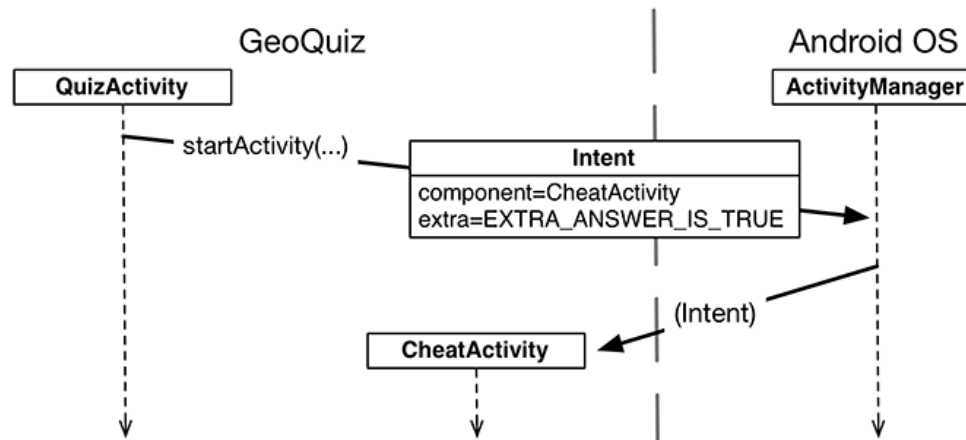


# Passing Data Between Activities

- Need to pass answer (True/False from QuizActivity to CheatActivity)



- Pass answer as **extra** on the Intent passed into **StartActivity**
- **Extras** are arbitrary data calling activity can include with intent







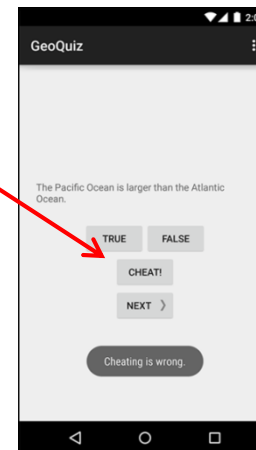
# Passing Answer (True/False) as Intent Extra

- To add **extra** to Intent, use **putExtra( )** command
- Encapsulate Intent creation into a method **newIntent( )**

```
public class CheatActivity extends AppCompatActivity {  
  
    private static final String EXTRA_ANSWER_IS_TRUE =  
        "com.bignerdranch.android.geoquiz.answer_is_true";  
  
    public static Intent newIntent(Context packageContext, boolean answerIsTrue) {  
        Intent i = new Intent(packageContext, CheatActivity.class);  
        i.putExtra(EXTRA_ANSWER_IS_TRUE, answerIsTrue);  
        return i;  
    }  
}
```

- When user clicks cheat button, build Intent, start new Activity

```
...  
mCheatButton.setOnClickListener(new View.OnClickListener() {  
    @Override  
    public void onClick(View v) {  
        // Start CheatActivity  
        Intent i = new Intent(QuizActivity.this, CheatActivity.class);  
        boolean answerIsTrue = mQuestionBank[mCurrentIndex].isAnswerTrue();  
        Intent i = CheatActivity.newIntent(QuizActivity.this, answerIsTrue);  
        startActivity(i);  
    }  
});  
  
updateQuestion();  
}
```



Intent



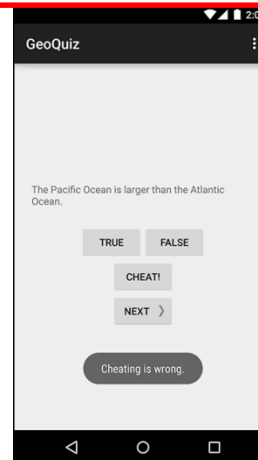


# Passing Answer (True/False) as Intent Extra

- Activity receiving the Intent retrieves it using `getBooleanExtra()`

```
public class CheatActivity extends AppCompatActivity {  
  
    private static final String EXTRA_ANSWER_IS_TRUE =  
        "com.bignerdranch.android.geoquiz.answer_is_true";  
  
    private boolean mAnswerIsTrue;  
  
    ...  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_cheat);  
  
        mAnswerIsTrue = getIntent().getBooleanExtra(EXTRA_ANSWER_IS_TRUE, false);  
    }  
  
    ...  
}
```

**Important:** Read Android Nerd Ranch (2<sup>nd</sup> edition) pg 87



**Calls  
getIntent()**



# Implicit Intents

- **Implicit Intent:** Does not name component to start.
- Specifies
  - **Action** (what to do, example visit a web page)
  - **Data** (to perform operation on, e.g. web page url)
- System decides component to receive intent based on **action, data, category**
- Example Implicit Intent to share data

```
// Create the text message with a string
Intent sendIntent = new Intent();
sendIntent.setAction(Intent.ACTION_SEND);
sendIntent.putExtra(Intent.EXTRA_TEXT, textMessage);
sendIntent.setType("text/plain");
```

**ACTION (No receiving Activity specified)**

**Data type**



# References

- Android Nerd Ranch, 1<sup>st</sup> edition
- Busy Coder's guide to Android version 4.4
- CS 65/165 slides, Dartmouth College, Spring 2014
- CS 371M slides, U of Texas Austin, Spring 2014