Android: Activities

Exercises

Exercise 1

Work through the tutorial, "Managing the Activity Lifecycle", which you can get to here:

http://developer.android.com/training/basics/activity-lifecycle/index.html

Be sure to download the ActivityLifecycle.zip file which contains the demo project for this tutorial. The tutorial is in 4 parts:

Starting an Activity
http://developer.android.com/training/basics/activity-lifecycle/starting.html

Pausing and Resuming an Activity
http://developer.android.com/training/basics/activity-lifecycle/pausing.html

Stopping and Restarting an Activity
http://developer.android.com/training/basics/activity-lifecycle/stopping.html

Recreating an Activity
http://developer.android.com/training/basics/activity-lifecycle/recreating.html

Exercise 2

Build an Android App that does the following.

1. Starts a main Activity that contains a button and an ImageView. When the button is pressed, the camera app is started and the user is allowed to take a picture.

2. When the user has taken a picture, the camera app should finish, returning a bitmap to the main Activity, which displays the picture taken in the ImageView widget.

HINT: See

http://developer.android.com/training/camera/index.html

Your app should look something like this