

MODUL 7

LOGIN WITH SQLITE SHARED PREFERENCES

(Link Video: https://youtu.be/2wl0fzd5NGQ)

(Link Github: bungagana/LoginWithSharedPreference (github.com))

SharedPreferences adalah mekanisme penyimpanan data kecil dalam bentuk keyvalue pairs pada aplikasi Android.

Data ini dapat disimpan pada perangkat dalam jangka waktu yang lama dan dapat diakses oleh berbagai komponen dalam aplikasi. SharedPreferences sangat berguna dalam menyimpan preferensi pengguna, seperti pengaturan aplikasi, riwayat login, bahasa pengguna, atau tema yang dipilih.

Code to Access Shared Preference

```
val savedLogin = getSharedPreferences( name: "Login", MODE_PRIVATE)
```

Code to Edit Shared Preference

```
val editSavedLogin = savedLogin.edit()
```

Code to Remove and Clear Shared Preference

```
editSavedLogin.remove( key: "username")
editSavedLogin.apply()
```

```
editSavedLogin.clear()
editSavedLogin.apply()
```

PRAKTIKUM

```
Color

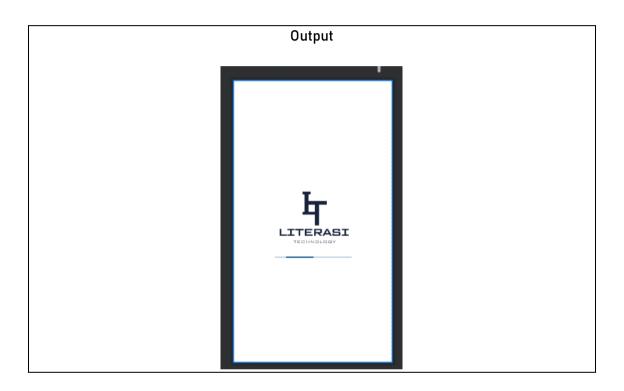
<color name="Navy">#263859</color>
<color name="btnpress">#004A85</color>
```

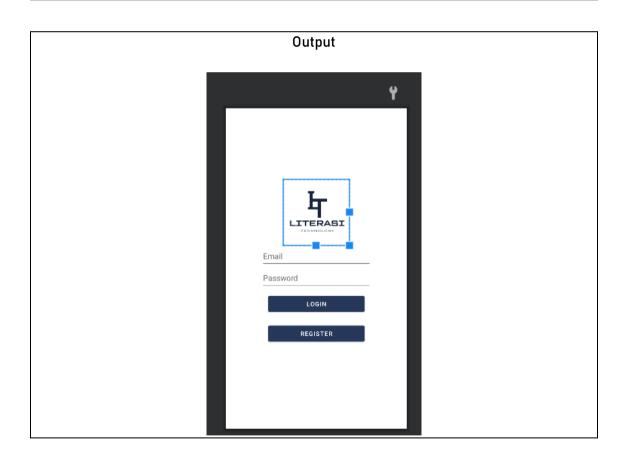
Buat 3 Empty Activity:

- 1. Splash Activity
- 2. Login Activity
- 3. Register Activity

Activity_splash.xml (TAMPILAN LAYOUT SPLASH SCREEN)

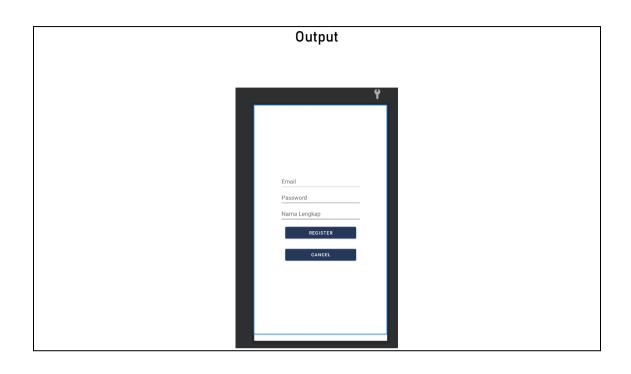
```
android:gravity="center">
    <ImageView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:src="@drawable/logo"/>
    <ProgressBar
        style="@style/Widget.AppCompat.ProgressBar.Horizontal"
        android:layout_width="200dp"
        android:layout_height="wrap_content"
        android:indeterminate="true"
        android:indeterminateTint="@color/btnpress"/>
    </LinearLayout>
```





