## **Tutorial 3: SQLite Databases**

In this tutorial we will write a very simple application to demonstrate setting up, reading (from) and writing (to) *SQLite* databases. The database we will create is stored **locally** on the mobile. Such databases are still used nowadays, together with remote databases and web services. That however is a topic for Tutorial 4. After this tutorial you should be able to:

- 1. Define the structure of the database
- 2. Write data to tables
- 3. Read data from tables

Before proceeding create a new application with a basic activity called *MainActivity*. Next, add a form in the layout file, as well as the necessary string constants.

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:paddingLeft="16dp"
```

## 1. Defining the database

The first step is to add *SQLite* to our *gradle* dependencies. Add the following to *build.grade* under the app directory (not the one in the root) in the *dependencies* scope:

```
def sqlite_version = "2.3.0"

// Java language implementation
implementation "androidx.sqlite:sqlite:$sqlite_version"

// Implementation of the AndroidX SQLite interfaces via the Android framework APIs.
implementation "androidx.sqlite:sqlite-framework:$sqlite_version"
```

Next create the following structure:

The *Email* class will have four properties: id, to, subject, message – the properties we will write to our table. Add a constructor, getters and setters:

```
public long getId() {
public String getMessage() {
public void setMessage(String message) {
```

Now we will focus on the *EmailContract* class. This class is used to define the table name, in this case "emails", as well as the column names. It should look like this:

```
package com.example.testapplication3.backend;
import android.provider.BaseColumns;
public final class EmailContract {
    private EmailContract() {}

    /* Inner class that defines the table contents */
    public static class EmailEntry implements BaseColumns {
        public static final String TABLE_NAME = "emails";
        public static final String COLUMN_NAME_TO = "_to";
        public static final String COLUMN_NAME_SUBJECT = "_subject";
        public static final String COLUMN_NAME_MESSAGE = "_message";
    }
}
```

Next let's write the *DbHelper* class. This class contains methods to create, upgrade and downgrade the database. Tables will then be created/dropped appropriately. In this class we can also write methods to insert emails into the database and fetch them. Normally databases have multiple tables, so it would make sense these methods are moved to subclasses for better management, for example, *EmailDbHelper*. In this simple example this is not required.

Note: To change the database schema or clear all the data, just increment the version.

The class should look as follows:

```
onUpgrade(db, oldVersion, newVersion);
private String dropTables() {
public ArrayList<Email> getEmails() {
   String sortOrder = subject + " ASC";
   Cursor cursor = db.query(
           EmailContract.EmailEntry.TABLE NAME, // The table to
```

```
public Email getEmailById(long id) {
               sortOrder
       while(cursor.moveToNext()) {
cursor.getString(cursor.getColumnIndexOrThrow( to));
cursor.getString(cursor.getColumnIndexOrThrow( subject));
```

## 2 + 3. Writing to and reading from the database

Next let's build the functionality to insert emails from the user's input. We've already created the form layout. Let's create the layout for the Confirmation screen (to be shown when Send is tapped). Add a new activity – *ConfirmActivity*. Apply the following layout:

Next let's read the user's input when Send button is tapped. In doing so, the email is written to the database, the new *id* is returned and sent to the *ConfirmActivity* via an *intent*. This activity will use this *id* to fetch the record from the database. In *MainActivity* add the following method:

```
public void onClickSend(View view) {
    DbHelper dbHelper = new DbHelper(this);

EditText to = (EditText) findViewById(R.id.to);
    String toValue = to.getText().toString();
    EditText subject = (EditText) findViewById(R.id.subject);
    String subjectValue = subject.getText().toString();
    EditText message = (EditText) findViewById(R.id.message);
    String messageValue = message.getText().toString();

// we use -1 as a dummy value as the id will be generated automatically Email email = new Email(-1, toValue, subjectValue, messageValue);
```

```
// actual id is returned after insert is successful
long id = dbHelper.insertEmail(email);

Intent intent = new Intent(this, ConfirmActivity.class);
intent.putExtra("ID", id);
startActivity(intent);
}
```

In *ConfirmActivity* we'll first fetch the email record using the *id*, then populate the screen with its data:

```
goverride
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_confirm);
    populateScreen();
}

private void populateScreen() {
    DbHelper dbHelper = new DbHelper(this);
    Intent intent = getIntent();
    long id = intent.getLongExtra("ID", -1); //-1 is default value

    // gets email from db using id
    Email email = dbHelper.getEmailById(id);

    TextView idConfirm = (TextView) findViewById(R.id.id_confirm);
    idConfirm.setText(Long.toString(email.getId()));
    TextView toConfirm = (TextView) findViewById(R.id.to_confirm);
    toConfirm.setText(email.getTo());
    TextView subjectConfirm = (TextView)
findViewById(R.id.subject_confirm);
    subjectConfirm.setText(email.getSubject());
    TextView messageConfirm = (TextView)
findViewById(R.id.message_confirm);
    messageConfirm.setText(email.getMessage());
}
```

At this point if you run the application, populate the form and click Send, you should be shown the details of the inputted email. This email is stored in the *Emails* table.

Next, let's show all the emails in the table. Create a new *ShowAllActivity*. In the layout file set the id of the *LinearLayout* to *emails\_container*. We're going to use this *id* to programmatically add *TextViews* to this container.

```
android:paddingRight="16dp">
</LinearLayout>
```

In *MainActivity*, add the following method to start the *ShowAllActivity* when *Show All* is clicked:

```
public void onClickShowAll(View view) {
    Intent intent = new Intent(this, ShowAllActivity.class);
    startActivity(intent);
}
```

Finally, *ShowAllActivity* should read the emails from the database, and for each one it adds a simple *TextView* to show the fields.

```
public class ShowAllActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_show_all);
        populateScreen();
    }

    private void populateScreen() {
        DbHelper dbHelper = new DbHelper(this);
        ArrayList<Email> emails = dbHelper.getEmails();
        LinearLayout container = (LinearLayout)
    findViewById(R.id.emails_container);

        for (Email email : emails) {
            TextView text = new TextView(this);
            text.setText(email.getTo() + " - " + email.getSubject() + " - " + email.getMessage());
            container.addView(text);
        }
    }
}
```

## 4. Challenge

Your challenge is to add the following functionality to the app:

- In the ShowAll screen add a button Remove All. When clicked, the records the Emails
  table should be deleted, and the user is taken back to the MainActivity. To do this, it
  is suggested to add a method in DbHelper class which should be invoked in an
  onClickRemove method.
- 2. Instead of showing the emails as a simple list, show them in a *RecyclerView* as was done in Tutorial 2.