**Topic: Settings UI using the Preferences API**  
(Previous topic: ActionBar buttons and Up button)

* Lab 8 was an optional lab, you can do the peer evaluation outside of class.

Preferences

* Consistent UI for settings, like the system settings UI  
  (Show the system settings UI in an emulator)
* Instead of using View objects, use Preference objects (subclass of)
* Preferences appear as List Items
* Each Preference has a corresponding key-value pair that is saved in the system’s SharPreferences file.
* The shared preferences values can be any of the following types:
  + Boolean
  + Float
  + Int
  + Long
  + String
  + String [Set](http://developer.android.com/reference/java/util/Set.html)
* You can use a PreferenceActivity or PreferenceFragment to build a settings UI
* The preferred way to define preference screens is with an XML file (see example), but they can also be defined programmatically.
  + Each settings XML element requires a key attribute (for storing values)