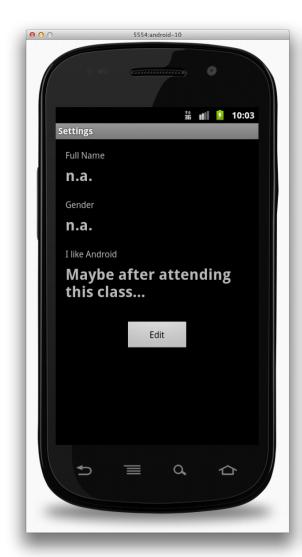# Android - Settings

- Settings allow the user to change certain aspects of the applications behavior.
- Settings are handled by an activity that should be derived from class PreferenceActivity.
- PreferenceActivity takes care of rendering the UI and making settings persistent.
- The settings are defined declaratively via an XML file that needs to be stored in res/xml.
- Android defines the schema of this file.
- Various standard settings are offered by Android.
- Class PreferenceManager can be used to retrieve the current settings.

Launching the app for the first time, showing the default settings. Clicking on "Edit" launches settings

Defining some settings. Then press 'back' button to return to MainActivity

MainActivity shows the changed settings

References

- Overview of [Android settings](#)
- Class [PreferenceActivity](#)
- Class [PreferenceManager](#)

Exercise

Add a <SwitchPreference> to res/xml/settings.
xml and display its value in MainActivity.