On top of the previously built Tic-Tac-Toe application which used shared preferences to store and retrieve the scores, you will now have to use a SQLite database for this, as well.

Extract the functionality (saving/retrieving scores) into an interface and have two classes built that implement that interface. The first one, TTTSharedPrefferences and the second one TTTSqliteDB. Both classes should implement the same interface but store the data in different places.

At the start of the application, you will have to randomly choose which implementation to use for *loading* the data, however, when saving, both implementations will be used.

Hint:

Interface example;

If(… random …) {

example = new ClassWhichImplementsInterface();

}

Else {

example = new TheOtherClassWhichImplementsInterface();

}