# Shared Preference or State-Preference

* Same as local storage on the web
* Data is stored permanently for the long term unless you clear the cache or storage

## Shared

Share data in an application

## Preferences

Data for only a single activity

Private to the activity



If You want to save data private to activity, use the getPreferences() method. There can only be one prefs for the activity

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## Homework

* + Logout Button
  + Clicking the back button on the welcome screen should end the application, not navigate to Login Screen

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# Media Player

Put audio, video, or other files except for images in the app/res/raw directory

Android allows audio only two types: mp3, wav



Download songs from Pagal Freez

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## Assignment

* Play Media via Uri create method

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# Menus

There can be three types of menus:

* Drawer Menu
* Context Menu
* Action Bar Menu

## Top Bar/ Action Bar Menu (Tool Bar)

* Create a menu resource file in res/menu
* Images cannot be visible in the drop-down menu
* Prefers icon over text if given.

Menu Item Properties

* + title
  + icon
  + show As Action

# Inflater

Used to convert XML into working java or Kotlin code at runtime

The following method will be called to create the options menu.



There are two types of Inflatters:

* Menu Inflater
* Layout Inflatter

## Menu Events

### 

# Storage

Any file in resource folder are read-only

## Non Persistent

Variables

## Persistent

### Internal

Preferences

files

Databases

#### fileDir

Root path of internal directory for your app

#### cachDir

Returns a temporary directory for scrap files

### External

Files

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Assignment: Data Binding in Android

MVVM: Model view, View Model

Study About it and queries. Learn code

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