



Activity 生命周期应用场景

Activity 生命周期到底实际中怎么使用. 下面通过实例来做简单的运用。在 AActivity 中进行音乐的播放, 当点击按钮打开 BActivity 后, 音乐需要暂停, 然后点击 BACK 键返回到 AActivity 后音乐继续播放. 这就需要在 AActivity 中的 onPause() 方法中进行音乐的暂停操作, 以及暂停时音乐播放位置的记录。在 AActivity 中的 onResume() 方法中实现重新返回前台时继续音乐的播放。

AActivity.java

```
package com.example.caobotao.activitylifecircle;

import android.app.Activity; import android.content.Intent; import
android.media.MediaPlayer; import android.os.Bundle; import
android.util.Log; import android.view.View;

public class AActivity extends Activity {

    private MediaPlayer mediaPlayer;

    private int position;

    @Override

    protected void onCreate(Bundle savedInstanceState) {

        super.onCreate(savedInstanceState);

        setContentView(R.layout.activity_main);

        mediaPlayer = MediaPlayer.create(this, R.raw.song);

        mediaPlayer.start();

        Log.i("info", "AActivity onCreate()");

        findViewById(R.id.btnStartBAty).setOnClickListener(new
View.OnClickListener() {

            @Override

            public void onClick(View v) {

                startActivity(new Intent(AActivity.this, BActivity.class));

            }

        });

    }

    @Override

    protected void onStart() {

        super.onStart();

        Log.i("info", "AActivity onStart()");

    }

}
```



```
}
```

```
@Override
```

```
protected void onResume() {
```

```
    super.onResume();
```

```
    //如果播放的位置不是 0
```

```
    if (position != 0){
```

```
        mediaPlayer.seekTo(position); //获取播放的位置
```

```
        mediaPlayer.start(); //开始播放    }
```

```
    Log.i("info", "AActivity onResume()");
```

```
}
```

```
@Override
```

```
protected void onPause() {
```

```
    super.onPause();
```

```
    //如果播放器正在播放
```

```
    if (mediaPlayer.isPlaying()){
```

```
        mediaPlayer.pause(); //暂停播放
```

```
        position = mediaPlayer.getCurrentPosition(); //获得暂停时播放的位  
置    }
```

```
    Log.i("info", "AActivity onPause()");
```

```
}
```

```
@Override
```

```
protected void onStop() {
```

```
    super.onStop();
```

```
    Log.i("info", "AActivity onStop()");
```

```
}
```

```
@Override
```

```
protected void onDestroy() {
```

```
    super.onDestroy();
```

```
    Log.i("info", "AActivity onDestroy()");
```

```
}
```



```
@Override  
  
protected void onRestart() {  
    super.onRestart();  
    Log.i("info", "AActivity onRestart()");  
}  
  
}
```

BActivity.java

```
package com.example.caobotao.activitylifecircle;  
  
import android.app.Activity; import android.os.Bundle; import  
android.util.Log; import android.view.Menu; import android.view.MenuItem;  
  
public class BActivity extends Activity {  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_baty);  
        Log.i("info", "BActivity onCreate()");  
    }  
  
    @Override  
    protected void onStart() {  
        super.onStart();  
        Log.i("info", "BActivity onStart()");  
    }  
  
    @Override  
    protected void onResume() {  
        super.onResume();  
        Log.i("info", "BActivity onResume()");  
    }  
  
    @Override  
    protected void onPause() {  
        super.onPause();  
        Log.i("info", "BActivity onPause()");  
    }  
}
```



```
}  
  
@Override  
protected void onStop() {  
    super.onStop();  
    Log.i("info", "BActivity onStop()");  
}  
  
@Override  
protected void onDestroy() {  
    super.onDestroy();  
    Log.i("info", "BActivity onDestroy()");  
}  
  
@Override  
protected void onRestart() {  
    super.onRestart();  
    Log.i("info", "BActivity onRestart()");  
}  
  
}
```