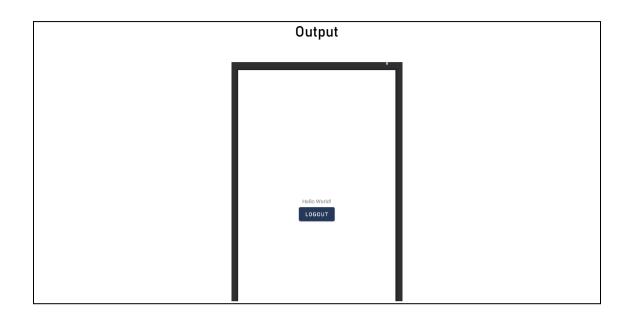
Activity_register.xml (TAMPILAN LAYOUT REGISTER)

```
<LinearLavout
   <EditText
        android:inputType="textPassword"/>
</LinearLayout>
```



<?xml version="1.0" encoding="utf-8"?> <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android" xmlns:app="http://schemas.android.com/apk/res-auto" xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent" android:layout_height="match_parent" tools:context=".MainActivity" android:orientation="vertical" android:gravity="center"> <TextView android:layout_width="wrap_content" android:layout_height="wrap_content" android:layout_width="wrap_content" android:layout_width="wrap_content" android:layout_height="wrap_content" android:layout_height="wrap_content" android:layout_height="wrap_content" android:layout_height="wrap_content" android:layout_height="wrap_content" android:id="@+id/btnLogout"</pre>

Activity_main.xml
(TAMPILAN LAYOUT KETIKA BERHASIL LOGIN)



Buat Class Untuk Menampung variable yang akan digunakan untuk inputan pengguna

DataModelUser (Kotlin Class)

```
data class DataModelUser (
    var email : String ="",
    var pass : String ="",
    var fullname: String =""
```

DBInfo (Object)

Ini menampung data table, disini membuat table dengan nama user dan memiliki 4 kolom.

```
import android.provider.BaseColumns
object DBInfo {
    class UserTable: BaseColumns {
        companion object {
            val TABLE_NAME = "user"
            val COL_EMAIL = "email"
            val COL_PASS = "pass"
            val COL_FULLNAME = "fullname"
            val COL_JUMLAH = "jumlah"
        }
    }
}
```

DB Helper (Class)

```
class DBHelper(context: Context): SQLiteOpenHelper(context,
DBInfo.UserTable.TABLE_NAME + "("+DBInfo.UserTable.COL_EMAIL+"

VARCHAR(200) PRIMARY KEY, " + DBInfo.UserTable.COL_PASS + " TEXT, "
DBInfo.UserTable.TABLE NAME
    override fun onCreate(db: SQLiteDatabase?) {
    override fun onUpgrade (db: SQLiteDatabase?, oldVersion: Int,
         onUpgrade(db, oldVersion, newVersion)
    @Throws (SQLiteConstraintException::class)
    fun RegisterUser(emailin: String, passin: String, fullnamein:
+ passt + ", " + fullnamet + ") VALUES('" + emailin + "', '" + passin + "', '" + fullnamein + "')"
         } catch (e: android.database.SQLException) {
cursor.getString(cursor.getColumnIndex(DBInfo.UserTable.COL JUMLAH))
```

LoginActivity.kt

```
class LoginActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_login)

    val savedLogin = getSharedPreferences("Login", MODE_PRIVATE)
    val editSavedLogin = savedLogin.edit()

    if (savedLogin.getString("Status", "Off") == "On") {
        startActivity(Intent(this, MainActivity::class.java))
    }

    val editUsername: EditText =
    findViewById(R.id.EditUsernameLogin)
    val editPassword: EditText =
    findViewById(R.id.EditPasswordLogin)
    val btnLogin: Button = findViewById(R.id.btnLogin)
    val btnRegister: Button = findViewById(R.id.btnregister)
    val userDBHelper = DBHelper(this)
    btnLogin.setOnClickListener {
        var emailku = editUsername.text.toString()
        var passku = editPassword.text.toString()
        var cekLogin = userDBHelper.cekLogin(emailku, passku)
        if(cekLogin=="1") {
            editSavedLogin.putString("Email", emailku)
            editSavedLogin.putString("Password", passku)
            editSavedLogin.putString("Status", "On")
```

RegisterActivity.kt

```
lass RegisterActivity : AppCompatActivity() {
  fun registerme(view: View) {
      var iemail = eemail.text.toString()
```

```
fun cancelme(view: View) {
    startActivity(Intent(this, LoginActivity::class.java))
}
```

```
Class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
        val btnLogout: Button = findViewById(R.id.btnLogout)
        val savedLogin = getSharedPreferences("Login", MODE_PRIVATE)
        val editSavedLogin = savedLogin.edit()
        btnLogout.setOnClickListener {
            editSavedLogin.putString("Email", null)
            editSavedLogin.putString("Password", null)
            editSavedLogin.putString("Status", "Off")
            editSavedLogin.commit()
            startActivity(Intent(this, LoginActivity::class.java))
        }
    }
}
```

Cara Akses Database

- 1. Klik Tab View
- 2. Pilih ToolWindow dan piloh 'Device Explorer'
- 3. Pilih Data, cari berdasar package kalian masing-masing