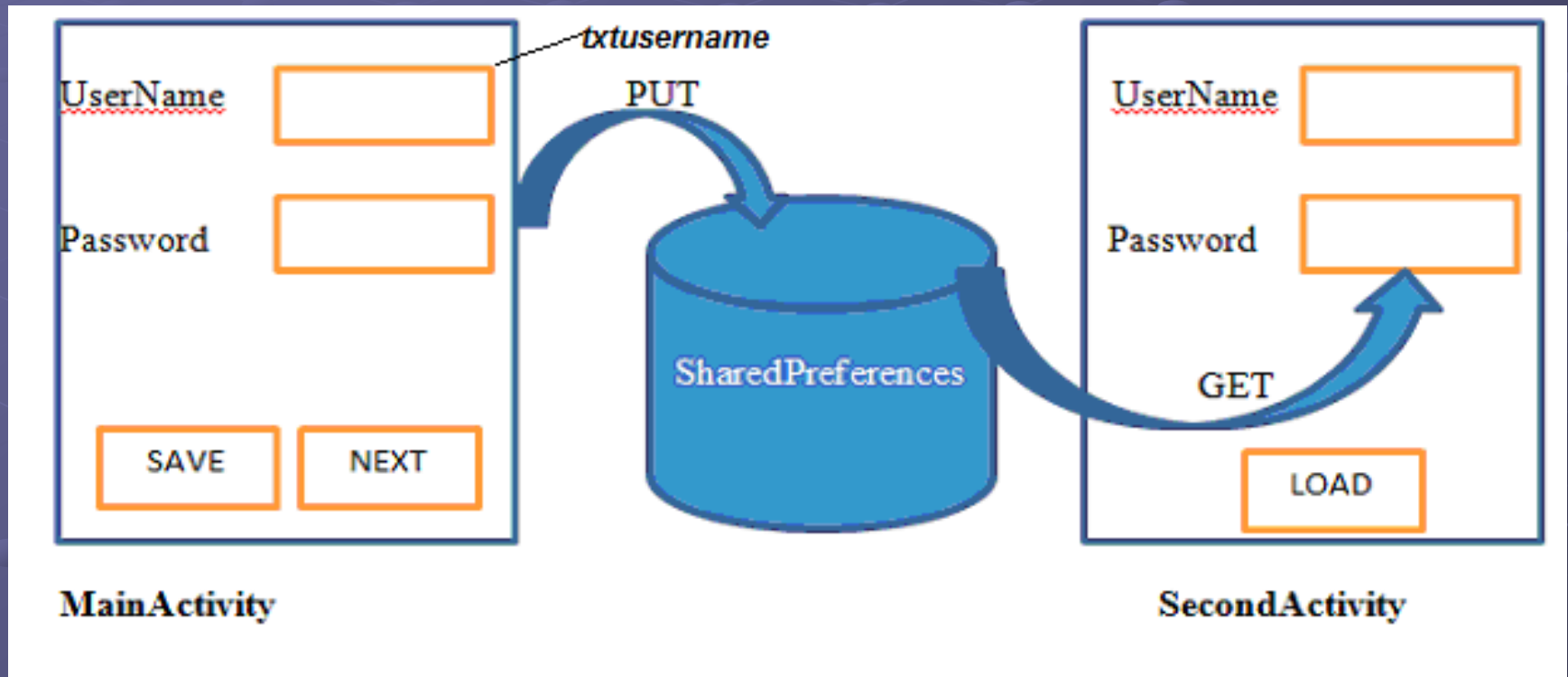


Shared Preferences

Shared Preference



What Is A Shared Preference?

- Shared preferences are simply sets of data values that are stored persistently.
- By persistence, means data that persists across application lifecycle events.
- In other words, the application (or device, for that matter) can be started and stopped without losing the data.
- The next time the user launches the application, that data will still be available.
- An individual preference is simply a key-value pair with a specific data type for the value.
- The preference key is simply a string that uniquely identifies the preference and the value is just that: the value of that preference.

- Storage of key-value pairs for the application
- Atomic types: string, string[], int, long, boolean, float
- Meant to keep information about what the user set between runs of the activity
- Preferences are persisted in a file in the app's internal directory
- Automatically stored between runs of the application

- Can create multiple shared preferences files with different names
- Can access the default shared preferences file for the activity
- Can share preferences across activities using the Application context
- Can create a preferences activity to let the user graphically set them
- Can allow other apps to read and write the shared preferences file