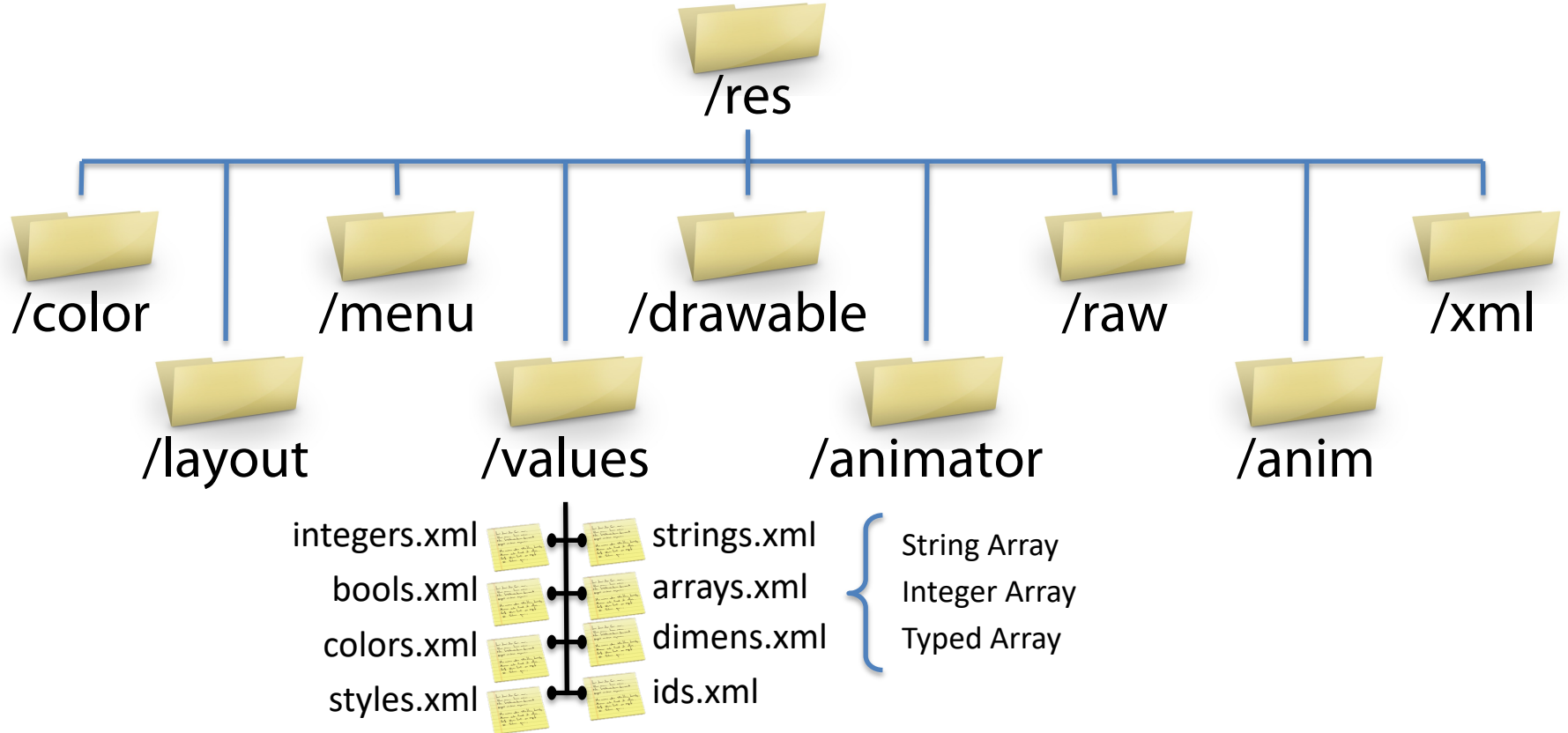


# Resources



resources

raw

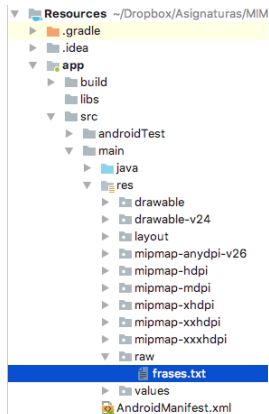
# raw

# /res/raw/identificador.\*

Son ficheros que se tendrán que procesar mediante InputStream:

`Context.openRawResource(R.raw.identificador) : InputStream`

Ejemplo:



```
@Override
protected void onCreate(Bundle savedInstanceState)
{
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    inputStream : InputStream = resources.openRawResource(R.raw.frases);
    : : :
}
```

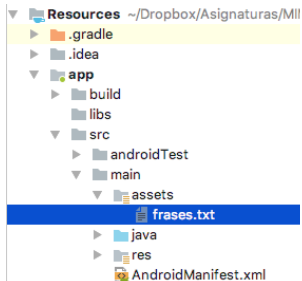
raw

/assets/fichero.extension

Son ficheros que se tendrán que procesar mediante InputStream:

```
resources.getAssets().open("fichero.extension")
```

Ejemplo:



```
override fun onCreate(savedInstanceState : Bundle?) : Unit
```

```
{
```

```
    super.onCreate(savedInstanceState)
```

```
    setContentView(R.layout.activity_main)
```

```
    assetManager : AssetManager = resources.getAssets()
```

```
    InputStream inputStream = assetManager.open("frases.txt");
```

```
    ...
```

```
}
```