12.NSUserDefault

ViewController.m

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

// Do any additional setup after loading the view, typically from a nib.

UIButton\* btn = [UIButton buttonWithType:UIButtonTypeRoundedRect];

btn.frame = CGRectMake(100, 100, 80, 40);

[btn setTitle:@"写入文件" forState:UIControlStateNormal];

//添加事件函数

[btn addTarget:self action:@selector(pressWrite) forControlEvents:UIControlEventTouchUpInside];

[self.view addSubview:btn];

UIButton\* btnRead = [UIButton buttonWithType:UIButtonTypeRoundedRect];

btnRead.frame = CGRectMake(100, 200, 80, 40);

[btnRead setTitle:@"读出文件" forState:UIControlStateNormal];

[btnRead addTarget:self action:@selector(pressRead) forControlEvents:UIControlEventTouchUpInside];

[self.view addSubview:btnRead];

}

-(void)pressWrite

{

//定义一个用户默认数据对象

//不需要alloc创建，用户默认数据对象单例模式

//standardUserDefaults：获取全局唯一的实例对象

NSUserDefaults\* ud = [NSUserDefaults standardUserDefaults];

//存储字符串对象

//可以将对象存储到内部文件中

//P1：要存储的对象 id

//P2：对象的名字 NSString

[ud setObject:@"mike" forKey:@"Name"];

NSNumber\* num = [NSNumber numberWithInt:100];

// 存储数据对象

// 只能存储能够文件化的对象

[ud setObject:num forKey:@"NUM"];

// 不能存储动态创建的对象

// 不能存储不能文件化的对象

// [ud setObject:self.view forKey:@"VIEW"]错误

// 存储整形数据

[ud setInteger:123 forKey:@"INT"];

// 存储bool值

[ud setBool:YES forKey:@"BOOL"];

// 存储浮点型值

[ud setFloat:555 forKey:@"FLOAT"];

//创建一个可文件化的数组

NSArray\* array = [NSArray arrayWithObjects:@"21" ,@"12",@"42", nil];

[ud setObject:array forKey:@"ARRAY"];

}

-(void)pressRead

{

NSUserDefaults\* ud = [NSUserDefaults standardUserDefaults];

id object = [ud objectForKey:@"Name"];

NSString\* name = (NSString\*) object;

NSLog(@"name= %@",name);

object = [ud objectForKey:@"NUM"];

NSNumber\* num = (NSNumber\*) object;

NSLog(@"num = %@",num);

NSInteger iv = [ud integerForKey:@"INT"];

NSLog(@"iv = %ld",iv);

BOOL bv = [ud boolForKey:@"BOOL"];

float fv = [ud floatForKey:@"FLOAT"];

NSLog(@"bv= %d",bv);

NSLog(@"fv = %f",fv);

NSArray\* array = [ud objectForKey:@"ARRAY"];

NSLog(@"array = %@",array);

[ud removeObjectForKey:@"ARRAY"];

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end