

# AMD-08: SharedPreferences

Applications for mobile devices & Course 2019-2020

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Jordi Mateo Fornés [jordi.mateo@udl.cat](mailto:jordi.mateo@udl.cat)

- Dr. Jordi Mateo Fornés
- **Office:**
  - Office A.12 (Campus Igualada)
  - Office 3.08 (EPS Lleida)
- **Email:** jordi.mateo@udl.cat
- Doubts
  - During class
  - After class
  - Email
    - Topic: [AMD]: XXXXXXXXXX

# Shared Preferences

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**Shared Preferences** is a Data Storage option provided by Android to store **primitive data**. It works very close to dictionaries (*key,value*).

**Shared Preferences** act as a **Singleton**. So, for any particular set of preferences, there is a single instance of this class. that all clients share. Modifications are done using *Editor* object to ensure a consistent state and control when they are committed to storage.

Information extracted from: **Android Developers - Shared Preferences**.

- **edit()**: Obtain the editor to make modifications. Editor->commit() and Editor->apply().
- **getAll()**: Retrieve all values.
- **get{x}(key,defaultValue)()**: Retrieve the value of the primitive *x* with key *key*. If not found retrieve the *defaultValue*.
- **put{x}(key,value)()**: Save the value of the primitive *x* with key *key* and value *value*.

- Persist data across user sessions.
- Data is kept even if the **application** is: **killed** or **restarted**.
- Moreover, the data is kept even if the **device** is **restarted**.
- Store user settings to be shared across different activities.
- Shared Preferences use **expensive operations** that can **slow down the app**.
- Shared Preferences data is **kept private** in the **context of the app**.

# Hands-On

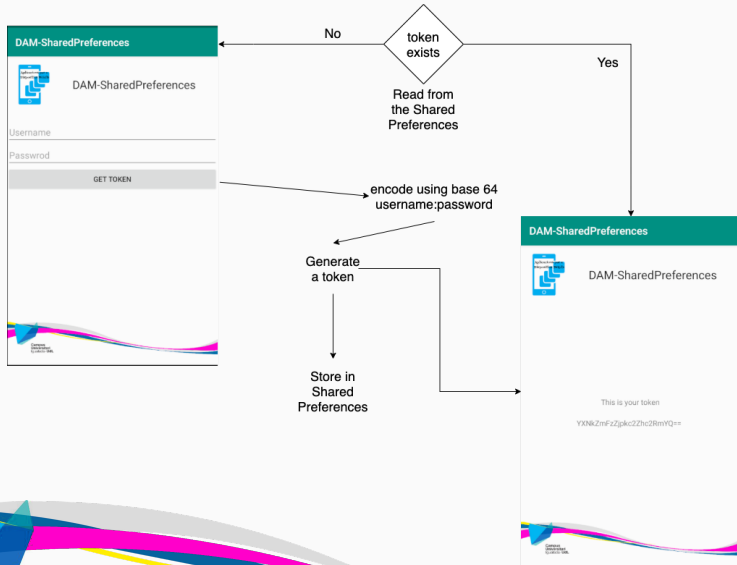
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We are going to simulate a user login application that obtains a token from an API.  
We will keep all the functionality as simple as possible.

All the code is available in the Github — **Code**



# Hands-On: App functions



*preferences/PreferencesProvider*

- Create one shared preferences file.
- Select the Context Mode:
  - **Private:** Keep the files private and secure user's data.
  - **Public:** Public file accessible by other apps in the device.
  - **Append:** Append the new preferences with the already existing preferences.

# Hands-On: App to init the Preferences Provider

We init the Preferences provider at the beginning.

```
public class App extends Application {  
  
    @Override  
    public void onCreate() {  
        super.onCreate();  
        PreferencesProvider.init(this);  
    }  
}
```

# Hands-On: Check the manifest

```
android:name=".App"
```

```
<application
```

```
    android:allowBackup="true"
```

```
    android:icon="@mipmap/ic_launcher"
```

```
    android:label="@string/app_name"
```

```
    android:roundIcon="@mipmap/ic_launcher_round"
```

```
    android:supportsRtl="true"
```

```
    android:theme="@style/AppTheme"
```

```
    android:name=".App">
```

```
    ...
```

```
</application>
```

# Hands-On: Main Activity - Obtain shared preferences

```
private SharedPreferences mPreferences;  
  
@Override  
protected void onCreate(Bundle savedInstanceState) {  
    ...  
    this.mPreferences = PreferencesProvider.providePreferences();  
    ...  
}
```

# Hands-On: Main Activity - Logic

```
String token = this.mPreferences.getString("token","");  
mPreferences.edit().putString("token",_token).apply();
```

- Check if shared preferences contain a token.
- Generate the token when the user clicks the button with a username and password.

# Hands-On: Main Activity - Logic (1)

```
String token = this.mPreferences.getString("token","");  
if (!token.equals("")){  
    tokenLabel.setVisibility(View.VISIBLE);  
    tokenTV.setText(token);  
    usernameET.setVisibility(View.INVISIBLE);  
    passwordET.setVisibility(View.INVISIBLE);  
    createToken.setVisibility(View.INVISIBLE);  
}
```

## Hands-On: Main Activity - Logic (2)

```
createToken.setOnClickListener(new View.OnClickListener() {  
    @Override  
    public void onClick(View v) {  
        String username = usernameET.getText().toString();  
        String password = passwordET.getText().toString();  
        String token_decoded = username + ":" + password;  
        byte[] bytes = token_decoded.getBytes(StandardCharsets.UTF_8);  
        String _token = Base64.encodeToString(bytes, Base64.DEFAULT);  
        mPreferences.edit().putString("token", _token).apply();  
        Toast.makeText( getApplicationContext(),  
            "Token obtained properly", Toast.LENGTH_SHORT).show();  
    }  
});
```



# Hands-On: Test and Play

- Close the app and open the app once you create the token.
- Put the app in the background and open again.
- Restart the device and open the app.
- Uninstall the app from the device and install it again.

# That is all

www — [jordimateofoernes.com](http://jordimateofoernes.com)

github — [github.com/JordiMateo](https://github.com/JordiMateo)

twitter — @MatForJordi

gdc — Distributed computation group