# **Android Sharepreference**

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#### sharepreferance

- 1. ה-sharepreferance מאפשר לנו לשמר מידע key value בקובץ בשיטת
  - 2. כל ה- activities יכולים לקרוא מקובץ זה
    - חייב להיעשות ע"י preferance. שינוי ה-3 SharedPreferences.Editor
- מנותנת לנו את האפשרות לקרוא activity. 4 ל- getSharedPreferences

#### דוגמא 1

```
@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    et=(EditText) findViewById(R.id.editText1);
    btnsave=(Button) findViewById(R.id.button1);

SharedPreferences sp=getSharedPreferences("details", 0);
    et.setText(sp.getString("fname", ""));//"" is default
    btnsave.setOnClickListener(this);
}
```

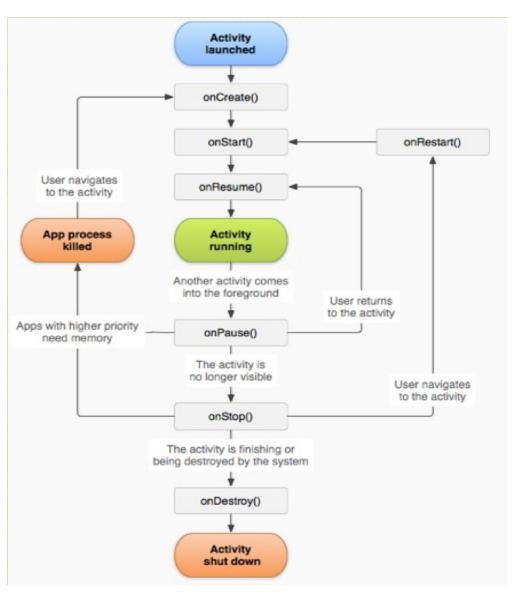
### דוגמא 1-שמירה לקובץ

```
@Override
public void onClick(View arg0) {
      // TODO Auto-generated method stub
      SharedPreferences sp =getSharedPreferences("details", 0);
      Editor edit= sp.edit();
      edit.putString("fname", et.getText().toString());

      edit.commit();
      Intent i=new Intent(this,Second.class);
      startActivity(i);
}
```

## דוגמא 1-קריאה מקובץ ממסך אחר

## מחזור החיים של אפליקציה



### **Activity life cycle**

- onCreate()
- onResume()
- Running
- onPause()
- onDestroy()
- onStart() before onCreate
- onStop() before onDestroy()

#### onPause()

The system calls this method as the first indication that the user is leaving your activity (though it does not always mean the activity is being destroyed). This is usually where you should commit any changes that should be persisted beyond the current user session (because the user might not come back).

### protected void onResume ()

Called after onRestoreInstanceState(Bundle), onRestart(), or onPause(), for your activity to start interacting with the user. This is a good place to begin animations, open exclusive-access devices (such as the camera), etc.

#### protected void onStop ()

Called when you are no longer visible to the user. You will next receive either onRestart(), onDestroy(), or nothing, depending on later user activity. Note that this method may never be called, in low memory situations where the system does not have enough memory to keep your activity's process running after its onPause() method is called.

#### protected void onDestroy ()

Perform any final cleanup before an activity is destroyed. This can happen either because the activity is finishing (someone called finish() on it, or because the system is temporarily destroying this instance of the activity to save space. You can distinguish between these two scenarios with the isFinishing() method.

#### public boolean isFinishing ()

Check to see whether this activity is in the process of finishing, either because you called finish() on it or someone else has requested that it finished. This is often used in onPause() to determine whether the activity is simply pausing or completely finishing. Returns1 If the activity is finishing, returns true; else returns false.

#### public void finish ()

Call this when your activity is done and should be closed. The ActivityResult is propagated back to whoever launched you via onActivityResult().

#### דוגמא

```
public class MainActivity extends Activity {
      ImageView iv;
      Button btn:
      AnimationDrawable anim;
  @Override
  public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    iv=(ImageView) findViewById(R.id.imageButton1);
    btn=(Button) findViewById(R.id.button1);
             Log.d("Asaf", "app was create");
    btn.setOnClickListener(new View.OnClickListener() {
                   @Override
                   public void onClick(View v) {
                   Log.d("Asaf", "button was clicked");
             });
```

```
@Override
     protected void onPause() {
            // TODO Auto-generated method stub
             super.onPause();
             Log.d("Asaf", "app was stopped");
             anim.stop();
     @Override
     protected void onResume() {
            // TODO Auto-generated method stub
             Log.d("Asaf", "app was Resume");
             super.onResume();
     @Override
     protected void onStart() {
            // TODO Auto-generated method stub
             super.onStart();
             Log.d("Asaf", "app was start");
     @Override
     protected void onStop() {
            // TODO Auto-generated method stub
             super.onStop();
             Log.d("Asaf", "app was stop");
             anim.stop();
```

### Tוגמא ל-log

```
il.co.appschool.www Asaf
08-14 10:47:31.981 1257
                          1257
                                                                  app was create
08-14 10:47:31.981 1257
                                il.co.appschool.www Asaf
                                                                  app was start
                          1257
08-14 10:47:31.981 1257
                          1257
                                il.co.appschool.www Asaf
                                                                  app was Resume
08-14 10:47:47.011 1257
                          1257
                                il.co.appschool.www Asaf
                                                                  button was clicked
08-14 10:48:54.441 1257
                          1257 il.co.appschool.www Asaf
                                                                  button was clicked
```

#### יום ללא תכנות הוא יום מבוזבז!