## The Complete Android Activity/Fragment Lifecycle v0.9.0 2014-04-22 Steve Pomeroy <stevep@thelevelup.com> CC-BY-SA 4.0 https://github.com/xxv/android-lifecycle Key Activity Lifecycle Fragment Lifecycle Common Activity is Uncommon launched Fragment is Fragment is added to inflated from Conditional existing activity layout onCreate() Uncommon lifecycle events are ones that onInflate() either the documentation states are not intended for application use or which aren't often encountered in many apps onAttach() Attached: fragment is associated with an activity onAttachFragment() Added: fragment is in the ☑ retainInstance onCreate() view hiearchy

onContentChanged()

onStart()

onRestoreInstanceState()

onPostCreate()

onResume()

onPostResume()

onAttachedToWindow()

onCreateOptionsMenu()

onPrepareOptionsMenu()

Activity is

running

onPause()

onSaveInstanceState()

onStop()

onDestroy()

Activity is

shut down

User returns

to the activity

Called when an activity you launched exits

onRestart()

onActivityResult()

Things get a little weird here if you're

using the v4 compat

library.

Called when the user

interacts with the activity.

onUserInteraction()

Only called when onUserInteraction() is called first

onUserLeaveHint()

User navigates

to the activity

onCreateView()

onViewCreated()

Only called upon fragment creation

and reattachment, not restart

onActivityCreated()

onViewStateRestored()

onStart()

onResume()

Only called if

setHasOptionsMenu(true)

onCreateOptionsMenu()

onPrepareOptionsMenu()

Fragment is

active

onPause()

onSaveInstanceState()

onStop()

onDestroyView()

onDestroy()

onDetach()

Fragment is

destroyed

User navigates

backward or

fragment is

removed/replaced

This method

onDestroy()

may be called at any time before

☑ retainInstance

Fragment is

added to the back

stack, then

removed/replaced

The fragment

returns to the

layout from the

back stack

retainInstance

the fragment is

reattached

User navigates

to the activity

App process

killed

Apps with higher priority

need memory

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